

Caloundra District Netball Association

# **JUNIOR POLICY: COMPETITION RULES AND GUIDELINES**

2025

*Approved at CDNA AGM 4<sup>th</sup> November 2024*

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## **1. Club Procedures and Responsibilities:**

### **1.01** Yearly Requirements and Financial Responsibilities

- (a) Each club admitted to membership of CDNA is expected to meet the responsibilities and obligations associated with affiliation, which include the following but is not limited to:
- Have a minimum of three (3) teams registered to the Junior Competition.
  - Appoint an Umpire Convenor who, where possible is an active umpire duly qualified according to the rules of and recognised by Netball Queensland or Netball Australia. Clubs are to supply a list of their umpires showing confirmation of accreditation level.
  - Appoint a Coaching Convenor, where possible is an active qualified Coach, to assist their club coaches in basic skill and development. Clubs are to supply a list of their coaches showing confirmation of accreditation level.
  - Ensure that it can meet its financial obligations to CDNA in terms of affiliation fees and registration fees.
  - Carrying out its rostered duties i.e., umpiring duties, BBQ and Carnival BBQ as allocated.
  - Ensure all volunteers hold a current BlueCard (or exemption) and are linked to the club via the BlueCard portal.
- (b) Season's fees shall be determined by the Executive and will consider fee structures implemented by Netball Queensland. Clubs will be notified in sufficient time to allow clubs to budget prior to the impending season.
- (c) Unregistered players are not permitted to take the court under any circumstances. It is the responsibility of each Club to ensure that all players are fully financial and registered.

### **1.02** Uniforms

- (a) Clubs upon joining the Association, shall submit the club colours and uniform to be worn by teams for approval by the Association.
- (b) Updates to uniforms must be submitted to the Association for approval by all clubs – uniform description, style, and colours. Approvals or the request for further information shall be issued by the Executive Committee within 14-days of receipt.
- (c) Sponsorship on uniforms is allowed. Any Club sponsorship logos must not conflict with CDNA sponsors or be of an inappropriate nature for children's sport (e.g. gambling or alcohol related sponsorship). If there is doubt as to whether a sponsor is inappropriate, prior approval must be obtained from CDNA.
- (d) Players are to wear the registered uniform of the club or team. No junior player shall be allowed to compete in competition matches unless wearing the registered uniform of the club.
- (e) Dispensation to player uniform requirements (i.e. medical, religious, cultural etc) must be applied for in writing to the Executive before taking the court.
- (f) If Clubs require any exemptions with uniforms, they are requested to email [admin@caloundranetball.org.au](mailto:admin@caloundranetball.org.au) and apply for a relaxation. This may occur if a Club's uniform supplier is not able to supply in time for the start of fixtures (which includes the grading period) or the Club is in the process of changing uniforms. In the latter situation, each team member shall play in either the "old" or "new" or "approved temporary" uniform.
- (g) All players shall wear identification bibs for all matches. No player can take the court without the identification bib.
- (h) Prior to games commencing, playing teams are to ensure that if uniforms are of similar colouring that playing bibs are distinct from each other.
- (i) No items of jewellery shall be worn whilst playing; an exemption is given to a medical alert bracelet which is to be covered by sports wristband or similar.

### **1.03** Team Names

- (a) Team names will consist of the Club Name followed by the Team Name i.e., Currimundi Minx
- (b) It is preferable that where a team retains at least five (5) players from the previous season, the team's name is carried forward into the new year; they will be viewed as retaining original identity.

**1.04** Registrations

- (a) Clubs will set up their registration links once the Association Competition has opened.
- (b) A player's age on the 31<sup>st</sup> December in the current year will determine their playing section.
- (c) All players and non-playing members must register to the competition via their affiliated club link on Netball Connect.
- (d) No club player and/or club non-playing member shall be registered directly to the association.

**1.05** Late Registrations

- (a) Clubs are responsible for ensuring any new players are registered in Netball Connect before taking the court.
- (b) CDNA must be notified of any late registrations and/or movement of players via email, no later than the Wednesday prior to their first game.
- (c) The club will be responsible for making any adjustments to the team ID card, including the player's attendance at the desk to sign the ID card.

**1.06** Transfer of players between Clubs

- (a) It is the player's responsibility to complete the transfer request on Netball Connect. Both Clubs and the Association must approve the transfer within the system.
  - The losing club will be prompted to confirm their refund amount (club portion only).
  - CDNA will be prompted to confirm refund of competition fees (CDNA portion only).
  - Once the new Club approves the transfer, the player must complete the registration to the new club; this includes payment of Club and CDNA Affiliation fees.
- (b) No Club-to-Club transfers are allowed after Competition Round 1.
- A club-to-club transfer may be considered and approved after this time, under child welfare concerns. The request should be submitted to the Executive in writing.
- (c) Player Movement within Clubs
  - Players can only move up to another team within the Club. No player is permitted to move down.
  - CDNA must be notified of any team changes via email after Team Nominations are received. Again, the Club will be responsible for ensuring the team ID card is updated and the player resigns under the new team.
  - Where there are child welfare concerns, clubs may submit, in writing, a request for player movement for the Executive to consider.

**1.07** Deregistration & Refunds

- (a) It is the player's responsibility to complete their de-registration in Netball Connect. They must select the correct year and competition registration.
- (b) The Club, then the Association will approve the deregistration including the approval of appropriate refunds.
- (c) Refunds of player's registration fees will be dependent on if the player has taken the court.
- (d) If a player has not taken the court for training, grading games and/or fixtures, then a full refund may be approved.
- (e) If a player has taken the court, then no or limited refunds may be approved.
- (f) Any refunds will be completed within Netball Connect via Stripe to the original account where the registration was processed.

- (g) Netball Queensland will review the deregistration, then approve and confirm appropriate Affiliation (insurance) refund once the Club and Association have processed their approvals.

#### **1.08 Player Grading & Teams**

- (a) No team shall be registered with less than five (5) players and no more than ten (10) players.
- (b) Male players are eligible to play within the Junior competition up to 13years of age. Thereafter, they must play in a male only division.
- (c) The grading process starts with the Clubs.
- (d) Teams nominating to the Saturday Junior Non-Competitive Competition (refer to Modified Rules) should be graded by age first then strength, ability, and experience.
- (e) Teams nominating to the lowest divisions (i.e. Div's 9 -12) are required to grade their players by strength, ability, experience. These divisions have an age cap of 13years of age.
- Players in these sections can play higher divisions at the discretion of their club.
- (f) Teams nominating to the higher divisions (Div's 8 to 1) are required to grade their players on skill and ability, and not age. This means different ages can play together creating a strong competition for all skill levels.
- (g) When clubs have more than one (1) team in the same age group or division, they should grade their teams and number them in order of standard.
- (h) Clubs will be responsible for nominating each team in the section that they deem appropriate having regard to the experience and ability of the team.
- (i) All team submissions must be completed on the Team Nomination Form and within Netball Connect and submitted to the Association by the required date.
- (j) Any player changes throughout the season must be firstly notified to CDNA in writing, then updated within Netball Connect and on Team ID Cards.

#### **1.09 Team ID Cards**

- (a) All divisional teams must complete and return the Team ID Card prior to Round 5.
- (b) Players are to sign (not print or use initials) the ID Card and use the same signature each week on the scorecards.
- (c) Clubs/Teams must arrange to update their Team ID Card if any late registrations or team changes occur.
- (d) Finals - No player may take the court unless they have signed the "Team Identity Card", and it has been authorised by the Association Registrar against the final's scoresheet.

## **2. Grading**

### **2.01 Purpose**

- (a) To provide a framework to help the association group teams into appropriate sections in the netball competition.
- (b) To deliver a competition catering for all age, skill, and ability levels within the resources available which:
  - Encourages and promotes continuing involvement in netball,
  - Provides an opportunity for teams to develop skill and teamwork,
  - Supports the fun and participation elements of sport, and
  - Provides an opportunity for on-going skill development of individuals.
- (c) To establish individual competitive divisions which:
  - Comprise teams which display a similar matching of skills,
  - Offer a reasonably level standard of competitiveness, and
  - Fosters individual and team skill development.
- (d) Manage a comprehensive grading process to support the competition comprising of divisions which match the evolving needs of CDNA.

**2.02** Playing Sections

<i>Section</i>	<i>Target Age Range</i>	<i>Maximum Age (as at 31<sup>st</sup> Dec)</i>
<i>NET Program</i>	<i>5-6 years</i>	<i>7 years</i>
<i>SET</i>	<i>7-8 years</i>	<i>8 years</i>
<i>GO</i>	<i>9-10 years</i>	<i>10 years</i>
<i>Juniors</i>	<i>11-13 years</i>	<i>13 years</i>
<i>Intermediates</i>	<i>14-18 years</i>	<i>18 years (attending school)</i>

### 2.03 Development of Players

- (a) Players younger than the target range for a category can participate in a higher division. Under the by-laws, only maximum ages apply (except for the intermediates category). In these circumstances, the club or team involved should consider the skills and maturity level of the player/s to ensure that acceleration will not negatively impact their development or enjoyment of the game.

### 2.04 Competition Structure

- (a) NET Program – 10-week program run directly by CDNA.
- (b) Non-Competitive Sections
  - SET 2 – players aged 7 years of age.
  - SET 1 – players aged 8 years of age.
  - GO 2 – players aged 9-10 years of age.
  - GO 1 – players aged 9-10 years of age
  - *The above non-competitive sections may change year to year, depending on team nominations received.*
- (c) Competitive Sections
  - Division 9 - 12 (Juniors)
  - Division 8 – 1 (Intermediates)
  - *The above divisional sections may change year to year, depending on team nominations received.*
- (d) A player's age on the 31<sup>st</sup> December in the current year will determine their playing section.

### 2.05 Dispensation Register

- (a) A dispensation register is held by the association. The register includes the collection of club requests, review process and approval/denial of dispensations received. All approved dispensations will be acknowledged by the Executive by email communication to clubs.

### 2.06 Size of Sections

- (a) The size of each section is dependent on the number of teams nominated and graded into each.
- (b) Where possible sections will be made up of even numbers to avoid a bye.
- (c) Where possible sections will comprise of a minimum of 6 teams.
- (d) CDNA may need to create more, less or combine sections based on necessity or demand.

### 2.07 Grading Process

- (a) Nomination of Teams (Club Registrars/Presidents)
  - All teams must be submitted to the Grading Committee on the appropriate nomination form and will comprise of Player's name, DOB and previous year's team. Teams must also be uploaded in Netball Connect by the required date.
  - Clubs which have more than one team in the same nominated section are advised to grade their teams in order (a, b, c etc) so the Grading Committee can review at grading rounds. Where possible, we aim to avoid having multiple teams from the same club in the same division.
  - Requests to move down from previous seasons divisions must be supported by previous seasons results and should firstly consider the natural age shift for modified, junior and intermediate.
- (b) Retention of Team Identity (Original Team)
  - It is preferable that teams of the same or mostly the same players retain the same team's name. A team which retained at least five players from the previous season is recognised as retaining its identity.



(c) Nomination of Division

- Each team is to nominate a preferred division.
- Clubs take primary responsibility for nominating a division that supports the goals of the Associations Grading Purpose.
- Club grading is recommended as a means of benchmarking teams and nominating a suitable division and to determine an appropriate team for new players.

**2.08** Grading / Team Rankings and Preliminary Division Allocation

(a) Based on information available from the previous season and team nominations provided by clubs, teams will be ranked in comparative order and allocated an initial ranking in the new seasons' competition. The basis for ranking will be a combination of the following:

- Clubs' recommendation/nomination and any comments provided on nomination form.
- Previous season performance – win/loss ratio and goals for/against percentage, final ladder position and finals results.
- Refer to previous seasons match results to identify teams with results inconsistent with the average performance of teams in the division and consider adjustments that might be necessary to improve a team's opportunities to experience wins and losses – for teams which have lost consistently in a season, consider grading them down or leaving them in the same division (no progression).
- For teams which have won consistently, by greater margins, throughout a season, an opportunity to challenge should be explored, this should include premiers from the past season.
- The natural age shift for teams progressing through the modified, junior and intermediated sections.
- Identify a 'benchmark' team within each division with an established history, playing consistency and team composition in which to trial new teams against.
- Allocate new teams to a division based on 'best fit' and a comparison of like experience and age.
- Allocate an initial rank for all teams.
- Once ranked, teams will be allocated into Preliminary Divisions.
- Grading fixtures will be produced from the Preliminary Division Allocation.

**2.09** Grading Carnival – Divisional Sections Only

- (a) All divisional teams will participate in a Grading Carnival prior to Round 1.
- (b) All teams will play a minimum of three (3) grading matches at the Grading Carnival.
- (c) Matches may be drawn against teams within the Preliminary Divisions, some teams will be given opportunity to grade above or below their Preliminary Division to assist in determining their appropriate placement.
- (d) All teams are expected to perform to the best of their ability.
- (e) The Grading Carnival will be kept offline so CDNA Grading Committee can view results. No points or goals will be counted or taken from the Grading Carnival.
- (f) The Grading Committee will review results taken from the Grading Carnival and will adjust Preliminary divisions (where required), they may during this time seek feedback from clubs.
- (g) Clubs may request a review of team/divisional placement prior to Round 5. The Grading Committee will review and considered the request, but changes not guaranteed.
- (h) During grading, clubs should limit player movements as this can affect the team's performance and ultimately the final placement.

**2.10** Re-Grading

- (a) All divisional teams will play 3-4 grading matches before regrading commences.

- (b) The Grading Committee will review results and ladders throughout the grading process and submit their proposed final divisions to the clubs at the Grading Meeting. The Grading Meeting will take place at the completion of Round 5, one (1) representative from each club is required to attend to discuss final divisions.
- (c) Clubs will be formally notified of competition placement and no further movements will be made after Round 5.
- (d) Where there are changes to a division, the division ladder and points will be reset for Round 6 onwards.
- (e) Clubs will be notified of final Divisions upon completion of Grading.
- (f) Re-grading will only occur if the section above or below has adequate space and doesn't affect the section the team is requesting to moving from i.e. leaving less than 5 teams.
- (g) All decisions made by the Grading Committee at the completion of Round 5, including input from clubs at the Grading Meeting are final.

#### 2.11 Appeals

- (a) Clubs may appeal a grading decision within 48 hours of them being released.
- (b) All appeals must be submitted in writing to the CDNA President.
- (c) Appeals will only be accepted through the proper channels. These must come through the club delegates only (president or secretary).
- (d) All appeals will be considered by the Grading Committee
- (e) All decisions made by the Grading Committee and/or Executive Committee are final.

#### 2.12 Season Fixtures

- (a) Final Divisions will be confirmed, and the creation of competition fixtures will be produced and published in Netball Connect.
- (b) Late team entries will only be considered and accepted if the team can take up a BYE allocation in an appropriate division or age group.
- (c) Any player changes to the team after team grading has been completed must be communicated to the grading committee in writing - [admin@caloundranetball.org.au](mailto:admin@caloundranetball.org.au) with approved adjustments updated in Netball Connect.

#### 2.13 CDNA Grading Committee

- (a) The Grading Committee will be appointed at the beginning of the season. It shall include the Junior Registrar, Association Administrator and a minimum of two (2) other Executive Members, but no more than eight (8) in total.
- (b) Committee Obligations:
  - They will conduct grading and maintain strict confidentiality.
  - To assign teams to appropriate divisions without bias or prejudice
  - To provide information regarding teams, without motivation to assigns teams into divisions that are not fair and equitable or can be advantageous or disadvantageous to other teams in the division.
  - To ensure the primary objectives and goals of the grading policy are met – aiming to achieve a successful competition for all teams and clubs.

#### 2.14 Non-Competitive Teams

- (a) Non-Competitive teams, SET & GO, are not graded per say. Teams are placed into their respective categories based on age alone.
- (b) CDNA follows the guidelines set out by Netball Australia/Netball Queensland. Our modified rules can be obtained from our website and will be made available to all clubs at the beginning of the season.
- (c) Non-competitive teams may be given the opportunity to play at the Grading Carnival.

### 3. Conduct of Matches

#### 3.01 Venue

- (a) The competition is played primarily at Caloundra Indoor Stadium and Outdoor Courts. Should our regular venue be unavailable the Executive may approve for games to be moved to alternative locations i.e. PLC, Aura Netball Club, Nirimba Primary School, Currimundi Recreation Centre.

### 3.02 Competition Rules

- (a) The rules shall be those of the NA Official Rule book and the CDNA domestic rules, including the CDNA Rules of NET-SET-GO (*Appendix – CDNA Net-Set-Go Rules*)

### 3.03 Duration of Play

- All matches shall consist of 12-minute quarters with intervals of 2,3,2 minutes.
- *Game times and duration may alter, due to change of venue requirements and/or if a wet weather draw is implemented.*
- The Control Desk shall manage the timing.
  - (a) Rounds are determined by the number of Saturdays available outside of school holidays and other nonplaying dates i.e. ANZAC Day or long weekends.
  - (b) The Junior Competition will consist of a minimum of 14 Competition Rounds and three (3) rounds of finals for competitive divisions.
  - (c) Game times and court allocations will be determined by division, number of teams and court availability.
  - (d) The CDNA Executive reserves the right to schedule rounds based on the needs of the Association and the impact of their resources.

### 3.04 Playing

- (a) At the start of the round a maximum of five (5) minutes shall be allowed for at least five (5) registered players of a team to arrive. The umpires will instruct time to be kept by a timekeeper. If at the end of this time, there are fewer than five (5) registered players present, the game shall be considered a forfeit and awarded to the non-offending team.
- (b) All available original players must take the court first.
- (c) A team may not commence a game with fewer than five (5) players of whom are registered to the team. Other club players from a lower division may be used to make up team numbers.
- (d) In the event of a team commencing a game without seven (7) players (registered to the team or substitute), any late player shall be allowed to take the vacant position on the court after they have signed the scorecard and after the play in progress has resulted in a goal, and on recognition by the umpires.
- (e) If court and umpires are available and the opposing team has five (5) original players then play must commence on time. A forfeit may be claimed if this team refuses to play.
- (f) The number of registered players to a team when team ID cards are submitted, determines the number of players able to take the court for fixtures and finals.

*\*Penalty for more players playing than registered to the team; the game will be awarded to the opposition.*

### 3.05 Substitute Players

- (a) Rolling Subs are permitted in Divisional Sections, as per the approved Rolling Subs Guidelines (*appendix 2*)
- (b) Substitutes may be used to replace an original team member.
- (c) Non-Competitive Teams may/must change their playing positions at intervals or in injury time as per CDNAs SET & GO Guidelines (*appendix 3*).
- (d) If a substitute player from a lower team is playing up and a registered team player arrives late, they can be substituted by way of rolling sub or at the next interval.
- (e) Players are not permitted to play in teams more than two (2) grades higher than their registered team (or the next available team, if the club has larger gaps between divisions).

- (f) A player from a lower division may play in a higher division, no more than four (4) games throughout the competition rounds (finals excluded).

*\*Penalty for more than four (4) games - the game will be awarded to the opposition.*

- (g) If a player from a higher division plays for a lower division, the infringing team will be penalised.

*\*Penalty for non-compliant substitute - the game will be awarded to the opposition.*

- (h) When a club fields more than one (1) team in any division, players must not interchange in that same division.

*\*Penalty for non-compliance – match awarded to the other team.*

- (i) Players must have played seven (7) fixture games with their club to qualify for finals series. *\*Penalty for non-compliance – Disqualification of Team*

### 3.06 Scoring and Scoresheet Requirements

- (a) Scoring is part of the official's bench.

- (b) All teams must supply a responsible scorer i.e. Team Manager or parent (*refer to Appendix – How to Score*)

- (c) Scorers must sit/stand together, near the centre of the court, for the duration of the game and jointly carry out the responsibility of scoring.

- (d) Manual scorecards are to be collected by the home team (first listed team) prior to the start of the round from the control desk.

- (e) Live Scoring – All Competitive Sections:

- The first named team is the designated scorer for the game.
  - All team managers must be registered and allocated to their team in Netball Connect.
  - The live score will be the confirmed score of the game; CDNA will confirm the live score against the manual scoresheet to ensure there are no discrepancies.
  - Both managers must mark off player attendance and add any borrowed player prior to the commencement of the game (late arrivals or medical substitutions must be manually added on the paper scoresheet).
- (f) All players must sign the paper scoresheet correctly, including any late arrivals, with the same signature as appears on the Team ID Card.

*\*Penalty for Non-Compliance – Loss of 1 Point*

- (g) When a player from a lower division fills-in for a team in a higher division, they must be added to the scorecard. Full name and signature, their usual registered team name and division must be included.

*\*Penalty for Non-Compliance – Loss of 1 Point*

- (h) If a non-registered player takes the court. The non-infringing team will be awarded the game and points.

*\*Penalty for playing a non-registered player – Loss of 1 Point*

- (i) Where less than five (5) original player signatures are recorded on the scoresheet, the team shall be deemed as having forfeited the match and no competition points shall be awarded to the infringing team.

- (j) Only scores recorded on Live Scoring shall be accepted by the Control Desk and Registrar.

- (k) The scoresheet shall be signed at the conclusion of the game by scorers to confirm result, the umpires and Team Captains.

### 3.07 Points

- (a) Competition points are awarded as follows:

- 3 Points = Win
- 2 Point = Draw
- 1 Point = Loss
- 3 Points = Bye
- 3 Points = Win on forfeit

- 0 Points = loss on forfeit
  - (b) In the event of teams ending the season on equal competition points, finals positions will be determined by the highest for and against percentage.
- 3.08 Injury**
- (a) During fixture games, a player can signal 'time' to allow for any injured player to leave the court and for an appropriate substitute to be made.
  - (b) Should a player be deemed unable to continue (first aid instruction only), the team manager may attend the control desk to request a medical substitution. If approved, the medical substitute must follow the substitution protocols of 3.05.
- 3.09 Forfeits**
- (a) If a team intends to forfeit their match, it is the responsibility of the Club Delegate (President or Secretary) to notify the Association ([admin@caloundranetball.org.au](mailto:admin@caloundranetball.org.au)) as soon as possible.
  - (b) A game shall be forfeited unless both teams take the court at the scheduled starting time (Note 5-minute rule, 3.04(a))
  - (c) When two (2) teams forfeit the same match, both teams will receive zero '0' points.
  - (d) In the case of a team who advised their intention to forfeit a game for a specific round and the game is subsequently postponed/abandoned due to wet weather, then the notice of forfeit will no longer be valid. Such teams will be eligible to play if the match is re-scheduled.
  - (e) In the event of a team forfeiting two (2) matches or more they may be required to show cause to the Executive for such forfeiture and should they forfeit a third time, they may be suspended from the competition.
  - (f) When notice of forfeit is less than 48 hours prior to the scheduled match, the umpiring draw will remain as issued.
- 3.10 Finals**
- (a) After fixtures, semi-finals, preliminary finals, and grand finals shall be played as follows:
    - Semi Final 1 = 1 v 2 (Winner progresses directly to Grand Final, loser progresses to Preliminary Finals)
    - Semi Final 2 = 3 v 4 (loser is eliminated, winner progress to Preliminary Final)
    - Preliminary Final = loser of SF1 v Winner of SF2 (Winner progresses to Grand Final, loser is eliminated)
    - Grand Final = Winner of SF1 v Winner of PF (Winner is season champion)
  - (b) Timing in finals shall be 12 minutes, 2 minutes, 12 minutes, 3 minutes, 12 minutes, 2 minutes, 12 minutes.
  - (c) Each round will be started from the Control Siren. The court timekeeper will then control the game times.
  - (d) Teams are required to sign the score sheet and submit to the Control Desk for review prior to the commencement of the game. Player signatures will be reviewed against Team ID Cards.
  - (e) All players in semi-finals, preliminary finals and grand finals must have played a minimum of seven (7) fixture matches with their club.
  - (f) A team playing in finals can use a registered player as a substitute from a lower grade (no more than 2) within their club. Players must be manually added to the scorecard; Full Name, Signature, Usual Division and Team. Substitute players will be checked against their Teams ID card.
  - (g) Finals draw will be advised to Clubs as soon as determined by the Executive Committee.
  - (h) Regardless of usual fixture times throughout the season, teams can be scheduled to play at any time during the final's series.
  - (i) In the event of a draw in any final round, the following process will occur:

- After a 2-minute interval, the teams shall change ends and play two (2) x 5-minute halves, changing ends at half time.
- Substitutions may be made before the start of extra time only and the use of rolling substitutes is allowed during extra time.
- In the event of a tie remaining at the end of extra time, play will continue without break until one (1) team gains a two-goal advantage at which time the scorer will indicate the majority to the umpires who will then declare the match.
- If play continues and there is still no winner with a two (2) goal advantage, then the Executive will evoke 'Golden Point' at an allotted time (approximately 10 minutes after additional extra time).
  - (j) Should any team play an ineligible player during the final's series, that team will lose the game on a forfeit and will be eliminated from the final's competition. Should such an event occur, the next placed team in the competition may be elevated to the final's series if appropriate.
  - (k) CDNA shall appoint two (2) independent Umpires and two (2) Bench Officials to all games in the final's series; bench officials shall score and time keep.
  - (l) All clubs competing in finals must nominate one (1) bench official and one (1) suitably qualified umpire per team.

### 3.11 Wet Weather and Game Cancellations

- (a) The Executive will decide where possible, at least one (1) hour prior to the first match of the day, whether the courts are playable or not. In the case of sudden weather changes during or just prior the commencement of the play, the Executive will make a decision as to whether a game will continue or be cancelled soon as practical if the conditions are deemed unsafe to the players, spectators and officials.
  - The Executive from time to time, may also be required to cancel games or review competition play due to other reasons outside of our control i.e. Covid Lockdowns.
- (b) The Executive may implement a wet weather draw; this is dependent on the availability of the Stadium.
- (c) Once play has commenced, Umpires are responsible and in control of the game and will decide whether play will continue in the event of wet weather. In the event that the match commences and is cancelled at or after the half time break, then the current score when the game is cancelled will stand and points will be allocated accordingly.
- (d) In the event that a game has started and is called off before the half time break then the round will be considered washed out and play abandoned (no points).
- (e) If play is abandoned the Executive reserves the right to allocate the round to a 'make up day' or play a 'double header', alternatively the round will be considered abandoned.
- (f) If some teams within a division play fewer fixtures than other teams due to washed out rounds unable to be rescheduled, then the missed games will be awarded bye points. Should an entire division's games be washed out, all games will be marked as washed out and no points awarded.
- (g) The Executive will notify Club Presidents via text message and email, in the event of fixture cancellations or implementation of wet weather draw.
- (h) Game cancellations will also be notified on CDNA's Facebook page.

## 4. CDNA Domestic Rules

- (a) For Junior Competitions, no team shall have more than five (5) state representative players in total and no more than four (4) state representative players from the same age group. A representative player is defined as a junior registered player 13 years and older who is selected in the top State or Premier League Team (Red or Championship Team).

- (b) *In a case where a player has played in the same club for four (4) consecutive years or more, loyalty dispensation from clause 4(a) will be granted.*
- (c) Rolling substitutions apply to all divisional teams; *Appendix – Rolling Substitution Guidelines*
- (d) Teams may use non uniform bibs if they are playing another Club Team or Team with similar colour uniforms.
- (e) The chewing of gum whilst playing will not be permitted.
- (f) The home teams' ball shall be used as the playing ball, the umpire shall assess and approve the suitability of its use. If not suitable the opposing team's ball shall be used. All balls must be regulation size and weight and correctly inflated. SET shall use a Size 4 Ball. Size 5 Balls shall be used for all Go and Divisional games.

## 5. Coaches

- (a) Where possible, each Club is to nominate a Coaching Convenor who shall be the Associations point of contact for any coaching matters within the Club.
- (b) All coaches must hold a minimum of 'Foundation Coaching' to coach a team at CDNA.
- (c) It is the Coaches responsibility to ensure that their Netball Learning is kept up to date and current via Netball Australia online learning portal <https://learning.netball.com.au/>
- (d) Clubs will be asked to supply a list of their coaches, showing confirmation of accreditation level.
- (e) Coaches with expired accreditation may, at the discretion of the Executive Committee be prevented from taking the court until their accreditation is validated.
- (f) Coaches are to remain in one spot or within the marked 'Coaches Box' for the duration of the game.
- (g) Coaches are not permitted to walk up and down the side-line at any stage during the game, with the exception to the SET Competition playing modified rules.
- (h) Coaches and Team Managers are asked to present themselves at nail check with their team to support umpires in their identification as team officials.
- (i) Please refer to the Coaching Policy for more information.

## 6. Umpires

Umpires are to be treated with respect at all times. CDNA will not tolerate any umpire abuse of any kind. *Refer to Zero Tolerance, Member Protection for all Codes of Behaviour.*

### 6.01 Officiating concerns

- (a) Umpires shall have full authority to implement game management as per the 2024 INF Rules of Netball should any player behave in an unacceptable way and/or when normal game management strategies or penalties covered in the rules of the game are inadequate.
- (b) If team officials have concerns regarding the officiating of the game, the team manager or a team representative may request the attendance of a CDNA representative from the Front Desk.

### 6.02 Club Umpire Convenor Responsibilities

- (a) Each Club is to nominate an Umpiring Convenor who shall be the Associations point of contact for umpiring matters within the Club.
- (b) Club Umpire Convenors are responsible for the management of any issues or complaints relating to their own umpires and should ensure that, where required, the procedures outlined in the CDNA Complaints Policy are followed.
- (c) Clubs must ensure that all their umpires are registered to Netball Queensland and as such are covered by the relevant insurance.

### 6.03 Junior Competition

- (a) The CDNA Umpiring Convenor will allocate suitably qualified umpires to Division 1 and 2 games. All other divisions will be allocated to the clubs to fill as per the prepared roster issued by the CDNA Umpiring Convenor. Trainee and Level 2 umpires will be required to have a suitable mentor with them for the whole game. Level 1 umpires will require a mentor to be with them for at least half of the game.
- (b) It will be the responsibility of the Club Umpiring Convenor to ensure that an umpire of a suitable standard is available for the matches specified.
- (c) If the Club umpire cannot carry out the allotted match, it is the responsibility of the Clubs Umpires Convenor to arrange a suitable replacement.
- (d) Umpires are required to sign-in on the Umpires Sheet located on the Control Desk, no later than 15 minutes prior to the start of their game and present themselves at the allocated court no less than 10 minutes before the start time to check court and players before play.
- (e) Umpires are expected to stand together and be available during intervals for captains to speak to if required.
- (f) No jewellery is allowed; exception is given to a medical alert bracelet which is to be covered by sports wristband or similar. Fingernails need to be short and smooth.
- (g) After the commencement of game umpires are not permitted to interchange, except in the case of injury or illness.
- (h) All umpires will be required to wear a white shirt and either white, black or dark coloured bottoms.
- (i) It is the umpire's responsibility to ensure that their national accreditation remains valid and in date. Accreditation is required to be updated every four (4) years.
- (j) CDNA Umpire Convenor together with the Junior Registrar or Association Administrator will allocate all umpires and bench officials to the finals.

### 6.04 Game Management Principles

The umpire allocated to the game must apply the Rules of the Game fairly and communicate clearly. The players on the court are responsible for complying with the rules of the game and are expected to respond to rulings by the umpire and adjust their game accordingly. Similar requirements apply to team officials and bench players.

- (a) A player, bench player, official or spectator who infringes any part of the foul play rule will be disciplined with the prescribed game management action.
- (b) In the event that team officials and/or bench players do not respond to a warning, the umpire can request the event organiser (CDNA) to remove them from the playing enclosure.
- (c) CDNA Umpiring Convenor, President and 1 other Executive member shall investigate any zero-tolerance breaches. After the initial investigation, they will decide whether any further actions are required against person in breach.
- (d) Should any umpire issue any game management action outlined in the INF Rules of Netball, during a game, to a player, team official, parent or spectator, the umpire is to record what quarter that action occurred, who it was directed towards and which club the offending person is affiliated with on the game score sheet and if deemed appropriate in the umpires incident book located at the front desk.

During a match, the event organiser:

- (e) Decides on the length of stoppage for any emergency in conjunction with the umpires and whether or not the players may leave the court
- (f) Removes any team official and/or bench player from the playing enclosure following a request by the umpire, in the event that they have not responded to umpire requests regarding their behaviour.



- (g) Invokes any event delay, postponement, or cancellation policy if required.
- (h) Instructs the umpires to abandon a match if the safety of players and/or officials is considered to be at risk.

Please refer to the Umpiring Policy for more information.

## **7. Courts and Surrounds Safety**

### **7.01 Court Safety**

- (a) Inspection of courts and facilities to be completed by CDNA representative from the control desk prior to play.

### **7.02 First Aid**

- (a) First Aid personnel to be present at all venues. First Aid reports to be collected and loaded onto Netball Connect.

### **7.03 Post Pads**

- (a) All netball posts must have a post pad attached before play can start.
- (b) Post pads will remain on the posts for the duration of the season.

### **7.04 Animals**

- (a) CDNA discourages any animals (apart from service animals) on or near any of the courts at any time. Animals present a tripping hazard for players, umpires, officials and spectators.
- (b) No animals (apart from service animals) are allowed inside the stadium at any time.

### **7.05 Bikes, Scooters, Skateboards, Etc**

- (a) CDNA does not permit bikes, roller blades, scooters, skateboards, or other similar items within the sports precinct.
- (b) Bikes, roller blades, scooters, skateboards, and other similar items are not to be ridden between or near the outside courts.
- (c) These items must be kept a safe distance from the courts to reduce injury risks.

### **7.06 Umbrellas**

- (a) Umbrellas are not allowed between the courts or within 4 metres of the sideline. This is a player and umpire safety issue.

### **7.07 Smoking/Vaping**

- (a) Smoking or the use of e-cigarettes (vaping) is not permitted within the Sporting Precinct.
- (b) Smoking (including e-cigarettes) whilst using the Council and Association facilities for play, training etc is governed by the *Tobacco and Other Smoking Products Amendment Act 2004*.

### **7.08 Rubbish**

- (a) All rubbish must be placed in the appropriate bin. The Council has many regular bins available throughout the sports precinct, including designated Recycling bins.
- (b) We ask all members to please assist us with this recycling initiative by NOT placing regular rubbish, food scraps etc into these bins and following the signage on the bins to ensure that only eligible containers are placed into them.
- (c) Cans should remain uncrushed.

### **7.09 Coaches' Box/Section**

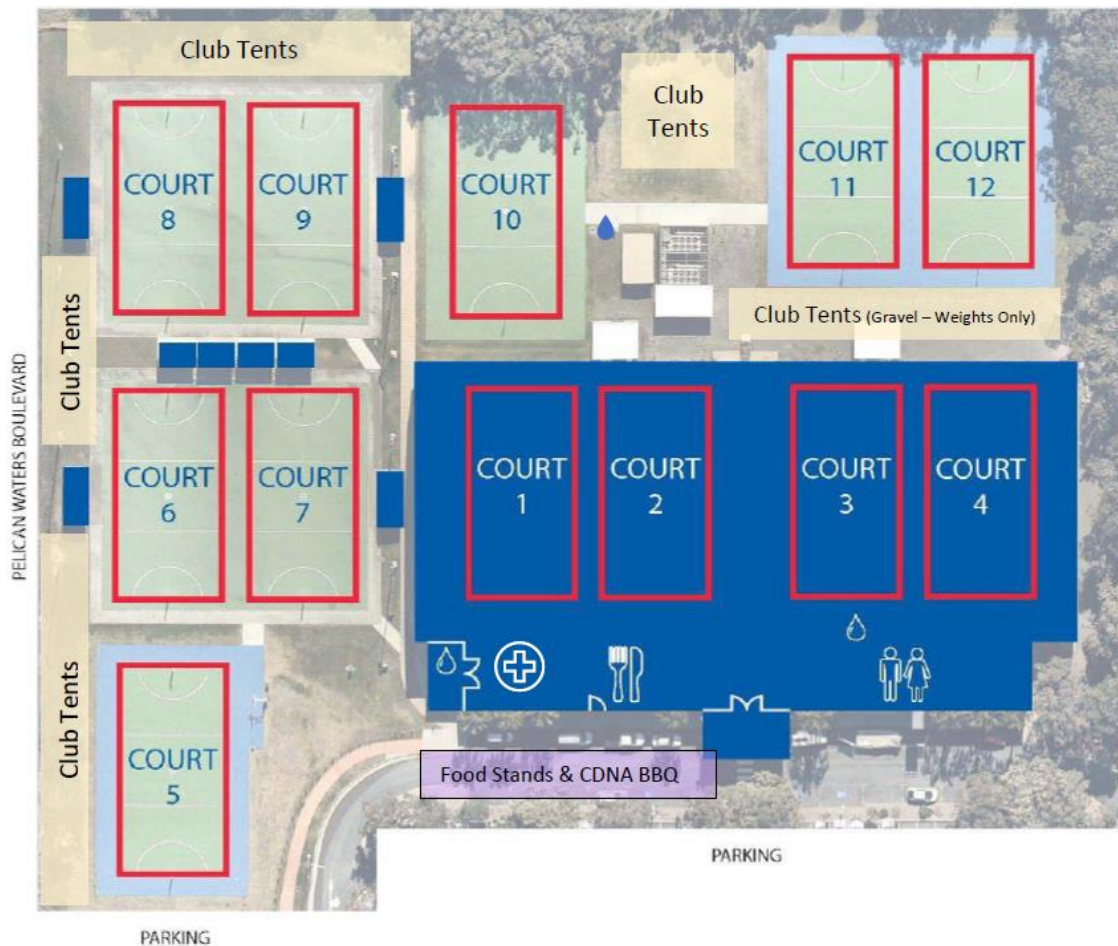
- (a) Only coaches and reserve players are permitted to be within the coaching box/section on the side of the court.
- (b) No other personnel are allowed within the coach's box.

### **7.10 Scorers & Spectators**

- (a) Scorers are to stand/sit together at the centre of the courts.
- (b) For the safety of players and umpires, spectators are only permitted within the viewing areas (refer to map in appendix).
- (c) Spectators are not permitted between the court corridors at any time - regardless of venue.
- (d) Spectators need to be aware of the danger they can cause to the players and umpires and position themselves, accordingly, keeping player and umpire safety in mind.
- (e) Clubs must take reasonable steps to ensure that their spectators are respectful to all game officials, including the umpires.

## 8. Appendix

### 8.01 CDNA & Caloundra Sport Complex Map





## 8.03 Live Scoring

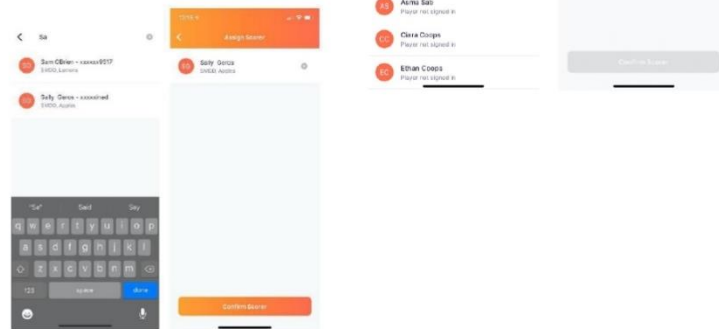


### Assigning Scorers

#### ASSIGNING A SCORER

As Manager you can assign other people to score. They must have downloaded the app, created an account and added the competition to their profile to appear in the scorer list.

Their name will appear, click on it and it will show in your watch list. Press Confirm Scorer. You can remove them any time and add someone else by clicking on the X.



#### Club or Association Admins to add Scorers

In MatchDay, Competition Details, Scorers, a Club or Association can add a new scorer by clicking **Add Scorer**. To add a new or existing scorer, simply complete the fields. Make sure to use the same email and phone number so the same user profile is used. Only members who are following the competition will be found when using add existing scorer.

Click save. A list of matches will appear. Click assign to allocate the person to score the game. There will now be a blue dot next to this game.

Match ID	Start Time	Team 1	Team 2
1327010	20/04/2024 17:00	Witches (Michale Ime)	Unassign Pixie

The Scorer will now need to accept to be scorer on her app and once this has occurred the dot will change to green.

## NETBALLCONNECT APP FOR SCORERS, COACHES AND TEAM MANAGERS

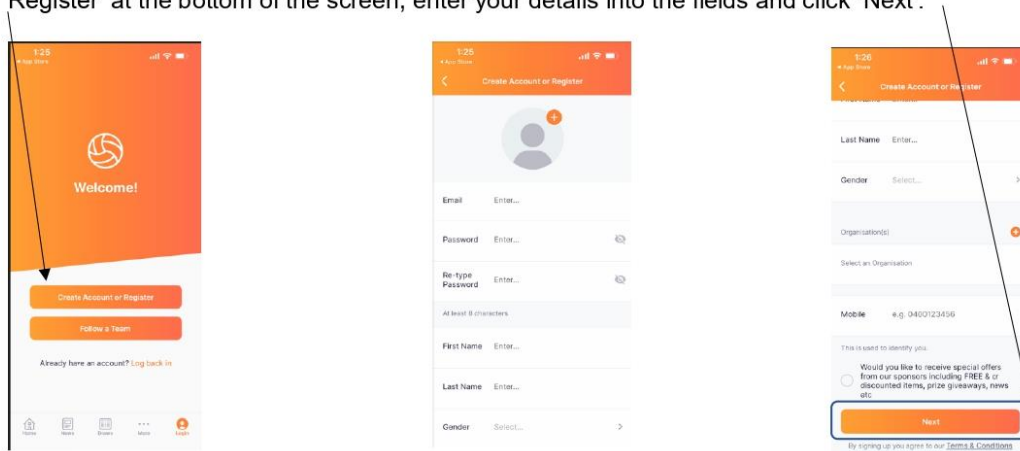


Download the NetballConnect app for iOS or Android via the app stores.

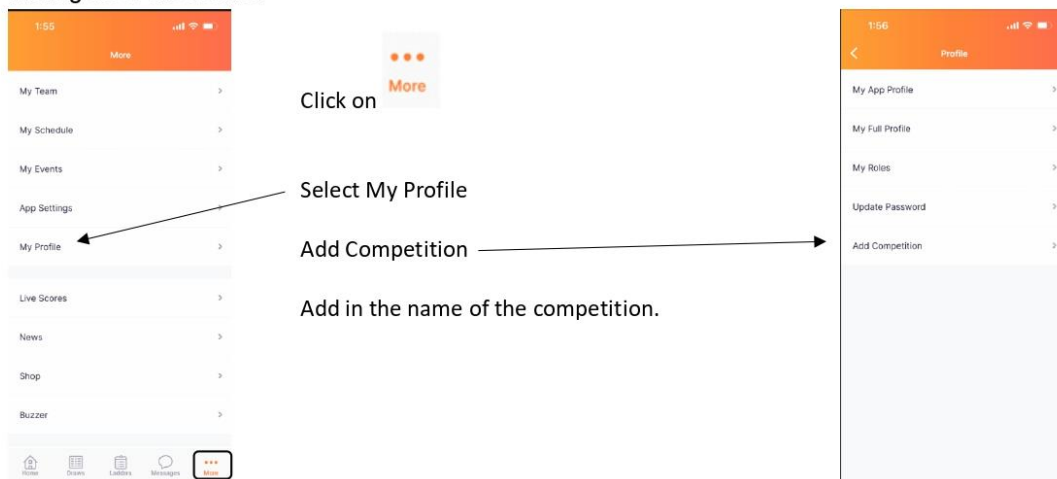


Scores, Managers, or Coaches are required to Sign Up and create an account with Netball Connect so features relevant to your role can be accessed, such as scoring, communicating with team members, viewing statistics and much more.

The signup process is quick and easy. Download the app, open it and click 'Create account or Register' at the bottom of the screen, enter your details into the fields and click 'Next'.



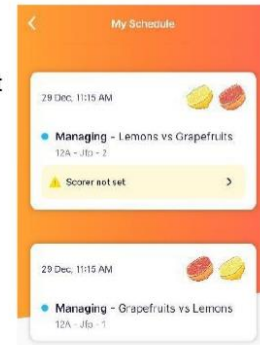
Add the competition to your profile. This will ensure your name appears in the dropdown list for Managers to allocate you as score for a game. Admins from Club and Association can also add Managers to the teams.



## SCORING

Managers – When you sign into the app the Manager cards for your next two matches will appear on your home screen (click on More>Your Schedule to see all your upcoming matches). Click on these cards to see the details of the game and assign a scorer.

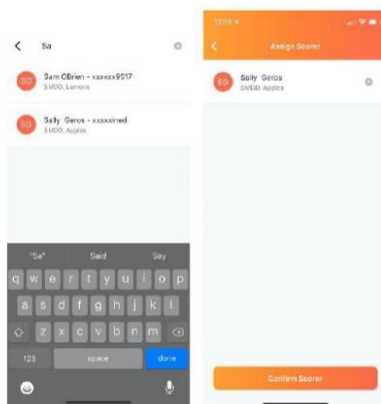
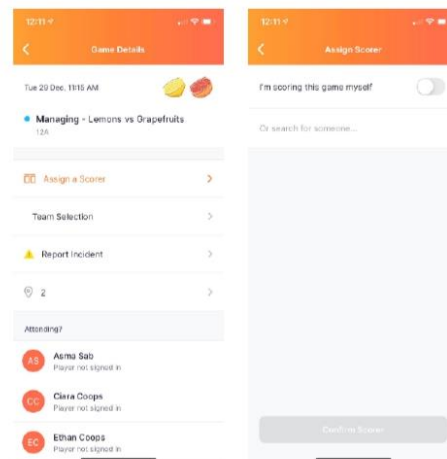
Note: Most competitions assign a single scorer for each game (the first team listed/home team is responsible for scoring). If you are the away team, you will not be required to allocate a scorer. The Away team should monitor the game and confirm scores.



## ASSIGNING A SCORER

As Manager you can assign other people to score. They must have downloaded the app, created an account, and added the competition to their profile to appear in the scorer list.

Their name will appear, click on it and it will show in your watch list. Press Confirm Scorer. You can remove them any time and add someone else by clicking on the x.



## COMPLETING TEAM ATTENDANCE



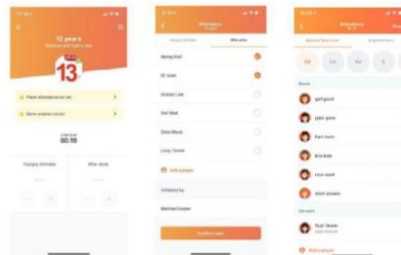
Click on Managing tile. In this tile you can assign a scorer, set the team attendance, record the game umpires and see the court location. You are also able to see which players have confirmed whether they are attending or not.

Click on team attendance and select players in attendance. Please note – if the competition is tracking positions, you will see a different screen showing positions at the top of the screen. Select the position first and then the player assigned to that position.

Depending on the rules of your association you may be required to check your own team attendance and that of the opposition's team. Make sure your name is recorded at the bottom of the screen in the Validated by the box. Once the game has started you cannot unclick a player, but you can add players.

## BORROW A PLAYER

If you need to Borrow a Player, click Add and find the name of the player. Players must be registered for either a full Netball Queensland Membership or pending competition fees. Depending on your competition rules, you may be able to borrow players who are registered anywhere in the state. Alternatively, your competition may only allow borrowing of players registered to your competition. If you cannot find the name of the borrowed player they need to pay the relevant fees. Players can register directly to the competition within the app by selecting More>Register.



## SCORING A GAME

Depending on the time set by the Competition organiser, the scoring screen will become active a set time before the game starts. The scoring panel will remain locked until that time.

A warning sign will appear on the scoring screen stating that Team Attendance and Game Umpires are not set (Team Attendance and Game Umpires are not required to be set, please ignore these warnings).

Press the + scoring button to mark a goal scored. When the period (quarter or half) finishes the scoring screen will ask you to confirm the score. In case of a goal scored right on the break, you can select No to confirming scores, amend the score and then you will be asked again to finalises the scores. Press YES to confirm the final score.

If you accidentally press the +scoring button by mistake you can minus a point.

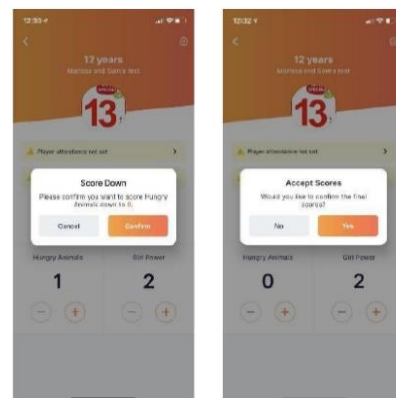
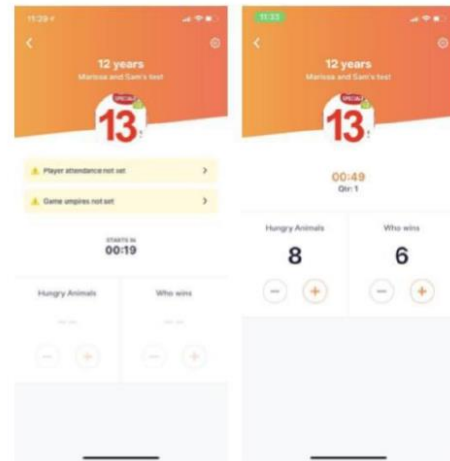
If you press – a pop up notification will appear as below.

If you click CONFIRM, the point will be removed.

If you click CANCEL, the score will remain at the previous number.

The scoring screen will ask you to confirm scores at the end of each period and the end of the game.


When the period (quarter or half) finishes the scoring screen will ask you to confirm the score. You can say NO and amend the score, the popup will reappear, select YES to confirm the final scores of the period.





## COMMON ISSUES

Searching for a user to assign them as a manager/scorer/umpire/coach and cannot find them.

- To be assigned as a Manager/Scorer etc the user must have created an account and be logged into the app. If a user has NOT created an account in the bottom right hand corner of the app you will see  , the account icon.

I have assigned someone to score but they aren't receiving the invitation.

- Check to see if the user is logged out. If they are logged out, they will need to log back in.
- Check to see if the user has a duplicate profile, the invitation may be with the wrong profile. Association and Club Administrators can check this by searching the users name the 'Users' module. Either re invite the correct account, have them log into the other account or request for their two profiles to be merged.

I have downloaded the app but it's blank or spinning.

- Check to see if you have enabled the app to use mobile data.
- If they are connected to WiFi, the WiFi may be running at capacity.

My contact details are wrong.

- Users can change their email, mobile number etc by going to More>My Profile>My full Profile>Actions>Edit Profile.

I have forgotten my password, or my password is incorrect

- Users can click 'forgot/reset password'. They will be asked to enter their account email address and will be sent a password reset link either by email or SMS. When checking your inbox, please check your junk as well.

## 8.04 CDNA Net-Set-Go Rules



Last Updated: 15.03.2023

### CDNA Set & Go Rules

RULE	SET	GO
Match Duration	4 X 12-minute quarters	4 X 12-minute quarters
Goal Post	3.05 m high	3.05 m high
Ball	Size 4	Size 5
Time to Pass	Up to 5 seconds	Up to 3 seconds
Short Pass	<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>
Replayed ball	<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>
Footwork	<ul style="list-style-type: none"> <li>1-2 steps to regain balance is allowed.</li> </ul>	<ul style="list-style-type: none"> <li>Usual rules for footwork apply.</li> </ul>
Offside	<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>
Breaking	<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 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>



Last Updated: 15.03.2023

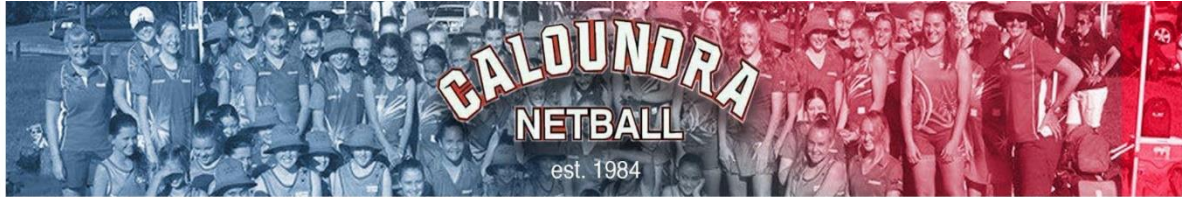
Defending	<ul style="list-style-type: none"> <li>▪ Strict one-on-one defence.</li> <li>▪ Players may not defend a shot at goal.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Strict one-on-one defence.</li> <li>▪ Players may defend a shot at goal.</li> </ul>
Obstruction	<ul style="list-style-type: 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.</li> <li>▪ 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 0.9m.</li> <li>▪ A player who is within 0.9m 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>
Centre Pass	<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>
Substitutions	<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>
Penalty Pass	<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>
Advantage	<ul style="list-style-type: none"> <li>▪ The advantage rule should not be applied, with the exception of advantage goal.</li> </ul>	<ul style="list-style-type: none"> <li>▪ The advantage rule should not be applied, with the exception of advantage goal.</li> </ul>



Last Updated: 15.03.2023

<p>Coaching</p>	<ul style="list-style-type: none"> <li>▪ The coach officiates the game and 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.</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>▪ The coach may not 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>Scoring</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 finals are played.</li> <li>▪ No best and fairest awards should be awarded.</li> </ul>

## 8.05 Rolling Subs



Version 6  
Reviewed 12/11/2024

### ROLLING SUBSTITUTIONS

Teams will be allowed to make substitutions during play, this includes during stoppages and intervals. This will be at the Club and Coaches discretion. There is no limit to the number of substitutions that can be made during a match. Play will not be held for rolling substitutions (umpires do not need to be notified if a player wishes to complete a substitution).

#### Rolling Substitutions (Divisional Teams Only)

- Substitutions may be made during play.
- Substitutes must enter via a substitution zone next to the team coach's area.
- There is no limit to the number of substitutes that can be made per match.
- Only one substitution may be made at a time per team.
- Play will not be held for a substitution to be made.
- Substitute players must have corresponding bib in place before entering the court.
- Players must remain in the substitution area until they are tagged by the leaving player.

#### For a substitution during play:

- The substitute stands in the substitution zone to indicate that a substitution is to be made.
- Before entering the playing area, the substitute tags hands with the player leaving the court.
- Players must observe the offside rule as they enter/leave the court.
- A player leaving the court must cross into the substitution zone before returning to the team bench.
  - If a player entering or leaving the court enters an area not designated for their playing position, a sanction will be awarded whether that player is in contact with the ball or not.
- Players must not interfere with the umpire's movement during the substitution, or a sanction will be awarded. *Sanction:* Free pass where the ball was when the interference or offside upon entry/exit occurred
- Players cannot change positions whilst on the court.
  - Any changes to positions require a player to roll off and return to the court in the desired position with correct bib on.

#### Substitute Players

- If a team is short players, (7 original or less {no less than 5}), the original team must be used first, with a substitute player being allowed to join play as a rolling substitute.
- The Substitute Rule will apply to the substitute player taking the court – Junior Policy 3.05(f), no more than 4 games can be played up by a substitute player.
- Scorecard procedures must be adhered to; Junior Policy 3.06(g), Full Name, Team Name, Division and Signature
- Substitute players should also be added in Live Scoring (refer to Live Scoring - Borrowed Players)

#### Delaying Play

- Should a team delay play whilst making a substitution a sanction will be awarded. The normal sanction for Delaying play will apply.
  - Example: substituting a Centre player during the scoring of a goal and taking of next centre pass. This needs to be done quickly to not delay play especially if the Centre player rolling on will be taking the Centre pass.  
*Sanction:* A Penalty Pass is awarded which is advanced and the player is cautioned.

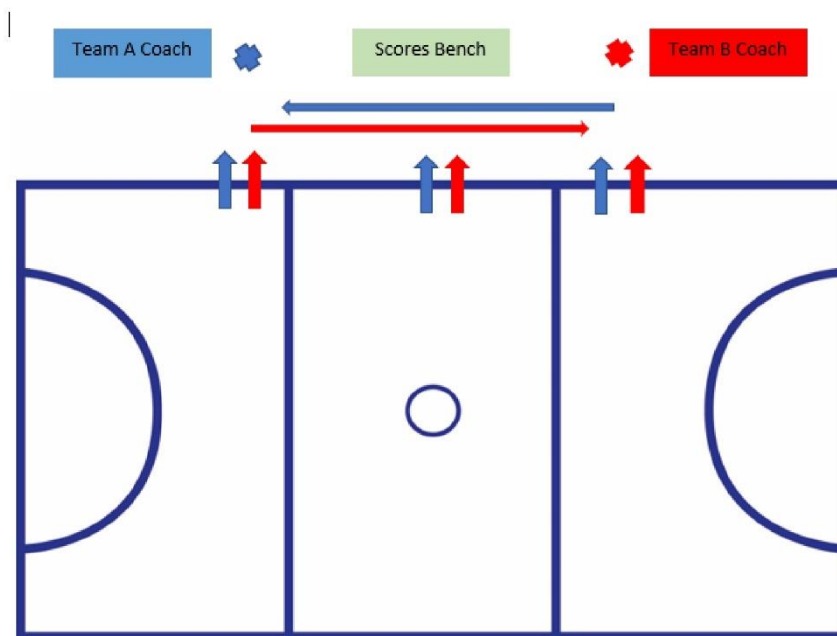


### Rolling Substitutions - Umpires

- Players must observe the offside rules as they enter / leave the court and must not interfere with the umpire's movements during the substitution.
- Umpires' priority must always be the players on court. Sanction: When an incorrect substitution occurs, a Free Pass is awarded instantly where the ball was (on court) at that time.
- Should the non-infringing team be in possession of the ball at the time the sanction should be awarded, play continues, and no stoppage is required.
- If the non-controlling umpire sights an incorrect substitution and the ball is in the other umpire's end of the court, then play continues.

### Rolling Substitutions Area Example:

Substitution Zone (X) next to Coaching area



## 8.06 Zero Tolerance



Umpire Guidelines for Zero Tolerance  
Version 2023.1

### UMPIRER GUIDELINES FOR ZERO TOLERANCE

#### Guidelines

##### Level 1: First Incident

- a) Umpire takes action on court- i.e. caution/warning
- b) Report to Convenor and write up in Incident Book (located at control desk)
- c) Convenor to issue copy of incident to President, Umpire Convenor and Administrator
- d) Warning Letter to be issued to player

##### Level 2: Second Incident

- a) Umpire takes action on court- i.e. caution/warning/send-off
- b) Report to Convenor and write up in Incident Book (located at control desk)
- c) Convenor to issue copy of incident to President, Umpire Convenor and Administrator
- d) Suspension Letter & Investigation

##### Level 3: Third Incident

- a) Umpire takes action on court- i.e. caution/warning
- b) Report to Convenor and write up in Incident Book (located at control desk)
- c) Convenor to issue copy of incident to President, Umpire Convenor and Administrator
- d) Incident(s) referred to executive (Executive deals with it under section 13)
- e) Suspension Letter & Investigation

#### IMPORTANT NOTE:

**CDNA Disciplinary Committee holds the right to skip the 1st or 2nd incident penalty, and enforce a stronger penalty, if they rule that the coinciding incident penalty is not a sufficient penalty for the nature of the violation.**

**Caloundra District Netball Associations Disciplinary Committee will enforce any and all disciplinary action.** The Disciplinary Committee will consist of two (2) independent Executive Members. Caloundra District Netball Association Umpire Convenor, Junior Registrar and/or Night Convenor will follow-up to ensure the offending participant, coach or spectator is not in attendance at any of the games during their suspension.

**All CDNA members (coaches, parents, board members, players, umpires) are bound to report any incident of abuse of umpires to the CDNA Executives within 24 hours of the incident occurring (if possible).**

#### Disciplinary Register

The Association shall hold a register for all disciplinary actions taken.