



**Damodar City - Kia Ora 26
Kshatriya World Cup
Women's Netball Tournament
Pack**



WELCOME!

On behalf of Kshatriya Society of New Zealand and Kia Ora 26 Hosting Committee, we would like to extend a warm welcome to all the teams participating in the inaugural Women's Netball Tournament in Kshatriya World Cup 2026.

All the best!

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VENUE & DATES

The tournament will be held at the following venue:

The Trusts Arena
65-67 Central Park Drive
Henderson
Auckland

Matches will be held indoors with a specified area for spectators.
Players will have space indoors and outdoors for warm-up and cool-down.

All players must have correct netball attire.
All players and spectators must abide to the rules of Auckland Netball.

The tournament will be held on:
Friday 24th April 2026: 9am – 7pm
Top 2 play Finals

FORMAT

Tournament format will be round robin format since 5 teams are participating. Each team will play each other and top two teams will play the final.

Two teams from same district will play the first match for fairness.

DRAWS

Tournament draws will be conducted 1 or 2 weeks before the start of tournament in the presence of representatives/observers of other districts which may be via electronic means such as Teams Meeting or Video/Phone Call.

Draws process will involve picking teams from the hat and replace the place holders

Team A1
Team A2
Team A3
Team A4
Team A5

Team A1 and A2 are reserved for Auckland teams to identify their match and move it to the first match. To ensure fairness, if one Auckland team is drawn, the other is automatically assigned the partner slot.

RULES FOR THE KIA ORA 26 TOURNAMENT

For this tournament, we will be playing as per the 2024 Edition of the Rules of Netball from the International Netball Federation.

A copy can be found here:
[World-Netball-Rules-Book-2024.pdf](#)

The following are rules adjusted for this tournament:

BALL

Gilbert Gripsure Match size 5 netball will be used for the tournament. Balls will be provided by Host District.

MATCH LENGTH

Matches will consist of four quarters of 6 minutes, with an interval of 1 minute between the first-second and third-fourth quarters. The half-time interval is 2 minutes (this can be shortened if both teams are ready to take to court sooner).

1 st Quarter	Interval	2 nd Quarter	Half-Time	3 rd Quarter	Interval	4 th Quarter
6 Minutes	1 Minute	6 Minutes	2 Minutes	6 Minutes	1 Minute	6 Minutes

EXTRA TIME

In the event of a draw in the semi-finals or finals, the game will go into the extra time format. Teams can only make substitutions before the extra time commences.

The first team to achieve a lead of two goals will be declared the winner. Two extra halves will be played as follows:

Interval	1 st Half	Half-Time	2 nd Half
2 Minutes	5 Minutes	1 Minute	5 Minutes

TEAMS

Before the start of the game, the names of the players and officials must be provided to the official scorers. One captain must be named from each team for the duration of the matches. Each player must have a number and team name visible on them. The number is to be the same as the number corresponding to the name and number before each game.

For this tournament, a maximum of 12 players per team can be registered. Players cannot move between teams, and districts with more than one team cannot play players up or down. In the case of extreme duress, discussions can be held about this to help support the purpose of the tournament.

A team must have at least five players to take to the court, one of which must play Centre.

Each team is allocated a bench where all players and team officials (Coach, Manager, Stats Person etc.). Bench players may only leave the team bench during play for a valid reason (i.e. warm up).

PLAYERS

All players must be registered prior to the tournament. Instructions on how to do so are available in the *Registration* Section of this document.

Players must wear team uniforms and suitable sports footwear (non-marking shoes) during a match. Failure to wear team uniform or correct footwear will result in the player being denied to play.

Teams must wear the same colour uniform and bibs unless this matches the opposition's bibs.

Players may not wear anything that could endanger themselves or other players:

- A medical alert bracelet (must be covered with tape)
- Fingernails must be short and smooth
- Hair to be tied back
- All jewellery and piercings easy to remove to be taken off. Wedding band can be taped down.

The umpires will adhere to international netball guidelines that do not allow any jewellery or piercings. In case of piercings that are difficult to remove, they should be taped down securely and should be worn at player's discretion. Please be aware that the umpires may inspect it. The umpires and the organising committee will not take any responsibility for any injury due to this.

Umpires can prevent players who are not adhering to the games rules from playing.

PLAYER ELIGIBILITY & AGE

Only Kshatriyas or eligible non-Kshatriyas may participate in this tournament. Players must be 16 years of age or older to register. However, players between the ages of 13 and 16 may also participate with parental consent.

For this tournament, only players who turn 13 or older during the calendar year of the tournament are eligible to register.

Special Exemption

This exemption only applies to players turning 12 during the calendar year of the tournament. Kshatriya Host Committee (KHC) may grant approval for the player to participate, taking into account the player's physical size, netball experience, and any health and safety implications. The decision of KHC in this regard is final.

Please refer to the **Appendix** for more details.

PLAYER SAFETY

Each eligible player, participating in the tournament will have to sign a **“Waiver of Liability”** at the time of registration.

Please refer to the Appendix for more details.

PLAYER CONDUCT

The umpire may issue a 2-minute suspension to a player for any behaviour considered misconduct or dangerous play. If the player continues such behaviour after the suspension, they may be permanently removed from the game and not allowed to return. This decision is at the umpire's discretion.

CAPTAINCY

Before the match begins, both captains will toss for the goal end or first centre pass and notify the scorers and umpires of the result.

Only the captain can approach the umpires during an interval to clarify any rule. Only the player(s) for whom the clarification is relevant may accompany the captain.

The umpires may request the captain to speak to any on-court player(s) whose behaviour is causing concern. If the captain is not on the court, an on-court captain will be advised to the umpires.

TEAM OFFICIALS

A team may have up to 4 team officials. This includes a coach, team manager, time/score keeper and one primary care person. Primary care person must be advised to the organiser of the tournament before the beginning of play.

MATCH OFFICIALS

All match officials will be provided for the tournament. Match officials will not have any affiliations to any of the districts.

Match officials include two umpires, a scorer per court and one timekeeper.

TECHNICAL OFFICIALS

Technical officials consist of one scorer, one timekeeper and any other officials specified for the event. Scorers and Timekeepers are seated at the official's bench.

Each district is responsible for providing a helper for the official scorer. Timekeepers will ensure that each interval and quarter are played to the allotted time. They will notify umpires when 30 seconds and 10 seconds remain before each quarter.

They will oversee all timings of stoppages and injury time as indicated by referees. Timekeepers must stay alongside the bench umpire for the final 30 seconds of each quarter.

The scorer and timekeeper will likely be the same person. The team managers/teams ensure team sheets are filled correctly with the same corresponding number for each player.

SUBSTITUTIONS AND TEAM CHANGES

Both teams have the right to make substitutions and/or team changes during an interval, or when play is stopped due to injury/illness or blood.

Substitutions must only be with players named before to the match. No additional time is allowed when a player is injured, and substitutions are being made.

The rules for substitutions during extra time are outlined in the Extra Time section.

STOPPAGES

Umpires may hold time for injury/illness upon appeal from an on-court player or for blood and may hold time for an emergency they deem appropriate.

For injury/illness, all players not affected must remain on the court. Play will restart where the ball was played when the stoppage occurred. If the umpire is unsure which team held possession, the play will continue with a toss-up between two opposing players.

INJURY/ILLNESS OR BLOOD

Umpires hold time for blood when noticed or for injury/illness when requested by an on-court player (in extreme circumstances the umpires may hold time without a request being made).

The player concerned must leave the court within 30 seconds and receive treatment.

When injury time is called, the player **MUST** leave the court if injured, any other player's may be swapped around if the player leaves the court.

Only primary care person(s) are permitted on the court to assess the player's medical condition and assist them on the court.

Any blood on the ball or court must be cleaned before restarting.

Both teams may make substitutions and/or team changes during the stoppage, provided these are completed within the time allowed for the stoppage by the umpires.

NOTE FOR PLAYERS/TEAMS

Please have correct netball shoes (non-marking) to play in. Regardless of the indoor courts, it is in the best interest of all players to have proper netball footwear to help minimise injury.

Remain hydrated throughout the competition. The bench allows water bottles but not at the courtside to prevent spillage and consequential slips. Bottles must always remain off the court (i.e. can't bring them on court at intervals).

Make sure there is someone to be the primary care person (not a player or coach) to look after players and to be available to wipe down the court whenever girls fall, again to help prevent further injuries.

There will be bathroom facilities and water available. Be sure to come prepared regardless.

No equipment will be provided for warm-up apart from court space. Please provide your own ball and practice equipment to practice with prior to games.

RESULTS FORMAT

Placings will be determined according to the point system:

For each win, teams will score four points.

For a loss, teams will score zero points.

For a draw, both teams will score two points.

At the end of the robin matches, if there are any ties within the rankings, the goal ratio will be used to solidify placements between those who are tied.

The goal ratio is calculated as follows: *goals for* ÷ *goals against*

The team with the higher ratio will be placed higher.

If teams are placed into 2 pools, top 2 teams from each pool to qualify for semi-finals otherwise top 2 teams (after round robin) will go straight to final.

All points from the Pool Games will no longer matter at this point.

In the event of a draw at full time, please refer to the extra time section.

DISQUALIFICATION

Any district that fields a player ineligible to play under the tournament rules shall be declared to have lost all its matches.

AWARDS & PRIZEGIVING

There will be a brief awards ceremony for the winners at the end of the Finals Match. Awards will include:

Winners

Runners Up

Most Valuable Player (Player of the tournament)

The winner and runner-up will be determined using the results format above. For MVP, 3,2,1 points system will be used where official score keeper will award points to players at the end of each match. While eligibility of MVP is determined by participation in the final match, the MVP award will be based on the player's overall performance throughout the tournament. Player with highest points will be awarded MVP.

REGISTRATION

All teams must complete the registration form 2 weeks prior to the start of the tournament or the date provided by the Host Committee. The registration form will be provided by Kia Ora 26 Committee closer to time.

A maximum of 12 players may be registered. This means there can only be five reserves.

Only team members registered will be allowed to take to court.

APPENDIX

<p>PLAYER ELIGIBILITY CRITERIA: (Article 6 of KISA Constitution and Rules)</p>	<p>In accordance with the Article 6 of the KISA Constitution and Rules, a player should be a “Kshatriya” or Eligible Non-Kshatriya to participate in the Damodar City – Kia Ora 26 Kshatriya World Cup.</p> <ul style="list-style-type: none"> • Who is a “Kshatriya”? • A Kshatriya is a person: <ul style="list-style-type: none"> • who is of the community commonly known as a “Khatri” or “Kshatriya” in the southern part of the State of Gujarat in India; or • who is a descendent of a person referred to in rule 1 or • whose ancestor is a person referred to in rule 1 • An Eligible Non-Kshatriya is a non-Kshatriya person who is: <ol style="list-style-type: none"> 1. lawfully married to a Kshatriya unless separated or divorced from the Kshatriya or 2. lawfully adopted by a Kshatriya parent or parents, if when lawfully adopted the person was under the age of 18 years • A Non-Kshatriya can only play due to the spouse Kshatriya status. In case of marriage separation, Non-Kshatriya will be unable to participate. • The KHC and the Grounds Committee will have the right to require such information as is necessary to determine whether a person meets the definition of a Player under this rule 6. • A person must (and when requested from time to time by the KHC and/or Ground Committee) supply the following information to establish whether the person is eligible as a Player to participate in a KISA Tournament
<p>AGE CRITERIA</p>	<ul style="list-style-type: none"> • All Players must meet the minimum age of 16. Players not meeting this age could still play if the Player’s parents approve in writing. • However, no players under the age of 13 is permitted in the tournament for safety reasons. Players turning 13 years old in the calendar year of the

	<p>tournament will be deemed to be 13 years old for the purposes of participating in the tournament.</p> <ul style="list-style-type: none"> • Special Exemption This exemption only applies to players turning 12 during the calendar year of the tournament. Kshatriya Host Committee (KHC) may grant approval for the player to participate, taking into account the player's physical size, netball experience, and any health and safety implications. The decision of KHC in this regard is final.
<p>PLAYER DISCLAIMER AND CONDITIONS</p>	<p>By signing this document, I acknowledge that I am voluntarily participating as a player, official, volunteer or spectator in the Damodar City – Kia Ora 26 Kshatriya World Cup held at The Trusts Arena, 65-67 Central Park Drive, Henderson, Auckland from April 24-27, 2026.</p> <p>Assumption of Risk and Liability I understand that this is a high-risk activity and I may suffer injury, loss, or damage. I accept all associated risks and agree to release and discharge the Kshatriya International Sports Association (KISA), the Kshatriya Host Committee (KHC), the Kshatriya Society of New Zealand Inc., and all their associated parties (including employees, agents, and sponsors) from any claims, suits, or demands resulting from any injury, loss, or damage I may suffer. I also agree to indemnify them against any such claims to the fullest extent permitted by law.</p> <p>Health and Medical I confirm that I am in good health and fit enough to participate, with no reason to expect medical complications. In the event of an injury or illness, I authorize KISA, KHC, or my team management to obtain necessary medical treatment for me. I agree to be responsible for all costs associated with any such medical care and for arranging my own medical insurance.</p> <p>Rules and Conduct I will play in a sportsmanlike manner and abide by all game rules set by KISA and KHC. I understand that games may be postponed or cancelled due to extreme weather conditions.</p> <p>Property Damage I am responsible for paying for any damage I cause to event venues, fixtures, or equipment, excluding damage that occurs during an actual soccer match.</p> <p>Agreement I have read and understood these terms and conditions and willingly agree to them in order to participate in the Kshatriya World Cup.</p>