

Lunchtime Social Sport Competition

Netball Rules (Mixed)

Laws of the Game: Netball

The International Netball Federation Laws of the Game are followed for SUSF Lunchtime Social Netball Competitions. These rules can be found on our website.

SUSF Lunchtime Social Sport Modifications

Team

- Teams must consist of a minimum of 7 registered players and a maximum of 14 registered players.
- Teams must have at least 5 registered players on court to start a game to not incur a technical forfeit.
- All players must be registered, and ONLY registered players may play for the team.
- Registered players must play 3 rounds in order to be eligible to compete in the finals.
- All team members MUST sign in before taking the field.

Player Ratio's

- A maximum of 7 players may take the court per team.
- There may be a maximum of 3 male players on court at any one time.
- There must be a minimum of 4 female players on court at any one time.
- Each team is limited to a maximum of 1 male player occupying a position inside the attacking circle (i.e. GS or GA) and a maximum of 1 male player occupying a position inside the defensive circle (i.e. GK or GD).

Match Duration

- Matches consist of 4 x 6-minute quarters, with a 1-minute break between each quarter.
- A running clock will start at the scheduled time of the game.

Substitutions

- Substitutions are unlimited, provided they are only made at the end of every quarter.

Stoppages

- In the event a player is ill or injured, a time stoppage of 2 minutes is permitted. The injured player or a player from their time must signal 'Time' to the game official.
 - Any player with visible blood or bleeding on their clothing or person must be removed from the game and may not return until all bleeding has stopped.
- At the conclusion of the time stoppage, the game official shall blow the whistle to restart play and the game is continued from the spot where play was stopped.

Umpires & Misconduct

- Umpires discretion on calls are final.
- Any misconduct on decisions can result in offending players being asked to leave the court.



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Forfeits

- All forfeits must be confirmed by 4pm the business day prior to your game by emailing lunchtime@sport.usyd.edu.au.
- Any forfeit outside of the timeframe above (minus extenuating circumstances as determined by SUSF) will incur a \$10 fine to be paid prior to the next game.

Finals

- After all round games have been played, the top 4 ranking teams according to overall ladder will proceed through to play a single elimination tournament to decide which team is the overall winner of the Basketball competition.
- During finals matches; in the event that scores are level:
 - Extra time will include 3 minutes.
 - In the event scores are still tied, the winner will be decided on a 'for and against' goal count.

Any abuse or gross misconduct directed at game officials or other players will result in exclusion from the game and a possible suspension for the individual and/or their team.