



## Indoor Netball (Women and Mixed)

Approved– 4 April 2005

**These Championships are conducted under the rules of Indoor Netball Australia - <http://www.indoornetball.org.au>, with the following exceptions:**

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### 1. Team Size

- 1.1 Each team shall name a squad no less than seven (7) players and not exceeding ten (10) players\*.
- 1.2 The minimum number of players that can be fielded without incurring a forfeit is five (5)\*.
- 1.3 The maximum number of players on the court at any one time is seven (7)\*.
- 1.4 For mixed netball no more than three (3) males on each team to be on the court at any one time.
- 1.5 For mixed netball, males MUST play in the following positions\*:
  - either one (1) Goal Shooter or Goal Attack.
  - one (1) Centre court player either Wing Attack, Centre or Wing Defence.
  - one (1) Defence player, either Goal Defence or Goal Keeper.

#### **\*AUS east Regional Variation**

- 1.1 *Each team shall name a squad no less than four (4) players and not exceeding ten (10) players.*
- 1.2 *The minimum number of players that can be fielded without incurring a forfeit is four (4).*
- 1.3 *The maximum number of players on the court at any one time is five (5).*
- 1.4 *For mixed netball no more than two (2) males on each team to be on the court at any one time.*
- 1.5 *For mixed netball, males are not permitted to play centre*

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### 2. Match Duration

- 2.1 \*Matches: 4 x 10 minute quarters with a maximum of 2 minute intervals at quarter times and maximum of a 3 minute interval at half time.
- 2.2 Time shall not be added to compensate for any time lost because of accident or any other cause except in Finals Matches when the time lost for a stoppage shall be added to the quarter/half in which it occurs.
- 2.3 Extra time shall be allowed to take a penalty shot in any game.

#### **\*AUS east Regional Variation**

- 2.1 Preliminary and playoff games – two (2) equal halves of 15 minutes  
Semi-finals and Finals games – two (2) equal halves of 15 minutes  
Half-time interval – One (1) minute

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### **3. Substitutions**

- 3.1** \*Each team may make up to three (3) substitutions during each match (preliminaries and finals) at any interval.

**\*AUS east Regional Variation**

- 3.1** *Each team may make up to two (2) substitutions during each match (preliminaries and finals) at any interval.*
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### **4. Championship Grading**

- 4.1** Points for each match shall be awarded as follows:  
Winning team – 3 points  
Drawn match – 2 points per team  
Losing team – 1 point  
Forfeited team – 0 points (see sports specific rule)
- 4.2** In the event of two or more teams having the same number of points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria:
- (a)** The team with the highest goal difference ie: (goals for - goals against)
  - (b)** In the event of the goal difference being equal, the team scoring the highest number of goals shall be placed above the other team(s).
  - (c)** In the event that this still does not separate teams, then the team with the best result against the top team in their pool, shall be placed above the other team(s). The best result to be determined by applying the following in order until the teams are separated:
    - 1) largest winning margin
    - 2) highest scoring draw
    - 3) lowest losing margin
  - (d)** In the event that this still does not separate teams, then a toss of a coin will decide the winner.
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### **5. Resolving Drawn Progression matches and Finals**

- 5.1** In the event that scores are drawn at the end of normal time, two extra periods of five (5) minutes duration shall be played.\*
- 5.2** At the end of this extra period, if scores are still tied, play will be recommenced with the team to score a two (2) goal lead to be declared the winner.

**\*AUS east Regional Variation**

- 5.1** *In the event that scores are drawn at the end of normal time, two extra periods of ten (10) minutes duration shall be played.*
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### **6. Forfeits**

- 6.1** A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.

Should the commencement of a match be delayed (up to 10 minutes) due to no fault of either side (as determined by the Referee in consultation with the Competition Manager) the game shall be played in its full duration.

- 6.2** **A.** Forfeits occurring during preliminary and/or pool matches will result in the team being relegated to last position in that pool.  
**B.** Forfeits occurring in matches other than preliminary / pool matches will result in the forfeiting team being relegated to last position for the competition.

For the purposes of A and B:

- i) the adjustment will be made at the conclusion of pool / preliminary matches or conclusion of final ranking matches.
- ii) In the event of a forfeit being the result of "extraordinary circumstances" in the opinion of the Manager of Sport in the first instance and Disputes Committee in the second instance, the forfeit for the match in question will stand, however relegation may not occur. What constitutes "extraordinary circumstances" will ultimately be judged by the Disputes Committee.
- iii) Normal Good Faith Fee penalties also apply.

**6.3 Forfeit Score:** The forfeit score recorded shall be Twenty (20) to nil (0).

**6.4** Should an opposition player who was "playing under protest" (ie. Had no accreditation prior to the match) prove to be "ineligible" inside the time frame stipulated by the Games Organisers, a forfeit will be recorded. The forfeit score or the actual completed match score will be awarded; whichever is higher.

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## **7. Presentation**

**7.1** Presentations should be conducted at the conclusion of the competition.

**7.2** At the completion of the Championship a pennant and trophy (if existing) will be awarded to the university that wins each of the Championship:

- Women's Championship
- Mixed Championship

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## **8. Uniform Requirements**

**8.1.** **Players Uniform:** Players must at all times wear the approved uniform of their respective university whilst on the field of play.

**8.2.** The university shall submit a description of its uniform to the organiser at the Sport Specific Team Managers Meeting or before if requested.

**8.3.** Minimum uniform requirements for AUS events must be met (where applicable for the specific sport):

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery).
- Long or sharp fingernails are to be trimmed or taped.
- All participating competitors are to be correctly attired in appropriate, matching team uniforms.
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt.

**8.4.** Specific Sport Uniform Standards - The uniform requirements for each specific sport should be as per the national sporting organisation standard with the following minimum uniform requirements:

**Indoor Netball:** Shirts, Skirts & Shorts for mixed. Sports briefs must be the same colour and style. All players must wear bibs identifying their court position. Playing initials are to be included on both the front and back of the bibs. The initials must be a minimum of 200mm in height and clearly visible above the waist when the bibs are worn. Players must wear a form of rubber-soled sport shoe or boot which shall be non marking for Indoor competition and acceptable to the Netball Competition Manager.

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## **12. Team Duties**

**12.1** Team duties are an imperative part of the University Games and the development of sport event management skills across the University Sporting structure. The roster and role description will be provided to each Sports Specific Team Manager at the Sports Specific Team Managers Meeting if duties are required. **Teams that do not fulfil team duties will be fined as per the AUS Good Faith Fee policy.**

**12.2** The specific requirement for **Indoor Netball** at AUS events is:

- 1 person from each team competing in the current match will be required to assist with Timing and Scoring.

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### **Previous rule amendments**

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