



2026 TUESDAY ELITE (LADIES) COMPETITION INFORMATION

Our Tuesday Night Ladies Competition is an elite-level competition featuring full 1-hour games. In 2026, the competition will see the exciting **introduction of the GYG Super Shot**. This competition is designed for **experienced and competitive players** and is open to players aged **14 years and over** (must be turning 14 by **31 December 2026**). The competition runs twice each calendar year, with **Season 2, 2026** running as follows:

Season 1 Dates:

- **Competition Period:** Tuesday **14th July – 10th November 2026**
- **Finals Series:** Commences **17th November 2026**

This season includes 2 rounds of grading, followed 10 competition rounds and 3 finals rounds.

 **Full season calendar** (including grading, rounds and finals dates and venues) can be found under the 'Senior Competitions' page on the [Southport Carrara Netball Association](https://www.southportcarrara.netball.org.au) website.

Venues & Game Times:



- Primary Venue: **Gold Coast Sports and Leisure Centre, Carrara (GCSLC)**, which is located at 296 Nerang Broadbeach Rd, Carrara QLD 4211
- Secondary Venue: **Runaway Bay Indoor Stadium (RBIS)**, which is located at Sports Dr, Runaway Bay QLD 4216

 **Please note:** While most matches will be held at the GCSLC venue, **some games may be scheduled at alternative venues**. Teams should be prepared to travel locally if required.

- **Game Times:** 6:00pm, 7:15pm and 8:30pm
-  **No requests for specific game times will be accepted.** Teams will be scheduled across all game times throughout the season.



Memberships & Competition Registration Fees – 2026

Annual Membership Fees

To participate in the Tuesday Night Elite Competition, all players **MUST** hold a Full Player Membership with Netball Queensland (NQ) **AND** with the Southport Carrara Netball Association (SCNA).

✂ *All players must be registered with Netball Queensland to participate in any SCNA competition.* 🔗
For more information on what your NQ membership includes, visit the Netball Queensland website.

- **NQ Membership Fees (2026):** *(One-off annual fee, valid for the 2026 calendar year)*
 - Players aged **16 years and over:**
 - Social Membership \$44 (valid for social competitions only)
 - Full Player Membership \$133 (representative players, elite competitions)
 - Players aged **14–15 years:**
 - Full Player Membership \$133

- **SCNA Membership Fee (2026):** \$20.00 per player *(One-off annual fee)*
This fee has been included in the competition fee and is payable at the time of registering for an SCNA competition via Netball Connect.

If you are registering in multiple SCNA competitions in 2026, **please apply the discount code** to avoid paying the SCNA membership fee more than once.

☒ *If you have already registered with both Netball Queensland and SCNA in 2026, you will not be required to pay these fees again.*

📌 **Important Note on Membership:** *If you have previously purchased a **Social Membership** with Netball Queensland and later join a **Competitive Competition (e.g. Tuesday Elite)**, you will be required to **pay the difference** between the NQ **Social Membership** fee and the NQ **Full Membership** fee of \$89.*

Netball Connect will automatically recognise your NQ membership and calculate the difference or deduct it from your registration amount. However, **Netball Connect does not automatically detect your SCNA membership**, so a **discount code** must be applied during registration to prevent duplicate payment.

To obtain the SCNA membership discount code, have your team manager or club representative email:

✉ competitions@scna.org.au



Competition Fees – Season 2, 2026

Competition fees are paid per season, per competition, and cover both game and umpire costs (umpires supplied by SCNA). Game and umpire fees vary per competition due to different venues and different skill and coaching requirements for umpires.

The Total Fee is based on the number of games **anticipated** to be played in the season. Whilst all care is taken to factor in BYES at the time of setting the applicable competition fee, the competition fees are necessarily set and advised prior to nominations closing and well and truly prior to grading. Accordingly, creation of divisions and a draw for the season may result in less or more games being played by individual teams than anticipated.

There will be no credits or refunds provided based on number of games played compared to teams in different divisions, or as a consequence of withdrawals, rain outs or other factors outside of SCNA's control. Once the competition fee is set, it is applicable to all teams and players.

Competition fees are paid **per season, per competition**, and cover both game and umpire costs.

- **Game Fees:** \$100.00 per team, per game
- **Umpire Fees:** \$25.00 per team, per game (*umpires and coaching are supplied by SCNA*)

The total individual competition fee, based on the Tuesday Elite Season 2 calendar for 2026, is **\$185 per player**, plus the **\$20 SCNA Membership Fee. Total cost: \$205 per player (including GST).**

The total team competition fee, based on the Tuesday Elite Season 2 calendar for 2026 and an average of 8 players per team, is **\$1480 per player (including GST)** (SCNA Membership fee not included).

Team Registration (Only recommended for teams with more than 8 players)

Team registration is designed to provide flexibility for teams that require regular fill-in players throughout the season. These players can play more than one game during the season and remain eligible for finals, provided they meet the competition's eligibility requirements. Registering more than eight players also allows the team costs to be shared across a larger number of players, reducing the individual cost for each team member.

The team competition fee for each competition is based on the individual registration fee x 8 (average number of players per team). All team members must be fully registered and paid the SCNA membership fee.

Please Note: Teams that have paid the team registration fee will not be eligible for any credits or refunds.

Fees are payable via a Netball Connect link distributed by the Senior Competitions Coordinator. **The Club/Team Manager will be responsible for payment of the team.**



The team fee covers the number of games **anticipated** for the season and accounts for any team byes (if applicable). It is inclusive of both **game and umpire fees**.

- *NQ and SCNA Membership fees are not included in the team competition fee.*
- Teams are required to pay the **full amount upfront**.
- The maximum number of players per team is **12**, as per SCNA By-laws.
- Individual Players will be invited to join the team by the Team Manager. Players will be required to complete their individual registration contained within the invite. Players will be required to pay their NQ membership during registration (if applicable).
- Competition fees (including the SCNA Membership Fee) must be collected separately by the **club/team manager** outside of Netball Connect.

Individual Registration

Players may register individually via the Netball Connect link, which will be distributed by the Senior Competitions Coordinator.

The individual fee covers the number of games **anticipated** for the season and accounts for any team byes (if applicable). It is inclusive of both **game and umpire fees**.

- *NQ Membership fees are NOT included in the individual competition fee.*
- \$20 SCNA Membership Fee **IS** included in the individual competition fee. If already paid in Season 1, please request discount code from the Competition Coordinator.
- Players may play only one game unregistered. Player **MUST** register **PRIOR** to their second game.
- Players are required to pay the **full amount upfront**.
- Once a team reaches 9 registered players with full payment, additional players may join the team using a discount code for the competition fee.
- The maximum number of players per team is 12.

Payment Options

Both team and individual registrations are required to pay the full fees upfront.

The team fee **must be paid prior to the commencement of grading rounds**.

The individual player fee **must be paid prior to a players second game played**.

Finals Invoicing

Finals for senior competitions will be invoiced separately

- Irrespective of individual or team registrations, invoices will be issued for finals to the qualifying team each week/round of finals and is required to be paid no later than the business day prior to the finals round. The team manager is responsible for payment on behalf of the team in accordance with SCNA invoice terms.
- Non-payment of a finals invoice will result in disqualification from finals rounds.
- The amount of the finals invoice is determined by reference to the game and umpire fee component of the Competition Fee.



GYG Super Shot

The super shot zone is the 1.9m zone in the outer ring of the goal circle. When a GA or GS (the 'shooter') shoots a goal from that zone, the team is awarded 2 points.

A super shot can only be scored during the last 5 minutes of each quarter of the game.

The shooter must have landed within the super shot zone or have their feet on the line marking the 1.9m zone, provided they are not over it towards the post for the 2 points to be scored.

When a super shot is scored, the umpire will signal the successful shot by raising 2 arms straight up in the air and announcing 'two'. The umpire's decision as to a successful super shot is final.

The beginning of the super shot period will be indicated by a buzzer/bell controlled by the competition coordinator.

The Super Shot games will be scored using either the score sheet or via Netball Connect.

All SCNA competitions always require two scorers (one from each team) to be stationed in the scorers' box.

Recording Super Shots on score sheets

Goals and attempts/misses are recorded as usual in all 4 quarters. Tally is increased by 2 for each Super Shot.

Goal Statistics

Q 1	GS	x x	5	7	GS		3	3
	GA		2		GA	x	0	
Q 2	GS	x x x	3	8	GS	x x	4	6
	GA		5		GA		2	
Q 3	GS	x x	3	6	GS	x x	4	7
	GA	x	3		GA	x x x	3	
Q 4	GS	x	6	9	GS	x x x x	7	11
	GA	x	3		GA	x x	4	

If a super shot is scored, the Progressive score on the score sheet should be increased by 2 (i.e., single scoring goals one number is circled or crossed, for a super shot goal 2 numbers are circled). In the event more than 80 point are scored, please see the competition coordinator for an additional progressive score sheet.

Progressive Score																																							
Team 1																				Team 2																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5	6	7	8	9	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

For further clarification, please see the Competition Coordinator.



Competition Rules & Regulations – 2026

The following competition rules & regulations protect your team from penalties and disqualifications. Our priority is to ensure a safe, respectful, and supportive environment for all participants and ensures the competition remains fair and enjoyable for everyone.

These requirements are outlined in the SCNA By-Laws along with the SCNA Player Code of Conduct, and all teams are expected to comply.

We kindly ask all Team Managers to pass this information on to ALL coaches, managers, players and spectators to avoid any issues.

General Rules

- All players (including temporary players) **MUST** adhere to the age restrictions included at the beginning of this document.
- No player may play in a lower grade than that in which she/he is registered. **Penalty – Disqualification** The match is awarded to the opposing team. No points or goals will be recorded for the infringing team.
- When a club is fielding more than one team in any one division, players must not interchange in that same division.
- Rolling substitutions are applicable for all competitions. Teams must have substitute players on the bench to utilise rolling substitutions. Should a team have less than 8 players, a tactical substitution can be utilised. Please refer to the [Rules of Netball](#)
- At the commencement of each season, a 'Team Registration Card' must be completed. Signatures only on the team card, **NO** initials.

Registration

All players must be registered with the SCNA prior to taking the court. **Penalty – Disqualification.** The match is awarded to the opposing team. No points or goals will be recorded for the infringing team.

Players may play one game prior to paying registration and insurance fees if they register on the Temporary Registration Card. Should they wish to play a second game they must register on the official team card and pay registration and insurance fees as required prior to taking the court. Should a players first game played be a grading games, this will be considered their one game and therefore must register prior to taking the court again. **Penalty – Disqualification.** The match is awarded to the opposing team. No points or goals will be recorded for the infringing team.

First game played shall be classed as a qualifying game for finals eligibility.



Duration of Play & Competition Points

During competition fixture games times shall be Four (4) quarters of 15 minutes with intervals of 2 minute for first & third quarters and 4 minutes at half time.

Double point games may be played where there are divisional changes or there is a need for catch up games during a competition season. Teams will be advised of any double point games.

Competition points are awarded as follows:

- Win - 3 points
- Draw - 2 points
- Loss - 1 point
- Win on forfeit - 3 points (Teams who forfeit receive no points)
- Bye - 0 points

Competition points will be doubled for results of double point games

Score sheets & Scorers

Team managers are to collect Score Sheets from the competition coordinators desk prior to the game.

- All players **MUST sign the score sheet before taking the court.** All team members who take part in any match must sign the score sheet.
- Player **signatures MUST match** the signature recorded on the team card.
- A team **MUST have at least five registered players on the court** at all times. Should there be less than 5 signatures on the score sheet. **Penalty – Disqualification.** The match is awarded to the opposing team. No points or goals will be recorded for the infringing team.
- If a player is used by another of her/his club's teams in accordance with playing regulations this must be noted on the score sheet. Player must sign the score sheet and indicate which team they are registered to.
- Should there be a query on signatures players may be asked to verify their signature by signing in front of the relevant competition co-ordinator or providing identification.
- Each team must supply a scorer for their game.
- Scorers must stand together on the sideline opposite the centre circle and carry out the responsibility of scoring.
- Scorers must keep an accurate record of all goals scored, record centre pass and call centre pass if appealed to by the umpire.
- Should a team not supply a scorer, that team must accept the score as recorded on the official score sheet. No complaints regarding the final score will be accepted.
- Should there be no scorers for the entire game, the game shall be classed null and void and no points awarded to either team.



Temporary (Fill-in) Players

- All temporary players **MUST sign the Temporary Player Card BEFORE** taking the court.
- All temporary players **MUST also sign the score sheet BEFORE taking the court.**
- Temporary Player **signatures MUST match** the signature recorded on the temporary player card.
- A **maximum of two players only** may be registered on the Temporary Registration Card per team per game within the competition.
- Temporary players may play **one game** prior to paying registration/insurance fees
- A player may not register on a Temporary Registration Card for more than one team in a competition.
- If a uniform is not available, temporary players must wear plain black t-shirt/singlet and plain black shorts/skirt only.
- A club may use a player from a lower grade team in a higher division team, provided the higher division team has at least five registered players on court.
 - If using players from a lower division team, the player must sign the score sheet and clearly print the team they are registered to.
 - A player having played five matches in a higher grade than that in which she/he is registered shall be considered a player of a higher grade and she/he shall complete the registration card of:
 - the team in which she/he has played five games or
 - one of the higher-grade teams in which she/he has played

A Breach of rules results in a Penalty – Disqualification. The match is awarded to the opposing team. No points or goals will be recorded for the infringing team.

Playing Equipment

It is the responsibility of each team to supply the following equipment for each game:

- Standard sized Netball (Size 5)
- 1 full set of Velcro bibs. (2 full sets of Velcro bibs are recommended if utilising rolling subs).
- 1 full set of overhead bibs, to be used when the team has temporary players on court.

Uniform Requirements

Uniform requirements are important for the safety of players whilst playing, as well as maintaining professionalism and fairness across the competition.

Uniforms must be worn in accordance with the uniform description provided on the team nomination form and all players must comply with the following uniform rules:

- Players are permitted to wear a dress or t-shirt/singlet and shorts/skirt. A combination of these is permitted.
- All team uniforms must be identical in style and colour.
- Bumpers must be worn under dresses.
- Dresses must not be tucked into shorts at any time. Bumpers must not be visible below the bottom of playing dress (whilst in a standing position)



- Undergarments with visible tie-up straps extending beyond the dress or single/t-shirt are not permitted.
- All body jewellery (including permanent dress jewellery) must be removed (taping is not permitted).
- Nails must be cut short. Gloves are permitted (no jewellery to be worn under gloves).
- Player's hair must be tied up and must not wear hard hair accessories (e.g. Claw Clip, Beads etc)
- Medical or religious piercings require an approved exemption each year. Without this, players will not be permitted to take the court.

If a uniform exemption is required, a **Uniform Exemption Request** must be completed and submitted to the Senior Competitions Coordinator for review. Approval or decline of the request will be provided in writing. This decision is at the discretion of the Senior Competitions Coordinator and the SCNA Executive.

If an exemption is requested for medical or religious reasons, supporting documentation will be required (e.g. Medical Certificate or relevant supporting documentation).

For more specific detail, please refer to the SCNA Uniform Policy which can be requested from the Senior Competitions Coordinator.

Uniform Penalty: 4 goals per player out of uniform.

Team managers will be notified in writing should a penalty apply.

Injury or Incidents

All injuries and incidents must be reported to the court supervisor immediately.

Where required, first aid will be provided on site, and emergency services will be contacted if necessary. Team managers and players are responsible for ensuring any incident is recorded at the time it occurs.

Any head collisions must be reported immediately.

In the interest of safety and wellbeing of all participants, any player involved in a head collision will be required to follow the head injury and concussion protocol. Players must obtain medical clearance before returning to play or observe a minimum two-week stand-down period from the date of the incident before resuming participation.

An incident report must be completed regardless of the severity of the incident or injury. This is important to ensure appropriate follow-up, accurate record keeping, and the ongoing safety of all participants in the competition, as well as to support any insurance requirements and claims processing where applicable.

Should a player wish to submit an insurance claim, please contact our office at scna@scna.org.au.



Videos & Photography

We are increasingly seeing spectators taking photos and videos of players during matches. While we understand that families and supporters enjoy capturing these moments, there are rules regarding taking videos and photographs and this must be managed carefully.

- GCSLC is considered a public space; however, this does **not** remove the responsibility to respect the privacy and safety of all participants.
- Many players and umpires are minors, and as such, child safety obligations must always be prioritised.
- **Consent is required** before photographing or filming individuals, particularly minors. Parents/guardians should not assume consent has been given for all players on court. This also extends to any individuals who may be within the vicinity of the photos or videos being taken.
- Images or videos must **NEVER** be shared publicly (including social media) without appropriate consent from those captured.
- Recording must never be used to criticise, question, or target players or umpires, particularly in relation to umpiring decisions.
- Spectators must not position themselves in a way that interferes with play, umpire movement, or player safety.
- Team Managers are asked to remind spectators associated with their team of these expectations.

If any player, parent, coach, spectator or official is uncomfortable with being recorded or photographed, this **MUST** be respected immediately.

Any concerns regarding inappropriate filming or photography should be reported to the Court Supervisor or Competition Coordinator.

Forfeits & Disqualifications

A forfeit occurs when a team is unable to take the court or is deemed ineligible to play and may result in the game being awarded to the opposition.

A **Forfeit Notification form** must be completed and submitted when a team is intending to forfeit a match. This forfeit notice must be submitted prior to 3:00pm on game day to ensure the opposing team and officials are notified in time. The completed form should be emailed to the Senior Competitions Coordinator at competitions@scna.org.au.

A forfeit will incur a fee based on the game fee only (no umpire fee) for the day of competition: \$65 for Monday, \$100 for Tuesday, and \$95 for Thursday. The forfeit fee must be paid prior to the team's next scheduled game.

Please note: If the forfeit notification is within two hours of game time, in addition to completing the form, you must also inform the Competition Coordinator directly via SMS to advise of the intended forfeit and an umpire fee may be applicable.



The forfeiting team will be issued with a Forfeit Fee Invoice. Upon receipt of payment for this invoice, a credit will be applied to the non-forfeiting team's account. These credits may be used toward any future forfeits within the same season. Any unused credits at the end of the season will be refunded.

Forfeits will be notified in writing to the team manager of both teams and/or SMS.

Repeated forfeits or breaches of competition rules may result in further action, including penalties, loss of points, or disqualification from the competition, at the discretion of the SCNA Executive. This is to ensure fairness and the integrity of the competition is maintained for all teams.

Disqualifications are applied at the discretion of the Senior Competitions Coordinator or the SCNA Executive. Should a disqualification be applied, the Team Manager of the offending team will be notified via email outlining the breach, the reason for the disqualification, and any penalties or further action that may apply.

Credits and Refunds

In accordance with the SCNA By-Laws, where a member or team withdraws from an SCNA competition during a playing season, any fees paid are forfeited. As such, **no credits or refunds will be provided** once a player or team has registered and taken the court for the competition. In addition, no credits or refunds will be provided based on number of games played compared to teams in different divisions, or as a consequence of withdrawals, rain outs or other factors outside of SCNA's control.

Where there has been a personal incident or medical injury impacting a player's ability to return to the competition for the remainder of the season, a refund request may be submitted for review by the SCNA Executive. A **Refund Request Form** must be completed and submitted to the Senior Competitions Coordinator via email at competitions@scna.org.au. Any such request must include relevant supporting documentation confirming the change in circumstances or the injury preventing the player's return to competition (e.g. Incident Report, Medical Certificate).

Where a team has registered players through individual registration and has received the Player Cap Discount, the team must maintain a minimum of nine (9) registered paying players. If a player requests a refund and that refund reduces the team below this minimum, the refund request may be declined, or the team may be required to pay the outstanding player registration fee to retain eligibility for the Player Cap Discount.

Any decision regarding credits or refunds is at the discretion of the SCNA Executive.



Respect for Umpires (Minors & Adult)

Respect toward umpires is essential. There have been several recent reports of dissent, and this behaviour is **NOT ACCEPTABLE**. **Without umpires, we cannot play!!**

All umpires, especially minors, must be treated with care, respect, and protection in line with Child Safe Standards (2024). **Please remind ALL coaches, managers, players, and spectators that they play a very important role in an umpire's development.** All coaches, managers, players, and spectators should show support, offer encouragement, be patient and respectful towards the umpire as they learn.

What is considered dissent?

Dissent is any action by a player, coach, team official or spectator that shows disagreement with or challenges an umpire's decision.

Dissent may include, but is not limited to:

- Disputing or arguing a ruling or attempting to challenge a decision.
- Using offensive, insulting, or inappropriate language or gestures toward an umpire.
- Demonstrating negative reactions such as hand gestures or facial expressions directed at an umpire.
- Making comments about umpire decisions to players, coaches, officials, or spectators, either on or off the court.

Dissent towards an umpire is considered misconduct and can lead to disciplinary action, including warnings, cautions, suspensions, or even expulsion from the game.

Players must not:

- Dispute or challenge an umpire's decision on court.
- Use abusive language, gestures (including facial expressions), or inappropriate/bad behaviour toward an umpire.
- Engage in any behaviour that could be considered intimidation, harassment, or undermining of an umpire.

What players CAN do:

- Seek clarification of a rule from the umpires if they do not understand a decision (must be asked as a question and must be done respectfully, without emotion and at an appropriate time e.g. during quarter time breaks).
- Ask an umpire to repeat or explain an infringement at the time of the call.
- Request a general rule clarification during a break in play or at an interval (this must not be used to question a specific decision).

Key points to remember:

- Always maintain respect towards the umpires and their role.
- Dissent and misconduct will result in penalties and possible disciplinary action.
- Communication should focus on understanding the rules, not arguing decisions.



Any concerns regarding your umpire's performance during a game must be directed to the Umpire Coordinator, Court Supervisor, or Competition Coordinator, not the umpire directly. This **MUST** be done during the game to allow our umpire coaches to assist the umpire on court regarding your concerns.