



Northern Suburbs Netball

Handbook

**For parents,
players, teachers,
coaches,
managers, and umpires**

www.nsnetball.co.nz

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ABOUT NORTHERN SUBURBS NETBALL

Netball in the Northern Suburbs has been running since 1969. Northern Suburbs Netball (NSN) is an incorporated society run by a committee of volunteers.

How is NSN Run?

The Committee is made up of community volunteers and representatives from all 19 participating schools. Everyone volunteers their time to make sure our local netball competition is available for all Year 1 to Year 8 children in participating schools.

Together, the volunteer committee oversees the running and management of the club. Committee meetings are held monthly, and most other business is done via email. Our meetings are open for anyone to attend. Details are on our website.

Who are the Members?

NSN comprises of 19 primary and intermediate schools from within the Northern Suburbs of Wellington – from Thorndon School and Queen Margaret College in the south to Tawa Intermediate in the north. From these schools, there are around 1,000 tamariki who take part in NSN each year.

Each Member School has to provide a representative (teacher or parent) at each Committee Meeting. This representative is responsible for relaying information from their School to the Committee, and vice versa.

If a school does not have a representative at two consecutive meetings, the school will be contacted. If the school does not attend the next meeting, they will **forfeit any future competition points** for the season.

What Netball Programmes Does NSN Offer?

- Year 1 & 2 Netball
- Year 3 & 4 Netball
- Year 5 to 8 Netball
- Year 7 & 8 Player Development Programme
- Year 8 Kiwi Whistler Programme
- Umpire and coach training, and refresher courses

The majority of games are played at Newlands College, with the remainder played at Newlands Intermediate.

Volunteers Needed - Can You Help?

Without volunteers, there would be **NO netball** available in the northern suburbs.

We welcome all those interested in helping. Many hands make light work, but when the workload falls on a few – it is a struggle to keep things going.

Please consider if you can join us and take on a volunteer position. If you would like to be involved, please contact us at secretary@nsnetball.co.nz

Let's make sure local netball is an option for our tamariki.

More Information

Our website includes a lot of information including draws, results, contact details, umpires, events, policies and forms. If you need to know something – it's a good place to start – www.nsnetball.co.nz

Our Facebook page is also updated regularly with cancellations and the latest news. So make sure you follow us on Facebook.

Contacts

If you have any queries please see your school's Netball Coordinator. If you wish to contact someone at Northern Suburbs Netball you can email secretary@nsnetball.co.nz.

Or, if you have a specific question about one of the programmes we run, visit www.nsnetball.co.nz to email the programme coordinator.

WHO'S WHO AT THE COURTS ON SATURDAYS

As a netball community, we are all responsible for ensuring the games run safely for both players and umpires.

To help ensure smooth running and safety for all, we have the following people at the courts on Saturdays:

- Yellow High Vis Vest - Duty Umpire (see page 22)
- Orange High Vis Vest - NSN Committee Members (see page 3)
- Pink High Vis Vest - Umpires (see page 22)
- Yellow Mesh Umpires Vest - Kiwi Whistler Trainee Umpires (see page 23)
- Green High Vis Vest - Umpires Coach (see page 23)

BEHAVIOUR AT THE COURTS & SCHOOL GROUNDS

Below are some guidelines set out by NSN, Newlands College, and Newlands Intermediate to ensure smooth running and safety for all.

Netball is meant to be fun. No one has fun when behaviour on the sidelines is aggressive or derogatory. While each child (and caregiver) enjoys 'winning', please continue to be respectful and kind to players, coaches and umpires. Model the kind of behaviour that you would want to foster in your child, regardless of the result.

Only team captains, or a player directly impacted by an umpire's ruling, can approach the umpire to seek clarification about a ruling at a break – no coaches/managers/parents.

Parents/Spectators/Supporters - Code of Conduct and Ethics

1. Support the removal of verbal and physical abuse from the game.
2. If you disagree with an official, raise the issue via appropriate channels rather than question the official's judgement and honesty in public.
3. Teach children that effort is as important as victory - so that the result of each game is accepted without undue disappointment.
4. If children are interested, encourage and support them to play. Avoid forcing children to play if reluctant.
5. Children learn by taking risks and making mistakes, encourage and support this.
6. Remember children are involved in netball for their enjoyment, not yours.
7. Recognise and value the importance of coaches and other volunteers who give their time and resources to provide netball – they deserve your support.
8. Applaud good play by players on both teams.
9. Encourage children to play to the rules of the game and respect umpires' decisions.

Recognise the value and importance of volunteer coaches, umpires and managers. They give their time to provide recreational activities for your child.

Coaches and Other Team Officials - Code of Conduct and Ethics

1. Display a professional manner in language, preparation, planning and presentation.
2. Encourage effort and skill, this will increase self-esteem and self-confidence.
3. Remember children's main reason for playing is for fun!
4. Be a role model for the principles of 'Fair Play' and ensure players display the same qualities.
5. Encourage players to show respect for opponents, teammates, umpires, officials and spectators.
6. Follow the advice of medics when determining if an injured player is ready to resume playing or not.

7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
8. Treat all equally and cater for individual differences based on gender, ethnic origin, religion or ability.
9. Ensure players enjoy and develop their skills and gameplay by using positive, specific and constructive feedback.
10. Commit to increasing knowledge of sound coaching principles and development stages of young children.
11. Be reasonable in demands on player's time, energy and enthusiasm.
12. Allow opportunities for players to develop decision-making.
13. Respect the talent, development stage and goals of each player.

Players - Code of Conduct and Ethics

1. Play equally hard for yourself and your team.
2. Treat all players as you would like to be treated. Do not bully or take unfair advantage of another player.
3. Control your temper, any verbal abuse or deliberate contact is unacceptable.
4. Play according to the rules of netball and principles of fair play.
5. Be a good sport; cheer all good play from both your team and the opposition.
6. Appreciate and co-operate with your coach, teammates and officials. There would be no game without them.
7. Take responsibility for your performance on and off the court.

International Rule 6.2 - Coaching

Coaching is allowed from the sidelines while play is in progress and during intervals. The coach is not allowed to move up and down the sidelines or the ends of the court. Pick a spot and stay there. Coaching is allowed during injury breaks or stoppages but the coach is not allowed onto the court.

Parking

Plan to arrive in plenty of time to find a park and then walk to the courts.

There is **NO parking** on the **College or Newlands Intermediate School grounds**.

Mobility Parks: if you require parking in a mobility park you must display your sticker and obtain a Parking Pass from the NSN Secretary at least one week beforehand.

Parking on the street is at your own risk.

On the School Grounds

When on Newlands College or Newlands Intermediate grounds:

- Do not smoke or vape
- Do not bring dogs
- Do not venture into any building sites
- Do not leave any child unsupervised
- No gum on courts.

The umpire must be able to freely move around the court at all times. Please ensure that the sidelines of the courts are clear of obstacles e.g. prams, bags, umbrellas, and chairs. These items are only allowed along the fence line – and with a clear gap from the court.

College Rules

- No food/drink on courts except water
- No wheels except buggies/wheelchairs (i.e. mobility assistance)
- No spectators between courts – around the fence line only.
- Coaches/player subs/scorekeepers can be between courts. They **MUST** stand still and not move along the court.
- Nothing on the ground between courts (no bags/drink bottles/sitting players).

YEAR 1 & 2 futureFERNs – 4 v 4 FORMAT

The focus for this age group is on 'exploring' Netball. It allows players to catch, pass, and shoot from day one, providing a fun introduction to Netball. Junior Co-ordinators and Star Helpers are on the court to guide and assist.

To run this programme, we need some parents to volunteer as Star Helpers. A training session for our Star Helpers is held before the season begins.

All children participating must have an adult responsible for them and stay for the duration of the session. So why not join in and become a Star Helper?

The programme starts part way through Term 2. There are 8 sessions in the programme and these are held at Newlands Intermediate on the school turf.

Game Day Format

On Saturday afternoons, sessions run for 50 minutes. From approx. 12.30 pm

NetballSmart Dynamic Warm-up and 20-minute Skill Development set, followed by a game (4 v 4 with 2 x 8-minute halves), followed by a cool-down.

Equipment

THE COURT:	Played across one-third of the court.
GOALPOSTS:	2.1 metres
BALL:	20-centimetre textured ball
BIBS:	Coloured bibs used

Officials

Junior Co-ordinators and Star Helpers assist and support the players on the court with direction given throughout the game, without using a whistle.

The Team

Four per team on the court at any one time.

Start of Play

Players use Rock, Paper, Scissors to determine which team will start each half of play. Play starts with a throw-in behind the opposition's goal line. After a goal is scored, play continues with a throw-in from the goal line.

Summary of Rules

- Teams are allowed to use rolling substitutions.
- All players can move anywhere in the playing area, there is no offside.
- Players are encouraged to pass or shoot within 5 seconds.
- Players are encouraged to be stationary once they have received the ball. They are allowed to take additional steps to gain balance but walking with the ball should be discouraged.

- A goal may be scored by any player at their attacking end.
- Players are not allowed to defend or mark the ball thrower, allowing space to pass and vision of passing options. Players can defend players awaiting passes and intercepting the ball is encouraged.
- A player may not push, trip, knock, bump or hold an opponent, whether the move is deliberate or accidental. If contact does occur, the contact will be called and after a brief explanation (if required), play will continue.

More information about the Year 1 & 2 programme can be found at www.futureferns.co.nz

YEAR 3 & 4 futureFERNs – 5 v 5 FORMAT

The focus for this age group is on 'learning the basics of Netball'. It's designed to be fast and fun, maximising participation and touches of the ball. With modified equipment and fewer players on the court, the game is less complicated.

Year 3-4 games are played on the Newlands College Netball Courts in term 2 and 3 from around 1:30 to 4 pm (depending on the number of teams registered). Sessions run for 45 minutes and include a warm-up, skills session and a game.

Each team has its own coach.

Game Day Format

NetballSmart Dynamic Warm-up and Skill Development followed by a game (5 v 5 with 2 x 8-minute halves), followed by a cool-down.

- Played across two-thirds of the Netball court
- Five per side – two attackers, two defenders and one centre
- 2.6-metre goal height
- Pass or shoot within 5 seconds
- Rolling substitutions
- Coaches are allowed in their attacking end and guide both teams.

Equipment

THE COURT:	Two-thirds of a Netball court. Two marked goal circles, using one goal circle in the goal third and marking the same on the second transverse line with flat dots or chalk lines.
GOALPOSTS:	2.6-metre
BALL:	Size 4 Netball
BIBS:	2x A, 1x C, 2x D bibs used.

Officials

Coaches assist and support Coordinators. Direction should be given during a game without using a whistle.

The Team

Five players per team on the court at any one time.

Start of Play

The centre from each team will use Rock, Paper, Scissors to determine who will start with the ball at the start of every quarter. Play starts from halfway (transverse line) in the middle of the court. After a goal is scored, play restarts from halfway by the opposing team.

Duration of the Game

Games are 2 x 8-minute halves with 2 minutes at half-time. Teams change ends at half-time.

Summary of Rules

- Rolling substitutions are allowed.
- Players are encouraged to pass or shoot within 5 seconds.
- Players are encouraged to be stationary once they have received the ball whether landing on one or both feet.
- A goal may only be scored by the A's.
- To allow the ball thrower passing options, players must be at least 1 metre away.
- A player may not push, trip, knock, bump or hold an opponent, either deliberately or accidentally. If contact occurs, it will be called and after a brief explanation (if required), play will continue.

More information about the Year 3 & 4 programme can be found at www.futureferns.co.nz

YEAR 5 to 8 futureFERNs FORMAT

Year 5 & 6 - 6v6 Game Day Format

Games are played at Newlands College and occasionally Newlands Intermediate over Terms 2 and 3 from around 11 am to 1 pm (depending on the number of teams registered).

Equipment

THE COURT:	Full court used
GOALPOSTS:	2.6-metres
BALL:	Size 4 Netball
BIBS:	2 x A, 2 x C, 2 x D

The Team

During a game, a minimum of five and a maximum of six players from a team may be on the court at any one time, one of whom must play as Centre. It is recommended that teams should not exceed nine players.

Duration of the Game

The time allocated is 40 minutes per game. This consists of 4 x 8-minute quarters, 2 x 1-minute intervals between quarters, and 1 x 2 minutes at half-time. There is a 4-minute turnaround between games.

The timekeeper will sound the bell to signal to the umpires the start and end of each game quarter. The umpire will blow their whistle to start and stop each quarter. Teams change ends at half time.

Substitutions/Tactical Change

Both teams have the right to make substitutions (bench player swap) and/or team changes (on-court player swap) after a goal is scored. An on-court player must request immediately after any goal is scored to the umpire, by using the tactical change hand signal. Players quickly change positions so momentum is not lost. There is no limit to the number of substitutions/team changes that can be made by a team.

Start of Play

A Centre from each team will use Rock, Paper, Scissors to determine who will start with the ball at the start of every quarter. The Centre in possession of the ball stands with at least one foot wholly within the centre circle. The other Centre stands on the sideline (outside the court) in the Centre Third with the opposing team's other Centre. Once the centre pass has been received, these players can enter play. After a goal is scored, play restarts with a centre pass by the non-scoring team.

Summary of the Rules

- Players must pass or shoot within 5 seconds.
- A goal may only be scored by the A's.
- For throw-ins, players take turns e.g. one defender throws in and then the other defender takes the next throw in.
- Players must be at least 1 metre away.

More information about the Year 5 & 6 programme can be found at www.futureferns.co.nz

Year 7 & 8 - 7v7 Game Day Format

Games are played at Newlands College and occasionally Newlands Intermediate over terms 2 and 3 from around 8.30 am to 11 am (depending on the number of teams registered).

Equipment

THE COURT:	Full court used
GOALPOSTS:	3.05 metres
BALL:	Size 5 Netball
BIBS:	GS, GA, WA, C, WD, GD, GK

The Team

7 players per team on the court at any one time. It is recommended that teams should not exceed ten players.

Duration of the Game

The time allocated is 50 minutes per game. This consists of 4 x 10-minute quarters, 2 x 1-minute intervals between quarters, and 1 x 3 minutes at half-time. There is a 5-minute turnaround between games.

The timekeeper will sound the bell to signal to the umpires the start and end of each game quarter. The umpire will blow their whistle to start and stop each quarter. Teams change ends after each interval (i.e. every quarter).

Start of Play

The Centre player in possession of the ball stands with at least one foot wholly within the centre circle. All other players are in their respective goal thirds and are free to move, but must not enter the centre third until the whistle has been blown.

Substitutions/Tactical Change

Both teams have the right to make substitutions (bench player swap) and/or team changes (on-court player swap) after a goal is scored. An on-court player must request immediately after any goal is scored to the umpire, by using the tactical change hand signal. Players quickly change positions so momentum is not lost. There is no limit to the number of substitutions/team changes that can be made by a team.

More information about the Year 7 & 8 programme can be found at www.futureferns.co.nz

Team Captain

- For Year 7 & 8 games the team captains shall toss for choice of first centre pass or goal end, and notify the umpires.
- The team captain can approach an umpire during an interval or at the end of the game for clarification of any rule.
- The umpire cannot be approached during play. Other than signalling a substitution, tactical change, or injury time.

International rules of netball apply to this age group and umpires' rule accordingly.

NSN Competition Structure

The structure of the NSN competition is as follows for Years 6 to 8:

- Grading games comprises of 3 or 4 games
- Round 1 comprises up to 5 games
- The competition round comprises up to 5 games

Teams may be re-assigned to a different grade after 3 grading games, after the final grading game, or after Round 1.

Points structure for Round 1 and Competition Round only:

- Win 4 points
- Draw 2 points
- Loss 1 point
- Default 0 points to defaulting team and 4 points to the team that was defaulted against.

Year 5 is a non-competitive section and consequently, teams are not graded or awarded points.

The Draw

The draw is compiled by a team of Northern Suburbs Netball Committee members. Some important notes about the draw are:

- The weekend draw is available on www.nsnetball.co.nz on Wednesday afternoons.
- The season dates are set by the Committee and usually begin the first Saturday after the start of the second term. The season runs for no more than 15 rounds.
- There is no play on Queen's Birthday weekend, or on the second and third Saturdays of the July school holidays.

School delegates can email draw enquiries to: drawcommittee@nsnetball.co.nz

Teams Arriving Late

It is expected that teams arrive courtside at least 5 minutes before the game is due to start. This is to ensure they have enough time to complete the toss-up, undertake routine checks of nails, shoes, etc, and be on the court ready to play before the bell sounds to start the game.

If a team is late and the bell has sounded, they have two minutes to be ready to take to the court. Then, a penalty will be awarded as follows:

If the offending team wins the toss, the umpire will start the game, then IMMEDIATELY after starting the game, the umpire blows the whistle to award a PENALTY to the non-offending team. If the non-offending team wins the toss, the umpire starts the game, and then IMMEDIATELY after starting the game, the Umpire will award the PENALTY by moving the player forward to the closest transverse line.

If, after 2 minutes of the bell sounding at the start of a game, a team is not ready (with at least 5 players, completed the toss-up, and undertaken routine checks), this results in a DEFAULT WIN to the non-offending team.

If a team starts the game with 5 or 6 players and has a player arrive late to join in, an umpire must be advised and the player checked before taking the court. A new player can only take the court after a goal is scored.

Defaults

If a coach is aware that their team will be defaulting their game, they must contact the Draw Committee before COB on the Friday before their Saturday game
drawcommittee@nsnetball.co.nz

Injuries/Illness

'**TIME**' may be called by **any player** on the court to stop the game.

A qualified First Aid person is on-site for all games at Newlands College and Newlands Intermediate.

A game may be stopped for injury/illness until the situation has been resolved for a maximum of 30 seconds. **NSN does not add extra time for injuries**. Games stop when the bell is sounded by the timekeeper.

Where possible, and only if it is safe to do so, move an injured player from the court to allow the game to continue. A substitute may replace an injured player. The injured player can return to the court immediately after a goal is scored. If there is doubt about moving an injured player, please do not move them.

If there is blood, the player must leave the court within 30 seconds and not return until the bleeding is controlled and the wound dressed. Any blood on the courts or ball, must also be washed away. Blood-stained clothing must be removed. First Aid gear is held with the First Aid/Timekeeper at the courts.

If there is a serious injury, then the 'Serious Injury Form' needs to be completed. You can get a copy from the Court Controller.

Scoring of Games

Each team provides a scorer for the game. The two scorers must stand together for the duration of the game at the centre sideline.

We use two forms of scoring – paper and electronic. Where possible, each game should have someone score on paper, and another to score electronically. The paper scorecards will be available on the court. To score electronically, scan the QR code on the score card and follow the instructions. Both scorers should be communicating and confirming each goal with each other.

If, at any point during the game or after the game has finished, there is a discrepancy between the scores on the electronic score and the paper scorecard, the paper scorecard will be deemed to be the correct and actual score and will not be changed.

After each quarter, the umpires check the paper scorecard. The umpire determines which team has the Centre Pass. For more information regarding paper scoring and odds & evens visit the NSN [website](#).

Hataitai Competition – Intermediate A Grade

After the completion of Round 1 (first term of netball) the top three Intermediate teams will compete in the Year 8 championship competition organised by Netball Wellington Centre. This is a great opportunity to extend these teams by playing with the top teams from each satellite centre (Northern Suburbs, Wellington West, and Motu Kairangi).

Rule Books Available

An online version of the International Rule book can be found on the Netball Wellington Centre [website](#).

THE TEAMS

- All netball players must be enrolled as students of a Member School of NSN. Or, if a student is not enrolled, they can approach a member school to see if they can join one of their teams.
- Players are required to be registered as part of a team.
- Schools can combine student year groups in grades but that team must be entered into the competition in the higher year grade.

If a team is missing players, they may use other players from the same or a lower grade from the same school.

For example, in the Intermediate A1 grade, the team can use a player from another team from their school who is in this grade or any lower grade e.g. A2 or B1 or C1 etc.

A player may only play in a higher grade **twice**. On the third time that player will be deemed to be registered in the higher grade.

For non-competitive games i.e. Year 5 grade and lower, teams may use players from another school to make up team numbers. However, in Year 6 grade and above a team cannot use a player from another school even though that child may be in a lower grade.

If a team has lost players or is having trouble fielding a team each week, the coach or school coordinator is welcome to approach the Chair of NSN who may be able to offer an alternative solution.

GAME CANCELLATIONS

The Committee has nominated two Committee Members to make a decision each Saturday as to whether play will commence on that day.

- Year 5 to 8 - decisions are made by 7.00 am on a Saturday.
- Year 1 to 4 – one hour before the start of the first round approx. 11.30 am

There are three ways you can find out if the games have been cancelled:

1. On our website **www.nsnetball.co.nz**
2. A text message is sent to the registered coach and umpire of each team. They should then notify all members of their team.
3. Facebook.

Once the decision to cancel games has been made it will not be revoked.

You can find the NSN Cancellations Policy on our website www.nsnetball.co.nz [here](#).

DRESS & SAFETY STANDARDS

Clothing

- Wear only registered school netball uniforms on the court (applies to Years 5-8).
- Bibs must be worn over the uniform.
- Regulation sports shoes must be worn.
- Thermal clothing can be worn on very cold days. Each school has chosen a colour for a thermal top and pants, which is registered as part of the uniform. Please check what these colours are. Thermals may be short or long, but must be of the school's chosen colour. Stripes or multicoloured thermals are NOT permitted. Thermals are worn underneath the netball uniform.

Earrings, Jewellery, ID bracelets, etc

- All jewellery is to be removed. This includes: watches, rings, necklaces, friendship bracelets, all piercings, and jewellery of cultural significance.
- Taping of earrings is not allowed.
- Emergency ID bracelets (Medic Alert) can be worn but **must be securely taped** to prevent injury to self or other players.

Finger Nails

- Nails are not to extend over the top of the finger when held upright. Nail scratches can be particularly nasty so it is imperative to keep nails at a short length.
- Taping of nails is not allowed.
- Players and team managers are responsible for ensuring player nails are an acceptable length. These should be checked well before the game / umpire check.
- Players will not be allowed to take to the court unless their nails are an acceptable length.

Umpires have the final say on all safety standards.

SET-UP and PACKING AWAY DUTIES

Each week a team is rostered on to set up at the College, and one at the Intermediate. Teams are also required to help with pole changeover at 11 am at the college courts and pack up at both courts.

When checking game time, check above the draw for any key information and to check if your team is rostered on for duty (as shown in the red box below)



There are Setting Up and Packing Away duties as outlined below.

Please ensure everything is packed away. When items are left out they are vandalised. The cost of replacing items may be passed on to the Duty School.

All equipment referred to below is held in the Property Shed by the College Netball Courts. First Aid boxes are kept near the entrance to the courts with the Timekeeper, whilst games are in play.

Setting Up Duty

Courts clean up	Ensure the courts are free of rubbish.
Notice boards	Put out the notice boards (as relevant).
Signs up	Secure the 'Code of Conduct' signs, the 'nsnetball.co.nz' banner, and the FutureFERNS sponsorship sign to the fence at the entrances to the courts.
Scorecards/pens	Place the scorecards and pens in the centre circle of the appropriate court. The cards are prepared by the scorecard committee person.
Goal posts	Place goal pads onto goal posts. <u>As required:</u> Set up the lower goal posts. These are secured to the fence.
Hole coverings	<u>College courts only:</u> Make sure that all the tennis pole holes are covered. Spare covers are kept in the Property Shed.

Important note: The school responsible for Setting Up at the courts must do so 45 minutes before the first game starts. Only schools playing in the first round will be required to assist with set-up.

Packing Away Duty

Notice boards & Signs	Pack away all notice boards, signs and banners that are on the fences.
Scorecards	Ensure all the score cards have been handed in to the Court Controller.
Courts clean up	Pick up all rubbish off the courts. Ensure toilets are tidy. Take any lost property to the Property Shed.
Goal posts	Remove the goal pads from the goal posts and store them tidily in the Property Shed. Secure posts back on the fence.

COACHES AND UMPIRES

Each team is responsible for supplying their coach, umpire and manager. All teams must have all positions filled, including umpire, before their team can be registered to play in the competition.

Coaches

We value our volunteer coaches and want to play an active part in their development. To achieve this we offer and provide access to training for beginner coaches through to the more advanced coaches. Coach training is offered to volunteer coaches to assist with their development and confidence. Confident coaches can then provide players with quality coaching.

Coaching clinics will be advised to School Delegates, promoted on Facebook and the website, and emailed via general email distributions.

If you would like to know more about coach training please visit www.nsnetball.co.nz or email secretary@nsnetball.co.nz.

Umpires

All umpires at NSN wear Pink High Vis Vests while umpiring. The Pink High Vis Vests are located at each court, ready for use by the umpires.

Umpiring classes and events will be held either pre-season or throughout the season. The Umpire Coordinator will advise when these are scheduled. Umpire classes are designed for all levels of umpiring experience and should be attended by all umpires to ensure a level of consistency within the competition (see website – 'Umpires' page for further information).

The Umpire Guidelines are set to ensure standardisation among umpires and include:

- No umpiring the team you coach
- No coaching whilst umpiring
- Always aiming to improve as an umpire
- Attending training classes each season.

Anyone who is umpiring at NSN is encouraged to learn more and develop their skills further by using the online resources that Netball New Zealand makes available for all umpires. These can be accessed here: <https://netballnz.co.nz/netball-nz/community/umpiring.html>

PLEASE NOTE: All games have two umpires. Umpires may not be changed during the game.

Duty Umpire

The Duty/Acting Duty Umpire is a qualified umpire who is available each Saturday to give support to all umpires. The Duty Umpire wears a Yellow High Vis Vest.

Kiwi Whistler Umpires

Kiwi Whistlers are Year 8 players who are completing a theory and practical course to qualify as an umpire. As part of their training during the season, the Kiwi Whistlers will umpire games in place of the team's umpire. The teams concerned will be contacted by the Kiwi Whistler Coordinator when this will happen.

Our Kiwi Whistlers wear Yellow Mesh Vests and each Kiwi Whistler is supported by an adult mentor. The adult mentor is permitted to communicate with the Kiwi Whistler during play and in the breaks, as required. The Kiwi Whistlers are also supported and supervised by trainers who wear Green High Vis Vests labelled 'Umpire Coach'. The Umpire Coaches may also communicate with the Kiwi Whistlers during play and in the breaks.

Year 8 Kiwi Whistler training courses open for Year 8 students before the netball season starts.

If you are interested in learning to umpire or wanting to umpire for a team, please email the Umpire Coordinator at: umpirecoordinator@nsnetball.co.nz

Pool Umpires

You must hold an umpiring qualification to be part of the umpiring pool. This can be a Kiwi Whistler Certificate or an Introductory Umpire Award or higher (e.g. Centre Award). If you do not qualify, you will need to do an umpiring course before joining the umpiring pool. Netball Wellington Centre run umpiring courses during most school holidays, so contact them for more information if you need to do some training.

How games are allocated

Every Wednesday you will be asked to indicate the times you are available to umpire on the coming Saturday. An umpiring schedule is then made and emailed out on Thursday evening telling you which games you have been allocated

We cannot guarantee that you will be allocated a game every week -- it all depends on how many requests we get and the grades that are requested.

When allocating games to you, we take your level of experience and your umpiring qualifications into account.

If you have any questions about being a pool umpire before registering, please feel free to ask. You can email us at: umpirepoolcoordinator@nsnetball.co.nz

Requesting a Pool Umpire

Each team is responsible for providing their own umpire. However, if for any reason your umpire cannot make a game you can email umpirepoolcoordinator@nsnetball.co.nz to request a pool umpire. Requests have to be received no later than 6 pm on the Thursday before the Saturday game. There is no guarantee that there will be an umpire available.

**ALL UMPIRES, REGARDLESS OF AGE OR EXPERIENCE,
SHOULD BE TREATED WITH RESPECT AND COURTESY.
THEY ARE ESSENTIAL TO THE GAME OF NETBALL.**

YEAR 7 & 8 PLAYER DEVELOPMENT PROGRAMME

In April / May each year, we run a four-week player development programme for Year 7 & 8 students from our member schools.

The programme includes three weeks of skills-building sessions at Newlands College, followed by a FunFest.

The skills-building sessions are designed by Netball New Zealand. They allow players to explore, develop and improve their netball skills.

What to expect at the three-week skills-building sessions

- NetballSmart warm-up
- Placed into groups and rotated around different stations
- Working on 2-3 drills/skills each session
- Finish with a game.

The sessions lead up to a FunFest at the Hataitai Netball Courts. The Funfest is where they get to play 7-a-side games with teams from other Satellites. The focus of the tournament is fun, allowing players to showcase their development and enjoy the experience of tournament play.

Registrations usually open in March. Numbers are limited.

OTHER USEFUL INFORMATION

Valuables

NSN cannot take responsibility for lost valuables or property. Teams are advised to have a supporter who can hold all valuables for a team during games.

Lost Property

Lost or forgotten property will be held in the Property Shed. At the end of the season, items that have not been claimed will be donated to charity. Drink bottles will not be kept.

BBQ / Fundraising

All Member Schools have the opportunity to hold a sausage sizzle at the College on a roster basis to fundraise for their school.

What to do for the BBQ:

- A cost will be charged for the use of the BBQ and will be collected from you on the day by someone from the Committee. The cost of the College BBQ is \$30.
- Please supply your own BBQ utensils, including matches or BBQ lighter. The College BBQ must be turned off by 12 noon so that it has time to cool down and be cleaned before it is put away at the end of the last round. **You must clean the BBQ.**
- You are responsible for providing all the food and equipment needed to run the BBQ. The profit that you receive on the day is for your School to keep. Please ensure all BBQ rubbish is removed from the courts – it is NOT to be left in the College rubbish bins.

A filled gas bottle is supplied. Please ensure that the BBQ is positioned away from the courts' main entrance. It is usually set up in the quad area.

Other 'Fundraising' must be cleared with the Committee. You can send fundraising requests to secretary@nsnetball.co.nz.

Complaints

An attempt to resolve any complaint should be made when an incident occurs. The Duty Umpire, Court Controllers, and Committee Members are available during play each Saturday to facilitate. If required, please approach one of these people in an Orange or Yellow High Vis Vest during a game, not after a game is completed.

NSN attempts to deal with complaints effectively and confidentially. There is:

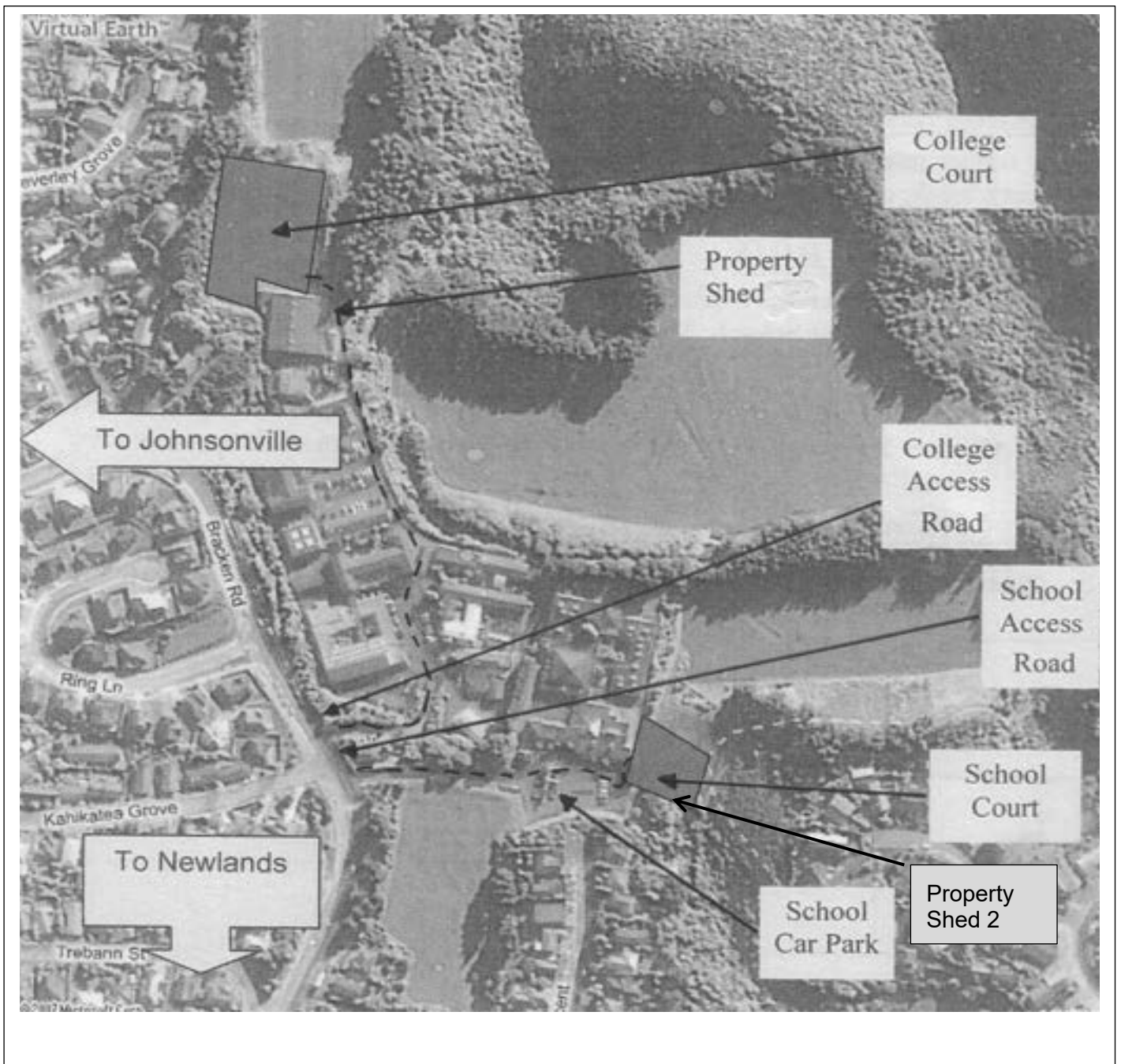
- A Complaints Resolution Process in place.
- Decisions are determined by a Complaints Committee as set out in the Constitution.
- A copy of the Complaints Resolution Process and the Complaints Form has been issued to each school and is available on our [website](#).

Complaints must be processed as follows:

- The complaint must be in writing on the Complaint Form and sent to the Complaints Committee within 7 days of the event being complained about.
- The signature of the Principal/Deputy Principal of the School complaining must be on the Complaint form.
- The Complaints Committee will action the complaint within 10 working days of receipt of all information. The course of action recommended by the Committee will be documented and forwarded to both Schools concerned together with the individuals involved in the complaint.

If you have any queries regarding the Complaints Resolution Process, please approach your school delegate in the first instance.

Aerial Map of Newlands College & Newlands Intermediate



We wish everyone a fun and competitive season