

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.

Teams

Teams this year will consist of up to 12 nominated players. Due to current covid impacts, some concessions will be permitted regarding players. Teams with players who are directly impacted by covid due to either testing positive or complying with the isolation rule will be permitted to use players from other schools if mutually agreeable. All player changes MUST be recorded on the score sheets.

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. 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 played 4 x 12 minute quarters with a 2 minute break for 1/4 and 3/4 quarter time and a 4 minute break for half time

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 at their team's bench to indicate a substitution is to take place. The player must be wearing the bib of the position they are taking.

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 or umpire. There is no limit to the number of rolling substitutions in a game.

Division 1 Extra 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.

Score Cards

Score sheets will be used alongside Netball Connect. Score Sheets will be available on each scorer's bench.

Paper Copies of the score sheet are required to be handed to the information desk by the competing schools immediately following the match