



GAME DAY BOOKLET

Extracted from SDNA Policies and Procedures

<https://southerndistrictsnetball.com.au/>

Winter and Spring Seasons

Current as of March 2026

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ADMINISTRATION

Location Cnr Wingrove Road and Langford Avenue
Langford WA 6147

Postal Address PO Box 1687 Canning Vale WA 6970

Office Hours Monday to Thursday 9.30am - 3.00pm

Email – General sdna@sdna.com.au

Email – Development development@sdna.com.au

Email – President president@sdna.com.au

Email – Competitions competitions@sdna.com.au

Website www.southerndistrictsnetball.com.au

Phone 08 9451 3377

Staff

Administrator Nicole Prothero

Development Officer Bev Gallager

Programs Coordinator Kylie Giles

Administration Assistants Lesley Staines

Alison Wladyka

Canteen Manager Gail Holland

CANCELLATION OF MATCHES

SDNA has the right to cancel matches at any stage subject to adverse weather conditions (cold, wet, hot) or power failure. If this occurs one point will be given to each team for that round, regardless of previous matches for that round (to keep the competition fair for all teams).

Whenever there is lightning in the vicinity of the SDNA complex or any activity under the control of SDNA, the 30/30 rule relating to lightning shall be applied by those in charge of the activity. If the time difference between a lightning strike and the associated thunder from that lightning strike is 30 seconds or less, all persons associated with the activity as players, officials, umpires, or spectators shall immediately leave the grounds and seek shelter that is appropriate for protection from a lightning strike. The activity that has been suspended shall not be restarted until there has been at least 30 minutes elapsed since there has been any evidence of a lightning strike.

At the discretion of the President or authorised appointed representative, a timeslot or round may be cancelled due to dangerous weather in the immediate vicinity of the SDNA complex. No forfeits for this cancelled round will be accepted. 1 point shall be awarded to each team.

In the event of a Finals match having to be cancelled due to dangerous weather, the Association management shall arrange, where possible, for the match to be played as soon as possible. Teams involved will be consulted regarding dates.

If the game has commenced and is stopped after half time the score will stand (i.e., the third quarter has commenced). If the game is stopped prior to half time the game will be declared a draw.

During game cancellations due to dangerous weather, updates will be posted on the SDNA Facebook page and website at regular intervals. Teams are responsible for checking this notification avenue and contacting their Club.

SDNA has the right to cancel matches at any stage due to weather, natural disaster, such as pandemics. Points for games may be awarded a draw (point each) for the whole round.

COMPETITION DAY PROCEDURES

SCORE CARDS

The official score card is the only one accepted. First mentioned team to provide personnel to score. Scorecard to be collected from Match Office 15 minutes prior to the start of the game.

Should a team advise denial of photography for that game an orange dot will be placed on the appropriate score card. An orange cone will be provided upon collection of the scorecard to place with the scorer and timer as a visual marker for spectators.

The score card is to show the result of the match, the team names and numbers, division, date, and list of registered players. If there are fill in players, they must be added to the

score card prior to the start of the game. Once the game has commenced, names cannot be added.

It is the responsibility of the scoring team to ensure the score card is filled out correctly, including the opposition team list. Please advise the Match Office immediately if the opposition team does not cooperate in this regard.

Player positions must be completed for each quarter. Rolling subs need to be recorded as "R" on the scorecard if they roll on during a quarter. If a player does not take the court during a quarter, mark the box with a slash (/). If a player's box is left blank, it will be assumed they did take the court and will be entered into Play HQ. (This will affect 'playing up' restrictions).

The score card must be completed in Blue or Black Ink pen, not pencil. A sample completed score sheet is available on the SDNA website.

The scorer and timekeeper shall stand together on the sideline (opposite the centre circle) and shall check both the score and the time with each other.

Centre passes must be recorded throughout the game. Use first letter of each team's name or 1 and 2 if both teams are from the same Club. The score is a progressive score and the final number marked is to be entered in the total box at the bottom of the card.

Umpires and Captains are to sign the card at the end of the game.

It is the responsibility of the scoring team to hand in the score card to the Match Office immediately following the game.

TIMEKEEPER

Second mentioned team to provide personnel to time with a suitable timer (watches and mobile phones not permitted) to stand with the scorer and check score.

Game times:

Open-Juniors **Winter Season** - 4 x 15-minute quarters, three minutes at quarter and three-quarter time with five minutes at half time. All teams time their own game (2nd mentioned team).

Open-Juniors **Spring Season** 4 x 12-minute quarters, two minutes at quarter and three quarter time with three minutes at half time. (All games centrally timed by match office).

NetSetGO – 4 x 12-minute quarters, two minutes at quarter and three-quarter time with three minutes at half time for Winter. All teams time their own game (2nd mentioned team) and Spring (all games centrally timed by match office).

MATCHES

NetSetGO COACHES

Coaching is only permitted by the allocated coach in NSG Games.

Coaches must remain in the same spot whilst coaching, they are not permitted to go onto court during play, nor pace up and down the side or base of the court during play.

NetSetGO players are to be rotated through all positions during the season. No player may play less than half game unless due to injury or illness.

NetSetGO UMPIRES

Use simple language and explain decisions.

Adopt an encouraging, pleasant manner to ensure an open and free-flowing game, particularly in the setting up of penalties and throw ins.

Equipment/skills are modified but netball rules apply e.g., holding, contact, stepping.

NetSetGO MODIFIED RULES

Please refer to SDNA website:

<https://southerndistrictsnetball.com.au/wp-content/uploads/2024/08/2024-SDNA-NSG-MODIFIED-RULES-v2-5.08.2024.pdf>

DRAWN GAMES – FINALS ONLY

Winter Season – Umpire to check with scorer and timer to confirm the draw. An official to notify the match office who will send a SDNA Representative to the court. The SDNA Representative will stay for the remainder of the game. There shall be a two (2) minute interval at the end of full time and teams change ends.

Extra time shall consist of two halves of seven (7) minutes each with an interval of one minute at half time. Teams shall change ends at half time. The centre pass is taken by the team entitled to the next centre pass.

During both intervals, substitutions and/or team changes may be made.

During extra time, normal rolling subs, injury or illness procedures shall apply.

In the event of a tie remaining at the end of extra time, timer and scorer notify SDNA Representative it is still a draw within 10 seconds left. Timer stops and play continues until one team has a two (2) goal advantage. This is to be communicated to the umpire by scorer and SDNA Representative.

Spring Season – As above, however timing as below:

Extra time shall consist of two halves of five (5) minutes each with an interval of one minute at half time.

CANCELLED MATCHES

If the game has commenced and is stopped after half time the score will stand (i.e., the third quarter has commenced). If the game does not commence or is stopped prior to half time the game will be declared a draw. All players will be recorded in Play HQ as having played.

MIXED OPEN & JUNIOR DIVISIONS

Teams may have up to 3 boys on court at any one time. Boys must play in separate thirds of the court – shooting (GS, GA), mid court (WA, C, WD), and defence (GD, GK). Junior Boy's Age Eligibility – see Junior and Intermediate Eligibility.

COMMUNICATION

Clubs are to appoint personnel to check communications, which will be notified via email, social media and the SDNA website. Please frequently monitor these platforms.

UMPIRES

If any team has queries regarding umpires and players while the game is in progress, please attend the Match Office requesting a supervisor to attend the game. A team representative must be sent **upon request from coach or manager only**. Do not leave this query until the end of the game.

GROUNDS

Upon completion of the game or training ensure your surrounds are left in a tidy, i.e., rubbish to be placed in bins as provided around the grounds.

No smoking or alcohol.

No animals permitted.

No scooters or wheeled devices are permitted on the courts or grounds, wheelchairs the exception.

No swinging or climbing on goal posts.

Toilets provided for use during the competition, parent and/or guardian to accompany underage children.

COMPLAINTS

REGARDING MATCHES

During any match, a team representative may request the attendance of the Match Official stationed in the Match Office. This request must come from the coach or team manager.

If the issue cannot be resolved during the match, the Club may lodge a written complaint within **48 hours of the incident** by submitting the official SDNA Complaint Form through the Club President or Secretary.

<https://southerndistrictsnetball.com.au/wp-content/uploads/2025/04/Complaint-Form.pdf>

Completed complaints will be forwarded to the Match Day Coordinator and the Complaints Committee for review and, if necessary, investigation.

Please see SDNA Policies and Procedures for further information.

ELIGIBLE PLAYERS

An eligible player is one who is registered with a Club, which is affiliated with SDNA. Clubs must advise the status of any players they are registering who are involved in GIG WANL and Futures Competitions. Additionally, it is the club's responsibility to check involvement of the above for players purchasing Single Game or Fill In Vouchers.

Proof of Age - SDNA reserves the right to request this information from any player throughout the season. Players have 48 hours to provide the requested documentation to SDNA.

If an opposing team forfeits a match, the players listed on the score card submitted by the non-offending teams will still be considered to have played a qualifying match.

There is no maximum number of players in any team, however only 12 players may be named on the score card in any one game.

Players may only play for one Club in any playing season. The exception to this rule is a player transferring from one Club to another, see Player Transfer.

In the event of proven false recording of a name on a score card, the player who plays under the name, and the player, if any under whose name they have played, will not have the game counted towards qualifying for Finals matches. Any player found guilty of such an offence shall incur, for the team, a forfeit of the match and a loss of two further points and shall

appear before the Protests and Disputes Committee. A fine of \$100 will be imposed.

If a team suspects the opposition is playing an ineligible player, the Team Manager or Coach should make the matter known to the Match Office immediately whilst the game is in progress. If the player is subsequently deemed to be ineligible, the game will count towards the player's playing up restrictions. This applies to fill in and registered players.

Players not listed on the score card at the commencement of the game are not eligible to play.

ELIGIBILITY NetSetGO NET

To be eligible to participate in the NetSetGO-Newcomers Program, a player must be 5 to 7 years. Boys and girls are both eligible for NetSetGO-NET.

ELIGIBILITY NetSetGO SET

Boys and girls are both eligible to play in the NetSetGO competition.

Children aged 7 - 10 years (must be turning 7) during the calendar year of the competition.

Exemptions for the Spring season for players (6 years old) that have completed the SDNA Newcomers program during Winter may be considered. Clubs may apply in writing to development@sdna.com.au prior to registration. Grading will then review for approval.

JUNIOR AND INTERMEDIATE ELIGIBILITY

Female players shall be 10 and not turn 21 years of age during the calendar year of the competition. **As NetSetGo is a separate competition, players may not play up from NSG into Junior competitions at any time without prior consent from Development@sdna.com.au.** Consent should be sought no later than 12pm on the Thursday prior to the game.

Boys 12 years and under can play in the 13/U and lower competitions. Boys turning 13 years during the calendar year of the competition may register to play in an appropriate 13U division, but cannot fill up into a higher age division (eg 14U, 16U etc). Teams may have up to 3 boys on court at any one time. Boys must play in separate thirds of the court – shooting (GS, GA), mid court (WA, C, WD) and defence (GD, GK).

Contracted 21 & Under GIGWANL players shall only be eligible to play in Open Division 1 or 2. Players who are age eligible for SDNA 20U Division 1 and wish to register in this grade must seek grading approval, and if approved can only fill in Open Division 1 or 2. This includes Single Game or Affiliated Voucher players.

Contracted WANL Futures players will be required to play no lower than 20U Division 1, and in the Open competition no lower than Division 3 in Winter and Division 2 in Spring. Futures players who are age eligible for SDNA 16U Division 1 and wish to register in this grade must seek grading approval, and if approved can only fill in 20U Division 1, and in the Open Competition no lower than Division 3 in Winter and Division 2 in Spring. This includes Single Game or Affiliated Voucher players.

16U Division 1 and 20U Division 1 and 2 players may play up in Open Division teams, however no lower than Open Division 3 in Winter and Open Division 2 in Spring.

Players registered in Division 1 in the following age groups:

- **11U, 12U, 13U, 14U, 16U**

can only fill in a higher age group in Division 1 or 2 (excluding Open Divisions).

Eg, 13U Div 1 players can only fill in 14U Division 1 or 2, 16U Div 1 or 2, 20U Div 1 or 2.

Players filling in for Open Divisions see above.

Where this is not possible as the club has no other teams to play up from, permission from grading must be sought by no later than 12pm on the Thursday prior to the game. The appropriateness of all players playing up should be, if the higher team were to be short a player for the season, would the lower division player be appropriate to play in that team permanently. The playing up rule should not be used to give an advantage to a team in any game, other than to have enough members to compete. Incorrectly playing up a player will result in a penalty.

OPEN ELIBILITY

Female players must be a minimum of 12 years as of 31 December of that playing year to play in the Open competition.

Players in Suncorp Super Netball, Australian Netball League and Open Age Division in GIGWANL shall be restricted on where they may play within the SDNA competition. Any contracted Open GIGWANL player shall only be eligible to play in Open

Division 1 unless a variation has been granted, by the Grading Committee, to play in a lower division. Any contracted 21 & Under GIGWANL and Futures players – see Junior and Intermediate Eligibility.

FINALS ELIGIBILITY

A Club may play a player from a lower division to a higher division. Players can only play a maximum of 1/3 of the season in a higher grade without penalty. Eg, 5 games above their registered grade during the Winter season, including finals. On the 6th game, they will be moved permanently to the team where the player has filled in the most. During the Spring season (7 rounds) a player can play 2 games in a higher division then will be moved on the 3rd game as per above.

NSG players may not play up into Juniors without prior approval from Development@sdna.com.au

To be eligible to play in a Finals match, a player must have played at least three qualifying matches with the Club on three different playing dates. Players are qualified for Finals in the grade where they have played the highest number of games. Where a player has played the same number of games in more than one grade the higher grade takes preference, except where a passdown has been granted.

All subsequent games in the Final Series will be counted towards games already played during the qualifying rounds and any games played in the Final Series, i.e., semi-final or preliminary final. Clause 14.2 (Policies and Procedures) will

become active should a player then play more games in a higher grade during the Final Series.

FINALS MATCHES

All teams are responsible for confirming their participation in the Finals series.

Any team playing an ineligible player during a finals match will result in the team concerned forfeiting the match. All players in Finals matches must play in that team's uniform.

All Finals must be played on the date and at the time specified by the Association.

All teams in the Finals will be advised by email of the time and court for the following Finals:

ORDER OF PLAY FOR WINTER:

Semi Finals: Qualifying Final 1 v 2 – Elimination Final 3 v 4

Preliminary Final: Loser of Qualifying Final v Winner of Elimination Final

Grand Final: Winner of Qualifying Final v Winner of Preliminary Final

ORDER OF PLAY FOR SPRING:

Top two teams in each division will play off in the Grand Final.

In the event of a shortened Spring season, finals structure may change at the discretion of the Association.

Under the above-mentioned matches method, no team has the right to challenge.

Where teams finish the season with an equal number of premiership points, the relative positions on the premiership table are arrived at by dividing the goals scored for by the goals scored against.

DRAWN GAMES: See Competition Day Procedures – Matches – Drawn Games.

UMPIRES FOR ALL FINALS WILL BE SUPPLIED BY SDNA.

FINES AND PENALTIES

INELIGIBLE PLAYER

An ineligible player is deemed as:

- Playing a player without being correctly registered OR not having purchased a Single Game/Fill In Voucher from the match office prior to the commencement of the game
- Playing under a false name
- Playing in a lower grade without a pass down
- Not listed on Score Card prior to commencement, then name added
- Proof of Age, incorrect birth date stated

All ineligible player occurrences will incur for the team:

- Offending team no points awarded and a score of 0/15 will be recorded
- False name, further two points deducted
- Non offending team awarded two match points and a score of 15/0.
- **If this disadvantages the non offending team, the original score will stand.**

Playing an Ineligible Player in Finals:

- Not playing required qualifying games or any of the above
- Forfeit of the match
- Non offending team advances to next stage

UMPIRES

Clubs failing to supply a competent umpire, as deemed by the Game Day Supervisor, may incur a fine of \$60.00 and loss of two points.

FIRST AID

First Aid services are available each week at the First Aid Room in the main building. **Please note** - there is no PRE-STRAPPING facilities available. Strapping is the responsibility of the individual.

A wheelchair is available from the First Aid Room.

FOREFITS

Any team intending to forfeit a match must notify the Association by completing a “Notice of Forfeit” form, by the required time/date, which is available on the SDNA website. <https://southerndistrictsnetball.com.au/forms-and-downloads/> A score of 0/15 shall be recorded.

The SDNA Office is responsible for notifying the opposing team contact and squad umpires (if applicable). Where teams provide their own umpires, it is their responsibility to notify their umpire, otherwise all umpiring duties must be fulfilled.

The non-forfeiting team will be awarded two points for a win and 15/0 score. The non-forfeiting team must submit a score card with their players listed within 48 hours. Failure to submit a score card will mean that players from that team will be deemed not to have played.

Fines - please see SDNA Policies and Procedures 18.3.

Forfeiting a Finals Match – please see Policies and Procedures 18.5.

INJURY

INJURY PROCEDURE

In most injury scenarios, the standard injury policy applies. However, in the event of a major injury the First Aid personnel and/or Ambulance Officer may direct that a player may not be moved. In this scenario, the Association officials will provide an alternative court or advise teams of an alternative.

In more serious cases, such as situations where the injured players:

- cannot weight bear
- clearly has a broken bone
- is unable to move the injured body part (particularly if lower limb is injured)
- has sustained an impact to the head, or the body where force is transmitted to the head, resulting in suspected concussion or altered state of/loss of consciousness
- if a spinal injury is suspected

If any of the above occurs, send a person immediately to notify the Match Office and First Aid personnel who will then attend the court and make an assessment. If a major injury has occurred, it is the discretion of the First Aid personnel as to whether the injured player is moved or not.

Players and officials should not move the injured player off the court unless directed by First Aid personnel.

Should an ambulance be required, a designated Association personnel be permitted to call 000, in conjunction with First Aid personnel, the injured person/family member where possible or as deemed necessary by the Association. Should the injured person have no Ambulance insurance a charge will be applicable.

CONCUSSION POLICY

Please refer to Netball WA Policy:

<https://wa.netball.com.au/policies-procedures>

GAME DAY MANAGEMENT OF SUSPECTED CONCUSSION

In the event whereby a player sustains an injury by impact to the head, or the body where force is transmitted to the head, the following steps must be followed. This includes suspected concussion or altered state of/loss of consciousness.

Time must be held and a club representative must notify SDNA Match Office and SDNA First Aid provider who will carry out further assessment. Match Office to send a SDNA Executive Member to stay with the player in question and ensure the Netball Australia Concussion Policy is adhered to.

Any player who has suffered an injury as described above must not be allowed to return to play.

A SDNA Executive member may stay for the duration of the game. In the event a SDNA Executive member is not available, it will be deemed the club's responsibility to ensure this process is followed, including ensuring the player does not return to play and recording details on the back of the scorecard. Where necessary, a SDNA Executive member may also direct a club representative to oversee and ensure the process is followed for the remainder of the game.

The SDNA Executive member or club representative is to record on the back of the scorecard details of the player, the suspected injury sustained (ie concussion) and club representative name.

Office staff to monitor and record follow up health checks, including return to sport clearance.

INJURY, ILLNESS OR BLOOD

The umpires will follow procedures set out in the official rule book which can be found on Netball Australia:

<https://netball.com.au/>

INJURY MANAGEMENT

When directed, SDNA requires clubs to obtain from players a medical clearance from a Sports Doctor or Sports

Physiotherapist prior to a player returning to training and/or playing from injury.

SDNA only accepts medical certificates which provide medical clearance or restricted playing minutes. SDNA will not accept medical certificates advising which grade a player is fit to play in at any time.

INTERCHANGE OF PLAYERS/TEAMS

All Clubs registering two or more teams are requested to grade and number their teams according to strength, with Team 1 being the strongest. When a Club has two or more in the Association the following applies.

A Club may play a player from a lower division to a higher division. Players can only play a maximum of 1/3 of the season in a higher grade without penalty. Eg, 5 games above their registered grade during the Winter season, including finals. On the 6th game, they will be moved permanently to the team where the player has filled in the most. During the Spring season (7 rounds) a player can play 2 games in a higher division then will be moved on the 3rd game as per above.

It is not SDNA's responsibility to track players Single Game/Fill In Vouchers and games played up. These can be checked on PlayHQ.

The fill in player must not enhance the performance of the team to such extent that they influence the outcome of the match.

No registered player may play in a lower division than the one for which they are registered unless the Grading Committee has granted that player a Pass Down.

A Club which has a team in a higher division that is short of a player for Finals may bring up a player from a team in a lower division.

11's, 12's, 13's, 14's, 16's, 20's playing up – see Eligible Players – Junior and Intermediate Eligibility.

JEWELLERY, GLASSES & NAILS

Players may not wear anything that could endanger themselves or other players, specially:

- No adornment or jewellery may be worn other than a wedding ring which must be covered with tape.
- A medic alert bracelet may be worn provided it is covered with tape.
- Fingernails must be cut short.
- Hair must be suitably tied back.
- Migraine Piercing – medical evidence regarding a Daith/Tragus piercing is only anecdotal at this time with some Doctors prepared to support its use and some not. It is required that a player obtains a supporting letter from their doctor at the start of every calendar year, stating that the wearing of such item is for medical reasons. If permission is granted, the item must be adequately covered with a padded dressing and covered by a headband.
- Players are permitted to wear prescription glasses only, which must be secured tightly by an appropriate headband.
- Wrist brace, ankle etc. Guards – Must be covered completely – no sharp objects to be exposed.
- Fingernails must be cut short and smooth - the taping of nails is not permitted in any competition.
- Wearing of gloves is permitted with a medical certificate. Nails must still be cut short and smooth under the gloves.

OFFICIALS

Officials are on duty at the Match Office if you need assistance. Please come to the Match Office immediately if you require assistance with a game, do not wait until end of play.

PHOTOGRAPHY/VIDEOING

Clubs shall inform SDNA prior to the beginning of the season if their members, including Club/squad umpires, will give consent for photographs or videos to be taken for personal Club use or by the Association for promotional purposes. Photography approval or denial needs to be obtained through their registrations on Play HQ. Clubs are to complete the No Photographic Permission Form supplied. This information can be obtained on Play HQ for each of your members. Should a team advise denial an orange sticker will be placed on the appropriate score card, and an orange cone will be provided as a visual marker for spectators. Should circumstances change throughout the season please notify SDNA via email.

This information will be kept on file on the Office and if a person wishes to photograph or video during a game, they will present themselves to the Match Office where an official will check the Club/team records for permission/objections.

No drones permitted.

POSTPONEMENTS

Postponements of matches are not automatically granted as they are subject to Management and Duty of Care requirements and reason for requesting a postponement.

Postponement of matches due to natural disasters, such as pandemics as instructed by government health regulations, will be reviewed each season before a decision is made to reschedule or cancel the round/s affected.

SINGLE GAME VOUCHERS/FILL IN VOUCHERS

SINGLE GAME/FILL IN VOUCHERS – FOR NON AFFILIATED/AFFILIATED PLAYERS

Teams must have 7 registered players that have registered and paid in full before they can use Single Game/Fill In Vouchers. Players using these Vouchers must not enhance the performance of the team to such an extent that they influence the outcome of the match. It is the Club's responsibility to check player eligibility before purchasing a voucher.

Single Game/Fill In Vouchers will be **\$20** per game per voucher. There will be a limit of 2 Vouchers per player, per season. These games **will not** count towards qualifying for finals. After two games have been purchased, the player can request their club apply to SDNA to register for the remainder of the season. Vouchers must be purchased before the commencement of the game. It is preferred that vouchers are purchased using the link provided on the website, and at a minimum of 1 hour prior

to the game. It is the club's responsibility to check player eligibility before purchasing a voucher – see Eligible Players.

<https://southerndistrictsnetball.com.au/forms-and-downloads/>

Players can only use Vouchers to play for one club per season. In the event a player wishes to purchase a voucher under a different club, they must seek approval from SDNA prior to the game.

GRADES PLAYED USING SINGLE GAME/FILL IN VOUCHERS

Keep in mind when a SGV/Fill In Voucher is used, players must not play down a division. If they use vouchers in future weeks, they only play in the original division or higher.

Eg – Cannot play one week in Division 1 and then another week in Division 3.

Once a player has played in a higher Division, they must then only play in that Division or higher in subsequent games.

UMPIRES

Must adhere to the latest edition of the rulebook which can be found on Netball Australia:

<https://netball.com.au/>

SDNA require all umpires to hold time immediately after an injury is sustained by impact to the head, or the body, where force is transmitted to the head, which may result in a

suspected concussion or altered state of/loss of consciousness. Please see Game Day Management of Suspected Concussion regarding steps to be followed.

On each fixtured game teams are to supply their own competent umpire. Clubs failing to supply a competent umpire, as deemed by the Match Day Supervisor, may incur a fine of \$60.00.

In the event of a team failing to supply an umpire and the Match Office being unable to supply an emergency umpire, then that team must either find a competent umpire in a timely manner, or a player from that team will be required to umpire the game. Failure to supply a competent umpire, as deemed by the Match Day Supervisor, may result in a \$60.00 fine plus the loss of two points. Payment is due within seven days. Failure to do so will incur a penalty of non-accumulation of points until the fine is paid (this penalty applies to Open and Junior divisions only).

If any team continues not to supply an umpire – SDNA may take further points.

Umpires are to direct the scorer and timer to stand together on the sideline (opposite the centre circle).

Umpires are to wear suitable attire. No jeans, thongs or heeled shoes will be permitted and where possible, umpires should wear white. An umpire may wear their Club skirt and shirt if fixturing does not permit the umpire time to change their clothes. White or black tracksuit pants only to be worn. Umpires are not permitted to coach a team whilst umpiring.

No interchange of umpires is permitted during the game except in the case of injury or illness, or if an umpire is deemed incompetent and a replacement is provided.

Interference or abuse of umpires by team officials and bench players will not be tolerated and will be penalised as per the Officials Rules, which includes:

- Criticism of the umpires or their decisions
- Use of offensive, insulting or abusive language and/or gestures
- Use of excessive noise or interruption
- Encourage foul play by on-court players

Should a spectator carry out the above and is reported to the Match Office, an approved SDNA representative will be called to the game to impose the following:

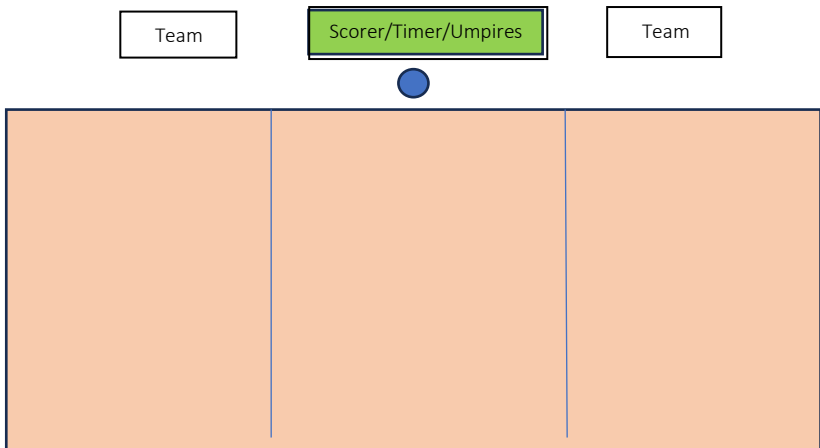
- Ask the person concerned to leave the court area
- Should they fail to do so they will be advised that the Police will be called
- Should they fail to comply with this direction the approved SDNA representative will request the Umpire Supervisor to notify the officiating umpire to “hold the game” until the spectator leaves
- Should the offending spectator refuse to leave the court area, the Police will be called by the approved SDNA representative

Any coach or manager who needs assistance from the Match Office regarding a problem with an umpire is requested to send a Team Representative to call for the Match Day Supervisor from the Match Office immediately, so the problem can be dealt with.

UMPIRES: ADDITIONAL INFORMATION

Rolling Substitution Information

- Teams are allowed to make substitutions during play, including stoppages and intervals. The substitution must be a swap of an on-court player and an off-court/bench player. On court players cannot swap.
- There must always be 5 players on court, therefore a team is limited to make 2 rolling substitutions at a time.
- Play will not be stopped for rolling substitutions, and the umpire does not need to be notified when doing so.
- Both teams are to sit on the same side of the court, with timer and scorer, and umpires bench. One rolling sub dot will be used for both teams.



- Players rolling on and off must both be next to this dot, off the court, tag hands/swap bibs before rolling on.

- Players can only enter play once:
 1. The player rolling off is off the court and on the dot
 2. The player rolling on has their bib attached/on
- Players must observe the offside rule as they enter/leave the court in permitted areas of their playing position. A free pass will be awarded to the opposing team if a rolling sub enters an offside field of play (if not disadvantaging the attacking team).
- Players must not interfere with the umpire's movement during the substitution, or a sanction will be awarded:

Sanction for any rolling sub infringement: Free pass where the ball was when the interference occurred unless the non-offending team is in possession of the ball and then play just continues.

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 between scoring a goal and the taking of the centre pass. This needs to be done quickly to not delay play especially if the Centre player rolling on will be taking the next Centre pass.

Sanction: a Penalty Pass is awarded which is advanced.

Rolling Substitutions – Umpires

- Umpires: please check the dot/cone is correctly placed before the start of the game.
- Players must observe the offside rules as they enter / leave the court and must not interfere with the umpire's movement during the substitution.
- Umpire's priority must always be considered by the players.

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, the play continues, and no stoppage is required.
- If the non-controlling umpire sights an incorrect substitution and the ball is in the other umpires' area of control, then play continues.

Score Cards

Player positions must be completed for each quarter. Rolling subs need to be recorded as "R" on the scorecard if they roll on during a quarter. If a player does not take the court during a quarter, mark the box with a slash (/). If a player's box is left blank, it will be assumed they did take the court and will be entered into Play HQ. (This will affect 'playing up' restrictions).

ROLLING SUBS ON THE SCORE CARD

PLACE AN R IN THE BOX WHEN A PLAYER ENTERS THE COURT AS A ROLLING SUBSTITUTE.

Names	Q1	Q2	Q3	Q4
ABBEY	GA	GS		
BROOKE	GD	GD		
CANDICE	WA	R		
DANIELLE		WA		
ELLA	C	C		
FIONA	GK	GK		
GEORGIA	GS	GA		
HANNAH	WD	WD		

CANDICE STARTED OFF IN THE SECOND QUARTER & THEN ROLLED ON DURING THE SECOND QUARTER

For further clarification or to book in a Rules Discussion with members from your club please contact:

umpiring@southerndistrictsnetball.com.au

Game Management

Frequently Asked Questions

How many times is “repetitive“?

3-4 times with no intent to change the behaviour.

What counts as “intimidation“?

Stomping, shouting, waving, defending the face with intent to disadvantage the attacker.

What’s the difference between “dispute” and “abuse“?

Dispute - when a player questions a rule with no genuine intent to understand.

Abuse - a player swearing, or using unkind words to another member.

How far can I advance a penalty?

Up to 5 metres or half a third. You can also escalate from a free pass to a penalty pass.

How many advances can I get before a warning?

You may get two advances for *different* rule breaks, however on the third you will be warned for persistent breaking of the rules, conclusively.

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Game Management

Proactive Advice

When you first see a behaviour starting to become repetitive or the player is not changing/doesn't understand what they're doing wrong. "WD stay out of the circle" "GD get your distance before hands"

Advance

When the behaviour becomes repetitive, deliberate, intentional or intimidating. You could also advance a penalty/free pass for a player disputing (questioning in a non-genuine approach).

Warning

If a player had already been advanced for a behaviour and continues. You can also jump straight to a warning if the action is relation, abuse of anyone or contrary to good behaviour.

Suspension 2 minutes

Continuing the action already warned for will result in a 2 min suspension. You can also jump straight to a suspension if the action is dangerous or reckless. Head high contact will also be a straight suspension.

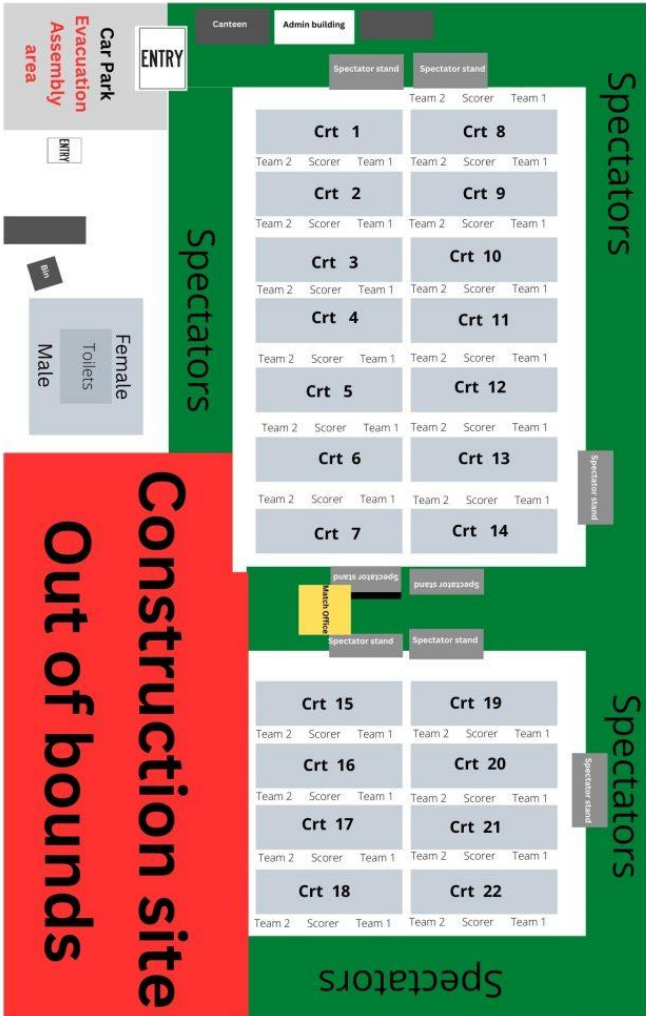
Order Off All game

Continuing the action already suspended for will result in an order off. You can also jump straight to an order off if the action is an increase in severity; speed, whether in air or ground, intent.

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GAME DAY PROCEDURES

**BEFORE ASKING FOR A GAME DAY
SUPERVISOR, HAVE YOU...**

FOR UMPIRE CONCERNS:

- 1. CONTACTED YOUR CLUB UMPIRE COORDINATOR TO ASSIST?**
- 2. CONTACTED YOUR CLUB EXECUTIVE TO PROVIDE GUIDANCE?**

FOR SPECTATOR CONCERNS:

- 1. CONTACTED YOUR CLUB EXECUTIVE WITH YOUR CONCERNS?**
- 2. APPROACHED THE COACH/MANAGER TO DISCUSS THEIR SPECTATORS?**

THANK YOU