

# APISC Junior Netball Rules

## Introduction

The rules of netball that apply at any venue operated by the Albert Park Indoor Sports Centre (APISC) or Beeview Sports are those of the [AANA](#) unless a rule of the Centre provides otherwise. In those cases where there is a conflict between an AANA ruling and the bi-laws of the Centre, the Centre's bi-laws will override the AANA's general rules. It is the responsibility of each player to be familiar with these rules.

## 1. Duration of a game

- i. A match shall consist of four 8 minute quarters. Teams will change ends at each quarter. There will be a 30 second break at quarter time and a 1 minute break at half time.
- ii. Unless APISC determines otherwise a competition will be scheduled over a 15 week season. Finals will be played over two weeks.

## 2. Registration

- i. Each team must mark its participating players on the team registration card before each game. Teams must pay the full match fees before they receive their bibs.

## 3. Times of games

- ii. The times at which games are played shall be determined by APISC and if varied, teams will be notified.
- iii. Teams are expected to be on court at the time fixtured. Teams will lose one goal per minute for lateness. The clock will be started at the fixtured time to ensure all teams have their full game. Nails, bibs and positions are to be finalised before the game starts. Teams may take the court with 5 players in order to start the game.
- iv. An automatic forfeit will apply if a team is not on court within 8 minutes of the fixtured start time i.e. within the first quarter. A team who forfeits shall lose 5 premiership points, and the team who wins on forfeit will receive 5 premiership points.

## 4. Fees Payment

- i. A team must be paid up at least 10 minutes before its game is scheduled to commence. No bibs will be given out until a team's full match fee is paid unless prior arrangement with management. Match fees are non-refundable.

## 5. Forfeit

- ii. A team will be regarded as forfeiting a match if, of its own volition, it does not play a match which APISC has scheduled.

## 6. Finals

- iii. All final dates will be posted on the notice board and teams will be notified as backup. Times for these games will not change.
- iv. A player, who may have played in more than one team in the same division, can only qualify for one team in the finals.
- v. In a 15 game draw, a player must play 5 games to qualify for finals. In a 10 game draw, a player must play 4 games to qualify. In a 6 game draw, a player must play 3 games to qualify for finals. A maximum of two byes or wins on forfeit count as games played.
- vi. If two or more teams are on the same points at the end of the season, the position on the ladder will be determined by each team's number of wins at the end of the season, excluding wins on forfeit. If teams have the same number of wins, the ladder position will be determined by the goal difference (amount of total goals scored minus goals scored against).
- vii. In finals, if there is a draw at full time, teams will play an extra 3 minutes each end. If after extra time the score is still level, the first team to have a 2 goal lead will win.
- viii. Teams are allotted 10 trophies per team (Premiers and Runners Up) for the Finals Series. APISC will provide, at cost, extra trophies if notified by the team.

## 7. Mixed Teams

- i. APISC Junior netball does not limit our competition by gender. Teams can chose to play as either an all girls team, or as a mixed team under the following restrictions
  - a) In mixed teams, males may play one position in the following sections: either GS or GA (Goaling third), as either WA, C or WD (Centre third), and as either GD or GK (Defensive third).
  - b) Mixed teams must not have more than 3 males on the court.

## 8. Grades / Age groups

- i. Children must play within or above their year level – eg. A grade 4 can play up in the 5/6 competitions however a grade 5 cannot play in the 3/4 competitions. Any team found to be playing a child from a higher grade **will forfeit any points gained from the game.**

## 9. Injuries

- i. Except in finals, there will be no extra time for injuries. An injured player must be helped from the court as soon as possible. Once the injured player leaves the court and his/her position is not filled with a substituted player, the injured person can re-take the court at quarter or half time or during another stoppage for injury. In finals, injury time is two minutes only.

- ii. If a player is bleeding he/she must vacate the court immediately. Providing his/her position has not been filled the player may return to his/her position after a goal has been scored, quarter time or half time.

## 10. Uniforms

- i. All team members must wear the same tops, shorts, skirts, skins, or leggings. **Singlets and tank tops will not be permitted, although sleeveless polo shirts will be accepted.** Shorts must be sports shorts not cargo shorts. All shorts must be above the knee. **Track suit pants are not allowed except by prior arrangement with APISC management (permission will only be given due to a proven medical condition). Any player who attempts to take the court wearing loose fitting or flared pants will be asked to leave the court. No exceptions.**
- ii. If players choose to wear shorts, they are to have no pockets. If a player wears shorts with pockets, they will be asked to tape them up. No player may wear any clothing that has exposed buttons. This is an OH&S issue.
- iii. All players must wear non-marking soled shoes.

## 11. Nails

- i. Nails must be either cut short or taped. Bandages or Micropore are not acceptable. Nails must be taped even if a player wears gloves. It is the responsibility of teams to supply their own tape.

## 12. Jewellery and adornment

- ii. No jewellery i.e.; rings, bracelets, necklaces are to be worn during play.
- iii. No plastic/metal hair adornments are to be worn during play e.g. head bands, butterfly clips. Please use cloth material headwear.

## 13. APISC Court Rulings

- i. (Applicable to APISC only) If the ball hits the roof, it becomes a play advantage, (i.e. the player who retrieves the ball has possession). **NB:** The person who originally threw the ball may not retrieve it, otherwise it will be deemed a replay ball.
- ii. A game will not be stopped for a player to do up his/her shoe-laces.
- iii. The team first listed on the fixture has the centre pass. The second team listed has choice of ends.
- iv. Each team must provide a scorer. If a scorer is not provided the scoresheet shall be placed behind the goal post and each team must score appropriately as the scoreboard is only a guideline. Play will not commence until the scoring has been completed.

## 14. Unacceptable language and behaviour

- i. Swearing, bad language, unacceptable behaviour and racist comments are unacceptable at APISC.
- ii. A player who uses unacceptable language or behaviour towards an umpire or other players, will not be warned but will be asked immediately to leave the court and will have no further participation for the duration of the game. The offending player's position cannot be filled unless it is the "C" player. If this is the case, an on court player may change to centre, but the remaining players may not change their position.
- iii. Coaches and spectators must be seen to be encouraging to participants at all times. Badgering or excessive coaching is not in the spirit of the game and is not acceptable. Umpires and/or APSIC Management reserve the right to intervene if necessary.
- iv. Spectators who use unacceptable language or behaviour will be asked by the umpires to leave the premises.
- v. Persons who have been asked to leave the Centre and who do not do so immediately will be treated as trespassers.
- vi. Disciplinary actions can include, warning, send off, advanced penalties, advanced undefended shot at goal for the following actions:
  - Dissent
  - Abuse
  - Backchat
  - Dangerous play.
- vii. Any player who backchats or is condescending towards an umpire verbally or by gesture while on or off the court (during play) will be penalised. The penalty will result in:
  - The ball being advanced to the opposition's goal circle.
  - Either the GA/GS may take the ball and awarded an undefended goal at any position within the goal circle.

## 15. Points

- i. Teams shall be awarded 4 points for a win, with an additional 1 point for each 10 goals scored. Losing teams shall be awarded 1 point for each 10 goals scored.
- ii. Teams in a tie shall receive 2 points each, and an additional 1 point for every 10 goals scored.
- iii. Teams having a bye shall receive 2 points.

## 16. Equipment

- i. If equipment i.e. goal rings, etc., is damaged through vandalism or player's irresponsibility, the offending player/person shall be responsible for the cost of repair or replacement.

### **17. Affiliation**

- i. APISC is not affiliated with Netball Victoria or any other group.

### **18. Umpires**

- i. Any queries players may have about rules and their interpretations please ask the umpire at half or full time.
- ii. Always play to the umpire's whistle for the start and finish of the game. **NB:** Please remember our umpires are there to help make your game more enjoyable. They are not there to be abused in any shape or form.

**Remember the umpire's decision is final.**

### **19. Miscellaneous**

- i. No pets are allowed in the building. No bicycles or roller blades are allowed on the courts.
- ii. No alcohol is allowed in the upstairs court area and there is strictly no smoking in the building at all.
- iii. Teams are to provide a minimum of three team contacts with home and mobile telephone numbers plus e-mail addresses.
- iv. It is the responsibility of team captains to make sure all players know the time of their games.
- v. During the Australian Grand Prix at Albert Park, APISC will make every effort to locate other suitable premises for the remainder of the competition. If APISC cannot find any suitable indoor venues, games will be fixtured outdoors. If outdoors, we do play in the rain.
- vi. **Players play at their own risk. APISC accepts no liability for any injury a player might receive in the course of a game.**