



## AUSTRALIAN SIKH GAMES NETBALL RULES

### 1. APPLICATION

- 1.1 These rules shall apply to all tournaments held under the jurisdiction of Australian National Sikh Sports And Cultural Council (ANSSACC).

### 2. DRAW

- 2.1 The Ladies Netball Tournament shall be conducted in either a round-robin series or group matches depending upon the number of teams competing. The table in Clause 6.4.1 will decide which format will be used.
- 2.2 A fixture of the matches shall be devised, which display a series of matches in where all teams will play each other at least once (Preliminary matches).
- 2.3 The Organising Committee shall produce a fixture of matches showing the date, time and venue. This fixture shall be submitted to the competing teams no later than four (4) weeks prior to the date in which the Tournament is due to commence.
- 2.4 No changes to fixture times will be permitted once fixtures have been submitted to teams unless extraordinary circumstances exist.

### 3. NETBALL CONVENOR AND TOURNAMENT DIRECTOR

- 3.1 The Organising Committee shall appoint suitably qualified people to the position of Netball Convenor and Tournament Director.
- 3.2 The duties of the Netball Convenor and in deliberation with the Tournament Director shall be:
- (a) To generally supervise the Tournament on behalf of the Organising Committee.
  - (b) To conduct the Tournament in accordance with the Rules.
  - (c) To appoint a duty team for each match of the Tournament consisting of Umpires, Scorer's and a Timekeeper.
  - (d) To arrange under his/her control and only if necessary, any official meetings of team officials (Captain or Manager or Coach).
  - (e) To adjudicate upon:
    - (i) Any matter raised by any team official (Captain or Manager or Coach) in respect of any aspects of the Tournament.
    - (ii) Any matter raised by the Umpires.
    - (iii) Any matter relating to the conduct of any participating team or its officials in respect of any match.

- 3.3 The Tournament Director may suspend any player, reserve player or team official for one or more matches if her behaviour brought the game of Netball into disrepute before, during or after any match throughout the Tournament.
- 3.4 Hence, the duties of the Netball Convenor shall be to assist the Tournament Director in the discharge of those responsibilities described in Clause 3.2 and to make or to supervise all arrangements for the smooth running of the ladies Netball Tournament.
- 3.5 The Netball Convenor and Tournament Director should not have any involvement (i.e. Coach or Team Manager; But not limited to these) with any team participating in the netball tournament.

#### **4. UMPIRES**

- 4.1. The Organising Committee shall appoint qualified A and or B badged umpires to officiate all matches (Note: Copies of badging certificates to be forwarded to ANSSACC Netball Coordinator at least 4 weeks prior to the commencement of the tournament).
- 4.2. In any game the Umpires shall have the authority to administer the rules of play, as set by the International Netball Association Rule Book. Decisions by umpires during the game shall be final and no appeals will be entertained.
- 4.3. Umpires are expected to maintain discipline at all times and have the right to report offensive behaviour. Any verbal or deliberate physical abuse is not acceptable and offending player/s may be warned once only and thereafter sent from the court for the remainder of the game (no substitution until Quarter time). Offensive spectators will be asked to leave the courtside.
- 4.4. Umpires may not have an association with competing teams. For example; Umpire/s being the coach of any team, which can result in a conflict of interest. Offending teams will be disqualified from the tournament and shall discontinue remaining matches once found at default. Offending Umpires will be withdrawn from the tournament.

#### **5. REGISTRATION**

- 5.1 The Team Registration Form is to be submitted to the Organising Committee by the nominated date together with the registration fee. All information is to be completed, indicating **full names** of all players. The Captain is to be identified and the name of the team official (Manager or Coach) must be provided on this form, indicating his/her title.
- 5.2 All details must be completed on the Registration Form. Failure to provide all requested information will deem a player ineligible.
- 5.3 A registered player is eligible to play for one team only throughout the Tournament. Should a player be registered to play for more than one team, that player shall be deemed ineligible throughout the Tournament.
- 5.4 Should a player be found to have played for more than one team, all such teams would be deemed to have forfeited those games where such a player participated.
- 5.5 If during the Tournament any ineligible player is found to have played in any match, the team for which that player played for shall be deemed to have forfeited every match in which the ineligible player has taken part.

- 5.6 No more than 11 players shall be registered for each team and 5 players as a minimum.
- 5.7 The Organising Committee has the right to seek information by whatever means deemed necessary and appropriate to confirm eligibility of the player and reserves the right to make a final decision with regard to eligibility.
- 5.8 Once teams are registered no amendments to team player/s will be sanctioned. If for some unfortunate or unexpected circumstance teams are required to interchange between other registered teams, add or delete player/s then a formal request must be forwarded to the ANSSACC board for a ruling.
- 5.9 It is the responsibility of the team official (Captain or Manager or Coach) to declare and prove eligibility of any player in doubtful cases. This must be declared at the Manager's Meeting on the night prior to commencement of the Games or should doubt arise throughout the Tournament.
- 5.10 Although no age restrictions apply to this Tournament, it is preferred that players are above the age of 14 years as this is an "open age" tournament.

## **6. COMPETITION RULES**

### **6.1 The Games**

- 6.1.1 The matches in the Tournament shall be played in accordance with the International Netball Association Rule Book except where modified by the Organising Committee and in consultation with the ANSSACC Netball Coordinator.
- 6.1.2 In the case where the Official Rules of Netball appear to be in conflict with the Rules set out by the Organising Committee, the Rules set by the International Netball Rule Book shall prevail.
- 6.1.3 If any member of your team has a medical condition and carries life saving medications, then please inform the umpire before matches commence in case of emergency.
- 6.1.4 No match will be stopped to tie shoe laces.
- 6.1.5 In case of drawn games, 5 minutes will be played from each goal end by both teams. If from thereafter the scores still remain the same then the Timekeeper will hold time until the next goal is scored making that team the winning team and consequently the Timekeeper may then call full time (Note: Semi-Finals, Final and Grand Final only).

### **6.2 Score Sheets**

- 6.2.1 Score sheets shall be filled in correctly and presented to the Officials of the game 10 minutes prior to the start time of each game. Information on the score sheets will include names of each player and starting position. It is the responsibility of the team official to provide this information.
- 6.2.2 It shall be the responsibility of the Umpire to send the completed score sheets to the Netball Convenor after completion of each game.
- 6.2.3 Advice of forfeited and/or abandoned games shall be recorded on the score sheet.
- 6.2.4 A breach of the above shall automatically result in deduction of 2 points from the offending team.

6.2.5 It is the responsibility of the organising committee to provide Official Scorer/s for the duration of the Tournament.

### 6.3 Points

6.3.1 The following points shall be awarded:

- (a) two (2) points for a win
- (b) one (1) point for a draw
- (c) no point for a loss

6.3.2 The total points accumulated at the end of the Preliminary matches shall determine the placing and hence the Semi-Final play-offs.

6.3.3 If at the conclusion of the Preliminary matches two or more teams are equal the on number of points then the Count Back Points System shall apply.

6.3.4 Count Back System: The total number of goals scored by each team in the Preliminary matches will be added and the team with the highest score totalled will finish above. If any team has had a forfeit against them, then Count Back Points awarded to all team/s against the forfeited team/s will not be counted.

### 6.4 Duration of Matches

6.4.1 The duration of matches will be dependant on the number of teams participating at the tournament. See the table below: (Please note: the duration times were devised in consultation and consensus reached with Team Managers at the Melbourne 2007 Games Manager's meeting).

No. of Teams	Quarter Mins	Half time Interval	Quarter time Intervals	Total Time
4	11	4	2	52
5	10	3	2	47
6	9	3	1	41
7	8	3	1	37
8 +	8	3	1	37

*Note: If there are 8 or more teams participating at the tournament then a series of group matches fixture will have to be devised (i.e. a pooling system, whereby the teams will be split based on last years results or random selection into two pools. Round robin system will be followed at 37 min games in the pools with the top two teams of each pool advancing to next round).*

6.4.2 All Preliminary matches shall consist of four quarters, with an interval at half time and quarter intervals between first-second and third-fourth. Teams shall change ends at each quarter. No injury time will be recorded during Preliminary matches (Semi-Finals, Final and Grand Final only).

6.4.3 The Semi-Final and Final shall consist of four quarters, with an interval at half time and quarter intervals between first-second and third-fourth. In the case of injury, the clock may be stopped for a maximum of 2 minutes (Refer to AANA Rule Book; Rule 7). 'Play may be stopped for Injury or illness after a call by an on court player and or at the discretion of the Umpire.'

6.4.4 The Grand Final shall consist of four quarters of 15 minutes each, with an interval of 5 minutes at half time and 3 minutes between first second and third-fourth. Teams will change ends after each quarter. Injury time shall apply as per AANA Rule Book.

6.4.5 No amendments and or requests will be entertained for changes in the duration of the time of the matches.

6.4.6 In the instance of a pooling fixture the top two teams of the pool will advance to the semi final as follows:

Semi Final 1: Winner of Pool A v Winner of Pool B

Semi Final 2: Loser of Pool A v Loser of Pool B

The Winner of Semi Final 1 will advance directly to the Grand Final. The Loser of Semi Final 1 will play the Winner of Semi Final 2, and the winner of this Final Match will advance to the Grand Final.

Grand Final will be the winner of Semi Final 1 v winner of the Final

In case of Round Robin:

Semi Final will be 1 v 2 (with the winner advancing to the Grandfinal) and 3 v 4.

Final will be Loser of 1v2 versus winner of 3v4

Grandfinal will be winner of 1v2 versus winner of the Final

## 6.5 On Court

6.5.1 It shall be the responsibility of each team to be in position on court at the scheduled time. Failure to do so shall result in a 1 goal penalty per minute up to 10 minutes for the concerned team. From thereafter an automatic forfeit resulting in the opposing team to receive 2 points.

6.5.2 If both opponents are in default as per Clause 6.5.1, the forfeited fixture shall stand as a loss and two points will be deducted from each team.

6.5.3 The first centre pass will be rewarded by toss of a coin. A captain from each team will agree on who will toss the coin and the captain not tossing shall call heads or tails as the coin is tossed in the air. The winning team shall notify the Umpires of the decision and the losing team shall choose a goal end for the commencement of play.

6.5.4 Bleeding players must leave the court immediately and may not return until the injury is covered. It is mandatory for an Umpire to hold time for a player who is bleeding when no 'on court' players have called time it is the responsibility then of an Umpire to stop play by blowing the whistle and signal to the Timekeepers to hold time.

Normal injury time and procedures apply. In addition to treatment: (i) the wound must be cleaned and adequately covered; (ii) blood stained clothing shall be removed or cleaned; (iii) the ball and the court shall be cleaned if necessary. To restart play the Umpire shall signal to the Timekeepers and blow the whistle for play to be resumed.

6.5.5 When numerous matches are played simultaneously and central timing is applicable the following will apply: When an Umpire notices a bleeding player, play is stopped and the player is asked to leave the court to have the injury treated; (i) The stoppage is treated as an injury/illness stoppage with **no time allowance**; (ii) All rules relating to substitution/team changes become operable (they may return **after** the next goal and **before** the next centre).

6.5.6 Only the team captain may approach the Umpires regarding any issues that may arise regarding their own team. Umpires may refuse non-captain player/s and be asked to have their captain approach them in their place.

## 6.6 Standards of Courts

6.6.1 Conditions of the courts must incorporate goal post padding for each court used to play on. This is for safety reasons and must be adhered to.

- 6.6.2 Secured goal posts and rings are necessary. It is unacceptable to have moveable goal posts and rings. It can also result in un-safe playing conditions.
- 6.6.3 Sandy or loose gravel surfaces must be cleared before the commencement of matches. Brooms should be available and used to smooth down all playing surfaces.

## **6.7 Failure to Play/Forfeiture**

- 6.7.1 If during the course of a match a team declines to continue a game or take it up where it left off, this team shall be deemed to have lost the match and all goals scored. The opposing team would be deemed to have won the match, retaining their score levels at the time of forfeiture. The winning team would be awarded two (2) points for the win.
- 6.7.2 If a team withdraws from the Tournament before the completion of the Preliminary matches, all matches they had played till then shall be considered as a win for the opposing team. All teams scheduled to play the defaulting team thereafter shall also be awarded two (2) points as a win.
- 6.7.3 A team refusing to play a match on its fixture shall be considered as having forfeited that game unless it advises the Netball Convenor that it is withdrawing from the tournament. If the game is forfeited, the opposing team will be awarded two (2) points for a win with a goal score of 4 to 0.
- 6.7.4 A deduction of two (2) points will apply to any team having forfeited a game.

## **6.8 Matches Stopped**

- 6.8.1 Should a match be stopped by an umpire on account of extraordinary conditions, play shall be resumed as soon as possible with the score standing at the time of the interruption, and shall be completed to the end of the regulation time.

## **6.9 Disputes/Appeals**

- 6.9.1 The Appeals Committee shall have the authority to deal with and resolve all disputes, protests, complaints, claims, violations, etc during the course of the Tournament.
- 6.9.2 Only one (1) team official (Captain or Manager or Coach) shall have the authority to raise any matters with regard to the Tournament.
- 6.9.3 Please refer to the attached information on Procedure for Appeal.

## **7. DRESS**

- 7.1 Fingernails shall be kept short or taped, and the use of gloves will be allowed. No sharp adornment or item of jewellery shall be worn except a wedding ring, which must be taped. Ear studs and nose studs may be worn but must be taped.
- 7.2 Each team will register the colours of their uniforms; shirts, skirts and bibs at the time of registration.
- 7.3 Netball dresses or skirts must be worn for the duration of the Tournament. Shorts or tights can be worn under the dress or skirt. Uniforms of shorts only or pants will not be allowed.
- 7.4 Players wearing pants or shorts only will be deemed ineligible.

7.5 Each team must supply two sets of bibs, one light and one dark. Both sets of bibs must be identified on the registration form. In the event of a clash, the team whose name is listed first will choose the colour of the bibs.

7.6 All players in a team shall wear colours of the same kind.

## **8. UNFORESEEN EVENTS**

8.1 Should circumstances arise which are not provided for in these Rules, they shall be dealt with by the ANSSACC Netball Coordinator and in consultation with the Tournament Director and his/her decision shall be binding on all the parties concerned.