

Winter Competition Management Policy

2025 VERSION ONE

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1	New Policy/Procedure	

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1 Competition Management

- 1.1) The Match Committee is ultimately responsible for the running of the Wagga Wagga Netball Association (WWNA) Competitions.
- 1.2) The Match Committee will consist of the Senior and Junior Competition Managers, Umpire Convenor, President and Secretary. A quorum for meetings will be three (3) members.
- 1.3) Grading of teams for the Winter Competition will be at the discretion of the Competition Managers. Any appeals against grading should be submitted to the Match Committee for review. The Match committee decision will be final.
- 1.4) Premiers and Runners Up from the previous season will automatically be promoted to the next higher division if they have (five) 5 or more players from the previous year's team.
- 1.5) The exception to clause 1.4 would be where the next higher grade is played on a different day/night.

2 Pre-Competition Process

2.1 Registration

- 2.1.1) Only those persons registered each year, (in accordance with the Constitution) shall be recognised as members of the WWNA.
- 2.1.2) Individual clubs of the Association are responsible to ensure all players and officials including coaches and managers are registered prior to the season commencement of any competition run by the Association as per the Netball NSW Affiliation and Membership Policy.
- 2.1.3) It is the responsibility of each affiliated club to ensure all individual members are registered within the Netball NSW Membership Database System, prior to participating in any Netball Activities to ensure participant insurance cover is active in the event an injury takes place.

2.2 Registration Age & Classification

- 2.2.1) Net-Set-Go (NSG) age and classification is defined in the Net Set Go Policy.

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- 2.2.2) Junior players: participants who are between 11 and 17 years of age by December 31 in the year of play.
 - 2.2.3) Senior players: participants who are 18 years of age or older by December 31 in the year of play.
 - 2.2.4) Non-Players: any person acting in the capacity of a team coach, team manager, assistant coach, umpire, administrator, official and/or other person.
 - 2.2.5) Non-Players are required to register in PlayHQ in their capacity as coach, umpire, official or volunteer to the Association.
 - 2.2.6) All Abilities: any participant who holds a valid concession card for a disability pension and/or a member of Sports Inclusion Australia. In the case of children under the age of 18 years who are defined within this category, it is permissible for the parent/guardian to hold the concession card on their behalf.

2.3 Competition Fees

- 2.3.1) Fees are to be determined annually by WWNA Executive, following the AGM and will be notified to all individual clubs in November each year.
- 2.3.2) Individual players to be registered with relevant Club through Play HQ and applicable fees paid.

2.4 Teams

- 2.4.1) Clubs are to submit team nominations by the date nominated by WWNA.
- 2.4.2) No team will be accepted for registration with fewer than seven (7) players registered in Play HQ.
- 2.4.3) No team shall register more than twelve (12) players per team in total per season.
- 2.4.4) Teams may utilise Netball NSW One Day Registration option for an unregistered player to play in their team, but only if the team has less than twelve (12) players registered in total. For example: If a team has ten (10) players registered in their original team an additional two (2) One Day Registrations may be utilised per game day.

2.5 Gender

- 2.5.1) Junior divisions will be available for all genders aged 12 years and under in the year of play in the winter competition.

2.5.2) WWNA will endeavour to provide additional playing opportunities for participants who are of any sex or gender identity in the Mixed Social and Twilight Competitions.

2.6 Club Uniform

2.6.1) Players in competition matches are required to wear the uniform of their club. Clubs, upon affiliation, shall register the uniform to be worn and all updates or changes are to be submitted to the Association Secretary prior for approval.

2.6.2) All players must wear regulation position patches at all times which must be fully visible to the umpires for the duration of the match.

2.6.3) To embrace adaptability and flexibility around uniforms in order to encourage continued participation and enjoyment in our sport, individual players in each team may choose any combination of their club uniform items. This may include:

- t-shirts, singlets or long sleeve t-shirts must be the same design as the top of the traditional playing dress and must still be able to clearly display a playing positional bib
- the choice of bottoms must either include the same design as the dress/top or could be a designated block colour to match the uniform (i.e. black, royal blue, navy blue etc.)
- head or face coverings should be a designated block colour to match the uniform (i.e. black, royal blue, navy blue etc.)

2.6.4) Persons who are required to wear specific attire due to their cultural background are permitted to wear such garments upon notification to the Association Secretary prior to competition commencement. It is perfectly acceptable for players to wear head coverings for religious reasons and should be included as an item in a club's playing uniform. Such head coverings must be:

- made of soft material
- tight and non-flowing
- edges must be held securely or tucked into the shirt
- not cover positional bib
- tied on or fastened by clips and non-sharp pins
- all black, all white or team colours.

2.6.5) Suitable footwear must be worn.

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- 2.6.6) The requirement for medical devices to be worn on the person during play must be notified to the Association Secretary for approval prior to taking the court. A medical exemption card will be issued to produce upon request eg by an umpire or court official.
- 2.6.7) Players must contact the Association Secretary for advice prior to registering if medical devices or jewellery are not able to be removed for religious / medical reasons. If approved, an exemption card will be issued and must be produced upon request by an umpire or court official. In this case, it is the player's choice to play wearing such items on the person, and this player accepts the risks involved. Jewellery or medical devices that cannot be removed for religious / medical reasons should be covered with padding / tape as necessary to prevent injury to others. Jewellery or other items which cannot be securely covered or taped must be removed.

2.7 Representative Player Cap

- 2.7.1) A representative cap applies to Divisions U12 through to U18 inclusive.
- 2.7.2) A cap of three (3) representative players shall apply.
- For this purpose, a representative player will be defined as: a selected TEAM player in the season prior to the current season in which the team is nominating to play.
 - A Wagga Wagga Netball Association representative player.
- 2.7.3) Squad players are not included in the representative player cap.
- 2.7.4) For details relating to 'borrowed players' with the representative player cap, refer to the 'Borrowed Player Policy'.

3 Competition Processes

3.1 Match Format

- 3.1.1) Variations to playing times are made by the competition managers and advised prior to commencement of the competition.
- 3.1.2) Central timing is used for all WWNA competitions unless otherwise advised by the Competition Manager/ Match Committee.
- 3.1.3) Match timings will be:
- NSG to U11s: ten (10) minute quarters, breaks of 2 mins, 5 mins (half time), 2 mins.

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- U12s to Seniors: fifteen (15) minute quarters, breaks of 2 min, 5 mins (half time), 2 mins.

- 3.1.4) No extra time is added to any quarter throughout the normal rounds of competition.
- 3.1.5) Play will commence and finish on the blow of the umpire's whistle.
- 3.1.6) A team must commence a match with at least five (5) players originally registered to the team. Teams can promote a player at any time during the normal rounds of the competition. Once promoted a player may not return to their original team.
- 3.1.7) A competition match is classed as a match that is played in full or abandoned after half time due to adverse weather conditions or other exceptional circumstances as deemed by the Match Committee.
- 3.1.8) In the event of a match being abandoned at or after half time, the score at the point of abandonment will be the official result of the match.
- 3.1.9) In the event of a match being abandoned before half time, a draw will be the official result of the match
- 3.1.10) On declaration of a washout all games including stadium games are abandoned.

3.2 Deferred Matches

- 3.2.1) An application to defer a match can be submitted by any club.
- 3.2.2) A club seeking a deferral should seek the support of their opposition prior to applying for the deferral.
- 3.2.3) A request to defer a match is to be submitted to the Competition Manager fourteen (14) days prior to the scheduled match. The application should include the reason for the deferral and evidence of the agreement of the opposition. An agreed rescheduled date and time should be included in the application. Exceptional circumstances may be considered upon application if less than 14 days.
- 3.2.4) Deferred games are to be played at the direction of the Competition Manager.
- 3.2.5) WWNA acknowledges the contribution of university teams to the competition. University teams will be required to play vacation rounds at the discretion of the Senior Competition Manager, providing the opposition is not disadvantaged. These games should be played within two (2) weeks of the original fixture date.
- 3.2.6) The Competition Manager will take reasonable measures to adjust fixtures to accommodate university teams.

3.3 Competition Points

- Two (2) points received for a win
- Two (2) points received for a forfeit to non-forfeiting team.
- Two (2) points received for a bye
- One (1) point received for a draw

3.4 Forfeits

- 3.4.1) A team that forfeits is penalised with a score of twenty(20) to zero (0) to the non-forfeiting team.
- 3.4.2) A team is automatically penalised two (2) points from the competition ladder if less than 24 hours notice is given of the forfeit to the relevant Competition Manager by way of email to WWNA's official email address. Teams who need to forfeit will notify their Club Administrator of the intention to forfeit. The relevant Competition Manager will notify the opposing Club Administrator of the forfeit at the earliest opportunity.
- 3.4.3) All teams should consider the borrowed player policy or deferral of game if possible prior to forfeiting.
- 3.4.4) Forfeiting by teams during finals will result in a penalty of \$1000.00. (See Forfeits 6.7.3)

3.5 Games affected due to Adverse Weather Conditions

- 3.5.1) Refer to Netball NSW Adverse Weather Conditions Policy. [NNSW Adverse Weather Conditions Policy](#)

4 Match Officials

4.1) Umpires - see Umpiring Policy & Procedure

- 4.1.1) Inappropriate behaviour and disrespect directed to any umpire will not be tolerated.
- 4.1.2) Any abuse must be reported to the Control Centre as soon as possible.
- 4.1.3) No official match shall be played without at least two (2) umpires.
- 4.1.4) Umpires start and finish matches and quarters by blowing their whistles on the sound of the official buzzer.

4.2) Coaches (Yellow Vest)

- 4.2.1) All teams from Net Set Go (NSG) up to and including Under 18s must supply a yellow vested coach.
- 4.2.2) Coaches must be registered in the Netball NSW Membership Database System.
- 4.2.3) Coaches including assistant coaches must wear a yellow vest identifying them as a coach.
- 4.2.4) Coaches if playing on an outside court must stand / sit in one spot on the side of the court
- 4.2.5) Coaches, if playing in the Stadium, must be seated throughout the game.
- 4.2.6) With the exception of NSG teams, coaches may not move up, down or around the court
- 4.2.7) For teams registered in the Senior Competition from C Reserve grade up to and including A-Reserve who have a coach, the coach MUST wear a yellow vest. No coaching can be undertaken from the sideline without wearing a yellow vest.
- 4.2.8) Failure to comply with any of the clauses in section 4.2 may result in a loss of competition points at the discretion of the Match Committee.

4.3 Court Vested Official (Blue vest)

- 4.3.1) All teams from NetSetGo (NSG) up to U18 MUST supply a blue vested official, and where possible all teams from C Reserve up to A Reserve should supply a blue vested official:
 - Check in with the umpires to see if there is anything they require to assist them in their role.
 - If the umpire raises concerns and requires additional support, seek assistance from the Umpire Control or Control Centre.
 - Report any incident or behaviour concerns causing distress to umpires or players immediately to control desk
- 4.3.2) Failure to comply with any of the clauses in section 4.3 may result in first offence written warning, second offence deduction of one (1) point penalty at the discretion of the Match Committee.

4.4 Managers

All Junior teams including Net Set Go teams should have an official non playing Team Manager who will:

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- 4.4.1) Act on the team's behalf in matters relating to the competition
 - 4.4.2) Ensure that directions from the Match Committee to the team or to any team member are carried out
 - 4.4.3) Be responsible for the pre-game formalities and general management of the team while at the courts.
 - 4.4.4) In Senior teams where no team manager is registered, the team captain shall act as Manager.
 - 4.4.5) If needed the Coach can also be the team manager.

4.5 WWNA Game Officials (Green Vest)

- 4.5.1) The Green Vest identifies a Wagga Wagga Netball Association Game Official who is either an Executive Member or an Executive Appointed Game Official who is given the authority to act on the Executive Committees' behalf, where an incident may occur. This includes addressing member or spectator behaviour as required, and even directing a member or spectator to leave the premises.
- 4.5.2) Any disrespect shown towards our WWNA Game Officials will be dealt with seriously, and in accordance with the Netball NSW Membership Protection Policies.
- 4.5.3) All Executive Committee members are WWNA GAME OFFICIALS, whether wearing a Green Vest or not.

4.6 Scorers

- 4.6.1) Each team is to provide a capable scorer for each game. Scorers are required to sit together throughout the game in the centre of the court between the team benches.
- 4.6.2) The scorers are responsible to ensure:
 - All player full names are correctly recorded on the score sheet
 - All borrowed players including the grade and team that they are registered to play in is recorded on the score sheet.
 - Rolling subs are recorded on the score sheet (as per Appendix 1, Rolling Subs Rules)
 - The centre pass is recorded in case of a dispute (notify the umpire if incorrect)
 - The score sheet is completed in full.
- 4.6.3) Failure to complete the score card including the signatures of captains, the full names of players, the information relating to borrowed players and the completion of 3,2,1 points

for the opposition team will result in first offence written warning, second offence deduction of one (1) point penalty from the offending team.

5 Players

5.1 All Players

- 5.1.1) All players must be registered.
- 5.1.2) All players must be registered to a team.
- 5.1.3) Players can only be registered prior to round ten (10)

5.2 Borrowed Players

- 5.2.1) There are no relief or substitute players. See Borrowed Player Policy

5.3 Rolling Subs

- 5.3.1) Rolling subs apply to all grades Under 11s and over. All playing positions must be recorded on the score sheet at the start of each quarter. Teams determine location of team bench and rolling sub line prior to commencement of game.
- 5.3.2) When rolling substitutions are made mid quarter, a tick can be placed in the position box next to the substitution player's name to indicate they have taken the court that quarter. There is nothing required on the score sheet to advise who has left the court.
- 5.3.3) When a player has no playing position or tick next to their name for any quarter, they will be deemed as not taking the court.
- 5.3.4) When a substitution is made the team manager or player must notify the score bench only if it is the first time the substitute has come on that quarter.
- 5.3.5) Players must observe the offside rules as they enter/leave the court and must not interfere with the umpire's movement during the substitution.
- 5.3.6) Sanction: Free pass from where the ball was when the interference or offside entry/exit occurred (only awarded if this does not disadvantage the non-offending team)

5.4 Player Transfer

Conditions of Player Transfer between Affiliated Clubs during the season:

- 5.4.1) Permission to transfer will only be granted under exceptional circumstances.

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- 5.4.2) Transfer will be considered if fewer than three games have been played by the player prior to Round 7, and only once per season per player,
 - 5.4.3) A player may only transfer in the same grade or higher.
 - 5.4.4) An official of the registered club releasing the player must sign the transfer form.
 - 5.4.5) Notification of approval will be given within 5 days of receipt of the Player Transfer Request form.

Conditions of Player Transfer between Affiliated Clubs between seasons/competitions:

- 5.4.6) A Club may not prevent a player from transferring to another Club between seasons, providing all due monies owed to the Club are paid.
- 5.4.7) Upon all due accounts settled, a Club must release a player within three (3) days of receiving a release request.

5.5 Deregistration of a Player

- 5.5.1) Players can only be deregistered on advice from an Affiliated Club when the player has left the club or sustained serious injury causing the player to be unavailable for the season. Players can only be deregistered prior to round ten (10) of the competition.

5.6 Unregistered Players

- 5.6.1) Only registered players are eligible to take the court for any competition. Should a team play an unregistered player the following will apply:

Penalty: The Competition Manager shall penalise a team for playing an unregistered player in any game during the competition by the deduction of two (2) points for the infringing team. If the infringing team wins the game, they will be recorded as losing the game on the official match result. A loss of twenty (20) to zero (0) will be recorded. If the non-infringing team wins the game by a margin of more than twenty (20) points, the **higher margin** will be recorded as the official result, with the infringing team receiving zero (0) goals.

- 5.6.2) The Competition Managers can and may audit any division or team at any time during the competition season. If unregistered players have been found to have taken the court, the offending team will have the penalty referred to above backdated to each game the player played in.

5.7 Playing Ineligible Players

- 5.7.1) Players cannot play down in a division/grade lower than the division/grade they have been registered in for any reason.
- 5.7.2) Players cannot play across divisions/grades (example B2 player cannot play in another B2 Team) for any reason.
- 5.7.3) Players can move up in grade if in a different division (example U14 Div 3 can play U14 Div 1 or 2).

Penalty: The Competition Manager shall penalise a team for playing an ineligible player in any game during the competition by the deduction of two (2) points for the infringing team. If the infringing team wins the game, they will be recorded as losing the game on the official match result. A loss of twenty (20) to zero (0) will be recorded. If the non-infringing team wins the game by a margin of more than twenty (20) points, the **higher margin** will be recorded as the official result, with the infringing team receiving zero (0) goals.

- 5.7.4) The Competition Managers can and may audit any grade or team at any time during the competition season. If ineligible players have been found to have taken the court, the offending team will have the penalty referred to above backdated to each game the player played in.

6 Finals Series

6.1 Finals Format

- 6.1.1) At the conclusion of the final round, the teams in positions 1-4 on the ladder in Play HQ will progress to a final series.
- 6.1.2) Where two (2) or more teams finish on equal points after the final round of matches, positions for Semi Finals are determined on the basis of their respective percentage as per score point ladder in Play HQ.

6.2 Eligibility

- 6.2.1) All players must participate in at least three (3) competition matches with their registered team within the season to be eligible to participate in semi-finals, finals and grand finals. Any player found to be ineligible to take part in the final series will not be permitted to take any further part in the final series.

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- 6.2.2) Any team found playing an ineligible player in the final series will be considered to have lost that match in which the ineligible player has taken part.
 - 6.2.3) Any player who plays a total of five (5) games as a borrowed player in a higher grade is a promoted player and is ineligible for lower grade finals.
 - 6.2.4) Where special circumstances exist, a player not otherwise eligible for finals may be granted permission to play on application to the Match Committee.
 - 6.2.5) For details relating to borrowed players in the final's series, refer to the Borrowed Player Policy

6.3 Semi Final

- 6.3.1) Major semi-final shall be played by the teams finishing first (1st) and second (2nd) on the final point score ladder.
- 6.3.2) Minor semi-final shall be played by the teams finishing third (3rd) and fourth (4th) on the final point score ladder.

6.4 Preliminary Final

- 6.4.1) The loser of the major semi-final to play the winner of the minor semi-final.

6.5 Grand Final

- 6.5.1) Winner of major semi-final to play winner of preliminary final

6.6 Tied Games in Finals

- 6.6.1) For Under 18's and below when goal scores are even at full time – Teams swap ends and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods.
- 6.6.2) For C Reserve and above when goal scores are even at full time – Teams swap ends and after an interval of two (2) minutes, play an additional two (2) periods of seven (7) minutes each with a two (2) minute break between periods.
- 6.6.3) If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage.
- 6.6.4) Extra time for tied games will be timed independently.

6.7 Forfeits in Finals

- 6.7.1) Teams wanting to forfeit their position in either the Semi or Preliminary final must write to the Match Committee seeking approval to withdraw at least 5 days prior to the date the final is due to play.
- 6.7.2) The next team in line will be promoted to take the place of the forfeiting team.
- 6.7.3) Teams forfeiting finals without seeking approval or not giving at least five (5) days notice will be fined \$1000.00.
- 6.7.4) Teams who forfeit during the finals will be referred to the Match Committee to determine whether the team will be allowed to register in the following year.

6.8 Finals Games Cancelled due to Adverse Conditions

- 6.8.1) Should semi finals be cancelled the finals series will revert to an elimination preliminary final. The team finishing first (1) on ladder plays the team finishing third (3) on ladder. Losing team will be eliminated. Team finishing second (2) on ladder versus team finishing fourth (4) on ladder. Losing team will be eliminated. Winners will play the grand final.
- 6.8.2) Should the preliminary final be cancelled, the team who finished highest on the season competition ladder will be promoted to the grand final. The team lower on the season competition ladder (3 or 4) will be eliminated.
- 6.8.3) Should the grand final be cancelled, the team who entered the grand final first (ie. semi final winner) will be declared the Premiers.

7 Game Management

7.1 Issues on Court

- 7.1.1) Umpires are empowered to manage any on court issues. Where a 'send-off' has occurred, this must be noted on the back of the score sheet, including the offending player's details eg. name, position and quarter when the send off occurred.
- 7.1.2) For any escalating issues on any court before, during or after a match, which the umpire is not able to control, a court vested official must report immediately to the control centre. See Clause 4.3

7.2 Complaint and Disciplinary Procedures

- 7.2.1) Clubs are to be familiar with current complaint and disciplinary procedures and advise their members accordingly.
- 7.2.2) Clubs, as affiliates, are expected to manage all matters of complaint or incident in accordance with the relevant WWNA and Netball NSW policies.
- 7.2.3) Refer to the relevant Netball NSW Policies available here ([link](#))

7.3 Complaint Handling

- 7.3.1) A 'complaint' in this context is considered to include grievances, dispute and member protection issues.
- 7.3.2) All complaints submitted following the below process will be reviewed and managed in accordance with the relevant Netball NSW policy and procedures and the Integrity Framework by the Hearing Officer or representative.
- 7.3.3) All complaints are to be submitted to the Association Secretary.
- 7.3.4) Only complaints submitted by a Club Official via email will be considered and actioned.
- 7.3.5) All complaints will be treated as confidential; this includes correspondence and the process in which the complaint is handled.
- 7.3.6) The Hearing Officer or representative will assess the complaint before determining appropriate action to be taken.
- 7.3.7) In instances where a complaint is lodged to register a concern but no action is requested or warranted, the club will be asked to take the appropriate steps toward resolution in accordance with Netball NSW policies.

8 Special Circumstance Determinations

- 8.1) In applying the policies, the Match Committee or WWNA Executive Committee has authority to consider special circumstances outside the prescribed limits of the Regulations in the interests of Netball.
- 8.3) A determination by the Match Committee or WWNA Executive Committee under this special circumstance provision is not subject to appeal or review and need not be made public where privacy is also an element of the consideration.

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- 8.4) Nothing in this policy will prevent the Match Committee or WWNA Executive Committee from approving a course of action to meet unforeseeable circumstances not covered by the policy.



Wagga Wagga Netball Association Rolling Subs Official Guide

Scoring

- All playing positions must be filled into the score sheet at the start of each quarter.
- When rolling substitutions are made mid quarter, a tick can be placed in the position box next to the substitution player's name to indicate they have taken the court that quarter.
- There is nothing required on the score sheet to advise who has left the court.
- When a player has no playing position or tick next to their name for any quarter, they will be deemed as not taking the court.
- When a substitution is made the team manager or player must notify the score bench **only if it is the first time the substitute has come on that quarter.**

Court Requirements / Rolling Substitutions Area

- The designated Rolling Substitutions Area will be clearly marked with a short line, where the substitute player is to stand, and where the two players must “tap” before the substitute player enters the court.
- There will be two marked lines, one for each team. Teams to determine which line they will each use before the game starts.

IMPORTANT TO NOTE - Rolling Sub Lines - Location

Due to the court layout and structures around our courts, there is NO UNIFORM SOLUTION with regard to placings of the rolling subs lines.

Teams will need to locate the lines on their allocated court, agree which line each team will use and set up team benches and scoring locations accordingly.

During the Game

- In addition to standard substitutions during intervals and stoppages, teams will be allowed to make rolling substitutions during play.
- Rolling substitutions can only be made where a team has a minimum of one player on the team bench.
- There is no limit to the number of substitutions that can be made.
- Only one rolling substitute can be at the line at any one time.
- Time will not be held for rolling substitutions (be sure to not delay play at the centre pass).
- All substitutions are to present at the Rolling Subs Line prior to taking the court, and must be clear of the umpires' pathway - **The Umpire has "Right of Way"**
- The substitute entering the court cannot leave the Rolling Substitution area until the player leaving the court has tapped the substitute at the Rolling Subs Line.
- **Players must observe the offside rules** as they enter/leave the court and must not interfere with the umpire's movement during the substitution.

Sanction: Free pass from where the ball was when the interference or offside entry/exit occurred (only awarded if this does not disadvantage the non offending team)

