

## 50% Gametime Recommendation – FAQ

### **What is the 50% gametime recommendation?**

The 50% gametime recommendation ensures every player in a team gets at least half of the total game time during a match or tournament.

### **Why was the recommendation introduced?**

The recommendation was introduced to promote participation, skill development, and player retention by ensuring equitable opportunities for players to contribute during games.

### **At what levels of netball is the recommendation applied?**

It applies to ALL Secondary school competitions and tournaments.

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### **Purpose and Benefits**

#### **How does the recommendation benefit players and teams?**

It fosters a sense of inclusion, encourages player development, and helps build a supportive and fun team environment.

#### **Does the recommendation disadvantage competitive teams?**

While it prioritizes participation, the recommendation also promotes long-term player development through game experience, which benefits competitiveness over time.

In cases where school teams compete in adult competitions, the 50% gametime recommendation might lead to discussions with the opposing team to ensure alignment and understanding of expectations.

#### **Is the recommendation flexible for elite or representative teams?**

The recommendation applies to ALL secondary school netball, UNISS, LNISS, SISS, representative, Senior A, and Premier League players.

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### **Implementation**

#### **How is the recommendation monitored?**

Coaches or team managers are responsible for ensuring implementation.

#### **What happens if a coach cannot meet the recommended time due to unforeseen circumstances?**

If injuries, illness, or other disruptions occur, the coach or manager should document (to keep track) this.

### **How can coaches plan for substitutions during games?**

Planning ahead is key. Coaches should create a substitution plan before the game, factoring in team size and player availability, to ensure smooth rotations.

### **What support is available to coaches during the season?**

Coaches can access ongoing support through workshops, coach developers, one-on-one mentoring, or peer networks within their centres. Game-time management tips and regular check-ins with Participation and / or Coach Leads is also helpful. Use the tracking document attached.

### **Does this recommendation apply in semis or finals?**

The 50% gametime recommendation applies throughout the season **excluding** semi-finals and finals.

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## **Practical Scenarios**

### **Can substitutions affect compliance with the 50% gametime?**

Yes. Coaches need to plan substitutions carefully to ensure all players meet the minimum game-time recommendation

### **What if a team has too many players to give everyone 50% gametime?**

Teams should manage team sizes to ensure compliance, typically by rostering fewer players for each game or rotating attendance across the season.

### **Are there penalties for not following the rule?**

The 50% gametime recommendation is the philosophy of prioritizing player welfare, participation, and long-term development. The intent of the rule is to create a positive and inclusive environment where every player feels valued and has the opportunity to develop their skills on the court. Ensuring compliance with this recommendation is not about penalizing teams but about fostering an environment that protects players from burnout and injury while promoting fair play and participation.

## **Players and Positions**

### **Does this recommendation mean players need to play their preferred position?**

No. While players may not always play in their preferred position, the rule encourages position rotation to develop a wide skill set.

### **How does the recommendation work if a player arrives late or leaves early?**

Coaches should aim to accommodate the player within the available time, but the recommendation may not apply fully if their availability is limited.

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## **Player Movement and Game Time Recommendation**

To ensure fairness, player development, and adherence to the 50% gametime recommendation, the following recommendations apply when moving players between teams:

### **Playing Up a Grade or Team:**

Players should remain in their designated team or grade whenever possible. In situations where a team (e.g., A team) is short on players, a player from a lower team (e.g., B team) may be asked to play up.

### **Game Time Expectations:**

When a player is moved up to fill in for a higher team:

- The priority is to give players in the higher team adequate game time.
- The fill-in player's participation must not come at the expense of the higher team players receiving their **minimum half-game allocation**.
- The fill-in player should only play as much as is necessary to address the shortage.

### **Developmental Focus:**

Moving players up should be done with the intention of supporting the team's immediate needs, while also being mindful of the fill-in player's development and ensuring her primary team's opportunities are not disrupted.

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## **Communication**

### **How do we communicate this 50% gametime recommendations to parents and players?**

Share information through pre-season meetings, emails, or resources from NNZ. Highlight the benefits and importance of participation-focused values.

### **What should parents do if they notice their child isn't getting 50% gametime?**

Encourage them to discuss it respectfully with the coach or team manager, focusing on understanding the situation and finding a solution.