



# COACH & MANAGER INFORMATION



## The Game

- NO JEWELLERY
- Check nails
- Tick against players names on the score sheet – **no sign on** - and add details for any borrowed players
- Only team Captains are to approach Umpires during breaks, to clarify rules
- New umpires will have mentors running with them
- No negative comments are to be directed at the umpires – either directly or indirectly. Please ensure that your players and spectators respect this.
- If there are any issues, with the opposition, umpires, parents etc, **PLEASE GO UP TO CONTROL DURING THE GAME.**

## Rolling Subs

- Rolling subs are now an option.
- To do a rolling sub you cannot interfere with the umpire, you need to go inline with the centre circle behind the umpire line.
- Players are not allowed to be offside during this process. The sub must come from the bench. (Players cannot swap)



- Exiting play to remove front patch and hand to manager. Manager to remove back patch and place on player.
- We are to continue to support consistent court time for their players and rolling subs are to be used in accordance with those values.
- We do not believe new patches are necessary, but if required please speak to your coach and manager.

## Borrowing

- A minimum of 5 players can take the court. 3 must be from the registered team.
- A maximum of 3 players may be borrowed in any one game from a lower age or division.
- If 7 original team members are available, you may **NOT** borrow from another team.
- If an original team member is unable to continue to play and you have no subs, then a player from a lower division or age group may be borrowed.
- In the event that the "original" player recovers and is able to play, the borrowed player must be replaced and leave the court.
- Borrowed players must be noted on the score sheet.
- A player can only be borrowed a maximum of **FIVE times** throughout the season. ie individual players can be borrowed 5 times in total, not 5 times per team they are borrowed by.



- If players are borrowed more times than this, HDNA will re-grade them out of their team and into the higher graded team.
- HDNA keep a record of borrowed players and will advise the Club once a player has reached their maximum.

## Finals

- To participate in the Final series, the player must have played minimum of three (3) games in their current team that is competing in the final series.

## Forfeits

- If a team needs to forfeit, best endeavours should be made to give as much notice as possible.
- **NETTAS:** please email [president@cherrybrooknetballclub.com.au](mailto:president@cherrybrooknetballclub.com.au) or [secretary@cherrybrooknetballclub.com.au](mailto:secretary@cherrybrooknetballclub.com.au) by **3pm Thursday**.
- **JUNIORS:** please email [president@cherrybrooknetballclub.com.au](mailto:president@cherrybrooknetballclub.com.au) or [secretary@cherrybrooknetballclub.com.au](mailto:secretary@cherrybrooknetballclub.com.au) by **5pm Friday**.



## Uniforms

- Please check ASAP that all players have a dress.
- All players - Nettas, Juniors, Cadets and Seniors - can wear a black long or short sleeved shirt and black leggings under their dress, if needed due to cold weather.
- If one player doesn't have a uniform, the entire team will need to wear the same alternative, eg black bottoms and white top.

## Physio

- Physio will be on-site, located just inside the Indoor Court (entrance opposite court 16)
- There is a fee for strapping services

## Adverse Weather

- Play will continue through light rain or a passing shower.
- Unless receiving notification that the games are cancelled, players should be prepared to attend the court, ready to play.
- Notification of cancellation will be via the HDNA website and social media, which we will share via our Club FB page.