

COMPETITION RULES

GENERAL:

- All matches will be conducted as per NNSWA Ltd Carnival Rules.
- School sports/netball uniform and positional patches must be worn.
- Each team must supply a scorer, umpire, and a size 5 ball. 8/9 years will use a size 4 ball.
- NO jewellery or taping of fingernails, earrings or bangles is permitted.
- No injury time will be played.
- 8/9 Years, Junior Boys, Junior Mixed will play NetSetGo Rules. Umpires to use their discretion in applying rules.
- Mixed teams: a maximum of 3 boys; 1 positioned in each third and a minimum of 1 boy on the court throughout the whole game.
- Any disputes, complaints or enquiries must be made by the Teacher in charge of the school only. Parents are not permitted to approach umpires or Tournament Control to question or lodge a complaint. Zero tolerance applies.
- A full canteen will be available including coffee, drinks & cakes are available at the complex.
- Additional portable toilets are located onsite.
- Souvenir apparel is available for purchase.

GAME TIMES:

- Matches begin and finish on the centrally timed hooter.
- 2 x 10 minutes halves.
- 2-minute half time.
- 3 minutes between games.
- Teams not arriving within two minutes of the commencement of their game will be deemed as having forfeited. Teams are more than welcome to play a friendly game if they choose to.
- In the event of a draw in the Championship Final two additional three-minute halves will be played.

SCORING:

- Each team is to provide a scorer. Scorers must stand together on the sideline.
- Scoresheets will be placed in the middle of each court. The winning team MUST return the scoresheet to control at the conclusion of each match. The board needs to remain in the centre circle.
- The Score for a forfeit will be recorded as 5 – 0.
- Pools of 6 or fewer teams will play a “non-competition” round which will not be scored or receive points.

DIVISIONS:

- Junior Divisions to include 8-10-year-old students.
- Senior Divisions to include 11-13-year-old students.

POINT SYSTEM:

WIN/FORFEIT WIN	(3) Three points	LOSS	(1) One Point
DRAW	(2) Two points	FORFEIT LOSS	(0) Zero

FORMAT:

- Where there are no crossover games in divisions winners will be declared based on "First past the post". No finals played "first past the post" is declared the winner in each pool.
- 12/13 years Championship division will have a finals series to determine the winner (Straight final or Semifinal & final – based on registration numbers/pools)
- If two teams are tied on points in their pool, positions shall be decided on:
 - The school which won the previous encounter between the two teams in their game
 - Highest goal difference
 - Most goals scored in favour
 - Least goals scored against
 - Goal average: goal differences
No. of matches
- Ten (10) medals will be awarded to the Winners in each Pool

UMPIRES:

- Schools must organise their own suitably qualified and experienced umpires. (must not be the coach)
- 1 umpire per team per game is required
- Umpiring Format - UMPIRE YOUR OWN
- If only one umpire is present at the start of the game that umpire is to start the game from the hooter
- Umpire's decision is final, and no disputes will be entered into regarding any decisions made throughout the duration of a game.
- If a teacher has concerns about umpiring, they must report it to Tournament Control immediately.

FIRST AID

- First Aid is available at the complex.

SUPERVISION:

- Team Coaches & Team Managers are to wear a name badge to clearly identify their school.
- Each school is to ensure that teams arrive at the allocated game on time
- Each school is responsible for the supervision of its students at all times and for keeping their area clean.
- No students are to be in the playground area for the duration of the day.

NETSETGO – JUNIOR RULES

- 8/9 Years & Junior teams may register a maximum of ten (10) players per team.
- Junior age groups are as determined by the age of the player in the year of play. No junior player is eligible to play more than two years above their age as of 31 December in the year of play.
- Teams will score as per normal rules.
- Ball – Size 4
- Time to Pass the Ball – 5 seconds
- Stepping – Shuffling on the spot to regain balance allowed without moving down the court.
- Defending – Strict “one-on-one” defence. Players may defend a shot at goal.
- Obstruction – A player must defend from a distance no less than 1.2m (4 ft).
- Penalty Pass or Shot – If a player contacts or obstructs a penalty pass or shot is awarded to the other team. The defending player who has contacted or obstructed is not made to stand out of play. Umpire will award a penalty pass or shot by placing the player at 4' and allow the player to defend the pass or shot or go for the rebound.
- Coaches – Coaches are permitted to move up and down the sideline
- Centre Pass – The initial Centre Pass will be taken by the team that won the toss and all other Centre Passes shall be taken by the team that did not score the last goal.
- Substitutions – The game time should be evenly distributed amongst all players. A team (up to 10 players is recommended) may make unlimited substitutions at intervals or at any time during play.

The procedure for making a substitution during play is:

- i. Before entering the Court, the substitute shall tag the player leaving the Court.
- ii. Both the substitute and the player leaving the Court shall not interfere with the play during the substitution process;
- iii. Both the substitute and the player leaving the Court shall observe the Offside Rule when leaving or entering the Court.
- iv. Players should be substituted into either only attack positions or only defence positions for the duration of the game.
Players should experience all positions over the course of the day

Please ensure UMPIRES COACHES & PLAYERS are familiar with these rules.