

Kingsway Indoor Stadium
Walking Netball House Rules
Effective 16th May 2025

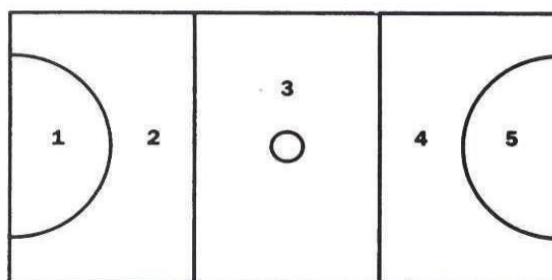
Unless otherwise stated below, all rules are consistent with the current "International Netball Federation rules of netball". Where stadium house rules or by-laws conflict with the aforementioned document, stadium rules or by-laws take precedence.

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.
- 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 may have a maximum of 3 males on the court at any one time. No more than 3 males are permitted to be on court. Males may play in any position (one in each area, shooting, defence and centre court).

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.
- Between 24 hours' and 7 days' notice – 1x Game Fee
 - < 24 hours' notice – 2x Game Fee.
- 4.2: On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered 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 -5-point penalty against your team. Teams cannot borrow players from other teams for any finals matches.

7.0: DRAW 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, is 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. **PROACTIVE ADVICE:** A player is advised that the behaviour specified must change.
2. **ADVANCE / ESCALATE:** A sanction may be advanced up to 5m. If an infringement is in the goal third, it can be advanced into the circle. A free pass may be escalated to a penalty pass, as a stand-alone action or in combination with the sanction being advanced.
3. **WARNING:** This lets a player know that if they continue to infringe the foul play rules they will be suspended.
4. **SUSPENSION:** *The player will be sent from the court for 2 minutes of playing time. After 2 minutes, the suspended player may return to the court, or they may be replaced with a different bench player.*
5. **ORDERING OFF:** A player who is ordered off takes no further part in the match. The suspended player may be replaced by another player after 4 minutes of playing time.

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 escalate game management action is binding on the co-umpire.

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 watches, 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 fingernails that are too long (past the fingertip) 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:

12.1: 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:

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

14.0: WALKING NETBALL FURTHER MODIFIED RULES

- 14.1 No Running or Jumping - A player must always have at least part of one foot in contact with the court.
- 14.2 1-2 Steps with Ball - A player may receive the ball with one foot grounded and then take two steps while in possession of the ball before it must be thrown or shoot.
- 14.3 Possessions - A player may throw the ball within four (4) seconds of receiving the ball
- 14.4 Rolling substitutions are not permitted.

Any playing member or spectator acting in an inappropriate manner or appear under the influence of Drugs and/or Alcohol may be removed from the Stadium by the Team Leader, Sports and Programs Officer or Duty Officer. Failure to follow instruction will lead to the Police being called.

**Management reserves the right to amend competition rules when deemed appropriate. This may be undertaken at any point throughout the season. Teams will be notified of any rule changes throughout the season and should always refer to the latest competition rules.*

**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. Stadium management updated these rules on 06/12/16.*

USE OF RECORDING EQUIPMENT

Please note that Kingsway Indoor Stadium does not permit the filming of games for either personal or public use, without prior expressed written consent from stadium management, the match referee, and the opposing team captain. All three parties must provide such consent for filming approval. Only under exceptional circumstances will such permission be granted, and the stadium reserves the right to revoke such permission at any time.

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