

PREMIER LEAGUE NETBALL RULES AND REGULATIONS

- 1 The competition shall be conducted in accordance with the rules specified in the Netball Australia INF Rule Book except where amended below.
- 2 Year 7- 10 - Each college will field one female team.
- 3 Each college is required to declare a **maximum of 11 players** on match day. The team and positions must be entered on the score sheet before the commencement of the game. Teams must field **a minimum of 5 players** for a game to commence.
- 4 Matches shall commence at 1:15pm and shall be played at the home school's venue.
- 5 Matches shall be 4 x 10-minute quarters.
- 6 There shall be a 2-minute break at quarter and three-quarter time and a 5-minute break at half time. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made.
- 7 For every ten minutes a team is late two goals will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 8 The home school shall appoint two neutral Umpires. It shall be the responsibility of the home team to pay the Umpires at the end of the match. Two umpires must be provided in a final.
- 9 Interchange of players is to be made at the breaks unless an injury occurs. The Coach may remove the player and replace her. The opposition Coach may also make changes if they wish at this time.
- 10 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the two Coaches shall confer to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match will be abandoned and rescheduled if possible or a decision will be made about points.
- 11 The following points shall be awarded for each match:
 - Win = 4
 - Draw = 2
 - Loss = 0
- 12 Ladder Scheme: ladders for all Premier League Netball competitions will be based on the following
 - Total Match Points
 - Percentage
- 13 In the event of a draw in the Grand Final, two periods of **five-minutes** extra time each way will be played, if it is still a draw, play continues without break and next goal wins (golden goal).
- 14 Teams requiring forfeiting a game must notify the Executive Officers and the opposing team as soon as possible. A forfeit will result in the game being awarded to the team available to compete, they will receive four match points and a win margin 15-0.
- 15 The Umpire shall have the power to send off and / or report any player for misconduct to the Executive Officer who shall forward details to the Principal and Sports Coordinator of the player concerned. The Umpire shall inform the player's Coach of her intention to lodge a report. The Principal and Sports Co-ordinator of the player reported shall deal with the case.
 - A) A player sent off must remain off for 3 minutes or 5 goals without replacement. They may then return to play.
 - B) If the player has been removed for the remainder of the match due to a serious misconduct, after 3 minutes or 5 goals, they may be replaced by another member of the match day team.

By Laws:

- 1 Each college shall see that players wear skirts (male players shorts with no pockets), school polo top and appropriate netball bib. In the event of a clash in bib colours, the home team is required to bring an alternative set.
- 2 Each college shall supply:
 - A match ball, size 5;
 - A competent scorer / timekeeper;
 - One stopwatch.
- 3 **Mercy Rule**
The Mercy Rule margin is 20 points. The rule will apply if a team is leading by 20 points at any stage during the game. The centre pass will be taken by the opposition until the score reduces below 20 points, the usual rotation will then resume.
- 4 Other netball rules:
 - Jewellery may not be worn during a game;
 - The Umpire may require a player with long hair to tie their hair back;
 - Nails must be cut. **At no stage can players wear gloves or tape their nails.**
- 4 **The Head of Sport of the HOME Team is required to enter the result within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result, they should **e-mail the Executive Officer ASAP.**
- 5 **Finals** – Players are required to have played in two games to qualify for finals.
- 6 **Injury Time**
In the event of a serious injury where a player cannot be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes.

If appropriate to do so, the game may be moved to another Court within the same centre to be continued.
(considerations: player welfare/ supervision/ nature of injury)

Once player is moved from the court the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved and it was not appropriate to move the game and remaining players to another court the game result would be either:

(a) If under the half time point of the match – the game is abandoned and to be rescheduled for another time.
(TBC by SACCSS EO and competing schools)

(b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the end result of the match. The game will not be replayed.

In the event of the score being a **DRAW in a FINAL** when Injury Time is called, and play does not resume within the 15 minutes; the entire match will be replayed at another time, as negotiated by the two colleges involved and the SACCSS EO.