**Playing without Penalties**

**A Coaching Aid for**

**Club Coaches**

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CDNA

2019

**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 or 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 or alcohol allowed.

**PLAYERS**

* You may register up to 12 players in your team.
* You need at least 5 of those players to play a game.
* You may only de-register three players.
* To complete their registration, all junior and senior players must sign the signature sheet at the office before they play their first game. Any unregistered player will incur a loss of 4 points.
* A player must play three (3) games in the one team to be eligible to play in the finals series.
* In the event that 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 day, in any day or night 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 she turns 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.
* Reserves must not sign the score sheet unless they play.
* Any player playing under another player’s name and/or signature must appear before the Judiciary Committee.
* All players must wear 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.

**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.
* NetSetGO! Coaches must print their name and sign the team signature sheet before the first game.
* The Association Coaching Co-ordinator, Anne Stewart, 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 she/he is 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 that Club 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.
* Any player sent from the court for the remainder of the game shall be required to appear before the Judiciary Committee. Umpires should note on the score sheet if a player is sent off for the remainder of the game.



**WET WEATHER**

We play if wet. Check website for notification of cancelled games.

Games may only be called off by the Executive Committee.

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 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 the complex. If an ambulance is required, please report to the 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.

**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 note on the score sheet if a player is sent off for the remainder of the game.
* 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. Scorers must sign scoresheet in place provided.
* Reserves MUST NOT SIGN THE SCORE SHEET unless they play.
* Coaches and Umpires must print and sign their names on score sheet. Individuals who fail to comply with this rule will incur a fine of $5.
* Umpires should note on the score sheet if a player is sent off for the remainder of the game.
* 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 print players’ full names on score sheets. 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. Five (5) names of registered team members only are required.
* 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 and captain must sign score sheet to claim forfeit.
* Teams which forfeit will be fined $10 for first 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 finals series may be fined $200 per forfeit.
* Teams which forfeit three (3) consecutive games (without justification) will be ineligible to play in the finals 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 Executive

12.02.19