Team Sports
Mixed Netball
Rules
Rules

PLEASE NOTE: The following are ECU Sports specific rules and are by no means comprehensive. The day to day interpretation of these by-laws shall be the responsibility of the appointed Mixed Netball Coordinator. Appeals against interpretation shall be lodged in writing with management of the Centre for further consideration. All Australian Netball Association Rules shall apply unless otherwise stated in these rules.

Nominations and Fixtures
• Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. Fixtures can be viewed on the ECU Sports website: http://www.ecu.edu.au/sport/ or by contacting the ECU Sports Centre on 6304 5000 (Joondalup) or 9370 6700 (Mount Lawley).
• All teams can expect to get an even spread of game time slots over the season. Game times start from 6:15pm.
• Management reserves the right to add and/or change any game times when it is deemed necessary.
• Special fixture requests will be considered. ECU Sports will consider all requests but reserves the right not to accommodate requests if they are considered not to be in the best interest of the social sports competition.
• Management reserves the right to refuse nomination forms from teams if it is deemed to be not in the best interest of the social sports competition or if there is no available position in the competition.

1. The Playing Area
   1.1 ECU Sports indoor courts.
   1.2 The goals are regulation netball goals (10 ft).

2. Players
   2.1 The maximum number of players on court at any given time is seven (7). Teams must have a minimum of five (5) players on court otherwise a forfeit will occur.
   2.2 The maximum number of males on court at any time must not exceed three (3). No two (2) males are allowed in the goal circle at either end at one time e.g. 1 offence (GA, GS), 1 defence (GD, GK).
   2.3 The minimum number of players on court without incurring a forfeit is five (5).
   2.3.1 If a team playing with the minimum requirement of five (5) players has a player sent off (see section 12 - Suspensions and Ejections), the team will not be allowed to continue as they will be reduced to four (4) players which is below the minimum requirement.

3. Player equipment
   3.1. All players are required to wear a team uniform consisting of the same colours.
   3.2. Netball – 1 goal for the first player out of uniform and 1 goal per player out of uniform thereafter (warnings may be given in the first instance. Enforced at coordinator’s discretion).
   3.3. All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players.
   3.4. Nails must be cut or taped appropriately if the umpires deem them to be too long.
   3.5. Appropriate non-marking, covered footwear must be worn.
   3.6. Teams are required to supply their own bibs to identify positions of play. Please note, bibs are available for hire from reception if a team does not have their own set.
   3.7. Long hair must be tied back.

4. Substitution of players
   4.1 If a late player is coming on court after the game has started, he/she will only be allowed on court once a goal is scored, and before the next centre pass. The umpire must be notified of a new player coming on court.
   4.2 If a player is injured during the game and unable to continue, a substitution player is able to come on court in the same position as the injured player.
   4.3 No player can change position during a quarter of play unless special circumstances make this inevitable i.e. injury.
5. **To play**
5.1 All weekly game fees must be paid prior to the start of scheduled games. If your team does not pay on the night that you play, an additional $10 surcharge is payable before the next game.
5.2 Not only does it keep the other team waiting, late starts affect the whole evening’s fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.

5.2.1 **Penalties (if a team is late)**
5.2.1.1 1 goal per minute late.
5.2.1.2 Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled starting time.
5.2.1.3 Teams must complete the scoresheet with details (names) of all players.
5.2.1.4 The minimum number of players on court without incurring a forfeit or any penalties is five (5).

6. **Length of the game**
6.1 Games will comprise of four (4), ten (10) minute quarters with a two (2)-minute break at halftime.
6.2 At the commencement of each quarter, teams will alternate the direction of attack.

7. **Methods of scoring**
7.1 A goal is scored (1 point) after the ball passes through the rim of the hoop.
7.2 Goals can only be scored by the GA and GS from inside the goal circle at the corresponding end.

8. **Competition Points**
8.1 Win = 3 Points
8.2 Draw = 2 Points
8.3 Loss = 1 Point
8.4 Forfeit = -1 Point

9. **Penalties**
9.1 When a penalty is awarded, the offending player must stand beside the player who is awarded the penalty, and not obstruct the player in any way (including verbal communication), until the ball has left his/her hands. The pass must be taken from the point where the offence occurred. The player who is awarded the penalty must wait for the offending player to stand out-of-play before play can continue.
9.1.1 **Penalties are awarded for:**
9.1.1.1 Obstruction – Occurs when a defending player has not reached the required three (3) ft when defending.
9.1.1.2 Contact – Occurs when a player makes unduly physical contact with an opposing player, which can include the ball.
9.1.1.3 Abusive language or actions directed towards an opposing player or the umpire.
9.1.1.4 Intimidation – Deliberately blocking the face of an opponent, or for any other distracting/intimidating behaviour.
9.1.1.5 Where applicable, a goal may be shot from a penalty but not from a free pass. A free pass must be passed to another player.

10. **Free pass**
10.1 When a free pass is awarded, the offending player is not required to stand out of play. The pass must be taken from the point where the offence occurred.

10.2 **Free passes are awarded for:**
10.2.1 Stepping – occurs when a player with possession of the ball takes more than one step with the foot he/she landed with.
10.2.2 Offside – occurs when a player has entered an area of the court that is out of bounds to that position. Position locations are:

<table>
<thead>
<tr>
<th>Position</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GS</td>
<td>goal circle and attacking third</td>
</tr>
<tr>
<td>GA</td>
<td>goal circle, attacking third and centre third</td>
</tr>
<tr>
<td>WA</td>
<td>centre third and attacking third (excluding goal circle)</td>
</tr>
<tr>
<td>C</td>
<td>whole court excluding goal circles</td>
</tr>
</tbody>
</table>
10.2.2.5 WD  –  centre third and defending third (excluding goal circle)
10.2.2.6 GD  –  goal circle, defending third and centre third
10.2.2.7 GK  –  goal circle and defending third

10.2.3 Out of Court – occurs when the ball touches anything or anyone outside the marked court area. A throw in is awarded to the opposing team from the place the ball last left the court.

10.2.4 A throw in is taken from the point the ball last crossed the line and the player taking the throw in needs to be outside the court (up to the line but not on the line). The player needs to observe all rules with playing the ball and footwork.

10.2.5 Playing the ball – A player may not; play the ball whilst kneeling, sitting, or lying on the ground, punch the ball, roll the ball to a team mate, or deliberately kick the ball.

10.2.6 Over a third – occurs when a ball is passed the length of a third without making contact with a player in that third.

10.2.7 Centre Break – occurs when the GD, GA, WD or WA of either team step over the centre third line and into the centre third before the umpire has blown the whistle for a centre pass.

10.2.8 Replay – occurs when the ball is caught twice without contact from another player, caught after an inaccurate shot for goal was taken and the ball did not touch the ring, or batted or bounced more than once and then played by the same player.

10.2.9 Short Pass – occurs when a pass to another player is not long enough to allow a player to pass through the flight of the ball.

10.2.10 Scoring a goal – A goal is scored when the ball passes completely through the ring when shot by a goal shooter (GS) or goal attack (GA) whilst standing completely in the goal circle.

10.3 Where applicable, a goal may be shot from a penalty but not from a free pass. A free pass must be passed to another player.

11. Penalties and Free Passes:

11.1 If umpire’s decisions are not adhered to, infringing players may be asked to adjust or be warned and penalties and free passes may be given (at the umpire’s discretion).

12. Suspensions and Ejections

12.1 Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire or an opposing team will be taken seriously. All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the sports co-ordinator in consultation with senior members of staff. Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

13. Forfeits and withdrawals

13.1 Teams must attend every fixtured game for the season, or notify ECU Sports if they cannot attend a fixtured game and a forfeit will result.

13.2 A forfeit may be declared if:

13.2.1 A game does not start within ten (10) minutes of the allocated starting time.

13.2.2 A team fails to honour their fixtured game.

13.3 In the case of a forfeit, the applicable forfeit fee will result as per the following table:

<table>
<thead>
<tr>
<th>FEE TYPE</th>
<th>NOTICE PERIOD</th>
<th>FEE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forfeit Fee</td>
<td>24+ hours notice</td>
<td>Match Fee</td>
</tr>
<tr>
<td>Forfeit Fee</td>
<td>2 – 24 hours notice</td>
<td>Match Fee + $25</td>
</tr>
<tr>
<td>Forfeit Fee</td>
<td>0 – 2 hours notice / No show</td>
<td>Match Fee x2</td>
</tr>
</tbody>
</table>
### Surcharge Fee

<table>
<thead>
<tr>
<th>Non game payment / Part payment</th>
<th>$10 Surcharge Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Withdrawal Fee</td>
<td>Immediate withdrawal from competition</td>
</tr>
</tbody>
</table>

13.4 Teams will be notified of the applicable forfeit fees by the Sports Coordinator or equivalent via email.

13.5 All outstanding fees must be paid prior to the team’s next fixtured game, otherwise the team will become unfinancial.

13.6 Unfinancial teams are still eligible to play in the competition, but will not be awarded premiership points while any applicable fees are outstanding.

13.7 Premiership points not awarded due to outstanding fees will not be allocated even when the fees are paid. Therefore, please ensure all fees are paid before the next fixtured game in order to receive the available premiership points.

13.8 Teams with outstanding fees from previous seasons will not be eligible for the next season until all fees are paid.

13.9 If a team wishes to forfeit a fixtured game, they must call the appropriate centre (Joondalup 6304 5000 or Mt Lawley 9370 6700) to notify the centre of the forfeit. Forfeits sent via email may not be considered, as emails might not be immediately viewed.

13.10 Teams who fail to pay the full game fee or outstanding team fee owing by the end of the night of their game will incur an additional $10 surcharge on top of their normal match fee.

13.11 Teams who withdraw from the competition prior to the end of the scheduled season will be issued a withdrawal fee of x2 match fees. Payment is due within 7 days of the time of withdrawal.

### Finals Procedures

14.1 In the event of a draw in the final fixtures, the game will go to extra time consisting of six (6) minutes (three minutes shooting at each end) and the team that finishes the extra time with the most points wins. In the event that scores are still tied at the end of the extra time, the game will go into extra, extra time where the team that scores two goals in a row wins.

14.2 Three (3) games are required to be played by a player during the season in order to qualify for finals.

All rules and regulations are enforced at the discretion of the referee in charge of the game and the sports co-ordinator.