



## COMPETITION RULES

### 1. Rule Variation for Walking Netball

There are specific variations to the classic game of Netball for Walking Netball. These are as follows:

- **No running or jumping**

A player must always have at least part of one foot in contact with the court otherwise a free pass will be awarded where the infringement occurs.

- **1 – 2 Steps with the ball**

A player may receive the ball with one foot grounded and then take two steps while in possession of the ball before it must be thrown or shot taken at goal.

- **Time for possession**

A player may throw the ball within **four** seconds of receiving the ball.

- **Centre Passes**

After the initial centre pass (decided by a toss), the centre pass is determined by reference to the goal scored. The team that doesn't score the goal gets the next centre pass. It is not alternate centres.

Games will otherwise be played in accordance with World Netball Rules of Netball (2024 Edition). A link to the compete rules is available here: [World Netball](#)

Any variation to the Rules is at the discretion of the SCNA Games Committee.

### 2. Match Officials

The 2026 PPMG Netball competition will be managed by SCNA. The SCNA Games Committee will have the authority to act in accordance with Rule 5, point 9 of the World Netball Rules.

#### Managers

Each team is required to have a team manager who will register your team via the team manager portal prior to any player registrations.



Once the team is created, team managers can register players via the team manager portal or individuals can register themselves via the Competitor Entry Form.

The team manager is the SCNA point of contact for your team. All communication leading up to, and during, the games will be directed to the team manager and it is the manager's responsibility to ensure that all relevant information is passed on to team members. For that reason we recommend that the team manager ensure they will have access to their emails during the competition dates.

Any queries or clarifications for the SCNA Games Committee to consider should be raised by the team manager only. This ensures that the communication is prompt, consistent and efficient.

### Umpires & Scorers

Teams are to supply:

- (a) their own umpires who must be badged or competent for the division in which their team is competing; and
- (b) their own scorer for each game.

Umpires may be a non-playing official or a playing umpire. If the umpire registers as a non-playing official, the umpire will pay the non-playing official fee. If a playing team member is registering as an umpire they must be prepared to umpire games which *may* be scheduled at the same time as their team. Whilst all efforts will be used to avoid this, it may be inevitable. For this reason, we recommend that your umpire is a non-playing official.

It is also recommended that teams have a reserve umpire available. Should the umpire suffer an injury the team will still be expected to provide an umpire. For teams recruiting umpires they do not know, please withhold any agreed payments until the end of the competition.

Umpires will be asked to provide evidence of their national accreditation with Netball Australia or otherwise details of their umpiring history.

SCNA will have a **limited** pool of umpires available to teams if required, for a fixed fee payable to SCNA in advance of the commencement of the competition.

There will be no payments made to team umpires by the organising committee for competition round games. Team umpires are paid by their appointing team.

Umpires for the Finals and medal playoff rounds will be by invitation, based on their performance during the competition. Payments will be made for these games within 7 days of the competition end. Umpires will be required to provide a Statement by Supplier and bank account details so that payments can be processed by the SCNA Accounts team.



Games will not have a reserve umpire. The SCNA Games Committee will have a limited number of reserve umpires in the case of an emergency impacting on the team umpire.

Teams must also have a scorer available per game.

Games are centrally timed and therefore the SCNA Games Committee will supply one timekeeper per sports hall.

### 3. Substitution

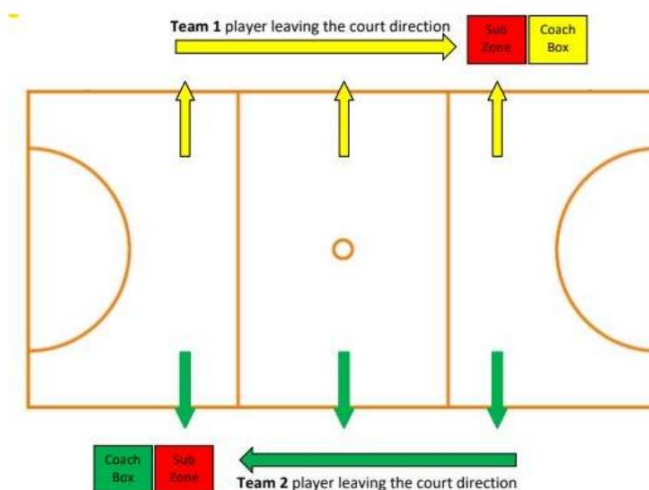
Unlimited rolling substitutions permitted at any time during the game.

SCNA Games Committee has determined that **tactical substitutions do not apply** due to games being centrally timed. This means that players cannot exchange bibs/ playing positions, on court during play. Tactical changes can only be made during intervals or stoppages in play (ie injury time).

Procedure for rolling substitutions must be followed otherwise a penalty pass will be awarded to the non-infringing team.

The player substituting **MUST** stand at the end of their bench that is closest to the middle of the court player **MUST NOT** leave this area until 'tapped' by player coming off court.

Players must observe the offside rules as they enter/exit the court and make sure they do not interfere with the umpire's movement during the substitution. If there is an infringement during a substitution, a free pass will be given where the ball is when the interference or offside entry/exit occurs.





#### **4. Eligibility for Finals**

Finals will take place on Friday, 13 November.

Players need to play 8 quarters (equivalent of 2 full games) to qualify for finals.

Any team allowing a player to take the court without having registered for the 2026 PPMG Netball Competition and paid the applicable fee will forfeit the game in which the infringement occurs.

#### **5. Injury / Illness**

Injury time per Rule 10 of the World Netball Rules. Umpires may hold time for injury/illness with or without a request from an on-court player if there is an obvious and/or serious injury.

The player concerned must leave the court within 30 seconds. In the event of an injury, no extra time will be added to the game, but this also applies to the blood rule. For each subsequent stoppage for each team the injured or ill player must leave the court. A substitute may take the court.

During the stoppage the coach or official may address the players. Substitutions and changes may also be made, provided they are completed prior to the umpires resuming play.

#### **6. Scoring via Netball Connect**

Live scoring will take place using Netball Connect. In the case of any interruption to Netball Connect and live scoring, the scoresheets at each court are to be used and handed in to the Games Coordinator immediately after the game.

Each team must supply a scorer. Scorers are asked to stand together courtside in a clear position for the umpires to observe. If you do not have an official scorer, you must accept the results of the scorer.

Separate user guides for Netball Connect will be distributed to each team after registrations close. The Sport Convenor will request all teams nominate one person to be the contact for Netball Connect registration and scoring.

#### **7. Game Balls**

All teams will be given a Game ball as a memento of their time at Southport Carrara Netball Association. These balls will be the accepted balls used during the competition.

#### **8. Forfeits**



## ***Walking Netball***

Any team forfeiting throughout the playing week will also be forfeiting their right to play Finals games.

