

Team Sports

Netball Rules

INTERPRETATION

The Australian Netball Association rules shall apply unless otherwise provided for in these netball rules and are available at www.netball.asn.au

TO PLAY

A team must have a minimum of five registered players entered on the scoresheet who are ready to take the court at the commencement of the game. A late player may only take the court in the period after a goal has been scored and prior to the next centre pass.

Teams in the mixed netball competition must have a minimum of one male and up to a maximum of three males on court at any time. The number of males may be equal to, but cannot exceed the number of females on court. The exception to this is when there are only five players on court; the combination may then be three females and two males; or three males and two females. There are no restrictions on what positions the males can play.

SUBSTITUTIONS

Substitutions may be made at the break between any quarter. The exception to this rule is in the case of an injured player to which a substitution can be made during the game.

FILL-INS

Teams may use 'fill-in' players. A 'fill-in' is a player already registered in a particular competition who is asked by another team in the same competition to 'fill-in'. A 'fill-in' can only play:

- For a grade same or higher
- If the team is short of players
- W.A or W.D
- A maximum of two games (day time competitions) and four games (evening competitions) for any particular team. Should a 'fill-in' exceed this number they are required to choose one team only in which to qualify for finals and may not 'fill-in' for the other team for the remainder of the season.

The usual uniform penalties apply for each 'fill-in' that takes part in the game. The names of these players must be recorded on the scoresheet.

ADDITIONAL PLAYERS

If a player does not play in the current competition and fills-in for your team, they will be considered registered to your team. Should they 'fill-in' for multiple teams, they can only play a maximum of two day time competition games or four evening competition games before they will be required to choose one team to qualify for finals for.

UNIFORMS

All players in each team are required to present themselves in conforming uniforms for each match. Leggings and/or long sleeved shirts may be worn under a skirt or uniform top provided they are black, white or uniform colours.

Teams will be given three weeks to conform to the uniform requirements. After three weeks, if teams are not in conforming uniforms they will be penalised two goals per person out of uniform.

The same set of playing bibs must be worn. Mixed netball players are permitted to wear shorts in their chosen team colours.

GAME TIMES

All games will be played on a time limit (40 minute playing time) of four x 10 minute quarters with a two minute half time break, and no break at the first and third quarter changeover.

Game times are as follows:

- AM competitions
9.30am, 10.15am, 11.00am
- PM competitions
6.15pm, 7.00pm, 7.45pm, 8.30pm, 9.15pm

JEWELLERY/FINGERNAILS

Long/sharp nails are required to be taped or cut. Suitable sports gloves may also be worn. Jewellery must be taped or removed prior to taking the court. Acrylic nails must be taped and gloves must be worn at all times whilst playing netball. Failure to do so will result in the player not being allowed to participate in the game.

FORFEITS

In the event of a forfeit, the non-offending team shall receive a credit unless they take part in a scratch match or practice session. The non-offending team will receive a score of 20 and the offending team will be awarded a score of 0.

PENALTIES

Late Penalties

If a team has less than the minimum required players to start the match, the opposing team will be awarded two goals per minute for every minute that play is late commencing. If a team does not have the minimum required players on court and ready to play within ten minutes of the scheduled starting time, they shall lose the match on a forfeit.

Uniform penalties

All players in each team are required to present themselves in conforming uniforms for each match. Penalties for incomplete uniform are as specified above.

FINALS OVERTIME

In the event that there is a draw at the end of a finals match, the teams will play two rounds of five minutes without rest, but changing ends between rounds. If a draw still occurs after this extra time a further period will be played until a margin of two goals exists with the winner being the team ahead.

APPROPRIATE BEHAVIOUR

The City of Joondalup Leisure Centres has a no tolerance policy in regards to the use of abusive or inappropriate language, violence and misconduct from players and/or spectators. A breach of these rules will result in a technical foul, with a repeat offence resulting in the player being asked to leave the Centre. This may also result in a player appearing before the tribunal panel. This ruling is based on the judgment of the most senior referee at the time of the offence or the Sport Supervisor.