

1 INTERPRETATION

- 1.1 The World Netball – “Rules of Netball 2024” rules shall apply unless otherwise provided for in these By-Laws.
- 1.2 Interpretation of these by-laws shall be the responsibility of the centre management. Loftus Recreation Centre reserves the right to change and amend the by-laws at any time. Team captain’s will be notified of any changes.
- 1.3 New Rules 2024 update:
 - Throw-in
 - Toss-up removal
 - Game Management
 - Goal after whistle
 - Playing the ball
 - Short pass
 - Contact
 - Centre Pass checks
 - Tactical Changes (DOES NOT APPLY)

2 TO PLAY

- 2.1 A team must have a minimum of 5 registered players entered on the scoresheet who are ready to take the court at the commencement of the game. For the mixed competition, the 5 players can include a maximum of 2 male identifying players.
- 2.2 A late player may only take the court in the period after a goal has been scored and prior to the next centre pass.
- 2.3 In Mixed netball games there is to be a maximum of 3 male identifying players at any one time.
- 2.4 In Mixed netball games there is to be a minimum of 3 female identifying or non-binary players on the court. There is no maximum female player limit and all female teams are permitted to play in a mixed competition.
- 2.5 There must be no more than one male identifying player playing in each court third i.e. one male in defending third (GD/GK), one in the centre third (WA/WD/C), and one in the attacking third (GA/GS).
- 2.6 The minimum age for a player to take the court is 16 years of age or older. Written parental consent must be given to the centre management for anyone 14 years of age or older prior to taking the court, with a parent or guardian being present whilst competing.

2.7 All teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a “check” on the scores during the game. Failure to provide a scorer will leave offending teams no recourse to challenge the score.

2.8 All grades within leagues (mixed/ladies) are considered the same competition. Any player registered for one team can only fill-in for another team in the same competition in a WA or WD position for the duration of the game. This restriction does not apply to players filling in for teams across competitions (e.g. a ladies player filling in for a mixed team).

2.9 A player must play at least 5 regular season games to be deemed eligible to play in the finals.

3 SUBSTITUTIONS

3.1 Substitutions may be made at the break between any quarter. Exception to this rule is in the case of an injured player to which a substitution can be made during the game.

3.2 Tactical changes under the new 2024 rules do not apply in this competition.

4 UNIFORMS

4.1 All players in each team are required to present themselves in conforming uniforms for each match. Teams will be given three weeks to conform to the uniform requirements.

At which time if teams are not in conforming uniforms, they will be penalised one goal per player out of uniform.

4.2 All players must have conforming tops and the same set of playing bibs worn.

4.3 A pre-organised player who has been asked to fill-in must conform to the uniform rule of that team. Failure to comply will result in a loss of one goal per player.

4.4 A fill-in player coming from another game on the same night does not have to comply with that team’s uniform and will not be penalised.

5 GAME TIMES

5.1 All games will be played on a time limit (40-minute playing time) Four (4) x 10 minute quarters with two (2) minute half time break, and no break at the first and third quarter changeover.

5.2 Game times are as follows.

5.2.1 ▪ AM Competitions

9.30, 10.15, 11.00

5.2.2 ▪ PM Competitions

6.15, 7.00, 7.45, 8.30, 9.15, 10.00

5.3 The clocks will start at the stated time whether teams are ready or not.

6 JEWELLERY / FINGERNAILS

6.1 Long / sharp nails are required to be taped or cut.

6.2 Suitable sports gloves may also be worn.

6.3 No participants can wear jewellery, pins, or other dangerous items except for taped flat wedding bands and taped medic alert bracelets only, all other jewellery must be removed.

6.4 Acrylic nails must be taped whilst playing netball. Tape must remain on for the duration of the game.

6.5 Failure to do so will result in the player not being allowed to participate in the game.

7 FORFEITS

7.1 In the event of a forfeit the non-offending team shall receive a credit unless they take part in a scratch match or practice session.

7.2 The game will be counted with the following score: -5 – 15, where the offending team receives a negative 5 point score, and the non-offending team receives 15.

8 PENALTIES

8.1 Late Penalties

If a team has less than the minimum required players to start the match, then for every 1 minute that play is late commencing, the opposing team will be awarded 1 goal per minute until 10 minutes has expired.

8.2 If a team does not have the minimum required players on court and ready to play within 10 minutes of the scheduled starting time they shall lose the match on a forfeit.

9 PLAYER CONDUCT

9.1 Participants must behave respectfully and courteously to the umpires, opponents, teammates, and spectators.

9.2. The umpire's decision is final. They shall not permit any discussion about their decision. The team captain only may approach both umpires at an appropriate break in play to seek clarification on a call only.

- 9.3 A player who infringes any part of the Game Management Rules (rule 18) and foul play (rule 19) will be disciplined.
- 9.4 Players on the court are expected to respond to rulings by the umpires and adjust their play accordingly. Similar requirements apply to bench players and spectators.
- 9.5 No foul language or unsportsmanlike conduct under any circumstance shall be displayed on the court. Players may be asked to leave the court if foul language or unsportsmanlike conduct continues. Players may also be reported due to this misconduct.

10 UMPIRES

10.1 Prior to the match:

- Ensure all players are wearing correct uniform, check nails and jewellery.
- Ensure scoresheets are filled out in full.
- Apply and inform both teams about late goals and uniform penalties, as required.

10.2 During the match:

- As per the World Netball rules, full control of the game is in the hands of the umpires.
- In addition to the normal sanctions (free pass/penalty pass), the umpire may control and manage the game with the following actions:
 - a. proactive advice –feedback is provided to a player to change their behaviour
 - b. advance/escalate – advance up to 5 m, free pass may be escalated to a penalty pass if deemed appropriate.
 - c. warning – continual infringing the foul play rules. (One warning per player per match)
 - d. suspension – removed for 2 minutes playing time. (One suspension per player per match and no substitution allowed. exc C)
 - e. ordering off – player leave court and takes no further part in the game. A substitute player may return after 4 minutes.
- Umpires have the authority to remove players from the court if their behaviour is deemed dangerous or unsportsmanlike.
- Dissent towards umpires will not be tolerated and may result in removal from the game, this includes spectators.
- Serious infringements will be escalated to the Sports Manager and can result in suspension of a player or a team from the competition.

11 TEAM CAPTAIN

11.1 Responsibilities of the team captain are:

- Ensure team fees are paid and payment pass is handed to the Umpires prior to commencement of game.
- Complete the scoresheet by writing names of players in full.
- During the game, ask for an explanation of umpire's decisions (at an appropriate break in play).
- To ask authorisation to change uniforms, bibs or equipment.
- To ensure their team members conduct themselves in an appropriate manner and in keeping with the ethos of participation, enjoyment, and a healthy competition.
- Thank umpires and opposition team at the end of the match.

11 FINALS

11.1 To participate in finals a player must have played in a minimum of 5 games for their nominated team.

11.2 Finals will be played as a knockout between 1st through to 4th. (1v4 and 2v3)

All teams are expected to play and will be scheduled for finals with normal game fees and forfeits applied, no matter where they sit on the ladder.

11.3 Grand finals will be played between the winners of 11.2.

11.4 In the event of a draw in any finals match there will be a one-minute break until overtime:

- 2 mins each way with no rest in between.

11.5 If a draw still occurs after this extra time:

- Teams will continue to play until a team leads by 2 goals.

11.6 Grand finals are played with a central clock. If overtime is required to be played on one court, other courts will be slightly delayed.

A full list of World Netball rules can be found [here](#).

For more information, please view the Loftus Recreation Centre Sports Information and Rules of Participation, available on our website at www.loftusrecreationcentre.com.au, or contact the Sports Manager on 92276526, or at loftussports@belgravialeisure.com.au