



## NETBALL RULES

In effect as of 22 April 2021



### GAMES

- Each game consists of 4 x 9 minute quarters with a 2 minute break in between halves. There are no breaks after the 1<sup>st</sup> or 3<sup>rd</sup> quarter. The stop in play is for teams to swap ends, change positions or make a substitute only
- Games are centrally timed and will start as per the fixture time

### RULE CLARIFICATION

- All Rules per official "Netball Australia" rule book with CLP amendments as detailed in this document

### TEAMS/PLAYERS

- All players must be fifteen years or older to play in senior competitions
- A maximum of twelve players per team per game (seven play, 5 substitutes)
- For the game to begin a minimum of five original players must take the court before the end of the first quarter.
- Mixed – There must be no more than three males on the court at any one time, with a minimum of one male
- Of the three male players on court, each one must be in the following positions (GS or GA), (GD or GK) or (C, WA or WD)
- Fingernails are to be cut short or taped (gloves are acceptable) ▪ Fill in players can come up from lower grades but not go down.
- Fill in players can play a maximum of 4 games for any 1 team.
- Players must play a minimum of **four** games to participate in finals
- All players play at their own risk

### UNIFORMS

- All players must be in the correct uniform by the third week of competition. Each team member's uniform is to be the same colour. Cannington will provide Bibs.
- Infringements for incorrect uniform will apply: 1 goal per player out of uniform, maximum of 10 goals. Penalties must be addressed before the commencement of the second half.

### LATE ARRIVALS

- 2 minutes late = 2 goals
- Every additional minute thereafter = 1 goal

- After the equivalent of one-quarter of the game time elapsing, the umpire may declare the game a forfeit if a team cannot field the minimum amount of original players to start the game

### **DISMISSALS/DISCIPLINE**

- The umpire has the right to give players & spectators verbal warnings
- If the offender repeatedly misbehaves they may be disciplined at the discretion of the umpire and/or Centre Management.

### **FORFEITS**

- If a team cannot field enough players for a fixture game, it becomes a forfeit
- A forfeit may be called after a quarter of the game time has lapsed
- A score line of 20-0 will be recorded against the forfeiting team

### **PLAYER & SPECTATOR CODE OF BEHAVIOUR**

- Any breach of the player spectator code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

### **EMERGENCY SITUATIONS**

- In the event of a major emergency whereby an ambulance or emergency services are called, it is up to the discretion of the centre and officiating staff to determine the outcome of the game.
- Should your game be delayed by 5 minutes or more both teams will be issued with a credit for the following week and all match points will be split as a 2-<sup>1</sup> draw.