

**EASTERN  
DISTRICTS**  
NETBALL  
ASSOCIATION



# Coaches Handbook

## **EASTERN DISTRICTS NETBALL ASSOCIATION INC.**

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Like us on Facebook

Dear Coach

**NOTE:** The Association distributes most of its information via your Club Coordinator, or the Website and Facebook. If you have any questions regarding programming, procedures, protocols etc., please contact your Club Coordinator first. The Court Supervisors are the first point of contact with the Association and if they cannot help you, you are welcome to ask your Coordinator to email the EDNA Admin Officer at [admin@ednetball.com.au](mailto:admin@ednetball.com.au).

Your role as coach is to read the information and pass all of it on to the players and parents involved with your team.

It is strongly recommended that as a Coach you like us on facebook as all information is posted on there including urgent matters which we may not have time to contact Clubs/Schools direct.

regards

Eastern Districts Netball Association Inc. (EDNA)

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## **EASTERN DISTRICTS NETBALL ASSOCIATION INC** **CODE OF ETHICS & BEHAVIOUR**

**EDNA has a zero tolerance policy towards all unsportsmanlike behaviour. This includes but is not limited to violence, foul language or harassment towards players, coaches, parents, spectators or officials and is not acceptable. (refer by-law 'Fines')**

### **PLAYERS CODE**

1. Learn the rules of the game and play fairly by them at all times.
2. Work hard for your team, your team's performance will benefit and so will your own.
3. Be a good sport, cheer all good play whether it is by your team or the opposition.
4. Treat all players as you yourself would like to be treated.
5. Never argue with an official. If you require clarification have your captain or coach approach the official during a break or after the game.
6. Cooperate with your coach, team mates, opponents and officials at all times, for without them there would be no game.

### **PARENT/SPECTATOR CODE**

1. Do not force an unwilling child to participate in sports, but if they want to play and join a team, then don't like it, encourage them to do their best, finish the season and not let the team down.
2. Remember, children are involved in organised sports for their enjoyment, not yours.
3. Encourage your child to always play by the rules.
4. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
5. Remember that children learn best by example. Applaud good performance and focus on the efforts by your team AND the opponents rather than the overall game's outcome.
6. Respect the official's decision. If you disagree with an official; raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, most officials give their time and effort for the participant's involvement.

### **COACHES CODE**

1. Remember that children participate for pleasure and that winning is only part of the fun. Never ridicule or yell at the children for making mistakes or losing a competition.
2. Coaching comments should consist of positive reinforcement and comments and avoiding negative comments at all costs.
3. Avoid over-playing the talented players, all players need and deserve equal time.
4. Provide suitable rotation opportunities for players in positions.
5. Develop team respect for the ability of players within your own team, the opposition as well as judgement of officials and opposing coaches.
6. Be a positive role model for your players and the sport.
7. Make a personal commitment to keep yourself informed on sound coaching principles and with the rules of the game, constitution and by-laws.

### **UMPIRES CODE (AND OR OFFICIALS)**

1. Provide a safe environment so that everyone involved can enjoy the game.
2. Maintain professionalism through dress code, equity and punctuality.
3. Enjoy yourself and enjoy what you do
4. Develop a rapport with players, but remain impartial and maintain integrity in your relationship with players, coaches and other umpires.
5. Don't allow team issues and sideline distractions to affect your umpiring –stay focused.
6. Accept responsibility for all actions taken.
7. Be current with umpiring procedures and protocols and apply them effectively and efficiently.
8. Treat everyone involved in the game as you yourself would like to be treated.

**NOTE: Whilst within the EDNA court areas, all players, coaches, parents and spectators are representing their clubs and shall be accountable for their actions.**

## **AFFILIATED CLUBS**

### **AFFILIATED CLUBS**

All Club/School Coordinators are listed on the website [www.ednetball.com.au](http://www.ednetball.com.au) This is updated throughout the season as we are notified of changes to

- (a) Club coordinators
- (b) Contact telephone numbers
- (c) Uniforms

So please refer to it if you need to contact the opposition for forfeits or notify EDNA of changes to the information listed.

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## **EXTRACT FROM BY-LAWS (Alphabetical)**

### **ABANDONED MATCH**

A match due to unsafe playing conditions can be abandoned if either:

- (a) Declared by the Association Executive(s) present or the Umpire(s) concerned in consultation with the Court Supervisor if no Executive present. These to be ratified by the Full Executive and if not agreed the match(es) to be replayed.
- (b) Agreed by both teams.

One point is awarded to each team and 10 goals added to both the goals for and against. Both teams should lodge a score card for player qualification.

NOTE: Any matches forfeited prior to the time of the declared abandonment will stand.  
Any matches that have played two or more full quarters before the abandonment will be classed as having been played and the score at the time will count.

### **BLOOD**

Refer Injury/Illness

### **CENTRAL TIMING** (Not used during Finals)

All matches are scheduled to commence and finish by the sounding of a hooter, however play starts & finishes on the Umpires whistle.

The hooter system will be as follows:

- 2 SHORT HOOTS - This is to indicate to umpires to check players.
- 1 SHORT HOOT - This is to indicate to players to take positions after a break.
- 1 LONG HOOT - This is to indicate the start/end of the quarter.

### **CHILD PROTECTION POLICY**

Each coach/volunteer over the age of 18 coaching children under the age of 18 must have provided their Club/School with a Criminal History Assessment.

### **COACHING**

Coaching may only be permitted by the official team coach who must maintain a stationary position for the duration of the game, except Netta and Primary.

*Netta and Primary coaches may move up and down the sides of the court only (not ends or on the court) and are asked to be mindful not to get in the way of Umpires controlling the game.*

### **COMPETITIONS**

Unisex Competitions will be made available for both sexes to participate in any team with 0 to 3 boys under the age of 12 years on court at any one time.

Boys are allowed to finish the season in which they started. They do not have to stop the day they turn 12.

## **COMPLAINTS OR APPEALS**

In the first instance, you are encouraged to approach your Court Supervisor during the game and see if the problem can be sorted out immediately.

For written reports; refer Complaints, Reports and Appeals Policy on the web site [www.ednetball.com.au](http://www.ednetball.com.au)

## **CORRESPONDENCE**

All correspondence must be in writing from the nominated Club Official to the Executive of the Association. Only correspondence from the nominated Club Official will be recognised.

All correspondence from the Executive of the Association will be addressed to the Club Official.

All clubs must have an active email address which is accessed regularly (at least weekly) for urgent correspondence. However, unless the correspondence is considered urgent by the Executive of the Association, it will be dealt with at the monthly Executive meeting.

## **COURT SUPERVISORS**

The Court Supervisors have the power to:

- Order the removal of unruly spectators.
- Report players and officials. (See Tribunal.)

## **EQUIPMENT**

Each club will supply:

- A "match ball which is spherical in shape. (size 4 for netta and size 5 for all others.)  
Is made of leather, rubber or suitable synthetic material and with inflation level of approx 65kPa
- A First Aid Kit for each of their teams. (which includes nail scissors)
- Each team will wear positional bibs with position letters: Position letters are to be 150 mm (6")

## **FINES**

Any club that does not attend an Annual General, Special General or Council Meetings without acceptable excuse will be fined:

- 1<sup>st</sup> offence 2 points per team for that club are deducted,
- 2<sup>nd</sup> offence 2 points per team for that club are deducted plus \$25 fine,
- 3<sup>rd</sup> and subsequent offences in any one financial year, 2 points per team for that club are deducted plus \$50 fine. (See Meetings)

Clubs can be fined up to \$50 for forfeiting. (See Forfeit)

Spectators/Officials can be fined \$25 per incident for misconduct.

## **FIRST AID**

Each club shall provide for its own first aid requirements. (including nails scissors)

## **FORFEIT**

In the event of a forfeit:

- Club officials must advise:
  - Opposition Club Contact
  - Umpires Secretary
  - Court Supervisor

Two points will be awarded to the team receiving the forfeit, who should lodge a score card for player qualification. The team receiving the forfeit will be awarded a score as indicated below; likewise the team forfeiting will be penalised with a score as indicated:

Seniors	35 - 15 for a win and 15 - 35 for a loss
Juniors	28 - 12 for a win and 12 - 28 for a loss
Sub Junior	21 - 9 for a win and 9 - 21 for a loss
Primary	14 - 6 for a win and 6 - 14 for a loss
Netta	7 - 3 for a win and 3 - 7 for a loss

A fine of \$50 may be applied to teams (circumstances pending) forfeiting without giving 24 hours notice or failing to notify the correct officials above. (See Penalties) (See Fines).

In the event of a forfeit in finals, the position of the team will be left to the discretion of the Executive Committee.

### **INJURY TIME**

In competitive matches:

The umpires hold time for blood when noticed or for injury/illness when requested by an on-court player. (in extreme circumstances the umpires may hold time without a request being made.)

The player concerned must leave the court within 30 seconds and receive any treatment OFF the court.

During the stoppage both teams may make substitutions and/or team changes, provided they are completed within the time allowed.

If no substitution is made for the injured/ill/bleeding player, play must resume with the position left vacant.

If the position is left vacant the player concerned or a substitute may subsequently, after advising the umpire take the court immediately following; a goal (to fill the vacant position) or any position at injury stoppage or an interval.

Only primary care person/s are permitted on the court to assess the players medical condition and to assist the player from the court. EDNA coaches are permitted to be the Primary Care Personnel.

### **INSURANCE**

The Association will carry Public Liability Insurance but Players are not covered for injuries sustained in match play.

### **INTERCHANGE**

Each team is entitled to use up to twelve players in any one game. Players may be replaced throughout the game at any of the breaks, or to replace an injured or ill player. Any player who has been replaced on court MAY re-enter the game at a later stage. This applies for both Minor and Major Rounds.

### **MATCH COMMENCEMENT**

Matches will commence at the scheduled starting time.

- Penalty One goal per minute or part thereof up to a maximum of five (5) minutes then a forfeit by the team not ready to start.

### **MATCH DURATION**

- ALL SENIOR & JUNIOR GRADES - Four 12 minute quarters.
- ALL NETTA, PRIMARY & SUB JUNIOR GRADES - Four 10 minute quarters.
- ALL BREAKS - 2 minutes.

### **MODIFIED AGE RULES** (also refer back of this book for more detail)

	<b><u>Primary</u></b>	<b><u>Netta</u></b>
Rule 1	Applicable to all 9, 10 & 11 year olds	Applicable to all 8, & 9 year olds
Rule 2	10 ft (3 m) Goal Posts.	8 ft (2.4 m) Goal Posts.
Rule 3	Defending from 3 ft (0.9 m).	Defending from 1m.
Rule 4	Size 5 Ball.	Size 4 Ball.
Rule 5	Up to 3 seconds possession	Up to 4 seconds possession
Rule 6	Stepping is <b><u>NOT</u></b> permitted	Minimum shuffling allowed.
Rule 7	Full Netball defending rules	One-on-one defence, (i.e. each player <u>may only</u> be defended by one player)
Rule 8	Shot at goal <b><u>may</u></b> be defended	Shot at goal <b><u>may</u></b> be defended
Rule 9	Once the player taking a penalty pass is in	Once the player taking a penalty pass is in

	the correct position, the player may choose either to play the ball immediately or to wait for the infringer to stand out	the correct position, the player will wait for the infringer to stand out of play before playing the ball
Rule 10	Up to 12 players may be used with all players participating in at least 1 quarter	Up to 12 players may be used with all players participating in at least 2 quarters
Rule 11	All players to rotate. Every player <b>must</b> play 2 quarters of the 7 court positions in each season.	All players to rotate. Every player <b>must</b> play 4 quarters of the 7 court positions in each season.
Rule 12	Playing times -10min quarters, 2min breaks	Playing times -10min quarters, 2min breaks
Rule 13	All matches shall be non-competitive, with <b>NO FINALS</b> Scorecards to be used for the purpose of grading. NO points.	All matches shall be non-competitive, with <b>NO FINALS</b> Scorecards to be used for the purpose of grading. NO points.

**Players from both Primary & Netta teams (non-competative) are encouraged to fill in for opposition teams when that team does not have enough players to fill all court positions.**

#### **PHOTOGRAPHY**

If someone is seen to be taking photos inappropriately and is not associated with any club the Court Supervisor is then to be advised and to take appropriate action.

No flash photography during ALL matches.

#### **PLAYER – AGE**

Players in competition will be:

SENIOR	minimum age of 13
JUNIOR	15 years and Under, with a minimum age of 12
SUB-JUNIOR	13 years and Under, with a minimum age of 10
PRIMARY	11 years and Under, with a minimum age of 9
NETTA	9 years and Under, with a minimum age of 8

All ages are as at 31<sup>st</sup> December in the year in which the season commences.

(Boys turning 12 – see Competitions)

Except 7 year olds may start in:

Winter competition, provided they turn 8 by the 31<sup>st</sup> December in that year.

Summer competition, provided they turn 8 by the 31<sup>st</sup> December in the following year.

#### **PLAYER ELIGIBILITY**

No player may play in a lower division/grade once he/she has played three (3) matches in a higher division/grade during the current season.

To be eligible to play in finals a player must have:

- Played three (3) matches for the Club in which the finals are being played.
- Not played in a higher division/grade final during the season in which the finals are being played.

When a Club/School has two teams in the same division/grade players may not change teams without a permit once they have played three (3) matches in a team. Three (3) matches also means one (1) game in a higher division/grade and two (2) games in the same division/grade during the current season.

All competitions are considered separate competitions.

No player may play in a division/grade lower than two (2) divisions/grades below his/her last match in his/her previous season of play. (See Permits and Penalties)

No player is permitted to play more than one finals match per day.

## **PLAYER REGISTRATION**

Each player shall be registered prior to playing a match.

A player may only be registered for one (1) club in any one (1) competition.

Registration is by way of:

- Completion of a registration card and lodging with the Court Supervisor no later than with the first played match score card.

The Court Supervisor will issue an immediate registration number and forward the registration card to the Recording Secretary for official registration.

Player registration is continuous until the player changes:

- Club, Surname or Address; then amended registration is required.

In the event of an amended registration the player shall maintain their previous registration number.

The Recording Secretary shall be notified of any changes within fourteen (14) days.

## **SCORE CARDS** (also refer to back of this book for detail on how to use a score card – issue to your parents)

Each team will:

- Complete legibly an Official Score Card for each match including: (before the start of play as per INF rules)
  - Date, Time and Court Location.
  - Division and Club Name.
  - Home Team and Away Team Names.
  - Surname, Christian Name and Registration Number (in **ALPHABETICAL** order please) of each of your team's Players on the reverse side.

Each Captain and Umpire to sign the front of both teams score cards and the Coach of the respective team to sign the back of their score card on completion of the match.

Each team will ensure that their score card is lodged with the Court Supervisor at the court location immediately following the match.

Only completed score cards received on time are eligible for recording.

In the case of disputed scores the Home Team score card will be taken as the official score card.

## **SCORER**

Each team will supply an independent scorer of fourteen (14) years of age or older.

No game will commence without a scorer from each team.

Both scorers must be together and continually check the score.

Scorers must record centre passes as a check for the umpires and disputed scores.

## **UMPIRES**

All matches will be double umpired by Association rostered umpires (where available).

Umpires have the power to report Spectators, Officials and/or Players. (See Tribunal) they also have the power to remove unruly spectators from the court. Failure to comply may result in the forfeit by the offending team.

NOTE: Umpires wearing RED ARMBANDS are in training, so please be patient with them.

## **UNIFORMS**

- All clubs will register a uniform for approval by Council.
- All team members must be in the approved uniform for all matches.
- Socks that are visible must be worn at all times.
- **Black** sports/boy-leg briefs must be worn unless a body suit is registered. They must not show below the skirt/dress.
- Leg coverings – full length leggings, track pants or tights in the registered colour may be worn. (No compression wear)
- Tops will be allowed to be untucked, but must have two thirds (2/3) of skirts showing.
- Any or all players in a team may wear a tracksuit top (NO hood) and/or bottom for all or part of any game, provided it conforms with that registered by their club. It is to be an acceptable registered tracksuit and



must be a combination of the registered Club colours and must not change the overall appearance of the team. If track pants/leggings are worn, female players must still wear their skirt/dress over them.

- Same style shorts are to be the same colour as skirts/dresses on the team; Cargo shorts, skin tight stretch shorts and open pocket shorts are not permitted. Taping or stapling of pockets is not acceptable, including the first three weeks of the season. Tops are to be the same for the whole team. If the other team members are wearing a dress, the top must be in the same pattern as the dress.
- Sports gloves can be worn; however nails will be checked as per the rules.
- Cultural Headwear- Netta & Primary Divisions – Headwear must be in the same colour as the club uniforms and must not be secured with any pins/sharp objects.
- Competitive grades (Junior, Sub-Junior, Sub-Primary) – For safety reasons Capsters must be worn in these divisions. Headwear must be in the same colour as club uniforms.
- **Hair must be suitably tied back.**
- Uniform bibs are required as part of the uniform.
- Attachment to uniforms cannot be by way of any type of pins.
- A medical alert bracelet can be worn but it must be covered. (A sweat band can be used to cover it)
- **No jewellery including taped studs are permitted.**
- Surgical implanted jewellery is permitted provided the player signs a waiver. If the player is under 18 years of age a waiver must be signed by a parent or legal guardian. (The jewellery must be covered with tape)
- Bangles - A cultural bangle (with consents completed by EDNA Executive) may be worn as far up the arm as it will go and then neatly taped with adhesive first aid tape.
- All teams will be given three weeks grace to obtain correct uniform. All teams must be in correct uniform on the date of their fourth match of the season, and for every match thereafter.
- A player whose uniform is not available for any of those three matches must play these matches in suitable playing uniform and correct footwear.

Umpires have the power to remove any player from court that does not comply with the above dress rules until he/she does comply.

## **WEATHER POLICY**

### **HEAT**

If the forecasted temperature on BOM (Bureau of Meteorology) at 8am on the morning of the matches is 35deg C or above **ALL Netta & Primary** matches are abandoned. (CANCELLED) (See Abandoned Match)

**Sub-junior & Junior** games will still be played however quarters will be reduced by 2 minutes.

**Senior** matches will still be scheduled with the decision to Forfeit or Abandon matches left up to individual Teams/Clubs. (See Forfeit) (See Abandoned Match)

### **RAIN**

Matches are **NOT** abandoned due to wet weather.

Umpires/Court Supervisors can suspend/abandon play in individual matches while HAIL or LIGHTNING is present.

### **EXTREME CONDITIONS**

HEAT AGE competition – In the event of extreme hot weather conditions the Executive will decide if matches will be abandoned. A notification will be added to EDNA Facebook at 4pm. **AMD 22/2/18**

Extreme weather condition forfeits need to be made before 4pm to avoid a fine. **NEW 22/2/18**

Winter – If the Executive deems the weather conditions are considered to be unsafe for players and or officials, notification will be made on EDNA Facebook 1 (one) hour before commencement of first game. All matches will be declared abandoned. (See Abandoned Match) **AMD 22/2/18**

### **FINALS**

All Finals are played on days as scheduled but Playing Times & Locations may be changed at short notice. **NEW 8/3/00**

*NOTE: Everyone (coordinators, coaches, umpires & parents) has a duty of care to players. Individual teams still have the option of forfeiting or parents removing a child from the competition. (EDNA does not hold medical records of individual.*

## **FINALS PROGRAM** (Sub-Junior, Junior & Seniors)

### **NOTE:**

- **FINALS PROGRAM WILL BE UPLOADED TO WEB SITE AFTER REGRADING. (round 6)**  
**Teams may be located at different COURTS and play at different TIMES for finals.**
- **Finals rosters will posted on the website on the Tuesday prior to the Semi Finals.**
- Central timing is **NOT** used during the Finals. Both teams must supply 2 persons of at least 14 years, one to score & one to time. The home team is to time the quarter duration and the away team to time the breaks and injury times. The start of each round of matches will be synchronised by the hooter.
- In the event of a draw in the finals, there will be an interval of two (2) minutes.
  - Teams will change ends.  
They will play 2 x six (6) minutes halves. [Sub-Junior five (5) minutes]
  - There will be an interval of one (1) minute between these halves.
  - During both these intervals, substitutions and/or team changes may be made.
  - In the event of a tie remaining at the end of extra time:
    - Semi & Preliminary Finals:  
Teams will **continue** playing until one team gains a two (2) goal lead. They will be declared the winner.
    - Grand Finals:  
The teams will be declared Dual Premiers.

All scorecards for **Grand Final** matches must list all players intended to be used during the game, and shall be submitted to the **Recording Secretary** for player verification, prior to the commencement of the game. **NO GAMES** will commence until the scorecards for both **Grand Final** teams have been checked and **signed** by the **Recording Secretary**.

## **MODIFIED RULES**

### **PRIMARY:**

- This is a learning environment, all matches shall be non-competitive, no finals are played and therefore match scores are only to be used for grading purposes.
- Normal netball rules apply (other than variations listed in the by-laws)
- Up to 12 players may be used with all players participating in 1 quarter.
- All players to rotate. Every player **MUST** play 2 quarters of the 7 court positions in a season.
- 4 x 10 minute quarters with 2 minute breaks are played.
- If an opposition team is short of players, you are encouraged to loan spare players to give them extra playing time.
- Each participant in the competition will receive a certificate of participation.

### **NETTA:**

- Goal posts are lower (2.4m or 8ft) in height.
- Size 4 ball is used, made of material and pumped to the correct inflation in accordance with EDNA bylaws.
- 4 second possession - After catching the ball it must be passed within 4 seconds.
- Minimum shuffling allowed – Allow shuffling on the spot to gain balance before throwing, without gaining ground down the court.
- One-on-one defence in all areas on the court– Each player may only be defended by one player.
- May defend an opponent with the ball from a distance of 1 metre including opponent shooting for goal. • Up to 12 players may be used with all players participating in at least 2 quarters
- All players to rotate. Every player **MUST** play 4 quarters of the 7 court positions in a season.
- 4 x 10 minute quarters with 2 minute breaks are played.
- This is a learning environment, all matches shall be non-competitive, no finals are played and therefore match scores are only to be used for grading purposes.

- If an opposition team is short of players, you are encouraged to loan spare players to give them extra playing time.
- Other than the variations listed above and in the by-laws, normal netball rules apply.
- Each participant in the competition will receive a certificate of participation.

#### **COACHES:**

- The coach should coach the skills of netball to the appropriate level of the development of the child in an encouraging manner.
- One person per team, nominated to and recognised by the Umpire(s) as the coach, may coach players during the playing time of the match.
- The Coach may walk up and down the side lines, but not behind or around the goal line(s), also known as the "base line(s)" at either end of the court to instruct players. (Never on court)
- Coaches whilst walking the side lines must give officiating umpire(s) clear passage around the court.
- The Coach is not to shout instructions to their team when directly behind an officiating umpire.

#### **UMPIRES:**

- Are to use simple language and to explain decisions.
- Are to adopt an encouraging and pleasant manner at all times to ensure an open and free flowing-game - particularly in the setting up of penalties and throw-ins.

### **EMERGENCY EVACUATION**

- Eastern Districts Netball Association Inc (EDNA) has developed an Emergency Policy in accordance with a request by the Members.
- The Court Supervisor at each Court Location will be responsible for directing proceedings for evacuations when necessary and liaising with Emergency Services should they be required.
- Other members of the Executive may be consulted as required.
- Coaches will be responsible to ensure that all their team members and spectators abide by these directions and each of their members is accounted for.

## **SCORE CARD HELP**

A scorer of at least 14 years is required for each team to record the outcome of each game. No game can commence without a scorer for each team. Both scorers must be together (preferably near the centre of the court) and continually check the score with each other.

Your score card front is in five parts:-

### **PART 1**

- The top of the card is where you record information which identifies your team and division to the recorder. As many Clubs have more than one team in divisions it is important for you to get this information correct.
  - DIVISION: This means Junior, Sub Junior, Primary or Netta followed by the level. ie Primary 5
  - DATE & TIME: Date and time the game is played.
  - LOCATION: The location of the courts ie Phillis Street
  - COURT NUMBER: Each location of courts are numbered. Just write the number of the court you are playing on.
  - CLUB: This is the name of your club and identifies which club the score card belongs to.

### **PART 2**

- HOME TEAM: The first named team on the draw is the home team.
- AWAY TEAM: The second named team on the draw is the away team.
- NUMBERS: Each time a goal is scored, put a small dash through consecutive numbers in the box of the team scoring the goal. ie Home Team or Away Team.
- 1st/2nd/3rd/Final: This refers to each quarter of the game. A progressive score is recorded at the end of each quarter for each team.

### **PART 3**

- CENTRE PASSES: H = Home team, A = Away team. The first centre pass is decided on by a coin toss between the two captains. Put a small circle around each centre pass as it is taken. At the end of the quarter if a goal is not scored from that centre pass put a line through the circle.
- The subsequent quarters start with a centre pass from the opposite team who took the last one in the previous quarter.
- It is important you keep track of centre passes as the umpire may ask you if they have lost track or there is a dispute between the Centre players.

### **PART 4**

- HOME CAPTAIN / AWAY CAPTAINS: The captains of each team sign the score card.
- UMPIRES NAMES/ SIGNATURES: The umpires will sign the score card at the end of the game to verify the result.

### **BACK**

- SURNAME / GIVEN NAME / REGO NO. This area must be filled out by the coach before the game starts to verify which players are taking part in the game (and only those taking part in the game). It should be written clearly and all players must be registered before going on the card. Names are to be written in ALPHABETICAL order of Surname. (Refer Registration)
- COACH SIGNATURE: The Coach signs their own team's score card to verify the information is correct.

### **COMPETED SCORE CARD**

- The completed score card must be handed to the Court Supervisor on the day the match is played.

### **\* REGISTRATION**

- Each player is required to be registered before taking the court. Registration Cards are available from the Court Supervisor. Once a child receives a registration number, this number remains theirs for the life of their playing in the EDNA Age competition.

To assist the team scorer to correctly complete the scorecard, Team Coaches or Captains are requested to complete the following (exactly as registered) of all players who regularly play in this team in **Alphabetical order of Surname** so that it can be duplicated this way on the score card.

**DIVISION** \_\_\_\_\_

**LOCATION** \_\_\_\_\_

**CLUB** \_\_\_\_\_

**TEAM NAME** \_\_\_\_\_  
 (You can be either the home or the away team)

<b>SURNAME</b>	<b>GIVEN NAME</b>	<b>REG. NO.</b>

- \*All players are to be registered **prior to playing their first match** by completing a registration card and lodging it with the Court Supervisor. A player may only be registered for one club in any one competition.
- \*Completed score cards are to be lodged with the court supervisor at the court location immediately after the game.
- \*It is the Coaches responsibility to sign their own Club score card verifying players listed have played and registration numbers are correct.

## NOTES