



Ariels VCNA March 1st, 2026 Tournament Information

Sections

11&U Mixed – No finals: Open & Reserve Sections.

13&U Mixed: Open & Reserve Sections

15&U Female: Open & Reserve Sections

17&U Female: Open & Reserve Sections

Open Female: Open & Reserve Sections

Venue Knox Regional Netball Centre
9 Dempster St, Ferntree Gully VIC 3156
4 indoor courts and 18 outdoor courts

Start time First game @ 9:00am. Teams to report no later than 8:30am

Entry Fee \$130 per team.

Entries Close Friday, 20th February 2026 (or when grades are full)

Registrations

Tournament registrations will be managed by Netball Connect.

Associations/Leagues will be invited to the tournament. Once invited, the Tournament will appear under the Registration module 'Participating in Competition' section on NC. Associations will be able to submit teams directly to the competition using the 'Teams' menu.

Associations/Leagues will need to assign a team manager to each team who will be responsible for live scoring at the tournament in Netball Connect. On the Teams menu item use the Participants Action button to add Team Managers.

Associations will need to direct deposit team entry fees within 5 days of registering a team in Netball Connect. Tournament entry will not be accepted until payment is received. Entry fees are non-refundable.

Ariels VCNA
BSB 633-000
Account 140 716 770

Clubs & Individual teams wishing to participate in the tournament will need to enter using the registration link and pay the team entry fee at the point of registration through Netball Connect. Entry fees are non-refundable.

<https://registration.netballconnect.com/userRegistration?organisationId=123e3ba9-c2ae-4cae-a070-3b02e75f8b67&competitionId=3645113a-b56b-4837-a3f5-8c72f23a1b71>

Team registration instruction documentation can be found here:

<https://arielsnetball.com.au/wp-content/uploads/2024/06/NV-registrations-instructions.pdf>



Clubs & Individual teams will need to assign a team manager to each team who will be responsible for live scoring at the tournament. Clubs will need to provide the following information for each Team Manager via email to registrar@ariels.com.au, Team Name, First Name, Last Name, DOB, Contact #, Email address.

Fixtures

1. Fixtures will be released on Netball Connect by noon on Saturday 1st March.
2. Ariels reserves the right to regrade teams

Information for the Day

1. All games are played under the Official International Netball Federation Rules of Netball.
2. ALL Teams & Umpires must check in no later than 8:30am.
 - Team check in is at the office window, next to Court 6.
 - Umpire check in is at the umpiring room alongside Court 2. Umpiring briefing will commence at 8:30am.
3. Players may only represent one team.
4. Female players must be of that age or under as of 31st December 2026.
5. Male players
 - 11&U Boys 11 or younger on 31/12/26 may participate.
 - 13&U Boys 13 or younger on 31/12/26 may participate.
 - Teams can have 3 male players on court at any one time. If there are 2 or more male players on court at any one time, they must play in separate thirds of the court.
6. Each Team entered is required to supply their own non-playing Badged Umpire who must be available for finals. Umpires are to umpire rostered matches for their allocated team and arrive at the court on time. Umpires are obligated to officiate if their nominated team is participating in finals. Ariels cannot supply umpires.
7. Live scoring will be used in Netball Connect. The first named team is required to score, second named team to provide a scorer to stand together on the sideline opposite the centre circle.
8. Each team is to provide their own ball & bibs.
9. All matches will be timed using central timing. Teams are asked to be ready to go onto court at least 2 minutes prior to starting.
10. Centre Pass: first-named team has Centre Pass and second-named team to choose goal end.
11. Matches will consist of 2 x 7 minute halves with a straight changeover at half time. A one minute break will exist between games.
12. Rolling Subs will be in play. Look for the white cross (indoors) or coloured disc (outdoors) to make your rolling sub from.



13. In the event of injury, no additional time will be allowed, however, it is understood that an umpire may hold the game to allow the safe removal of the injured player and the subsequent placing of a substitute. Players may be substituted for injured players.
14. Finals - the first named team to take the centre pass and second named team may choose the goaling end. In the event of a draw there will be a 1-minute break. Teams will play extra time of 3 minutes at each end with a straight swap of ends in between. In the event of a SECOND DRAW, play will continue until one team has a lead of (2) two goals.
15. 11/U teams will not play finals. Presentations will be made on courts 5 & 6 after their final round.
16. Medals: Only 10 medals per team will be supplied. If your 11&U team has more players then this please advise us so we can ensure every player receives a medal.
17. Late arrivals to courts for commencement of games: It is the team's responsibility to be present at the court for the start of the game. If any team is not ready to play at the time of the starting siren, officiating umpires will penalise the offending team 1 goal per minute or part thereof missed once the siren has sounded to commence the game.
18. First Aid Room is located in the passageway between court 4 and court 6.

A reminder that all Coaches, Players and Umpires MUST hold a current Netball Victoria Membership and have a WWCC to participate in the tournament. The Netball Victoria Codes of Conduct will apply and we encourage good sportsmanship and wish everyone an enjoyable day of netball.

Food, Drink & Raffle:

Canteen- Hot and Cold Food and Drinks will be available all day.

BBQ – will be operating from 8:30am until sold out.

Coffee Van and Food Trucks will be in operation outdoors.

Raffle - will be in operation outdoors.

Court Map, Tents & Parking

Please refer to the attached map.

Tents are permitted on the venue perimeter of outside courts.

