



NEXT GEN NETBALL

Sapphire Series & Ruby Series Competition Manual

Sapphire Series brought to you by





Contents

1. INTRODUCTION	5
2. SUMMARY	5
3. CONDUCT OF MATCHES	6
4. PARTICIPATING TEAMS.....	6
5. COMPETITION FORMAT	7
6. MATCH POINTS (SAPPHIRE SERIES AND RUBY SERIES')	7
7. DETERMINING FINAL PLACINGS	8
8. FINAL SERIES.....	8
9. DRAWN MATCHES – FINALS ONLY	9
10. COMPETITION DRAW AND RESULTS	9
11. PLAYER ELIGIBILITY AND SELECTIONS	9
12. COMPETITIVE BALANCE.....	9
13. TEAM SELECTIONS	12
14. PLAYER ELIGIBILITY	13
15. PLAYER MOVEMENT BETWEEN TEAMS.....	13
16. REPLACEMENT PLAYERS	15
17. TEAM STAFF EMPLOYMENT	17
18. PRIMARY CARERS	18
19. PROTESTS, COMPLAINTS & APPEALS	18
20. PROTEST OR COMPLAINT LODGEMENT	18
21. SPORT EQUIPMENT	18
22. TICKETING.....	19
23. REQUIREMENTS FROM TEAMS	19
24. MATCH OFFICIALS	19
25. MATCH RULES.....	20
26. POLICIES.....	21
27. FORFEITS.....	22
28. FORCED POSTPONEMENT AND RESCHEDULING OF MATCHES.....	22
29. CANCELLATIONS	22
30. BREACHING COMPETITION RULES	23
31. MATCH DAY PROCEDURES	23



32. AWARDS	24
Appendix 1: Competition Timeline (Draft).....	24
Appendix 2: Team Club Information.....	26
Appendix 3: Squad List.....	26
Appendix 4: Primary Carer Registration Form	26
Appendix 5: Video & Photo Accreditation Application.....	26
Appendix 6: Replacement Player Form.....	26
Appendix 7: Replacement Team Sheet.....	26
Appendix 8: Finals Series Team List	26
Appendix 9: Verification of Registration Form	26
Appendix 10: Examples of Player Eligibility	26
Appendix 11: Player Points Cap – 2018 QSNL Clubs.....	27
Appendix 12: Proposed Aligned Associations.....	28



Netball Queensland Contacts

Role	Name	Contact Details
Acting League Manager (LM)	Richard McInnes	0428 687 691 richard.mcinnnes@netballq.org.au
Acting Media Manager	Amy McDonald	0439790645 media@netballq.org.au
Accreditation and Allocation Officer	Cameron Williamson	0437 532 816 Cameron.williamson@netballq.org.au
GM – High Performance and Sport Entertainment	Richard McInnes	0428 687 691 Richard.mcinnnes@netballq.org.au
GM - Commercial	Justin White	0452 298 691 justin.white@netballq.org.au
GM - Marketing	Chanah Mulawa	0488 038 843 Chanah.mulawa@netballq.org.au



1. INTRODUCTION

- 1.1. The Sapphire Series (SS) is conducted under the authority of Netball Queensland LTD. (Netball Queensland), and as such, Netball Queensland (NQ) has the ultimate decision-making power over the competition.
- 1.2. NQ vests responsibility for the day to day operation and management of the competition to NQ's League Manager (LM)
- 1.3. The official competition draws for the Sapphire Series and Ruby Series – South will be distributed by NQ to all Team Officials no later than three months prior to round one (1)
- 1.4. The format and schedule for the Ruby Series North will be finalised in conjunction with the three participating teams and communicated three months prior to the first round.
- 1.5. All Licence fees for Sapphire Series and Ruby Series' competitions must be paid by the due date/s stipulated in [Appendix 1](#) of this Competition Manual.
- 1.6. If, at any time, the Club does not adhere to the requirements set out in this Competition Manual, or the documents as named in Point 1.8, NQ reserves the right to remove the Licence, and therefore team/s, from the Competition without refund.
- 1.7. NQ has the power to waive compliance to any of the rules or regulations when satisfied that special circumstances exist. Any request to waive compliance with the rules must be submitted in writing, addressed to the NQ LM and be accompanied by a non-refundable fee of \$500.00 (incl. GST).
- 1.8. The 2019 Sapphire Series Manual is to be read in conjunction with the following documents:
 - 2019 Sapphire Series Club Participation Agreement
 - 2019 Sapphire Series Operations Manual
 - 2019 Sapphire Series Codes of Conduct (role relevant)
 - 2019 Sapphire Series Commercial Manual
 - 2019 Sapphire Series Operations Manual
- 1.9. All League Documentation can be found at <https://qld.netball.com.au/sapphire-series/>
- 1.10. The webpage for the Sapphire Series is <https://sapphireseries.com.au/>

2. SUMMARY

- 2.1. The Sapphire Series is the highest level of open amateur Netball competition in Queensland and provides a player pathway to the Australian Netball League and Suncorp Super Netball.
- 2.2. The Vision of the Sapphire Series is to transform the lives of women and girls through netball
- 2.3. The Purpose of this elite competition is to provide the strongest platform for players, coaches and officials to prepare for opportunities at the elite level, while fostering a strong connectedness with community netball, creating local heroes for young girls all over Queensland.
- 2.4. Competition Key Timings
 - 2.4.1. Refer to [Appendix 1](#) for the Competition Timeline, including due dates.

3. CONDUCT OF MATCHES

- 3.1. Reference to the “Competitions” in this document is inclusive of the Sapphire Series, Ruby Series – South, Ruby Series North and the Queensland Premier League (QPL)
- 3.2. Reference to the “Ruby Series”, includes both the Ruby Series - South and Ruby Series - North. Where reference is made to one or the other, this reference should not be interpreted as applying to both competitions.
- 3.3. The Sapphire Series will consist of seven (7) teams each playing each other twice in a 14 round regular season followed by a three-week final series.
- 3.4. Underpinning the Sapphire Series will be the Ruby Series, which will have two components, North and South respectively.
- 3.5. The Ruby Series – South will consist of seven (7) teams each playing each other twice in a 14 round regular season followed by a three-week final series.
- 3.6. The Ruby Series – North competition will be played in a cluster format, with the volume and frequency of matches to be determined in collaboration with the participating teams.
- 3.7. The Ruby Series Competition Rules – will be the same as the Sapphire Series unless stated otherwise in writing prior to the Ruby Series commencing.
- 3.8. The Queensland Premier League (QPL) Competition will be overseen by NQ and managed by either NQ, or by local organizing committees, or by the Sapphire Series Licensee in the area. Rules for the QPL competition will be described in a separate document, but rules contained in this document will impact on the management of QPL teams, particularly in relation to player movement and player eligibility
- 3.9. The entire competition structure can be found on the Netball Queensland website

4. PARTICIPATING TEAMS

- 4.1. The teams participating in the 2019 Sapphire Series will be:
 - Northern Rays
 - USC Thunder
 - Brisbane North Cougars
 - The Jets
 - QUT Wildcats
 - Bond University Bull Sharks
 - Carina Leagues Club Tigers
- 4.2. The teams participating in the 2019 Ruby Series – South will be:
 - USC Thunder
 - Brisbane North Cougars
 - The Jets
 - Darling Downs Panthers
 - QUT Wildcats
 - Bond University Bull Sharks
 - Carina Leagues Club Tigers
- 4.3. The teams participating in the 2019 Ruby Series – North will be:
 - Marlin Coast Marlins
 - Magnetic North Steelcats



- Whitsunday Sharks
- 4.4. NQ members Associations are encouraged to align with a Sapphire Series License holder and an allocation has been drafted in Appendix 12. For this document these will be referred to as the Aligned Associations. Associations can request a re-alignment via an email to the League Manager at NQ.

5. COMPETITION FORMAT

- 5.1. The Sapphire Series and Ruby Series – South will be played in a Round Robin format prior to a three-week final series.
- 5.2. The Ruby Series – North will be played in cluster weekend format
- 5.3. Game Format for Sapphire Series and Ruby Series
 - 5.3.1. Game duration will be 60 minutes – (4) x fifteen (15) minute quarters.
 - 5.3.2. The $\frac{1}{4}$ and $\frac{3}{4}$ interval break will be 3 minutes. The $\frac{1}{2}$ time interval break will be 6 minutes.
 - 5.3.3. All matches must be completed up to the agreed full time.
 - 5.3.4. Only the officiating umpires may stop play during the match (temporarily or permanently) because of poor Field of Play conditions, equipment damage or failure, a seriously injured athlete, or any other reason deemed necessary by the match umpires.
 - 5.3.5. The LM or their designated representative will determine if the match may proceed or if the match must be delayed or postponed.
 - 5.3.6. If a match is delayed, interrupted or postponed the match must be resumed or rescheduled as soon as conveniently possible.
 - 5.3.7. If, due to unforeseen and exceptional circumstances a match cannot be rescheduled for completion the following regulations shall apply:
 - 5.3.8. A drawn result will be declared if the game was stopped prior to half time and each team awarded five (5) match points plus any bonus points for quarters won to the point when the game was stopped. For the avoidance of doubt points will only be awarded for completed quarters.
 - 5.3.9. If the game has entered the third quarter a win will be awarded to the leading team at the time at which the match has been stopped.
 - 5.3.10. If the score is tied, and the match has entered the third quarter, a drawn result will be declared, and each team awarded five (5) match points plus any bonus points for quarters won to the point when the game was stopped. For the avoidance of doubt points will only be awarded for completed quarters.

6. MATCH POINTS (SAPPHIRE SERIES AND RUBY SERIES)

- 6.1. The official scoresheet is the only true record of the match
- 6.2. Eighteen (18) points will be awarded in every game, regardless of how the quarters and final result is shared. Points awarded during the regular season will be awarded as follows:
 - 6.2.1. Win Game = 10 points
 - 6.2.2. Win a Quarter = 2 points
 - 6.2.3. Draw a Quarter = 1 point each



6.2.4. Drawn Match = 5 points each

6.2.5. Loss = 0 points

Scenario Examples	Points Awarded (18 points available every game)
Win 4 quarters and win game	Winner 18, Losers 0
Win 3 quarters and win game	Winner 16, Loser 2
Win 3 quarters and lose game	Winner 12, Loser 6
Win 2 quarters and win game	Winner 14, Loser 4
Win 1 quarter, draw 3 and win game	Winner 15, Loser 3
Win 1 quarter, draw 2 and win game	Winner 14, Loser 4
Draw 2 quarters, win 2 quarters and win game	Winners 16, Losers 2

7. DETERMINING FINAL PLACINGS

- 7.1. At the conclusion of the preliminary rounds teams will be ranked according to points awarded for a win, a loss or a draw as outlined in Clause 6
- 7.2. If the teams are tied on competition points, their order will be determined by the team who has won the most games during the regular season.
- 7.3. If the teams are still tied after 7.2, their order will be determined by goal percentages (i.e. goals for divided by goals against multiplied by 100).
- 7.4. If the teams are still tied after 7.3, the respective placings shall be determined by the results of the matches between the tied teams concerned during the regular rounds.
- 7.5. If the teams are still tied after 7.4, the team winning the most quarters during the regular season will be awarded the higher position,
- 7.6. If the teams are still tied after 7.5, the goal percentages for the games between the tied teams during the regular season shall be used to determine the placing,
- 7.7. If the teams are still tied after 7.6, the team who lost the lesser number of quarters will be awarded the higher position.
- 7.8. If the teams are still tied after 7.7, the team scoring the most goals during the regular season will be awarded the higher position.
- 7.9. If the teams are still tied after 7.8, a playoff match will be played mid-week.

8. FINAL SERIES

- 8.1. NQ reserves the right to conduct all finals Sapphire Series and Ruby Series – South matches at the QSNQ. If a regionally based team is in the finals, NQ will fund the travel and accommodation costs of 10 players plus four (4) team officials of the visiting team in the same manner as during the regular season.



- 8.2. For both Sapphire Series and Ruby Series South the top four (4) teams at the end of the regular season shall compete in the Finals Series.

Week 1	Semi Final 1 (SF1)	Team 1 v Team 2
Week 1	Semi Final 2 (SF2)	Team 3 v Team 4
Week 2	Preliminary Final (PF)	Loser of SF1 v Winner of SF2
Week 3	Grand Final	Winner of SF1 v Winner PF

- 8.3. The finals format for Ruby Series – North will be as follows:
- 8.3.1. At the request of the participating teams there will not be a finals series for the Ruby Series – North and the winning teams will be determined based on the ladder position at the end of the regular season.

9. DRAWN MATCHES – FINALS ONLY

- 9.1. In the event of tied scores at full time during final matches, the following shall apply:
- 9.1.1. There shall be a two (2) minute interval at the end of full time where substitutions and/or team changes may be made.
- 9.1.2. Teams change ends and the game is restarted by the team entitled to the next centre pass.
- 9.1.3. Extra time of 2 x 7-minute halves will be played with a one (1) minute interval between the two halves.
- 9.1.4. Teams change ends at the end of the first 7 minutes. Substitutions and/or positional changes may be made during the one (1) minute interval
- 9.1.5. The game is then restarted by the team entitled to the next centre pass
- 9.1.6. If there is still a tie at the end of extra time, a visual sign shall be used to indicate that play shall continue until one team has a two (2) goal advantage.

10. COMPETITION DRAW AND RESULTS

- 10.1. The Sapphire Series and Ruby Series draw will be available at least four months prior to the start of the season
- 10.2. NQ will be responsible for updating competition results and ladders on the NQ website.

11. PLAYER ELIGIBILITY AND SELECTIONS

- 11.1. These eligibility rules form part of the Competition Rules and are fully enforceable by NQ.
- 11.2. These eligibility rules apply to all teams, all athletes and all team officials. Each team shall ensure that any athlete who is being considered for selection for the team it will field in the Competitions, is aware of, has access to and understands the Competition Rules.

12. COMPETITIVE BALANCE

- 12.1. Player Points Cap
- 12.1.1. Sapphire Series Clubs must ensure their squad of 10 contracted players falls within a Player Points Cap of 20 or less. Clubs must also ensure that they do not exceed the Players Points Cap in any round of the competition when using replacement



players. Clubs will also be subject to this when naming the final 10 players for Sapphire Series Finals.

- 12.1.2. A separate list of 10 players must be listed for the Ruby Series – South and 12 players for Ruby Series – North team(s), aligned to the Sapphire Series Club, but these players are not included in the Player Points Cap, however there are implications for replacement players as per Clause 15. Ruby Series teams alone are not subject to any Player Points Cap or age restrictions in 2019
- 12.1.3. Regionally based Clubs will be granted an additional 20 points to assist in attracting players of a suitable standard to ensure they are competitive from year one. This concession will remain in place for the first three seasons of the Sapphire Series.
- 12.1.4. In 2019, the Netball World Cup creates an opportunity for SSN players to play in the Sapphire Series for up to four (4) weeks, equally the SSN season will finish prior to the Sapphire Series and SSN players may choose to play Sapphire Series matches at that time. Clubs will be assigned SSN players each following the process outlined below:
 - Allocated based on player's team of choice in consultation with NQ to ensure an even distribution, to assist in this allocation the following factors will be used in this order;
 - Association of origin or where most of their junior netball was played, if not applicable then,
 - Allocated based on prior playing history with the Club, if not applicable then,
 - Allocated based on positional distribution of other SSN players from first two steps, if not applicable then,
- 12.1.5. For the League games during the SSN World Cup bye, Clubs will be allowed to have up to 12 players on their team list each week, and any Club (not SSN) players who play less than a single quarter will be allowed to also play in the Ruby Series on the same weekend or day and this will be regardless of how many quarters the player has played in the previous four weeks. This exemption only applies for the World Cup bye period in the SSN and will flow down through Ruby Series – South and QPL as long as there is a direct connection with player movement to the impact of SSN players participating in the Sapphire Series. For the avoidance of doubt, Teams will only be allowed 10 players on their bench for Sapphire Series and Ruby Series South finals, regardless of whether they have SSN players playing. SSN players will need to have met the eligibility rules outlined in Clause 15.5 to play in Sapphire Series finals.
- 12.1.6. SSN Players will not be included in the Player Points Cap.



Player History	Points
<p>Marquee Player – Current SSN Player</p> <p>SSN players will be assigned by NQ to Clubs based on their Association of Origin or in consultation between the player and NQ. No points will be assigned for the first Marquee players.</p>	0 Points
<p>Level 1 - International Player (Open Level)</p> <p>A player that has been named in a final national Team list on five (5) or more occasions between November 1, 2016 to November 1, 2018. The top five international teams are Australia, New Zealand, England, Jamaica and South Africa.</p>	Teams 10 ranked 1-5
	Teams 6 ranked 6-10
<p>Level 2 - International Player (Open Level)</p> <p>A player that has been named in a final national Team list on four (4) or less occasions between November 1, 2016 to November 1, 2018. The top five international teams are Australia, New Zealand, England, Jamaica and South Africa.</p>	Teams 8 ranked 1-5
	Teams 5 ranked 6-10
<p>Suncorp Super Netball Player</p> <p>Any player who has played (taken the court) in more than seven (7) games in the Suncorp Super Netball competition in the previous two seasons but is not contracted in the current SSN Season.</p>	All Teams 6
<p>Suncorp Super Netball Squad Member</p> <p>Any player who has been contracted to an SSN team in 2017 or 2018 but played (took the court) in seven (7) or less games.</p>	All Teams 5
<p>Australian Netball League (ANL) Player</p> <p>Any player who has played (taken the court) in more than seven (7) games in the ANL competition in the 2017 or 2018 season.</p>	All Teams 4
<p>Australian Netball League (ANL) Squad Member</p> <p>Any player who has played (taken the court) on seven (7) or less occasions in the ANL competition in the 2017 or 2018 season.</p>	All Teams 3
<p>Multi-Year Sapphire Series/ Div. 1 State League or Equivalent Competition Player</p>	All Teams 2
<p>Debut Season in Sapphire Series or Equivalent Competition</p>	All Teams 1



<p>Loyalty Point Deduction</p> <p>For each year a player has been registered with an Associations within the Sapphire Series' Club's catchment area the player receives a 0.25-point deduction.</p> <p>The maximum deduction is 5 points for 20 years of registration in the Club's catchment area.</p>	All Teams	-0.25 per year
<p>Movement for Outside Reasons Allowance</p> <p>If a player moves clubs due to reasons outside netball such as a new job placement the new club can <u>apply</u> for a 0.5-point deduction for this player. This is subject to verification of the reasons for the move.</p>	All Teams	-0.25 deduction
<p>Long Term Injury</p> <p>For any player from an injury that lasted 12 weeks or more their point allocation will be reduced by 0.5 points. This will be performed through an appeals process with appropriate evidence required from the Club.</p>	All Teams	-0.25 deduction

- 12.2. The 25% regulation in relation to players dropping back to a lower competition will not apply in relation to the SSN World Cup break in 2019. For the avoidance of doubt, any SSN player who is not playing in the World Cup is eligible to play for their Club each week of the four-week World Cup window.
- 12.3. The 25% in four weeks will apply to SSN players at the end of the League season, to ensure that only players who are genuinely eligible can play in Sapphire Series Finals.
- 12.4. See [Appendix 11](#) for an example of the points cap applied to the current QSNL Division 1 teams.
- 12.5. The Player Points Cap system will be reviewed annually, and any changes will be ratified before the player contracting window opens for the following season. Clubs will need to be forecasting year on year to ensure they remain within the Player Points Cap.

13. TEAM SELECTIONS

- 13.1. Clubs must submit a contracted player list to the LM in line with the schedule of dates described in Appendix 1
 - 13.1.1. Ten (10) players for the Sapphire Series Team.
 - 13.1.2. Ten (10) players for the Ruby Series – South (if applicable)
 - 13.1.3. Ten (10) players for the Ruby Series – North (if applicable)
 - 13.1.4. Each SS Club may nominate six (6) SS training partners who will be members of the aligned Ruby Series teams.



- 13.1.5. Each Ruby Series Club may nominate up to six (6) Ruby Series Training Partners who may also play Queensland Premier League (QPL) in line with Eligibility and Player Movement rules.
- 13.1.6. All teams participating in Sapphire Series and Ruby Series – South may only list 10 players on team sheet for any given match, with the exception as referred to in 12.1.4.
- 13.1.7. Teams participating in the Ruby Series – North competition may list up to 12 athletes on the team sheet each match during the regular season.

14. PLAYER ELIGIBILITY

- 14.1. Players must meet the minimum age requirement of turning 16 years old in the calendar year of the competition to participate in either the Sapphire or either Ruby Series'
- 14.2. Players are only permitted to represent one (1) Club in any one (1) year unless they are released by one Club and selected by another, which must be approved in writing by NQ
- 14.3. Sapphire Series Players must sign an NQ Player Contract with the Club and that contract must be lodged and approved by the LM prior to the conclusion of the contracting window as described in [Appendix 1](#). The teams may add individualised elements to each player's contract in the contract schedule but may not materially alter the terms and conditions of the contract.
- 14.4. Ruby Series Players must sign a NQ Player Contract and that contract must be lodged and approved by the LM prior to the conclusion of the contracting window as described in [Appendix 1](#). The teams may add individualised elements to each player's contract in the contract schedule but may not materially alter the terms and conditions of the contract.
- 14.5. Players must be a current registered financial member of a NQ affiliated Association in the catchment area of the Licence Holder they are representing, this includes being registered on the MyNetball (or equivalent) system by the due date specified in [Appendix 1](#).
- 14.6. Once the Player Contract is signed and the player is registered as per Clause 14.3 the Player is bound to that Club and may not agree to play for any other Sapphire Series or Ruby Series club in the same calendar year, unless that player is Permanently Replaced during the season and as a result, becomes Training Partner for the club. At this point the player is now bound by conditions related to the role of Training Partner and may be signed by another Club with approval from NQ

15. PLAYER MOVEMENT BETWEEN TEAMS

- 15.1. In relation to player movement between Suncorp Super Netball, Sapphire Series, Ruby Series and Queensland Premier League, the following regulations apply:
- 15.2. The Competitions will be ranked from highest to lowest in the following order as it relates to relative movement "up" or "down" between competitions. For the avoidance of doubt players may skip levels when moving up or down between competitions.
 - 1st - Suncorp Super Netball
 - 2nd - Sapphire Series
 - 3rd - Ruby Series – South and North
 - 4th - QPL Open



- 5th - QPL 18U
 - 6th - QPL 16U
- 15.3. For the purposes of the Suncorp Super Netball, Sapphire Series and both Ruby Series', one (1) quarter is counted as playing eight (8) consecutive minutes within a single quarter of a game. For QPL, one quarter will be counted as a full quarter of play. This calculation is used for both Finals Eligibility and Replacement Player quarters.
- 15.4. Players are unable to be selected in a team participating in a lower competition, during the regular season if they have played more than 25% of the quarters for a team in a higher competition in the previous four weeks. For this purpose, byes are ignored and do not count as a week in the past four weeks. See [Appendix 10](#) for examples of eligibility.
- 15.5. In relation to Finals (Sapphire Series, Ruby Series -South and QPL), no player will be able to drop back to a lower competition if they have played 25% of quarters across the season in a higher competition in the same season. For the avoidance of doubt and as an example, SSN Players will only be eligible to play in the Sapphire Series Finals, if they have played less than 25% of quarters in the Suncorp Super Netball for the season **and** have played a minimum of 25% of quarters of the regular season (14 quarters) for their team in the Sapphire Series. Teams participating in Finals must also ensure the squad of 10 meets the Player Points Cap limitation for each finals match.
- 15.6. In relation to Finals across all Competitions any player from within the registered squad, training partners or Aligned Associations' QPL teams can be elevated into a higher competition team regardless of how many games they have played in the higher competition during the season. For the avoidance of doubt, this means a player from a lower competition team can be elevated into a finals team without having played a game in that competition during the year. That player will then still be able to play Finals for their original team if they have met the Finals eligibility requirements of that competition.
- 15.7. Any player who has played 25% or more quarters in the Sapphire Series or Ruby Series for the same Club will be eligible for selection in Finals' teams for their Club. Players who have played 25% or more quarters in the Sapphire Series will only be eligible for selection in Ruby Series – South Finals team if the Club has teams in both the Sapphire Series and Ruby Series - South Finals on the same weekend, and the player is not selected in the Sapphire Series team at that time.
- 15.8. In relation to 15.7, if the Sapphire Series team is eliminated and the Ruby Series team proceeds through the Finals, the same player, who has played 25% or more quarters in a Sapphire Series, but was selected in the Ruby Series for the first round of finals as defined above, may continue to play in the Ruby Series team for the remainder of the Finals series.
- 15.9. For the avoidance of doubt, any player who is a current contracted player with the Club and is eligible to play in the Finals series by having played 25% quarters in either the Sapphire or Ruby Series, may be elevated into the Sapphire Series team for finals regardless of how many quarters they have played in either Competition during the regular season.
- 15.10. In the Sapphire Series, and Ruby Series – North and South, to be eligible to play in the respective competition's Finals, a player must play have played at least 25% of the regular season's quarters in that Competition, unless they meet the conditions outlined in 15.7.



- 15.11. In the instance that registered players cannot comply with the any of the requirements of Clause 15 due to injury or prolonged illness, or other unforeseen circumstances a request for an adjustment may be submitted to NQ in writing and must be accompanied by a dated medical certificate or appropriate documentation.
- 15.12. If as per clause 15.11 an adjustment is approved, the player will be granted 25% of the total number of quarters the Player was deemed medically unfit or unavailable for, where unavailability was for an unforeseen circumstance. For the avoidance of doubt, players will not be granted adjustments for taking holidays, exams, normal employment routines, school commitments (events) or short-term illnesses or injuries (misses 2 or fewer games in succession). In these cases, players can advise teams in advance and teams will need to ensure the player is provided with enough quarters to qualify through the balance of the regular season.
- 15.13. For the avoidance of doubt, any player may be elevated to a higher team for Finals regardless of the number of quarters played in the higher competition during the regular season, so long as the player meets the eligibility requirements described in this manual. The team should complete the requirements relating to replacement players in such cases.
- 15.14. For the avoidance of doubt, there are no restrictions between QPL and Ruby Series – North competitions and players are encouraged to play in both competitions.

16. REPLACEMENT PLAYERS FOR ALL COMPETITIONS

- 16.1. Replacement Players must meet the requirements in Player Eligibility, Clause 14.
- 16.2. There are two (2) types of Replacement Players – Temporary Replacement Players and Long-Term Replacement Players.
 - 16.2.1. Temporary Replacement Players
 - Where a player needs to be replaced temporarily, the Club may elevate a Training Partner or player from their or an aligned Ruby Series team or from an Aligned Associations' QPL team without approval from NQ. The Club needs to ensure this player is added to their squad on MyNetball for the purposes of recording quarters for Finals eligibility. Clubs should also be aware in this case the regulations outlined in Clause 15 will apply.
 - Where a contracted player needs to be replaced, and the Club wishes to select a player from outside their contract list, Ruby Series Squad, Training Partner list or from outside their Aligned Associations, approval from NQ is required and the Club will be required to provide a medical certificate or similarly valid documentation to NQ. The temporary replacement player may play in place of the injured player for the period that the injured or unavailable player is stated to be unavailable for on their medical certificate or similarly valid documentation or until they meet the conditions of clause 16.6
 - 16.2.2. Special dispensation may be sought by the QPL Association and the Club from NQ to allow the Temporary Replacement Player to return to their QPL team, despite potentially having played more than 25% of quarters in the preceding four rounds. This player will be granted 25% of quarters for games missed in QPL, in relation



their eligibility for QPL Finals, while acting as Temporary Replacement Player in the Sapphire or Ruby Series

- 16.2.3.A Replacement Player Form (refer [Appendix 6](#)) must be submitted to NQ where possible no later than 48 hrs before a match is scheduled to ensure that the team may receive any necessary approval prior to the match(es) in question. This application should be accompanied by appropriate paper work and reasoning and approval will not be unreasonably withheld.
- 16.3. Players nominated as a Training Partner may not be used as a Temporary Replacement Player by another Club but may be signed as a Long-Term Replacement Player by another team within the same season, if granted a release by their original Team, which may not be unreasonably withheld. The Players Points Cap restrictions must be adhered to in this situation.
- 16.4. Long Term Replacement Players
 - 16.4.1. In an instance where a player will continue as a Replacement Player for the remainder of the season, they must become a Long-Term Replacement Player.
 - 16.4.2. Long Term Replacement Players may be drawn from anywhere but must complete a Sapphire Series Player Contract and be approved by NQ before they can take the court. The player must meet all relevant eligibility rules as outlined in Clauses 9 and 15, to participate in the competition.
 - 16.4.3. When Long Term Replacement Players are selected, the Manager must submit all relevant documentation to NQ at least 48 hours prior to the player taking the court.
- 16.5. Long Term Replacement Players replacing a player with a medical certificate or similarly valid documentation may adopt the quarters played to date by the replaced player. Alternately, the club may choose to share the quarters of the replaced player between the replacement and another player within the team. The purpose of this clause is to ensure that teams are able to enter the final series with a full squad of players. Any player being added to the contract list, will require approval from NQ to ensure the integrity of the competition.
- 16.6. A Temporary Replacement Player may only play 25% of the regular season's quarters before they are required to become a Long-Term Replacement Player, for which another player in the Squad must be released. The injured/released player once released, becomes a Training Partner and may be recalled at a later date if a player in the current list is injured or becomes unavailable for an NQ approved reason.
- 16.7. When a player is removed from the squad due to injury or other similarly valid reason and replaced by a Long-Term Replacement player, the removed player may become a Training Partner for the Club and maybe be recalled during the season if, and when they become available. When available to play, they may automatically replace the player who replaced them in the contract list at the discretion of the club. They may also replace another player who becomes injured or unavailable for valid reasons. Such a replacement would require appropriate documentation and approval from NQ 48 hours prior to the player being eligible to play.
- 16.8. In relation to all replacement players for the Sapphire Series teams, the Clubs must ensure they meet the requirements relating to the Player Points Cap for their team of 10



for any given match. Replacement players will be assessed against the same points criteria as described in Clause 12.1.6

17. TEAM STAFF EMPLOYMENT

- 17.1. The following applies to the appointment of the:
 - 17.1.1. Team Operations Manager
 - 17.1.2. Sapphire Series – Head Coach
 - 17.1.3. Sapphire Series – Assistant Coach
 - 17.1.4. Sapphire Series – Physical Performance Coach
- 17.2. NQ will provide a core position description and minimum terms and conditions for each coaching role. The Club may then add to the position description and remuneration package to attract an appropriate coach to fulfil the duties required.
- 17.3. It is the responsibility of the Club to undertake the recruitment and short listing of Coaches for their teams, according to the requirements specified below.
 - 17.3.1. NQ will assist in the advertising for all roles through their broader networks.
 - 17.3.2. When the Club reaches the short list and interview stage, the Club must engage the GM – High Performance and Sport Entertainment or assigned representative to assist in the final interview and appointment process.
 - 17.3.3. NQ has the authority to reject an appointment from a Licence Holder provided that the Club is informed of the reasons for such rejection, or to terminate the appointment of a coach if the coach is in breach of the NQ Codes of Conduct as listed here <https://qld.netball.com.au/resource-library/>
- 17.4. The Club may appoint the Ruby Series' coaches without NQ involvement but may request assistance from NQ. NQ must endorse the final appointments.
- 17.5. It is desirable that Coaches hold a minimum accreditation of the following:
 - 17.5.1. Sapphire Series Head Coach – NCAS Elite
 - 17.5.2. Sapphire Series Assistant Coach – NCAS Advanced
 - 17.5.3. Ruby Series – Head Coach – NCAS Advanced
 - 17.5.4. Ruby Series – Assistant Coach – NCAS Intermediate
 - 17.5.5. Physical Performance Coach – B. App Science – Exercise Science or equivalent, ASCA Level 1 Accreditation and be ESSA accredited.
- 17.6. All staff working with a team in any capacity must hold a current Working with Children Positive Notice Blue Card and the Club must provide NQ with details of the card number and expiry date.
- 17.7. The Team Operations Manager is responsible for ensuring an up to date list of all staff and their respective Blue Card details is available to NQ at any time.
- 17.8. All staff must be a current registered financial member of a NQ affiliated Association in the geographical area they are representing, this includes being registered on the MyNetball system by the due date specified in [Appendix 1.](#)
- 17.9. All staff must abide by the relevant NQ Code of Conduct which is available on the NQ website <https://qld.netball.com.au/resource-library/>



18. PRIMARY CARERS

- 18.1. NQ will provide the primary care personnel at each round hosted at the State Netball Centre.
- 18.2. Teams who host their own games, are responsible for engaging Primary Carers who must hold a minimum of a current Senior First Aid Certificate.
- 18.3. Primary Carers must hold a current Working with Children Positive Notice Blue Card.
- 18.4. Teams may also have their own Primary Care person as part of the team bench.

19. PROTESTS, COMPLAINTS & APPEALS

- 19.1. Protests, Complaints, and Appeals Committee (PCAC)
 - 19.1.1.A Protests, Complaints and Appeals Committee (PCAC) will be established by NQ.

The PCAC will have the following authorities:

 - To hear protests, complaints and appeals and to conduct enquiries and make determinations in relation to compliance with the competition rules and regulations and in relation to the conduct of the Competitions;
 - To waive compliance if the PCAC is satisfied special circumstances exist;
 - To appoint a Mediator where this is considered to be appropriate;
 - To impose disciplinary actions that may include any of the following:
 - Impose a fine;
 - Declare Players/Coaches/Managers ineligible;
 - Deduct competition points from a Team;
 - Disqualify or suspend a Player or Team from further competition.

20. PROTEST OR COMPLAINT LODGEMENT

- 20.1. A protest or complaint may be lodged with the LM by any of the following:
 - 20.1.1. Any registered Sapphire Series or Ruby Series Coach, Manager or Player;
 - 20.1.2. Any License owner that has a team in the Sapphire Series or Ruby Series'
- 20.2. Any protest or complaint must be lodged in writing addressed to the NQ LM and be accompanied by a deposit of \$500.00 (incl. GST).
- 20.3. Should such a protest or complaint relate to a match, it must be lodged within 48 hours of the conclusion of the relevant match.
- 20.4. The hearing of a protest or complaint shall be held as soon as practicable by the PCAC and the complainant shall attend the hearing (by skype/phone if location dictates) if required by the Committee or forfeit the deposit, whereupon the protest or complaint shall lapse. In the event of any protest or complaint being upheld, the deposit of \$500.00 (incl. GST) shall be returned.
- 20.5. The PCAC's decision is final.

21. SPORT EQUIPMENT

- 21.1. Sponsor goal post padding will be allocated for matches in accordance with Netball Australia's safety standards.
- 21.2. Official competition match balls will be supplied by NQ for use in all matches.



- 21.3. Participating Teams will be supplied with ten (10) training balls by NQ prior to the commencement of the competition.
- 21.4. Teams hosting home rounds will be required to supply appropriate score bench equipment. NQ will supply scoresheets, sub cards and team lists.

22. TICKETING

- 22.1. Players, Team Officials and Match Officials will not be required to pay an entry fee and will be supplied with Accreditation Passes.
- 22.2. NQ will advise all Teams hosting matches of any sponsor ticketing requirements prior to the home round.
- 22.3. Teams hosting home matches may charge spectators an entry fee as prescribed by NQ

23. REQUIREMENTS FROM TEAMS FOR SAPPHIRE SERIES AND RUBY SERIES

- 23.1. Teams will be required to provide all forms and information as per the key timelines or as requested by the LM.
- 23.2. Teams will be required to work with NQ to provide player head shots, and other documents or information as it relates to their teams. This may also include involvement in match-day activities by players or coaching and support staff.

24. MATCH OFFICIALS FOR SAPPHIRE SERIES AND RUBY SERIES

- 24.1. Match Day and Bench Managers
 - 24.1.1. NQ will provide Match Day Managers and Bench Manager for all matches in the Sapphire Series and Ruby Series’.
 - 24.1.2. Match Day Managers will perform duties as outlined in the 2019 NQ Match Hosting Guidelines.
 - 24.1.3. Bench Managers will perform duties as outlined in the 2019 NQ Match Hosting Guidelines.
 - 24.1.4. The Bench Manager must be appropriately accredited to supervise bench officials and any approach to the bench officials may only be made through the Bench Manager.
- 24.2. Scorers and Timekeepers
 - 24.2.1. All scoring for the Sapphire Series and Ruby Series – South will be done electronically, and scores and statistics provided live to the internet
 - 24.2.2. NQ will allocate one (1) bench manager, two (2) scorers and two (2) timers to each match.
 - 24.2.3. Accredited Scorers and Timers shall report to the Bench Manager on arrival at venue.
 - 24.2.4. All Scorers and Timers should arrive no later than thirty (30) minutes prior to commencement of matches and remain until completion of the match in which they are fulfilling their teams’ requirements.
 - 24.2.5. The Scoring and Timing will operate in accordance with the operational procedures outlined in the Netball Australia National Score Bench Handbook (downloadable from www.netballq.org.au).



- 24.2.6. Scoresheets, substitution cards and team list for use during the competition will be supplied by NQ.
- 24.3. Umpires
- 24.3.1. NQ will select and manage a squad of elite umpires for the Sapphire Series and Ruby Series
- 24.3.2. Umpires shall be allocated by NQ in consultation with the NQ Allocations Officer and the NQ Appointed Umpire Coach(s).
- 24.3.3. Sapphire Series and Ruby Series Umpires are required to hold the minimum accreditation of a National B Badge. NQ may approve variations to this requirement at its discretion.
- 24.3.4. It is the responsibility of the Umpire to be aware of the rules and regulations of the competition.
- 24.3.5. Umpires shall be ready, and matches shall start at the time specified in the draw unless directed otherwise by NQ.

25. MATCH RULES FOR SAPPHIRE SERIES AND RUBY SERIES

- 25.1. Matches will be played in line with the INF Rules of Netball, with the addition of the following amendments
- 25.2. TIME OUT RULE & PROTOCOLS
- 25.2.1. Time Out
- Each Team is entitled to request one Time Out per half.
 - The Time Out is for 90secs. This is a set time period, not up to 90 secs.
 - The umpire will hold time when a team requests a Time Out.
 - A Time Out can be requested by a player on the court to one of the on-court umpires after a goal is scored (but before the centre pass is taken). The appeal may be made to either umpire.
 - The umpire shall blow the whistle and signal to the Official Bench using the Time Out hand signal – fingertips together in a triangle, while verbally stating “Time Out – Team Name” and gesturing to the requesting team’s bench
 - Both teams may utilise the Time Out once requested by one team.
 - On Court players may either move to the Team Bench during the Time Out or remain on the edge of the Court.
 - Any bench player listed on the official score sheet may move on to the court during the Time Out.
 - Any team official listed on the official score sheet may move on to the court during the Time Out.
 - Medical treatment may be provided during the Time Out, so long as it is done within the 90 second timeframe. Medical treatment may take place on the court by the Primary Carer.
 - Hydration may be provided during the Time Out, but water bottles may not come on to the court.
 - Both teams have the right to make substitutions and/or team changes during the Time Out.



- Players are to return to their positions when the umpire blows the 10sec warning whistle. All bench players and team officials must immediately leave the court. Play will not resume until the 90secs has finished.

25.2.2. Substitutions and or positional changes may also be made after a goal is scored without a time out being called. The umpires will not hold up play to wait for the substitution to be completed. It is the responsibility of the team to be ready for the centre pass. This is to be used in the same manner as rolling substitutions are used in the Fast5 format. The Team Manager must notify the Bench Officials of the change in the normal fashion.

25.2.3. Umpire Protocol

- Any on court player may request a Time Out to the umpire, by verbally stating 'Time Out'. A 'Time Out' may only be requested between the scoring of a goal and before the restart of play. The appeal may be made to either umpire.
- None of the Support Staff from the team bench are permitted to stand up and move around at any other time while the game is being played, except for the Primary Care person for treating players. For the avoidance of doubt, the Support Staff who are seated on the team bench are permitted to move around during Time Outs, match breaks, pre and post-game
- The umpire shall blow the whistle, signal to the Official Bench using the Time Out hand signal– fingertips together in a triangle, while verbally stating 'Time Out – Team Name and pointing to the requesting team bench'. This will ensure the teams, official bench and broadcast are aware and can action appropriately.
- Upon either umpire blowing the whistle and indicating to Timer 1 that Time Out time is to be taken:
 - the umpire controlling the team bench side line takes up a position that allows a clear view of the team and team bench on his/her right-hand side.
 - the co-umpire moves to a position on the same side line that allows a clear view of the opposing team and its team bench (on the left-hand side).
 - both umpires maintain a clear view and monitor the court and its surrounds during the Time Out.

26. POLICIES

- 26.1. Players, Officials and Administrators will be bound by NQ's Member Protection Policy and Code of Conduct (www.netballq.org.au).
- 26.2. Players will be bound by Netball Australia's Pregnancy Policy (www.netball.com.au).
- 26.3. Players will be bound by Netball Australia's Anti-Doping Policy (www.netball.com.au).
- 26.4. All Players, Coaches and Officials should be familiar with the above policies prior to the start of the season.



27. FORFEITS

- 27.1. If a situation arises where it becomes necessary for a team to forfeit a game, the NQ LM is to be advised as soon as the Manager becomes aware of any circumstance that would cause such a situation to arise.
- 27.2. A fine of \$5000 (incl. GST) will be imposed on any team that forfeits a match. The offending team will not be permitted to take the court until this fine has been paid to NQ.
- 27.3. When the NQ LM has been notified of a forfeit, the opposing team will automatically be awarded the win and eighteen (18) competition points. No for and against points will be awarded.

28. FORCED POSTPONEMENT AND RESCHEDULING OF MATCHES

- 28.1. In the case that a team may arrive after the scheduled starting time of a match due to unavoidable circumstances such as heavy traffic due to an accident / flooding etc., the team Manager MUST contact one of the persons listed PRIOR to the match's scheduled starting time ASAP. Up to fifteen (15) minutes delay of start time may be granted at the discretion of the Manager on duty.

Richard McInnes	<i>Acting League Manager</i>	
Richard McInnes	<i>GM – High Performance & Sport</i>	M: 0428 687 691
	<i>Entertainment</i>	

- 28.2. Where, due to unavoidable circumstances, a team is unable to make it to the venue for a match, a rescheduled match may be arranged at the discretion of NQ where possible.
- 28.3. A written request must be submitted to the LM by the Monday following the scheduled match outlining the reason the team was unable to attend and why they should be granted a rescheduled match.
- 28.4. The final decision on whether a match will be rescheduled will be made by the LM. If it is decided that a match be rescheduled, then the LM will liaise with Managers, and the details of the rescheduled match will be communicated to both parties involved.
- 28.5. If a Team has not allowed enough time when booking flights or coach travel and arrives late for a scheduled match, NQ reserves the right to determine a forfeit and award a win and two (2) competition points to the opposition team, and impose the \$5000 (incl. GST) forfeit fine, as per Clause 28
- 28.6. NQ will not be held responsible for any travel costs associated with rescheduled matches unless the reason for the cancellation of the original match was the fault of NQ.

29. CANCELLATIONS

- 29.1. Should circumstances occur which prevent play in some or all matches in any round, the NQ LM shall assess the situation and decide on re-scheduling or cancelling matches affected.
- 29.2. If all matches are cancelled, teams will not be awarded competition points and the competition shall continue as per the official draw.



- 29.3. In the case that other circumstances arise outside of this Competition Manual, the NQ General Manager – High Performance and Sport Entertainment may use their ultimate discretion in decision making and applying an appropriate outcome.

30. BREACHING COMPETITION RULES

- 30.1. Any Team that is found to be in breach of any of the competition rules during the competition, at the discretion of NQ, may be deducted competition points.
- 30.2. Utilising Ineligible Players
- 30.2.1. If a breach is made by the winning team, a loss will be recorded against that team and the opposing team will be deemed the winner and receive eighteen (18) competition points. No match score will be recorded for this game.
- 30.2.2. If a breach is made by the losing team, the winning team will receive points as per standard competition rules and the final match score will be recorded. The losing team will also have ten (10) points deducted from the current points tally, which may see them left with a negative points total.
- 30.2.3. If the match is drawn, the offending team will be deemed to have lost the match and the opposing team will be awarded a win and receive eighteen (18) competition points and the losing team deducted ten (10) points. No match score will be recorded for this game.
- 30.2.4. If a team breaches this rule multiple times in the same season, the points deduction will be multiplied incrementally. Second offence points deduction is doubled, third offence the deduction is tripled and so on.
- 30.2.5. Matches that have been won / drawn by a team in breach of the rules will not be included in the Goal Percentage equation when determining final placings.

31. MATCH DAY PROCEDURES

- 31.1. Competition Forms
- 31.2. Team List
- 31.2.1. Team Lists must be handed to the Bench Manager at least thirty (30) minutes prior to the commencement of each match, with a maximum of ten (10) Player names listed for Sapphire Series, Ruby Series – South and 12 players for Ruby Series – North.
- 31.2.2. The list must show the starting seven (7) and their positions, up to three (3) or five (5) reserves depending on the Competition and the name of the “on court” captain indicated by a ‘C’ next to their name.
- 31.2.3. The Manager shall specify on the team sheet any Temporary Replacement players with an ‘TR’ next to their name, and the specific team the Replacement Player has been drawn from on the back of the Team List.
- 31.3. Substitution Cards
- 31.3.1. The Managers will be responsible for identifying and recording team positional changes that occur during match interval breaks or injury time-outs. Changes are to be written clearly on substitution cards which are to be forwarded to the Bench Manager as soon as practical.
- 31.4. Bench Allocation



31.4.1. When standing on the same side of the court as the team benches and facing the court, the home team shall be allocated the team bench on the left.

32. AWARDS

- 32.1. Most Valuable Player (MVP) for the season will be awarded by an independent panel based on voting from each round.
- 32.2. Finals Series MVP for Sapphire Series and both Ruby Series' will be assessed by an independent panel or judge across the Finals series.
 - 32.2.1. An award will be given to the 'Player of the Grand Final' for the Sapphire Series and the Ruby Series South and North which will be selected by a special guest panel designated by NQ. This award will be presented at the official presentations following the respective Grand Finals.
- 32.3. Minor Premiers
 - 32.3.1. The team finishing the regular season of each competition will be crowned Minor Premiers and receive a prize as a reward
- 32.4. Champions
 - 32.4.1. The Grand Final winning teams in each Competition will receive their respective perpetual trophies, a team plaque and individual medals following the completion of all grand finals, along with award from sponsors or prize money.
- 32.5. Runners Up
 - 32.5.1. The Grand Final runners up in each Competition will receive their respective team plaque and individual medals following the completion of all grand finals.
- 32.6. Umpires and Bench Officials
 - 32.6.1. Umpires and Bench Officials for the Sapphire Series Grand Finals will be awarded individual awards.

Appendix 1: Competition Timeline (Proposed)

Sapphire and Ruby Series	2019 Season
Sapphire Series Licenses Awarded	7/9/18
Competition Launch	Oct 5, 2018
Staff Appointment Process Opens	Oct 5, 2018
Club Participation Agreement Signed	Oct 31, 2018
Commercial Manual Finalised	Oct 31, 2018
Competition Rules Finalised	Oct 31, 2018
Qld Fusion Squad Selected (Following QSNL Finals)	Oct 19, 2018
NQ apparel design review period opens	Nov 1, 2018



Team Logos Finalised	Nov 30 2018
Staff Appointment Process Closes	Nov 30, 2018
Player Contracting Window Opens – Sapphire and Ruby Series - South	Dec 1, 2018
Club Information form due, contacts, sponsors, venues, staff	Dec 7, 2018
SS01 Operations Managers Meeting	Jan 28, 2019
NQ apparel review period closes	Jan 31, 2019
SS01 Team Staff Profiles Completed	Jan 31, 2019
Club Squads to be announced (20 per Club and 16 for Northern Rays)	Feb 15, 2019
Player Contracting Window Closes – Ruby Series – North	Feb 28, 2019
SS01 Head and Assistant Coach Meeting	Mar 9, 2019
Elite Umpire Squad Meeting	Mar 9, 2019
Pre-Season Training Commences	Mar 18, 2019
Signed Code of Conducts/Accreditation Confirmation due (Player, Coach, Manager)	March 31, 2019
Sapphire Series Contract List of 10 players per Club finalised	April 12, 2019
Ruby Series – South contract list of 10 players per Club finalised	April 12, 2019
Training Partners Confirmed for each Club	April 19, 2019
SSN Season Commences	April 27, 2019
ANL Season Commences	May 4, 2019
Ruby Series North Squads Finalised	May 31, 2019
Pre-Season Competition	June 15 & 16, 2019
Sapphire Series Round 1	June 23, 2019
ANL Grand Finals	June 29 & 30, 2019
Players, Coaches and Managers must be registered in MyNetball	April 30, 2019
Primary Carer Registration Form	April 30, 2019
Video & Photographer Accreditation Application due	April 30, 2019



Sapphire and Ruby Series – South Grand Finals	Oct 19, 2019
Coaches / Managers Competition Review Meeting	TBC
End of Season Meeting / Review:	Individual dates

Appendix 2: Team Club Information

Electronic document

Appendix 3: Squad List

Electronic Document

Appendix 4: Primary Carer Registration Form

Electronic Document

Appendix 5: Video & Photo Accreditation Application

Electronic Document

Appendix 6: Replacement Player Form

Electronic Document

Appendix 7: Replacement Team Sheet

Electronic Document

Appendix 8: Finals Series Team List

Electronic Document

Appendix 9: Verification of Registration Form

Electronic Document

Appendix 10: Examples of Player Eligibility

Week	Quarters Played	Quarters Played	Quarters Played
Week 1	1 in Sapphire Series	1 in Sapphire Series	0
Week 2	Bye	Bye	Bye
Week 3	1 in Sapphire Series	2 in Sapphire Series	0
Week 4	1 in Sapphire Series	1 in Sapphire Series	0
Week 5	1 in Sapphire Series	1 in Sapphire Series	4 quarters in Sapphire



Week 6 Eligibility to play in lower competition this week	Has played 4/16 quarters so <u>ELIGIBLE</u> to play Ruby Series in Week 6	Has played 5/16 quarters so <u>NOT ELIGIBLE</u> to play Ruby Series in Week 6	Has played 4/16 quarters so <u>ELIGIBLE</u> to play Ruby Series in Week 6
--	---	---	---

*This example uses Sapphire Series and Ruby Series only however the same principle can be applied to movement between all Competitions

Appendix 11: Player Points Cap Example – 2018 Based on QSNL Div. 1 Squads

Row Labels <input type="button" value="▼"/>	Total Team Points (before Discount)	Total Loyalty Discount Points	Total Points after Association Discount
Cougars Div 1	27	15.75	11.25
Jags Div 1	19	25.75	-6.75
Lions Div 1	30	12.5	17.5
Lynx Div 1	28	16.75	11.25
Tigers Div 1	22	5.5	16.5
Wildcats Div 1	12	14.5	-2.5



Appendix 12: Proposed Aligned Associations

SAPPHIRE SERIES CLUB	RUBY SERIES TEAM	ALIGNED ASSOCIATIONS
Northern Rays	Marlin Coast Marlins Magnetic North Steelcats Whitsunday Sharks	Bowen Netball Association Burdekin Netball Association Cairns Netball Association Charters Towers Netball Association Douglas Netball Association Inc. Evelyn Netball Association Herbert River Netball Association Hughenden Netball Association Innisfail Netball Association Mackay Netball Association Mareeba Netball Association Moranbah Netball Association Mount Isa Amateur Netball Association Sarina & District Netball Association Tableland Netball Association Townsville City Netball Association Tully Netball Association Whitsunday Netball Association
Moreton Bay Thunder	Moreton Bay Thunder Capricorn Claws* Wide Bay Thundercats* <i>*team from these areas to play in extended QPL Zone 3 from 2019 with view to becoming involved in Ruby Series South upon demonstration of competitiveness in QPL Zone 3</i>	Barcaldine Netball Association Biloela Netball Association Blackwater Netball Association Bundaberg Netball Association Inc. Caboolture Netball Association Caloundra District Netball Association Capricorn Coast Netball Association Coolum District Netball Association Emerald Netball Association Inc Gayndah & District Netball Association Gladstone Netball Association Inc. Gympie & Districts Netball Association Hervey Bay Netball Association Inc. Longreach Netball Association Maleny Netball Association Inc Maryborough Netball Association Middlemount Community Sports Association Monto Netball Association Mundubbera Netball Association Nambour & Districts Netball Association Inc Nanango & District Netball Association Noosa District Netball Association Rockhampton Netball Association Sunshine Coast Netball Association
Brisbane North Cougars	Brisbane North Cougars	Brisbane Netball Association Downey Park Netball Association Pine Rivers Netball Association Queensland Catholic Netball Association Redcliffe Leagues Netball Association



SAPPHIRE SERIES CLUB	RUBY SERIES TEAM	ALIGNED ASSOCIATIONS
Carina Leagues Club Tigers	Carina Leagues Club Tigers	Metropolitan Districts Netball Association Redlands Netball Association Inc
The Jets	The Jets Darling Downs Panthers	Chinchilla Netball Association Inc. Dalby Netball Association Fassifern Netball Association Goodna Netball Association Goondiwindi Netball Association Highfields Netball Association Ipswich Netball Association Kingaroy Netball Association Laidley & Districts Netball Association Lockyer Valley Netball Association Maranoa Netball Association Stanthorpe Netball Association Toowoomba Netball Association Warwick & District Netball Association Inc. Western Districts Netball Association
QUT Wildcats	QUT Wildcats	Beaudesert & District Netball Association Beenleigh Netball Association Jimboomba Netball Association Logan City Netball Association MacGregor Netball Association Inc Cornubia Park Netball Association Underwood Park Netball Association Inc
Bond Uni Bull Sharks	Bond Uni Bull Sharks	Hinterland District Netball Association Murwillumbah Netball Association Northern Gold Coast Netball Association South Coast Netball Association Southport Carrara Netball Association Tweed Netball Association Inc.