Conditions of Play

These Conditions of Play ("Conditions") govern all matches played during the Queensland Independent Secondary Schools Netball (QISSN) Carnival ("the Carnival"). By participating, each School, its players, coaches, officials, and representatives agree to comply with these Conditions. 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 with operational support from the QISSN Executive Officer and Umpire Convenor.

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. It is a condition of entry into the Carnival that all Schools, players, coaches, officials, spectators, and representatives must comply with the Netball Queensland / Netball Australia Part A Code of Behaviour. Misconduct, abuse of officials, or breaches of the Code of Conduct may result in penalties including suspension, forfeiture, or disqualification. QISSN reserves the right to impose additional sanctions as deemed necessary to protect the integrity and safety of the Carnival. Please refer to the QISSN Policies and Procedures for more detail.

Team Eligibility and Registration

Each team may register a maximum of twelve (12) players. All players must be fully registered in Netball Connect prior to the commencement of the Carnival. Player changes may be made until 5pm on the Wednesday prior to the carnival in Netball Connect and with the organising committee. Player swapping or the addition of unregistered or ineligible players after this deadline is prohibited. Only eligible players registered in Netball Connect are permitted to take the court.

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. Pursuant to Rule 9.3.1 of the Netball Australia/INF Rules of Netball, 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

QISSN follows the guidance of the community netball guidelines. The new guidelines, which are designed to protect the health and wellbeing of all participants, are in alignment with the recent Australian Institute of Sport's Concussion and Brain Health Position Statement, and the Netball Australia Policy & Guidelines for Management of Sport Related Concussion.

If a concussion is suspected, a standard primary survey and cervical spine precautions should be used. Once safe to do so, the player must be removed from play and assessed in a quiet, safe environment. The player must be monitored closely and taken to seek medical attention if not already provided.

If a doctor is not present at the match, the player must remain out of play until they have had a chance to be medically assessed.

If a diagnosis of concussion is made the earliest that a player that has sustained a concussion can return to play is on the 21st day post the concussion incident provided they get medical clearance.

If a diagnosis of concussion is not made, the player may return to play only once medical clearance from a certified medical GP, stating they do not have a concussion, is provided to the QISSN Executive Officer.

Injury

During any game, injured players must leave the court and may be replaced immediately. Players may change positions after an injury occurs. No injury time will be permitted except for the Division 1 Grand Final when the International Netball Federation Rules of Netball will apply. Injuries must be recorded on the official QISSN Injury report form or as recorded by the attending medic. Forms are available at the information desk or the QISSN Executive Officer.

Disputes

All disputes arising during the Carnival, including but not limited to matters relating to match results, player eligibility, conduct, or interpretation of the Conditions of Play, must be lodged by the Team Manager only. Disputes must be submitted by the Team Manager in writing using the official QISSN Grievance Form. No other representative of a School may submit or escalate a dispute. Decisions of the Carnival Officials are final, binding, and not subject to appeal. Please refer to the QISSN Policies and Procedures for more detail.

All Games

All games, including 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.

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.

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.

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.

Player Numbering for All Star / Rising Star and MVP Selection

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 so that it can be clearly seen even from a distance.

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. Please refer to the electronic copy of the program for the most up to date player numbers.

Player of the Carnival

The award for Player of the Carnival shall be decided by the Selectors. The decision of the selectors is final.

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 may be reallocated pool games as determined by the Umpire Mentor. Umpires will be required to see the Umpire Administration 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 face disciplinary action. Such action may include disqualification, suspension or as decided upon by the Carnival Officials. Disputes relating to umpire decisions or rule interpretations during live play will not be considered. Umpire decisions on court are final and are not subject to challenge or review.

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 sheets are required to be handed to the information desk by the competing schools immediately following the match.

Score sheets are be to completed in full, including MVP Selections, and signed by both teams. Any dispute in the final score recorded on the scoresheet or in the Netball Connect App must be made within 15 minutes of the end of the game.

Any dispute in the final score recorded on the scoresheet or in the Netball Connect App must be submitted to the Executive Officer within fifteen (15) minutes of the conclusion of the relevant match. Disputes submitted outside this timeframe will not be accepted.

QISSN CARNIVAL INJURY REPORT FORM

NAME OF INJURED PERSON: _____ **DATE:** _____

❒ Male ❒ Female Date of Birth: / /

1. SPORT **Netball** TEAM _____

Playing Position/Number _____ Time of Injury _____ am/pm

Venue: Gold Coast Sport & Leisure Centre, 96 Nerang Broadbeach Rd, Carrara QLD 4211 Hosted By: St Michael's College, Merrimac

2. **Detailed description of what happened** _____

_____

_____

3. **Activity Leading to Injury**

❒ Landing	❒ Starting	❒ Twist/Turn	❒ Maul	❒ Kicking	❒ Other
❒ Jumping	❒ Running	❒ Receiving Ball	❒ Scrum	❒ Tackling	
❒ Stopping	❒ Side stepping	❒ Passing/Throwing	❒ Ruck	❒ Hitting	

4. **Collision with**

❒ Ground ❒ Equipment ❒ Ground Equipment ❒ Other Player ❒ Hit by _____

5. **Severity of Injury/Illness**

❒ Minor (first aid only) ❒ Moderate (referred for medical attention) ❒ Serious (ambulance called) ❒ Fatal

6. **Treatment Referred To:**

❒ Nil ❒ First Aid (on site) ❒ Doctor ❒ Hospital (overnight stay/longer) ❒ Physio ❒ Dentist

7. **Transport**

❒ Car ❒ Ambulance ❒ Other _____

8. **Action Taken**

❒ Rest ❒ Ice ❒ Elevation ❒ Stretching ❒ Taping ❒ Bandaging ❒ Sling

9. **Part of Body Injured**

❒ head	❒ lower leg	❒ ankle	❒ thumb	❒ toe	❒ hips	❒ groin
❒ neck	❒ face	❒ eye	❒ foot	❒ mouth	❒ skin	❒ ears
❒ wrist	❒ upper back	❒ lower back	❒ nose	❒ shoulder	❒ tooth	❒ elbow
❒ knee	❒ hand	❒ fingers	❒ chest	❒ stomach	❒ upper arm	❒ upper leg

10. **Suspected Type of Injury**

❒ graze	❒ blister	❒ bleeding	❒ bruise	❒ rash	❒ cork	❒ concussion
❒ puncture	❒ cramp	❒ strain (muscle)	❒ sprain	❒ dislocation	❒ fracture	❒ overuse injury
❒ knocked out	❒ spinal injury	❒ heat illness	❒ winded	❒ asthma	❒ cut	
❒ fatal	❒ unspecified	❒ other _____				

11. **Emergency Contact Informed** ❒ YES ❒ NO

Who was contacted? Name _____ Phone Number _____

Date: _____ Time: _____ a.m./p.m.

Reason not contacted _____

_____

12. **Details of Witness/es**

(i) Name _____

Address _____ Contact Phone Number _____

Position ❒ team official ❒ parent ❒ student

(i) Name _____

Address _____ Contact Phone Number _____

Position ❒ team official ❒ parent ❒ student

13. **Signature of Person Completing Form.** _____ Date: / /

NAME _____ Designation: _____
(please print)

Queensland Independent Secondary Schools Netball
Email to: admin@qissn.com.au