

YEARS 5 / 6 PRIMARY NETBALL CARNIVAL

Venue:

Golden Grove Netball Courts, Atlantis Drive, Golden Grove.

General Information:

- Draws will be put on the SACSA Sports website and the Sportfix App at least a week before the event. (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 Sportfix App. www.sacsasports.com.au/sports/netball
- **Scorers & game times**
 - Each team will need to supply a scorer and both scorers will need to:
 - Stand and score the match together
 - Fill out **one** score sheet between them for the match and use the flip over boards.
 - Confirm the scores at half time and full time
 - Score sheets will need to be brought to the clubrooms as soon as the game is finished.

Please note: game times are dependent on number of teams in draw. Refer to run sheet for times.

 - Games will be 8 min each half, 2 min half time, 2 mins between games
 - A siren will signal for halftime & end of the game.
 - No time outs.
 - Each team will need to be at the court they are playing on five minutes before their game commences.
- **All team coaches** must attend the coaches meeting at **8:30am**.
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.
Please sign in your school on arrival with the convenor.
- Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments, in accordance with the INF Rules.
- Schools will be responsible for their own general first aid needs, but an **employed First Aid Officer** will be present on the day to help with evaluation of injuries.
- Photographs may be taken on the day during games. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator/convenor know prior to the event.
Team Photos are the school's responsibility.

- **Lateness Policy**

The penalty for being late is 1 goal every 2 minutes with a maximum score of 12 – 0.

- **Blood policy will be enforced.**

Any student who has a blood injury must leave the court and have the wound covered before continuing in the game. A substitution must be made for immediate continuation of the game. Any clothing with blood on it must also be removed or cleaned. Time will not be stopped.

- Paid umpires will be supplied by SACSA Sports from affiliated SACSA Schools. These umpires have been trained and are experienced.

- **Medallions & Trophies**

- Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
- Only 10 medallions will be given out for each team.
- A championship trophy will be rewarded to the overall winners of each age group.

- **Spirit of the game**

- At the end of the game all players and coaches should shake hands.
This is a visual demonstration of the spirit in which the game is played.
- We would also like for all teams to come together and pray in your last game before the start.

- **Shades**

- Every school will NEED to supply their own marquee as the undercover and grass areas outside the club rooms will be out of bounds for schools.
- The marquees will need to be situated in an allocated area in the car park adjacent to the courts.
- **You may want to bring sandbags as pegs cannot be used on the car park surface.**

- **Canteen**

There will be a canteen available.

Food should not be purchased or brought from any other venue.

- Please ensure that your teams have adequate water and food for the day.
- Presentations will be at the end of the day. 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.

Team, Results, Draw & Rules Information:

- **The team**

- Boys and Girls: Max of 7 players on court at any one time & up to 3 reserves
(10 players max).

- **Ball and Ring Height Information**

- **size 5** Netball
- SACSA will supply all match balls
- Only bring 2 named balls per team from your school to practice with.
- Ring height will be standard Height

- **Start of the game**

The Home team on the **score sheet** shall:

- Take the first Centre Pass in the first half.
- **Away team** to choose goal end for the start of play.

The Away team on the score sheet shall take the first Centre Pass in the second half.

- **Table Points:** 3 points for a win, 2 points for a draw, 1 point for a loss.

- **In the event of a draw** during the minor rounds there will be NO extra time played.

- **Finals / Extra Rounds** - Teams will play a Final or Crossover game after the minor rounds if time permits. Please check the sportfix app for all updates.

- **Crossover Draws:**

- **Teams will play a final crossover game**, but only the top two teams from each pool will play off, in a cross-over format, for a spot in the Grand Final.
- Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - i. **The result** of the match between the teams concerned (if a two or three - way tie).
 - ii. If still tied or more than two teams tied, placing's determined by the **highest goal percentage** e.g., goals scored for / goals scored against x 100.

- **In the event of a draw during Finals:**

For both During Finals (for a spot in the Grand Final) and Grand Finals:

- Extra time will be a two-minute period.
- Teams will keep to the same end as they were in the second half.
- The teams have 30 seconds to sub if needed. All students still playing must stay on court and go back to centre pass position immediately.
- The game will start again with the next in turn centre pass.
- Clock will not stop during Extra time.
- If tied after two minutes, sudden death with first team scoring, wins the game.

- **Rules** will be in accordance with the International Rules of Netball. Please refer to the following web page <https://netball.com.au/rules-netball>
- Please make sure you bring Netball bibs and if you can 2 sets as this allows for easier transfer of substitutions during the game.
- **Substitutions**
 - Substitutions can be made at any time throughout the game or at half time.
 - There is no limit on the number of substitutions that can be made.
 - Substituting players are not allowed to enter the court until the exiting player has completely stepped off the court.
 - Bibs need to be properly on before the substituting player can enter the court.
 - Substitution Zone – The players substituting on/off the court can only enter or exit through the court sideline.
 - Players cannot enter or leave where the ball is in that third.

If you have any further questions regarding the carnival, please use contact details below.

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