



# ***DNA COMPETITION POLICY***

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15 th February 2025

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## Amendment List

Version		Effectuated	
No	Date	Changes	Date
1.0	2025	Initial release	2025

Amendments to the Competition Policy may be proposed by any club affiliated with Dalby Netball Association. All proposed amendments will be tabled at the next Competitions Committee meeting for agreement. New amendments may also be proposed at the Competitions Committee meeting. Amendments will be ratified by the Dalby Netball Association Committee at the next committee Meeting.



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## **COMMITMENT STATEMENT**

Dalby Netball Association (DNA) is committed to providing a fun, safe, supportive, and inclusive environment both on and off the court to encourage the game of netball. DNA is committed to delivering competitions at the highest standard possible, as well as good corporate governance and compliance.

## **APPLICABILITY**

This Competition Policy is divided into separate chapters for each competition facilitated by DNA. Each chapter can be read independently, and the rules contained within are applicable to that competition the chapter refers to. These rules are applicable to all clubs, officials of the game, coaches and players that participate in that competition.

## **BREACHES OF POLICY**

All breaches of the rules contained within are to be referred to DNA Complaints Panel in accordance with DNA Code of Conduct and Complaints Policy.



## **SATURDAY FIXTURES**

### **1.0 REGISTRATION AND GRADING**

#### **1.1 Registration**

- a) It is the responsibility of each club to nominate with Dalby Netball Association (DNA) at least two (2) weeks before the start of grading.
- b) Clubs must register a minimum of seven (7) and a maximum of twelve (12) players and a coach per team.
- c) For NET SET GO, junior and Cadet Divisions players may be male or female.
- d) Player registrations are to be completed online through Netball Connect.
- e) The player's age as of 31<sup>st</sup> December in the year of play will determine age for registration.
- f) All players and coaches must be registered prior to the commencement of grading.
- g) Players are not allowed to be registered in more than one (1) team or multiple clubs within a competition.
- h) All players up to the age of 18 must, on request by a member of DNA Committee or their competition delegate, produce proof of age (example Birth certificate, Licence, Student Identification or Passport) that demonstrates date of birth.
- i) The Registrar will provide a print of all Registered Player Team Lists to the Competitions Committee.

#### **1.2 Grading**

- a) Teams at DNA are graded into both age based and skill-based divisions.
- b) Grading dates and format for Saturday Fixtures will be determined on an annual basis and notification will be sent out early in the new calendar year.
- c) Grading placement will initially be as per club nominations. This may be varied at a Grading Meeting if there are insufficient or too many teams nominated in each Division/grade.
- d) DNA will organise a Competitions Meeting chaired by a DNA Committee member and one (1) representative from each club is to attend, prior to grading commencing.
- e) Grading for the Saturday Fixtures competition is conducted into the following divisions:

Divisions	Age Group	Grading
SET	7 – 8 years	Non-competitive games



GO	9 – 10 years	Competitive games
JUNIOR	11 - 13 years	Competitive fixed ages
CADETS	14 to 17 years	Competitive mixed ages

- f) Clubs must ensure that players are registered in their correct age group.
- g) Clubs may nominate players of a suitable standard for higher competitions within the following guidelines:
  - i. Any exception to the above is a club responsibility and justification must be provided in writing to DNA.
- h) Clubs are to load team lists onto Netball Connect prior to grading.
- i) Players identified on team registration sheets must remain in that team for the duration of the season unless approval is given from the DNA Committee for them to move teams.
- j) Clubs are to grade their teams prior to team nomination.
- k) DNA retains the right to refuse any late or incorrectly nominated teams.
- l) All grading games are to be played on the gazetted day as per the DNA Live Scores fixtures. Exceptions to this are to be submitted in writing to the DNA Committee.
- m) Teams failing to field at least seven (7) registered players in that team at grading matches may be graded at the discretion of the Competition Committee.
- n) Players should wear their Club uniform during grading if possible.
- o) During the conduct of grading rounds, the DNA Committee will reconvene and discuss results and regrade teams where necessary.
- p) A representative from each club must be contactable to answer questions from the DNA Committee as required.
- q) DNA will advise clubs as to which division their teams have been placed in.
- r) It is the responsibility of the Clubs to ensure that no breaches of the above policies occur. If a breach occurs, penalties to the Club and/or team may be applied by the DNA Complaints Panel.



### **1.3 Competition**

- a) The aim of Saturday competition is participation and engagement for players of all ability levels.
- b) It is not a “Rep” competition, and no representative teams will be able to nominate. There are other competitions available for the development of these teams.
- c) Each registered team may only have a maximum of five (5) players from any rep team. The reason for this is to keep games at an even ability level as much as possible.
- d) A “Rep” team is classed as any association, region or state team that participates in Netball Queensland led competitions such as Inter-district, State Age, EPL, GBNL.
- e) No team can have more than two (2) males on the court at one time. No team can have more than one (1) male in each Goal Circle. Exemptions requests to be made in writing to the DNA Committee.

### **1.4 Grading Protest or Complaint**

- a) Any protest or complaint regarding a team’s grading is to be made in writing by the club to DNA email address within 48 hours after grading results have been announced for review by the DNA Committee.
- b) The protest or complaint must include the team’s name, the division they have been graded into, the division the club believes they should be in, and reasons to support their protest or complaint.
- c) The DNA Committee will conduct a review of the protest or complaint and if not supported provide a written response within 48 hours. If supported changes will be made as per the protest or complaint.
- d) Once all grading protests or complaints have been heard and decisions made, the divisions for Saturday Fixtures will be finalised. There will be no team movement between divisions after this date until the competition has concluded.

## **2.0 COMPETITION POLICY**

### **2.1 Rules**

- a) DNA Competitions are played in accordance with the Official Rules of Netball as authorised by the International Netball Federation (INF), except for the following:
  - i. Time lost for stoppages (injury, illness, blood, or emergencies) will be recorded by the scorers on the tablet Live Scores app and played at the end of each quarter – this only applies during finals not fixtures.
  - ii. Team Officials. The primary care person does not need to be qualified to diagnose and treat injury or illness if First Aid is provided centrally by DNA and the primary care person may have other roles such as coach.
  - iii. Technical Officials: The timekeeper’s duty will be conducted centrally.



- iv. Fixtures duration and time intervals will be in accordance with paragraph 10.

## **2.2 Officials of the Game**

- a) Match officials (Umpires) are as per INF 5.2.
- b) Technical Officials are team scorers as per INF 5.3.1. Each team must provide one (1) scorer - both scorers must be positioned together on one (1) side of the mid-court sidelines and be free from supporters/spectators.
- c) Scorers are to confirm those players present on the tablet Live Scores app and add the names of any substitute players before the game commences. Playing positions are not required to be recorded. Umpires will check this is completed prior to game commencement.
- d) Unless otherwise stipulated to the umpire before a game commences all coaches will be the primary carer for their team.
- e) DNA will supply umpires.
- f) There is to be no change of any match officials - except in the event of emergency, illness, injury, or other valid reason. If a change of match official is required, both coaches are to be informed.

## **2.3 Forfeits**

- a) A team shall forfeit a game if they cannot field a minimum of five (5) original players. Original players are those players recorded on team registrations submitted to DNA through Netball Connect at the beginning of the season and depicted on the Live Scores app.
- b) Clubs are to notify DNA and the Club affected (opposition team) by email in advance when a team is forfeiting. Upon notification, DNA will record the result on Live Scores and confirm with the opposition club via email. Neither team will be required to appear on court.
- c) Notification in advance is to be no later than 5pm the day prior to the gazetted day.
- d) If no prior notification has been given, an opposing team must appear on court to claim the forfeit. A minimum of five (5) original players of that team must be available. If the opposing team and DNA are notified on the day of the forfeit, then they don't need to attend (As per rule 7(c)).
- e) If both teams cannot field a team, then a double forfeit will apply.
- f) Zero (0) points will be awarded to a team that forfeits in advance (Forfeit Loss). Minus one (1) point will be awarded to a team that forfeits on the day of the gazetted game (Forfeit without Notice).
- g) If a team forfeits three (3) games over the season a representative of that club may be asked to meet with DNA Committee to explain the reasons. DNA Committee will determine the action to be taken including possible removal of the team from the competition. Any team scheduled to play a team that has been removed will receive three (3) competition points for the remainder of the fixture season.



## 2.4 Game Fixtures

- a) All games are to be played on the gazetted day as per the DNA Live Scores fixtures. Exceptions to this are to be submitted in writing to DNA.
- b) Should a team have three (3) players or more unavailable the club concerned may request that the match be played on an alternate date prior to the gazetted game. The club requiring the postponement shall notify the opposing club and DNA no less than two (2) weeks prior to the gazetted fixture. Should the opposing team be unable to play on the alternate date, the match will be a Forfeit Win to the team able to play on the gazetted date and Forfeit Loss to the opposing team. Should it rain on the gazetted Saturday and this fixture has already been played, it will not be counted.
- c) If a game is played outside of normal fixtures, teams must supply Umpires, Scorers and First Aid as per normal gazetted dates.
- d) If an agreement has been made to reschedule a game, between the opposing clubs and DNA, and a team forfeits then the standard rules within this Competition Policy for forfeits will apply.

## 2.5 Divisions and Grades

- a) DNA Saturday Fixtures will usually consist of the following Divisions and Grades, as per grading:

Divisions	Grades
Set, Go	Set
	GO A through to (as required)
Juniors	A through to (as required)
Cadets	A through to (as required)

## 2.6 Fixture Durations and Times

- a) Saturday fixtures shall consist of 10-minute quarters. There will be an interval of two (2) minutes between first and second and third and fourth quarters, with an interval of four (4) minutes at half (1/2) time.

10 min	2 min	10 min	4 min	10 min	2 min	1 min
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b) Saturday fixtures shall consist of three (3) rounds with 12 minutes between round timings as per the table below.

Saturday Round Times	
Round 1	9:00 am
Round 2	10:00 am
Round 3	11:00 am
Complete	12:00 pm

- c) In accordance with the NQ weather policy, game break intervals may be increased during hot weather.

## 2.7 Rolling Substitutions

- a) No rolling substitutions.

## 2.8 Borrowing Players

- ii. A team with five (5) original players may borrow players from a lower division. However, the original five (5) players must remain on court for the duration of the game. If one (1) of these five (5) original players are required to leave the court, the team will be required to forfeit as per policy 7.a (Forfeit Loss).
  - iii. A team must always have a minimum of five (5) original team players on the court.
  - iv. A team may only have a maximum of two (2) borrowed players on the court at any given time.
  - v. A team may only borrow a player from a lower division and cannot borrow from another team within the same division.
  - vi. A borrowed player must be annotated on the Live scores app.
  - vii. Any exemptions to the above policy are to be requested from DNA prior to the game commencing.
- a) If a team has seven (7) original players and borrows a player as injury cover, the borrowed player must be included on the Live Scores app before the commencement of the game. If the player does not take the court, then DNA is to be notified so that the players name can be removed.
- b) A team in a higher division may borrow players from a lower division until that player has played in the higher division, during fixtures and finals, three (3) times. On the third time the borrowed player will become a part of the higher division team.
- c) Should the higher division team not have seven (7) original players then the game



played by the borrowed player in the higher division shall not be counted towards the three (3) times (a free play up).

d) It is the responsibility of the clubs to ensure that no breaches of the above policies occur. If a breach occurs, penalties to the club and/or team may apply.

## **2.9 Scoring Tablets**

- a) Scoring Tablets are to be collected from DNA front office by a scorer, 15 and over, and should be the scorer from the team that presents first on the draw prior to the round commencing. Scoring tablets are to be returned immediately at the conclusion of the game.
- b) Before the start of play, teams must ensure that all players have been recorded as present on the Live Scores app.
- c) At the start of play the scorer must confirm who has taken centre pass.
- d) No alterations may be made to Live Scores team lists (after team registration sheets are submitted to DNA) without approval from DNA Committee.
- e) The score recorded on the Live Scores app at the end of the game is the score accepted by DNA. If the Live Scores system fails, the two scorers are to present the agreed upon final score to the DNA office.

## **2.10 Weather**

- a) In the event of weather that may affect the safety of players, DNA Committee or their competition delegate will determine whether games are to be played. Depending on the forecast this may be decided on a round by round basis.
- b) In the event of continuous rain and an unfavourable forecast, DNA will make a decision on cancellations at least 90 minutes prior to the start of each round. Clubs will be notified via DNA Facebook and email.
- c) No points are awarded to teams where matches have been abandoned prior to the start of the game.
- d) If a match is commenced and then is abandoned before half time, a draw will be recorded, and applicable points awarded to each team.
- e) If a match is abandoned after half time, the scores at the time at which the match is abandoned will count and determine the official result of the match.
- f) The above rules may also be applied in the event of cancellations due to any other event or emergency.



## 2.11 Ladder Points

- a) Points will be awarded in all competition games as follows:

Win	Three	(3)
Loss	One	(1)
Draw	Two	(2)
Forfeit Loss	Zero	(0)
Forfeit Win	Three	(3)
Forfeit Without Notice	Minus One	(-1)
Bye	Zero	(0)

- b) At the conclusion of fixture games, points will determine the placings of the top four (4) teams in each division/grade or age group. When two (2) or more teams finish on equal points, ladder positions will be determined by the Live Scores results ladder.

## 2.12 Uniforms

- a) Clubs are to ensure all players wear suitable sports footwear and the appropriate team uniform as stipulated on the club's affiliation. DNA Board or their competition delegate may prevent any player who does not wear the uniform from taking the court.
- b) Players may wear leggings and long sleeve shirts under their affiliated club uniform in club colours.
- c) Compression pants and socks may be worn.
- d) In accordance with INF 5.1.1(iv) players may not wear anything that could endanger themselves or other players.
- e) Caps with a hard brim are not permitted.
- f) Taping of fingernails not allowed.
- g) All piercings are to be removed. If taped at wearer's risk.
- h) Wearing of gloves is not allowed except for a medical reason. The medical evidence must be provided to and approved by DNA Board or their competition delegate prior to taking the court.

## 3.0 LADDERS & FINALS POLICY

### 3.1 Finals

- a) Finals encompass Preliminary Final and Grand Final.



- b) Regardless of the number of teams graded into each division, the top 4 (four) teams at the completion of fixtures will move into the final matches.
- c) The format of finals may be changed by the Competitions committee through DNA Committee due to extenuating circumstances. If this occurs the new format and reasons for will be communicated to all clubs.
- d) Finals will be conducted as follows:

Preliminary Finals	First (1 <sup>st</sup> ) plays Fourth (4 <sup>th</sup> )	Winner proceeds to Grand Final Loser is eliminated
	Second (2 <sup>nd</sup> ) plays Third (3 <sup>rd</sup> )	Winner proceeds to Grand Final Loser is eliminated
Grand Final	Winner of Prelim. Final 1 <sup>st</sup> v 4 <sup>th</sup> plays Winner of Prelim. Final 2 <sup>nd</sup> vs 3 <sup>rd</sup>	Winner is Grand Final Winner Loser is Runner Up

- e) DNA will allocate an independent umpire for each final game. Badged umpires will be allocated for Grand finals.
- f) Umpires will be remunerated weekly by DNA during the finals.
- g) Spectators, where court spacing allows, are to be 1.5m away from the courts.

### 3.2 Finals Durations and Times

- a) Saturday fixtures finals shall consist of the same duration for quarters and breaks as that for normal fixture rounds.

### 3.3 Drawn Finals Game

- a) In semi-finals, preliminary finals, and grand finals games - if the score is tied at full time the following will occur:
  - i. A two (2) minute break at the end of full time will be taken before the game continues into extra time.
  - ii. Extra time shall consist of two (2) halves of five (5) minutes each with an interval of one (1) minute at halftime. Teams shall change ends at half time.
  - iii. The Centre pass is taken by the team entitled to the next Centre Pass.
  - iv. During intervals substitutions and/or team changes may be made.
  - v. In the event where there is a tie at the end of extra time play shall continue until one (1) team has a two (2) goal advantage to a maximum of five (5)



minutes. The result of the game will be as per the score at the end of that time.

- vi. Normal injury and illness procedures shall apply.
- vii. This will be depicted through Live Scores on the tablet provided.

### **3.4 Weather Finals Games**

- a) In the event that the weather produces extreme heat and player welfare is of concern DNA may change game times to cooler parts of the day.
- b) If weather prevents a Final from taking place, DNA will seek alternate suitable indoor facilities to enable the games to go ahead.

### **3.5 Qualification for Finals**

- a) A player is ONLY eligible to participate in finals where they:
  - i. Are a registered player in that team.
  - ii. Have played 60% of played games for that registered team
  - iii. Are wearing full club uniform.
  - iv. Exemptions may be approved by the DNA Board through the Competition Committee on medical grounds or late registrations with proof.
- b) Borrowed players for final games may only take to the court if the team is unable to field seven (7) original registered players due to injury, illness or absence. There must be five (5) of the original players on the court at all times.
- c) Any team competing in a final that includes a player who has not played 60% of fixture games for their registered club or meets the requirements of borrowed players detailed above will automatically and immediately forfeit that game. The non-offending team will be awarded a win via a forfeit.
- d) Any concerns regarding the competition ladders, points, and final placements must be brought to the attention of DNA as soon as possible and before the Finals are determined or commence.