

# Premier Draw Championship Round 3 Friday 6 July 2018

Venue: WGHS Gym, Lupton Ave

Venue will be open at 5.00pm

Duty: Carol McClintock

## Umpires

<b>6.00pm</b>	Whangaruru Prem 1	vs	Whangaruru Prem 2	T Henare	K Sinclair
				Res	G Pulham
<b>7.20pm</b>	Raise the Bar Manawanui White	vs	GUYCO Constructions WGHS 1	R Hohepa	D Clarke
				Res	G Shepherd
<b>8.40pm</b>	Fideliter Blue	vs	Fideliter Gold	A Pooley	B Bredenbeck
				Res	D Clarke
<b>Duty team:</b> Fideliter Gold			Put away chairs, tables, team benches & pick up rubbish thank you		

## Premier team notices

Team lists are to be completed 10 minutes prior to your game and handed to the bench

Games are 4 x 15 minute quarters, 3 minute breaks and 5 minutes half time. Injury time as per INF Rules

Injury Time as per INF Rules (30 seconds)

Each team is to provide a competent person to either do the score card or timing

Teams playing in the last round are asked to vacate the building no later than 10pm

NO Daily Player Registrations from now on - registration and 50% membership fee for additional players

Only team manager may approach the official score bench but not while game is in progress and all discussion is to be with the WNC Appointed Member on duty and not Club/School personnel on score bench

The RESERVE Umpire is the only person who may sit on the chair by score bench

## Umpire Allocations

7-Jul	Week 2
<b>14-Jul</b>	<b>NO PLAY</b>
<b>21-Jul</b>	<b>NO PLAY</b>
28-Jul	Week 3
4-Aug	Week 1
11-Aug	Week 2
<b>18-Aug</b>	<b>Semi finals (all teams)</b>
<b>25-Aug</b>	<b>FINALS - all except those in finals</b>

Week 1 Umpiring =	Whangaruru Prem 2
	Raise the Bar Manawanui White

Week 2 Umpiring =	Fideliter Blue
	Fideliter Gold

Week 3 Umpiring =	Whangaruru Prem 1
	GUYCO Construction WGHS 1

Umpire allocations will be made across Intermediate, Senior and College grades.

Please respect the **teams** you are umpiring by wearing sports shoes and sports clothing.

**The following are not permitted whilst umpiring;** Jandals, backpacks, street shoes, shoulder bags, mobile phone use