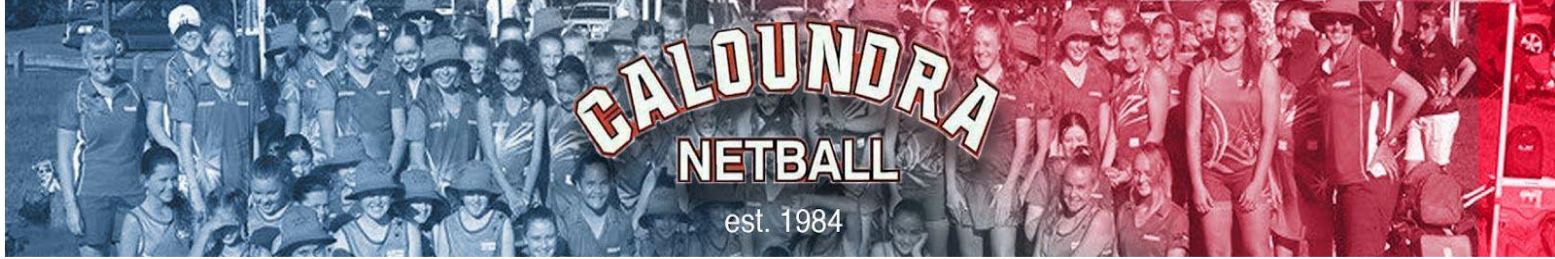




**Junior & Modified Carnival**

**2026**

Sunday, June 14th



## INFORMATION:

### WELCOME

- CDNA is excited to welcome the teams competing at our 2026 Junior & Modified Club Carnival. We would like to thank you and your club for your time and effort in organising and attending this event and we wish you an enjoyable, injury free, successful day.
- If we can be of any further assistance, please do not hesitate to contact our Administrator prior to the event ([admin@caloundranetball.org.au](mailto:admin@caloundranetball.org.au)) or come and see us at the front desk on the day.
- Caloundra District Netball Association supports and upholds the Netball Australia Codes of Behaviour for parents, spectators, officials, and players.

### NOMINATIONS

- All team nominations must be completed via the Netball Connect registration link before the closing date, 5<sup>th</sup> June 2026.
- Payment of \$130.00 / team is to be made at time of registration.

### DIVISIONS & CLASSIFICATIONS

U12s (born 2014)	U11s (born 2015)	GO/U10s (born 2016-2017)	SET/U8s (born 2018-2019)
11-3 (weak)	11-3 (weak)	GO-3 (weak)	SET-2 (medium)
11-2 (medium)	11-2 (medium)	GO-2 (medium)	SET-1 (strong)
11-1 (strong)	11-1 (strong)	GO-1 (strong)	

- Division nominations are based on eldest player in the team.
- NO REP teams permitted
- All players must be registered with Netball Queensland – 2026 Full Player Membership (unregistered players need to be registered prior to taking the court and a link will be supplied and NSG Membership will be required to pay the additional NQ fee to align with full membership).
- *Divisions may be joined if limited nominations are received.*

### DRAW

The draw will be available on Netball Connect, on or before Wednesday 10<sup>th</sup> June.

### CHECK-IN

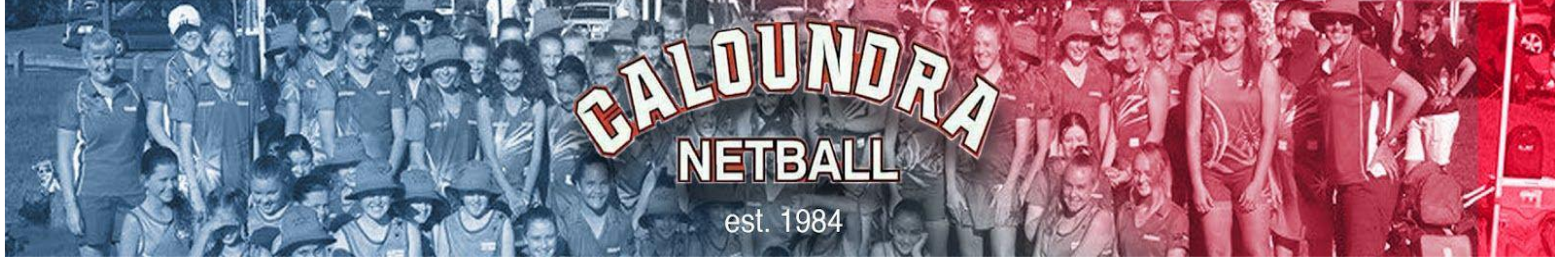
ALL teams/clubs must check in at the control desk (inside stadium) from 7am to confirm their attendance and to receive any updates.

### GAME TIMES

- Games commence from 8am and are played every 25 minutes.
- All games will consist of two eight-minute (2x8mins) halves with a two (2) minute break at half time and seven (7) minutes between games.
- No injury time is allowed. Otherwise, Netball Australia playing rules and blood rules apply.
- All games will be centrally timed.

### UMPIRING

- All competitive divisions (GO, U11s & U12s) **MUST** supply one (1) suitably qualified umpire as part of their nomination. CDNA will **NOT** be responsible for supplying umpires.
- Games in our non-competitive division SET be officiated by team coach – no umpires permitted.
- Please remember to be respectful of all officials.



## UNIFORMS

All players to be in a team uniform with positional bibs.

## SCORING

- All competitive teams must supply a manager/scorer for the carnival, and they must be linked to the team prior to the event.
- Live scoring through the Netball Connect app – If there are any issues with Netball Connect on the day, please see the Control Desk for a paper score sheets
- Please note, goal attempts / misses, team attendance, game time, and player positions will not be tracked for this carnival.

## COMPETITIVE DIVISIONS – U12s, U11s & GO

### RULES & POINTS

- Full netball rules apply.
- Rolling Substitutions may be used in U12s & U11s only.
- Points will be awarded as follows:
  - 2 points for a WIN
  - 1 point for a DRAW
  - 0 points for a LOSS
  - 0 points for a BYE
- No finals will be played, and final placings will be determined by the number of points accumulated at the end of the event.
- If there is a draw on points at the end of the carnival, the division winner will be decided by the goal percentage from the entire day. If that still results in a draw, the division winner will be determined by the goal percentage for the game played between the drawn teams during the carnival.

## NON-COMPETITIVE DIVISIONS – SET

- Please refer to the “CDNA Net Set Go Guidelines” document for your section’s rules (attached)
- Briefly: Full height hoops, a goal must go directly through the goal ring to constitute a goal.
- NO results will be recorded from non-competitive games.
- Games to be officiated by Coach – no umpires.

## PRESENTATIONS

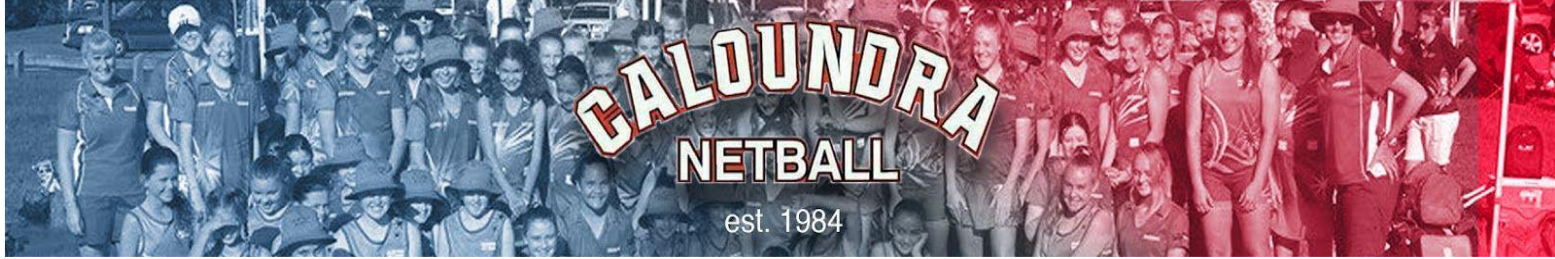
- Presentations will be conducted at the completion of the final round for each division.

## MEDALLIONS

- All winning and runner-up teams in the Competitive Divisions (GO, U11s & U12s) will be presented with a total of (10) medallions per team.
- Non-Competitive teams (SET) will receive lolly bags.

## CLUB MARQUE/TENT AREAS

- There are dedicated tent areas along the boundary fence of Pelican Waters Boulevard as well as behind court 8 & 9 and on the hill between courts 10 and 11.
- All tents must be **WEIGHTED (20kg per leg)** – this is a requirement of the Council.
- Rubbish bins are located around the courts, and each club/team is responsible for cleaning up their area at the end of play.
- Setup and access to the stadium is available from 7am.



#### FIRST AID / MEDICAL EMERGENCY / ICE

- First aid officers are located inside the meeting room beside our outdoor courts, as shown on the site map. If an Ambulance is needed, please see one of the First Aid Officers or a CDNA team member.
- Ice is NOT available to purchase on the day so please bring enough.

#### PHOTOGRAPHY/VIDEO

- Please seek permission from teams prior to taking photos - this is a Child Safety requirement.
- Strictly **NO** videoing

#### COURTS AND SURROUNDS

- Due to player welfare, only scorers, players, coaches, and managers are permitted in the shelters at the side of each court.
- Spectators should use the grandstand seating between courts 6, 7, 8 & 9 and all grass areas to the side of each court. We recommend spectators bring their own seating on the day.
- Parents and carers are responsible for supervising where their children play. Please note that the bushland area is out of bounds and not to be accessed by children.
- NO bikes, scooters etc to be used around the courts

#### CODE OF BEHAVIOUR

CDNA has a zero tolerance to abusive language or inappropriate, unsportsmanlike behaviour on and off the court. All players, teams, officials and spectators must adhere to Netball QLD and CDNA's Code of Conduct.

#### CARNIVAL PARKING

- Limited parking is available in the stadium car park on the day. Please follow the instructions of the dedicated parking attendants. Roadside parking is available along North Street and Baldwin Street, but **NOT** Pelican Waters Boulevard.

#### CANTEEN / CLUB BBQ / VENDORS

- The Council Canteen will be open for drinks and hot foods.
- Caloundra Clubs will be hosting a BBQ for Bacon & Egg Burgers, Sausages & Bread, and Cupcakes.
- Other vendors may also be available on the day

#### TOILETS

- Toilets are located within the stadium. Please refer to site map.

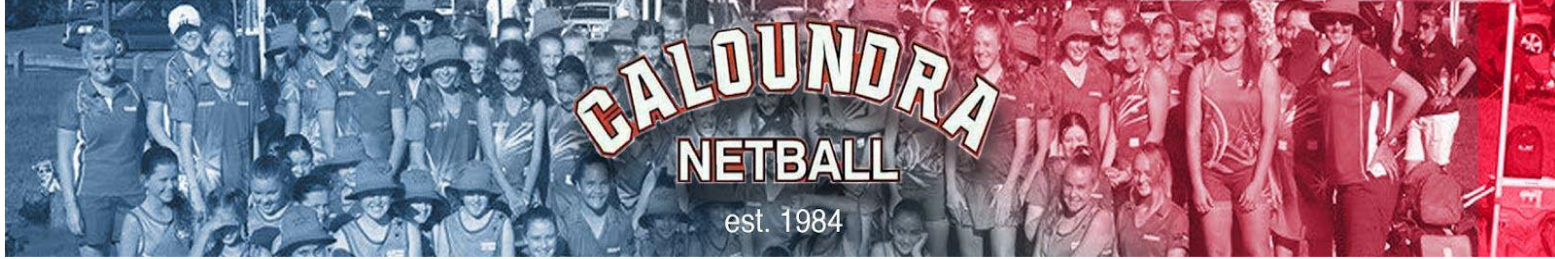
#### ANIMALS

- Please leave your pets at home – Thank you.

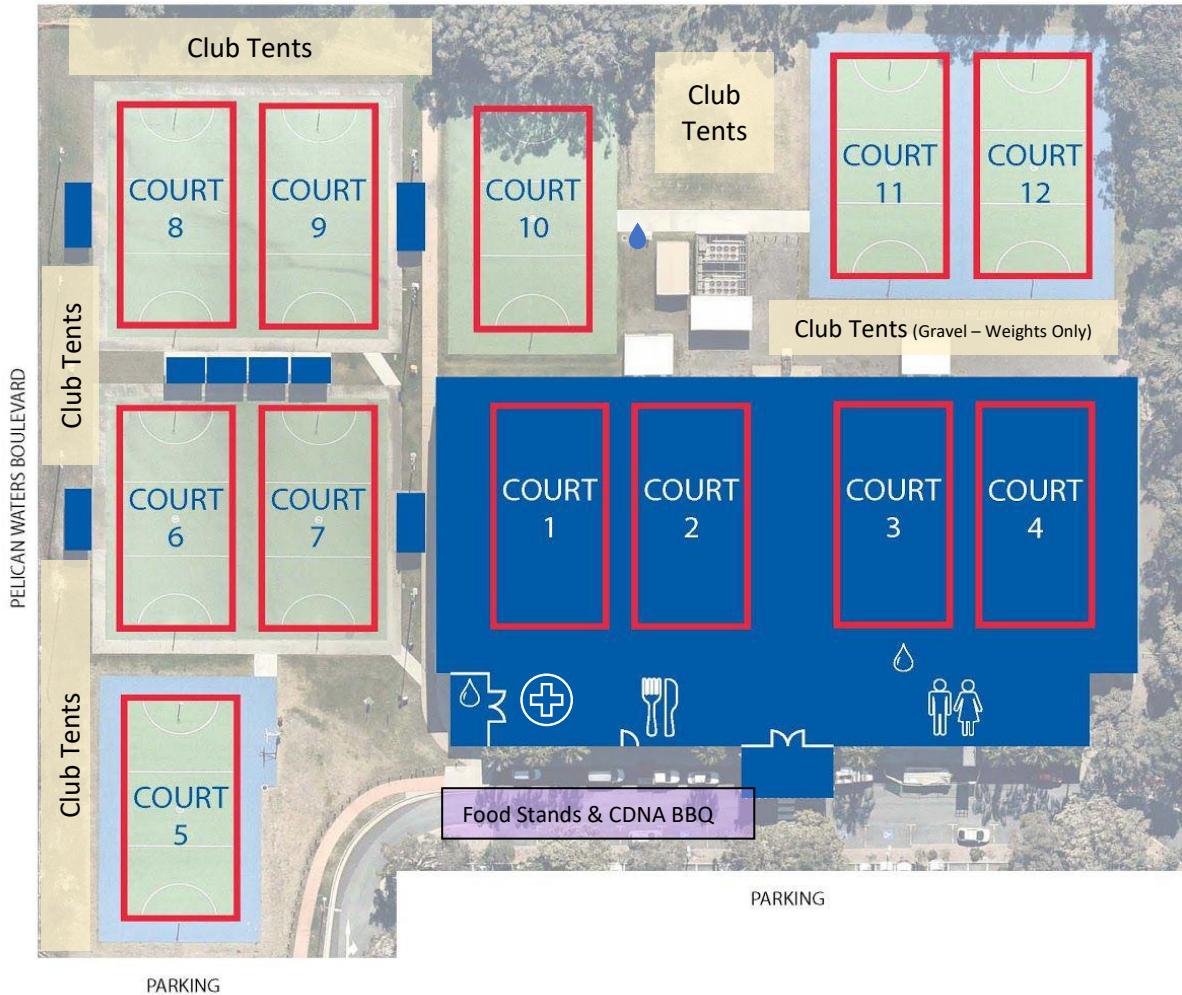
#### WET WEATHER

- CDNA will notify of any cancellations due to wet weather via email to team registrar and via Facebook.

**THANK YOU FOR SUPPORTING THE CALOUNDRA DISTRICT NETBALL ASSOCIATIONS  
JUNIOR & MODIFIED CARNIVAL.**



# CALOUNDRA NETBALL SITE MAP



- Club Marques/Tents – must be **WEIGHTED** (minimum 20kg per leg – this is a council requirement). No weights, then marques/tents will need to come down.
- Be mindful of parking restrictions along Pelican Waters Boulevard.
- 💧 Water Stations are located inside the stadium, and outside; undercover area and near court 10.

Please note that Caloundra Indoor Stadium and Courts is owned and operated by Sunshine Coast Council. Any enquiries regarding stadium or court hire should be directed to [indoorstadium@sunshinecoast.qld.gov.au](mailto:indoorstadium@sunshinecoast.qld.gov.au)

# CALOUNDRA NETBALL

est. 1984

Last Updated: 21.03.2025



## CALOUNDRA SET & GO GUIDELINES

RULE	SET	GO
<b>MATCH DURATION</b>	4 X 8-minute quarters (or by centralised timing, 4 X 12-minute quarters)	4 X 10-minute quarters (or by centralised timing, 4 X 12-minute quarters)
<b>GOAL POST</b>	3.05 m high (our Council facility does not have adjustable posts)	3.05 m high
<b>BALL</b>	Size 4	Size 5
<b>TIME TO PASS</b>	Up to 5 seconds	Up to 4 seconds
<b>SHORT PASS</b>	<ul style="list-style-type: none"> <li>Ball must be thrown (not handed) to another player.</li> <li>If two players from the same team gain possession of the ball in quick succession, this is not considered a short pass.</li> </ul>	<ul style="list-style-type: none"> <li>Ball must be thrown (not handed) to another player.</li> <li>If two players from the same team gain possession of the ball in quick succession, this is not considered a short pass.</li> </ul>
<b>REPLAYED BALL</b>	<ul style="list-style-type: none"> <li>A player who fumbles while gaining possession of the ball will not be considered to have replayed the ball.</li> <li>A player may bat or bounce the ball up to 2 times to gain possession.</li> </ul>	<ul style="list-style-type: none"> <li>While the usual rules for replayed ball apply, consideration must be given to the age and skill level of the players in determining whether a player has control of the ball (i.e. – some fumbling should be expected and allowed).</li> </ul>
<b>FOOTWORK</b>	<ul style="list-style-type: none"> <li>1-2 steps to regain balance is allowed.</li> </ul>	<ul style="list-style-type: none"> <li>Shuffling on the spot to regain balance allowed, without moving down the court.</li> </ul>
<b>CENTRE PASS</b>	<ul style="list-style-type: none"> <li>Centre pass is taken by the non- scoring team. However, if the game is one-sided, coaches should use any means necessary to ensure a good experience for all players.</li> <li>This could include:                             <ul style="list-style-type: none"> <li>Rotation of players into positions they don't usually play.</li> <li>Rest more skilled players.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Alternate centre pass.</li> </ul>
<b>BREAKING</b>	<ul style="list-style-type: none"> <li>A player who breaks on the centre pass should not be penalised for breaking.</li> </ul>	<ul style="list-style-type: none"> <li>Players should be given guidance if they break on the centre pass and <u>should not be penalised at the first instance</u>. If a player regularly goes offside, even after guidance is given, they may be penalised.</li> </ul>
<b>DEFENDING</b>	<ul style="list-style-type: none"> <li>Strict one-on-one defence.</li> <li>Players may not defend a shot at goal.</li> </ul>	<ul style="list-style-type: none"> <li>Strict one-on-one defence.</li> <li>Players may defend a shot at goal.</li> </ul>

# CALOUNDRA NETBALL

est. 1984

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<p><b>OFFSIDE</b></p>	<ul style="list-style-type: none"> <li>▪ A player who moves into an incorrect playing area and self-corrects should not be penalised for offside.</li> <li>▪ Players may “play on” in the case of simultaneous offside (one player touches the ball), rather than a tossup being taken.</li> <li>▪ Players should be given guidance if they move into offside areas and should not be penalised at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Usual offside rule applies, with consideration given to the age and skill level of the players.</li> <li>▪ Players may “play on” in the case of simultaneous offside (one player touches the ball), rather than a tossup being taken.</li> <li>▪ If a player regularly goes offside (and does not seem aware that they are breaking the rules), they should be given guidance about the correct playing area/s for their position when penalised.</li> </ul>
<p><b>OBSTRUCTION</b></p>	<ul style="list-style-type: none"> <li>▪ Players should be given guidance if they are obstructing (i.e. defending from a distance of less than 1.2m or have arms away from the body so as to limit the movement of an opponent and should not be penalised at the first instance. If a player regularly obstructs, even after guidance is given, they may be penalised.</li> </ul>	<ul style="list-style-type: none"> <li>▪ A player must defend from a distance of no less than 1.2m.</li> <li>▪ A player who is within 1.2m of an opponent cannot use movements that take the arms away from the body so as to limit the possible movement of an opponent.</li> </ul>
<p><b>SUBSTITUTIONS</b></p>	<ul style="list-style-type: none"> <li>▪ The game time should be evenly distributed amongst all players.</li> <li>▪ A team can make unlimited substitutions at any time.</li> <li>▪ Players should experience all positions over the course of the program/season.</li> </ul>	<ul style="list-style-type: none"> <li>▪ The game time should be evenly distributed amongst all players.</li> <li>▪ A team can make unlimited substitutions at any time.</li> <li>▪ Players should experience all positions over the course of the program/season.</li> </ul>
<p><b>PENALTY PASS</b></p>	<ul style="list-style-type: none"> <li>▪ Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing.</li> </ul>
<p><b>ADVANTAGE</b></p>	<ul style="list-style-type: none"> <li>▪ The advantage rule should not be applied, except for advantage goal.</li> </ul>	<ul style="list-style-type: none"> <li>▪ The advantage rule should not be applied, except for advantage goal.</li> </ul>
<p><b>COACHING</b></p>	<ul style="list-style-type: none"> <li>▪ The coach may enter the field of play to provide players with immediate feedback as required.</li> <li>▪ If the game is one-sided, coaches should use any means necessary to ensure a good experience for all players. This could include:             <ul style="list-style-type: none"> <li>○ Rotation of players into positions they don’t usually play.</li> <li>○ Rest more skilled players.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>▪ The coach may <u>not</u> move along the side-line.</li> <li>▪ If the game is one-sided, coaches/umpires should use any means necessary to ensure a good experience for all players.</li> <li>▪ This could include:             <ul style="list-style-type: none"> <li>○ Centre pass is taken by non-scoring team.</li> <li>○ Rotation of players into positions they don’t usually play.</li> <li>○ Rest more skilled players</li> </ul> </li> </ul>
<p><b>SCORING</b></p>	<ul style="list-style-type: none"> <li>▪ No scores should be kept, and no finals are played.</li> <li>▪ No best and fairest awards should be awarded.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Scores may be kept but no ladder produced; no finals are played.</li> <li>▪ No best and fairest awards should be awarded</li> </ul>