

2 February 2020

FINALS INFORMATION

GRADES

Open Competitive	6 teams	Top 4 in grade after round robin will play off for medals
Mixed 26+	1 team	BYE
Mixed 35+	1 team	BYE
Social Competitive 26 – 30	1 team	BYE
Social Competitive 31 – 35	6 teams	Top 4 in age group after round robin will play off for medals
Social Competitive 36 – 40	7 teams	Top 4 in age group after round robin will play off for medals
Social Competitive 41 – 45	4 teams	Top 4 in age group after round robin will play off for medals
Social Competitive 46 – 50	4 teams	Top 4 in age group after round robin will play off for medals
Social 31 – 35	1 team	BYE
Social 36 – 40	6 teams	Top 4 in age group after round robin will play off for medals
Social 41 – 45	4 teams	Top 4 in age group after round robin will play off for medals
Social 46 – 50	3 teams	Top 2 in age group after round robin will play off for medals
Social 51+	8 teams	Top 4 in age group after round robin will play off for medals

DRAW

The draw will appear on the website www.dunedinnetball.co.nz and the information boards at the Edgar Centre as soon as practically possible after the final round robin games on Monday morning.

OPEN COMPETITIVE	3v4	Court 4	12.30pm	On Court 12.20pm see below
	1v2	Court 4	1.15pm	On Court 1.05pm see below
SOCIAL COMPETITIVE 31-35	3v4	Court 5	12.30pm	On Court 12.20pm see below
	1v2	Court 5	1.15pm	On Court 1.05pm see below
SOCIAL COMPETITIVE 36-40	3v4	Court 6	12.30pm	On Court 12.20pm see below
	1v2	Court 6	1.15pm	On Court 1.05pm see below
SOCIAL COMPETITIVE 41-45	3v4	Court 7	12.30pm	On Court 12.20pm see below
	1v2	Court 7	1.15pm	On Court 1.05pm see below
SOCIAL COMPETITIVE 46-50	3v4	Court 10	12.30pm	On Court 12.20pm see below
	1v2	Court 10	1.15pm	On Court 1.05pm see below
SOCIAL 36-40	3v4	Court 11	12.30pm	On Court 12.20pm see below
	1v2	Court 11	1.15pm	On Court 1.05pm see below
SOCIAL 41-45	3v4	Court 12	12.30pm	On Court 12.20pm see below
	1v2	Court 12	1.15pm	On Court 1.05pm see below
SOCIAL 46-50	1v2	Court 13	1.15pm	On Court 1.05pm see below
SOCIAL 51+	3v4	Court 14	12.30pm	On Court 12.20pm see below
	1v2	Court 14	1.15pm	On Court 1.05pm see below

TEAM CARDS AND ACCREDITATION CHECKS

- Team cards will be made for each team playing in medal matches. Player names (starting and bench) must be ticked on the team card.
- All players are required to wear Masters Games accreditation passes which will be checked against team lists. NO PASS – NO PLAY
- All players must be on court ten minutes prior to the commencement of the game to facilitate completion of team sheets and accreditation checks.
- If any replacement players have registered on the Masters Games website over the weekend for injury cover please advise the control room before 9.30am Monday morning.

UMPIRES

- Team cards will be supplied at the control room when the scorecard is collected
- Umpires need to be on court ten minutes prior to the commencement of the game
- Umpires to check the team card against each players Masters Games accreditation pass – NO PASS - NO PLAY
- Dunedin Netball officials will collect team cards from the court prior to play commencing. Any player issues can be addressed at this time.

RULES / CONDITIONS OF PLAY

International Federation Netball Association (IFNA) standard game play rules will apply with the exceptions listed below.

Duration of play

All games will consist of two fifteen minute halves, with three minutes for half time.

Number of players

During the match, a minimum of five and maximum of seven players from a team may be on the court at any one time, one of whom must play as Centre.

Substitutions/team changes

Unlimited substitutions and team changes can be made during the game at any time. This must occur off court or in a playing area common to the players involved. Play will not be stopped.

Stoppage for injury/illness

Play will not be stopped for any injury or illness. Any injured player may be substituted without stoppage if required. Any blood will be dealt with as an emergency. Emergencies (including serious injury) will be treated with common sense by the umpires.

Extra time

All finals games require a result. In the event the score between the teams is tied at the end of full-time, play will continue where the ball was, without a stoppage until one team has a two (2) goal advantage.

Dress Code/Equipment

All team members are to wear official team uniform and appropriate footwear. Teams must provide a match Netball and bibs.

Conduct and Behavioural Expectations

As a condition of entry you are expected to act safely at all times, including morally and ethically on (and off) the court.

- Appreciate and co-operate with your team-mates, officials and event personnel
- Take responsibility for your own behaviour, on and off the court
- Be a good sport - cheer all good play from both your team and the opposition
- Play according to the rules of netball and the principles of fair-play. Control your temper - any verbal misbehaviour or deliberate contact is unacceptable
- Never argue with an umpire. If you are concerned, talk to your captain, or an event official
- Any kind of bullying or harassment is unacceptable and will not be tolerated
- In the spirit of the New Zealand Masters Games and the game of Netball – have fun!

Issues or complaints

If any issues arise or you wish to make a complaint, please see the control room.

If teams have disputes these must be made immediately after the completion of the game to an Event Official via the Control Room Office.