

SOUTH BANK NETBALL RULES (SCORELINE SPORTS)

This document is to indicate rules which are specific to this competition, and also to outline some important rules of Netball which new players should be aware of. Unless specified otherwise here, we will follow the official [Netball Rules](#).* If you have any queries about rules, please feel free to ask an umpire or the organiser prior to the game. We want to help you enjoy the competition.

1. Players on court:

- Maximum 7 players on court per team, minimum 5.
- Maximum 3 male players on court per team, & minimum of 2
- A team may play with only 1 male player if they are reduced to 5 or 6 players overall
- Male players must be allocated to different thirds, ie: maximum one male player in GK/GD area, one in C/WD/WA area & one in GS/GA area

2. Borrowing players:

- A team may borrow up to two (2) players from other teams to make up numbers.
- Teams may only borrow from the same or lower grade.
- Borrowed player(s) cannot play at C, GS or GA
- Borrowed players can only be used to make team numbers up to 7 (not as extra subs)
- Umpires or organisers must be notified of a borrowed player prior to the start of the game.
- Borrowed players cannot be used in a semi final or final

3. Player registration and Finals eligibility

Players must play at least 1 game and be registered by round 5 (10 week season) or round 7 (12 week season), in order to be eligible for finals. Players can only register for one team on a given night of the week during the season.

4. Game Length

Games consist of 4 x 9 minute quarters, with 30 seconds break at quarter time and three quarter time, and 3 minutes break at half time.

5. Equipment

To play in our competition, all your team members need the following:

- Suitable sports clothes (uniform shirts are encouraged)
- Netball Bibs (it is essential for each team to have a set of Netball bibs)
- Sports shoes with non-marking soles
- Netball Gloves if required

6. Jewellery/Fingernails

- All jewellery must be removed before you go on the court.
- Fingernails must be cut short, or covered by gloves to the satisfaction of the umpire

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7. Important Playing Rules to for new players to remember

- **Centre pass:** Before the whistle, the centre player taking the pass must step quickly into the centre circle, so play can commence. Failure to do so is delaying play, free pass to other team
- **Throw-in:** Player taking throw-in must put their front foot just behind (not on) the line prior to throwing.
- **Distance:** Defending players must be 3 feet (1m appr) away from player with the ball before they put their hands up to defend.
- **Penalty: When a penalty is given, the infringing player is out of play:** Must stand beside the player taking the penalty... and Cannot be involved in game until penalty taken (includes not speaking to other players)

Infringements resulting in a penalty may include:

Obstruction; Contact on the player; Contact on the post; Contact on the ball

- **Free Pass:** When a free pass is given, the infringing player is **not** out of play.

Infringements resulting in a free pass may include :

Stepping (footwork); Re-played ball; Pass over a third; Short pass; Offside

8. Umpires

Umpires have authority to enforce rules during a game. Their decision is final.

A player may consult umpire during break or after game, in order to clarify a ruling. No further discussion beyond this. Umpires may assist new players with rules at any time at their discretion.

9. Player Conduct

Players are required to conduct themselves in a suitable manner. Over aggressive or dangerous play, dissent toward officials & swearing are examples of misconduct. This is covered by the rules of Netball, but players must also abide by the Scoreline Sports Player Code of Conduct.

Sanctions for misconduct may include:

- Advancing a penalty (moving it forward on the court)
- Warning
- Suspension from the court for a specified period.
- Ordering off for remainder of the game.
- Forfeiting of the game
- Competition organisers reserve the right to impose further sanctions after the game, which may include:
 - Suspension of player(s) for a number of weeks
 - Banning of player(s) from the competition

10. Competition points

Allocated as 2 for a win, 1 for a draw. If competition is split into grades mid season, points will be adjusted as follows:

- Teams in A grade who have wins over other A grade teams, retain their win points.
- Teams in B grade who have wins over other B grade teams, retain their win points.
- Teams in A grade with a win over a B grade team, receive 1 point (as per a draw) for this
- Teams in B grade with a loss to an A grade team, receive 1 point (as per a draw) for this

11. Variations to Rules

Competition organisers reserve the right to make variations to rules & sanctions at their discretion, in order to ensure the safety & enjoyment of participants, officials and spectators, & to meet obligations to venue management. All teams will be advised if there are any changes.

Any enquiries to events@scorelinesports.com.au or 0407 154 842