

Netball rules

Games

Games consist of two eighteen minutes halves with a one minute half-time and a three minute warm-up period.

Games are centrally timed and will start as per the fixtured time:

- Game times are 6pm, 6.40pm, 7.20pm, 8:00pm, 8.40pm, 9.20pm.

Equipment

- Teams need to provide their own bibs for hygiene reasons.
- Shirts must be worn under bibs.

Rule modifications

All rules are as per the official 'Netball Australia' rule book with Lords amendments as detailed in this document.

- The umpire is in sole control of a team's game. Their decision is final. Only the team captain can approach the umpire at half time and speak on behalf of the team.
- One fifty second timeout per team per half is allowed. During a timeout the clock will continue to run.
- No timeouts may be called in the last three minutes of either half. All timeouts must conclude by the three minute mark of either half.
- The umpires and duty managers will be encouraged to report any negative behaviour towards staff or other players. Depending on the severity of the situation, further action may be taken, during or post game
- If a player receives three in-game suspensions over the season, they will then be suspended for one week following the third on court suspension. Team captains will be notified if any of their players are sitting on two on-court suspensions as a courtesy
- If players are sent off for the remainder of the game, they will be immediately suspended for one week. Team captains will be notified of a player suspension via email.
- As per the Netball Australia rules, the following definitions/management strategies apply (13.1):
 - **Caution:** a player is advised that the behaviour specified must change. Only one caution per player for each element of foul play, if a player requires a caution for a second element, the umpire may issue that player with a warning.
 - **Warning:** a player is warned that suspension will follow if the player continues to infringe the foul play rule. Only one warning will be given to a player, before a suspension is applied.
 - **Suspension:** a player who is suspended takes no part in play for 2 minutes playing time. If a player is suspended, they cannot be replaced by another

- player, and that position remains vacant. If the player suspended is a centre, then another player on court must move to fill the centre position.
- **Send Off:** a player who is ordered off takes no further part in the match. The player cannot be replaced by another player, and that position remains vacant. If the player suspended is a centre, then another player on court must move to fill the centre position for the remainder of the match.
 - Depending on the severity of the situation, the umpires have the authority to caution a player on the court, and if this player then continues to act dangerously or disrespectfully, the umpire can immediately suspend the player for 2 minutes

Any rule changes that are made by Netball Australia during the season will be adopted at the commencement of a new season. This is to provide stability and continuity throughout each season.

Teams/players

- All players must be sixteen years or older to play in the competitions.
- A maximum of twelve players per team (seven playing and five substitutes), and a minimum of five players are required to start the game.
- 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, one must be in each of the following positions: (GS or GA), (GD or GK), (C or WA or WD).
- Sharp adornments and jewelry must be removed or taped. Fingernails are to be cut short or taped (gloves are acceptable) to the satisfaction of the umpire.
- Fill-in players can come from up to two grades above and any lower grade from the grade the team is playing.
- Players must have played a minimum of four games to qualify for finals.
- All participants play at their own risk.
- Anyone under the influence of alcohol or drugs will not be permitted to play, under any circumstances. and may be asked to leave the premises.
- Lords has a strict blood policy.

Uniforms

- All players must be in same colour uniform shirts (under bibs) by the fourth week of fixtures, and bibs are to be of the same colour.
- All teams are expected to provide their own bibs, if this is not possible, bibs may be hired from reception for a cost of \$5 per game. Lords can provide a set of bibs for any colour clash if required
- Any bibs hired, the full set must be returned to reception at the completion of the game. Any missing bibs will result in an additional fee that will be paid before next week's game

Penalties:

- One goal per player out of uniform up to a maximum of ten goals.
- Penalties are to be added to the score card before commencement of the second half.

Late arrivals

Penalties:

- The team must be on court and ready to play by the start of the first half (after the 2 minute warm-up period)
- If a team is not ready they will be penalized 2 points for every minute of game time they are not ready on court (to a maximum of 10 points)
- Penalties are to be added to the score card before commencement of the second half.

After 9 minutes of game time has elapsed the official will declare the game a forfeit if a team cannot field the minimum amount of players to start a game.

Forfeits

If a team cannot field enough players for a fixtured game, it becomes a forfeit. A forfeit may be called after 9 minutes of game time has lapsed, and a score of ten-nil will be recorded against the forfeiting team. Forfeit fees apply with all information found in the Teams Condition of Entry document. Forfeit fees are charged in accordance with the current set of approved fees and charges and are reviewed on a yearly basis

- Forfeit fees will no longer be waived due to Covid.

Player and spectator code of behaviour

Any breach of the player and 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.

For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the Team Conditions of Entry.