



Policies and Procedures Manual

Winter and Spring Seasons

Current as of March 2026

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ADMINISTRATION

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DEFINITIONS

AFFILIATION

A Club that you are associated with by means of being a coach, umpire, committee members or other involvement, for example Life Membership.

ASSOCIATION

A Club in which your members play. If you are not already a member of Southern Districts Netball Association (SDNA) in your own right (i.e., an affiliated player, coach, umpire or other official) and your child is underage, you are deemed to be a member of their Club.

CLUB AFFILIATION

A Club that you have paid to by means of being a player, coach, umpire, committee members or other direct involvement.

CLUBS/SCHOOLS

Herein referred to as Clubs.

OFFICIAL

An Official is either an elected/co-opted of the Association or maybe a representative nominated by the Executive.

MATCH OFFICIAL

Competent scorer, timer, or umpire – someone who can carry out the task efficiently with the Rules and Guidelines.

NETSETGO

NetSetGo **NET** for 5 to 6-year-olds. It is all about picking up basic movement skills.

NetSetGo **SET** is for 7 to 8-year-olds. More netball focused.

NetSetGo **GO** is for 9 to 10-year-olds. Build on the fundamentals and play modified netball.

LIST OF ABBREVIATIONS

ADO	Association Development Officer
AUDO	Association Umpire Development Officer
COG	City of Gosnells
SGV	Single Game Voucher
SDNC	Southside Demons Netball Club
SDNA	Southern Districts Netball Association

1. ACKNOWLEDGEMENT OF COUNTRY

I would like to start by acknowledging the Traditional Owners of this land on, the **WADJAK** people of the **Noongar Nation** on which this event takes place, pay my respects to **Elders** past, present and emerging and extend that respect to other **Aboriginal and Torres Strait Islander** people present today.

2. AFFILIATION

2.1 CLUBS/ SCHOOLS/ INDIVIDUALS – herein referred to as clubs.

Each club affiliating with the association is required to:

2.1.1 Complete the online PlayHQ approved affiliation and registration forms and return to the Association Administrator by the date stipulated.

2.1.2 Pay the affiliation fee and annual subscription determined by the Executive for time to time.

2.1.3 If a player is on a FIFO/shift work roster, the club may apply to SDNA **prior to SDNA registration date** for approval of a part time registration. The registration fee will consist of 50% of the season playing fees and will cover Netball WA and SDNA fees. It will be the club's responsibility to charge umpiring/club fees. If approved the club will be provided with a link to register the player, along with associated rules pertaining to this category of registration. Upon registration the club must notify SDNA of which team the player will be allocated to. If the team qualifies for finals, further vouchers must be purchased prior to each extra game (link to be provided by SDNA). Normal finals qualifying rules apply - see section 14.3. **Players registered under this category are only permitted to play in one team and cannot play up into another team within the club.**

IT IS THE CLUB'S RESPONSIBILITY TO CHECK SCORECARDS PRIOR TO THE PLAYER TAKING THE COURT.

2.1.4 Once all clubs have held their AGM, Executive Positions must be notified to SDNA for our records. To be considered by SDNA all communication must be signed with name and club position held.

2.2 OUTSTANDING MONIES:

Affiliation will not be accepted from Clubs/ Players/ Individuals that have outstanding monies to Clubs, SDNA, and Netball WA. Any Clubs/ Players/ Individuals with outstanding monies will be advised to Netball WA and associated bodies as deemed necessary.

3. ALCOHOL

No alcohol is permitted within the Netball Complex, except for the Clubrooms when an Occasional Liquor License has been obtained.

No Player may take the court whilst under the influence of alcohol or any illegal substance.

No Officials may participate, or act in any official capacity with any Club, or represent the Association, whilst under the influence of alcohol or any illegal substance.

Players, officials or spectators suspected of acting under the influence of alcohol or any illegal substance will be asked to leave the grounds immediately.

4. APPRECIATION FUNCTION/ SDNA AWARDS NIGHT

An invitation is to be sent to Association Patron/s, Trophy Donors, Life Members, Executive and Club representatives for official functions.

5. APPREHENDED VIOLENCE ORDERS (AVO'S)

Clubs need to be aware if such an order exists, it is the responsibility of the concerned parties to remove themselves from any situation that may arise. SDNA holds no responsibility for any breaches. Those involved are required to contact the appropriate authorities when applicable.

6. CANCELLATION OF MATCHES

- 6.1** 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).
- 6.2** 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.
- 6.3** 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.

- 6.4** 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.
- 6.5** 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.
- 6.6** 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.
- 6.7** 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.

7. CODE OF CONDUCT

- 7.1** SDNA aligns with Netball WA and Netball Australia, in conjunction with Play by the Rules.
<https://www.playbytherules.net.au/templates/player-code-conduct>
<https://netball.com.au/integrity-policies>
<https://wa.netball.com.au/policies-procedures>

7.2 ONLINE SAFETY POLICY

- 7.2.1** It is the expectation of SDNA that its members are respectful when interacting independently or with others online in relation to their netball participation.
- 7.2.2** Members must not use the internet or digital devices to:
- a) Cyberbully another member
 - b) Bring the game of netball into disrepute
 - c) Defame the Association or any of its Member Clubs.
- 7.2.3** If the behaviour of a member is believed to have breached clause (a), the matter may be referred to the police.
- 7.2.4** Procedures
- a) Reporting Eligibility:
 - Any person is eligible to make a report of a breach of this policy
 - The subject of the report must be a member or the Association for it to be eligible for report under this policy
 - The content of the report must be related to the member's involvement in netball for it to be eligible for report under this policy.

- b) Making a Report
 - All reports must be made using the Complaints form:
<https://southerndistrictsnetball.com.au/wp-content/uploads/2025/04/Complaint-Form.pdf>
Where possible, evidence of the breach should be submitted as part of the report.
- c) Managing the Report
 - The Association will handle the report in line with its Complaints/Incidents Procedure and will endeavour to deal with each report received within a reasonable timeframe.

8. COMPETITIONS

- 8.1 The Association shall conduct interclub competitions as required.
- 8.2 Coaching Accreditation – All Club coaches are required to be an accredited Foundation Coach. **The Foundation online coach Accreditation course** is available using this link and your PlayHQ login:
<https://learning.netball.com.au/login/index.php>
- 8.3 Umpiring Accreditation – All club umpires are required to register via the following link to officiate at Southern Districts Netball Association.
<https://www.playhq.com/netball-australia/register/ed5ae3>
- 8.4 All Club umpires are required to complete the online Foundation Umpire Course. They are also required to complete the online Rules of Netball Theory Examination Course, gaining the pass mark of 70%. Once passed and completed both courses, please email certificates to SDNA and your club. Both courses must be completed via the following link prior to the commencement of the season.
<https://learning.netball.com.au/login/index.php>
- 8.5 Non – Playing Members: As a requirement of Netball WA via Netball Australia all Club members holding a volunteering position e.g., Coach, Manager, Umpire, Committee Member and Scoring/Timer must register on PlayHQ as a Non-Playing Membership. This is a \$0 cost for affiliation, however this covers the member under insurance. This is to be completed prior to the commencement of the season.

9. COMPETITION DAY PROCEDURES

9.1 SCORE CARDS

- 9.1.1 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.
- 9.1.2 Should a team advise denial of photography for that game an alert sticker 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.
- 9.1.3 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.
- 9.1.4 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.
- 9.1.5 Player positions must be completed for each quarter. Rolling subs will 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 this will be entered into Play HQ. (This will affect 'playing up' restrictions).
- 9.1.6 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.
- 9.1.7 The scorer and timekeeper shall stand together on the sideline (opposite the centre circle) next to the rolling substitution cone, and shall check both the score and the time with each other.
- 9.1.8 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.
- 9.1.9 Umpires and Captains are to sign the card at the end of the game.
- 9.1.10 It is the responsibility of the scoring team to hand in the score card to the Match Office immediately following the game.

9.2 TIMEKEEPER

- 9.2.1 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.

9.2.2 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).

9.3 MATCHES

9.3.1 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.

9.3.2 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.

9.3.3 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>

9.3.4 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.

9.3.5 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.

9.3.6 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 12.11.2

9.3.7 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.

9.3.8 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** (please refer to 10.1). Do not leave this query until the end of the game.

9.3.9 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.

10. COMPLAINTS/INCIDENTS PROCEDURE

10.1 MATCH/GAME DAY COMPLAINTS

10.1.1 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.

10.1.2 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>

10.1.3 Complaint Forms must be fully completed at the time of submission. Incomplete forms will be returned to the Club with instructions on how to meet submission requirements.

10.1.4 SDNA will acknowledge receipt of a fully completed Complaint Form via email to the Club contact.

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

10.2 WITHDRAWING A COMPLAINT

10.2.1 A Club may withdraw a complaint at any time before a formal finding is issued.

10.2.2 Withdrawal must be made in writing from the same Club email address used to submit the original Complaint Form.

10.3 DISCIPLINARY PROCEDURES (GENERAL GUIDANCE)

The procedures in this section serve as a guide. SDNA may adjust the process where appropriate, considering the seriousness, urgency and circumstances of the case.

Please see Level of Offences and Outcomes document on our website:

<https://southerndistrictsnetball.com.au/wp-content/uploads/2026/04/Level-of-Offence-and-Outcomes.pdf>

SDNA may, at its discretion:

- a) issue a final warning at any stage
- b) enact temporary restrictions (eg: suspension from participation) during an investigation
- c) seek support from Netball WA

10.4 INITIAL REVIEW

10.4.1 Only written complaints submitted from Club Presidents or Secretaries will be actioned.

10.4.2 Convenors will provide a written report and recommended resolution to the Administrator.

10.5 FORMAL INVESTIGATION

10.5.1 SDNA may conduct an investigation involving:

- a) gathering evidence
- b) collecting written statements
- c) interviewing involved parties and witnesses

Statements requested must be provided within 48 hours.

10.5.2 After reviewing the evidence, the Match Day Coordinator and President will determine whether the matter is to proceed to:

- a) mediation
- b) a formal hearing
- c) no further action

10.5.3 SDNA may reject complaints that are:

- a) malicious
- b) vexatious
- c) trivial
- d) submitted outside the required timeframe
- e) not submitted by the Club President/Secretary

10.5.4 Parties will be notified of hearing details as soon as practicable.

10.5.5 Parties will be interviewed separately. Players under 18 must be accompanied by a parent/guardian. Failure to attend without reasonable cause may result in temporary suspension until the hearing occurs.

10.5.6 If the Complaints Committee determines an offence occurred, it may impose penalties including:

- a) warnings
- b) reprimands
- c) suspension
- d) disqualification or bans
- e) or any other reasonable sanction

10.5.7 A summary of the hearing will be retained in SDNA records.

10.5.8 Outcomes will be communicated in writing to all involved Clubs within 48 hours.

10.5.9 SDNA is not required to provide detailed written reasons for decisions.

10.5.10 A resolution and action plan may be developed with the aggrieved Club as applicable.

10.6 APPEALS

10.6.1 Appeals relating to the complaints process may be submitted to the Protests & Disputes Committee. The appeal will be handled by individuals not previously involved.

10.6.2 Members may appeal disciplinary outcomes where:

- a) the action taken was inappropriate
- b) disciplinary action was unwarranted
- c) new information has arisen

Appeals must:

- a) be submitted in writing within 7 working days
- b) state the grounds for appeal
- c) be accompanied by a \$40 fee

The decision of the Protests & Disputes Committee is final.

10.7 MEDIATION

Where appropriate, SDNA may refer a matter to mediation. The President or a nominated representative will act as mediator.

A record will be kept of agreed actions. Matters addressed as serious will be moved to formal disciplinary procedures.

10.8 PENALTIES AND WARNINGS

Penalties may include:

- a) apology requirements
- b) undertakings to cease behaviour
- c) verbal warnings
- d) written or final warnings
- e) suspension

Warnings expire after 12 months if no further breaches occur.

Definitions:

Verbal Warning: A formal notification delivered verbally by SDNA to a member, team or Club identifying a breach of expected behaviour and advising that improvement is required. Notes of the warning are recorded by SDNA.

Written Warning: A formal written communication issued by SDNA outlining the misconduct, expected improvements, and consequences of further breaches.

Final Written Warning: A formal notice issued for serious or repeated misconduct, advising that any further breaches may result in suspension or significant penalties.

Suspension: A temporary ban from participating in SDNA activities (playing, coaching, umpiring, spectating where relevant) while an investigation is underway or as a disciplinary penalty.

10.9 CONFIDENTIALITY

All investigations and disciplinary matters are confidential. Sharing confidential information may result in further disciplinary action.

11. CYBERSAFETY POLICY

In conjunction with 7.2 – Online Safety (Code of Conduct).

Refer to website for separate Policies and Procedures

<https://southerndistrictsnetball.com.au/policies-and-procedures/>

12. ELIGIBLE PLAYERS

- 12.1 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.
- 12.2 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.
- 12.3 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.
- 12.4 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.
- 12.5 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.
- 12.6 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.

- 12.7** 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 (see 28.2). This applies to fill in and registered players.
- 12.8** Players not listed on the score card at the commencement of the game are not eligible to play.
- 12.9 ELIGIBILITY NetSetGO NET**
To be eligible to participate in the NetSetGO-Newcomers Program, a player must be 5 to 7 years during the calendar year. Boys and girls are both eligible for NetSetGO-NET.
- 12.10 ELIGIBILITY NetSetGO SET**
- 12.10.1** Boys and girls are both eligible to play in the NetSetGO competition.
- 12.10.2** Children aged 7 - 10 years (must be turning 7) during the calendar year of the competition.
- 12.10.3** 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.
- 12.11 JUNIOR ELIGIBILITY**
- 12.11.1** 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.
- 12.11.2** 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).
- 12.11.3** **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.

12.11.4 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.

12.11.5 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.

12.11.6 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.

12.11.7 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 players to compete.

12.12 OPEN ELIBILITY

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

12.12.2 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 players and contracted Futures players – see 12.11.3 and 12.11.4.

12.13 WALKING NETBALL

Mixed Division - minimum age 18 years as of 31 December.

12.14 NO LIMITS ELIGIBILITY

Refer to website.

13 FEES

13.1 WINTER/SPRING COMPETITION

- 13.1.1 Players must register and pay fees via Play HQ.
- 13.1.2 Should an unfinancial Club disband at the conclusion of the season, any member of the Club registering with another Club may be required to pay their portion of that debt before further registration will be accepted.
- 13.1.3 Clubs may register further new players by completing the relevant registration forms (available at the Match Office) and paying all SDNA and Netball WA fees. New registrations, after grading, need to be approved by the Grading Committee prior to the player taking the court for their second game.
- 13.1.4 KidSport Funding – refer to SDNA website for details.

14 FINALS ELIGIBILITY

- 14.1 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.
- 14.2 NSG players may not play up into Juniors without prior approval from Development@sdna.com.au.
- 14.3 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.
- 14.4 All subsequent games in the Finals Series will be counted towards games already played during the qualifying rounds and any games played in the Finals Series, i.e., semi-final or preliminary final. Clause 14.3 will become active should a player then play more games in a higher grade during the Finals Series.

15 FINALS MATCHES

- 15.1 All teams are responsible for confirming their participation in the Finals series.
- 15.2 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.
- 15.3 All Finals must be played on the date and at the time specified by the Association.
- 15.4 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.

- 15.5 Under the above-mentioned matches method, no team has the right to challenge.
- 15.6 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.
- 15.7 **DRAWN GAMES:** See 9.3.4
- 15.8 **UMPIRES FOR ALL FINALS WILL BE SUPPLIED BY SDNA.**
- 15.9 **FORFEITING FINALS:** See 18.5

16 FINES AND PENALTIES

16.1 INELIGIBLE PLAYER

16.1.1 An ineligible player is deemed as:

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

- 16.1.2** All ineligible player occurrences will incur for the team:
- a) Offending team no points awarded and a score of 0/15 will be recorded
 - b) False name, further two points deducted and \$100 fine
 - c) 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.

- 16.1.3** Playing an Ineligible Player in Finals:
- a) Not playing required qualifying games or any of the above
 - b) Forfeit of the match
 - c) Non offending team advances to next stage

16.2 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.

16.3 FORFEITING A GAME

See Section 18.

16.4 WITHDRAWL OF A TEAM

If a club or team withdraw after the fixtures have been completed, an administration fine of \$150.00 will be issued.

16.5 UNIFORM OFFENCE

See Section 51.

17 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.

18. 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.

- 18.1** 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.

18.2 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.

18.3 **Regardless of the reason, the following fines will apply:**

1st offence - \$50

2nd offence - \$100 and a written explanation will be required as below.

3rd offence - \$150

18.4 In the event of a team forfeiting two consecutive matches, the teams shall show cause to the Executive for such forfeiture or face possible suspension from the competition.

18.5 **Any team who forfeits a finals match will be eliminated from the finals series:**

Semi Finals: Forfeit by teams 1 or 2 – offending team eliminated. Non forfeiting team progress to Grand Final. This team will play the winner of Teams 3 and 4 (no Preliminary Final will be played).

Forfeit by teams 3 or 4 – offending team eliminated. Non forfeiting team progress to Preliminary Final.

Preliminary Finals: Forfeiting team eliminated. Non forfeiting team progress to Grand Final.

A team forfeiting a finals game must show cause to the Administrator by 12pm Thursday, and will be fined as below:

- **\$150 fine**

19. GRADING

19.1 It is the responsibility of each Club to fully complete the registration on PlayHQ. **Teams must have seven (7) registered players allocated to a team list before SDNA accepts and grades.** Each Club is required to grade and number teams according to strength (one being the strongest). Failure to do so may result in incorrect grading.

19.2 In Winter and Spring all divisions teams will be paper graded. The Executive reserves the right to make any necessary adjustments during the competition.

19.3 All grades will be reviewed after the first complete round of competition (in Winter only), unless there are exceptional circumstances, which are determined at the time by the Association.

19.4 New registrations after grading, which must be emailed, require approval prior to the player registering on PlayHQ, and before taking the court for their second game. If approval has not been sought, the player will be deemed ineligible.

19.5 PASSDOWN

19.5.1 After grading has been completed and a player then wishes to register in a lower division than previously played, the Club must apply for a Pass Down. This applies to all age divisions. If it is shown that the object of the request is not to obtain an unfair advantage, a Permit to Pass Down may be granted. No more than two Pass Downs to any one team will be granted.

19.5.2 A Club playing a player down without a Permit to pass Down will be deemed to have played an ineligible player (refer Eligible players 12).

19.5.3 Once a player has been granted a Permit to Pass Down, they may not play in a higher age group or division that season. Playing a player up after they have been granted a Permit to Pass Down will be deemed as having played an ineligible player.

19.5.4 Where it occurs that a Club has two or more teams in the same division, the players from the lower numbered team may play up in the higher numbered team, however the higher numbered team may not play down without a Pass Down.

19.6 AGE EXEMPTION

19.6.1 A Request for permission to play out of age group (**this is different to a pass down**).

19.6.2 All requests must be submitted for approval prior to playing/registering.

19.6.3 Once a player has been granted an Age Exemption, they may not play in a higher age group or division that season. Playing a player up after they have been granted an Age Exemption will be deemed as having played an ineligible player.

20. HEALTH AND WELLBEING POLICY

SDNA adopts Netball WA & Netball Australia
<https://wa.netball.com.au/policies-procedures>

21. HEALTHY VENUE POLICY - HEALTHWAYS

SDNA adopts Healthway:
www.healthway.wa.gov.au/our-funding/healthy-spaces-program/healthy-sports-program

22. INCLUSION POLICY

SDNA adopts Netball WA & Netball Australia
<https://wa.netball.com.au/policies-procedures>

23. INFECTIOUS DISEASE POLICY

SDNA adopts Netball WA & Netball Australia
<https://wa.netball.com.au/policies-procedures>

24. INJURY

24.1 INJURY PROCEDURE

24.1.1 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.

24.1.2 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.

24.1.3 Should an ambulance be required, the designated Association personnel will 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.

24.2 CONCUSSION POLICY

Please refer to Netball WA Policy:
<https://wa.netball.com.au/policies-procedures>

24.3 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.

24.3.1 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.

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

24.3.3 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.

24.3.4 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.

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

25. INJURY, ILLNESS OR BLOOD

25.1 The umpires will follow procedures set out in the official rule book which can be found on Netball Australia:
<https://netball.com.au/>

26. INJURY MANAGEMENT

26.1 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.

26.2 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.

27. INSURANCE

Fees paid to Netball WA include insurance cover for players, coaches, umpires, and officials for non-Medicare expenses incurred because of an injury received during a game played at SDNA and affiliated Associations. A copy of the scorecard showing player involvement is required for any claim. A Doctor's referral may be required prior to any physiotherapy treatment for insurance purposes. Ambulance transport is the players/parent's responsibility.

For further details please contact the Insurance Broker for Netball WA:

<https://www.howdengroup.com/au-en/netball-australia>

The scorecard is an official document and must be completed correctly during the event of an injury or the insurance may be voided.

If an injury/accident occurs, an Incident Report Form **must** be completed. These forms are given by the First Aid personnel. Please ensure that the First Aid person completes the form, and a copy is given to the patient who was treated.

28. INTERCHANGE OF PLAYERS/TEAMS

- 28.1 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.
- 28.2 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.
- 28.3 **It is not SDNA's responsibility to track players games played up. These can be checked on PlayHQ.**
- 28.4 The fill in player must not enhance the performance of the team to such extent that they influence the outcome of the match.
- 28.5 No registered player may play in a lower division than the one for which they are registered unless the player has been granted a Pass Down.
- 28.6 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.
- 28.7 11's, 12's, 13's, 14's, 16's, 20's playing up – see 12.11

29. 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.

30. LIFE MEMBERSHIP/AWARDS

Life Membership of Southern Districts Netball Association is an award conferred upon an individual who has made a significant, sustained, and lasting contribution to the sport of Netball at Southern Districts. This will take place at the Annual General Meeting. Contributions made by an individual as a player, coach, umpire, official, administrator and/or volunteer will be considered.

30.1 NOMINATION

Nominations for Life Membership shall be forwarded to the Administrator by 31st January:

- A member of the Executive of SDNA
- A Club affiliated with SDNA

Nominations shall be supported by a detailed submission on the form prescribed on SDNA website by the Executive and shall be endorsed by the President or Committee member of the nominator.

<https://southerndistrictsnetball.com.au/wp-content/uploads/2020/08/sdna-life-membership-nomination-form-2020-1-1.pdf>

30.2 SELECTION

The award of Life Membership is determined by the Executive by a simple majority of those eligible to vote. The President shall have a casting vote.

In the event of an Executive Member submitting a nomination, the Executive Member shall have the right to speak and have voting rights.

If a current Executive Member is nominated for Life Membership, the nominee must always be absent, when the nomination is considered and must abstain from voting. All nominations must be sent to the Review Committee for consideration. Review Committee to be appointed by the Executive Committee.

30.3 RECOGNITION

Life Membership will be announced at the SDNA Annual General Meeting.

Each Life Member shall receive:

- SDNA Life Membership Badge
- Recognition on a SDNA Life Membership Honour Board
- Such other benefits as determined by the Executive.

31. MEETINGS

The President shall preside at all meetings of the Association and the Executive. In the absence of the President, the Vice President shall preside. (Or other authorized person).

32. MEETING PROCEDURE OF ANNUAL GENERAL MEETING

32.1 The business of the Annual General Meeting shall be:

- Acknowledgement of Country (see wording end of document)
- President's Address
- Apologies
- Confirmation of Minutes of the Previous Annual General Meeting
- Adoption of Audited Balance Sheet and Statement of Income and Expenditure
- Notice of Motion for Alteration, Repeal or Addition of the Constitution
- Election of Executive Members

32.2 Appointed Executive Positions:

- Association Development Officer (ADO)
- Association Umpire Development Officer (AUDO)
- Governance Officer
- One appointed – to be appointed by Executive

32.3 Officers:

- President
- Vice President
- Junior Vice President
- Finance Convenor
- Match Day Co-Ordinator

- 32.4 Committees:
 - Match Day
 - Protests and Disputes
- 32.5 Iris James Service Award
- 32.6 Appointment of Life Members
- 32.7 Confirmation of Appointments of:
 - Patron/s
 - Auditor
- 32.8 General Business
- 32.9 Closure

33. MEETING PROCEDURE OF EXECUTIVE MEETING

- 33.1 Opening of meeting and welcome from the President
- 33.2 Apologies
- 33.3 Confirmation of Minutes from Previous Meeting
- 33.4 Business Arising from Minutes
- 33.5 Correspondence In
- 33.6 Correspondence Out
- 33.7 Reports from Convenors:
 - Match Day Co-Ordinator
 - Governance Officer
 - Umpires' Development Officer
 - Development
 - Administration
 - Finance
- 33.8 General Business
- 33.9 Date of Next Meeting
- 33.10 Closure

34. MEETING STANDING ORDERS

34.1 THE PRESIDENT/CHAIRPERSON

- Make sure that a quorum is always present.
- Conduct the meeting in accordance with the rules.
- Ensure that no speaker speaks for an undue length of time or unnecessarily repeats points that have already been put to the meeting.
- Terminate any discussion, which is not, at that time relevant to the business before the meeting.
- Decide who is entitled to speak when two or more speakers rise to speak at the same time.
- If desired, request that the proposer of a motion or amendment submit it in writing.

34.2 CONDUCT OF SPEAKERS

- All remarks shall be addressed to the President/Chairperson and any question to another person shall be put through the President/Chairperson.
- A speaker wishing to speak or move a motion, shall stand when addressing the Chair, and shall take their seat if called to order by the President/Chairperson.
- On any person rising to a point of order during a discussion, the speaker shall resume their seat and the person rising shall state the point of order, when the President/Chairperson shall rule there on.

34.3 CHAIRPERSON'S RULING

- The President/Chairperson's ruling on all points of order and procedure shall be final, unless a motion is moved and seconded and carried 'that the President/Chairperson's ruling be disagreed with'. The mover may speak briefly in support of their motion and the President/Chairperson explains why their ruling was given. The President/Chairperson takes the vote.

34.4 MOTIONS

- A motion shall be seconded before it is debated and shall not be withdrawn without the consent of the seconder and unanimous consent of the meeting.
- No speaker shall speak more than once to any motion or amendment, except in personal explanation unless they are exercising the right of reply as the mover of the motion.
- No more than two speakers shall follow successively on the same side of the question. If the speaker having so spoken, there be no speaker to take the opposite view, the question shall be put therewith.

34.5 AMENDMENTS

- An amendment moved and seconded is voted upon before the motion. The mover of the original motion may exercise their right of reply before the amendment is voted upon. The mover of an amendment has no right of reply.

- No second or subsequent amendment shall be received until the first amendment has been voted upon. An amendment, which is carried, becomes the motion and is open for further amendment. The mover and seconder of the motion under discussion are not entitled to move or second an amendment to it.
- The mover and seconder of a motion or amendment may speak to subsequent amendments. If the mover agrees with any proposed amendment, they can accept it and may seek leave to alter the motion accordingly.
- An amendment, which is a direct negative of the motion, shall not be allowed.
- The Constitution can be amended only by a resolution advised in accordance with Constitution Clause 24, but this shall not preclude further amendments to such resolutions from the floor of the meeting.

34.6 RESCINDING RESOLUTIONS

- Upon evidence of a mistake in facts that have been presented to the meeting, or upon receipt of further information, a resolution may be rescinded. A resolution may be rescinded on notice of motion at a subsequent meeting.

34.7 CLOSURE

- Any person may at any time move 'that the question be now put' which motion, if accepted by the President/Chairperson shall be put without debate. If carried by a majority vote, the motion or amendment before the meeting shall be put at once. It does not prevent the mover of the original motion exercising the right of reply.

34.8 VOTING

- Voting shall be by voice or show of hands.
- In the event of voting being equal, the question shall be declared on the vote of the President/Chairperson who would then vote to preserve the status quo i.e., the existing condition.
- In the case of an urgent matter, or when it is deemed not practical to call a special meeting of the Board, the President/Chairperson may call for a vote of the Board members by means of fax, email, or telephone call. The details and results of such vote to be entered and confirmed in the minutes of the next scheduled Board meeting.

34.9 SUSPENSION OF STANDING ORDERS:

Standing Orders may be suspended:

- at the request and/or motion of a Board Member through the chair.
- to enable Guest Speaker/s to address the Board prior to normal business.
- Prior notification of Guest Speaker/s must be given to all Board Members.

35. MEMBER PROTECTION POLICY

SDNA adopts Netball WA & Netball Australia.

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

36. MULTICULTURAL FEMALE UNIFORM GUIDELINES

This uniform guideline aims to show the different options for girls and women to participate in netball in Western Australia.

<https://www.dlgsc.wa.gov.au/sport-and-recreation/participation/community-inclusion/multicultural-female-uniform-guidelines>



NetSetGo:

Any clothing that is comfortable and safe can be worn.

Enclosed shoes.



Any Team or Club:

Team uniform dress or skirt/short and top/singlet.

Long sleeve top in black or team colours.

Leggings or tight-fitting pants in black or team colours.

Enclosed shoes.

- Additional clothing options for cultural/ religious modifications only.
- Extra clothing must be the same colour approved by the team, or all black and all white.
- Extra clothing must be worn under the existing team uniform.



Head coverings:

Players must not wear anything that is dangerous to themselves or another competitor. This includes not wearing jewelry or sharp pins on head coverings (hijabs).

Head coverings must be tight and non-flowing.

Head covering must not cover positional bib.

If the head covering needs to be fastened, clips and non-sharp pins are to be used.

Head covering must be all black, all white or team colours.

Disclaimer: This document was prepared in consultation with Netball WA with a view to assist culturally and linguistically diverse women participate safely in sport at Club level. Sport and Recreation (WA), its officers and employees, and any authors or contributors to this guide are not responsible for, and disclaim all liability in connection with, any personal injury or death howsoever caused (including where caused by negligence) arising from following the uniform options or statements contained in this document. This document is a guide only and to exercise caution when choosing attire to ensure they can participate safely in the activity. If you have any questions in relation to the guide, please contact your State Sporting Association directly – Netball WA on 9380 3700.

37. NETBALL POLICIES

Consult National (Netball Australia) and State (Netball WA) bodies for any other policies relevant to Netball within Southern Districts Netball Association and its members.

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

<https://netball.com.au/integrity-framework-policies>

There is ZERO tolerance to any misconduct.

38. 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.

39. PHOTOGRAPHY/VIDEOING

- 39.1** 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.
- 39.2** 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.
- 39.3** No drones permitted.

40. PLAYER AND MEMBER TRANSFERS AND ETHICS CLAUSE

- 40.1** Players and coaches are regarded as being registered from the time the club submits their team lists for the upcoming season (Winter or Spring). During this period no club member, coach, or other official, including SDNA rep teams or representative coaches/officials, may approach any player or coach from another club to discuss transferring or offer inducements to transfer.
- 40.2** Approaches may be made to any player/coach the day after the SDNA Grand Final of the relevant season when every player is deemed to be a free agent.
- 40.3** If the executive suspects that this policy has not been adhered to, they have the right to investigate and take appropriate action. The executive recommends that each club makes its own ruling with regards to coaching at more than one club.
- 40.4 SDNA COACHES/REPRESENTATIVES**
- 40.4.1** May not have direct contact with a player to promote their club and to solicit the player's participation. This will be considered a poaching violation. Player contact includes, but is not limited to text messages, phone calls, emails, social media, and other written communication and/or in person conversations.
- 40.4.2** Responsible representatives may include parents of team members, team managers, coaches, club board members, directors of coaching and others perceived as an agent of a club. Any recommendation for the player to attend trainings, trials or other team and club events by the representative will be deemed inappropriate and considered an attempt to induce a player to leave their organisation.
- 40.5** If a player wishes to transfer from one Club to another it must occur prior to the halfway mark of the season.
- 40.6** A Club has the right to appeal to the Executive regarding a player or coach who transfers to another Club and still has financial obligations to the former Club.
- 40.7** The Association will not accept a Club or player if they are unfinancial from previous season until all monies are paid in full.

41. PLAYER WITHDRAWALS

- 41.1** Any application for refunds for a withdrawing player must be received by the Administrator in writing prior to 30th April of the calendar year of competition.
- 41.2** There can be no transferring of a player's fee from a withdrawn player to a new player once the first playing date of that competition has passed. Prior to this date, transfers are at the discretion of the Administrator.

42. POSTPONEMENTS

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

43. PREGNANCY POLICY

As per the Netball Australia policy –

https://wa.netball.com.au/sites/wa/files/2020-01/Website-SD07-Pregnancy-Policy_Updated-2016.pdf

44. PRESENTATIONS AND AWARDS

- 44.1 **MVP FOR WINTER COMPETITION – OPEN**
This is awarded to the player in Open Div 1 who accumulates the most umpire votes over the winter season. In the event of a draw the winner is decided on a count back, the person who receives the most three votes.
- 44.2 **MVP FOR WINTER COMPETITION GRAND FINAL – OPEN AND JUNIORS**
This is awarded to the most valuable player in the grand final as adjudged by the umpires.
- 44.3 **MVP FOR SPRING COMPETITION GRAND FINAL - OPEN AND JUNIORS**
This is awarded to the most valuable player in the grand final as adjudged by the umpires.
- 44.4 **UMPIRE OF THE YEAR**
Awarded to the Umpire with greatest self-development. Shows initiative in their own learning on and off the court and has shown progression in their Umpire skills and ability. Voted on by the SDNA Umpire Squad & AUDO.
- 44.5 **NATALIE ROBERTSON UMPIRE DEVELOPMENT AWARD**
Awarded to the umpire that shows the most commitment to their own and other development. Enthusiastic and encouraging nature with a passion to help others within the squad and association, develop their umpiring skills and ability.
- 44.6 **SUE SCOTT PERPETUAL TROPHY**
Presented to:
- 14 and Under Division 1 Premiers
 - 16 and Under Division 1 Premiers
 - 20 and Under Division 1 Premiers

44.7 HELEN ROBINSON CUP

Presented to Open Division 1 premiership team in the Winter Competition.

44.8 COACH DEVELOPMENT AWARD

Presented to a coach who has:

- Attained or aspiring to attain a Development, Intermediate or Advanced Coaching accreditation
- Coach of a SDNA team at the Fuel to Go and Play Association Championships weekend; or any other carnival or competition that SDNA may send representative teams
- Coach or lead coach during a SDNA program
- Coach, assistant coach or apprentice coach in the Netball WA pathway
- Selected by the ADO

44.9 VOLUNTEER OF THE YEAR

Presented to a member who has made a significant contribution to SDNA throughout the year. Selection to be made by the President.

44.10 LIFE MEMBERSHIP

Presented to an individual who has made a significant, sustained and lasting contribution to the sport of Netball at Southern Districts.

Nominations must be received by 31st January.

<https://southerndistrictsnetball.com.au/wp-content/uploads/2020/08/sdna-life-membership-nomination-form-2020-1-1.pdf>

44.11 IRIS JAMES

Presented for outstanding service beyond the normal duties required.

Nominations must be received by 1st March.

<https://southerndistrictsnetball.com.au/wp-content/uploads/2020/08/SDNA-Iris-James-Nomination-Form.pdf>

45. RACIAL AND RELIGIOUS TOLERANCE

45.1 No person in their capacity as a spectator or participant in the Association while carrying their duties or functions as or incidental to being a participant in the Association shall engage in conduct that offends, humiliates, intimidates, contempt, ridicules, incites, threatens, disparages, vilifies, or insults another person based on that person's race, religion, colour, descent or national or ethnic origin.

45.2 The President of the Association shall be appointed as the Complaints Officer to hear any complaint in the first instance and then follow procedures of the Constitution 13. and 42. as deemed necessary.

46. REGISTRATIONS

- 46.1 Team registrations for a minimum of seven players must be lodged on Play HQ by the required date. Refer to SDNA website for instructions.
- 46.2 Club names - any new Clubs must submit their Club name and uniform three weeks prior to registration for confirmation by the Administrator/Uniform Convenor.
- 46.3 Clubs may register further new players by completing the relevant registration forms available from the Match Office. New registrations, after grading, need to be approved by the Grading Committee prior to the player taking the court. If permission has not been sought the player will be deemed ineligible. Refer to SDNA website for instructions.
- 46.4 At registration, Clubs shall nominate a contact person as a representative of the Club. This person shall be the main contact who will receive emails and other notices. SDNA reserves the right to deal only with these representatives as and when necessary.

47. SDNA WEBSITE

Southern Districts Netball Association's website: www.southerndistrictsnetball.com.au

48. SDNA ASSOCIATION AND REP TEAMS

Refer to website for separate Policies and Procedures www.southerndistrictsnetball.com.au

49. SINGLE GAME VOUCHERS/FILL IN VOUCHERS

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

49.1.1 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 (see section 12.11).

49.1.2 Single Game/Fill In Vouchers will be **\$20** per game per voucher. There will be a limit of 2 Voucher purchases per player, per season. These games **will not** count toward 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 ensure the players name is on the scorecard.

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

49.1.3 Players can only use Single Game/Fill In 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.

49.3 GRADES PLAYED USING SINGLE GAME/FILL IN VOUCHERS

49.3.1 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.

50. UMPIRES

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

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

50.2 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 Section 24.3 regarding steps to be followed.

50.3 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.

50.4 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.

50.5 Umpires are to direct the scorer and timer to stand together on the sideline (opposite the centre circle) next to the rolling substitution cone.

50.6 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.

- 50.7 Umpires are not permitted to coach a team whilst umpiring.
- 50.8 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.
- 50.9 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
- 50.10 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.

51. UNFINANCIAL CLUBS/PLAYERS

- 51.1 Any Club/player that owes money (either to SDNA, or Netball WA) shall be considered unfinancial. Money owing can be in the form of fees, fines, or other penalties. Any Clubs/players/individuals with outstanding monies will be advised to Netball WA and associated bodies as deemed necessary.
- 51.2 Unfinancial players of a Club are not permitted to the rights and privileges of membership. They may not participate in any programs conducted by the Association, such as Association Teams, Development Squads, Umpire Development or Umpire Squads until such time as all monies owing (plus interest if applicable) are paid in full to the satisfaction of SDNA.
- 51.3 SDNA reserves the right to refuse further membership applications from these Clubs/players.

52. UNIFORMS

- 52.1 No two Clubs shall have the same uniform to the exclusions of bibs, the only exception being School based Clubs who are permitted to wear the school uniform/school sports uniform.
- 52.2 The uniform of a Club shall consist of shorts/skirt/skort and top or dress. Sports briefs or bike shorts (to be no longer than the skirt or dress) must be worn under skirt/dress. Velcro attached to bibs and dresses must be in good condition. Should the quality of the velcro affect the attaching of a bib, spare bibs must be used (velcro or pullover).
- 52.3 Windcheater tops or other clothing, if worn when playing, must be worn under registered playing uniform. No zip jackets may be worn. Bibs must be worn over the windcheater top.
- 52.4 Soft, close fitting bucket hats (without a drawstring) may be worn.
- 52.5 Gloves may be worn with the provision of a medical certificate, providing nails are cut short and no jewellery to be worn. Refer to Jewellery, Glasses and Nails above - re: migraine piercing.
- 52.6 Appropriate sport shoes must be worn.
- 52.7 Colours and uniforms shall be submitted to SDNA for approval and no Club shall make any change to this uniform without obtaining the consent of the Property and Uniforms Convenor.
- 52.8 Priority of registration shall determine the exclusive right to wear the uniform or colours.
- 52.9 Permission to play out of uniform must be obtained from the Property and Uniforms Convenor prior to taking the court.
- 52.10 Clubs who have different playing uniforms within the Club must register each uniform on Registration Day.
- 52.11 All players in Finals Matches must play in that team uniform.
- 52.12 A fill in player will be a player using a Single Game/Fill In Voucher, or a player playing up from a lower division. Players who play on a Voucher must wear team uniform or one that closely resembles it.

53. UNIFORMS – PENALTIES

Any Club playing a registered member not in registered Club uniform will receive the following penalty:

- FIRST OFFENCE: Verbal warning to the player
- SECOND OFFENCE: Written warning to the Club
- THIRD OFFENCE: A fine of \$10 + GST to the Club, to be paid before next playing date for each player out of uniform
- FOURTH OFFENCE: Player will be removed from court

54. WITHDRAWALS

When a team is withdrawn after the commencement of the season, all points, and goals in matches involving the team prior to its withdrawal shall be cancelled. If the withdrawal occurs during the second round, only points and goals from that round will be cancelled.

55. WORKING WITH CHILDREN

- 55.1 Western Australian law requires a **compulsory** WWC check for people in ‘child related work.’ At netball this includes Coaches, Managers, Umpires and Club office bearers. The card expires after three years.
- 55.2 Volunteers under the age of 18 years are exempt. Parents volunteering for a Club in which their child who is under 18 plays are required to fill out an Exemption Form which is available on our website: <https://southerndistrictsnetball.com.au/wp-content/uploads/2025/04/working-with-children-template-org04-volunteer-declaration.pdf>
- 55.3 All Coaches, Managers, Umpires and Volunteers must have their WWC cards or Exemption Forms submitted and processed before the start of each season in order to participate. **If a copy of the WWC card (or receipt of application) or Exemption Form is not received, you will not be permitted to participate in any competition dates until compliance is achieved.**
- 55.4 **CLUBS AND THE ASSOCIATION ARE REQUIRED TO VALIDATE AND RECORD WWC CARDS:**
Procedure is as follows:
- Ask to see a person’s card
 - Take a copy
 - Visit website www.checkwwc.wa.gov.au
 - Enter WWC Card number in validation box
 - Print and keep a copy of result
 - Check every 6 months.

Under current legislation, the club is responsible for ensuring that all volunteers have the required clearance. Failure to comply may result in the club being held liable for any non-compliance.

For further information please check the website above, email checkquery@dcp.wa.gov.au or phone 6217 8100.