

NETBALL

RULES

1. TEAMS

- Each school should try to field the following core number of teams:
 - o 6 senior teams with 'A', 'B', 'C', 'D' open to all years and Year 10 A and B.
 - o 2 Year 9 teams - ie. 'A', 'B'.
 - o 2 Year 8 teams - ie. 'A', 'B'.
 - o 2 Year 7 teams - ie. 'A', 'B'.
- Teams to be graded on ability.
- All other teams will be entered in a separate draw at Anzac Highway Uniting Church Courts

2. ELIGIBILITY

- EVERY EFFORT SHOULD BE MADE NOT TO PLAY GIRLS DOWN. Any change to this must be discussed/negotiated with opposing school prior to match day or negotiated between coaches before the game. Part of this discussion MUST be what the result will be (ie a forfeit if a higher year level girl plays in a younger level team)
- A player may only play down if required to bring team numbers up to 7.
- A player may play up to a half in the higher grade match and still be eligible to play in the lower grade match. This rule is predominantly to cover situations involving injury.
- Open A & B may have up to 12 players in each team.
- Any A grade player required to play down a grade is to be played out of position
- In all other grades there should be free interchange of the twelve players at any break.
- **INTERCHANGE** - Rule 6: Substitution and Team Changes - see INF Official Rule Book.
- Eligibility for a finals match: If half the player(s) matches have been played in any given grade, they can play in a Final in that grade (as confirmation, if a player plays 50% of their matches in A grade and 50% in B grade, they would be eligible for finals in either grade)

3. UMPIRING

- Double umpiring is to be used for Open 'A' and 'B' matches using Pool Umpires to be allocated by random draw by the Executive Officer.
- All other grades must also have double umpiring with each school providing 1 umpire per team per match.
- The coach must double umpire if this is necessary to fulfill these requirements.
- Senior 'A' and 'B' umpires are to dress appropriately - ie mainly white clothing.
- All other umpires must be suitably dressed.
- Umpires should note that there should be no reduction in the time of the quarters of matches except for inclement weather.

4. MATCHES

- The competition is to be played according to the current INF Netball Association rules unless stipulated below.
- Early matches are to start at 8.00am and all matches should be completed by

11.15am, with the 'A's followed by the 'B's, the 'C's followed by the 'D's and so on.

- ~ All Senior and Yr 9 games will play 15 minute quarters, with 3 minute break at quarter time and three-quarter time. At half time teams will break for between 5 minutes.
- ~ Year 7 and 8 teams play 12 minute quarters, with similar breaks.
- ~ First named teams to provide official timekeepers for each game. The visiting teams are to time breaks.
- ~ Play can be halted if there is an injury, but the clock does not stop. The player who is injured will immediately come off court. A replacement player can come on, but only has 30 seconds to do so.
- ~ In the last 2 minutes of a match, if an injury is called, the time WILL stop.
- ~ A coach is allowed to treat a seriously injured player on court (as the primary care giver) but not allowed to coach at the same point.
- ~ There will be no reduction in time of the quarters of matches except for inclement weather. This decision is to be made by the home school, or the first named team at Anzac Highway.
- ~ At any centre pass the player only requires one foot inside the circle.
- ~ Once a penalty has occurred, the team receiving the free pass can choose to play on prior to the infringing player 'standing out'. The infringing player cannot interfere with play.
- ~ All team members must wear appropriate uniform and position letters. This is the school's responsibility solely.
- ~ The colour of the bibs worn by the 'A' and 'B' teams is to be arranged by opposing schools prior to each match.
- ~ For late teams: clock starts at 8.10am. At 8.20am a forfeit is awarded if there are not 5 players present to take the court.

5. EQUIPMENT

- ~ All schools to provide a match ball for each game.
- ~ An accurate timing mechanism must be used and supplied by the first named team.
- ~ All goal posts are to be fitted with nets.
- ~ All goal posts are to be suitably padded.

6. SCORING

- ~ Each team must supply a scorer with scorecard and they must **sit alongside** each other and check scores continuously.
- ~ In the event of different scores at the end of the match, the first named team's score will stand.

7. RESULTS

- ~ A drawn match is allowed.
- ~ As per the minutes of the 26 November 2018 meeting (point 9.3): **All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA website, each and every Wednesday morning**
- ~ The shield (presented in both A and B) is to be shared in the event of tied points at the end of the season (if there are no finals).
- ~ If finals are being held, finalists will be determined by total points initially (ie win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

- For IGSSA Premiership tables, the maximum win tally that will be registered is 30 goals. If teams win (or lose by more than that, it will be just the 30 goal margin registered). This was determined at IGSSA meeting on 7th Feb 2019.
- If the finals match is tied (ie the 1 v 2 shield play off), the shield is no longer shared between the two teams. As per the IGSSA meeting on 7th Feb 2019:
 - o 2 x 5mins, but must be up by at least 2 to win. If a further period required, play until a team is up by 2

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