

YEARS 3 / 4 PRIMARY NETBALL CARNIVAL

VENUE: GOLDEN GROVE NETBALL COURTS, ATLANTIS DRIVE, GOLDEN GROVE.

Using GAMZ CONNECT:

Draws will be put on the SACSA Sports website and the GAMZ CONNECT App at least a week before the event. (Results, ladders and fixtures will be available via the app during the day)

Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the GAMZ CONNECT. www.sacsasports.com.au/sports/netball

Team, Results, Draw Information:

1. The Team

- 1.1. Boys Team and Girls Team: Max of 7 players on court at any one time & up to 3 reserves
- 1.2. **10 players max**

2. Ball and Ring Height Information

- 2.1. **Size 4** Netball
- 2.2. SACSA will supply all match balls
- 2.3. Only bring 2 named balls per team from your school to practice with.
- 2.4. Ring height will be standard **full-size Height (3.05m)**

3. Scorers & game times

- 3.1. Each team will need to supply a scorer, and both scorers will need to:
- 3.2. Stand together and score the match together.
- 3.3. Fill out **one** score sheet between them for the match and use the flip over boards.
- 3.4. confirm the scores at half time and full time.
- 3.5. Score sheets will need to be brought to the clubrooms as soon as the game is finished.
- 3.6. Generally, games will be 8 mins each half, 2 mins half time, 2 mins between games (depends on size of draws as this may change, see runsheet or fixtures for game times)
 - 3.6.1. A siren will signal for halftime & end of the game.
 - 3.6.2. No time outs.
 - 3.6.3. Each team will need to be at the court they are playing on five minutes before their game commences.

4. Before the start of the game

- 4.1. The HOME team shall: Take the first Centre Pass in the first half.
- 4.2. **Away team** to choose goal end for the start of play.
- 4.3. Second half Centre Pass will continue as it ended in the first half.
- 4.4. Teams and spectators need to stay within the allocated space on the sidelines and not on court.

5. Table Points

- 5.1. 3 points for a win, 2 points for a draw, 1 point for a loss.
- 5.2. Late to games - 1 goal every 2 minutes with a maximum score of 12 - 0.

6. In the event of a draw

- 6.1. During the minor rounds there will be **NO** extra time played.

7. FINALS RANKING –

8. ROUND ROBIN COMPETITION

- 8.1. **Grand Final for the top two team's overall 1st v 2nd**
- 8.2. **(Optional 3rd v 4th or 5th v 6th playoff depending on team count.)**
- 8.3. **Teams' overall position after Round Robin competition is based on:**
 - 8.3.1. **Result from POINTS first**
 - 8.3.2. **If tied, then the following**
 - 8.3.3. **Head-to-head result** (result of the match between the tied teams)
 - 8.3.4. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 8.3.5. **Least points conceded** (fewest tries/goals/points scored against them)
 - 8.3.6. **Most points scored** (highest total tries/goals/points)

Or if a;

9. 2 POOL COMPETITION

9.1. **Teams that play in the finals:**

Top 3 teams from each pool selected using the method below to form the Top 6 who process to finals pathway, **Results from points first**, If tied then the following:

- 9.1.1. **Head-to-head result** (result of the match between the tied teams)
- 9.1.2. **Percentage** = (Scores For ÷ Scores Against) × 100
- 9.1.3. **Least points conceded** (fewest points scored against them)
- 9.1.4. **Most points scored** (highest total points)

- 9.2. Teams outside of the final placings will play an extra game or two to determine their final placing for the day.

10. Draws during finals: Quarter and Semi Final matches:

- 10.1. Where the result of the game will make a difference to whether a team progresses to the next stage of finals, The team who placed highest e.g., Team 3 v Team 6, **Team 3 will progress as the winner.**

11. Draws during ALL Grand finals:

- 11.1. **Extra time will be 1 x (2) two-minute period**, Teams will not change ends and will have a 30 second substitute change period. All current players are to stay on court unless substituting.
- 11.2. Extra time will start with the next in turn center pass. The clock will not stop during this period.
- 11.3. If the match is tied after Extra time, then sudden death will be played with the first team that scores, winning the game.

RULES OF THE GAME:

Normal Netball rules apply in accordance with the International Rules of Netball, with some modifications; please see below

12. Bibs

- 12.1. Please make sure you bring Netball bibs and if you can 2 sets as this allows for easier transfer of substitutions during the game.

13. Substitutions

- 13.1. Substitutions can be made at any time throughout the game or at half time.
- 13.2. There is no limit on the number of substitutions that can be made.
- 13.3. *Centre Players may substitute once a goal is scored before the next center pass.
- 13.4. Substituting players are not allowed to enter the court until the exiting player has completely stepped off the court.
- 13.5. Bibs need to be properly on before the substituting player can enter the court.
- 13.6. **Substitution Zone**
 - 13.6.1. Players cannot leave or enter when the ball is in that third.
 - 13.6.2. The players substituting on/off the court can only leave or enter via the court sidelines, not at the ends (baseline) of the court.

GENERAL INFO: Also, please see the **Event Day Booklet** on the website

<https://sacsasports.com.au/about-us/Booklet>

- 14. All coaches must attend the Coaches meeting at the start of the day. Check run sheet for times. If unable to attend please contact SACSA Executive Sports Coordinator.
- 15. No Jewellery or adornments to be worn and Finger Nails need to be cut at the Umpires' discretion.
- 16. Each School must have their own First Aid Kit.
- 17. **All Schools must supply a shade or marquee for their teams and properly anchored with sand bags or weights. If not secured, schools will be asked to take them down.**
- 18. **The undercover and grass areas outside the club rooms will be out of bounds for schools to set up.**
- 19. There will be a canteen available - Food should not be purchased or brought from any other venue.
- 20. Trophies & Medallions will be presented at the end of the day for the winners and runners up teams.
- 21. Teams are expected to stay until the conclusion of the day. Please inform Convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

If you have any further questions regarding the carnival,
Please contact | SACSA Executive Sports Coordinator
Email: luke@sacsasport.com.au