

**Kingsway Indoor Stadium**  
**Mixed Netball House Rules**  
**Effective 05<sup>th</sup> March 2021**

Unless otherwise stated below, all rules are consistent with the current "Official Netball Australia rules document published by International Netball Federation 2020. Where stadium house rules or by-laws conflict with the aforementioned document, stadium rules or by-laws take precedence.

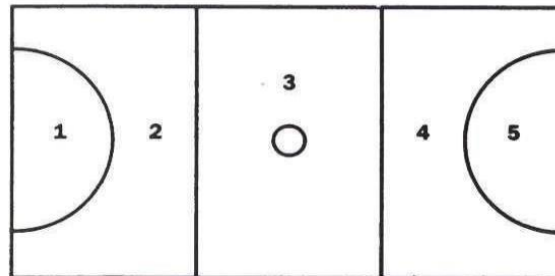
**1.0: TEAM RESPONSIBILITIES:**

1.1: It is the responsibility of the captain to register the players and pay for your team prior to the commencement of the match. It is also the team captain's responsibility to sign the scorecard at the end of the match.

1.2: All team captains are responsible for the conduct of its team members.

**2.0: POSITIONS:**

Goal Shooter	GS Areas	1 & 2
Goal Attack	GA Areas	1,2&3
Wing Attack	WA Areas	2 & 3
Centre	C Areas	2,3&4
Wing Defence	WD Areas	3 & 4
Goal Defence	GD Areas	3,4&5
Goal Keeper	GK Areas	4 & 5



2.1: A team must have a maximum of 3 and minimum of 1 male on the court at any one time. No more than 3 males are permitted to be on court. Males may play in any position.

**3.0: TEAM REGISTRATIONS AND FEES:**

3.1: Please refer to section 2 & 3 in the stadium by-laws.

**4.0: FORFEITS:**

4.1: If your team forfeits a match, please ensure you advise the centre as early as possible via phone. Your team will be issued with the appropriate forfeit fee according to the amount of notice given.

- +48 hours' notice – No Fee.
- 6-48 hours' notice – 1x Game Fee + \$20.
- <1 hour or no show – 2x Game Fee.

4.2: On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered to be highly disrespectful to the opposition that has made the effort to attend the game. A simple phone call will avoid this.

**5.0: COMPETITION POINTS:**

5.1: WIN: 4 Points; DRAW: 2 Points; LOSS: 0 Points

5.2: WIN BY FORFEIT: 4 Points (+15 goal difference); LOSS BY FORFEIT: 0 Points (-15 goal difference)

**6.0 FINALS:**

All players participating in a finals match must have played at least 3 fixtured games for their respective team to be eligible. A weekly record of players is kept and a list of eligible players provided to captains. Pre-approved unqualified Players may only play in **WA** or **WD** positions and will incur a -3 point penalty against your team. Teams cannot borrow players from other teams for any finals matches.

**7.0: TIE IN A FINALS GAME:**

In the event of a tie, to determine a winner, two extra 5 minute quarters will be played, with teams switching ends with no break in between halves. If the game is still tied after the two extra 5 minute halves, play will continue until a team is two goals ahead.

**8.0: MISCONDUCT:**

8.1: Under no circumstances will the stadium tolerate offensive, abusive or aggressive comments/behaviour towards a staff member, player or spectator. Any forms of punching, kicking, tripping or striking a player with any part of the body, are considered to be reckless and dangerous. This can result in a player being warned, suspended or in a serious case, ordered off. Section 9.1 for breakdown.

**9.0 GAME MANAGEMENT:**

To manage the match, the umpires may use any of the following actions.

## 9.1:

1. *Caution a player:* a player is advised that the behaviour specified must change.
2. *Issue a warning to a player:* A player is warned that a send-off will follow if the player continues to infringe the foul play rule.
3. *Send off a player:* A player who is sent off takes no part in play for 2 minutes.
4. *Order a player off:* A player who is ordered off takes no further part in the match.

9.2: Normally an umpire will work through these actions, unless an offence is serious enough to require a higher level of game management to be applied immediately.

9.3: A decision to give a caution, warning, send off or order off a player, is binding on the co-umpire.

*\*Management reserves the rights to evict teams and individuals from the competition and stadium if any of the aforementioned rules are breached. Teams may also be stripped of team points where management deems fit.*

**10.0: INCOMPLETE GAMES:**

If a game is unable to be completed due to unforeseeable circumstances, the following will apply:

10.1: If the game is ended after half time, the result on the score sheet will be the final result.

10.2: If the game ends before half time, a draw will be awarded.

10.3: If the game ends due to any form of Misconduct (8.0), points awarded will be determined upon review by management.

**11.0: UNIFORM AND DRESS REGULATIONS**

11.1: All players within a team must wear the same colour shirts and teams with all players not wearing the correct colour will incur a 2 point penalty per player. The centre will supply bibs, with the identifying position printed on the bibs. Bibs are required to be collected from, and handed back to the umpire at the conclusion of each game.

11.2: Any item deemed to be dangerous by stadium umpires, must be removed prior to play. No exposed jewellery is permitted. This includes; bracelets, necklaces and earrings or piercings. Any jewellery that cannot be removed must be covered with tape, and approved by the umpire.

11.3: All finger nails that are considered to be too long by the umpire must be covered by gloves/ tape or clipped. This then must be checked by the umpire before the game commences.

11.4 Umpires reserve the right to exclude a player from the game if any player refuses to abide by the following rules. (11.0-11.3)

**12.0: MISSING PLAYERS:**

A fill in player that is registered to a team may only play the same grade or higher.. All other fill ins may play anywhere and must abide by the rules of the centre.

**13.0: LATE PLAYERS:**

Teams that are late on court may be penalised 2 point for every minute that they delay the commencement of the game, at the discretion of the umpire.

**14.0: THE SCORECARD**

The scorecard must be filled in prior to the commencement of the game. Only players who have signed the team's "Registered Players List" will be pre-printed on the scoresheet. Any player who is "filling in" or has not been pre-printed on the scoresheet must be written in the "Fill-in" section of the scoresheet and must tick the stadium's "Player Declaration". It is the responsibility of the captain to sign the scoresheet after completion of the match, if not scores & players cannot be disputed.

**We wish you and your team good luck, and hope you have an enjoyable season.**