



## FREMANTLE NETBALL ASSOCIATION INC

### RULES GOVERNING MATCH PLAY

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## **1. PLAYERS UNIFORMS**

Each player shall wear the registered uniform of her/his Club, i.e. dress, skirt, shorts, shirt, sports briefs, letter patches. Boy leg sports briefs are permitted and skirts with briefs attached are permitted. On written application special circumstances will be considered. **No player shall wear cycle pants.**

- a. Shoes must be worn throughout the entire game. Spike soles are not permitted.
- b. Full sports briefs shall be worn. No Briefs are permitted to show below the hemline of uniform.
- c. No item of jewellery, except a wedding ring and/or medical alert bracelet, shall be worn. If either or both are worn, each shall be taped. In accordance with the Netball Australian Official Rules 5.1.1 (a) (b)
- d. No adornment that may endanger player safety shall be worn. In accordance with the Netball Australian Official Rules 5.1.1. (iv)
- e. **Earrings shall be removed – no taping is allowed.**
- f. **Hair must be suitably tied back**

## **GLOVES**

Players may wear close fitting sports gloves; however **fingernails shall be short and smooth** in accordance with the Netball Australian Official Rules 5.1.1. (c)

## **SPECTACLES**

Players who wear spectacles during matches should wear spectacles with plastic frames and plastic lenses. The spectacles should be held on securely by a band. This will minimise the risk of injury to the player, teammates and opposition players.

## **SOFT BRIMMED SUN PROTECTION**

Soft brimmed sun visors may be worn (these can be purchased from the office at a cost of \$5). Hard brimmed sun visors are not permitted on court.

## **2. BAD WEATHER**

In the event of inclement weather, the Association shall decide whether matches shall be cancelled (in accordance with the FNA Wet Weather Policy). In this event, the Association shall declare the result of such cancelled games as follows:

- a. if match is cancelled before commencing, teams are awarded 1 point each;
- b. if match is cancelled prior to half time, teams are awarded 1 point each;
- c. if match is cancelled after half time, the current score of game stands.

## **3. NUMBER OF PLAYERS AND PUNCTUALITY**

A team must take the court if there are at least five (5) players present, one of whom must play Centre. Any team failing to field five (5) or more players at the time set out for play must forfeit the match. The winning team must submit the scorecard, with players names listed and the members of the team credited with winning will be deemed as having played the match.

## **4. LATE ARRIVALS RULE 9.2 (Page 24)**

- a. A player who arrives after a match has started must be checked by an umpire before taking the court
- b. A later player may not immediately replace a player who is already on the court but may be used subsequently as a substitute.

- c. If a position has been left vacant the late arrival may not enter the match while play is in progress, but may take the court immediately after:
- (i) a goal has been scored ( in this case the player must play in the position left vacant)

**SANCTION:** *Free pass where the ball was when play stopped – the player is sent from the court until the correct time for entry.*

- (ii) A stoppages for injury/illness or blood
- (iii) An interval.

## 5. UMPIRES

For all Association matches, umpires shall be allocated by the Association. If an umpire fails to attend a substitute shall be found and Captains must state on the back of the score card details of missing umpire.

Only umpires approved by the Association, players registered in Senior Grades and **Junior players attending High School** may umpire.

Clubs are responsible for:

- a. **supervision of inexperienced umpires;**
- b. **allocating games suitable to the umpires' level of experience.**

**All Junior, 17 & Under and 19 & Under grades** shall provide an umpire for their own game (***this however shall not be the coach***). Should a failure to umpire occur on any of these games the points will be deducted from the actual team playing regardless of whether the Club had allocated another team to umpire this game.

The **Junior H grades** – it is required that Clubs with teams in these grades provide an adult umpire. If the umpire is under 17 years, a letter of approval to umpires this grade must be obtained from the FNA Umpire Co-ordinator.

Games must start on time and shall consist of four quarters.

- All Junior F, G and H grades will have 10 minute quarters
- All other grades will have 15 minute quarters
- All games at Fremantle Netball Association have the following breaks between quarters:
  - 1st quarter break: 3 minutes, half time: 5 minutes, 3rd quarter break: 3 minutes
  - Due to reduced time between one timeslot and the next members are asked to vacate the playing court swiftly following completion of their match, so the next teams can utilize their warm up time effectively.

**SENIOR COMPETITION - Umpires scheduled to umpire their own club are requested to change with the nearest court of the same or approximate grade.**

Umpires must wear **SUITABLE ATTIRE** – Players when umpiring must wear netball uniform, track suit, or whites and suitable footwear.

## 6. FAILURE TO UMPIRE - LIST OF FINES AND PENALTIES

Should a member from the team/Club designated to umpire a match:

- a. fail to attend, or
- b. fail to umpire the whole match,

The penalty shall be a fine of **\$50.00**, and in addition to the fine, the team will lose two (2)

match points (per umpire missing).

Umpires released by Squad Umpires **SHALL REPORT TO THE OFFICE IMMEDIATELY** - failure to do so will incur the above penalty.

## **7. COACHING BY COACH**

Coaching by the coach while the game is in progress is only permitted from a central position on the sideline. The coach is not permitted to move up and down the sideline (except the Junior H grade coaches). Coaching is permitted during any stoppage at the sideline. No coaches or spectators are permitted on the goal line.

## **8. MATCH OFFICIALS & TECHNICAL OFFICIALS**

The Match Officials of the game ARE THE TWO UMPIRES. TECHNICAL OFFICIALS ARE THE Scorer and Timekeeper. The first named team shall provide the official score card and scorer, and the other team the time clock (not a mobile phone) and timekeeper, who shall stand together and check both the time and the scores with each other. The officials should be adults. Please note Scorers should also have a time clock to support the umpires at Injury/Illness/Blood and suspensions.

## **9. SCORE CARDS**

Results of the match (Score Card) with the names of the players, the grade of the teams, date of match, must be placed in the boxes provided by the winning team. The score boxes are located at the northern entrance to the hall and outside the office.

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**NOTE: ONLY SENIOR A1, A2 and A3 GRADES** must ensure all players (up to 12) are named on the scorecard **before the start of the game** (Rule 5.3.1.Rules of Netball 2016 Edition) Netball Australian Official Rules 2016). All other grades may add names to the score card as the game progresses or as necessary.

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## **10. CONDUCT OF MATCHES**

- a. The Association will abide by the Rules of Netball 2016 Edition (Netball Australia Official Rules 2016), unless otherwise stated.
- b. The Association reserves the right to disallow a player to participate in matches when his/her presence may be detrimental to other players.
- c. Players are not restricted to one game per day. Additional games played must be within the Association rules.
- d. In the event of a team playing a player who is not eligible, the offending team shall forfeit the match and shall be penalised a further two (2) points.
- e. The penalty for falsifying a score card shall be loss of two (2) match points, irrespective of the circumstances
- f. No coaches or spectators are allowed on the goal line.

## **11. GAME MANAGEMENT**

During a match the umpires are the sole judges of fact and of the Rules.

Any player found guilty of misconduct or disputing/ Dissent Rule 13.2.3 (i) with an umpires' decision on or off the netball court, shall be liable to censure and/or suspension and/or disqualification. This also includes Discipline of team officials and bench players Rule 13.3. (i) (ii) & (iii).

## 12. DURATION OF MATCHES

- All Junior F, G and H grades will have 10 minute quarters
- All other grades will have 15 minute quarters
- All games at Fremantle Netball Association have the following breaks between quarters:

1st quarter break: 3 minutes, half time: 5 minutes, 3rd quarter break: 3 minutes

Due to reduced time between one timeslot and the next members are asked to vacate the playing court swiftly following completion of their match, so the next teams can utilise their warm up time effectively.

## 13. NEW REGISTRATIONS

Clubs may register further new players throughout the season by completing all the required details on the back of the score card. All new players shall pay full registration fees regardless of when they commence playing.

Accounts for additional registrations will be issued to Clubs throughout the season.

A player may only be registered with one Club in the winter competition.

## 14. INJURIES AND ILLNESS or BLOOD

- a. Play may be stopped for blood when noticed or injury or illness, after a call for time by an on court player, or in extreme circumstances, by an umpire without a request being made. Refer Rule 9.3.1. (i) Rules of Netball of Netball Edition 2016. The decision to stop play and when to stop play shall be at the discretion of the Umpire.
- b. The player concerned must leave the court within 30 seconds and receive treatment off the court. The timekeepers advise the umpires when 10 seconds remain. Refer Rule 9.3.1 (ii) Please note the player may not return to the game within the 30 seconds.
- c. Only the primary care person/s are permitted on the court to assess the players' medical condition and to assist the player from the court.
- d. In the event that the umpires are advised that the player concerned cannot be removed safely within 30 seconds, the umpires will extend the time for the player to leave the court. Umpires will allow for others to assist.
- e. Any blood on the ball or the court must be cleaned before play restarts and any blood stained clothing replaced.
- f. During a stoppage both teams may make substitutions and/or team changes, provided these are completed within the time allowed for the stoppages by the umpires. During this stoppage coaching is permitted from the sideline.
- g. If not substitution is made for the injured or ill player or for player who is bleeding play may resume with the position left vacant. If the player is the Centre and no substitution is made, one player must move to play as Centre to allow the match to continue.
- h. If the position is left vacant the player concerned or a substitute may subsequently, after advising the umpire, take the court immediately after one of the following:
  - (a) A goal has been scored ( in this case the player or substitute must play in the position left vacant)

*SANCTION: Free pass where the ball was when play stopped – the player is sent from the court until the correct time for entry.*

*(b) A stoppage for injury/illness or blood*

(c) *An interval.*

(AS above) Refer Rule 9.3.1.

#### **15. PRACTICALITIES (Blood Procedure)**

Teams should be encouraged to have spare sets of bibs and spare skirts. Shirts would be the responsibility of the individuals.

There is a legal responsibility to the blood policy.

- Yes, a player may only have one I.D. letter on after an injury.
- Yes, a player may finish a game in a different coloured skirt or shirt etc.

#### **16. SUBSTITUTION**

- a. Both teams have the right to make substitutions and/or team changes either:
  - i at an interval; or
  - ii when play is stopped for injury or illness or blood. Refer Rule 9.3.1.(viii)
- b. In any one game each team may make unlimited substitutions provided the number of players does not exceed twelve.
- c. A player who has previously been substituted may return to the game at a later stage.

#### **17. INTERCHANGE OF PLAYERS**

Players may play up in a higher grade/division during the season, any number of times, until the finals, when the following rules shall apply.

- a. Final round fixtures – the player shall be registered in the team/grade/division in which she has played the most games.
- b. Final round fixtures – should a player have played an equal number of games in more than one grade/division, the higher grade/division will be deemed to be the team the player is registered in.

Where a Club has more than one team in the same grade, a player from the lower team may play in the higher team.

Where a Club has more than one team in the same grade, a player from the higher team cannot play in the lower team without the sanction of the Permit Committee and only then in the event of extreme circumstances.

#### **18. REPLAYS**

In all cases where a replay of any match is necessary, such replay shall be regarded as a new match and any players eligible to play in the teams concerned may be included, irrespective of whether or not such player was included in the team on the day on which the original match was played.

#### **19. PROTESTS**

Teams/players/officials wishing to lodge a Protest shall at the conclusion of the match:

- a. Notify the Captain of the opposing team of their intention to lodge a Protest.
- b. Lodge the Protest in writing prior to leaving the grounds.
- c. Deposit the Protest Fee (\$10) with the Administrator within 48 hours following the match. No Protest shall be considered without payment of the fee.

Where practical a hearing to deal with the Protest shall be held before the next playing date. Only those directly involved shall be present. Should the Protest be upheld the fee shall be refunded.

## **20. PERMITS**

Applications for players to "passdown" or for interchange of players within a grade shall be lodged in writing with the Administrator, 24 hours prior to the commencement of the match concerned. Any player granted a "passdown" may not subsequently play up in a higher grade during the season.

## **21. CLEARANCES**

- a. No clearances are required from Clubs which disband at the conclusion of a season unless that club is unfinancial with the Association, when this Association shall require the player to pay her portion of the debt of her previous club.
- b. Any Club has the right to appeal to the Executive regarding a player who transfers to another Club and still has some obligation to her former Club. At any Appeal Meeting, both clubs concerned shall have representatives in attendance to state their case. The Executive may refuse or grant a clearance depending on the merits of the case and their decision will be final.

## **Fremantle Netball Association (Inc) By Law 12.3**

### **Ethics and Member Transfers**

All Clubs affiliated with the Association and the Coastal Netball Region are required to adopt and comply with Ethical Standards and Practices when dealing with transfers of registered members from one Club to another.

## **22. MATCH POINTS & RESULTS**

Two (2) points shall be awarded for a win and one (1) point for a draw. In the event of a draw, the first mentioned team in the fixtures is responsible for submitting the score card. Score cards, showing the result of the match, the names of players, the grade of the team and the date of match, must be placed in the box provided - this is the responsibility of the captain of the winning team.

### **Grades with 8 teams (Senior C2 & C3, 19U 3, 17U 8, JB7, JC6 JE4, JE6,) Grade of 7 17 & Under 9**

These grades will play 2 rounds plus 1 game (15 games), however any points gained on the final game (the last week of fixtures 26 August) will not be used to calculate the final four positions.

### **Grade of 7 17 & Under 9**

This grade will play two rounds plus three games (15 games), however any points gained on the final three games (12<sup>th</sup>, 19<sup>th</sup>, 26<sup>th</sup> August) will not be used to calculate the final four positions.

## **23. FORFEITS**

- a. Any team intending to forfeit a game must have their club official contact the FNA administrator by email no later than 1pm on the Thursday prior to the fixture game. Should a team forfeit a match after 1pm on the Thursday prior to the fixture game this will be deemed a late forfeit and will incur a late forfeit penalty of \$50, which will be payable by the club before the next fixtured game.
- b. Where teams provide their own umpires it is the club's responsibility to inform their umpire of the forfeit. Where a different club is scheduled to umpire the FNA Administrator will inform the club scheduled to umpire.
- c. When a team forfeits, full match points for a win and twenty (20) goals shall be credited to the opposing team. Twenty (20) goals shall be debited against the team forfeiting.

- d. In the event of a forfeit, the non-forfeiting team which is credited with winning will be deemed as having played that match. Players of the team which is declared the losing team shall not be deemed as having played. The winning team must submit the scorecard with players names listed.
- e. In the event of a team forfeiting after the commencement of a match, the result will be recorded as: the score on the scorecard OR a 20-0 score line; whichever is greater, in favour of the non-forfeiting team.
- f. In the event of a team forfeiting two (2) consecutive matches, the team shall show cause to the Executive for such forfeiture.

#### **24. MUTUAL ABANDONMENT**

If teams agree prior to the commencement of a game to a mutual abandonment the game shall be recorded as a 5/5 draw. Unless both teams mutually agree to abandon the game, it becomes the responsibility of one of the teams to forfeit the game.

#### **25. POSTPONEMENT**

No team shall postpone matches with the intention of playing them at a later date without the permission of the Permit Committee. Applications for postponement, stating reasons, shall be submitted to the Permit Committee **at least 2 weeks prior to**. If the time and date specified by the Permit Committee is not suitable, then the team applying for the permit shall forfeit. Should the match be played, the teams concerned shall each provide an umpire.

#### **26. RE-SCHEDULED GAMES**

##### **Boarding School Teams - Week 9 – 1 July, Boarding School team – School Holidays**

Penhros and Santa Maria Boarding School teams (Juniors, 17 & Under, 19 & Under) – games involving these teams and their opposition teams for this date will be rescheduled as follows:

Week 9 game will be played on Monday 24 July at 6.45pm under lights at FNA

Should the arrangements not suit both parties the game will be deemed at 10 all draw, or should the arrangements not suit one party the game will be deemed a 10 – 0 loss to that party.

No team shall postpone matches with the intention of playing them at a later date without the permission of the Permit Committee. Applications for postponement, stating reasons, shall be submitted to the Permit Committee **at least 2 weeks prior to**. If the time and date specified by the Permit Committee is not suitable, then the team applying for the permit shall forfeit. Should the match be played, the teams concerned shall each provide a umpire.

#### **27. FINAL MATCHES**

At the conclusion of match fixtures, with the exception of the F.G. & H Junior Grades (play modified rules with no finals), final matches shall be played as follows:

Semi Final                      No. 1 plays No. 2  
     No. 3 plays No. 4

Preliminary Final              Loser of No. 1 and 2 Semi, play the winner of No. 3 and 4 Semi final.

Grand Final                      Winner of No. 1 and 2 Semi, play Winner of the Preliminary Final

Under the above method of Finals, no team has the right to challenge.

Where teams finish the season with equal number of premiership points, the relative positions on the premiership table are arrived at by dividing the goals scored, by the goals



against for the entire season.

In the event of a draw in Final Round Matches, EXTRA TIME in accordance with Rule 4.2 ( Rules of Netball 2016 Edition)

- a. At the end of the game when scores are tied, there is an interval of 4 minutes at the end of full-time during which time there may be substitutions and/or team changes.
- b. Teams change ends and the game is restarted by the team entitled to the next centre pass.
- c. Extra time of 2 x 7 minute halves will be played, with a one minute interval between the two halves
- d. Teams change ends at the end of the first 7 minutes .
- e. Substitutions and/or positional changes may be made during the one minute interval.
- f. The game is then restarted by the team entitled to the next centre pass.
- g. If the game is still drawn at the end of the second half, play continues from where the ball was when time was called until one team has a two goal advantage.
- h. All other rules of the game are likewise applied. This includes Injury/Illness or Blood Refer Rule 9.3.1.

## **28. ELIGIBILITY TO PLAY IN FINALS**

- a. All players must have played at least three (3) times with their Club during the season, before being eligible to participate in final round matches. Such qualifying matches must be played on separate dates.
- b. A Club which has a team short of player/s for Final round matches may bring up a player from a lower team, subject to Permit Committee approval and providing she has played three (3) times with the Club during the season, on three (3) separate dates.
- c. All applications to bring up player/s for finals must be submitted in writing on the "Finals Permit Application Form" to the Permit Committee.

## **29. FINALS PERMIT APPLICATION/S**

All applications for reserve or replacement players for finals must be submitted on the "Finals Permit Application Form" available on the WEB or from the office, and addressed to the Permit Committee.

## **30. UMPIRING FINAL MATCHES**

All teams must be available for umpiring of Final Matches, and a FINE will apply to any team not attending a match allotted to them. Volunteer Umpires for Finals would be welcome.

## **31. MODIFIED RULES**

Teams in Junior grades F, G and H grades will play modified rules and not play finals.

### **F GRADES**

- a. The game shall consist of 4 quarters of 10 minutes.
- b. A team of up to 12 players may interchange at intervals. Each player shall play at least half a game.
- c. A maximum of 3 boys, per team, may be on the court at any time. Only 1 male player is permitted in each area during each quarter of the game, i.e.

- a defence player (goal keeper or goal defence),
- a centre court player (wing attack, centre or wing defence)
- and a goal player (goal attack or goal shooter).
- d. No running or jump shot for goals (lay up) **OR** stepping in to shoot for goals shall be made.
- e. There shall be no attempt made to intercept the goal shot.
- f. Strict "man to man" defence shall be played.
- g. No finals will be played.
- h. No coaches or spectators are permitted on the goal line.

#### **G GRADES**

Rules shall be as Modified Rules a. to h. inclusive, plus,

- i. Games will be played with shorter posts. (2.4 metres).
- j. Games will be played with smaller balls. (size 4).

#### **H GRADES**

Rules shall be as Modified Rules a. to j. inclusive.

- k. H Grade team Coach **only** is permitted to move up and down the sideline.

#### **UMPIRES – MODIFIED RULES**

- a. Use simple language and explain decisions.
- b. Adopt an encouraging and pleasant manner to ensure an open free-flowing game particularly in the setting up of penalties.

#### **32. TEAMS AGED TURNING 8-12 YEARS IN THE COMPETITION YEAR**

In accordance with the Equal Opportunities Act 1984 teams in this group are gender neutral.

#### **33. BOYS PLAYING IN TEAMS AGED TURNING 8-12 YEARS IN THE COMPETITION YEAR (D, E, F, G, H grades)**

A maximum of 3 boys, per team, may be on the court at any time. Only 1 male player is permitted in each area during each quarter of the game, i.e.

- a defence player (goal keeper or goal defence),
- a centre court player (wing attack, centre or wing defence)
- and a goal player (goal attack or goal shooter).

This is a Fremantle Netball Association domestic rule.

#### **Fremantle Netball Association (Inc.)**

#### **POLICIES**

The following Fremantle Netball Association Policies can be found on our Web site

1. Codes of Conduct
  - Administrators'
  - Coaches'
  - Parents and Spectators'
  - Players'
  - Officials
2. Competition related offences and disputes
3. Incident Report Form

4. Cybersafety Policy
5. Permit Policy Finals (including application form)
6. Photographing and Video Footage Policy
7. Privacy Policy
8. Re-grading Policy
9. Single game voucher policy
10. State Netball League Player Eligibility policy
11. Team withdrawal (non refund of fees)
12. Uniform Policy
13. Wet Weather Policy