



SECTION 2

PART D – FINALS

Finals are held over 3 weeks at the end of the season. An extra week is also allocated to account for any rained out finals. Rained out fixture games are not replayed. Finals games are structured a little differently to fixtures.

The top four teams from each division at the end of the last week of competition will play off for trophies as below.

Semi Final	Game 1	1 versus 2
	Game 2	3 versus 4
Preliminary Final	Game 3	Loser of Game 1 v winner Game 2
Grand Final	Game 4	Winner of Game 3 versus winner game 1.

Player Eligibility

To be eligible to play in Finals games each player **MUST** have played at least 5 games with that team. Teams are not permitted to borrow players for any Finals games except at the discretion of the registrar. Written permission **MUST** be submitted a minimum of 3 days prior to the game.

Score Sheets

Score Sheets can only be collected after all players for each Finals game have signed on in front of witnesses and signatures are checked. Score Sheets will be available for signature at least 40 mins before scheduled game time. Please be on time as the **whole team must present together**.

ALL SIGNATURES MUST BE FINALISED 15 MINS PRIOR TO THE SCHEDULED GAME START TIME. Late players must report to the office prior to taking the court.

Scorer/Timekeeper

Each team **must** provide a Scorer or Timekeeper and a back up who must attend a scorers meeting in the office approx. 30 mins before scheduled game time on Semi Final day for complete instructions. Unless otherwise stated scorers who have attended a meeting in the past two years need to notify the office before their game that they need not attend. Chairs will be provided court side for them to jointly carry out their roles. If possible try to use a scorer not associated with the finals team.

Stoppages During Finals Games

Due to Central Timing by SCNA

A - Injury and Illness/Blood Policy

- Play may be stopped for injury or illness after a call for time by an on court player. The decision to stop play and when to stop play shall be at the discretion of the Umpire.
- To stop play the Umpire shall blow the whistle and signal to the Timekeeper to hold time.
- All stoppages for each team is 30 seconds only. The injury or illness must be treated



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Courtside and not on the Court. This time is also recorded on the Finals Extra Time Tally Sheet. The injured or ill player may be substituted or the position left vacant.

- During a stoppage for injury or illness both teams may make substitutions and/or team changes if desired within the 30 seconds. However, in this case the injured or ill player for whom play has been stopped must be involved in that team's substitutions and/or team changes.
- In the event that this time runs over 30 secs the umpire will determine if more time is required in Emergency category of stoppages.

B – Emergencies:

- In extraordinary circumstances, ball on court etc Umpires will determine the length of this stoppage.

Playing Of Injury Time

On the sound of the Centrally Timed Chime, should injury time have been recorded during the game, play continues, as the extra recorded time must be played. The Timekeeper shall start the watch at the sound of the Chime and at the end of the accumulated time inform the nearest umpire when Time is played. Only, up to a maximum of 5 mins in total will be played at the end of the fourth quarter.

Drawn Games

In the event of a tied game (after any injury time has been played), scorers are to raise their hands to signal a drawn game to the Office. A short break will be given to players, where substitutions and/or team changes are permitted. Instruction when to commence play will be given by the office using central timing.

Extra time of two halves of 5 minutes each shall be played. This time shall be managed for teams from the Office. Teams change ends in the one minute break at half time (after the first 5 mins). Substitutions and/or team changes are permitted. The Centre Pass is taken by the team entitled to the next Centre Pass following the Chime.

In the event of injury/illness/blood/emergency during extra time for a drawn game, times are recorded on the other side of the Finals Extra Time Tally Sheet. The total injury time of the extra time up to 2 mins only shall be added to the end of the second 5 minute period.

In the event of a tie remaining at the end of this time play shall continue until one team has a two (2) goal advantage.

Timings

The time allocated for Finals games is not the same as fixtures. 1 ½ hours is required for each round. Exact times for each division will be advertised as soon as this has been determined.



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Presentations

SCNA run presentation sessions at the end of every season.

Net Set Go (NSG) Blue participants are all presented with tokens of participation after their last session of the program followed by a small celebration party.

Presentations for NSG players in Green, Gold and White are made in week 14 by the Association. Participation awards are presented to each player and a small party is held for each group after their game.



Divisional presentations are made at the end of each finals round on grand final day. All teams are asked to remain at the end of their games for these presentations. Awards are presented to winners and runners up in each division.