



2024 FINALS INFORMATION SHEET

HDNA seeks to provide a safe, fun and inclusive environment for netball and to achieve this all players, officials and spectators are expected to abide by the [NNSW Codes of Behaviour](#) at any HDNA activity.

Scoreboards

ALL players names MUST be ticked off on the scoreboard PRIOR to taking the court. This MUST be completed by coaches and/or managers at control. The manager of the team with the last player to arrive will collect the scoreboard from control and take it to the court.

Scorers

1. Each team must supply a scorer over 16 years of age.
2. Scorers must stand adjacent to each other on the stencilled feet on the sideline in the third away from the umpire.
3. Scorers must have access to a watch with a second hand or a stop watch to record time in the event of an injury. Mobile phones and smart watches are not acceptable as they require access measures and are not continually available.

Borrowing Players

1. Players MUST be registered with HDNA and have played 3 games for her Club team prior to semi-finals.
2. Teams **MAY** borrow:
 - a. A maximum of 3 players from a lower division or age or grade provided the player has not played in either semi-finals, finals or grand finals as a borrowed player in any other team.
 - b. Providing there is an injury, illness or absence.
3. Teams **MAY NOT**:
 - a. Play a borrowed player if an original team member is available to take the court ie if the team has 8 players and 1 is injured during the game – the team MUST field their 8th player and not use a player from another team.
 - b. If the player recovers and can retake the court, the borrowed player MUST leave the court. They may retake the court to replace the same or another injured or ill player.

If a borrowed player takes the court, the borrowed players name and registered team must be included on the scoresheet ie Samantha Smith, 12/1, Club team 6

Spectators are reminded:

1. They must allow sufficient room for Umpires to move along the sideline.
2. They may NOT stand behind the goal line.
3. They should leave the coaching to the Coach but instead provide positive encouragement, applaud good performance and efforts by all individuals and teams.
4. Whilst we love dogs, they should not be at netball and should be left at home
5. Children playing on bikes and scooters should not be near the courts, court surrounds or paths to ensure the safety of our participants and spectators.

Drawn Games in Semi-final and Preliminary Final

If a semi-final or final game is drawn at full time, and/or after any injury time is played, the scorer shall notify Control immediately.

Additional play will either be timed by an HDNA Executive member or their representative at the court as follows:

1. The teams will be given approximately 2 minutes break then they will change ends and play five (5) minutes.
2. At the end of the first 5 minute period there will be a 1 minute break, at which time players may change positions.
3. The teams will change ends again and then play a further (5) five minutes.

If the game remains drawn:

1. Play continues with no stoppage – DO NOT CHANGE ENDS.
2. The team that scores a two (2) goal margin is the winner. NB/ Except in the 10 year age division when a one (1) goal margin applies.

Drawn Games in Grand Finals

If a game remains drawn after ten minutes extra playing time in a Grand Final, both teams will be declared Joint Premiers.



Rolling Substitutions and Team Changes

Rolling Substitutions will be applied the same as throughout the regular season competition.

Teams can still hold time for injury/illness of a player or blood and are encouraged to do so. Both teams have a right to make substitutions/team changes during an interval or when play is stopped for injury/illness of a player or blood.

Stoppage for Injury/Illness of a player or Blood

1. Injury time is to be called by a player on the court and the player injured/concerned is then required to leave the court. It is the Umpire's decision when to stop play ie they may wait until a goal is scored. Common sense prevails in the younger age groups ie the coach may call time. The primary carer, coach, may come onto the court to treat/assess an injured player. If a younger player is badly injured/distressed, a parent may come onto the court as well.
2. Play is restarted where the ball was when play was stopped, for example if the ball is out of court, play restarts with a throw in.
3. Injury time is recorded from the time play is stopped by the Umpire until the Umpire restarts play. The injured player must leave the court. Teams may make substitutions and team changes. Refer to Rule 10 on page 2 below for more information
4. Each stoppage is recorded on the top corner of the score sheet on the side relevant to each team with an injury.
5. As soon as injury time is recorded, a spectator must advise Control. All subsequent injury times must also be advised to Control.
6. When the final buzzer in the 4th quarter sounds, play continues for the duration of the total injury time recorded on the score sheet. This will be timed by an HDNA Executive member or representative who will come to the court prior to the end of the game. They will advise the Umpire when the time is up.

Rule 10 Stoppages: Injury/Illness of a player or Blood

9. The umpires hold time for injury/illness following a verifiable request by an on-court player or without a request in the event there is an obvious and/or serious injury.
12. The umpires hold time if they notice any player who has an open wound or who is actively bleeding (including blood-stained clothing).
13. In all circumstances above, the player concerned must leave the court within 30 seconds and receive any treatment off the court. The timekeepers advise the umpires when 10 seconds remain.
14. Only primary care person/s are permitted on the court to assess the player's medical condition. (At Association Level the coach/manager may act as primary care person.)
15. If the primary care person/s advise the umpires that the player concerned cannot be removed safely within 30 seconds, the umpires will extend the time for the player to leave the court and notify the official bench (at association, the timekeepers) accordingly. (At Association Level play can be moved to a new court under the supervision of Executive Members).
16. The umpires may authorise other persons (including team officials) to assist the player to leave the court if needed.
17. Any other player with blood on their body or clothing who is not actively bleeding may leave the field of play to have this cleaned within the time allowed for the stoppage by the umpires without the need to be substituted. However, any clothing that becomes blood-stained must be replaced within the time allowed for the stoppage by the umpires and this may occur away from the playing enclosure.
18. If there is blood on the ball it should be swapped and any blood on the court must be cleaned as directed by the event organiser before play restarts.
19. During the stoppage both teams may make substitutions and/or team changes, provided these are completed within the time allowed for the stoppage by the umpires.
20. If no substitution is made for the injured/ill player, or for a player who has an open wound or who is actively bleeding (including blood-stained clothing), play may resume with the position left vacant. If the player is the Centre and no substitution is made, one player must move to play as Centre to allow the match to continue.
21. If the position has been left vacant the player concerned, or a substitute may not enter the match while play is in progress, or they will be treated as a late player.
22. If the position has been left vacant the player concerned or a substitute may return to the court at the next break in play. If the player concerned was originally the Centre at the time of the stoppage, the umpire will hold time so they can return to the Centre position and any player who moved to play as Centre can return to the previous playing position. Note: If the position is left vacant, the player concerned or a substitute may subsequently, after advising the umpire, take the court immediately after one of the following: A break in play is defined as:
 - a. After a goal is scored and before the next centre pass is taken,
 - b. During a stoppage (where time is held for injury/illness/blood or another hazard)
 - c. At an interval (Quarter or half time)



HDNA Application of 2024 World Netball Rule Changes and Rolling Substitutions

In alignment with Netball NSW, HDNA is replacing Rule 10: Substitutions and Team Changes 1-4 with rolling substitutions. Tactical Changes will not be played. The rules for Rolling Substitutions are provided below:

Rules

While play is in progress, any team may choose to use rolling substitutions provided the rolling substitution is performed with players on the team bench who have been named on their team sheet.

RULES	APPLICATION GUIDANCE
a) The rolling substitution stands at the designated area. This is normally set up as a small box or line to the side of each team's bench, next to the score bench. At community level this designated spot may be in line with the centre circle or some other area as advised by the competition organisers.	At HDNA, the designated area will be in line with the centre circle. No box will be painted on the ground. Coaches are still encouraged to set up their team bench on the feet painted in the goal thirds of the courts, and the player who is being substituted is to walk up to the centre circle when a team wishes to perform a rolling substitution.
b) Before leaving the designated area, the substitute tags (with hands) the player leaving the court.	The on court player must come all the way off the court and tag the next player before the player enters the court.
c) Only 1 rolling substitution per team can be made at a time.	Please ensure you complete one substitution before you start another e.g. 2 current on courts players cannot be off the court at the same time for the purpose of a rolling substitution.
d) Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised under Rule 19. Foul Play, Unfair Play 2. Delaying Play, which states a player or team may not intentionally waste time or delay play.	It is recommended you keep your rolling substitutions in back play so they do not hold up the flow of the game. This includes not rolling off your centre when it is your turn to take the centre pass as this could delay the taking of the centre pass.
e) Players must observe the offside rules as they enter/leave the court, in the event a player goes offside: Sanction: Free pass where the infringement occurred (offside area) unless this places the non infringing team at a disadvantage when the sanction will be given where the ball was when play stopped, or advantage applied.	For example to substitute off a goal keeper, they have to run off in the goal third, down the side line to the designated area. The new player must also observe this rule, running down the side line before entering the court inside the goal third.
f) Players must not interfere with the umpire's movement during the substitution, in the event a player interferes with an umpire: Sanction: Free pass where ball was when play stopped unless this places the noninfringing team at a disadvantage when advantage will be applied.	Do not run in front of the umpire, or stand where the umpire stands. When waiting on the sideline, stand back from the side of the court so the umpire can freely move down the sideline.
g) If a player leaves the court as a rolling substitution and there is no player at the designated area, the replacement player will be treated as a late player under the rules and can enter at a "break in play" (defined in the Rules of Netball 2024 Edition).	If a player comes off the court and is not immediately replaced with a rolling substitution, they cannot return back on court until after a goal is scored, during a stoppage or interval or when a sanction or action is awarded. Concession will be made in instances where teams need to swap over patches from one player to another.



Notes:

- Teams must wear the same coloured patches/bibs - this can be exchanging the same patches on the side of the court before entering or using a second set of patches in the same colour.
- The umpire will not hold time for any rolling substitution.
- There is no limit on the number of substitutions that can be made.
- Rolling substitutions must not involve any position changes to on court players.
- A position change is an on court player switching bibs with another on court player.
- The player 'rolling on' takes up the position of the player 'rolling off'. Once on court, this player cannot be swapped with another on court player. This would need to occur as a second rolling sub.
- The same rules continue to apply to hold time for an injured player. The player concerned must leave the court.

Additional 2024 Rule Variations played at HDNA:

- Cautions have been removed and umpires can now advance or escalate a sanction.
- Only Captains and players concerned are to approach umpires at the breaks to clarify rules. No player is to approach the Umpires without the Captain being present.
- It is the Umpire's whistle to end play (or to hold time) - not the buzzer. This is when the shot at goal will be taken from. If the whistle is blown after the ball has left the hands of the shooter and the shot is successful, the goal will be scored.
- Dried blood can be cleaned up in backplay without the need to hold time. It must not interfere with the game. Any active bleeding is still to follow previous procedures in respect to holding time and coming off the court to be managed.
- Centre pass checks will be confirmed with the co-umpire only as there is no score bench. Coaches and scorers are not to decide the centre pass if a check is needed.
- Suspended players can return to their team bench as there is no bench or reserve umpire.
- Captains and Primary Carers do not have to wear identification.