

MIXED INDOOR NETBALL



1. Players

- 1.1 The competition is only open to current GUGC students and staff.
- 1.2 Teams may nominate a maximum squad of 12 players.
- 1.3 The competition format will be 7-a-side, with a maximum of 3 males on the court at any time.

2. Team shortages and fill-in players

- 2.1 Once a player has played 3 games for their nominated team they are considered qualified for that team.
- 2.2 A player must play a minimum of 3 games to qualify to play in the finals series.

3. Competition

- 3.1 The competition will run for 8 weeks in total. Preliminary rounds will be conducted in the first 6 weeks. Semi Finals will be held in the seventh week. Finals will be held in the eighth week.
- 3.2 The weekly draw will be posted on the sports noticeboard outside the Student Guild office and on the Student Guild website.

4. Match Accreditation/Fees

- 4.1 Players must register with the social sport convenor 10 minutes before each game.
- 4.2 All players/teams must complete an entry form & return it to the Student Guild with full payment by the advertised closing date.
- 4.3 Match fees are Student Guild Member - \$40/player/semester; Non-Member \$45/player/semester.

5. Competition Points

- 5.1 Competition Points towards the premiership ladder will be awarded as follows:
 - 3 points for a win or an awarded forfeit
 - 2 points for a draw
 - 1 point for a loss
 - 2 points for a bye
 - 0 points for a forfeit (score recorded as 10-0 loss to forfeiting team)

5.2 In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.

5.3 The finals format will be dependant on the number of teams and will be confirmed once the competition has commenced.

6. Captain's Responsibilities

It is the captain's responsibility to:

6.1 Ensure that your team members have all accredited and are ready to take the court on time.

6.2 Ensure all outstanding fees are paid by the closing date.

6.3 Control team behaviour both on and off the court

6.4 Check the draw each week for game times and inform team members.

7. Equipment and Uniforms

7.1 Only a ball supplied or approved by Centre Management shall be used.

7.2 Players must wear appropriate footwear, definitely no bare feet or shoes that mark the court.

7.3 All teams should play in matching coloured shirts. This not only looks better, it also helps the referee to distinguish teams.

7.4 Bibs will be provided.

8. Jewellery & Nails

8.1 No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

8.2 Nails should be short and rounded. If a complaint is made to the umpire or staff, player's may be asked to tape their nails or asked to wear netball gloves (Not supplied).

9. Blood & Injury Time

9.1 If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

9.2 Injury time is only replayed in semi-finals and finals.

10. Umpires

10.1 The umpire's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the umpire may warn the offending player, or send them from the court for a specified time.

10.2 The umpire also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.

10.3 Under no circumstances does the Student Guild tolerate the abuse of our umpires. If a player or team has a problem with an umpire, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre permanently.

10.4 The umpire's decision is final in all matters relating to the game. At no time during a game should a player question an umpire, however at a break, a player may ask for clarification of a rule.

11. The Game

11.1 Unless otherwise stated the general indoor netball rules apply.

11.2 Matches will consist of 4 x 8 minute quarters with 2-minute breaks.

11.3 Positions are as follows:

- C = Centre
- WA = Wing Attack
- WD = Wing Defence
- GA = Goal Attack
- GD = Goal Defence
- GS = Goal Shooter
- GK = Goal Keeper

11.4 Prior to the start of the match the referee will call the 2 captains aside for the toss. The winner will have the right to either start or select an end. The centre pass is then alternated for the entirety of the match.

11.4 Basic Rules

- OBSTRUCTION - If you wish to defend the opposition who is playing the ball you must stand 3 feet away from the player before lifting your hands.
- DEFENDING - An opposition player is allowed to impede your progress off the ball provided they keep their arms and legs inside the width of their body. You must run around the player without touching them.
- REPLAY BALL - Once you have controlled the ball, another player must touch it before you do so again.
- PENALTIES/FREE PASSES - Penalties are given for breaking the rules of obstruction & contact. If you are penalized you must stand next to the player taking the penalty until ball is released and play has re-started. A shot can be taken from a penalty.
- FREE PASSES - A free pass is taken for all other breaches of the rules, except obstruction & contact. The offending player does not need to stand down for a free pass, and a shot can be taken.

11.5 Net Rulings

12.1 The ball shall be 'live' off all nets. Once a player has released the ball that player may not touch or regain possession until the ball has been touched by another player, or has made contact with the goal ring.

12.2 A player may not make contact with the net whether they have possession of the ball or not. A player may not step, land, push off or jump into the nets. Brushing the net lightly will be allowable.