

Playing Without Penalties

A Coaching Aid for Club Coaches



REGISTRATION

All players and non-players must be registered with a Campbelltown Club. Any unregistered non-player signing a score sheet as Coach or Umpire will incur a **loss of 4 points** for that team.

A pregnant player/umpire should she choose to play/umpire, must advise the Competition Secretary of her condition and provide the CDNA with a doctor's certificate verifying the length of time that she is fit to participate in the competition. She should also ensure that she is familiar with the terms and conditions of the sports injury insurance policy currently held by the CDNA, which may preclude her from making a claim.

SPECTATORS

Clubs are responsible for their sideline behaviour. No smoking, vaping or alcohol allowed around the courts. Please use designated areas for smoking or vaping. Drinking of alcohol is not permitted.

PLAYERS

- You may register up to 12 players in your team.
- You need at least 5 of those players on court to play a game.
- You may only unallocate three players.
- To complete their registration, all junior and senior players must sign the signature sheet at the Registrars' Office before they play their first game. Any player failing to sign on before taking the court will incur a **loss of 4 points** for their team.
- A player must play three (3) games in the one team to be eligible to play in the finals series.
- If a team starts to play a game and goals have been scored and recorded on the score sheet before that team is forced to forfeit, then that game may be claimed as having been played by a player for the purpose of qualifying for the semi-finals.
- A player may play in no more than two (2) games on any one day, in our Day or Spring Competition, provided that the higher-grade team in which she/he plays has less than seven (7) registered players available.
- Players who have turned 14 years and over may play up in a senior team. Check with the Competition Secretary as to the grade they may play.
- A NetSetGO! player may only play up two years above the age they turn that year.
- A player from a lower grade may play in a higher grade provided there is a vacancy in that team. HOWEVER, having played THREE games in **ANY** higher grade, she/he shall be considered a player of the highest-grade team in which she/he last played. To complete the registration in the higher-grade team, the player must sign the signature sheet of the team to which she/he has been promoted. **A loss of four (4) points** applies each time for failure to comply with this requirement.
- When playing a player up from a lower grade, this must be noted on score sheet beside her/his name. Failure to comply with this rule will incur a fine of **\$5** each time.
- Original players must take priority on court over any fill in players. Original players must not be on the sideline as a reserve whilst a fill in player is playing.
- Reserves must not sign the score sheet unless they play.
- Any player playing under another player's name and/or signature will **lose 4 points** for each game played.
- All players must wear their Club uniform. Players' tops may have long or short sleeves of uniform colour and style. Jewellery or anything of a dangerous nature must not be worn.

- In the case of medical or religious piercings, a medical certificate must be given to the Competition Secretary and the player concerned will be issued with a signed CDNA letter which they should always keep a copy with them. Any piercings deemed as “religious” must be accompanied with a letter stating as such from a Religious Leader of their faith.

COACHES

- All Coaches of minors must obtain a Working With Children Check.
- Coaches of NetSetGO! and junior teams must be qualified. If not, the Coach will subject the team to a fine of **\$20** on the first occasion the coach’s name appears on the score sheet, increasing by an additional **\$10** on each subsequent occasion. In the case of NetSetGO! teams a fine of **\$20** will apply.
- Coaches coaching teams 14 years of age and younger, including NetSetGo, must print their name and sign the team signature sheet before the first game.
- The Association Coaching Co-ordinator will assist you with details of coaching accreditations and locally run coaching courses.

UMPIRES

- All umpires (players and non-players) must have approval (clearance) from the CDNA Umpires Convenors. Before a clearance will be granted, the umpire must demonstrate to the CDNA Umpires Convenors that the umpire has a current theory pass and that they are capable of umpiring the standard of game for which a clearance is sought. The Convenors may grant an automatic clearance to umpires who meet the criteria set down in the Convenors Manual. A **fine of \$10** will apply for each occasion on which an umpire without a clearance officiates at a game.

This fine will be applied to the team for which the umpire officiated.

- If dissatisfaction is felt with the umpiring of a game, a team representative should report to Umpires Control.
- An umpire can stop a match and award penalties to the opposing team if there are any continued abusive remarks or unduly loud criticisms of her/his umpiring from a team or its spectators.

WET WEATHER

We play if wet. Check website for notification of cancelled games. Games may only be called off by the Executive Committee.



FIRST AID

If possible, all injured persons should be taken to the First Aid Room. Only when necessary, should the attendants be called to a court. No obviously badly injured player is to be moved from the court. A wheelchair is available at First Aid.

If an ambulance is required, please report to the Registrar’s Office so that an Association official may call for one and arrange access to the courts.

Injured players’ names and nature of injury to be entered in Injury Book held in the Registrar’s Office.



WITHDRAWAL OF TEAMS

Any Club withdrawing a team from the competition after the draw has been completed will be subject to a fine of **\$250** unless prior approval has been given by the Executive Committee.

UNACCEPTABLE BEHAVIOUR

- PHYSICAL VIOLENCE will be penalised by a minimum **\$50** fine and automatic suspension for a period to be determined by the Judiciary Committee. Good behaviour bonds may also be imposed.
- Any player sent from the court for the remainder of the game shall be required to appear before the Judiciary Committee. Umpires should complete and Incident Report if a player is sent off for the remainder of the game. Incident Reports are available from the Registrar's Office.
- Swearing or misbehaviour may incur fines.

SCORE SHEETS

- Each team must supply a scorer. Scorers should stand together and jointly carry out the responsibility of scoring in black or blue biro pen. Umpires must print their name on the scoresheet in the place provided.
- Coaches and Umpires must print their names on score sheet. Individuals who fail to comply with this rule will incur a fine of **\$5**.
- All players must sign score sheet with same signature as that which appears on team signature sheet. In the case of NetSetGO! teams, Managers or Coaches must tick beside each players' name that has taken the court to play in the signature column. A fine of **\$5** will be imposed for failure to fulfil this obligation.
- All players must sign their own name on score sheet before playing. If a player has not signed the score sheet and play has commenced, she/he must first sign the score sheet then take the court as a late player. Umpires must check to see that the number of players on the court checks with the number on the score sheet.
- The winning team is to return the score sheet to the Competition Committee immediately after the game. The first named team on the score sheet is responsible for returning the score sheet for a drawn game.

FORFEITS

- If opposing team has five (5) players registered in that team at the time of commencement of game and umpire is present, then play must commence on time. A forfeit may be claimed if this team refuses to play.
- Teams claiming forfeits should complete and sign score sheets as usual. All team members present at the time of a forfeit must sign the score sheet.
- The captain, after consulting with the coach or manager, shall advise the umpires if the team wishes to forfeit, then the game may cease. The umpires must sign score sheet to claim forfeit.
- Teams which forfeit will be fined **\$10** for second forfeit, increasing by **\$10** for each subsequent forfeit.
- Teams which forfeit in the last four (4) games of competition (without justification and without at least 24 hours prior notice to the Competition Secretary) may be fined **\$100** per forfeit.
- Teams which forfeit during the final's series may be fined **\$250** per forfeit and they will forfeit their position on the ladder and will not be able to proceed any further in the finals series.
- Teams which forfeit three (3) consecutive games (without justification) will be ineligible to play in the final's series.

We run day and night competitions at Coronation Park for the benefit and enjoyment of all.

Anything you can do to help us achieve these targets would be greatly appreciated.

CDNA Competition Committee