



Griffith Sport

Tournament Rules – Netball

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game.

Unless otherwise stated in these rules, normal netball rules apply as outlined by the Netball Australia – Official Rules of Netball (Updated 2016). All rules are open to the interpretation of the referee and their decision is final.

RULE 1: Team Composition & Player Requirements

- a) A team may have a maximum squad of twelve (12) players registered.
- b) Seven (7) players are allowed on the court at one time
- c) In mixed competitions, the minimum amount of males on court at one time is one (1), the maximum number of males allowed on the court is three (3). Male players must be in three different positions on the court (Defending, Centre Positions and Attacking Positions):
 - Goal Keeper or Goal Defence (Defending Positions);
 - Wing Attack, Wing Defence or Centre (Centre Positions);
 - Goal Attack or Goal Shooter (Attacking Positions).
- d) Five (5) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with five players provided the previous point (1c) is satisfied.
- e) All teams must adhere to the Uniform requirements set forth for this the tournament.

RULE 2 - Game duration

- a) Each game is 26 minutes duration (2 x 13 minute halves), with 2 minutes break between each quarter. No clock stoppages will be made except under exceptional circumstances at the discretion of the Umpire and Sport Convenor.
- b) If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the quarters may be shortened. This is at the discretion of the Sport Convenor

RULE 3: Game Commencement

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any teams that are not ready to commence play with a minimum of five (5) appropriate players (Rule 1d), five (5) minutes after the referee has signalled the game can start will incur forfeit loss.
NB. The game may go ahead after this time; however the 0-15 loss will stand regardless of the actual score.
- c) In all circumstances the game must finish at the scheduled time.

RULE 4: Points

Points are awarded in matches as follows:

Win - 3 Points

Bye - 3 Points

Draw - 2 Points

Loss - 1 Point

Forfeit - 0 Points

In the event of tied points at the end of round matches, placing's will be determined by for and against goal count.

RULE 5 – Sport Specific

There will be no contact. No pushing, shoving, biting, scratching, etc.

When pulled up by an umpire for a sanction, you are required to be out of play until the ball has been released. This means you must move quickly to the position indicated, stand beside but away from the player taking the penalty pass so as not to impede that player, remain in this position and not move or take any part in the play including verbal comments.

- Contact infringement = penalty pass
- The ball can only be held for three (3) seconds at a time. Held ball infringement = free pass
- Running with the ball is not permitted. Stepping infringement = free pass
- The ball must be touched in each court third. Infringement = free pass
- Players must keep to their restricted areas –
Attacking goal circle – GS/GA
Attacking goal third – GS/GA/WA/C
Centre third – GA/WA/C/WD/GD
Defending goal third – C/WD/GD/GK
Defending goal circle – GD/GK
Infringement = free pass
- A defending player must be at least three (3) feet from a player in possession of the ball when trying to intercept or defend the ball. A player is obstructing if within a distance of 3 feet and the arms are taken away from the body other than to balance. Obstruction infringement = penalty pass
- A player who has possession of the ball may not bounce the ball and regain possession. They may however bounce the ball to another team mate. In other words, players cannot dribble the ball, or bounce the ball deliberately to themselves. If this occurs, it will result in a free pass to the other team.
- A player may not hold on to, or touch the goal post during play. By using the goal post it may be seen as an advantage to gain extra jumping height or extra balance to defend a shot. Contact Infringement = penalty pass
- If a player throws/passes/shoots and the ball comes in contact with either the Basketball cross bar or back board apparatus then a free pass is awarded to the opposing team from the baseline.
- Players will not be able to deflect a shot once the ball is on a downward flight towards the ring, including touching the ball up through the net. Infringement = penalty pass.
- Long nails must be taped or cut.
- Team captains have to sign the scoresheet at the conclusion of the game.

RULE 6: FINALS

- a) In the event of tied points at the end of a finals match:
 - i. A further 5 minutes will be played
 - ii. Two (2) x 2½ minute halves, one each direction with a 30 seconds half time break

NB: For a legitimate goal to be scored on the buzzer and the umpire's call of time, the ball must have passed through the goal ring.