

INDOOR NETBALL FEDERATION OF QUEENSLAND



2026 JUNIOR STATE CHAMPIONSHIPS

Competition BY-LAWS



1. JUNIOR STATE CHAMPIONSHIPS

Any junior team may nominate to play at a Junior State Championship. All nominations must be entered through a registered INFQ member centre.

- a. The Junior State Championships shall be conducted for 8 & Under, 10 & Under, 12 & Under, 14 & Under Girls, 14 & Under Mixed, 16 & Under Girls and 16 & Under Mixed annually.
- b. If other grades wished to be introduced, a motion shall be submitted to the Management Committee and voted upon.

2. COMPETITION FORMAT

The Grades for the Junior State Championships will be:

8's & Under	
10's & Under	
12's & Under	
14 & Under Girls	14 & Under Mixed
16 & Under Girls	16 & Under Mixed

*****Please note:** Should these grades be combined then in the 8's, 10's and 12's - Boys are permitted to play – maximum of 3 boys on court at any one time – and must be played as per the “mixed” rules ***Please See below

From the INA Rule book:

13. Mixed Rules –

- a) There shall be a minimum of three (3) females, a maximum of three (3) males, with a minimum of two (2) males allowed on the court at any time.

*****At the INFQ Junior State Championships, there is no minimum number of males on court in the 8's, 10's & 12's unless the grade is playing as one grade.**

- b) The male players **MUST** play in the following positions: -
 - i. One in either (1) Goal Shooter or Goal Attack,
 - ii. One in either (1) Centre court player either Wing Attack, Centre or Wing Defence
 - iii. One in either (1) Defence player, either Goal Defence or Goal Keeper.
- c) Four (4) interchange/substitute players are permitted in any game. These players may be made up in any ratio of male and female players but can only be used in conjunction with (a) and (b) and Section 6 of the Indoor Netball Federation of Australia Rule Book.

3. NOMINATION FOR JUNIOR STATE CHAMPIONSHIPS

- (a) Teams wishing to nominate for the Invitational Competitions **MUST** do so via the spawtz website, all players participating must pay upon registering to their team. Individual Player Fee (Inc GST) is set by the INFQ Management Committee. Nominations **WILL NOT BE ACCEPTED WITHOUT PAYMENT.**
- (a) Nominations must be lodged by the date advertised. INFQ reserves the right to accept or reject nominations after the advertised date at their discretion.
- (c) The team name, manager's full details must be filled out upon registering through Spawtz.
- (d) Proof of Age for all aged grades **MUST** be collected by the manager and be at the tournament, should you be asked for this ID it **MUST** be produced or the player will take no further part in the tournament until the ID is produced. Failure to provide it may see your team have all pertaining points removed.
- (e) Each Club is to make all players aware before nominating that the Junior State Club Championships is the process of selecting Junior State Teams for 16 & Under Ladies, 14 & Under Girls, 12 & Under Girls, 14 & Under Mixed and the 16 & under Mixed Team.
- (f) INFQ Rising Stars teams selected in 8's & Under, 10's & Under. **Development Weekend – 12th & 14th December 2026**

- (g) Any player wishing to stand for state selection, must have their parent's login via the supplied link and register their child on the google doc form. ***Please note no late nominations will be accepted.

4. TEAMS

- (a) A maximum of thirteen (13) players may be listed for each 8 & under, 10 & under, 12 & Under Girls, 14 & Under Girls, 16 & Under Girls teams, but only 10 may take part in each game.
- (b) A maximum of fourteen (14) players may be listed for the 14 & Under Mixed, 16 & Under Mixed Teams, but a maximum of 11 players make take part in each game.
- (c) All players must be in matching uniforms.
- (d) All players must wear bibs identifying their court positions as per I.N.A. Rule Book 1.4 Players (d).
- (e) A player **MAY ONLY PLAY IN ONE TEAM/GRADE PER TOURNAMENT – NO CROSSING OVER TO OTHER TEAMS DURING A TOURNAMENT.**
- (f) All players must abide by the Umpire/s decision.
Abuse of any kind **WILL NOT BE TOLERATED.** Penalty as per the Indoor Netball Australia Rule Book
- (g) The captain is the only player permitted to approach the Umpire/s on court.

5. ELIGIBILITY OF AGE EVENTS

8 & UNDER		
Players may <u>NOT</u> turn 9 years in the year of the tournament.		
YEAR OF CHAMPIONSHIP	LATEST YEAR OF BIRTH FOR ELIGIBILITY	
2026	2018	
10 & UNDER		
Players may <u>NOT</u> turn 11 years in the year of the tournament.		
YEAR OF CHAMPIONSHIP	LATEST YEAR OF BIRTH FOR ELIGIBILITY	
2026	2016	
12 & UNDER		
Players may <u>NOT</u> turn 13 years in the year of the tournament.		
YEAR OF CHAMPIONSHIP	LATEST YEAR OF BIRTH FOR ELIGIBILITY	IF TRIALLING FOR STATE
2026	2014	Must not turn 13 before 21/2/27
14 & UNDER		
Players may <u>NOT</u> turn 15 years in the year of the tournament.		
YEAR OF CHAMPIONSHIP	LATEST YEAR OF BIRTH FOR ELIGIBILITY	IF TRIALLING FOR STATE
2026	2012	Must not turn 15 before 21/2/27
16 & UNDER		
Players may <u>NOT</u> turn 17 years in the year of the tournament.		
YEAR OF CHAMPIONSHIP	LATEST YEAR OF BIRTH FOR ELIGIBILITY	IF TRIALLING FOR STATE
2026	2010	Must not turn 17 before 21/2/27

6. UNIFORMS

All uniforms:

- (a) **INFQ in an inclusive organization** – Players can play in the colours of their club or team
- (b) Dresses, skirts, tops and shorts may be different in fabric but must be matching in colour.
- (c) Skins may be worn

7. RULES OF PLAY

- (a) The rules adopted by all members shall be those of the Indoor Netball Federation of Australia (Inc) Revised Edition and those rules stipulated in the Association By-Laws and Junior State Championship Tournament Rules.
 - (b) The managers shall attend a meeting which will be held prior to the commencement of the event.
 - (c) The Team Sheet:
 - i. MUST be filled in and emailed to info@infq.com.au by **Friday 11th September**.
 - ii. Any changes **MUST** be submitted to INFQ the Tournament Director at the beginning of **THE MANAGERS MEETING**
 - 1. Only exception to this rule is if the team is on a "BYE" in the first round
 - iii. Once the team sheet has been submitted no changes / additions shall be permitted under any circumstances
- Penalty:** The points for that game will NOT be credited to the offending team.
- (d) All managers are asked to alert their players that they enter the court through the front net and may not leave the court during the break unless subbing. When their game has concluded they are to leave the court as quickly as possible through the front of the courts.
 - (e) Captains are to toss prior to the game – this is not the umpire's responsibility

Relating to Play: - (may change from tournament to tournament – PLEASE check tournament draw)

- (a) The playing time during the Championships shall be as follows:-
 - 4 x 8-minute quarters
 - 1 minute at quarter time breaks
 - 2 minutes at half time
 - 4 minutes change over timeNo extra time shall be taken except during Finals - Umpires Director to advise of "extra time" in the event of a draw at the managers meeting

COACHING IS PERMITTED during this time

- (b) Points shall be allotted as follows: -
 - i. four (4) points for a win.
 - ii. two (2) points in the event of a draw.
 - iii. zero (0) points for a loss.
- (c) Final Placings after Round Robin:
 - i. The team at the "top" of the ladder will be deemed 1st and so on
 - ii. In the event that two or more teams finish on equal points after the Round Robin has been played, the ladder will be determined by: -
 - Difference (goals for minus by goals against)

Finals:

NB: Goal Difference refers to: goals for minus by goals against

- (d) Finals will be determined by one of the following methods: -

- **ONE POOL:**

- 1. **Where no pool system is being used:** The top four (4) teams will progress through to finals.
 - Semi Finals – Knockout round, winners progress
 - i. 1 v 4 and 2 v 3
 - Grand Finals
- 2. INFQ reserves the right to change the competition format based on the number of teams participating and the number of games to be played. The final format will be determined prior to the commencement of the tournament and circulated with the official draw.

- **TWO POOLS (A, B):**

1. **If a 2 pool system is being used:** The top four (4) teams from each pool will progress through to finals.
 - Qualifying Finals – Knockout round, winners progress
 - i. A1 v B4, A2 v B3, B1 v A4, B2 v A3
 - Semi Finals – Knockout round, winners progress
 - i. Winner of A1 v B4 and B2 v A3, Winner of B1 v A4 and A2 v B3
 - Grand Finals
2. INFQ reserves the right to change the competition format based on the number of teams participating and the number of games to be played. The final format will be determined prior to the commencement of the tournament and circulated with the official draw.

- **THREE POOLS (A, B, C):**

1. **If a 3 pool system is being used:** The top five (5) teams from each pool and the highest 6th place team (based on goal difference) will progress through to finals.
 - These 16 teams will then be seeded based on Goal Difference (1st – 16th)
 - i. Teams placing first (seeded 1st – 3rd)
 - ii. Teams placing second (seeded 4th – 6th)
 - iii. Teams placing third (seeded 7th – 9th)
 - iv. Teams placing forth (seeded 10th – 12th)
 - v. Teams placing fifth (seeded 13th – 15th)
 - vi. Highest ranked 6th place (seeded 16th)
 - Play Offs – Knockout round, winners progress
 - i. 1 v 16, 2 v 15, 3 v 14, 4 v 13, 5 v 12, 6 v 11, 7 v 10, 8 v 9
 - Qualifying Finals – Knockout round, winners progress
 - i. 1 v 8, 2 v 7, 3 v 6, 4 v 5
 - Semi Finals – Knockout round, winners progress
 - i. 1 v 4, 2 v 3
 - Grand Finals
2. INFQ reserves the right to change the competition format based on the number of teams participating and the number of games to be played. The final format will be determined prior to the commencement of the tournament and circulated with the official draw

- **FOUR POOLS (A, B, C, D):**

1. **If a 4 pool system is being used:** The top two (2) teams from each pool will progress through to finals.
 - These 8 teams will then be seeded based on Goal Difference (1st – 8th)
 - i. Teams placing first (seeded 1st – 4th)
 - ii. Teams placing second (seeded 5th – 8th)
 - Qualifying Finals – Knockout round, winners progress
 - i. 1 v 8, 2 v 7, 3 v 6, 4 v 5
 - Semi Finals – Knockout round, winners progress
 - i. 1 v 4, 2 v 3
 - Grand Finals
2. INFQ reserves the right to change the competition format based on the number of teams participating and the number of games to be played. The final format will be determined prior to the commencement of the tournament and circulated with the official draw

- **FIVE POOLS (A, B, C, D, E):**

1. **If a 5 pool system is being used:** The top three (3) teams from each pool and the highest 4th place team (based on goal difference) will progress through to finals.
 - These 16 teams will then be seeded based on Goal Difference (1st – 16th)
 - i. Teams placing first (seeded 1st – 5th)
 - ii. Teams placing second (seeded 6th – 10th)

- iii. Teams placing third (seeded 11th – 15th)
 - iv. Highest ranked 4th place (seeded 16th)
 - Play Offs – Knockout round, winners progress
 - i. 1 v 16, 2 v 15, 3 v 14, 4 v 13, 5 v 12, 6 v 11, 7 v 10, 8 v 9
 - Qualifying Finals – Knockout round, winners progress
 - i. 1 v 8, 2 v 7, 3 v 6, 4 v 5
 - Knockout round, winners progress
 - i. 1 v 4, 2 v 3
 - Grand Finals
2. INFQ reserves the right to change the competition format based on the number of teams participating and the number of games to be played. The final format will be determined prior to the commencement of the tournament and circulated with the official draw
- (e) In the event of a draw in the Finals ONLY, will have a 1-minute break, teams will then change ends, and play 2 x 4 minutes extra time, if after the extra time there is still a drawn game, games continue with the first team to establish a two (2) goal margin shall be the winner.
- (f) Coaching will be permitted only in the designated area allocated
- a. Derogatory comments or directions to officials, players or spectators will not be permitted. The umpire has the authority to warn and further award a penalty against that team, if these actions continue.

Blood Bin Rule

1. Play may be stopped if the Umpire notices or is made aware of any player who is bleeding. The Player 'MUST' leave the court immediately to be treated – and play will continue. The player may rejoin the game at the next centre pass.
2. The wound must be securely covered and any blood stained clothing or footwear must be replaced to the satisfaction of the umpire.
3. If a player notices blood, they can call time, advise the Umpire (blood), leave the court completely to be treated, and this will then become an injury or illness and under that rule the player has a legal two (2) minutes to be treated.
4. Once the player has been treated, they will go back to the Umpire to get permission to continue in the game, and the wound has been treated accordingly.
5. The player may be substituted – refer to rule 6.2.b in the current infa rule book.

The player must remain off court until the commencement or the next quarter whereby the interchange rule can be applied. Changes are offered to the opposing team when an injured player is replaced during the quarter in which the injury/illness/blood bin occurred. Injury time **is** permitted.

6. If the team elects **not** to utilise a substitute, neither team may make positional changes.
 - if the player concerned is the centre court player one positional change is permitted by that team.

When the centre court player returns to the court, all players must return to the playing position they occupied prior to the injury unless there has been an interval or stoppage for injury or illness.

7. Before play can re-commence the umpire must ensure there is no blood on the ball, the court or any other player.

Alcohol / Drugs

All INFQ Junior tournaments are ALCOHOL FREE – no alcohol will be sold at the venue during the tournament and no alcohol will be permitted to be consumed or brought onto the premises of any INFQ Member centre.

All relevant Officials should ensure that no parent / player who is obviously under the influence of alcohol or a drug should be allowed to participate / spectate at any fixture, they may be removed from the game and may be asked to leave the premises.

INFQ reserves the right to refuse permission for such a parent / player to participate

8. UMPIRES

- a. All umpires shall meet prior to the Championships for a compulsory meeting where interpretations shall be defined.
- b. The umpire shall award a player of the Grand Final only
- c. During finals only, an additional umpire will assist the scorer from ground level - to alleviate problems for the umpires on court.
- d. If there are any queries or questions regarding interpretations of rules, an approach may be made to the Umpires Convenor.
- e. Payment for umpires is \$14 per game (Seniors) \$12 for (Juniors), paid at the end of the tournament

9. PRESENTATIONS

At each INFQ Junior State Championship, medallions will be presented in each grade participating. They are as follows:

- Ten Winners and Runners Up medallions for 8 & under, 10 & under, 12 & Under, 14 & Under Girls, and 16 & Under Ladies.
 - Eleven Winners and Runners Up medallions will be awarded to the 14 & Under Mixed and 16 & Under Mixed grade.
- (b) At each Junior State Championship, a "Player of the Final" shall be selected from those participating teams in each grade.

10. MISCONDUCT

Players and officials are reminded that the Host Centre and all accommodation venues used during the tournament must be treated with respect at all times. Any player, official, team, or spectator found guilty of misconduct will be subject to disciplinary action by the Association.

PLEASE NOTE: Under no circumstances will abuse, harassment, intimidation, or disrespectful behaviour towards any umpire be tolerated. This applies to players both on and off the court, team officials, and spectators attending the game.

PENALTIES WILL APPLY.

The Tournament Director reserves the right to bring charges against any player or official who contravenes these regulations and/or any other rules or conditions outlined in this document.



Indoor Netball Federation of Queensland Inc.