

NETBALL COMPETITION RULES

Introduction

The World Netball Rules of Netball (located at https://netball.sport/wp-content/uploads/2023/12/10214_WN_NETBALL-RULE-BOOK-MANUAL-2023-v13-RGB-HR.pdf) apply to all participants ('players') of netball at Glen Eira Sports and Aquatics Centre ('GESAC'), unless a GESAC Netball Competition Rule listed below provides otherwise. In the event of any inconsistency between the World Netball Rules and GESAC's Netball Competition Rules, GESAC's Netball Competition Rules will take precedence over the WN's Rules.

It is the responsibility of each player to be familiar with GESAC's Netball Competition Rules and World Netball Rules.

All players are subject to GESAC's Centre Rules and GESAC's Conditions of Entry and Use, copies of which are available online at <https://www.geleisure.com.au/media/11361/gesac-netball-competition-rules.pdf>.

1. Competition and match duration

- 1.1 A match shall consist of four nine-minute quarters for adults and four nine-minute quarters for juniors. Teams will change ends at each quarter. There will be a two-minute break at half time.
- 1.2 GESAC reserves the right to set the duration of a competition, which will be available (online at <https://www.geleisure.com.au/sports/play-social-sport-netball-glen-eira-leisure>) in the final week of the previous season. Finals will be played over a two-week period.

2. Registration

- 2.1 Any team wishing to join a GESAC netball competition must pay the team registration fee before the stated time and closing date. The team registration form must be completed by the team captain and the team registration fee paid upon completing the online team registration form.
- 2.2 If the team registration fee cannot be paid online, the team manager can contact the GESAC competition management to discuss alternative ways to pay and complete entry.
- 2.3 If a team withdraws from the competition for any reason after commencement of the competition and prior to the end of the competition, it will not be entitled to a refund of any part of the registration fee.
- 2.4 If GESAC's competition management must suspend or withdraw a team from the competition for any reason, no refund of the registration fee will be returned. Extenuating circumstances may be considered at the discretion of GESAC's competition management.
- 2.5 Any additions or changes to the team must be completed online via the player registration form with at least 24 hours' notice before the fixture start time. If any additions or changes need to be made within 24 hours' notice, the competition manager must be contacted directly before the fixtured start time.

3. Player registration

- 3.1 All players must register to their team by completing the online player registration form (located at <https://www.geleisure.com.au/sports/play-social-sport-netball-glen-eira-leisure>). If a player is unable to register online, he or she may contact GESAC's competition management directly to have this completed on their behalf.
- 3.2 If a player is not registered up to and including round three, this will result in the loss of one premiership point to the team for each match that the unregistered individual

participates in.

- 3.3 Each team must list its participating players on the scoresheet before each match. Scoresheets which are not completed correctly by the commencement of the match, will result in the loss to the team of one premiership point. If a team is late to court for any reason, the match will not commence until the scoresheet is completed. A late start will be treated in accordance with Clause 5.

4. Insurance

- 2.1 All players must be registered in accordance with Clause 2.
- 2.2 If a player wishes to make an insurance claim, they must complete a Personal Injury Claim Form (which is available upon request from GESAC's competition management) and follow the instructions on the "How to Make a Claim" document.

5. Match times

- 2.3 GESAC will determine the times at which games are played, and if varied, teams will be notified.
- 2.4 Teams must have a minimum of five players on court at the fixtured start time. The clock will be started at the fixtured time to ensure that all teams have their full match period. Bibs and positions are to be finalised before the match starts. Failure to be on court at the fixtured time will result in one goal per minute of delay.
- 2.5 No more than seven players will be allowed on court at any time. A team may have up to five substitutes.
- 2.6 If unforeseen circumstances prevent a match from being played under normal and safe conditions, the match will be cancelled and scored as a nil all draw, and the fixture will continue as scheduled.

6. Forfeit

- 2.7 An automatic forfeit will apply if a team is not on court within 10 minutes of the fixtured start time. A team that wins by the forfeit of its opponent will receive no goals and four premiership points. The forfeiting team will not receive any goals or premiership points.
- 2.8 Once play has started, there must be a minimum of four players on the court for the duration of the game, otherwise a forfeit will apply.
- 2.9 A player is prohibited from playing in two teams or divisions. However, a player can approach GESAC's competition management for special circumstances to be considered.
- 2.10 Where a team forfeits regardless of when notice is given, the forfeiting team has to pay the full match fee. The match fee of the other team in a forfeit will not be payable, and if it has been paid will be credited or refunded, at the discretion of GESAC's competition management.
- 2.11 Where a team forfeits without sufficient notification of at least 24 hours', GESAC's competition management reserves the right to remove the team from the competition.
- 2.12 Where a team fails to pay the forfeited match fee before the start of the next fixtured game, the team will be suspended from the competition until the fee is paid.
- 2.13 Teams will receive 1 warning for any 9:50pm game that they forfeit. Teams may accumulate two warnings per season before a team suspension is applied.

7. Fill-in players

- 2.14 Teams should consider player availability for the duration of the season and be aware that players must have played at least four games in order to qualify for finals. The team captain should contact GESAC's competition management as soon as they are aware of any eligibility issues to discuss the finals.
- 2.15 Once a fill-in player has played four games for any team, they will automatically be registered for the higher division team and will no longer be able to play for their original registered team.
- 2.16 A player may approach GESAC's competition management for special circumstances to be considered if they wish to register, and play for, one team in multiple divisions during the same season.
- 2.17 If special circumstances (in accordance with Clause 7.3) has been considered by GESAC's competition management, a player that plays in multiple divisions in the same season may play finals for all teams they

are registered to.

- 2.18 If a team captain allows a fill-in player to play in a match where the player is not entitled to be a fill-in, the team will lose six premiership points and the captain will be suspended for two games.
- 2.19 Uniform penalties will apply for fill-in players who are not in the team colours. Uniform penalties will not apply to fill-in players provided by GESAC's competition management.
- 2.20 A fill-in player provided by GESAC's competition management is defined as a player who is asked on the night of competition to temporarily substitute for another team.

8. Finals

- 2.21 All final dates will be posted on GESAC's Game Day website https://websites.mygameday.app/assoc_page.cgi?c=0-8995-0-0-0&a=COMPS
- 2.22 A player must play at least four games during the season to qualify for a place in the finals matches (including wins by forfeit and grading and excludes scheduled byes).
- 2.23 Ladder positions for a final are determined by the total points and percentages obtained after all preliminary matches are completed (including any byes and forfeits).
- 2.24 In semi-finals and grand final matches, the highest ranked team is to receive the first centre pass. Both teams are to provide a scorer for the match.
- 2.25 In the grand final matches, there will be a one-minute break in the first and third quarter and a two-minute break at half time.
- 2.26 If there is a draw at full-time in a final's match, teams will play an extra three minutes at each end with no break. If, after extra time, the score remains equal, the game will continue (without a break) until one team has a two-point lead, at which time, that team will be deemed to have won the match.
- 2.27 Teams are allocated eight prizes per team (premiers and runners-up) for the grand final. One player per grand final match will be awarded a "best on court" prize. GESAC will provide at cost, extra prizes if notified by the team.

9. Mixed teams

- 9.1 Mixed teams must have between two and three males on the court.
- 9.2 In mixed teams, males must play one position in the following sections: either goal shooter (GS) or goal attack (GA) (goal third), either as a wing attack (WA), centre (C) or wing defence (WD) (centre third) and as either goal defence (GD) or goalkeeper (GK) (defensive third).

10. Injuries

- 10.1 There will be no extra time for injuries. An injured player may be helped from the court.
- 10.2 If a player is bleeding, he or she must vacate the court immediately. Providing his or her position has not been filled, once the player has been checked by the umpire, and at the discretion of the umpire, the player may return to his or her position after a goal has been scored at quarter time or at half time. The wound must be securely covered and any blood-stained clothing replaced to the satisfaction of the umpire.
- 10.3 Details of any injuries sustained by a player during the match must be reported to the umpire supervisor and GESAC's duty manager. A GESAC First Aid Report and Incident Report Form should be completed.

11. Uniforms

- 11.1 All players must wear the same colour and shade of tops, shorts, skirts, one-piece dresses and appropriate sports underwear. Skirts below the knee, trackpants, multi coloured shorts, or shorts with pockets, buttons and zips are prohibited.
- 11.2 If the umpire deems a uniform item as "unsafe" to play in, the player will not be allowed to take the court.
- 11.3 If the uniform items are "safe" to play in but not matching, the team will lose two goals to their opposition, up to a maximum of ten goals per match.
- 11.4 Uniform penalties will apply to fill-ins who are not in the team's colours. Teams will be given three weeks to organise their uniforms before the penalties apply.

- 11.5 All players must wear non-marking sports shoes.
- 11.6 Teams are required to provide their own bibs. In the event of a team not having their own bibs, a set of bibs (seven) can be hired from reception for a fee. The bibs must be signed out and returned on the same night. In the event that the bibs are not returned on the same night or after written notification from the Centre, the team will be invoiced a fee of \$40 and will be deemed to have purchased the bibs.

12. Nails, Jewellery and Adornment

- 12.1 Fingernails must be cut short or taped to the first knuckle with appropriate sports tape (whether or not gloves are worn). It is the responsibility of each team to supply their own tape.
- 12.2 Players must make every effort to take off all loose jewellery and adornment. Any jewellery or adornment that cannot be taken off must be taped down and deemed as “safe” by the umpire in order to take the court.
- 12.3 No plastic or metal hair adornments (eg. headbands or butterfly clips) are to be worn during play. Cloth material headwear and sweatbands are permitted.

13. GESAC Court Rulings

- 13.1 If the ball hits the roof, it becomes a play advantage (i.e.. the player who retrieves the ball has possession). The person who originally threw the ball may not retrieve it; otherwise it will be deemed a replay ball.
- 13.2 A game will not be stopped for a player to do up his or her shoelaces.
- 13.3 The team first listed on the fixture has the centre pass. The second team listed has the choice of ends.
- 13.4 Each team must provide a scorer. If a scorer is not provided, the scoresheet shall be placed behind the goal post and each team must score appropriately as the scoreboard is only a guideline. Play will not commence until the scoring has been completed. The final result is determined by the scoresheet not the score on the scoreboard.
- 13.5 A player cannot play in two different teams in the same division, nor can a division one player play a game in a division two team. If a division two player plays in a division one team, once they have played the number of qualifying games for finals eligibility, they cannot play for their original team.
- 13.6 Rolling substitutions/tactical changes are not permitted during the quarter. Players are only allowed to make positional changes during breaks or when a player is injured and needs to leave the court. If a player calls an injury time and removes themselves from the court, both teams are allowed to make positional changes.

14. Misconduct

- 14.1 Use of offensive, insulting, abusive or intimidating language and/or gestures or behaviour (personally directed or not) including but not limited to use of discriminatory, racist, religious, ethnic or sexist remarks and/or gestures toward or against a match official(s), GESAC staff member(s), spectators or other players by players during or after a match is unacceptable.
- 14.2 Any player who backchats or is condescending towards an umpire verbally or by gesture while on or off the court (during play) will be penalised.
- 14.3 Disciplinary action as per clauses 14.1 and 14.2 for players and spectators can include, warnings or send offs. Failure to follow the umpires’ or netball supervisors’ instructions will result in the game being abandoned and the offending team deemed to have lost on forfeit.
- 14.4 Further action as it pertains to clauses 14.1-14.3 may be taken by Glen Eira Leisure’s competition management at its discretion.
- 14.5 Persons who have been asked to leave GESAC and who do not do so immediately, will be treated as trespass

15. Points

- 15.1 A team will receive four premiership points for a win.
- 15.2 A team will receive two premiership points each for a tie.
- 15.3 A team will receive four premiership points for a bye.
- 15.4 A team with a loss will not receive any premiership points.

16. Equipment

- 16.1 Players or spectators that cause deliberate damage through vandalism to equipment ie. goal rings, etc. will be held accountable for the cost of repair or replacement. Where such damage has not been paid for by the individual following a request, the team will be unable to play in the competition until the damage is paid for.

17. Umpires

- 17.1 At half or full-time, team captains may ask the umpires about any queries relating to GESAC's Netball Competition Rules and their interpretation. The umpire's decision is final.
- 17.2 The umpire's whistle signals the start and finish of the game.

18. Grading

- 18.1 Grading of teams will be at the discretion of GESAC's competition management, which reserves the right to consider re-grading at any time.

19. Extreme Weather Policy

- 19.1 In the event of extreme heat, GESAC will operate in accordance with the guidelines set out by Sports Medicine Australia (available online at <https://www.geleisure.com.au/media/12128/privacy-policy-060318.pdf>).
- 19.2 In such cases where the stadium temperature reaches 31 to 35 degrees, games may be limited to shorter quarters and there may be enforced drink breaks. This will be at the discretion of the supervisor and the umpires at the time of play.
- 19.3 In such cases where the stadium temperature reaches more than 36 degrees, some games may need to be cancelled. The game will be recorded as a washout and the fixtures will continue as per the fixtures of the following week. Match fees will be credited to the teams for games being cancelled in accordance with this clause.
- 19.4 If a game must be cancelled due to extreme weather, the team captain will be notified by phone and/or email at least two hours prior to the game time scheduled.

20. Miscellaneous

- 20.1 Children who are five and below must be actively supervised. Children aged 6–10 may come in by themselves on the condition that they sit quietly and follow instructions. If a child accompanying a player does not comply with this rule, the player may be asked to leave the game in order to supervise the child.
 - 20.2 Children under the age of 12 are not permitted to score games.
 - 20.3 No pets (except guide dogs) are allowed at GESAC. No bicycles or rollerblades are allowed on the court.
 - 20.4 There is strictly no smoking and no alcohol allowed at GESAC.
 - 20.5 Teams are to provide a contact with home, work and mobile telephone numbers and an email address. GESAC will only use, disclose or deal with personal information in accordance with its privacy policy available at <https://www.geleisure.com.au/media/12128/privacy-policy-060318.pdf>. A copy can also be obtained by emailing stadium@geleisure.com.au or by writing to PO Box 42, Caulfield South VIC 3162.
- Players play at their own risk. GESAC accepts no liability for any injury that a player might receive in the course of a game. Persons who have been asked to leave a venue and who do not do so immediately will be treated as trespass