

# NETBALL INFORMATION

## Fees structure (all fees include G.S.T)

Team registration fee \$135 per team payable upon nomination of the team.

Game fee per team: Ladies and Mixed \$58.00

### Walkovers

- 24hrs (or more) notification - \$58.00 fee. Less than 24 hours notification - \$75.00 fee
- Walk over fees are payable on or before the next scheduled match.
- Teams withdrawing from the competition are to pay a \$70 withdrawal fee.

### Unfinancial players/teams

- Teams with a (poor) financial and/or behavioural record may, at the discretion of competition management have their nomination/registration declined.
- This needs to be a consideration for teams forfeiting.
- Teams shall not be permitted to participate in any sport or activity held at the Springers Leisure Centre until all outstanding monies are paid.

### Player eligibility

- Registration - all players before playing their first game must complete and sign the registration form, which is available at reception. If players are not registered on the registration form, any games played before registering will not count towards finals eligibility.
- Once a player has played 3 games in a team he/she cannot play for another team.
- If you are a registered member of a team and your team is on a bye, then you cant play for another team in the competition.

### Finals eligibility

- All players must play a minimum of 5 games as a registered player to be eligible to play finals.
- It is the Team Captain's responsibility to ensure that all players are filled out on the registration sheet and players tick their name off on the scoresheet to indicate which players have played on the night.

### Age

- All players in senior competition must be a minimum of 15 years of age to play.

### Mixed teams

- Mixed teams must have at least 1, and no more than 3 males on the court at any one time during play.
- If playing with 5 players, 2 males can take the court at any one time during play (i.e. 3 females, 2 males)
- If a male player arrives late and the game has commenced and you realize the position left vacant is not appropriate, you may allow the team to make one positional change, this allows him to take the court (late female players take the vacant position) ref rule 5. Late arrivals page 12, in the rulebook.

### Scorer/s

1. Each team is to provide a scorer who shall record goals scored for each team as they occur.
2. Keep a record of the Centre pass and shall call Centre pass only if appealed to by an umpire.

Note: If a team does not provide a scorer, that team loses their right to dispute any discrepancies with the score

- It is advised that both teams provide a scorer.

### Conduct of matches

1. The playing rules shall be that of the netball Australia (rules of netball) rulebook.
2. Ladies and mixed teams matches shall consist of:
  - x 9 min quarters
  - 2 min break at half time
  - Straight change over between the 1st and 2nd quarter and the 3rd and 4th quarter
  - 4 points shall be awarded for a win
  - 2 points shall be awarded for a draw
  - 0 point should be awarded for a loss
  - 4 point shall be awarded for a bye
  - 0 points for a team giving a walkover.
  - First name team takes the Centre pass, the opposing team has the choice of end(s)

- Team receiving a walk - over shall be credited with 4 points and 10 goals to nil on the score sheet
- If a game cannot commence due to an injured player not being moved from the court from the previous game (duty of care) and no other court is available to play on teams will be awarded 2 points each.
- A team may take the court if at least 5 players are present one of whom must play Centre
- A team shall be required to take the court when requested to do so by the umpires at the start of the game or after any interval
- The umpire shall notify the teams when there are 30 seconds remaining prior to the end of an interval (halftime) a second whistle is blown at 10 seconds where all players must be on court and ready to start at the completion of half time interval.
- Players not on court when the umpires whistle blows to commence game/quarter become a late player and cannot take the court until a goal is scored and after notifying the umpire, may then take the court

### 3. Teams failing to take the court:

- At the commencement of a match when directed by the umpire and the opposition team is on court and ready to play then that (opposition) team is credited with 1 goal per minute which is to be entered onto the score sheet prior to the commencement of the game. Failure to take the court prior to quarter time will result in a walk over (10 - 0 win)

### 4. Injury time:

- No injury time allowed (the clock does not stop)
- The umpire shall blow the whistle to stop the game after a call for "time" by an on court player
- The decision to stop play and when to stop play shall be at the discretion of the umpire
- Rules governing injury/illness stoppages refer to rulebook pages 13,14,15.
- Blood policy - injury rule shall apply... in addition:
  - a. the wound must be adequately covered
  - b. blood stained clothes shall be removed or cleaned.
  - c. The ball and court shall be cleaned if necessary
- Springers Leisure Centre requires all injuries to be reported to the Duty Manager who will require the injured player or their representative to fill out an incident report form to be kept at the office for reference should the injured player require medical treatment outside the Centre.
- First aid - emergency first aid when required shall be the responsibility of the Springers Leisure Centre.
- When a game is in progress with a team having 5 players only, and 1 player is injured and/or cannot continue to play, a forfeit is declared and the game awarded to the opposing team - the result of the game shall be:
  - If non- offending team is in front at time of forfeit the score stands as per score sheet
  - If offending team is in front at time of forfeit score results 10-0 to the opposing team and 4 points given for the win. \* Walk over fees will not apply\*
  - If the game is called off before ½ time, the non offending team will receive a refund, if the game is called off after ½ time no refund will be given.

### 5. Playing uniform:

- Female players may wear skirts and/or sports shorts.
- All team members must wear same colour shirts/skirts/shorts (this rule applies to mixed teams males must wear sport shorts).
- Females - netball briefs must be black or same colour as skirts.
- No buckles or any other object that may cause injury shall be worn.
- Pockets to be taped (tape is available for purchase at reception).
- No bike pants/shorts are allowed.
- From commencement (round 1) teams have 4 games to ensure all team members are in correct uniform – after four games, 2 goals will be awarded to the opposing team for each player out of uniform and is to be entered onto the score sheet before the commencement of the game.
- No item of jewellery except a wedding ring and/or medical alert bracelet shall be worn if either or both are worn, each shall be taped.
- No adornment that may endanger player safety maybe worn - this includes wide plastic headbands
- Finger nails shall be short and smooth, nails maybe taped with appropriate soft tape (tape can be purchased at reception).
- Long or false nails must be padded before applying tape.
- Gloves are not permitted (unless in case of medical condition, please see staff).
- Bibs are available at Springers at a cost of \$3.00, they can be collected from reception.
- Bibs will be signed for on a register. If all bibs are not returned a replacement fee of \$60 will apply.
-

## 6. Finals matches

- To be eligible for finals all players must have played a minimum of 5 games to qualify. Players must tick their name on the scoresheet to get that game recorded.
- At the end of the season, finals shall be played. Individual trophies shall be presented to the premiers and runners – up, in all sections.
- In the event of teams being level on points their positions shall be determined by percentage.
  
- **Semi finals**      1st v 4th winner through to grand final  
                             2nd v 3rd winner through to grand final
  
- **Grand final** winners of semi final matches
- In the event of a draw in semi finals and/or grand final
  - a. Team captains check scores are correct
  - b. Change ends (teams can make positional and substitution changes)
  - c. Three minutes to be played, change ends (no team changes or substitutes allowed) continue play three minutes.
  - d. If match is still a draw play continues (no change of ends) until one team is 2 clear goals in front

## 7. Heat Policy

- In cases of extreme heat, our extreme heat policy will come into effect.
- When the court temperature reaches 35°C, the following time rules apply
  - The game will consist of 4 x 8 minute quarters
  - ¼ time and ¾ time will be of 1 minute duration. ½ time will be of 3 minute duration
- When the court temperature reaches 40°C the game will be abandoned. If the game is abandoned before the game during the 1<sup>st</sup> half or at ½ time the game will be counted as a draw.
- If the game is abandoned after halftime the game stands as the final result
- Please remember to keep hydrated.

## Code of conduct/behaviour

- If in the opinion of the Centre Duty Manager and/or umpire's supervisor and/or umpires any player, coach, official, spectator or team conducts themselves in a manner contrary to the best interest of netball, then that player, coach, official, spectator or team will be asked to leave the premises immediately. Further action will be taken, depending on the extent of the incident.
- Alcohol: management will refuse entry to any persons under the influence of alcohol or attempting to carry alcohol into the Centre.
- No smoking is permitted in the Springers Leisure Centre
- Offensive language falls into the category of misconduct

\*For items not specifically covered in this document please refer to the netball rule book\*

Centre management and/or court supervisors reserve the right to make decisions on any matters not specifically covered in this information.