

# 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.

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### 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 team 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.

### Forfeits

- All forfeits must be confirmed by 4pm the business day prior to your game by emailing [lunchtime@sport.usyd.edu.au](mailto: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 Netball 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.**