

# Catholic Secondary Girls Sport South Australia

Provided by SA Catholic Secondary School Girls Sports Association



## Game Rules: Netball

### The Team

- Shall consist of seven (7) players on the court at one time.
- Maximum of twelve (12) players per team.
- A team must have five (5) players to take the court and start a game or else a forfeit loss results and a scratch match should be played. If a sixth (6<sup>th</sup>) or seventh (7<sup>th</sup>) player does not arrive for the game that is fine as long as there are five (5) players present to start the game.
- Teams must supply their own basic first aid kit however, a backup kit will be available from the venue coordinator if required.

### Uniform

- General neat appearance to be maintained.
- Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in Round 1 & 2 will be given a warning. After that, a penalty will be enforced - the umpire and/or the Venue Coordinator will penalise the team two (2) goals for every player out of uniform. This can be done at the beginning of the game, quarter time, half time or three-quarter time break. It may not be done once the game has been completed and the Venue Coordinator, the other referee and both teams must be informed of the infringement at the time of the penalty being handed down.
- The definition of a player out of uniform and a two (2) goal penalty to be applied-
  - A player that is wearing the incorrect coloured shorts, skirt, top etc.
- Any or all players in a team may wear a tracksuit top (NO hood) and tracksuit pants for all or part of any game underneath their playing uniform, provided it conforms to their school's uniform policy.
- If track pants/leggings are worn, female players must still wear their school approved top/shorts etc. over them.
- Bike shorts should be worn under the skirt or dress and should be School approved.
- Cultural Headwear is allowed to be worn, however, where possible not be secured with any pins/sharp objects.
- If a player is wearing jeans or non-uniform clothing etc. then the player is not permitted to play unless the Executive Officer has given permission.
- Each team to provide own bibs (Venue Coordinator will have a spare set in a contrasting colour in case of a clash). Failure to supply or borrow from the venue a set of bibs will result in that team having to forfeit.
- Sandshoes or rubber sole shoes must be worn.
- No gloves are allowed (unless the Association gives permission and/or a doctor's certificate has been shown for medical reasons).
- NO jewellery is allowed to be worn during a game, this includes rings, watches, necklaces, earrings, and taped studs. Medical bracelets are permitted but must be completely covered by tape or shown to Umpire and removed.
- Fingernails must be short NOT taped.

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## Player Eligibility

- Players are only eligible to play one game per day unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- A player can be bought up from a lower grade to fill in for a team that does not have enough players to take the court, however, this player must not play another game for the day unless approval has been given by the Executive Officer and both teams have been notified.
- A player is not allowed to be bought down from a higher grade to fill in for a team that does not have enough players to take the court unless approval has been given by the Executive Officer and both teams have been notified.
- A player must play four (4) games in any one grade to qualify for finals in that grade.
- If a player plays more than four (4) games in a higher grade they cannot return to the lower grade, they must remain a part of that team unless permission is given by the Executive Officer.
- The player is only counted as 'playing' if they take the court during a game, not just named on the score sheet.

## Umpires

- Connect Ref supply and allocate umpires to venues for the duration of the season.
- Each game is to have two (2) umpires on court for the duration of the game (unless extenuating circumstances prevent that from happening). If there is a spare umpire at the venue, then the Venue Coordinator will allocate the spare umpire to assist with the assigned umpires for mentoring and assistance for that game.
- Umpires who have a daughter/sister etc. playing at the allocated venue will not be permitted to umpire that team unless consent is given by the Executive Officer.
- All umpires must be suitably qualified and have previous experience refereeing games.

## Play

### Match Duration:

- Four (4) x ten (10) minute quarters.
- Two (2) minute break at quarter and three-quarter time, and three (3) minute break at half time.
- The Association makes no provision for the postponement or cancellation of matches due to inclement weather. However, teams may with the agreement of the Umpire, play shorter quarters to complete the match.

### Rules:

- Netball is conducted under the rules of International Federation Netball Association (I.F.N.A.) unless otherwise stated.
- No Rolling Subs are allowed, however Tactical Changes are allowed if approved by the Executive Officer before the commencement of the competition.
- Any spectator/coach/player that questions an umpire's decision will be given one warning by either the umpire on court or the Venue Coordinator. If the behaviour continues, then the person shall be asked to leave the venue by either the umpire and/or the Venue Coordinator.

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- If a spectator/coach/player verbally or physically abuses an umpire, a player, a spectator or the Venue Coordinator then they will NOT be given any warnings, and the Venue Coordinator must ask the person to leave the venue straight away. (A report from the Venue Coordinator, umpire and both team coaches must be submitted to the Executive Officer by the following Monday morning.)
- Any team that walks off the court at any stage during a game will record an immediate forfeit loss on the premiership table.
- BLOOD POLICY:
  - Any player incurring an injury which results in bleeding of any degree must leave the court immediately.
  - If a Coach or Captain calls an injury time to the umpire immediately upon seeing the bleeding part the incident is to be treated as an injury time.
  - The 30 second injury time will be deemed to have started when time was first held by the umpire.
  - If an injury time has not been called, then the player involved must immediately leave the court and the game must resume as normal.
  - In an injury time, all the rules relating to substitution/team changes apply.
  - If the player is unable to resume a substitution may be made.
  - The injured player may return to the court if the injury has stopped bleeding and is adequately covered.
  - If uniform has blood on it, then affected part must be removed and replaced. (This would be the only time a player can play out of uniform).
  - Blood on the ball or court must be cleaned off immediately.

## Scoring & Timing

- The home team is the team placed first (1<sup>st</sup>) on the draw.
- Each school must supply a scorer & timer for each game. They must sit together and scores checked regularly as well as at EACH quarter with the umpire. If a scorer is unavailable, then a player must be removed from the court each quarter to act as the scorer for that game.
- The home team (first named team on the draw) is required to time the quarters (10 Minutes). The away team is required to time the quarter breaks (2 minute - quarter and three-quarter time breaks & 3 minute - half time breaks) & any injury time (30 seconds per injury).
- The score card must be signed by the captains and umpire/s then handed to the Venue Coordinator immediately after every game.
- In a disputed score, after checking the scorecard and checking centre passes, no agreement can be reached then the score on the home team's card is taken as correct.
- Both teams are to fill out the players' names clearly printed on the back of their own scorecard and are responsible for handing the cards into the Venue Coordinator at the end of each game.
- Venues are responsible for keeping all score cards until the end of the season. If any school protests about a player not being qualified, playing in a particular grade without permission or a correct score, then the scorecards will be used to refer back to for this information.
- If scorecards are not filled in correctly by the end of the round, the infringing team may incur a forfeit loss for that round.

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- SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
  1. Any wins larger than the capped score will be rounded down and recorded accordingly on the Premiership Table, with the correct score recorded for reference to the side of the results document.
    - Netball – score margin capped at twenty (20) goals
  2. Score capping will not be implemented in the first four (4) rounds, however if a team gets regraded up or down then scores for that team will be referred back to the capped scores for their first four (4) games only.
  3. If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remainder of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
    - a) Allowing the losing side to take every centre pass until they score a goal and/or the margin is less than fifteen (15)
    - b) Changing the team around so that players are playing out of their normal positions
    - c) Rotating the stronger players off the court at the quarter breaks
    - d) Removing the seventh (7<sup>th</sup>) player and continuing play with only six (6) players on court for as long as the winning team feels it appropriate to do so

## Forfeits:

- The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by Twelve Noon (12.00pm) on the Friday of that week as well as contacting the Venue Coordinator and SACSSGSA.
- Failure to notify opposition and the venue will incur a \$ 75.00 forfeit fine.
- Forfeit score is 20-0 and no premiership points will be awarded to the forfeiting team.

## Points Allocation:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 3 points for a forfeit win (Score to be 20 - 0)
- 0 points for a forfeit loss (Score to be 0 - 20)

## Finals:

- Finals will be determined by the premiership table at the conclusion of all general rounds.
- If there is a genuine situation of injury before a final, a team must get approval from the Executive Officer to bring up a player from another team.
- If there is a dispute in the Premiership Table, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email [sacssgsa@cesa.catholic.edu.au](mailto:sacssgsa@cesa.catholic.edu.au) by Monday Twelve Noon (12.00pm) the week of the Finals or the conclusion of the general rounds. After this time, no disputes or amendments to the Premiership Tables will be considered.

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- For all Semi Finals or for first (1<sup>st</sup>) V second (2<sup>nd</sup>) Grand Finals, if the game is a draw at the end of official time, then extra time, of three (3) minutes each way will be allocated to gain a clear result.
- If at the end of the extra time the game is still a draw, then play will continue until a team is winning by two (2) goals.
- No matches in the FINALS rounds are to be rescheduled, unless there are extenuating circumstances and both schools involved, and the Executive Officer agree upon an acceptable solution.
- All games must be played at their allocated venues unless approval is given by the Executive Officer to change the venue.