



Sunshine Coast Netball Association Incorporated

SECTION 5 – Part C Divisional Coaches Handbook

January 2020



THE SUNSHINE COAST NETBALL ASSOCIATION INCORPORATED 2020 CLUB HANDBOOK

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Skill Based Competition

Our Divisional competition is for players 11 to 18 years. Teams are graded based on skill, not on age. This means different ages can play together creating a strong competition for all skill levels. This has the benefit of allowing players to achieve different levels at their own pace while still enjoying netball.

Grading

As the day competition is skill not age based the grading process starts with clubs entering their teams by nominated division along with the TRN (team ranking number).

There are two grading days for all divisional teams. On grading day 1 all teams participate and play up to seven short games. On the second grading day the top 4 in division 1 may not be required to grade at the discretion of the grading committee.

The games are 2 x 6 minute halves. It is a straight change over at halftime, any sub players must sub on at this time. Every player must take the court in every game.

Both Grading Days look like:

- ROUND 1 - Div1 Div2 Div3 Div4
- ROUND 2 - Div5 Div6 Div7 Div8
- ROUND 3 - Div9 Div10 Div11 Div12
- ROUND 4 - Div13 Div14 Div15 Div16 Div17

Club Coaches on both weeks need to be aware of the following:

- Games must start on time, so coaches need to be organised.
- There is only 3 minutes between games please move quickly to next court.
- All team members must sign the first score sheet only
- Scoring will be done different for **grading only**. Please mark scored goals with a tick. Attempt and missed goals with a cross. Please circle the progressive score at the half time mark and full time.

		2020 Buderim Firestrikers		Total	Mountain Creek 2020 Mystics		Total	
1	G.S.	///x	2	7	G.S.	///xx	1	
	G.A.	//////x	5		G.A.	///	1	2
2	G.S.	///	3	7	G.S.	///x✓	2	
	G.A.	///	4		G.A.	x	0	2
Total:				14	Total: 4			

Progressive Score

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40	21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60	41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80	61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

- Boards will be in the middle of the court for each game. Please put them back in the middle of the court at the end of each game.
- Bring your score sheet to office after each game.
- Each team will need to supply an umpire rostered by club.
- Clubs need to submit these umpire rosters by Friday lunch the day before each grading.
- Umpires must sign on at the umpire table for their allocated team and umpire all games for that team in that time slot.



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Under Age Players

The Under and Over age policy was written to keep in line with our skill based competition. This policy allows for the application of an underage (turning 10) player to play in the Divisional competition. On grading day, if you have such a player in your team there are a set of criteria which SCNA graders will look at for this player. Please be aware that if this player does not fulfil these criteria, they will not be permitted to continue the season in your team. During grading, when asked, you will need to ensure your underage player is on court when graders come to assess her.

Competition

Divisions will be announced following the completion of grading. As coaches you will need to carefully assess your team in the first 2-3 weeks and report to your club president any problems with the graded position. All clubs will be asked to submit their concerns after week 3 fixtures. Teams will be reviewed during week 4 and clubs will be notified of changes prior to fixture 5. If there is movement to a different division the team will receive an average of points from the division, they are moving into.

Umpires

SCNA have an umpire officer who allocates all club umpires to all divisional games. There are also umpire mentors to help umpires to progress through the umpire pathway. As each umpire gains more and more experience they are progressed from lower to higher divisions.

Badging will also be available on division 1. Clubs will be notified if this will occur on their game. One of the greatest hurdles our umpire program faces is coaches who do not know the rules and are not supportive of umpire development. Coaches must teach players to adjust their play to the umpiring conditions as the umpire is the one with the whistle and she controls the game. Please be supportive at all times as all umpires are at different levels.

Rule books are available online and we advise all coaches to be up to date.

Two umpires control a game of netball and each one looks after a particular area of the court. Each umpire controls the court ½ to her right and the goal end in that ½. Each umpire makes all decisions for the throw in on one side line including infringements by the player taking the throw in or any opponent defending that player. If the sanction is awarded in the co-umpire's half, the co-umpire resumes control once it has been set.





Coaching

As a coach you should keep these things in mind.

- Early sports specialisation is not recommended for young children the social aspects of sport are highly valued by children.
- Coaches should focus on skill development and individual improvement, rather than winning as the outcome.
- All children deserve time and attention, not just the most talented.

Coaches Need to Be Organised

Provide your team (including parents) with as much information as you can about the season. Your plans on learning, what you hope to achieve, your expectations.

Always consider the health and safety of players during training sessions and games.

All jewellery, including earrings must be removed before a game.

Keep a folder with contact information for parents and players. Keep a copy of club and Association policies. Know the game rules as well as good sportsmanship. Learn and teach codes of behaviour to players, spectators, and parents.

Maintain attendance records, court time and position records, be fair and teach all positions. Ensure you keep personal information confidential.

Equipment should be maintained in good condition. Have pumped up size 5 balls. Make sure you have bibs including, a spare set if teams from same club are playing each other. Have a small first aid kit for training and issues sideline. Training equipment may include things such as cones, skipping ropes or extra balls be sure to ask clubs to get equipment you need.

Training Session

Have a set plan for every session. Make sure each activity has a purpose and you demonstrate and highlight key points. Allow players time for repetition and include time to practice in a game situation. Observe players carefully from a good vantage point and provide positive feedback being supportive and concise.

Consider if the activity:

- Involves all participants most of the time.
- Is motivating and fun.
- Is safe.
- Select age appropriate activities.
- Selecting basic techniques, skills, and tactics for beginner participants to learn.
- Allowing adequate time for practice and observing participants performance.
- Progressing the activity in a sequential manner.
- Ensuring that the session provides variety.
- Whenever possible the coaches should also reinforce the ball handling, movement/footwork and attacking skills previously covered.



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Resources

Coaching Resources are readily available online and have a large range of different sections based on booklets about Catching, Jumping, Running, Throwing and Balance.

Netball Queensland and Netball Australia websites are a good place to start.

<https://netball.com.au/coaching-resources>

<https://qld.netball.com.au/coaching-resources>

Your club may also have links to other various resources.

Game Day

Game day can be exciting for many but can make others nervous, if you are calm and organised, they will be too. For new coaches' game day can be very busy, try to have another adult help you.

- Arrive early.
- Have a meeting place and time.
- Check jewellery/nails.
- Ensure players are warmed up.
- Ensure you have a scorer.
- Ensure captains have completed the toss and informed umpires.

Game Day Policies

Coaches, players, and parents need to be aware of the SCNA policies. Review these and ensure you are familiar with them before the first week.

Score Sheets

- One person from each team is required to score together in the scorers' box.
- Only scores recorded on the official score sheet will be accepted by the Registrar/Recorder.
- It is up to you to ensure that score sheets are correctly completed.
- All participating players must sign the scoresheet.
- If someone is not at the game leave their name blank.
- Random signature checks are conducted, and teams found abusing the system may be penalised.
- Signatures for finals games will be checked by the office prior to taking the court.

SCNA Score Sheets – Borrowed players

SCNA allows teams to borrow players up to three times during the competition. Please be sure to keep track of this.

- A borrowed player must be a registered player of the competition into which they are borrowed and must come from a lower division.
- A team must have 5 of their registered players before borrowing to commence the game.
- A team may only have a maximum of 2 borrowed players on the court at any given time.
- A player must not fill in for a team in the same division.
- Inter-club borrowing is only permitted in the Day Divisional Competition in exceptional circumstances and with the permission from the Registrar.
- All details of the borrowed player must be provided on the score sheet in the "Borrowed Player Section".



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Photography

SCNA have a Photo Policy (*See Policy Section 4*) It details how parents must seek permission on both coaches in the game and ask if it is ok to take photos. All parents have accepted or not, the photo policy and if there is one parent who has not then photos may not be take that day.

First Aid

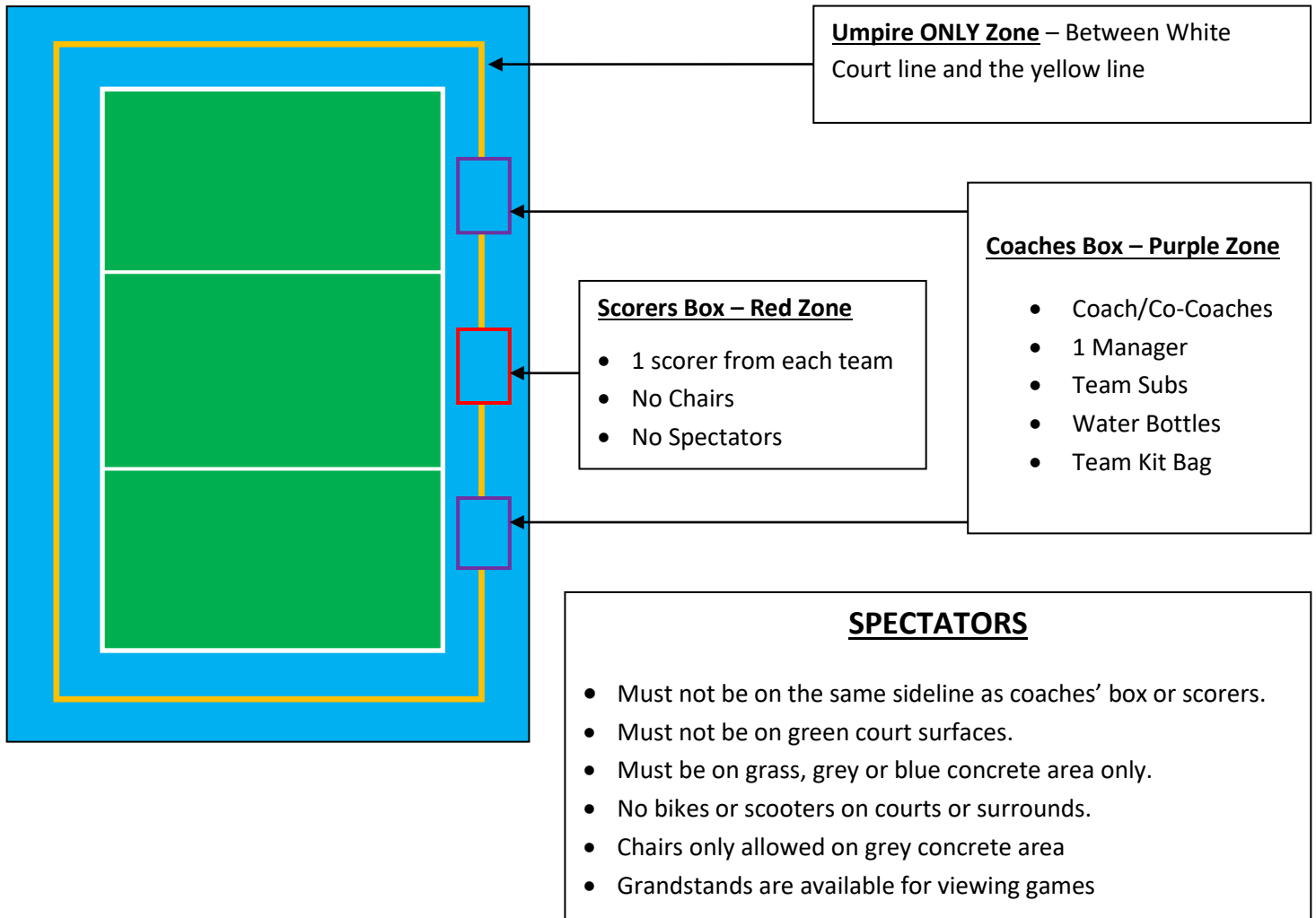
SCNA and Sunshine Coast Council strive to provide a safe and suitable playing environment for players at all times, however injuries and accidents do occur. SCNA use part of the game fees to provide qualified first aid personnel for fixture games.



- Use of first aid personnel is at the discretion of the parents, coaches, and players.
- Medical services will only be available from the office or other officials at the direction of the first aid personal.
- Orange Flags are available in each scoring box during Saturday Fixtures to attract the attention of the first aid officer, should attention be required courtside.
- Court side attention should only be signalled in the event a player can not or should not be moved.
- In any and all cases where the first aid personnel have made a referral to another professional service, an SCNA Injury Report (Form 17) should be completed.
- An SCNA Injury Report (Form 17) could also be completed at the request of parents/carer and/or coach/club official.
- An SCNA Injury Report (Form 17) is required for NQ insurance claims.

Sideline Policy

Coaches need to be aware of this policy and are responsible for the players and parents of their team. For a number of safety reasons, SCNA have a sideline policy to protect all members and visitors.



Wet Weather

- Our courts are designed as all-weather courts and treated each year for algae.
- We do not cancel fixtures at the first sign of rain.
- When we do cancel fixtures, a message will go up on all our social media.



Complaints Policy

SCNA Complaints Policy is designed to ensure the safety of all who attend our netball events. There are different levels acting as a communication tool as well as providing information as to who to see when issues arise.

LEVEL 1 – Questions, Queries and Comments

LEVEL 2 - Concerns

Report to office immediately if urgent intervention is required.

LEVEL 3 - Complaint

If any member of the Association has a complaint regarding behaviour of an unacceptable nature of players, spectators, or officials, your first point of call is your club coordinator

LEVEL 4 - Formal Letter of Complaint

A formal letter of complaint may be filed against a team for breaches of the code of conduct or other SOP breaches. This must be submitted from the Club Committee within a week of the incident.

LEVEL 5 - Set Penalties Form Is Completed by Club

Finals – 8 Teams or Less

Finals are held over 3 weeks at the end of the season. An extra week is also allocated to account for any rained out finals. Rained out fixture games are not replayed. Finals games are structured a little differently to fixtures.

The top four teams from each division at the end of the last week of competition will play off for trophies as below.

Semi Final	Game 1	1 versus 2
	Game 2	3 versus 4
Preliminary Final	Game 3	Loser of Game 1 v winner Game 2
Grand Final	Game 4	Winner of Game 3 versus winner game 1.

Finals – 10 Teams

After week 9, the division is split into A and B with five teams in each. The five teams in each division play each other over five fixtures, one team from each division will have a scratch match between A and B in place of a bye, during this match Lin Corbett points are still available.

Semi Final	Game 1	1 versus 2
	Game 2	3 versus 4
Preliminary Final	Game 3	Loser of Game 1 v winner Game 2
Grand Final	Game 4	Winner of Game 3 versus winner game 1.

Player Eligibility

To be eligible to play in Finals games each player must have played at least 5 games with that team.

Teams are not permitted to borrow players for any Finals games except at the discretion of the registrar.

Written permission must be submitted a minimum of 3 days prior to the game.



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Score Sheets

Score Sheets can only be collected after all players for each Finals game have signed on in front of witnesses and signatures are checked. Score Sheets will be available for signature at least 40 mins before scheduled game time. Please be on time as the **whole team must present together**.

Late players must report to the office prior to taking the court.

Scorer/Timekeeper

Each team **must** provide a Scorer or Timekeeper and a back-up who must attend a scorers meeting in the office at the time set by SCNA. Unless otherwise stated scorers who have attended a meeting in the past two years need to notify the office before their game that they need not attend. If possible, try to use a scorer not associated with the finals team.

Stoppages During Finals Games

Due to Central Timing by SCNA

A - Injury and Illness/Blood Policy

- The umpires hold time for injury/illness upon appeal from an on-court player or for blood and may hold time for an emergency or such other circumstances as they consider appropriate. During a stoppage: (a) For injury/illness of a player or blood: all players not affected or being substituted remain on the court. Sanction: Free pass on court near where the player left the court. If multiple players left the court the umpire will decide where the free pass is to be taken. (b) In an emergency or other circumstance: the umpires decide whether the players leave the court or not
- To stop play the Umpire shall blow the whistle and signal to the Timekeeper to hold time.
- The player concerned must leave the court within 30 seconds and receive any treatment off the court. The timekeepers advise the umpires when 10 seconds remain. This time is also recorded on the Finals Extra Time Tally Sheet. The injured or ill player may be substituted, or the position left vacant.
- During the stoppage both teams may make substitutions and/or team changes, provided these are completed within the time allowed for the stoppage by the umpires
- In the event that this time runs over 30 secs the umpire will determine if more time is required in Emergency category of stoppages.

B – Emergencies:

- In extraordinary circumstances, ball on court etc Umpires will determine the length of this stoppage.

Playing of Injury Time

Should injury time have been recorded during the game, play continues, as the extra recorded time must be played. The Timekeeper shall start the watch at the sound of the umpire whistle and at the end of the accumulated time inform the nearest umpire when time is played. Only, up to a maximum of 5 mins in total will be played at the end of the fourth quarter.

Drawn Games

In the event of a tied game (after any injury time has been played), scorers are to raise their hands to signal a drawn game to the Office. A short break will be given to players, where substitutions and/or team changes are permitted. Instruction when to commence play will be given by the office using central timing. Extra time of two halves of 5 minutes each shall be played. This time shall be managed for teams from the Office. Teams change ends in the one minute break at half time (after the first 5 mins). Substitutions and/or team changes are permitted. The centre pass is taken by the team entitled to the next Centre Pass following the chime.



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In the event of injury/illness/blood/emergency during extra time for a drawn game, times are recorded on the other side of the Finals Extra Time Tally Sheet. The total injury time of the extra time up to 2 mins only shall be added to the end of the second 5 minute period.

In the event of a tie remaining at the end of this time play shall continue until one team has a two (2) goal advantage.

Timings

The time allocated for Finals games is not the same as fixtures. 1 ½ hours is required for each round. Exact times for each division will be advertised as soon as this has been determined.



Presentations

SCNA run presentation sessions at the end of every season.

Divisional presentations are made at the end of each finals round on grand final day. All teams are asked to remain at the end of their games for these presentations. Awards are presented to winners and runners up in each division.

Lin Corbett Best and Fairest Award

- This award has been designed to recognise individual players in the day competition who demonstrate positive behaviour during their games each week. Points will be awarded each week to players who can demonstrate that they can play well and maintain good sportsmanship.
- UMPIRES are required to vote (1 point each) for one player each across the court who they deem to be the **Best and Fairest** for that game.
- Then each COACH is required to award 2 points to one player each across the court who they deem to be the **Best and Fairest** for that game.
- This is an all-inclusive phrase.
- There is a voting section (tick) on the score sheet for this purpose, each voter shall initial their vote.
- Coaches may be asked for names of players but in no way may influence the umpire decisions
- At the conclusion of the game players will be awarded the points using the criteria below.

During the game, the players receiving points have demonstrated:

- Excellent skills consistently during the match
- An appropriate attitude and positive sportsmanship for their teammates and the opposition.
- Helped other players, encouraged, and supported players actions
- Spoke to players with respect,
- Demonstrated respect for officials and rules of the game.
- A high level of teamwork

Players who should not receive points include:

- Players warned or sent from the court for any reason and players found guilty and charged under the set penalties during the season are deemed ineligible to win the award. This player is still eligible to receive votes.
- Borrowed players.
- Players who have not signed the board.



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ANNEX 3

Team Name _____ Date _____

Equipment	Modified Game – Key focus area (10 Mins)
Physical Warm Up (5 Mins)	Concluding activity (5 Mins)
Skill Warm Up (5 Mins)	Stretch
Skill Development (30 Mins) Drill 1 Drill 2 Drill 3	Evaluation



PLAYING POSITIONS

GOAL KEEPER (GK)

The main task of the GK is to defend the goal third to prevent the ball from making it to the goal circle and to stop a goal from being scored. Their opponent is the GS (see diagram below).

Tasks include:

- Close “one on one” defence.
- Work closely with the GD in the goal circle.
- Defend the shot for goal.
- Rebound missed goals and outlet the pass down the court.
- Take throw ins from goal line and sideline.
- Make attacking move to take the ball down to the transverse line.
- Take free pass/penalty pass in goal third.

GOAL DEFENCE (GD)

The main task of the GD is to defend the attacking moves of their opponent. the GA, to prevent a goal from being scored. (See diagram below).

Tasks include:

- Close “one on one” defence.
- Work closely with the GK in the goal circle.
- Defend the shot for goal.
- Rebound missed goals and pass the ball down the court.
- Take throw ins from goal line and sideline.
- Make attacking move to take the ball down to the team’s goal third.
- Take throw ins/free pass/penalty pass in the centre third.

WING DEFENCE (WD)

The main task of the WD is to defend the attacking moves of their opponent. the WA, at the centre pass, around the goal circle and throughout the centre and goal thirds. (See diagram below).

Tasks include:

- Close “one on one” defence of the wing attack.
- Force errors close off spaces and intercept passes.
- Make attacking move to take the ball down to the team’s goal third.
- Take throw ins/free pass/penalty pass in the centre third.

CENTER (C)

The centre is the link player from the defence third to the goal third and plays an important role in both attack and defence. (See diagram below).

Tasks include:

- Deliver the centre pass.
- Closely defend opposition centre player
- Make strong attacking moves, combining with the WA to deliver the ball to the shooters.
- Take throw ins/free pass/penalty pass in the goal third.



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WING ATTACK (WA)

The main task of the WA is to deliver the ball to the GS/GA using a variety of moves. (See diagram below).

Tasks include:

- Obtain the centre pass.
- Work with the C, GA, and GS on attacking strategies.
- Feed the circle
- Closely defend the WD.
- Take throw ins/free pass/penalty pass in the goal third.

GOAL ATTACK (GA)

The GA shared the goal shooting responsibilities with the GS. (See diagram below)

Tasks include:

- Combine with GS to offer a variety of leads in the goal circle.
- Work with the C, and WA to bring the ball through the centre third and goal third into the circle.
- Rebound missed shots
- Closely defend the GD.

GOAL SHOOTER (GS)

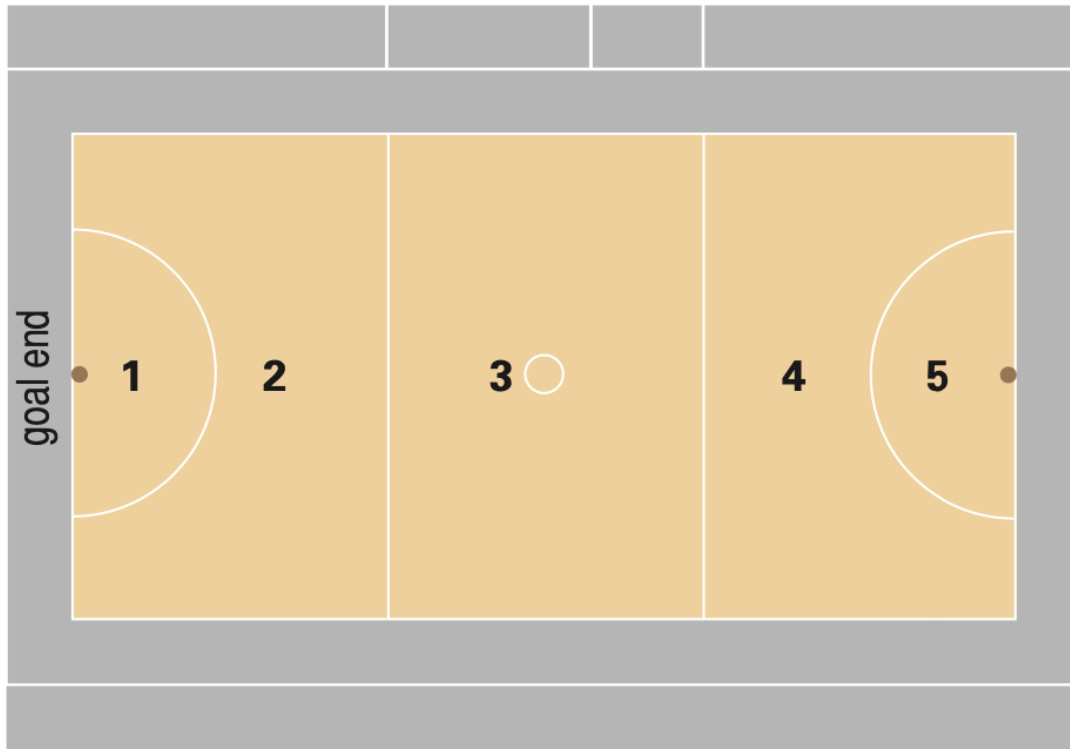
The main task of the GS is to shoot goals. (See diagram below)

Tasks include:

- Work with GA to create a variety of leads in the goal circle.
- Work with the C, GA, and WA on attacking strategies in the goal third.
- Rebound missed shots
- Closely defend the GK.



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Position	Playing Areas				
Goal Shooter	1	2			
Goal Attack	1	2	3		
Wing Attack		2	3		
Centre		2	3	4	
Wing Defence			3	4	
Goal Defence			3	4	5
Goal Keeper				4	5



CODES OF BEHAVIOUR

ATTACHMENT A1: GENERAL CODE OF BEHAVIOUR

As a person required to comply with this Policy, you must meet the following requirements with regard to your conduct during any activity held or sanctioned by **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3.

1. Treat all persons with respect and courtesy and have proper regard for their dignity, rights, and obligations.
2. Be ethical, fair, considerate, and honest in all dealings with others.
3. Make a commitment to providing quality service.
4. Operate within the rules and spirit of the sport including national and state guidelines, constitution and policies which govern **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3.
5. Do not use your involvement with netball to promote your own beliefs, behaviours, or practices where these are inconsistent with those of **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3.
6. Demonstrate a high degree of individual responsibility especially when dealing with persons less than 18 years of age, as your words and actions are an example.
7. Always place the safety and welfare of children above other considerations.
8. Avoid unaccompanied and unobserved activities with persons less than 18 years of age, wherever possible.
9. Comply with all relevant Australian laws (Federal and State), particularly anti-discrimination and child protection laws
10. Refrain from any behaviour that may bring **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3 into disrepute.
11. Provide a safe environment for the conduct of the activity.
12. Show concern and caution towards others who may be sick or injured.
13. Be a positive role model.
14. Be responsible and accountable for your conduct.
15. Abide by the relevant **Sunshine Coast Netball Association** role-specific codes of behaviour and understand the repercussions if you breach or are aware of any breaches of this Code of Behaviour.



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ATTACHMENT A3: COACH CODE OF BEHAVIOUR

In addition to **Sunshine Coast Netball Association's** General Code of Behaviour, you must meet the following requirements with regard to your conduct during any activity held by or under the auspices of **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3 in your role as a Coach.

1. Operate within the rules and spirit of netball, promoting fair play over winning at any cost.
2. Encourage and support opportunities for people to learn appropriate behaviour and skills.
3. Support opportunities for participation in all aspects of the sport.
4. Treat each person as an individual.
5. Display control and courtesy to all involved with the sport
6. Respect the rights and worth of every person regardless of their gender, ability, cultural background, or religion.
7. Respect the decisions of umpires, officials, coaches, and administrators in the conduct of the sport.
8. Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance will exist) with people less than the age of 18 years.
9. Adopt appropriate and responsible behaviour in all interactions.
10. Adopt responsible behaviour in relation to alcohol and other drugs.
11. Act with integrity and objectivity and accept responsibility for your decisions and actions.
12. Ensure your decisions and actions contribute to a safe environment.
13. Ensure your decisions and actions contribute to a harassment free environment.
14. Do not tolerate harmful or abusive behaviour.
15. Place the safety and welfare of the athletes above all else.
16. Help each person (athlete, umpire etc) reach their potential - respect the talent, developmental stage and goals of each person and compliment and encourage with positive and supportive feedback.
17. Any physical contact with a person should be appropriate to the situation and necessary for the person's skill development.
18. Be honest and do not allow your qualifications to be misrepresented.



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ATTACHMENT A4: JUNIOR PLAYER CODE OF BEHAVIOUR

In addition to **Sunshine Coast Netball Association's** General Code of Behaviour, you must meet the following requirements with regard to your conduct during any activity held by or under the auspices of **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3 in your role as a Junior Player.

1. Participate because you enjoy it, not just to please parents and coaches.
2. Play by the rules
 - Know the rules.
3. Participate fairly and safely.
4. Abide by decisions, without argument or bad temper
 - Captains have the right to approach an umpire during an interval or after the game for clarification of any rule
 - Approach the umpire in a courteous and polite way.
5. Co-operate with your coach, and other players
 - Verbal abuse of officials or other players, deliberately fouling or provoking an opponent and throwing/ damaging equipment is not acceptable or permitted
 - Treat all players as you would like to be treated
 - Ensure that at all times your behaviour is fair
 - Be a patient and enthusiastic supporter of fellow players.
6. Applaud all good play, by your own team and opponents.
7. Be a responsible team member
 - Always be on time
 - Encourage and assist all players
 - Attend all training sessions
 - Ensure you always bring the appropriate uniform and equipment to training and/ or matches.
8. Do not engage in practices that affect sporting performance (alcohol, tobacco, and drug use).
 - Respect and acknowledge the contribution of those who create the opportunity for you to play
 - Volunteers (scorers, coaches, timekeepers, administrators, and umpires).



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ATTACHMENT A7: PARENT/ GUARDIAN CODE OF BEHAVIOUR

In addition to **Sunshine Coast Netball Association's** General Code of Behaviour, you must meet the following requirements with regard to your conduct during any activity held by or under the auspices of **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3 in your role as a Parent/Guardian.

1. If your child is interested, encourage them to participate in the appropriate netball activity. However, if your child is not willing to participate, do not force him or her. Remember, children are involved in organised activity for their enjoyment, not yours.
2. Focus upon your child's efforts and performance rather than the overall outcome of the event. This assists your child in setting realistic goals related to his/ her ability by reducing the emphasis on winning.
3. Teach your child that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
4. Encourage your child to play always according to the rules.
5. Never ridicule or yell at a child for making a mistake or losing a game.
6. Remember that children learn best from example. Applaud good play by all players.
7. If you disagree with an umpire or coach raise the issue through the appropriate channels rather than question their judgment and honesty in public.
8. Support all efforts to remove verbal and physical abuse.
9. Recognise and respect the value and importance of volunteer administrators, coaches, and umpires. They give up their time and resources to provide recreational activities for players and deserve your support.
10. Be a model of good sports behaviour for children to copy.
11. Be courteous in communication with administrators, coaches, players, and umpires. Teach children to do likewise.
12. Support the use of age appropriate development activities and modified rules.



THE SUNSHINE COAST NETBALL ASSOCIATION INCORPORATED 2020 CLUB HANDBOOK

ATTACHMENT A8: SPECTATOR CODE OF BEHAVIOUR

In addition to **Sunshine Coast Netball Association's** General Code of Behaviour, you must meet the following requirements with regard to your conduct during any activity held by or under the auspices of **Sunshine Coast Netball Association** and persons identified in the Member Protection Policy Clause 3 in your role as a Spectator.

1. Most players (in particular children) participate in netball activities for fun. They are not participating for entertainment of spectators only.
2. Applaud good performance and efforts by all players. When watching a game congratulate both teams on their performance regardless of the game's outcome.
3. Respect the umpires' and coaches' decisions. If there is a disagreement, follow the appropriate procedure in order to question the decision and teach children to do likewise.
4. Never ridicule or scold a player for making a mistake during a competition. Positive comments are motivational.
5. Condemn the use of violence in any form, be it by administrators, coaches, players, umpires, or parents/ guardians.
6. Show respect for your team's coach, the umpire, and opponents. Without them there would be no game.
7. Encourage players to play according to the rules and the official decisions and develop your own knowledge of the rules.
8. Demonstrate appropriate social behaviour by refraining from using foul language, harassing administrators, coaches, players, or umpires.
9. Support the use of age appropriate development activities and modified rules.