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# MIXED NETBALL CAMPUS SPORT



# CAMPUS SPORT: MIXED NETBALL RULES

amended February 2021 by MU Sport

In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per the **Netball Australia Rules of Netball**, except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee and their decision is final.

## LOCATION

All games will be played on the East and West stadiums, upstairs in the Nona Lee Sports building.

## TEAM REGISTRATION

Teams must be registered by the Captain or Primary contact through the registration links available on the Campus Sport website.

**Full payment of the registration fee must be paid upon completion of this form** for a team to be guaranteed entry into the competition.

## PLAYER REGISTRATION

All participants must complete an online registration form before taking the court; they will then be named on the weekly score sheet.

All players are required to sign the score sheet prior to taking the court. All players must play a minimum of 1 game to participate in finals. If a player does not sign the sheet, that match will not count towards games played.

**Any player not signed for the required number of games will not be eligible to participate in finals.**

If a player has not registered online, they must still write their name on the scoresheet. While this will not count towards their finals eligibility, they will be covered for insurance purposes.

## THE PLAYERS

**A maximum of 7 players** may take the court at a time, and no less than 5 players. If a team does not have 5 players, the game will not commence until at **least 5 players have arrived.**

A team must start with at least **1 male on the court**, with **a maximum of 3 males** may be on the court at any time. Teams may use more than 3 males during the game but must only have 3 on at any time with any extras being used as substitutes.

If during the game any males are injured which results in the team being left with no males then play may continue provided the team still has 5 players on court.

Male players shall play one in each area of the court (mid court, goals, and defense). The combination is:

- GS or GA
- WA or C or WD\*
- GD or GK

\*Alternatively, if teams have 2 male players in the mid court, then they cannot have a male player in defense or goals. For example:

- WA and C – cannot have a male in GS or GA
- WD and C – cannot have a male in GD or GK

MU Sport provides a safe and inclusive environment for all participants. Participants are free to participate in these competitions in a manner which best reflects their gender identity. The rules for this competition will be applied on the basis on gender identity. Any discrimination based on gender identity, or behaviour which could be classified as transphobic, will not be tolerated.

## GAME COMMENCEMENT

Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be **penalised 1 point per minute that they are late.**

At the beginning of the game, both centre players from each team will 'rock off' for possession of the first centre pass. After this, the pass alternates between teams, irrespective of who scores the goal.

Each team **must provide a scorer** (which may be a substitution player) for the game to begin.

## CONTACTS

Sport Competitions Coordinator

[sport-competitions@unimelb.edu.au](mailto:sport-competitions@unimelb.edu.au)



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## LENGTH OF THE GAME

The game structure for the **preliminary rounds** of the competition is as follows:

- 16-minute halves
- Substitutions can be made at a centre pass closest to the 8-minute mark of each half (this will be determined by the umpires)
- A half time break of 2 minutes

In **finals and playoffs**, the same structure will be followed. In the event of a draw at the end of the game, extra time will be given.

## EXTRA TIME

- 2 x 3 minutes with no half time break.
- Teams will not swap ends at the beginning of extra time, and will instead swap ends at half time of the extra time.
- Teams may only make positional changes at the beginning of extra time.
- In the event of a draw again at the end extra time, no further time will be given. Instead, the game will continue until a team is 2 goals ahead. This team will then be declared the winner.

## FORFEITS

In the event of a forfeit, the winning team will be awarded a score of 20-0 and 4 competition points. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period then the clock shall commence running and they will be **penalised 1 point per minute that they are late.**

After 10 minutes, if the team has still failed to turn up the game will be cancelled, and the team be awarded a forfeit.

## UNIFORM AND JEWELLERY

Players are advised to wear suitable sports clothing and **proper sports shoes must always be worn.** Players cannot take the court in bare feet.

**Bibs will be provided** to all teams at the beginning of each match. These must be returned to the referees at the end of the game.

**No jewellery shall be worn** except for a wedding ring, a medical bracelet, or small stud earrings which must be taped to the satisfaction of the umpire. All fitness trackers and watches must be removed before the game.

**Fingernails must be cut short or taped** to the satisfaction of the umpire. Alternatively, gloves may be worn. Nails and jewellery will be checked by the umpires before the game.

## MISCONDUCT

All players must be respectful towards each other, as well as towards the umpires. This is a social competition, and any form of player misconduct will not be tolerated and may result in you or your team being excluded from the competition.

Umpires may **caution** or issue a **warning** to a player if their behavior needs to change. If the behavior continues or a player engages in serious misconduct, the umpires may **suspend** a player. A player who is suspended takes **no part in play for 2 minutes of playing time.**

## RULE CLARIFICATION

If players would like clarification on a rule or a call, that player may approach both umpires at any of the breaks and ask for rule clarification. Players must conduct themselves in a professional manner when doing this and put their inquiry in the form of a question.

## POINTS

4 points will be awarded for a win, 0 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points. The result for a forfeit shall be recorded as 20-0.

## INJURY

A player may call for 'time' due to an injury or illness. The umpire may stop the game at any time.

**First aid is available at the Sport Centre reception.**

It is the responsibility of the team captain together with MU Sport Reception Staff to administer first aid when required, not the umpires. **All injuries must be reported to either the competition coordinator or to reception** by the injured person/s or team captain and an incident report made where necessary.

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[sport-competitions@unimelb.edu.au](mailto:sport-competitions@unimelb.edu.au)

