

Netball rules

Games

Games consist of two eighteen minutes halves with a two 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, 8pm, 8.40pm, 9.20pm and 10pm.

Equipment

- Bibs are available for use, however not guaranteed.
- It is recommended teams provide their own bibs for hygiene reasons.
- Shirts must be worn under bibs made available by Lords.

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. Reporting will come in the form of red or yellow warnings.
- If a player receives three yellow warnings over a series of games they will then be suspended for one week following the third yellow warning. Team captains will be notified if any of their players are sitting on two yellow warnings as a courtesy caution.
- If they receive a red warning they will be immediately suspended for one week.
- **Yellow warning:** Any behavior that is deemed unsportsmanlike and disrespectful towards the umpire and other players. i.e. – backchat to players/umpires, playing unnecessarily rough or dirty.
- **Red warning:** The breach of our zero tolerance policy - the use of physical or acute threatening verbal abuse towards other players or umpires. i.e. – blatantly swearing at a referee, threats of violence and aggression, any intentional physical contact or aggression.
- The umpires also have the authority to caution a player on the court, and if this player then continues to act dangerously or disrespectfully, the umpire can send the player off for two 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 jewellery 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. There is a maximum of two fill-in players per game.
- 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.
- 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.
- Bibs are available to purchase at reception for \$60 per set.

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 two minute warm-up period)
- If a team is not ready they will be penalized two points for every minute of game time they are not ready on court (to a maximum of ten points)
- Penalties are to be added to the score card before commencement of the second half.



After nine 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 nine 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 team conditions 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.

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.