Dubbo Netball Association
COMPETITION RULES
2026

PROUDLY SPONSORED BY

CHILL-RITE
REFRIGERATION & AIR CONDITIONING

DUBBO NETBALL ASSOCIATION
COMPETITION RULES

The Dubbo Netball Association Competition Rules sets out the requirements for matters including:

- The conduct of competitions as endorsed by the DNA Committee; and
- The requirements of members participating in the DNA competition.

The DNA Competition is conducted and controlled by the Dubbo Netball Association committee.

The DNA committee may make decisions consistent with its objectives on matters not covered by these competition rules, or where the application is ambiguous.

The committee may impose fines for breaches of the rules in line with infringement table on pages 15-16.

CONTENTS

1. **COMPETITION CATEGORIES**
2. **REGISTRATION**
3. **AUTOMATIC PROMOTION**
4. **REGRADING OF TEAMS**
5. **PLAYERS**
6. **UNIFORMS**
7. **RULES OF PLAY**
8. **FORFEITS**
9. **UMPIRES AND SCORERS**
10. **SCORESHEETS**
11. **COMPETITION POINTS**
12. **FINALS**
13. **DUTIES**
14. **WET WEATHER**
15. **COMPLAINTS AND PROTESTS**
16. **INFRINGEMENTS**

1. COMPETITION CATEGORIES

The competitions are divided into one or more of the following categories;

(a) Senior - A player must turn a minimum of 14 years of age at the end of the calendar year in which the competition commences to be eligible for registering in a senior team (A to D Grade).

(b) Intermediate (Div. 1-4) for players who will be 13 to 16 years of age at the end of the calendar year in which the competition commences.

(c) Junior (U11's & U12's) for players who will be 12 or younger at the end of the calendar year in which the competition commences

(d) Net Set Go Tiers - modified rules for players who will be 10 or younger at the end of the calendar year in which the competition commences.

The Committee may also conduct competitions in other categories as the Committee deems fit.

1.1 'NET SET GO' PROGRAM

Net Set Go is a program devised and recommended for boys and girls aged 5 to 10 years. It develops basic skills and introductory games. Net Set Go is divided into three (3) areas:

NET: is a skill **ONLY** program. Minimum age, turning five (5) in current year of play.

SET: is for 8- and 9-year-old who will play NON-COMPETITIVE games. Coaches must abide by the general rules of netball with the exception of the Dubbo Netball Association modified rules for these games. Maximum of nine (9) players per team.

- Match Duration: 4x 10min quarters
- Goal Post: 2.4m
- Ball Size: size 4
- Centre Pass: Taken by non-goal scoring team
- Game Time: Evenly distributed amongst players. Unlimited substitutions at any time. Players should try all positions during the season.
- If the game is one sided, coaches must make sure all players have a good experience by rotating players into different positions AND resting skilled players.
- No Rolling substitutions

8 YEARS COMPETITION:

- Minimum age for 8yrs competition is turning 7yrs of age in the current year of play.
- Time to Pass: up to 5 seconds
- Footwork: 1-2 steps allowed (to regain balance)
- Defending: Strict one-on-one defence. Players may NOT defend a shot at the goal.
- Centre Pass: Taken by non-goal scoring team
- Game Time: Evenly distributed amongst players. Unlimited substitutions at any time.
- Umpiring & Coaching: The umpire is the only person who can coach on court and controls the play. The coach may choose to enter the court during the game to give players immediate feedback, however they must not interfere with play.
- Awards & Scoring: No scores, no finals.
- No rolling substitutions

9 YEARS COMPETITION:

- Minimum age for 9yrs competition is turning 8yrs of age in the current year of play.
- Time to Pass: up to 4 seconds
- Footwork: shuffling on the spot allowed (to regain balance), without moving down the court.
- Defending: Strict one-on-one defence. Players may defend a shot at the goal.
- Center pass taken by the non goal scoring team
- Umpiring & Coaching: The umpire is the only person who can coach on court and controls the play. The coach may move along the sidelines during the game to give players immediate feedback, however they must not interfere with play and the umpire.
- Awards & Scoring: Scoring may be kept, but no finals.
- No rolling substitutions

GO: is for 10-year-olds who will play all general netball rules with the exception of the Dubbo Netball Association modified rules as below, umpire own and be 'first past the post' wins. Maximum of nine (9) players per team.

- Minimum age for 10yrs competition is 9yrs of age in current year of play.
- Umpiring: The umpire must NOT coach whilst umpiring.
- Center pass taken by the non goal scoring team

Please Note: If a team wishes to consist of more than nine (9) players or a variation in the age requirements, the specific club must submit an appeal in writing to DNA for consideration. Each appeal will be considered on its own merits.

2. REGISTRATION

(1) No player is permitted to register between two separate clubs.

(2) All players must be registered via PlayHQ.

(3) A player is limited to play within their registered club.

(4) Any player who has played and withdraws after the start of competition forfeits all of their registration fee.

(5) Transfer of registration to new player cannot take place.

(6) Transfer of registration can only take place when the committee is notified in writing that the;
- Players original team is disbanded OR
- Players are inappropriately placed, provided each club involved agrees. A transfer can occur prior to round four, (4) subject to DNA approval. Transfers must be done before 8pm on the Wednesday prior to the players first game with the new team.

(7) No player will be permitted to deregister and re-register with another team if the player's original team is still playing in the competition.

(8) Late registrations, under extenuating circumstances (as per below) will be accepted on a case-by-case basis following DNA registration night up until round 9 of the competition. Dubbo Netball Association Executive Committee will review the request and will inform clubs via email from DNA Registrar.
Circumstances such as;
- A team has been left depleted due to player/s injury.
- A team has experienced a late withdrawal leaving the team depleted.
- A team has folded following registration leaving a player/s without a team.

(9) Clubs are not permitted to process any registrations following the close date advised in the winter registration information document unless application has been made to the DNA executive committee and approval granted in writing. Late registrations processed by clubs following the close date that have not received approval from the DNA exec committee, will not be accepted until such time that a request is submitted, approved and the associated infringement penalty (per section 16 of this policy) has been paid.

(10) Players joining DNA from other Associations, who are already affiliated with NNSW, will pay fees less NNSW and the insurance component.

(11) Any player is considered unregistered if they are unfinancial (outstanding association or club fees) or have not provided any proof of age.

2.1 DUAL REGISTRATION

(1) Dual Registrations will incur cost of $50. Dual Registrations will abide by Borrowing players guidelines.

(2) Any player who has played and withdraws after the start of competition forfeits all of their registration fee.

(3) A player may register in 2 teams following dual registration approval, but if both teams are playing at the same time, the 1st registered team (lower grade/div) has priority. (i.e., First registered team decides if the player is required or free to play with the second registered team)

(4) The first registered team (lower grade/div) is not to be left depleted for the dual registered player to play in the higher age, division, or grade.

(5) Dual registered players must be registered in both teams in PlayHQ once the dual registration fee has been paid.

(6) The first registered team is the lower graded team.

(7) Registration must be from a lower grade/division.

(8) A dual registered player may not be borrowed.

(9) Each team is to have no more than two (2) dual registered players.

(10) Any dual registrations following the close date of registrations on 2nd March 2026 need approval by the DNA Executive Committee. Requests must be emailed to DNA Registrar regdna@outlook.com

(11) No changes to the draw will take place to accommodate late dual regos. No duals will be accepted after round 9.

3. AUTOMATIC PROMOTION

In line with the DNA Grading Policy and Procedure, a grand-final winning team which retains at least 5 members from the previous year (a retained team) will be automatically promoted to a higher grade/division unless deemed otherwise by the grading committee.

4. GRADING TEAMS

(1) The Grading Committee will allocate teams into appropriate Grades and Divisions in line with the DNA Grading Policy. Clubs will be asked to provide grading preference upon registrations, however final allocations will be at the discretion of the Grading Committee.

(2) Only in exceptional circumstances, and at the discretion of the Executive Committee, will a team be regraded after the fourth week of competition.

5. BORROWING OF PLAYERS

(1) 8 years player may play up in the 9 years unlimited times.

(2) 9 years player may play up in the 10 years **three** times **only** unless they have dual registered.

(3) 10 years player may play up in the 11 years **two** times in the same team, if they play a third must stay there, unless they have dual registered.

(4) 11 years player may play up in the 12 years **two** times in the same team, if they play a third must stay there, unless they have dual registered.

(5) Players must turn 12 years of age by 31st December of current year to be eligible for borrowing by a Div 3 OR Div 4 team.

(6) Players must turn 14 years of age by 31st December of current year to be eligible for borrowing by a senior team (A to D Grade)

(7) Borrowed players can only be used if you do not have 7 of your own original registered players. All original registered team players must stay on court at all times during the game.

(8) A player cannot be borrowed from the same division/grade.

(9) If a player plays more than two games for the same higher team, he/she will not be permitted to return to the original grade/division, unless they have dual registered.

(10) Maximum of 2 borrowed players to be on court at any one time per team.

(11) A player may be borrowed from another club upon application and approval by DNA.

(12) A dual registered player cannot be a borrowed player.

(13) A team cannot play with less than 5 of their own registered players.

(14) Refer to **Section 10 Scoresheets** for information about the recording of a borrowed player.

5.1 REPRESENTATIVE PATHWAYS PLAYERS (Rep and Dev Players)

(1) Players chosen for Representative commitments must have played three (3) club games prior to State Titles.

Exception: Selection in Regional League. All players must play 3 club games during the season, or they will be ineligible for selection in the following season.

(2) NO more than three (3) current DNA Representative Pathways players can play in any one team in 12 years age group and under. If more than three (3) current DNA Representative pathways players are registered, the team will be elevated into a high age/division.

(3) NO more than three (3) current DNA Representative Pathways players can play in any one team in Division/ Grades unless consideration of playing in a higher Division/Grade is determined by the team and DNA grading committee as per the DNA Grading Policy. **PLEASE NOTE:** This may constitute the team being moved from Divisions to Grades.

(4) Representative Pathways players are required to assist their clubs and DNA.

(5) Any Representative Pathways Player owing money from previous years will be ineligible to participate in any DNA activity until monies are paid.

6. UNIFORMS

(1) All teams must be in full uniform 3 weeks after the commencement of competition unless an exemption has been received from the Association.

(2) The uniform outlined on the club uniform form as approved by DNA. Tracksuits and sloppy joe colours will be registered at the discretion of the Executive committee. Any changes to club uniform must be approved in writing by the DNA exec committee.

(3) No uniform shall include bikini pants or football socks.

(4) The nominated club uniform must be always worn on court.

(5) Only jewelry to be worn is as per the International Rules of Netball and/or NNSW Inclusive uniform policy. Medical bracelets and cultural piercings must be accompanied with a medical certificate/ stat dec. Medical Certificate/ stat dec must be provided to the association control room prior to the game.

(6) Nails must be short and smooth. Taped nails are not permitted.

(7) Soft visors may be worn. **No hard brimmed hats**.

(8) No gloves to be worn. Except for medical reasons. A medical certificate will be required and submitted to the committee prior to playing.

(9) **ALL** players can wear a long black sleeve shirt under their dress.

(10) Players must wear positional patches.

7. RULES OF PLAY

(1) The rules of play to be used in the DNA competition are that of the NNSW. DNA intervals may differ to that of the NNSW.

(2) In all games, other than games specified by the Committee, the timing of the match is to be controlled by the member in the control room indicated by the sound of the hooter.

(3) Rolling Subs;

- Only one rolling substitution per team is allowed at a time.
- Play cannot be held up for rolling substitutions.
- Teams with seven or fewer players cannot use rolling substitutions.
- Players must observe the offside rules when entering or leaving the court.
- Rolling subs must take place inside the scorers box on the western side of the court.

8. FORFEITS

(1) Forfeiting teams are to notify the opposing team/club, DNA Registrar and Umpire Convenor.

(2) A team forfeits if it does not have at least 5 **original registered** players present on the court **within 3 minutes** of the time set down for the commencement of the match, unless both teams agree to wait further time and is documented on the back of the score sheet and is witnessed by a DNA executive.

(3) A game becomes a forfeit if a team cannot maintain 5 original registered members on court for the entirety of the match.

(4) The umpires, and the captain of the team that is deemed to have won (if any) must complete and sign a score sheet. Umpire must strike through the score sheet and sign.

(5) Teams that forfeit three (3) games will be disqualified from the competition.

(6) Games forfeited after advertised start time, may be played as social games.

(7) If a social game is played all players play at their own risk. This will not be a DNA approved game. Scoresheets are to be returned to control before continuing.

(8) A forfeited game is not considered 'a game served' by a suspended player, unless it is the opposing team, that forfeits the match.

9. UMPIRES AND SCORERS

(1) All umpires must sign on at control 10 minutes prior to games.

(2) Umpires must wear a predominantly **White** top or dress. (ie Jumper, Jacket, Shirt or Singlet)

(3) Mentors: Clubs to provide competent mentors for afternoon umpires who are less proficient.

(4) Club umpire convenors are responsible for replacing any unavailable umpire.

(5) Any changes to a game umpire must be done by the DNA Umpire Convenor.

(6) Teams are to provide a competent scorer for their games.

(7) Scorers must sit & score together in scorers' box to avoid discrepancies and disputes. If a representative from each team is NOT scoring together, NO disputes will be considered.

10. SCORE SHEETS

(1) A minimum of five (5) **original registered** team players must sign on prior to the start of the game. All other players must be signed on prior to taking the court.

(2) Borrowed players can only be used if you do not have 7 original registered team players.

(3) All **original registered** team players must stay on court at all times during the game.

(4) **UNSIGNED** score sheets will be deemed a forfeit.

(5) When a player leaves the game due to injury or illness, please write beside the players name "R". This means the player has retired from the match and cannot return to the game. If a player is borrowed to replace an injured or ill player, they must comply with the rulings on borrowed players (Section 5) and scoresheet requirements as per clause 10.6.

(6) Borrowed players must sign on in the "fill in player" section of the score sheet and indicate what ¼ (s) they take the court.

(7) If you no longer have 5 **original registered** players able to remain on court for the entirety of the game, the game becomes a forfeit.

(8) Insurance claims cannot be validated if the player has not signed the score sheet.

(9) If the captain of each side, each umpire and each scorer agree that the score sheet has been fully completed and that all the details on the score sheet are correct, they must sign the appropriate place on the front of the score sheet.

(10) If any of the above people disagree with any part of the score sheet, they must not sign the front but must write on the back of the form whey they disagree and sign their name below that statement.

(11) The winning team is responsible for returning the completed score sheet to the control room.

(12) **Score sheets must be signed personally by player/s.** Players who do not sign on are deemed not to have played.

11. COMPETITION POINTS

(1) Points are to be awarded in competition matches as follows:

Win	3 points
Loss	1 point
Draw	2 points
Win by forfeit	3 Points
Loss by forfeit	0 Points
Win by disqualification	3 Points
Loss by disqualification	0 points
Abandoned game	2 points
Cancelled game	2 points
Bye	3 Points

(2) Teams will be sorted based on their **total ladder (competition) points.** If more than one team is on the same number of total points then they will be sorted by highest % (points for divided by points against multiplied by 100), then sorted by **Points For**, and then lastly by **team name** alphabetical order (if ever required).

(3) If a match is abandoned/cancelled after half time, the match is deemed to have been completed and the score at that time that the match is abandoned is taken to be the final score and the win/loss points will apply to the relevant teams. This does not apply if the game becomes a forfeit due to insufficient players on court (5 **original registered** team members as per clause 10.7)

(4) If any match is cancelled or abandoned before half time, 2 points will be awarded to both teams. This does not apply if the game becomes a forfeit due to insufficient players on court (5 **original registered** team members as per clause 10.7)

12. FINALS

(1) All players must have played five (5) competition games in their registered team to be eligible to compete in Finals, Preliminary Finals and Grand Finals. Cancelled and abandoned games and forfeited to games are considered as games played, by all players registered prior to date.

(2) Finals are to be played in categories determined by the Committee. Finals will not to be held for SET & GO Tier categories.

(3) Final rounds will be played at the following timeslots but may be changed at the discretion of the Executive Committee;

Finals:

11s, 12s, Div 3 & Div 4: will be played at either 9:15am or 11:15am

Div 1, Div 2 & All Senior Grades: will be played at either 1:15pm or 2:45pm.

Preliminary and Grand Finals

11s, 12s, Div 3 & Div 4: will be played at 10:15am

Div 1, Div 2 & All Senior Grades: will be played at either 12:45pm or 2:45pm.

(4) In the event of teams tying for any of the top four (4) positions a count back of goals for and against played in that grade will determine the placing.

(5) Teams or individuals owing fines or lights money will be ineligible to participate in any of the Finals.

(6) Games will start on central hooter, but then each timekeeper will keep time on their court.

(7) Injury time is a maximum of 30 seconds to interchange/remove the injured player for whom it is called. The injured player must leave the court. Time held for stoppage must be played in that quarter or half of the game.

(8) If at the end of full time the score is even, there shall be a two (2) minute interval at the end of full time: Extra time shall consist of two (2) halves of seven (7) minutes each, with an interval of one (1) minute at half time. The center pass is taken by the team entitled to the next center pass. During both these intervals substitutions and /or team changes may be made. During extra time, normal injury or illness procedures shall apply.

(9) In the event of a tie remaining at the end of extra time, a visual signal shall be used to indicate that play shall continue until one team has a two (2) goal advantage.

13. DUTIES

Clubs will be rostered for the following:

(1) Umpiring

(2) Club Day Duty

Clubs to provide:

- **1 x Club Duty Manager** - will be the 'Responsible Person' around the grounds for the Club's allocated duties period.

  Clubs will need to provide the name of this person prior to the Rounds so they can be identified on the day.

  This person will also be responsible for:
  - directing any complaints to the MPIO;
  - collecting any injury reports (to be provided to DNA Committee Member on duty);
  - reporting any grounds/maintenance issues back to the DNA Committee member on duty;

- **1 x MPIO** - provide information & guidance on Integrity Policy Framework and complaints procedures and are the first point of call for any enquiries, concerns or complaints about inappropriate behaviour.

- **2 x Control persons** (per shift) - responsible for timing games, making announcements, collating returned scoresheets, & directing any queries that come up.

- **1-2 x Grounds person/s** (per shift) - responsible for stocking bathrooms & any other jobs that need to be done around the grounds (such as clearing path for First Aid etc)

- **Set-up Duties** - put post pads out, place bins around the grounds, put signage out, sweep courts if dirty/wet.

- **Pack-up Duties** - put post pads away, place bins out, ensure grounds are left tidy.

14. WET WEATHER

(1) The executive committee has the responsibility for cancelling games and advising on Facebook.

(2) Final Rounds: Any changes will be determined by the committee at the time should it be required.

(3) If all final rounds are washed out, then it will be the team that is ranked 1st on the ladder who is declared the winner. Alteration of venue, date and duration of games is at the discretion of the committee.

(4) Part rounds, postponed due to wet weather, will be played at the discretion of the Executive committee.

15. COMPLAINTS AND PROTESTS

(1) DNA adopts and adheres to the NNSW policies, including the Netball Australia Integrity Policy Framework and Netball NSW Codes of Behaviour.

(2) Where possible, match complaints should be raised with the identified Duty Manager or Executive on Duty during the game so remedial action may be taken.

(3) It is recommended that any complaint should first be discussed with an identified Member Protection Information Officer (MPIO), to seek information regarding policies, rights and responsibilities.

(4) Any formal complaint (including a complaint about the application of these Rules) must be made in writing using the relevant forms and delivered to the Vice President by email vicepresdna@outlook.com.

(5) On-Court Offences, which may arise as a result of a Member's On-Court Conduct, will be reviewed and dealt with under the guidelines of the NNSW Disciplinary Policy.

Any person (whether a Member or not) shall be entitled to submit an Incident Report relating to any other person or team which, in their opinion, has committed an On-Court Offence as defined in the policy.

The Incident Report must be submitted on the Incident Report Form (Appendix C to the NNSW Disciplinary Policy) which can be found on the DNA website.

The completed Incident Report Form must be submitted as soon as possible, no more than 48 hours after the alleged incident.

(6) All other integrity risks and complaints are subject to, and will be handled in accordance with, the Netball Integrity Policies and Framework. Complaints must be submitted on the Complaint Form (Schedule 2 to the Conduct and Disciplinary Policy), which can be found on the DNA website.

(7) All complaints and protests are to be determined as soon as practicable within the required policy timeframes. Any appeals to a decision must be exercised and follow process under the guidelines of the relevant policy.

16. INFRINGMENTS

Infringement	Penalty
A club registers players after DNA registrations close on 2nd March 2026 without written DNA approval. **Refer section 2.9**	$200 fine for each unapproved registration.
A team plays an unregistered player (a player who has not paid fees and/or not signed team sheets and/or provided proof of age) **Refer Section 2.11**	**8s and 9s** any part, or all the criteria, Club will be fined **$50** per offending player. **10 years to A grade** any part, or all the criteria, Club will be fined **$50** per offending player and offending team loses game points for that round and winning points to opposing team.
Any breaches to **Section 5** Borrowing Players	The offending team will receive zero ladder points for the game in that round and the winning points (3 points) go to the opposing team. *
A team or player is out of uniform without exemption. **Refer section 6.1**	The team the player is registered in will receive zero ladder points for the game in that round.
Club allocated Umpires not signing on 10 minutes prior to game or No Show at all. **Refer section 9.1**	**Late Sign On** = $20 fine will be imposed # **No Show** = $150 fine will be imposed and 1 point from team they are umpiring for. #*
Incorrect uniform for umpiring. **Refer section 9.2**	$20.00 fine will be imposed on Club. #
Any breaches to **Section 10** Scoresheets	The offending team will receive zero ladder points for the game in that round and the winning points (3 points) go to the opposing team. *
Failure to do appointed duties. **Refer section 13**	$50.00 fine will be imposed on club
Failure to put away goal post pads and lock up amenities during training or games.	$50.00 fine will be imposed on club

Failure to use goal post pads during training or games.	$150.00 fine will be imposed on club
Failure to comply with requests by DNA, for member and participant safety and wellbeing.	Additional $150.00 fine will be imposed on club

Fines are deducted from club bonds ($300 or $500) until the entire bond is used. Then an account is issued, and payment must be made before the clubs' teams can take the court.

NOTE: If a team incurs any three penalties marked* in the current season the team will be deregistered and will be ineligible to play for the remainder of the competition.