

Caloundra District Netball Association

NIGHT POLICY: COMPETITION RULES AND GUIDELINES

2025

Category:	Night	Version:	V2025
Effective From:	Approved 17/11/2025	Next Review:	Sept2026

Table of Contents

1. Night Competition Guidelines:	2
2. Team and Player Procedures	2
2.01 Team Registrations	2
2.02 Player Registration	2
2.03 Weekly Court Fees	3
2.04 Team Names	3
2.05 Team Uniforms	3
3. Grading Procedures	3
3.01 Playing Sections	3
3.02 Size of Sections	3
3.03 Team Submission	3
3.04 Grading Process	4
3.05 Grading Games	4
3.06 Appeals	4
4. Conduct of Matches	4
4.01 Competition Rules	4
4.02 Duration of Play	4
4.03 Playing	5
4.04 Scoring	5
4.05 Injury	6
4.06 Points	6
4.07 Forfeits	6
4.08 Finals	6
4.09 Wet Weather	7
5. CDNA Domestic Rules	7
5.01 Conduct of Players / Team / Spectators	7
5.02 General Domestic Rules	8
6. Umpires	8
7. Appendix	9
7.01 Team Registration Form	9
7.02 Team Capitation Form	9
7.03 How to complete a score card:	9
8. CDNA Policies and Procedures	9

1. Night Competition Guidelines:

- (a) Caloundra District Netball Association (CDNA) offers weekly social, graded and mixed netball on either Tuesday or Wednesday nights.
 - Season 1 shall commence week 2, Term 1 of the Queensland State School Terms (typically in early February).
 - Season 2 shall commence week 1, Term 3 of the Queensland State School Terms (typically mid/late July).
- (b) Tuesday and Wednesday Night Competitions will consist of a minimum of two (2) grading rounds, fourteen (14) Competition Rounds and three (3) finals rounds. N.B. Number of rounds may be changed at the discretion of CDNA due to venue/court availability.
- (c) Eligible players must be 14 years of age (in year of competition) or older.
- (d) All registrations shall be completed via Netball Connect; Team Registration, followed by player registration.
 - Late registrations must be added to the Team playing list and be financial before playing.
- (e) Deregistration & Refunds
 - Refunds of players registration fees will be dependent on if the player has taken the court. If a player has not taken the court in grading or fixtures, then a full refund may be approved.
 - If a player has taken the court, then no refund will be provided.
 - It is the players responsibility to complete their de-registration in Netball Connect. The Association will then approve the deregistration on Netball Connect.
- (f) Season fees shall be determined by the Executive and will consider fee structures implemented by Netball Queensland.
- (g) Unregistered players are not permitted to take the court under any circumstances. It is the responsibility of each Team Captain to ensure that all players are fully financial and registered.

2. Team and Player Procedures

2.01 Team Registrations

- (a) The Team Captain must complete the team registration via Netball Connect, including the allocation of team players.

Team players will be issued a registration link via email.
Additional players can be added via Netball Connect profile.
- (b) No team shall be registered with less than six (6) players and no more than twelve (12) players.
- (c) No team shall have more than five (5) representative players. A representative player is defined as a senior registered player who is selected in a State or QPL/SCPL team.
- (d) The Team Captain will be responsible for nominating their team into the section that they deem applicable, having regard to the experience and ability of the team.
- (e) All team submissions must have the contact phone number of the Team Captain so they can be contacted during the grading process for further information if needed.
- (f) After grading is completed, the only team entries to be accepted shall be those which take up BYES in the corresponding night/grade competition.

2.02 Player Registration

- (a) Once allocated to a team, follow the registration link on the Team Registration email received.
- (b) Season player registration fees are to be paid upfront at time of registration.

- (c) If a player has an outstanding debt with the night competition, or any other facet of Caloundra Netball they will not be permitted to compete in any aspect of competition with or for the association, such as but not limited to State Age Representation, SCPL etc.
- (d) Individual players looking to join a team should register their interest with the Night Convenor/s; nightconvenor@caloundranetball.org.au or nightassistant@caloundranetball.org.au

2.03 Season Court Fees

- (a) The Team Captain is responsible for the payment of the season team fees.
- (b) Team full season court fees must be paid upfront. Season court fees remain the same regardless of BYES in sections.
- (c) Payment is to be made prior to season commencement – payment is to be made upfront via direct deposit prior to the first game.
- (d) Season court fees do not include finals rounds. Fees for finals rounds must be paid on a weekly basis.

2.04 Team Names

- (a) Team names must be appropriate and non-offensive.

2.05 Team Uniforms

- (a) Teams must supply their own patches or coloured bibs.
- (b) Team uniforms must be consistent for all team members.
Team Dress, with appropriate length bummers/bike-shorts
Same Coloured Shirt / Singlet (no bra straps are to be visible)
Bottoms: appropriate length or long exercise pants, loose fit shorts, or skirt (no pockets allowed)
- (c) All players shall wear identification bibs for all matches. No player can take the court without the identification bib.
- (d) Prior to games commencing, playing teams are to ensure that if uniforms are of similar colouring that playing bibs are distinct from each other. Alternate coloured bibs are available from the Night Convenor.
- (e) Appropriate sports shoes and socks must be always worn.

3. Grading Procedures

3.01 Playing Sections

- (a) Tuesday Night Social
Social 1
Social 2
- (b) Wednesday Night Ladies & Mixed
Mixed
A1
A2
B1
B2

3.02 Size of Sections

- (a) The size of each section is dependent on the number of teams nominated and graded into each.
- (b) Sections will comprise a minimum of 6 (either 6 teams or 5 teams and a BYE). Even numbers are preferred to eliminate the need for a BYE.
- (c) CDNA may need to create more, less or combine sections based on necessity or demand.

3.03 Team Submission

- (a) All players are required to self-register through Netball Connect.
- (b) A player can only be registered with one (1) team per division.

- (c) All teams must be submitted to the Night Convenor on the appropriate nomination form by the required date.
- (d) Any late player registrations must be added to the team capitation form.

3.04 Grading Process

- (a) Our aim is to provide a fun and competitive competition supporting participation and enjoyment.
- (b) All grading requests will be considered by the Night Convenor.
- (c) Each nominating team will be reviewed on paper and will be added to their nominated section.
- (d) Grading Consideration:
 - Teams that have won the Grand Final in the previous season may be graded higher.
 - Teams that have finished the previous season on the bottom of the ladder may be graded lower.
 - Previous ladder positions will be viewed and taken into consideration.
 - Grading game/s are used to compare scores, opponents played and conduct comparisons with opposing teams.
 - Newly formed teams are encouraged to provide as much information about previous performance as possible when registering to assist the Night Convenor with the grading process.
- (e) Other Considerations:
 - Size of sections is also taken into consideration.
 - Where possible CDNA will assemble sections to avoid playing over split time slots.
- (f) If further information or clarification is needed about any teams or individuals, CDNA Night Convenor and/or Executive Committee may contact teams to discuss.

3.05 Grading Games

- (a) The first two (2) rounds of the season will be used for grading. A third may be added at the discretion of the Night Convenor. Matches may be drawn against teams within the nominated section or other sections to determine the appropriate section for all competing teams.
- (b) All teams are expected to perform to the best of their ability during grading games.
- (c) Grading Rounds will be kept offline so the Night Convenor can view results and make adjustments as required. No points or goals will be counted or taken from grading.
- (d) All teams will be notified of their final Grading placement.
- (e) After the grading rounds, if a team is considered not to be suited to the nominated division by the Night Convenor the team may be moved up or down a division.

3.06 Appeals

- (a) Teams may appeal a grading decision within 48 hours of them being released.
- (b) All appeals must be submitted in writing to the Night Convenor.
- (c) All appeals will be considered by the Night Convenor.
- (d) All decisions then made by the Night Convenor are final.

4. Conduct of Matches

4.01 Competition Rules

- (a) The rules shall be those of the NA Official Rule book and the CDNA domestic rules.

4.02 Duration of Play

- (a) Fixture matches shall consist of 12 minutes, 1 minute, 12 minutes, 2 minutes, 12 minutes, 1 minute, 12 minutes.

- (b) At the start of the round a maximum of five (5) minutes shall be allowed for at least five (5) registered players of a team to arrive or at the discretion of the Night Convenor, if communication is received prior to start time. The umpires will instruct time to be kept by a timekeeper. If at the end of this time, there are fewer than five (5) registered players present, the game shall be considered a forfeit and awarded to the non-offending team.
- (c) Times and court allocations will be determined by division, number of teams and court availability.
- (d) The CDNA Executive reserves the right to schedule rounds based on the needs of the Association and the impact of their resources.

4.03 Playing

- (a) A team may not commence a game with fewer than five (5) players of whom are registered to the team. Substitute players from lower division teams (or across if lowest division) may be used to make up a team.
- (b) In the event of a team commencing a game without seven (7) players, any late player shall be allowed to take the vacant position on the court after they have signed the scorecard and after the play in progress has resulted in a goal, and on recognition by the umpires.
- (c) If court and umpires are available and the opposing team has five (5) registered players, then play must commence on time. A forfeit may be claimed if this team refuses to play.
- (d) The number of registered players on the Team Capitation Form, determines the number of players able to take the court for fixtures and finals.

4.04 Substitute Players

- (a) Teams may use a substitute player during standard fixtures. The substitute player must be registered, from a lower division (or across if referring to the lowest division) and of a similar ability.
All original members must be used first with substitute from the bench or can be used to commence the game if short of players.
- (b) Rolling Substitutes are permitted, as per the approved Rolling Substitutes Guidelines (appendix 7.04).
- (c) Substitutes may be used to replace an absent original team member.
- (d) If a substitute player from a lower team is playing up and a registered team player arrives late, they can be substituted by way of rolling sub or at the next interval.

4.05 Scoring

- (a) Scoring is part of the official's bench's duties (*refer to Appendix 7.1 – How to Score*)
- (b) All teams must supply a responsible scorer of an appropriate age.
- (c) Scorers must sit/stand together, near the centre of the court, for the duration of the game and jointly carry out the responsibility of scoring.
- (d) Manual scorecards are to be collected by the home team (first listed team) prior to the start of the round from the front desk.
- (e) All players must sign the scoresheet correctly, including any late arrivals. *Penalty for Non-Compliance – Loss of 1 Point*
- (f) When a player from a lower division (or across if referring to lowest division) fills-in for a team in a higher division, they must be added to the scorecard, including regular team name and division. *Penalty for Non-Compliance – Loss of 1 Point*
- (g) Where less than five signatures are recorded on the scoresheet, the team shall be deemed as having forfeited the match and no competition points shall be awarded to the infringing team.
- (h) Only scores recorded on the official scoresheet shall be accepted by the Night Convenor.
- (i) The scoresheet shall be signed by Umpires, Scorers and Team Captains at the conclusion of the game.

4.06 Injury

- (a) During fixture games stoppages for injury will be 30 seconds per injury. During this time the injured player is able to leave the court, and substitutions may be made by either team to accommodate for the injured or ill player involved.
- (b) In the event of matches being stopped because of injury and no other court is available, the following will apply:
If the stoppage occurs before the end of the second quarter, the result will be declared a draw.
If the stoppage occurs after the end of the second quarter or half time, the team scoring the most goals at the time of the interruption shall be declared the winner.
During the finals series all injury time shall be added to the last period.

4.07 Points

- (a) Competition points are awarded as follows:
3 Points = Win
2 Point = Draw
1 Point = Loss
3 Points = Bye
3 Points = Win on forfeit
0 Points = loss on forfeit
- (b) In the event of teams ending the season on equal competition points, finals positions will be determined by the highest for and against percentage.

4.08 Forfeits

- (a) If a team intends to forfeit their match, it is the responsibility of the Team Captain to notify the Night Convenor.
- (b) Teams must notify the Night Convenor ASAP and preferably prior to 24hrs prior to the game.
- (c) No refunds will be issued for teams forfeiting. Teams that are forfeited against may have a credit applied to finals rounds if applicable.
- (d) A game shall be forfeited unless both teams take the court at the scheduled starting time (Note 5-minute rule, 4.02(b)).
- (e) In the case of a team who advised their intention to forfeit a game for a specific round and the game is subsequently postponed/abandoned due to wet weather, then the notice of forfeit will no longer be valid. Such teams will be eligible to play in the re-scheduled match.
- (f) In the event of a team forfeiting two (2) matches they may be required to show cause to the Executive for such forfeiture and should they forfeit a third time, they may be suspended from the competition.

4.09 Finals

- (a) After fixtures, semi-finals, preliminary finals, and grand finals shall be played as follows:
Semi Final 1 = 1 v 2 (Winner progresses directly to Grand Final)
Semi Final 2 = 3 v 4 (loser is eliminated, winner progress to Preliminary Final)
Preliminary Final = loser of SF1 v Winner of SF2 (Winner progresses directly to Grand Final, loser is eliminated)
Grand Final = Winner of SF1 v Winner of Preliminary Final (Winner is season champion)
- (b) Timing in finals shall be 12 minutes, 2 minutes, 12 minutes, 3 minutes, 12 minutes, 2 minutes, 12 minutes.
- (c) Each round will be started from the Control Siren. The timekeeper will then control the game times.
- (d) Teams are required to sign the score sheet and submit to the desk for review prior to the commencement of the game, including any substitute players. Player signatures will be reviewed against Team Capitation Forms.
- (e) To qualify for finals series, all players must have played a minimum of four (4) fixture matches with the team to qualify.

- (f) To qualify for finals, all players must be financial members in all facets of Caloundra District Netball Association, including but not limited to: Night Competition, Club, Representative etc.
- (g) Finals draw will be advised to all teams as soon as possible after the final round.
- (h) Regardless of usual fixture times throughout the season, teams can be scheduled to play at any time during the final's series.
- (i) Teams may use a substitute player during the final's series. The substitute player must be registered, from a lower division (or across if referring to the lowest division) and of a similar ability.
 - All original members must be used first with substitute from the bench or can be used to commence the game if short of players.
- (j) The substitute player must be approved by the Night Convenor and the opposing team notified.
- (k) In the event of a draw in any finals round, the following process will occur:
 - After a 3-minute interval, the teams shall change ends and play two (2) x 5-minute halves, changing ends at half time (no break).
 - Rolling substitutions can be made during play of extra time, but no substitutions can be made at the half time changing of ends.
 - In the event of a tie remaining at the end of extra time, play will continue without break until one (1) team gains a two-goal advantage, at which time the scorer will indicate the majority to the umpires who will then declare the match.
- (l) Should any team play an ineligible player during the final's series, that team will lose the game on a forfeit and will be eliminated from the final's competition. Should such an event occur, the next placed team in the competition may be elevated to the final's series if appropriate.

4.10 Wet Weather

- (a) The Night Convenor will decide where possible one (1) hour prior to the first match of the day, whether the courts are playable or not. In the case of sudden weather changes just prior the commencement of the play, the Night Convenor will decide as soon as practical if the conditions are deemed unsafe to the players, spectators and officials as to whether the game will continue or be cancelled.
- (b) In the event the match commences and is cancelled at or after the half time break, then the current score when the game is cancelled will stand and points will be allocated accordingly.
- (c) In the event a game has started and is cancelled before the half time break then the round will be considered washed out and play abandoned (no points).
- (d) If play is abandoned the Night Convenor reserves the right to allocate the round to a 'make up day' or play a 'double header', alternatively the round will be considered abandoned.
- (e) If some teams within a division play fewer fixtures than other teams due to washed out rounds unable to be rescheduled, then the missed games will be awarded bye points. Should an entire division's games be washed out, all games will be marked as washed out and no points awarded.
- (f) The Night Convenor will notify Team Captains via text message in the event of fixture cancellations.

5. CDNA Domestic Rules

5.01 Conduct of Players / Team / Spectators

- (a) CDNA is bound by the NA and NQ Codes of Conduct, which apply to all players and officials. Copies are available on the CDNA website under the resources tab.

- (b) CDNA does not tolerate rough play, abusive or derogatory language, back chat, any negative behaviour or challenge of the umpire's authority. The Team Captains are responsible for their team's behaviour and must ensure that all matches are contested in the spirit of the game.
- (c) Players participating as individuals to an assigned team will treat their new team members fairly and with respect while partaking in the Night Competition.

5.02 General Domestic Rules

- (a) The wearing of netball gloves is permitted; no other style glove is allowed to be worn.
- (b) No Jewelry is permitted; wedding rings (flat band) and medical alert bracelets are exempt but must be taped.
- (c) Glasses: CDNA highly recommends the wearing of contact lens or prescription sports glasses to prevent injury if a player is struck in the face with a ball.
- (d) Teams may use non uniform bibs if they are playing another team with similar colour uniforms.
- (e) The chewing of gum whilst playing is not permitted.
- (f) The Night Convenor will provide a Size 5 Ball to each court prior to the commencement of play.

6. Umpires

- (a) CDNA will appoint competent and qualified umpires to all allocated matches.
- (b) Umpires are required to sign-in on the Umpires Sheet located on the front desk, no later than 15 minutes prior to the start of their game. Umpires must present themselves at the court no later than 10 minutes before the start time to check court and players before play. For finals umpires are to sign in no later than 30 minutes prior to the start of the game.
- (c) Umpires are expected to stand together and be available during intervals for captains to speak to if required. The middle of the court is preferred.
- (d) No person may question an umpire's decision. Team Captains may query rule interpretations during intervals.
- (e) It is the responsibility of the umpires to check players for jewelry (exception is given to medical alert bracelets and flat wedding bands, these are to be taped) and fingernail check prior to the start of the game.
- (f) Umpires have the right to refuse to allow players to participate in the game if the rules are not adhered to.
- (g) After the commencement of a game umpires are not permitted to interchange, except in the case of injury or illness.
- (h) The approved dress code for all umpires is as follows:
 Female umpires will wear approved shirt/polo shirt with or without collar and black or white skirt/loose fit shorts/pants.
 Male umpires will wear approved shirt/polo shirt with or without collar and black or white loose fit shorts/pants.
 White jackets, white socks and appropriate footwear
- (i) Umpires shall have authority to warn or disqualify any player whose behaviour is unacceptable, e.g. guilty of disputing umpires' decision, rough conduct, and/or when normal penalties covered by the rules of the game may be inadequate. Such warnings and/or other actions must be recorded in the Umpires Incident Book located at the front desk.
- (j) Umpires shall have the authority to caution sideline spectators/officials should their behaviour breach codes of conduct. Actions must be recorded in the Umpires Incident Book located at the front desk.
- (k) CDNA Umpiring Convenor, CDNA President and one (1) other Executive member shall investigate any disqualifications; against player, official or spectator, and decide whether any further actions are to be taken.

- (l) An umpire is permitted to stop a match and award the game to opposing team if there are any continued abusive remarks or unduly loud criticisms of their umpiring from a team or their spectators.

7. Appendix

- 7.01** Team Nomination Form
- 7.02** Team Capitation Form
- 7.03** How to complete a score card
- 7.04** Rolling Substitutions

8. CDNA Policies and Procedures

- (a) All policies are available for access via www.caloundranetball.org.au
 - NQ Codes of Conduct & Integrity
 - NA Member protection
 - NA Code of Conduct
 - CDNA Constitution
 - CDNA By Laws
 - CDNA Grievance Policy
 - CDNA Night Policy – Information Sheet
 - CDNA Junior Policy

Appendix

7.01 Team Nomination Form



Caloundra District Netball Association
PO Box 683, Caloundra Qld 4551
M: 0427 711 074 (Admin)
M: 0400 748 681 (Night Assistant)
E: nightconvenor@caloundranetball.org.au
E: nightassistant@caloundranetball.org.au
W: www.caloundranetball.org.au

2024 SENIORS NIGHT COMPETITION TEAM NOMINATION

Team Name:	
Tuesday Comp:	☐ Tuesday Ladies ☐ Social 1 ☐ Social 2
	☐ Wednesday Ladies ☐ Div A ☐ Div B
Wednesday Comp:	☐ Wednesday Mixed
Season:	☐ Season 1: January to June
	☐ Season 2: July to December
Team Contact:	
Mobile:	
Email:	
Alternative Contact:	
Mobile:	
Email:	



Caloundra District Netball Association Team Capitation Form

Click the appropriate box....

Year:

Season: 1 (Jan - Jun) ☐ 2 (Jul - Dec) ☐

Competition: Tuesday ☐ Wednesday ☐

Division: Social 1 ☐ Social 2 ☐

Div A1 ☐

Div A2 ☐

Div B ☐

Team Name:

Team Contact:

Mobile:

Email:

	First Name	Surname	DOB (DDMMYYYY)	Mobile	Email	Signature	Office Only: Registration Confirmed
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							

* By registering to Caloundra District Netball Associations Night Competition via Netball Connect you agree and understand that you must follow the Terms & Conditions as per your agreement at time of registration. Failure to follow these Terms & Conditions may result in suspension from the competition.

* Night Competition Guidelines, Policy, Codes of Behavior and other Policies can be found on our website www.caloundranetball.org.au

7.03 How to complete a score sheet

Caloundra District Netball Association



Social Scoresheet

Round/Court/Division: Round 1 / CDNA-1 / DIV-4

Venue: Caloundra District Netball Association

Team1: Moffat Beach Sea Devils

Date: 1/1/2024

Time: 8:00am

Team2: Unity Wattles

ALL players sign as per
signature on ID Card
- No initials or Printing

[illegible]

Centre Pass

Track the Centre Pass with team initial – mark the quarter change with | or start new line each quarter.

#	Player Name	Signature	1	2	3	4
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
1234	First Surname					
DIV 5	Jane Doe					
Hibiscus						

If a player is away, please simply put a line through the signature do NOT write away/injured etc.

Fill-in Players:
- Full Name, Normal Div & Team Name

If a player is away,
please simply put a line
through the signature –
do NOT write
away/injured etc.

Fill-in Players:

- Full Name, Normal Div & Team Name

[illegible]

Progressive Score

Track the goals scored by ○ or / the goal.
Mark the quarter break with |.

Team 1

Team 2

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Scorer 1	Signature	Scorer 2	Signature
Umpire	Signature	Umpire	Signature
Captain	Signature	Captain	Signature

Both Scorers and Team Captain must sign.
By signing you agree to the following conditions:

Both Scorers and Team Captains must sign.
By signing you agree to the result. Umpires need to sign/initial.

7.04 Rolling Substitutes



Version 6
Reviewed 12/11/2024

ROLLING SUBSTITUTIONS

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

Rolling Substitutions (Divisional Teams Only)

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

For a substitution during play:

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

Substitute Players

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

Delaying Play

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



Version 6
Reviewed 12/11/2024

Rolling Substitutions - Umpires

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

Rolling Substitutions Area Example:

Substitution Zone (X) next to Coaching area

