

SOCIAL NETBALL RULES AND BYLAWS

LOFTUS RECREATION CENTRE HAS A ZERO-TOLERANCE POLICY FOR ANY FORMS OF ANTISOCIAL BEHAVIOUR TOWARDS OFFICIALS OR STAFF. ANYONE CAUGHT BREACHING THIS POLICY WILL RESULT IN IMMEDIATE DISCIPLINARY ACTIONS FOLLOWING THE GUIDELINES LISTED IN OUR CODE OF CONDUCT AND DISCIPLINARY PROCEDURES.

WE EXPECT ALL PARTICIPANTS, AND SPECTATORS, TO ALWAYS UPHOLD AND DISPLAY A RESPECTFUL AND SPORTSMANLIKE ENVIRONMENT. THIS IS A FAMILY FRIENDLY AND SOCIAL COMPETITION; EVERYONE IS EXPECTED TO ASSIST IN CREATING A WELCOMING ENVIRONMENT.

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1 INTERPRETATION

1.1 The World Netball – “Rules of Netball 2025” rules shall apply unless otherwise provided for in these By-Laws.

1.2 Interpretation of these by-laws shall be the responsibility of the centre management. Loftus Recreation Centre reserves the right to change and amend the by-laws at any time. Team captain's will be notified of any changes.

1.3 New Rules 2024 update:

Throw-in

Toss-up removal

Game Management

Goal after whistle

Playing the ball

Short pass Contact

Centre Pass checks

Tactical Changes (DOES NOT APPLY)

2 TO PLAY

2.1 All team players are required to register themselves to their nominated team to be able to participate in the competition. Each player must complete this individually on their own devices otherwise it will not work.

2.1.1 This must be completed by week 3 of the competition; fill ins can participate in 3 games before they must register to the team, they are still required to manually add in their names on the scoresheets each time, prior to registration.

2.1.2 This has been implemented for safety reasons and to ensure we have record of who is entering the competition and venue.

2.2 A team must have a minimum of 5 registered players entered on the scoresheet who are ready to take the court at the commencement of the game. For the mixed competition, the 5 players can include a maximum of 2 male identifying players.

2.3 A late player may only take the court in the period after a goal has been scored and prior to the next centre pass.

2.4 In Mixed netball games there is to be a maximum of 3 male identifying, or 4 if non-binary, players at any one time.

2.5 In Mixed netball games there is to be a minimum of 3 female identifying or non-binary players on the court. There is no maximum female player limit, and all female teams are permitted to play in a mixed competition.

2.6 There must be no more than one male identifying player playing in each court third i.e. one male in defending third (GD/GK), one in the centre third (WA/WD/C), and one in the attacking third (GA/GS).

2.7 The minimum age for a player to take the court, without parental supervision or consent, is 16 years of age or older. Written parental consent must be given to the centre management for anyone between 14–16 years of age prior to taking the court, with a parent or guardian being present whilst competing.

2.8.1 If any players between the age of 14-16 are caught playing without written consent, sighted by the sports manager, and onsite parental guardianship, they will be barred from the competition.

NO PLAYER SHALL TAKE THE COURT UNDER THE AGE OF 14.

2.7 All teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a “check” on the scores during the game.

- Failure to provide a scorer will leave offending teams no recourse to challenge the score.
- If no scorer provided, the score sheet will be placed at either end of the court, and teams will be responsible for scoring the match while playing.

2.8 All grades within leagues (mixed/ladies) are considered the same competition. Any player registered for one team can only fill-in for another team in the same competition in a WA or WD position for the duration of the game. This restriction does not apply to players filling in for teams across competitions (e.g. a ladies player filling in for a mixed team).

2.9 A player must play 5 regular season games in their nominated team to be deemed eligible to play in the finals

3 SUBSTITUTIONS

3.1 Substitutions may be made at the break between any quarter. Exception to this rule is in the case of an injured player to which a substitution can be made during the game.

3.2 Tactical changes under the new 2024 rules do not apply in this competition.

4 UNIFORMS

4.1 All players in each team are required to present themselves in conforming uniforms for each match. Teams will be given three weeks to conform to the uniform requirements.

At which time if teams are not in conforming uniforms, they will be penalised 2 goals.

4.2 All players must have conforming tops and the same set of playing bibs worn, bibs are to be provided by the teams. Loftus does not provide bibs to borrow; they can be purchased at the front desk or rented for a set price. No bibs will be handed out for any reason other than colour clash.

4.3 A pre-organised player who has been asked to fill-in must conform to the uniform rule of that team. Failure to comply, will result in a loss of 2 goals.

5 GAME TIMES

5.1 All games are controlled with a central timer. Playing time is 40 minutes. Four (4) x 10-minute quarters with two (2) minutes at half time break, and no break at the first and third quarter changeover.

5.2 As there are scheduled timeslots, the clock will be set for the next timeslots promptly by the umpires, failure to be ready and take the court could result in extra points awarded to the opposing team. No-one is to reset the clock, other than an official.

5.3 Competition times are as follows:

AM Competitions

9.30, 10.15, 11.00

PM Competitions

6.15, 7.00, 7.45, 8.30, 9.15, 10.00

6 JEWELLERY / FINGERNAILS

6.1 Long / sharp nails are required to be taped or cut. If tape falls off the player needs to go off court and reapply the tape and show the umpire before entering the court at the appropriate time given.

6.2 Suitable sports gloves may also be worn.

6.3 Loftus Recreation Centre does allow jewellery, if nonremovable it must be taped firmly. If the tape falls off, you need to reapply. For the safety of yourself and others it is recommended that jewellery be removed. Medical alert bracelets are to be taped firmly.

6.3.1 No claw clips are to be worn in hair during game play. Hair is to be tied up using an elastic band.

6.3.2 You are undertaking play with taped jewellery at your own risk. Loftus does not take responsibility for any damage caused to oneself or their jewellery if patron did not remove prior to game play.

6.4 Acrylic nails must be taped whilst playing netball. Tape must remain on for the duration of the game.

6.5 Failure to do so will result in the player not being allowed to participate in the game.

7 FORFEITS

7.1 In the event of a forfeit the non-offending team shall receive a credit. Fines will apply.

7.1.1 Forfeit fee breakdown

Forfeit Fee (More than 48 hours' notice): Game fee

Forfeit Fee (Less than 48 hours' notice): Game fee + \$15

Forfeit Fee (Less than 2 hours' notice): Game fee + \$40

No Show Fee (no communication regarding forfeit/not attending): Game fee x2

7.2 The game will be counted with the following score: 0 -15.

7.3 Forfeits are monitored, to ensure everyone is receiving a pleasant experience from this competition and getting enough games. Teams will be limited to 6 forfeits over the span of the season, if your team forfeits more than this, you may not be allowed to register the following season.

7.3.1 This does not include forfeits due to emergencies and can be discussed with the sports manager.

7.3.2 All forfeit/no show fees must be paid at the front reception, in conjunction with the game fee for that day, prior to the commencement of your next game.

8 PENALTIES

8.1 Late Penalties If a team has less than the minimum required players to start the match, then for every 1 minute that play is late commencing, the opposing team will be awarded 1 goal per minute until 10 minutes has expired.

8.2 If a team does not have the minimum required players on court and ready to play within 10 minutes of the scheduled starting time they shall lose the match on a forfeit.

9 PLAYER CONDUCT

9.1 Participants must behave respectfully and courteously to the umpires, opponents, teammates, and spectators.

9.2. The umpire's decision is final. They shall not permit any discussion about their decision. The team captain only may approach both umpires at an appropriate break in play to seek clarification on a call only.

9.3 A player who infringes any part of the Game Management Rules (rule 18) and foul play (rule 19) will be disciplined.

9.4 Players on the court are expected to respond to rulings by the umpires and adjust their play accordingly. Similar requirements apply to bench players and spectators.

9.5 No foul language or unsportsmanlike conduct under any circumstance shall be displayed on the court. Players may be asked to leave the court if foul language or unsportsmanlike conduct continues. Players may also be reported due to this misconduct.

10 UMPIRES

10.1 Prior to the match:

Ensure all players are wearing correct uniform, check nails and jewellery.

Ensure scoresheets are filled out in full.

Apply and inform both teams about late goals and uniform penalties, as required.

10.2 During the match:

10.2.1 As per the World Netball rules, full control of the game is in the hands of the umpires.

10.2.2 In addition to the normal sanctions (free pass/penalty pass), the umpire may control and manage the game with the following actions:

- a) Proactive advice – feedback is provided to a player to change their behaviour
- b) Advance/escalate – advance up to 5 m, free pass may be escalated to a penalty pass if deemed appropriate.
- c) Warning – continual infringing the foul play rules. (One warning per player per match)
- d) Suspension – removed for 2 minutes playing time. (One suspension per player per match and no substitution allowed. excluding C)
- e) Ordering off – player leaves the court and takes no further part in the game. A substitute player may return after 4 minutes

10.2.3 Umpires have the authority to remove players from the court if their behaviour is deemed dangerous or unsportsmanlike.

10.2.4 Dissent towards umpires will not be tolerated and may result in removal from the game, this includes spectators.

10.2.5 Serious infringements will be escalated to the Sports Manager and can result in suspension of a player or a team from the competition.

11 TEAM CAPTAIN

11.1 Responsibilities of the team captain are:

- a) Ensure team fees are paid and payment pass is handed to the Umpires prior to commencement of game.
- b) Complete the scoresheet by writing names of players in full.

- c) During the game, ask for an explanation of umpire's decisions (at an appropriate break in play).
- d) To ask authorisation to change uniforms, bibs or equipment.
- e) To ensure their team members conduct themselves in an appropriate manner and in keeping with the ethos of participation, enjoyment, and a healthy competition.
- f) Thank umpires and opposition team at the end of the match.

11 FINALS

11.1 To participate in finals a player must have played a minimum of 5 games for their nominated team.

11.2 Finals will be played as a knockout between 1st through to 4th. (1v3 and 2v4)

11.2.1 All teams are expected to play and will be scheduled for finals with normal game fees and forfeits applied.

11.3 Grand finals will be played between the winners of 11.2.

11.4 In the event of a draw in any finals match, there will be a one-minute break. Play will resume, which will then consist of two (2) minute halves with no rest in between.

11.4.1 If a draw still occurs after this extra time, teams will continue to play until a team leads by 2 goals.

11.5 Grand finals are played with a central clock. If overtime is required to be played on one court, other courts will be slightly delayed.

11.6 During both semi and grand finals, no fill in/new players are allowed to take the court. All players partaking in the finals matches, must be registered to the team. Players who have played 3 games with the team but did not play anymore, are allowed to participate in finals, providing this has been disclosed to the sports manager.

11.6.1 Umpires hold the ability to question a player's appearance during finals weeks and reserve the ability to ask staff to investigate whether they have played upwards of 3 games.

11.6.2 If it is found that a player has wrongfully taken to the court during semi/grand final matches, the game will be forfeited, and an automatic win will be awarded to the opposition. The game can be played as a scratch match if decided by both teams after the forfeit has been recorded.

A full list of World Netball rules can be found [here](#).



For more information, please view the Loftus Recreation Centre Sports Information and Rules of Participation, available on our website at www.loftusrecreationcentre.com.au