

GRIFFITH UNIVERSITY GOLD COAST STUDENT GUILD  
SOCIAL SPORT COMPETITION  
RULES AND INFORMATION

## Mixed Indoor Netball



All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the umpire prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **GUGC Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more. Unless otherwise stated in these rules, normal Indoor Netball rules apply as outlined by INFA- Laws of the game fifth addition 2013. All rules are open to the interpretation of the referee and their decision is final.

### Team Composition & Player Requirements

- 1.1** The competition is open to GUGC students, staff, and all members of the general public above 17 years.
- 1.2** A team may have a maximum squad of twelve (12) players.
- 1.3** Seven (7) players are allowed on the field at one time.
- 1.4** In mixed competitions a minimum of two (2) males can be on the field at any time.
- 1.5** Five (5) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with five players provided the previous point (1.4) is satisfied.
- 1.6** In the event that the above rules (1.2 – 1.5) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- 1.7** All teams must adhere to the Uniform requirements set out in the Griffith Social Sport Terms and Conditions, breaches of this will result in playing points penalty imposed at the start of the match.

## **2. Finals Requirements**

- 2.1** Once a player has played three games for their nominated team they are considered qualified for that team.
- 2.2** A player must play a minimum of three games to qualify to play in the finals series

## **3. Competition**

- 3.1** Preliminary rounds will be conducted with Semi Finals held in the penultimate week. Finals will be held in the last week.
- 3.2** Fixtures will be available online at [gugcsport.spawtz.com](http://gugcsport.spawtz.com)
- 3.2** The draw will be emailed 2 days before your game as well as the day after you play, notifying you of your next game.

## **4. Match Registration/Fees**

- 4.1** Players must sign in with staff 10 minutes before each game.
- 4.2** Match fees are - \$65/ individual registration/season; \$450/registered team/season
- 4.2** Earlybird match fees are - \$40/individual registration/season; \$250/registered team/season

## **5. Competition Points**

- 5.1** Competition Points towards the premiership ladder will be awarded as follows:
  - 3 points for an awarded forfeit
  - 3 points for a win
  - 2 points for a draw
  - 1 point for a loss
  - 2 points for a bye
  - -1 points for a forfeit
  - 1 bonus point for each quarter won
- 5.2** In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.
- 5.3** The finals format will be dependent on the number of teams and will be confirmed once the competition is underway.
- 5.4** Teams that forfeit will be awarded a negative 0-30 match point difference, with the opposing team gaining an additional +4 bonus points for each quarter.

## **6. Captain's Responsibilities**

It is the captain's responsibility to:

- 6.1** Ensure that your team members have all registered prior to closing date.
- 6.2** Ensure that your team members have all signed-in 10min prior to commencement of match and are ready to take the court on time.
- 6.3** Ensure all outstanding fees are paid by the closing date.
- 6.4** Control team behaviour both on and off the court.
- 6.5** Check the draw each week for game times and inform team members

## **7. Jewellery & Nails**

- 7.1** No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

## **8. Blood & Injury Time**

- 8.1** If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

## **9. Umpires**

- 9.1** The umpire's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the umpire may warn the offending player, or send them from the game for a specified time.
- 9.2** The umpire also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.
- 9.3** Under no circumstances does the Student Guild tolerate the abuse of our umpires. If a player or team has a problem with an umpire, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre/field/court permanently.
- 9.4** The umpire's decision is final in all matters relating to the game. At no time during a game should a player question an umpire, however at a break, a player may ask for clarification of a rule.

## **10. Game Duration**

- 10.1** The game shall consist of four (4) 8 minute quarters with one (1) minute at quarter times and three (3) minutes at half time.
- 10.2** Teams shall change ends at the commencement of each quarter.
- 10.3** Time shall not be added to compensate for any time lost because of injury/illness, accident or any other cause except in Finals Matches when the time lost for a stoppage shall be added to the quarter in which it occurs.
- 10.4** Extra time shall be allowed to take a penalty shot in any game.

## **11. Sport Specific Rules**

### **a) Offside**

- 11.1** A player shall be offside if they enter any area other than their designated playing area whether they are in possession of the ball or not.
- 11.2** A player shall be offside, despite the positional bib worn, if the Captain fails to notify officials of positional changes or substitution. That player is deemed to be still in the original playing position.
- 11.3** A player may take the ball from an offside area or lean on the ball to gain balance but shall not be deemed offside unless body contact is made with the floor or net in the offside area. If the player illegally uses the net, the Net Abuse Rule would be applied.

### **b) Net Abuse Rule**

Penalty Pass or Penalty Pass or Shot to the opposing team where the infringer was standing. The infringer must stand beside and away and take no further part in play until the ball is released including any forward movement or verbal direction or instructions except where this places the non-offending team at a disadvantage, in which case the penalty will be taken where the contacted player was standing. If the ball is released or a goal is scored then the advantage rule shall apply. Offside Rule: Free Pass to the opposing team where the offside occurred.

### **c) The Nets**

- 11.4** The Side Line, End Line and Ceiling Nets shall form part of the court and the ball shall be in play off any net.
- 11.5** Use of the Nets
  - i)** Players may use the nets to direct the ball to another player. They may bounce the ball off any of the Side Nets or the Ceiling Net obeying the over a Third rule.
  - ii)** The one exception is the Centre Pass: The pass must be directed to a player allowed in the Centre Third. It may not be bounced off the nets or in any circumstances.

## **11. Wet Weather**

**11.1** Weather will not affect games for this sport.