

Netball Rules

Games Each game consists of 4 x 9 minute quarters with a 2 minute break in between halves. There are no breaks after the 1st or 3rd 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

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 and must play in a Wing position (WD or WA)

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. If team colours clash then bibs will be supplied

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 and 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. Forfeit fees will apply. If an agreed scratch match is played both teams will pay the regular game fee

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 an emergency whereby an ambulance or emergency services are called, it is up to the discretion of the centre management and officiating staff to determine the outcome of the game.

Reviewed February 2021