



Competition Rules – NETBALL

1. TEAM ENTRY

1.1 It is expected that each IGSSA school enters the following core netball teams:

- 6 senior teams with 'A', 'B', 'C', 'D' open to all years, and Year 10 A and B.
- 2 Year 9 teams - ie. 'A', 'B'.
- 2 Year 8 teams - ie. 'A', 'B'.
- 2 Year 7 teams - ie. 'A', 'B'.

The shield/pennant grades are Senior A, Senior B, Intermediate A (formerly 10A), 9A, 8A, 7A.

1.2 Open A & B may have up to 12 players in each team. It is recommended that other grades have no more than 10 players.

1.3 Year 10s cannot play Senior B.

1.4 All other teams will be entered in a separate draw at Anzac Highway Uniting Church Courts.

2. ELIGIBILITY

2.1 Every effort should be made to bring players up from a lower grade before playing a higher-grade player down.

2.2 After 2.1 has been exhausted:

2.2.1. A player who has played a half (or less) in the higher grade may play down, but only if required to bring team numbers up to 7, or to cover a situation involving injury.

2.2.2 A player required to play down must play out of position – in a different third of the court to where they played the majority of time in the higher grade. Example: An A Grade GS cannot play GS or GA in B Grade.

2.2.3 The team who intends to play a player down must discuss/negotiate this with opposing school prior to match day or it must be negotiated between coaches before the game. Part of this discussion MUST be what the result will be (i.e., a forfeit if a higher year level girl plays in a lower-level team).

2.4 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

3.1 Double umpiring is to be used for Open 'A' and 'B' matches using Pool Umpires to be allocated by the Executive Officer.

3.2 All other grades must also have double umpiring with each school providing 1 umpire per team per match.

3.3 The coach must double umpire if this is necessary to fulfill these requirements.

3.4 Senior 'A' and 'B' umpires are to dress appropriately - i.e., predominantly white clothing.

3.5 Umpires should note that there should be no reduction in the time of the quarters of matches except for inclement weather.

4. MATCH RULES

4.1 The competition is to be played according to the current [INF Netball Association](#) rules unless stipulated below.

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

4.2.1 No adornment or jewellery may be worn other than a medic alert bracelet that must be covered with tape

4.2.2 Fingernails must be short and smooth

4.2.3 Hair must be suitably tied back

4.3 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.

4.4 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.

4.5 Year 7 and 8 teams play 12-minute quarters, with similar breaks.

4.6 First named teams to provide official timekeepers for each game. The visiting teams are to time breaks.

4.7 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 if safe to do so. A replacement player can come on, but only has 30 seconds to do so.

4.8 In the last 2 minutes of a match, if an injury is called, the time WILL stop.

4.9 A coach may attend to a seriously injured player on court (as the primary care giver) but not allowed to coach at the same point.

4.10 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.

4.11 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

5.1 All schools to provide a match ball for each game.

5.2 An accurate timing mechanism must be used and supplied by the first named team.

5.3 All goal posts are to be fitted with nets.

5.4 All goal posts are to be suitably padded.

5.5 All team members on court must wear appropriate positional letters (bib). The colour of the bibs worn is to be discussed and agreed on by opposing schools prior to each match.

6. SCORING

6.1 Each team must supply a scorer with scorecard, and they must sit alongside each other and check scores continuously.

6.2 In the event of different scores at the end of the match, the first named team's score will stand.

7. RESULTS

7.1 A drawn match is allowed (unless a finals match).

7.2 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, every Wednesday morning.

7.3 For IGSSA Premiership tables, three points will be awarded for a win, one for a draw and zero for a loss. The maximum win tally that will be registered is 30 goals. If teams win (or lose by more than 30 goals, it will be just the 30-goal margin registered). In the event of a bye, the team drawn to have a bye will be awarded three points. In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning margin. The offending team will be awarded zero points and the maximum losing margin.

7.4 A 1v2 Final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades. The winner of the 1v2 Final will be awarded the shield.

7.4.1 Finalists will be determined by total points initially (i.e., win/loss tally) and then SD (Score differential) for all games played during the season, if points are equal but a split needs to be made.

7.4.2 If a finals match is tied:

- i. 2 x 5 min extra time periods will be played, with a 1-minute break between periods.
- ii. Should scores still be tied after 2 x 5min extra time periods, play will continue with no break until one team gains a 2-goal advantage.

7.4.3 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- i. Head-to-Head – Calculate the premiership points for games played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
- ii. Score Differential – Calculate the score differential for all games played. The team with the greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:
- iii. The shield will be shared between all teams on tied points at the top of the table.