



Sunshine Coast Netball Association Incorporated

SECTION 2

Competitions

November 2017



THE SUNSHINE COAST NETBALL ASSOCIATION INCORPORATED 2018 CLUB HANDBOOK

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PART A - COMPETITIONS

Adult - Night Competition

Our night competition is for adults but is open to a limited number of players 16+. Fixtures are held on a Tuesday night and runs over two seasons from Feb - June and July - Nov. (This may vary depending on team numbers) Clubs are always welcome to put forward teams of adults such as coaches, parents or work colleagues. The competition is open to non school age players generally in three divisional groups.

Registration fees vary from year to year and between the grades, they include registration and insurance to NQ and SCNA. Game fees are also paid on a weekly basis either up front for A Grade or at each game for other divisions.

Groups of 5-12 players who wish to submit a team into our competition may do so by requesting Team Nomination information at netballregistrar@gmail.com. Team nomination will be made on-line through My Netball. Players will then be sent a link to register ON LINE prior to Grading and commencement of the competitions.

Individuals looking to be placed in a team will be required to complete a New Player Application Form available on our web site or request by email netballregistrar@gmail.com. Once we have received this form, teams are notified and your information passed onto team captains and you will then be contacted.

Junior - Day Competition

Our Day Competition is skill based, not age based and is open to players aged 7 to 18 still attending school. This competition is on a Saturday morning and runs Feb/March to Aug/Sept. There are 3-4 weeks for clubs to grade players into teams, 2 weeks for SCNA to grade teams into divisions then 14 weeks of competition as well as 3 weeks of finals. We currently have 14 clubs (2017) submitting 168 competitive and non-competitive teams.

Individual teams may also register into this competition in the form of independents and don't need to belong to a club.

Draws And Ladders

All draws and ladders for a given season are available on the web site. www.sunshinecoast.qld.netball.com.au under the fixtures tab, or through the MY Netball app.

Game Times

Ladies A Grade play at Flinders Indoor Stadium in 2 time slots 6.15pm and 7.30pm. B Grade and Social games are played at Fishermans Road Multi sports complex. The number of time slots varies depending on teams and umpire availability.

Game times for the Day Competition are allocated and are fixed for each division throughout the season. Round times are as below with Division 1 starting at 7.30am in Round 1. Round 2 starts at 8.35am, Round 3 at 9.40am, Round 4 commences 10.45am and Round 5 at 11.50am. Net Set Go Green and Gold is played in Round 6 at 12.55pm. Which division plays in each time slot will depend on how many teams we have nominate from each club.



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PART B - NET SET GO

Within the day competition SCNA also run the National Net Set Go Program for players aged 5 -10years introduced to NQ through Netball Australia. This program offers opportunities for young children to participate in netball games and activities which are developmentally based and lots of fun.

At Sunshine Coast Netball Association (SCNA) we believe in the principles of the National Junior Sports Policy and feel players 10 years and under, are the foundation of our associations success and growth in the region. We have developed a program that not only fills the basic requirements of NQ and Netball Australia but also caters to the needs of the families and players of the association.

Developing Sports Skills

The emphasis with a game sense approach is on the participants making decisions within the game, the participants 'learn from the game'.

To achieve progressions within a game we use games that allow time to make decisions early in the session and progress to games that reduce the time available for reaction and decision making. When first introducing a tactical problem choose techniques that the participants can easily control (for example; type of pass to be used). Progress to more difficult techniques when the tactical problem has been accomplished. This Program has been designed to meet the needs of children and gives them a chance to be successful and feel good about themselves.

The rules and equipment for NetSetGO Competition have been designed to align the game with the psychological and physical capabilities of young children. The program has been developed under the guidelines of the Netball Australia Junior Sports Policy, which emphasizes "The introduction of children to organised competitive netball should be gradual and is best achieved through minor games/activities and modified rules." This provides participants with activities appropriate to their age and ability. All children are given the opportunity to participate and experience a feeling of success from their participation. There is an opportunity for children to play in a cooperative way and to develop their skills in a non-competitive environment where the emphasis is not on "win at all costs" but rather on the development of skills, the discovery of new skills and sharing the play with other team mates.

The three year program is flexible for and supportive of new players entering at any level of the program. Players progress from a relatively closed environment to a more open environment. For example, stationary targets to moving targets, few rules to many rules, one opponent to more than one opponent, separate court areas to shared space and one simple movement to combinations of movements.

Program Outline

SCNA has taken the Net Set Go Program and broken it into 4 levels (Tiers) to suit our members needs and the structure of development in our Association. The break down is outline in our Standard Operating Procedures – Age Groups. While it is preferred that players progress through each level there is room for movement within the guidelines of the Over and Under age Player policy.



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Level 1 - Net Set Go - Blue

The program is aimed at 5 to 7 year olds and is separate to the fixtures programs. It is a national program supported by Netball QLD and run by an experienced volunteer coach each year and assisted by our very capable Representative Players. These players are an inspiration to this age group and they relate well to each other. It is a 10 week program of fun, interactive games and activities aimed at the development of ball handling, balance, foot work etc of netball, culminating in a break up party and presentation.

Level 2 – Net Set Go – NSG Green

Our NSG Green program is the first year of our Fixtures Program aimed at 7-8 year olds and is fully modified for the whole season. Players register through their local club and are placed into teams for the purpose of developing their netball game and skills and have fun. Coaches are required to follow the guidelines set out by SCNA.

Level 3 – Net Set Go - NSG Gold

Our Net Set Go Gold program is most players second year of our Fixtures Program aimed at 9 year olds. This program builds on the acquired learning and skill development provided in our Net Set Go Green program but allows time for new players to adapt and develop some basic skills. The season for these players begins as fully modified and progresses to a step by step introduction of the rules. Players also register through their local club and are placed into teams for the purpose of developing their netball game and skills.

The guidelines for this program are laid out at the beginning of the season but with common sense and flexibility no team plays out of their comfort zone.

Level 4 – Net Set Go - NSG White

Net Set Go White is the final step in the program and is aimed at 9/10 year olds. It is ideal for players to have done at least Green or Gold before entering this level as it builds on the acquired learning and skill development of the previous two years. Players also register through their local club and are placed into teams for the purpose of developing their netball game and skills. Clubs coordinators, umpire mentors and coaches are required to monitor the progression of these teams.

Where developmentally appropriate, full rules are implemented from the beginning of the season at this level, however, the program also accommodates new players to the game through a simple grading round robin at the beginning of the season. This allows for a development structure for each group to be based on their needs.

Overview Of Learning

At SCNA we have found it not only very important to focus on players learning but also on coaches, young umpire, and club officials.

Level 1- NSG Blue

By including our Representative players in the presentation of the program they are given an opportunity to give something back the Association and its members. Rep players are carefully instructed how to implement each activity which in turn act to solidify and reinforce some basic skills for their own development. The young participants see role models that they can aspire to and both groups enjoy the experience.



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Level 2 & 3 – NSG Green and Gold

The opportunity here is for coach development on a variety of levels. Each coach is expected to attend a coaching session at the beginning of the season and gain an understanding of the development of a training program for players. Coaches and players both progressively learn about other official aspects such as score sheets. Coaches gain a progressive understanding of player development which we have found encourages many to follow through to more advanced levels. Combined over three years this becomes a graduated learning process of scoring and signing on and other paperwork as well as development of rules and other aspects of coaching.

In this learning process no score sheet infractions are issued to these teams but instead reminder emails are sent to the clubs to help coaches and players understand the requirements.

Coaches are often asked to assist with umpire mentoring at this level and teach rule development and understanding which in turn increases their understanding as well.

Level 4 – NSG White

This level of the program is a perfect opportunity for our young umpires to develop their skills as most of these teams are on full rules but the game is slow enough for them to manage and gain confidence with a whistle. As this level is non-competitive young umpires have the opportunity to develop their skill in a far less stressful learning environment. Coaches are always on hand to support these umpires as they develop and teams learn to work with umpires and listen to them.

In all these levels parents are provided opportunities to be far more involved and as such also develop a stronger understanding of the basics of netball. For many it may be their first exposure to a team sport for their children and as such can learn a great deal from them.

The opportunities presented to players for development in a huge range of areas is endless regardless of whether they advance through the program as a whole or only begin part way through. The development of physical skills which would carry through to many other sports is primary however the opportunities for social and emotional development by being part of a team sport are valuable lessons for all other aspects of their lives.

Learning good sportsmanship and teamwork are vital as are values such as respect for others regardless of ability or which side they are on.

Umpires

Umpires are required for the game of netball at any level and Net Set Go is no different. The difference is in the rules they follow and who allocates them to the games.

NSG Green – Each team provides an umpire for each game from the parent/sibling body of the team who can take turns in this role. The club may also assist in providing an umpire from the club or there may be one volunteer to take the role for the season. SCNA advises that coaches should not coach and umpire at the same time, this can blur the roles of coach and umpire for the players. Umpiring makes it very difficult to coach effectively.

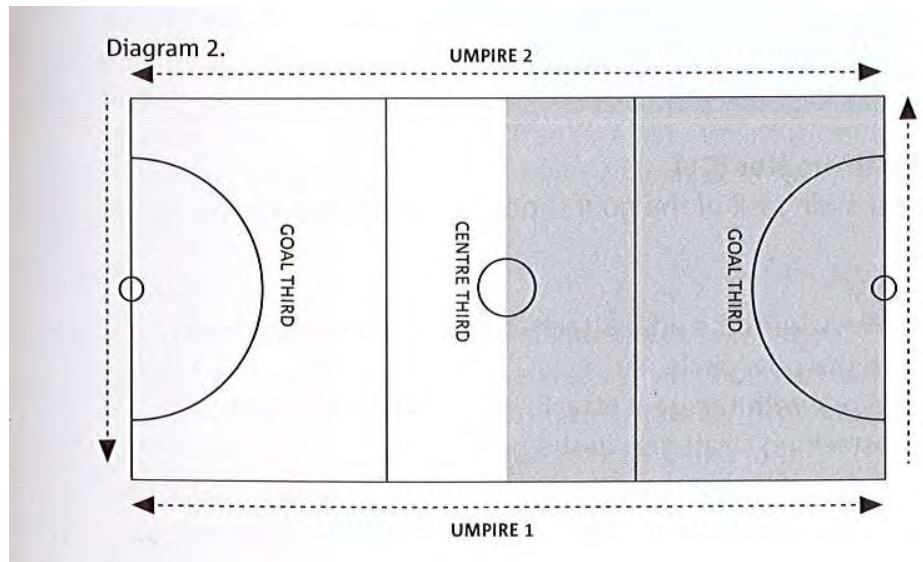
NSG Gold – Each team provides an umpire for each game from the parent/sibling body of the team who can take turns, the club may also assist in providing an umpire from the club or there may be one volunteer to take the role for the season. Again SCNA advises that coaches should not coach and umpire at the same time.

Towards the end of the season in NSG Gold “proper rules” are introduced SCNA and these teams are allocated beginner umpires, this gives young umpires a slower paced, simpler game to umpire and gain experience. These umpires will be offered where possible mentors and will need to be supported by coaches and spectators.

NSG White – As these teams operate on full rules from the beginning of the season SCNA allocates umpires to these games. As with Gold these umpires are just beginning their learning and should be given every opportunity to succeed without abuse from spectators and coaches.

An Overview Of Umpiring

At all times there should be 2 umpires to control a game of netball, regardless of the level. Each umpire looks after the court to their right as in the diagram below. Umpires control the game in their designated goal third and up to the center circle in the center third. They also control throws from the base line in the goal third and the entire sideline they are standing on.



Guidelines And Rules Net Set Go Green

Net Set Go Green is the first year of our non-competitive net set go program. The guidelines and rules below are amended from the National NSG Program and are aimed at this age group in order to ensure all players get a fair and equal chance to develop their skills. It is the clubs responsibility to ensure these guidelines are followed by their coaches. Coaches MUST observe the Codes of Conduct at all times.

Game Structure And Competition

	NSG GREEN (Set Tier 7- 8 years)
Match Duration	4 x 10-12 minute quarters
Goal post	<p>Ideally Posts should be 2.4mt high. At SCNA this is not always possible.</p> <p>Coaches should teach children correct technique from the beginning of the season and players should be aiming to get the ball in the net. However when shorter posts are not available:</p> <p>In weeks 1-6 of the season a goal will be counted if the ball touches the ring or the net.</p> <p>In weeks 7-14 a goal will be counted if the ball touches the ring (Not the net)</p>
Ball	Size 4 ball should be used at all times
Players Game Time	<p>ALL Players MUST have equal time on the court throughout the season.</p> <p>ALL Players MUST have equal opportunity and time on court to learn each position.</p>
Game Management	Game Management section does not apply



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Coaching	<p>Coaches should limit their movement on the sideline. They may step from the coaching box on occasion to assist players and offer direction.</p> <p>It is expected that early in the season players of this age need a great deal of support. However, from as early as possible players should be able to look to one spot on the sideline for instruction.</p>
Awards and Scoring	<p>No scores should be kept and no finals are played.</p> <p>No best and fairest awards should be awarded.</p>

Game Rules

	<h3 style="color: green;">NSG GREEN (Set Tier 7-8 years)</h3>
Time to pass ball	<p>Up to 6 seconds - Ball must be thrown (not handed) to another player.</p> <p>One of the most common reasons for held ball is that the younger player can't see where to throw the ball because players tend to bunch around them trying to get the ball. Teaching players to spread out and find space is important. Players often can't make a decision as to who to throw the ball to, this comes with practice and knowing where positional players should be.</p> <p>Umpire may need to remind players to move back. (spread out). If a player goes over the 6 seconds play is stopped by the umpire and the player is reminded to throw the ball. There is no loss of possession.</p>
Short Pass	<p>If two players from the same team gain possession of the ball in quick succession, <u>this is not considered a short pass.</u></p> <p>Usually one will let go there should be no penalty the umpire makes a decision as to who should have the ball.</p>
Replayed ball	<p>A player who fumbles while gaining possession of the ball <u>will not be considered to have replayed the ball.</u></p> <p>A player may bat or bounce the ball up to 2 times to gain possession.</p>
Footwork	<p>1-2 steps to regain balance allowed</p> <p>Players are permitted to shuffle feet or take one step but not run down the court with the ball. At this stage players should not be expected to stand dead still.</p> <p>Players often move with the ball for a number of reasons. Initially they forget or are not familiar with the rules, pivoting is a commonly taught practice which young children use to help them remember to stand still. Balance and body control is another which develops as they get older. Teaching players to land on two feet when taking a pass often helps</p> <p>The umpire uses discretion here to keep the game flowing. Play is stopped by the umpire and the player is reminded to try to stay in one spot. The player should return to the point they caught the ball and throw from there. There is no loss of possession.</p>



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Offside	<p>A player who moves into an incorrect playing area and self-corrects <u>should not be penalised for offside</u>. Play may continue.</p> <p>Players should be given guidance if they move into offside areas and should not be penalised at the first instance.</p> <p>The umpire should stop the game and remind players where they should be. If a player has the ball bring them back to the onside position and continue play. There is no loss of possession.</p>
Breaking	A player who breaks on the centre pass <u>should not be penalised for breaking</u> .
Defending	<p>Strict one-on-one* defence. Players <u>may not defend a shot at goal</u>. Defenders in the circle should be encouraged to get the rebound.</p> <p>All players should be at <u>least four (4) feet</u> away from the player they are defending</p> <p>Play is stopped by the umpire if players are too close. The defending player should be reminded to move back. Players are not put out of play for defending too close.</p>
Obstruction	Players should be given guidance if they are obstructing (i.e. defending from a distance of less than 1.2m or have arms away from the body so as to limit the movement of an opponent and <u>should not be penalised</u> .
Centre Pass	Centre Pass IS TAKEN IN TURN
Substitutions	May be made in accordance with general rules injury/illness and at ¼ time.
Penalty Pass (In relation to contact)	No specific contact rules apply however coaches and umpires must control any dangerous play.
Advantage	The advantage rule should not be applied, with the exception of advantage goal.
Changing Ends	Players of this age and stage of learning are often more confused if teams change ends every ¼. In Net Set Go Green players should ONLY change their shooting end at ½ time.
Turn Overs	The ball never changes possession except for the center passes and a throw-in

*One-on-one Defence means only one person may defend any player at any time. Teaching players to defend and stick to their player eg WA may only defend or be defended by WD etc.



Guidelines And Rules Net Set Go Gold

Net Set Go Gold is recognized as the 2nd stage in our program of non-competitive games for players aged 8-9 years. The guidelines and rules below are aimed at this age group in order to ensure all players get a fair and equal chance to develop their skills. The rules here progress through the season from simple modified Net Set Go Gold rules to full rules as played in Net Set Go White and beyond. This provides a platform for new players to develop skills which others who participated in the Green Program may have already attained and acts as a refresher for others. It is the clubs responsibility to ensure these guidelines are followed by their coaches. Coaches **MUST** observe the Codes of Conduct at all times.

Game Structure And Competition

	NSG GOLD (Set Tier 8 - 9 years)
Match Duration	4 x 12 minute quarters
Goal post	2.4m – 3.05m high
Ball	Size 4
Players Game Time	ALL Players MUST have equal time on the court throughout the season. ALL Players MUST have equal opportunity and time on court to learn each position.
Game Management	Game Management section does not apply
Coaching	Coaches must remain in coaches boxes as per the Sideline policy.
Awards and Scoring	Scores are not recorded Week 1-10 and no ladder is produced. No finals are played. No best and fairest awards should be awarded. Week 11 – Score sheets will change and Scores may be kept but no ladder will be produced.

Game Rules

	NSG GOLD (Set Tier 8 - 9 years)
Time to pass ball	WEEKS 1-5 Up to 4 seconds - Ball must be thrown (not handed) to another player WEEK 6 Up to 3 seconds - Ball must be thrown (not handed) to another player. Umpires award penalty as per rule book
Short Pass	WEEK 1-8 If two players from the same team gain possession of the ball in quick succession <u>this is not considered a short pass.</u> WEEK 9 Rule 9.5.1 introduced



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Replayed ball	<p>WEEK 1-8</p> <p>While the usual rules for replayed ball apply, consideration must be given to the age and skill level of the players in determining whether a player has control of the ball (i.e. – some fumbling should be expected and allowed).</p> <p>WEEK 9</p> <p>Rule 9.4 introduced</p>
Footwork	<p>WEEK 1-7</p> <p>Shuffling on the spot to regain balance allowed, without moving down the court.</p> <p>WEEK 8</p> <p>Rule 9.6 Introduced</p>
Offside	<p>WEEK 1-6</p> <p>Usual offside rule applies, with consideration given to the age and skill level of the players. Players may “play on” in the case of simultaneous offside</p> <p>WEEK 7</p> <p>Rule 9.7 introduced</p>
Breaking	<p>WEEK 1-7</p> <p>Players should be given guidance if they break on the centre pass and <u>should not be penalised at the first instance.</u></p> <p>WEEK 8</p> <p>Rule 8.2.1 introduced week 9</p>
Defending	<p>WEEK 1-14</p> <p>Strict one-on-one* defence. Players may defend a shot at goal</p> <p>A player must defend from a distance of no less than 3ft</p> <p>WEEK 10</p> <p>Other forms of defence may be introduced</p>
Obstruction	<p>WEEK 1–5</p> <p>A player who is within 1.2m of an opponent cannot use movements that take the arms away from the body so as to limit the possible movement of an opponent.</p> <p>WEEK 6</p> <p>Rule 11 introduced</p>
Centre Pass	<p>Alternate centre pass</p>
Substitutions	<p>WEEK 1-14</p> <p>May be made in accordance with general rules injury/illness and at ¼ time</p>
Penalty Pass (In relation to contact)	<p>WEEK 1-6</p> <p>No specific contact rules apply however umpires must control any dangerous play.</p> <p>WEEK 7 Rule 7.1.3 Conditions for Penalty Pass</p> <p>Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing.</p>
Advantage	<p>The advantage rule should not be applied, with the exception of advantage goal.</p>



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Changing Ends	<p>WEEK 1-10</p> <p>Players of this age and stage of learning are often more confused if teams change ends every ¼. In Net Set Go Green players should ONLY change their shooting end at ½ time.</p> <p>WEEK 11</p> <p>Intro changing ends each 1/4</p>
Turn Overs	<p>The ball never changes possession except for the center passes and a throw-in.</p> <p>Apply change possession as new rules are introduced in accordance to rule book</p>

*One-on-one Defence means only one person may defend any player at any time. Teaching players to defend and stick to their player eg WA may only defend or be defended by WD etc.

Guidelines And Rules Net Set Go White

In 2018, Netball Australia will [introduce the new GO Tier](#) for 9 - 10 year old Suncorp Net Set GO participants. Below is a table to help identify the rules for NSG White. NSG White is broken into A, B and C which ensures teams of similar skill play against each other. These teams all follow the rules as outlined below. AANA Rule Books may be purchased from SCNA or online Netball Australia or NQ. You can also download a copy to view online at:

http://s3-ap-southeast-2.amazonaws.com/netball-wp-assets/wp-content/uploads/2014/07/05192420/netball_rules_2016_english.pdf

Game Structure And Competition

	NSG WHITE (GO Tier 9 - 10 years)
Match Duration	4 x 15 minute quarters
Goal post	3.05m high
Ball	Size 4
Players Game Time	<p>ALL Players MUST have equal time on the court throughout the season.</p> <p>ALL Players MUST have equal opportunity and time on court to learn each position.</p>
Game Management	Rule 13 Game Management (Rules of Netball Page 62)
Coaching	Rule 5.1 Team (Rules of Netball Page 20)
Awards and Scoring	<p>Scores may be kept but no ladder produced; no finals are played</p> <p>No best and fairest awards should be awarded.</p>

Game Rules

	NSG WHITE (GO Tier 9 - 10 years)
Time to pass ball	Up to 3 seconds
Short Pass	Rule 9.5.1 Short Pass (Rules of Netball Page 50)



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Replayed ball	Rule 9.4 Playing the Ball (Rules of Netball Page 48)
Footwork	Rule 9.6 Footwork (Rules of Netball Page 51)
Offside	Rule 9.7 Offside (Rules of Netball Page 53)
Breaking	Rule 8.2.1 Positioning of Players for Centre Pass (Rules of Netball Page 36)
Defending	Other forms of defence may be introduced
Obstruction	Rule 11 Obstruction (Rules of Netball Page 57).
Centre Pass	Rule 8.2 Centre Pass (Rules of Netball Page 36)
Substitutions	Rule 9.1 Substitutions and team changes (Rules of Netball Page 44)
Penalty Pass	Rule 7.1.3 Conditions for Penalty Pass (Rules of Netball Page 32)
Advantage	Rule 7.2 Advantage (Rules of Netball Page 34)



SECTION 2

PART C - GRADING

Club Grading

SCNA does not dictate to clubs how to grade teams, however as you will be aware SCNA runs a skill based (not age based except for under 10's) competition for players aged 7-18 containing competitive and non-competitive categories. Our, *SOP-10 Age Groups*, details this and acts as a guide for members. Exceptions exist in the form of our under and over age policies.

Club Grading

- Calendar allows Clubs just over 3 weeks from 5 Feb – 2 March
- We suggest 2 weeks to grade into teams and a week for rain and playing teams off against each other.
- Clubs should have enough time to sort out paperwork
- No teams can be altered after submission as this affects grading. (additions only)

Team Submission

Submitting teams to SCNA for the day competition has mostly become an online process however there are a number of steps to complete prior to this. The deadline for the submission of teams is very strict and all aspects need to be completed correctly. All this information is contained in the Registrars meeting and a calendar with all deadlines is given to clubs each year.

2018 team nominations/submission for the Night Competition will also be made online.

SCNA Grading Of Teams

Night Competition

Grading of the teams in the night competition is primarily based on need. For A Grade the venue can accommodate a max of 8 teams therefore numbers are restricted. When team nominations exceed this number grading is required. New teams will also be graded against current teams to ensure the competition maintains a high standard.

B and Social Grades have the ability to take more teams with the limitation being umpires. Grading here is more to assess teams to establish which Grade would best suit their needs. The numbers of team however does dictate how teams will be split into different time slots.

Day Competition

As the Day Competition is skill not age based the grading has become a finely tuned process which has a very tight time line to ensure all teams are placed into the correct divisions. Grading is not required for Net Set Go Green or Gold and Net Set Go white is only required on the second of the two days. Clubs no longer need to nominate a division for their teams however understanding the SCNA ranking system is vitally important to this process. The Ranking System has been very effective in assisting clubs to rank their teams for the beginning of grading.

The process of grading for SCNA day comp divisions begins in the office with a paper grade based on information, particularly Team Ranking Numbers (TRN's), the club has supplied. The TRN is important here to rank teams from top to bottom and they are given a number based



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on their position in the group. Eg Division 1 will have teams listed 1.1 to 1.8 then Division 2, 2.1 to 2.8.

A meeting of all club graders (Graders Meeting) is held for clubs to discuss their teams initial position to ensure they start grading as close to their correct division as possible.

At the graders meeting all teams are listed in groups of 8 from top to bottom and allocated to a division. Grading is then conducted over two Saturdays taking 8 – 10 hours on each of these days. Players in the Divisional competition will be expected to attend both sessions. Teams however need only be available for a two hour time slot during those days.

A team of highly experienced graders lead by the Registrar observe all teams during the games, review history of teams and players, assess scores and team notes from grading information supplied by clubs and talk to coaches and club graders as required, all to assess teams at grading.

On the first day the top 4 teams in Division 1 are not required and so we begin the day with teams 1.5 to 2.4 all play each other in seven short 10 - 12 min games. Grading Day 1 look like:

- ROUND 1 - 1.5 to 2.4, 2.5 to 3.4, 3.5 to 4.4
- ROUND 2 - 4.5 to 5.4, 5.5 to 6.4, 6.5 to 7.4
- ROUND 3 - 7.5 to 8.4, 8.5 to 9.4, 9.5 to 10.4
- ROUND 4 - 10.5 to 11.4, 11.5 to 12.4, 12.5 to 13.4
- ROUND 5 - 13.5 to 14.4, 14.5 to 15.4, 15.5 to 16.4

Club Coaches on both weeks need to be aware of the following:

- Games **MUST** start on time so coaches need to be organised.
- There is only 3 minutes between games please move quickly to next court.
- All team members must sign the first score sheet only
- Coaches must complete the team information section attached at the bottom of the score sheet for each game. If there is nothing to report please write NIL in this section. Please make note if key players are away or any other information graders may need to know.
- Scoring will be done a little different for **grading only**. There are 2 section on the score sheet for goals and attempts. Please mark scored goals in the goals section and missed goals in the attempts section.

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- Boards will be in the middle of the court for each game. Please put them back in the middle of the court at the end of each game.
- Bring your score sheet to office after each game.
- Each team will need to supply an umpire rostered by club.
- Clubs need to submit these rosters by Friday lunch the day before each grading.



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- Umpires **MUST** sign on at the umpire table for their allocated team and umpire all games for that team in that time slot.
- Only registered umpires will be paid for grading.
- Please ensure umpires are registered online with SCNA before Saturday.

After Day 1 the teams are then relisted in their groups of 8 and the top 4 Division 1 teams are brought back for Day 2 of grading. For day 2, the grading committee select 3 x 20 min games for all teams to play against teams they may not have played the week before.

For both days and all teams the clubs **MUST** supply their own umpire.

Competition begins usually after Easter Holidays and in the first 3 weeks clubs have a chance to assess their teams and complete a regrading request form if they feel any team is in the wrong division. Teams will be reviewed during week 4 and clubs will be notified of changes prior to fixture 5.

Net Set Go

Net Set Go (NSG) Green and Gold do not grade though clubs need to ensure they have nominated them into the correct competition. If teams are out of their depth once the fixtures start we can usually swap them as this is about learning and having fun.

Net Set Go White teams are however graded into 3 groups, generally an A, B and C division. Clubs need to nominate which one of these they should be in and on day two of grading they will play in the 7 short games format. The clubs **MUST** supply their own umpire for this group also.

Player Ranking Number and Team Ranking Number

PRN = Player Ranking Number. PRN's are issued to each player from the previous seasons results of the team that player was a part of. Clubs are supplied with a full list of all teams and their numbers. This list can be found in *Section 3 Paperwork*.

TRN = Team Ranking Number. Each player takes the TRN of the previous years team and these are averaged to create a TRN for the new team. eg - Each returning player from Flinders Fame in the previous year is given an 85 PRN for the new year.

In some cases a PRN may need to be altered but in most cases this is not so. When adding in the new years PRN's to the Team Lists you need to work with your graders. They are the ones assessing the players and will decide if these numbers need changing. PRN should not be changed just because you can, graders need to justify the change if asked. Rule of thumb is look at players you have graded together and compare PRNs to the skill of the team.



SECTION 2

PART D – FINALS

Finals are held over 3 weeks at the end of the season. An extra week is also allocated to account for any rained out finals. Rained out fixture games are not replayed. Finals games are structured a little differently to fixtures.

The top four teams from each division at the end of the last week of competition will play off for trophies as below.

Semi Final	Game 1	1 versus 2
	Game 2	3 versus 4
Preliminary Final	Game 3	Loser of Game 1 v winner Game 2
Grand Final	Game 4	Winner of Game 3 versus winner game 1.

Player Eligibility

To be eligible to play in Finals games each player **MUST** have played at least 5 games with that team. Teams are not permitted to borrow players for any Finals games except at the discretion of the registrar. Written permission **MUST** be submitted a minimum of 3 days prior to the game.

Score Sheets

Score Sheets can only be collected after all players for each Finals game have signed on in front of witnesses and signatures are checked. Score Sheets will be available for signature at least 40 mins before scheduled game time. Please be on time as the **whole team must present together**.

ALL SIGNATURES MUST BE FINALISED 15 MINS PRIOR TO THE SCHEDULED GAME START TIME. Late players must report to the office prior to taking the court.

Scorer/Timekeeper

Each team **must** provide a Scorer or Timekeeper and a back up who must attend a scorers meeting in the office approx. 30 mins before scheduled game time on Semi Final day for complete instructions. Unless otherwise stated scorers who have attended a meeting in the past two years need to notify the office before their game that they need not attend. Chairs will be provided court side for them to jointly carry out their roles. If possible try to use a scorer not associated with the finals team.

Stoppages During Finals Games

Due to Central Timing by SCNA

A - Injury and Illness/Blood Policy

- Play may be stopped for injury or illness after a call for time by an on court player. The decision to stop play and when to stop play shall be at the discretion of the Umpire.
- To stop play the Umpire shall blow the whistle and signal to the Timekeeper to hold time.
- All stoppages for each team is 30 seconds only. The injury or illness must be treated



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Courtside and not on the Court. This time is also recorded on the Finals Extra Time Tally Sheet. The injured or ill player may be substituted or the position left vacant.

- During a stoppage for injury or illness both teams may make substitutions and/or team changes if desired within the 30 seconds. However, in this case the injured or ill player for whom play has been stopped must be involved in that team's substitutions and/or team changes.
- In the event that this time runs over 30 secs the umpire will determine if more time is required in Emergency category of stoppages.

B – Emergencies:

- In extraordinary circumstances, ball on court etc Umpires will determine the length of this stoppage.

Playing Of Injury Time

On the sound of the Centrally Timed Chime, should injury time have been recorded during the game, play continues, as the extra recorded time must be played. The Timekeeper shall start the watch at the sound of the Chime and at the end of the accumulated time inform the nearest umpire when Time is played. Only, up to a maximum of 5 mins in total will be played at the end of the fourth quarter.

Drawn Games

In the event of a tied game (after any injury time has been played), scorers are to raise their hands to signal a drawn game to the Office. A short break will be given to players, where substitutions and/or team changes are permitted. Instruction when to commence play will be given by the office using central timing.

Extra time of two halves of 5 minutes each shall be played. This time shall be managed for teams from the Office. Teams change ends in the one minute break at half time (after the first 5 mins). Substitutions and/or team changes are permitted. The Centre Pass is taken by the team entitled to the next Centre Pass following the Chime.

In the event of injury/illness/blood/emergency during extra time for a drawn game, times are recorded on the other side of the Finals Extra Time Tally Sheet. The total injury time of the extra time up to 2 mins only shall be added to the end of the second 5 minute period.

In the event of a tie remaining at the end of this time play shall continue until one team has a two (2) goal advantage.

Timings

The time allocated for Finals games is not the same as fixtures. 1 ½ hours is required for each round. Exact times for each division will be advertised as soon as this has been determined.



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Presentations

SCNA run presentation sessions at the end of every season.

Net Set Go (NSG) Blue participants are all presented with tokens of participation after their last session of the program followed by a small celebration party.

Presentations for NSG players in Green, Gold and White are made in week 14 by the Association. Participation awards are presented to each player and a small party is held for each group after their game.



Divisional presentations are made at the end of each finals round on grand final day. All teams are asked to remain at the end of their games for these presentations. Awards are presented to winners and runners up in each division.