

Primary School General Club Meeting 2022

Important Dates

9 th March	Coaching Fundamentals Clinic
12 th March	Primary School Coaching Clinic – PLACES LIMITED
15 th March	Team Nominations Close @ 9am
19 th March	Primary School Coaching Clinic – PLACES LIMITED
27 th March	Beginner Umpire Coaching Workshop
28 th March	Secondary and Open Player Nominations Close @ 9am
29 th March	Incorporation Workshop
4 th April	Team Nomination Deposit Due (50%)
4 th April	Full Rules Information Session @ 6.30pm
6 th April	Year 2 - 6 Player Nominations Close @ 9am
18 th April	Team Nomination Balance Due (remaining 50%)
27 th April	NetSetGO Rules Information Session @ 6.30pm
28 th April	Opening Round Sundowner
29 th April	Player De-registration cut-off date
30 th April	Round 1 Secondary & Open Competitions
1 st May	Badging Umpire Coaching Workshop
7 th /8 th May	Round 1 Primary Competitions
14 th May	Regrade Secondary and Open Competitions
21 st May	Regrade Junior Year 5 and Year 6 Competitions
3 rd /4 th June	NO COMPETITION - Association Championships long weekend
10 th June	Regrouping of NSG Year 2/3 and Year 4/5 Competitions
1 st – 16 th July	NO COMPETITION – 3 week School Holiday break
19 th August	Final Round – NSG Year 2/3 and NSG Year 4/5
27 th August	End of Season Presentations - Junior Year 5 and Year 6



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Competition Dates 2022

Perth Netball Association Competition Dates 2022				
DATES	OPEN	JUNIOR		NETSETGO
		YEAR 9-12, 7/8	YEAR 5 & 6 (Saturdays only)	YEAR 2/3 & 4/5 (Fridays only)
30 th April	Round 1	Round 1		
6 th & 7 th May	Round 2	Round 2	Grading Round 1	Round 1
13 th & 14 th May	Round 3	Round 3	Grading Round 2	Round 2
20 th & 21 st May	Round 4	Round 4	Grading Round 3	Round 3
27 th & 28 th May	Round 5	Round 5	Round 1	Round 4
3 rd & 4 th June	<i>Association Championships Long weekend (No Game)</i>			
10 th & 11 th June	Round 6	Round 6	Round 2	Round 5
17 th & 18 th June	Round 7	Round 7	Round 3	Round 6
24 th & 25 th June	Round 8	Round 8	Round 4	Round 7
1 st & 2 nd July	<i>School Holidays (No Game)</i>			
8 th & 9 th July	<i>School Holidays (No Game)</i>			
15 th & 16 th July	<i>School Holidays (No Game)</i>			
22 nd & 23 rd July	Round 9	Round 9	Round 5	Round 8
29 th & 30 th July	Round 10	Round 10	Round 6	Round 9
5 th & 6 th August	Round 11	Round 11	Round 7	Round 10
12 th & 13 th August	Round 12	Round 12	Round 8	Round 11
19 th & 20 th August	Round 13	Round 13	Round 9	Round 12
27 th August	Round 14	Round 14	Round 10	
3rd September	Semi Finals	Semi Finals		
10th September	Prelim Finals	Prelim Finals		
17th September	Grand Final	Grand Final		



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Team Nominations

Split Teams

Clubs must nominate teams into the competition based on the age of the players in the team. Clubs seeking exemptions are required to email pnacompetition@perthnetball.com.au with team breakdown and reasons supporting the request.

1. Unequal Numbers

A team of players across two year groups must nominate into the competition based on the majority of the players' ages.

Example:

A team consisting of 5 x year 5 players and 3 x year 6 players – must nominate into the Junior Year 5 Competition.

2. Equal Numbers

A team of players across two year groups must nominate into the higher aged competition.

Example:

A team consisting of 4 x year 3 players and 4 x year 4 players – must nominate into the NSG Year 4/5 Competition.

Note: A team consisting of mostly Year 5 players has the option to nominate into the Junior Year 5 Competition or the NSG 4/5 Competition.

Game Times

Below is an indication of game times based on previous years. All game times for 2022 will be confirmed subject to team nominations which close on 15th March.

Age	Day	Time
NetSetGO Year 2/3	Friday	4.10pm
NetSetGO Year 4/5	Friday	5.05pm & 6.00pm
Year 5	Saturday	8.00am
Year 6	Saturday	9.00am



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NetSetGO the PNA Way

Competition Rules NSG 2/3 and NSG 4/5

The NetSetGO 2/3 and 4/5 Competition rules below have been taken from Section 3.10 of the PNA Competition Handbook. If there are any discrepancies, the PNA Competition Handbook prevails.

1. All players, coaches, spectators are to abide by the PNA Code of Behaviour.
2. No jewellery or non-medical adornments can be worn (taping is NOT allowed).
3. Medical bracelets must not be loose. They must be taped.
4. Nails must be kept short.
5. Ball is size 4 (smaller than a standard netball)
6. Goal posts to be 2.3m (8ft).
7. All NSG matches start on the siren controlled by the PNA Match Office.
8. Strict “one-on-one defence” applies to the player with the ball. Players may defend a shot at goal.
9. Footwork: Shuffling on the spot to regain balance allowed without moving down the court.
10. Obstruction: A player must defend from a distance no less than 1.2m (4ft).
11. Centre Pass: The initial centre pass will be taken by the team that won the toss and all other centre passes shall be taken by the team that did not score the last goal.
12. Players are not allowed to dive on the ball. A free pass shall be awarded to the opposing team should this occur.
13. The game time should be evenly distributed amongst all players.
14. Players should experience all positions over the course of the season.
15. Substitutions: are allowed in NSG at any time: The procedure for making a substitution during play is:
 - a. Before entering the court, the substitute shall tag the player leaving the court.
 - b. Both the substitute and the player leaving the court shall not interfere with the play during the substitution process.
 - c. Both the substitute and the player leaving the court shall observe the offside rule when leaving or entering the court.
 - d. Players should be substituted into either only attack positions or only defence positions for the duration of the game.
16. A player can only play for 1x Club for the season – however on match day if one team is short players then the opposing team may provide players to ensure the game is played.
17. All players must register to play with your club; fill in players can purchase a Single Game Voucher (SGV) for \$16.00 which covers them for insurance for one game only.
18. Boys may play anywhere on the court – there are no restrictions on number of boys in a team.

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19. Sidelines:

- a. Coaching is only allowed from outside the court however coaches may move up and down the court to assist with the passage of play.
- b. The coach may request time be held for injured players. This should be done by calling for time and indicating to the umpire that your player is injured.
- c. Spectators must remain stationary during play. They are not permitted to move up and down the sidelines.
- d. The goal lines (or base line) must be kept free for umpire use at all times during the game.
- e. Provide enough room for umpires to move up and down the court.

20. Playing Up:

- a. Players can only play up into the next competition level. For example, a player in the NSG Year 2/3 competition can play up into the NSG Year 4/5 competition only. A player in the NSG Year 4/5 competition can only play up into the Junior Year 5 competition. A year 5 player in a NSG Year 4/5 team can play up into a Year 6 team only if that club doesn't have a Year 5 only team.
- b. Within the NSG Competition, the 'playing up' rule is only limited to playing up a year group, not within their own competition. Any year 2/3 team can borrow players from another team in that competition from their club. Likewise any year 4/5 team can borrow players from another of that club's year 4/5 teams.
- c. Where playing up is allowed, it is the Club's responsibility to ensure players playing up have the skills and are a suitable standard to cope with the higher level competition.

21. **Playing down:** Players may not play down into a lower year group after submission of teams without an approval to play down. i.e. Players in the NSG 4/5 Competition are not eligible to play DOWN into the NSG 2/3 Competition
22. No refunds of affiliation fees can be given for a player once they have taken the court.
23. Net Set Go Year 2/3 Competition is designed for Year 2 and Year 3 school-aged players. Net Set Go Year 4/5 Competition is designed for Year 4 and Year 5 school-aged players. Players MUST play in the competition according to their school age.
24. Players in year 5 at school have the option to play in the Junior Year 5 Competition or in the NSG 4/5 Competition.
25. No ladders are kept for NSG 2/3 and NSG 4/5. Players receive a medal from NWA and a certificate from PNA.
26. The team listed first in the fixtures and on the scorecard is the scorer. The second mentioned team is to time the game. Scoring team to collect the scorecard. Timers and Scorers must stand together throughout the game.
27. Game Times: 4x10 minute quarters; 2 minute quarter breaks; 4 minute half-time. The Match Office siren overrides the timer.
28. For all other rules please see competition rules in PNA Competition handbook.

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NetSetGO Primary Competition FAQs

<i>Frequently Asked Questions</i>	<i>NSG Yr 2/3 and Yr 4/5 Competition</i>	<i>Junior Year 5 Competition</i>	<i>Junior Year 6 Competition</i>
What competition rules apply to my team?	"NSG PNA WAY" R4.1.5-Qualification-Rules-NetSetGo-Match-Play-Rules	"FULL NETBALL" R4.1.4-Qualification-Rules-Junior-Years-5-6-Competition	"FULL NETBALL" R4.1.4-Qualification-Rules-Junior-Years-5-6-Competition
What size netball does my team use?	Size 4 Netball	Size 4 Netball	Size 5 Netball
What size goal post will my team use?	2.3m	3.05m (full height)	3.05m (full height)
How long do my players have to pass the ball?	Up to 5 seconds	Up to 4 seconds – PNA encourage you to teach your players to release the ball within 3 seconds.	Up to 3 seconds
What's the difference with substitutions?	Substitutions are allowed in NSG at any time. On match day if one team is short players the opposing team may provide players to ensure the game is played. Refer to points 14 and 15 in "NSG PNA WAY" for more information.	No substitutions are allowed during play unless due to injury or blood ruling. No players may fill in for the opposition.	No substitutions are allowed during play unless due to injury or blood ruling. No players may fill in for the opposition.
Who takes the centre pass?	Non – scoring team Eg. If Team Yellow scores a goal, the centre pass will then be taken by Team Green. If Team Yellow score a goal again, then Team Green will take the centre pass again. See "How to" NSG Scorecard	Centre pass alternates between the teams regardless of which team has scored the last goal. See "How to" Junior Scorecard	Centre pass alternates between the teams regardless of which team has scored the last goal. See "How to" Junior Scorecard
What distance is considered obstruction?	Less than 1.2m (4ft).	Less than 0.9m (3ft)	Less than 0.9m (3ft)
Can a player move with the ball?	Shuffling on the spot to regain balance is allowed without moving down the court.	Stepping is prohibited.	Stepping is prohibited.
Where should I stand to coach?	Coaching is ONLY allowed from outside the court. Coaches may move up and down the court to assist with the passage of play. Keep baseline free from coaches and spectators	Coaching is ONLY allowed from outside the court. Coaches MUST remain stationary. Keep baseline free from coaches and spectators	Coaching is ONLY allowed from outside the court. Coaches MUST remain stationary. Keep baseline free from coaches and spectators
Will there be finals for my team?	No Finals NWA Medallions and PNA participation certificates rewarded to all participants.	No Finals PNA Medallions for the team/s that finish top of the ladder.	No Finals PNA Medallions for the team/s that finish top of the ladder.
Are there ladders for my team?	Score Kept No Ladders Focused on participation	Scores and Ladders updated on MyNetball	Scores and Ladders updated on MyNetball
Who is this Competition designed for?	School age Year 2 - Year 5 participants.	School age Year 5 participants.	School Age Year 6 participants.



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How to Complete a Scorecard

Perth Netball Association / Spring Open Competition

SCORESHEET

Absolutely Fabulous		vs	Bee Stars		b51735
TEAM A			TEAM B		GAME CODE
Spring 2021	Open Division 1	Quarter Markings > Write the player positions for each quarter	PNA / CRT21	13 Oct 2021	7:40 pm
SEASON	GRADE		COURT	DATE	TIME
					1
					ROUND

Team A: Absolutely Fabulous					Team B: Bee Stars				
PLAYER NAMES	Q1	Q2	Q3	Q4	PLAYER NAMES	Q1	Q2	Q3	Q4
1 Ellie Cusack	GS	GA	GA		1 Bee Balchin	WA		WA	GS
2 Alice Di Vincenzo (W)	WD	C	C	WA	2 Ciara Hillery	GK	GK	GK	
3 Michelle Gopfert	C	WA	WA	GA	3 Ainslie Morris	WD	WD	GD	GD
4 Leissa Herrie					4 Tara Norwood	C	C		WA
5 Jamela King	GD	GD	GD	WD	5 Taryn Robinson (C)		GS	GA	
6 Ellen Taylor-Hawkins		BS	GS	GS	6 Jordan Shaw		WA	C	C
7 Julia Vincent	GA		GK	GK	7 angela jarrott	GD	GD	WD	WD
8 Sharnae Zanotti	GK	GK		GD	8 Jess WARD (NR)	GS		GS	GK
9					9				
10	Warning > Place a (W) next to the name of any player given a warning during the game				10	New Registration > Add Name & NR <			
11	Single Game Voucher > Add Name & SGV Only				11	NOTE: player must be registered to PLAYHQ prior to taking the court			
12					12				

FILL IN PLAYERS					FILL IN PLAYERS				
Sue TELEPHONE (SGV 22222)					Jemima DYSON (p/u DIV 4)				
COACH: JAY OCEAN					COACH: SALLY GOAL				
ASSISTANT COACH:					ASSISTANT COACH:				

GOALS & ATTEMPTS: Absolutely Fabulous					GOALS & ATTEMPTS: Bee Stars				
POS	GOALS =	ATTEMPTS =	G	G/A	POS	GOALS =	ATTEMPTS =	G	G/A
Q1	GS				Q1	GS			
	GA					GA			
Q2	GS				Q2	GS			
	GA					GA			
Q3	GS				Q3	GS			
	GA					GA			
Q4	GS				Q4	GS			
	GA					GA			
Centre Passes > Record each centre pass. Circle the last centre pass for each quarter.					TOTAL				

CENTRE PASSES																			
A	B	A	B	A	(B)	A	B	A	B	A	B	A	B	A	B	A	B	A	B
A	B	A	B	A	B	A	B	A	B	A	B								(A)

PROGRESSIVE SCORE: Absolutely Fabulous										PROGRESSIVE SCORE: Bee Stars									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	91	92	93	94	95	96	97	98	99	100
Q1	5	Q2	9	Q3	14	Q4	19	T	19	Q1	1	Q2	7	Q3	13	Q4	21	T	21
MATCH WON BY: Bee Stars																			

SCORERS: _____

TIMER 1 SIGNATURE: _____ TIMER 2 SIGNATURE: _____

UMPIRE SIGNATURE: Wes Kute _____ UMPIRE SIGNATURE: _____ BELLA TACK

CAPTAIN SIGNATURE: _____ CAPTAIN SIGNATURE: _____

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Only an official PNA score card shall be used.

The first mentioned Team shall provide the Scorer. The second mentioned Team shall provide the Timekeeper. If there are no Pads on the Goal Posts each team is responsible for collecting and placing the Pads on the Goal Posts. Scorecards will indicate if Teams are to remove the Goal Pads at the completion of the game.

The game cannot start until an appropriate Scorer and Timekeeper are in Control.

The Scorer and Timekeeper **MUST** stand together level with the centre circle.

The Scorer and Timekeeper should remain unchanged during the game except in the event of illness or injury. No protests will be entered into regarding scoring or timing. It is the responsibility of the Scorer and Timekeeper to work together and check each other to ensure the game result is accurately recorded. Each Team is responsible for completing the Scorecard details for their Team.

	NetSetGo – All games MUST commence and finish on the siren.
Quarter Lengths	10 mins
Breaks	2,4,2 mins

Timekeeping:

- A suitable timing device with sound must be used. Mobile phones are **NOT** suitable and should not be used.
- It is the Timekeeper's responsibility to notify the closest umpire when there is 10 seconds remaining in the quarter. The Timekeeper should then follow the umpire until the timer sounds. It is the Umpire's whistle that stops play at the end of the quarter.
- Timekeepers will also take time in accordance with Injury, Illness, Blood rule or Player suspension – a second timekeeping device is preferred (the scoring team should make their timer available as well). Illness, Injury or Blood Rules should be 30 seconds in length with Player Suspension being 2 minutes. When 10 seconds remain prior to the end of the stoppage Timekeepers should notify the Umpires.

Scoring:

- Collect scorecard from the scorecard holder located near the Match Office no less than 15 minutes prior to the game. The Scorecards will be printed with all game information including the names of the Players registered to play in that Team.
- Scorecards must be completed in **PEN** only.
- **Players positions MUST be recorded in the box relating to the quarters that they are on the court. Players who do not take the court must be crossed off the scorecard.**
- Check Players are accurately listed. Any Player not listed will need to have indicated Single Game Voucher (SGV), Casual Fill-In Voucher (CFV), Playing Up (P/Up) and the division the player is playing up from or New Registration (NR) next to their name.
 - NOTE – adding NR against a player's name does **NOT** replace the requirement to register the player prior to taking the court. If you need assistance to register a player on Match Day please visit the Match Day Office however this must be done prior to the player taking the court.
- Players' names can be added to the Scorecard during the course of a game, but must not exceed ten (10) players (unless an exemption has previously been granted).
- The Scorer shall keep a record of all successful shots and record each centre pass taken by each team.
- It is the Scorer's responsibility to notify the Umpire closest to them of the correct centre pass if the Umpire has indicated this incorrectly. This must be done prior to the whistle being blown to start play. Where an incorrect centre pass was taken and the whistle has already been blown, the scorer should notify the umpires at the next interval however no changes can be made.
- The Scorer is to mark the score with a single (/) through the score and is to write the last goal of each quarter in the boxes underneath the goals.
- Score cards must be signed by Captains and Umpires. Umpires are also required to **PRINT** their names legibly.
- It is the responsibility of the winning team to hand in the Scorecard to the Match Office immediately following the match. NOTE – If a Scorecard is accidentally taken from the grounds and not handed in please contact the PNA office immediately on PH: 9387 7011

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Only an official PNA score card shall be used.

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Scorecards will indicate if Teams are to remove the Goal Pads at the completion of the game.

The game cannot start until an appropriate Scorer and Timekeeper are in Control.

The Scorer and Timekeeper **MUST** stand together level with the centre circle.

The Scorer and Timekeeper should remain unchanged during the game except in the event of illness or injury. No protests will be entered into regarding scoring or timing. It is the responsibility of the Scorer and Timekeeper to work together and check each other to ensure the game result is accurately recorded.

Each team is responsible for completing the scorecard details for their Team.

	Junior Year 5-6	Junior Year 7-8	Junior Years 9-12	Open
Quarters	10 mins	15 mins	15 mins	15 mins
Breaks	2,4,2 mins	3,5,3 mins	3,5,3 mins	3,5,3 mins

Timekeeping:

- A suitable timing device with sound must be used. Mobile phones are **NOT** suitable and should not be used.
- It is the timer's responsibility to notify the closest umpire when there is 10 seconds remaining in the quarter. The timer should then follow the umpire until the Timer sounds. It is the Umpire's whistle that stops play at the end of the quarter.
- Timers will also take time in accordance with Injury, Illness, Blood rule or Player suspension – a second timekeeping device is preferred (the scoring team should make their timer available as well). Illness, Injury or Blood Rules should be 30 seconds in length with Player Suspension being 2 minutes. When 10 seconds remain prior to the end of the stoppage the timekeeper should notify the closest umpire.

Scoring:

- Collect scorecard from the scorecard holder located by the Match Office no less than 15 minutes prior to the game.
- Scorecards must be completed in **PEN** only.
- **Players positions MUST be recorded in the box relating to the quarters that they are on the court. Players who do not take the court must be crossed off the scorecard.** Players who do not take the court must be crossed off the scorecard.
- Check Players are accurately listed. Any Player not listed will need to have indicated Single Game Voucher (SGV), Casual Fill-In Voucher (CFV), Playing Up (P/Up) and the division the player is playing up from or New Registration (NR) next to their name.
 - NOTE – adding NR against a player's name does **NOT** replace the requirement to register the player prior to taking the court. If you need assistance to register a player on Match Day please visit the Match Day Office however this must be done prior to the player taking the court.
- Players' names can be added to a scorecard during the course of a game, but must not exceed ten (10) players (unless an exemption has previously been granted).
- The scorer shall keep a record of all successful shots and record each centre pass taken by each team.
- The scorer is to mark the score with a single (/) through the score and is to write the last goal of each quarter in the boxes underneath the goals.
- Score cards must be signed by Captains and Umpires.
- It is the responsibility of the winning team to hand in the scorecard to the Match Office immediately following the match. NOTE – If a scorecard is accidentally taken from the grounds and not handed in please contact the PNA office immediately on PH: 9387 7011.

Blood Rule:

Please note the Blood rule falls under the injury/illness rule and any player with blood is required to leave the court within 30 seconds, unless in extreme injury when the player cannot be moved.