



## Competition Rules – NETBALL

### 1. TEAM ENTRY

1.1 IGSSA offers the following grades for Premier League and Core Draws:

**Core Grades:** It is expected that each IGSSA school enters as many of the following core netball teams as possible:

- Premier League and Premier League Reserves (1 team in each grade)
- 2 Senior teams – Senior A and Senior B
- 2 Year 10 teams (Year 10 and below) – 10A and 10B
- 2 Year 9 teams – 9A and 9B
- 2 Year 8 teams - 8A and 8B
- 2 Year 7 teams -7A and 7B

1.2 The shield/pennant grades are Premier League, Premier League Reserves, 10A, 9A, 8A, 7A.

1.3 Premier League and Premier League Reserves may have up to 12 players in each team. It is recommended that other grades have no more than 10 players.

1.4 All other teams (C grade and below) will be entered in a separate draw at Anzac Highway Uniting Church Courts.

### 2. ELIGIBILITY

#### **Premier League and Premier League Reserves:**

2.1 Any player who plays a cumulative total of 30 minutes or less in Premier League may play in Premier League Reserves. Intention to play a player who took the court in Premier League in the Premier League Reserves match should be communicated with the opposition coach of the Premier League Reserves before the commencement of the Premier League Reserves match.

#### **Core Grades:**

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

2.3 After 2.2 has been exhausted:

2.3.1. 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.

2.3.2 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.

2.3.3 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).

### **All Grades:**

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 all grades, with each school providing 1 umpire per team per match.

3.2 Aside from Premier League and Premier League Reserves grades, the coach may double umpire if this is necessary to fulfill these requirements.

3.3 Premier League and Reserves umpires are to dress in predominantly white clothing.

3.4 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, and Premier League Reserves followed by Premier League, unless otherwise stipulated on the schedule.

4.4. There is an expectation that Premier League and Premier League Reserves grades are played indoors. If a venue issue or potential venue issue arises leading up to the match, then the opposition school must be alerted as soon as possible. An alternate indoor venue (away school or neutral) should be the first consideration.

4.5 All Senior, Year 10 and Year 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.

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

4.10 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.

4.11 Rolling Substitutions are permitted for Premier League and Premier League Reserves grades, under the following conditions:

4.11.1 Teams can make substitutions anytime during play, this includes during stoppages and intervals. There is no limit to the number of substitutions that can be made, and more than one substitution may be made at any time. Play will not be held up for substitutions (but will still be held for injury – the Injury/Illness/Blood rule does not change).

4.11.2 Each team should supply a second set of same colour bibs to ensure quick and smooth substitutions. The incoming player can then be ready to enter the court without the need to wait for the bibs from the outgoing player.

4.11.3 Substitutions must occur off court in front of your team bench, however there is **no** expectation for an official 'Substitution Zone' to be marked out on the side of the court in IGSSA netball.

4.11.4 The incoming player must wait until the outgoing player exits the court before entering the field of play. The players involved in the substitution will tag hands **OFF** court prior to the entry of the incoming player.

4.11.5 Players must observe the offside rules as they enter/exit the court and make sure they do not interfere with the umpire's movement during the substitution.

4.11.6 If there is an infringement during a substitution, a free pass will be awarded to the non-offending team where the ball is when the interference or illegal entry/exit occurs.

*The 1-min video at the link below demonstrates the Rolling Substitutions rule.*

[2020 New Rules: Rolling Substitutions - Suncorp Super Netball](#)

## 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 (bibs). The colour of the bibs worn is to be discussed and agreed on by opposing schools prior to each match.

## 6. SCORING AND TIMING

- 6.1 Each team must supply a scorer with scorecard, and they must sit alongside each other and check scores continuously.
- 6.2 First named teams to provide official timekeepers for each game. The visiting teams are to time breaks.
- 6.3 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 If a shield/pennant match is unable to commence for reasons beyond the control of either team, then every reasonable effort should be made to reschedule. Shield and pennant grades should be prioritised where practical when venues are affected. If a mutually agreeable reschedule date between the participating schools cannot be reached, then the match result will be a draw, with 0-goal differential.
- 7.3 All results from the preceding week's matches must be submitted to Clipboard by 48 hours post-fixture in order for accurate Premiership Tables to be published in a timely manner.
- 7.4 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 zero 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.
- 7.5 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield round, then **all games** from that round in that Division will be considered a draw, with a 0-point differential. For the avoidance of doubt, for example, if there are six scheduled Shield games in a round, and three are unable to be completed, then all games in that round are considered a draw.
- 7.6 A 1v2 Final will be scheduled with the top 2 teams (finalists) playing for the shield/pennant in the nominated shield/pennant grades. The winner of the 1v2 Final will be awarded the shield.
  - 7.6.1 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.
  - 7.6.2 If a finals match is tied:
    - i. There will be a 4 min break after the fourth quarter, and 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 5 min extra time periods, play will continue with no break until one team gains a 2-goal advantage.
- 7.6.3 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.