

Kingsway Indoor Stadium
Junior Netball House Rules
Effective 13th September 2024

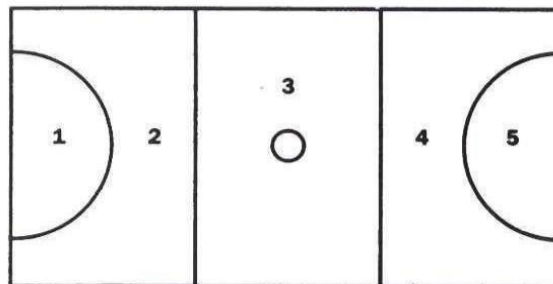
Unless otherwise stated below, all rules are consistent with the current “Official Netball Australia rules document published by International Netball Federation 2024”. Where stadium house rules or by-laws conflict with the aforementioned document, stadium rules or by-laws take precedence.

1.0: TEAM RESPONSIBILITIES:

- 1.1: Substitutes are permitted at a maximum of 5
- 1.2 It is the duty of each team to provide a scorer for the score bench. This will ensure that the score is an accurate and true reflection of the game and will provide two witnesses shall any disputes arise.
- 1.3 Teams are permitted to use fill-in players from the same division but not a higher division if they do not have 7 players.
- 1.4 It is the responsibility of the team coordinators to register the players and pay for the team prior to the commencement of the match.
- 1.5 All team coaches/coordinators are responsible for the conduct of their team members.
- 1.6 A team with less than the required minimum of 5 players will give away 2 points per minute until another player arrives or the match is forfeited (5 minutes maximum).
- 1.7 A team is not allowed to continue if their team is reduced to 4 players (forfeit).
- 1.8 **All players must be of age at the commencement of the competition. E.g. If a player in an Under 10's team is 9 years old at the commencement of the competition and turns 10 years old during the season, this player will be eligible to play until the conclusion of the season.**

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



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: UNIFORM

- 5.1 All players must wear the same-coloured top or dress.
- 5.2 Players may wear long pants provided they do not have a zipper or belt.

- 5.3 All players must have nails cut short and smooth and remove objects such as watches or jewelry that may be dangerous to other players. The Umpire has sole discretion on what is considered dangerous.
- 5.4 Failure to have all players in the same coloured top or uniform by Week 3 of the season will result in a 2-point penalty applied to the team for each player without the correct coloured top.

6.0: LENGTH OF GAMES

- 5.1 A total of 38 minutes will be played with four 8-minute halves, 1-minute quarter time and 2-minute halftime.
- 5.2 3 points are awarded for a win, 1 point for a draw and 0 points for a loss.

7.0 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 periods 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 periods, 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. Advances in play or escalation: A sanction may be advanced up to half of a third or 5 meters. If the infringement is in the goal third, play may be advanced into the goal circle. If the player continues to infringe the foul play rule and the ball is advanced.
 3. Warning: The umpire will inform the player that if they continue to infringe the foul play rules, they will be suspended.
 4. Suspension: A player who is ordered off for two minutes of the match and after the two minutes the suspended player may return to the court.
 5. Ordering off: A player must leave the court and take no further part in the match. The team may replace this player after 4 minutes.
- 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.

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:

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 points for every minute that they delay the commencement of the game, at the discretion of the umpire.

14.0 UNDER 8'S FURTHER MODIFIED RULES

- 11.1 No "finals series" but will play all 12 rounds.
- 11.2 One-on-one defence only and players may not defend a shot at goal.
- 11.3 Coaches allowed on court to provide direction and coaching but **MUST NOT** interfere with games in any way.
- 11.4 A player who fumbles while gaining possession of the ball will not be considered to have replayed the ball. A player may also bat or bounce the ball up to two (2) times to gain possession)
- 11.5 4 second allowance to pass the ball.
- 11.6 Fouls and jump balls called as normal.
- 11.7 Umpires may give a brief description of each call to the players. Coaches are to provide follow-up feedback to players that continually break rules.
- 11.8 It is at the discretion of the referee when a reasonable attempt is made to not step (footwork), replay the ball, or go offside.
- 11.9 Please remember that this age is more about learning and having fun.

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.

Junior Netball Rules Table					
GRADE	U8's	U10's	U12's	U14's	U16's
AGE REQUIREMENTS (of age at the commencement of the competition)	6 or 7	7,8 or 9	9, 10 or 11	11,12 or 13	12,13,14 or 15
BALL SIZE	4		5		
DEFENCE ON THE SHOT	ILLEGAL	PERMITTED			
HELD BALL	4 SECONDS	3 SECONDS			
FREE-THROWS	All free throws are taken 1.8m from the free throw line, towards the basket.		Normal free throw line		
POST HEIGHT	2.4M (8FT)		3.05M (10FT)		
SUBSTITUTIONS	DURING PERIOD BREAKS ONLY – NO ROLLING SUBSTITUTIONS				
FOOTWORK	SHUFFLING ON SPOT PERMITTED	ILLIGAL			



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