

# CONDITIONS OF PLAY 2024

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QISSN carnivals will be played under the Rules of Netball issued by the International Netball Federation unless otherwise stated.

## Carnival Officials

The carnival will be officiated by the QISSN President and Host School Convenor. The QISSN Executive Officer will assist the QISSN President in this process. Disputes will require completion of the official QISSN Grievance Form by the Team Manager. Carnival officials' decision will be final.

## Code of Conduct

QISSN is committed to ensuring the safety, welfare and wellbeing of all involved in the carnival is maintained at all times. The Netball Queensland Part A Codes of Behaviour has been adopted and will be enforced throughout the carnival.

## Blood Rule

An umpire is required to call time when no 'on court' player has called time and the umpire observes that a player is bleeding or there is blood on the court, ball or any other player. A bleeding player must be replaced immediately if the cause of the blood cannot be treated and /or cleaned up within 30 seconds. Before any player may retake the court (after a goal has been scored):

- The flow of blood must be stopped; and
- Any wound must be cleaned or covered; and
- Any bloodstained clothing must be cleaned or removed; and
- The ball and court must be cleaned before any play restarts, if necessary

## Concussion Rule

During any game, a player who suffers from a concussion is not permitted to play for the duration of the day until a written clearance from a doctor is provided to the QISSN Executive. Please refer to the Concussion Policy in the Policy and Procedures section of this handbook.

## Injury

During any game, injured players must leave the court and they can be replaced immediately. Players may change positions after an injury occurs.

No injury time except for the Division 1 Grand Final when the International Netball Federation Rules of Netball will apply.

## Games

All games, excluding the Division 1 Grand Final will be 2 x 12 minute halves with 2 minutes between halves and a 4 minute changeover time between games.

The Division 1 Grand Final will be 4 x 12 minute quarters with 2 minute breaks between quarters and a 4 minute half time break.

## Equal Points

If two or more teams have gained equal points at the completion of the Divisional Games, placings for Quarter Finals shall be decided by the best for and against ratio.

## Extra Time

In the Quarter Finals, Semi Finals and Grand Finals (except Division 1), if there is a tie at the end of full time then there will immediately be 2 x 3 minute halves played with no break between halves, with a change of ends. Rolling substitutions will continue as per guidelines below (normal injury protocols also apply). If the game is still drawn at the completion of extra time the game will continue until one team has a two-goal advantage.

## Rolling Subs

Rolling substitutions to apply to all fixtures. The substitute player must stand close to the court in the middle third of court to indicate a substitution is to take place. The player must be wearing the bib of the position they are replacing. The bib MUST be identical to the player being replaced. (No reversed colours).

Before leaving the substitution area, the player must tag hands with the player being replaced ensuring all offside rules are observed and neither player should interfere with the game. There is no limit to the number of rolling substitutions in a game.

## Division 1 Extra Time

"The Division 1 Grand Final will be played 4 x 10 minute quarters with a 2 minute break for 1/4 and 3/4 quarter time and a 4 minute break for half time."

In the case of a draw in the Div 1 Grand Final there will be 2 x 6 minute halves with players to change ends at the completion of the first half of extra time and the game continues. Rolling substitutions will continue as per guidelines above (normal injury protocols also apply) and if the game is still drawn at the completion of extra time the game will continue until one team has a two-goal advantage.

## ALL-STAR / RISING STAR SELECTION AND MVPs - Numbering of players

Please use the marker provided to number your players as per their number in the program. For the ease of selectors and for when coaches are selecting MVPs at the end of each game, please write the player's number on both calves, and both upper arms.

## Most Valuable Player

Coaches/Managers from each team are to nominate one player from their own team AND one player from the opposing team as the Most Valuable Players from that game. A tally of votes will be kept and the player from each team with the most votes at the end of the carnival will receive the Most Valuable Player Award for their team.

## Player of the Carnival

The award for Player of the Carnival shall be decided by the Selectors.

## Points

Points shall be awarded as follows:

- Win by 5 goals or more **5 points**
- Win by less than 5 goals **4 points**
- Win on forfeit **5 points** with a given score of 15-0
- Draw **3 points**
- Loss by less than 5 goals **2 points**
- Loss by 5 goals or more **1 point**
- Loss on forfeit **0 points** with a given score of 0-15

## Umpires at QISSN

All umpires at QISSN have a National C Badge qualification or higher. A roving Umpire Mentor will be on the games floor each day to assess umpires, coach umpires and give feedback where required.

Umpires will be allocated their schedules prior to the start of each day and the Umpire schedules have been taken into account in game allocation. The Umpires will be reallocated pool games as determined by the Umpire Mentor. Umpires will be required to see the Umpire Admin Convenor for scheduling/signing in and any other administrative requirements as determined by the Mentor.

Captains may approach the umpires at half time or after the game to ask questions relating to the rules of netball or the interpretation by the umpires on court.

Any player/official found guilty of disputing the Umpire's decision or otherwise misconducting her/himself, may be liable to be disqualified, suspended, or fined for such time and/or amount as may be decided upon by the Carnival Officials. If a player is sent from the court, a written report by the Umpires must be submitted to the Umpire's Convenor upon the completion of game.

## Score Cards

The score card for each game will be found in the folder at the scorer's desk on each court. On completion of the game, score cards must be given to the host school representative at each court. Team Managers must ensure that scorers, captains, and umpires sign the score card at the end of every game.

The Scoresheet reads to use (G) Goals Scored / (A) Goal Attempt.  
Ticks and Crosses are also acceptable  /

## MVP

Each School must select a most valuable player for their own team and for the opposing team. Please do not just write the player number, please write the players full name.

## Before the game:

Make sure teams fill out positions for players before the game starts. i.e. place the position next to the students name.



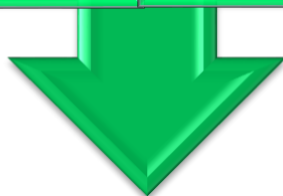
## During the game:

Cross off centre passes,  
cross off team scores

for goal,  
 for miss

At breaks  
circle scores

Change players  
positions if  
necessary



## After the game:

The scorers have signed the score card.

The captains have signed the score card.

The umpires have checked & signed the score card.

Check the coaches and managers have selected the MVP for the opposing team. This is to be recorded on the bottom of the score card.

When all of the above has been completed, the COURT RUNNERS will return the score card to the official recording area.