



CURTIN STADIUM

NETBALL 5's SOCIAL SPORT RULES

These Social Sport Rules must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: socialsports@curtin.edu.au)
Playing Area	Curtin Stadium Indoor Netball Courts.
Game Length	4 x 9 minute quarters.
Half Time break	2 minutes. There is no break at quarter, or three quarter time.

1. GENERALLY APPLICABLE RULES

- Referees will endeavour to apply the [official netball rules](#) found online but these rules may be modified as appropriate for the venue and in the discretion of Curtin and the umpire for the safety of any person.
- If there is any discrepancy between these Social Rules and the official rules, these Social Rules will prevail.

2. PLAYERS

- Netball 5's consists of the following positions: GS, GA, C, GD, GK.
- The maximum number of players on court at any time is 5.
- The minimum number of players on court at any time is 4.
- In the Mixed Netball 5's competition:
 - The team must have 2 female players on the court at all times.
 - The team must not have more than 3 male players on the court at any time. The 3 males must start in different thirds at each centre pass (that is: one in offence (GA, GS), one in defence (GD, GK) and one in centre court (C, WA, WD).
- If a team has an incorrect ratio of players it will either be ineligible to play or the umpire and both team captains can agree before the game that the teams will play a 'friendly' game with the incorrect ratio. In either circumstance, Curtin will award the team with the incorrect ratio an automatic loss.

3. PLAYER EQUIPMENT

- Players must wear non-marking sports shoes in good condition.
- Teams must provide their own bibs to identify player's positions. Curtin will have a spare set for colour clashes.

4. SUBSTITUTION OF PLAYERS

- A team is only permitted to admit a late player to the game if:
 - the umpire has been notified and has checked the player's nails and jewellery;
 - the player has signed the team sheet before coming on court; and
 - provided that the player is only allowed on court after a goal is scored and before the next centre pass.
- If a player is injured during the game and unable to continue, a substitution player is able to come on court in the same position as the injured player.
- No player can change position during a quarter of play unless special circumstances make this inevitable i.e. injury.

5. PENALTIES

- The referee will start the game at the scheduled time.
- Teams must have the requisite number of players on the court (in the correct player ratio) to be considered "ready to play". If a Team is late, they will be penalised as follows:

Number of minutes late	Point penalties
> 1 minute < 10 minutes	1 point for each minute late
> 10 minutes	NA - forfeit



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6. SCORING

- (a) A goal is scored when the ball passes through the rim of the hoop from a shot taken inside the circle at the attacking end by the GA or GS. Each goal is worth 1 point.
- (b) A 3 pt goal is scored when the ball passes through the rim of the hoop from a shot taken outside the circle but within the attacking third by either the C, GA or GS. Each 3 point goal is worth 3 points.

7. CAUTIONS, WARNINGS, SEND OFFS

- (a) Umpires may issue cautions, warnings or send offs at any time in their discretion.
- (b) If a player is continually breaking the rules without making an effort to adjust after being spoken to by the umpire or displaying anti-social behaviour they will be given a Caution.
- (c) If the player continues to break the rules or display inappropriate behaviour, the umpire will hold time and give the player an official Warning which will be recorded on the team sheet. If for any reason a player refuses to provide their name to the umpire, a penalty will be awarded against the captain and the umpire has the discretion to send off the player immediately. If any player receives 3 Warnings during one season, they will be suspended for the next game.
- (d) Incidents of inappropriate behaviour, rough play or continually breaking the rules will result in player being sent off for a minimum of 2 goals. It will be at the discretion of the umpire and supervisor on duty as to whether the player is permitted on court for the remainder of the game.
- (e) A player who is sent off, is also automatically suspended for the next game.

8. ADVANTAGE

The umpires will refrain from blowing the whistle for an infringement when by doing so the non-infringing team would be disadvantaged. The umpire will indicate this by calling 'advantage' and stating the infringement.

9. PENALTIES

- (a) When the umpire awards a penalty, the penalty must be set in the correct position and the offending player must stand beside the player who is awarded the penalty. The player must not obstruct the play in any way (including verbal communication or physical movement) until the ball has left the other player's hands.
- (b) The umpire can allow a player to play on advantage if the infringing player is not in the correct position and provided the umpire deems the advantage does not otherwise impact play. The umpire will call 'Advantage not set (infringing players position)' at which the infringing player must stand out of play and may not make any attempt to disrupt the pass. The pass must be taken from the point where the offence occurred.
- (c) The umpire may award penalties for:

Rule	Explanation
Obstruction	a defending player has not reached the required 3 feet from the grounded foot when defending.
Contact	a player makes unduly physical contact with an opposing player.
Ball Contact	a player contacts the ball whilst it is in the hands of the opposition.
Abuse	Abusive language or actions directed towards a player or the umpire or spectator.
Intimidation	Deliberately blocking the face of a GS/GA who is shooting for a goal or make distracting/intimidating hand movements.
Obstruction	A player deliberately obstructs/holds another player with their body or arms.

- (d) Goals may be shot from a penalty but not from a free pass. A free pass must be passed to another player.
- (e) Additional penalties may be awarded by the umpire in the umpire's discretion.

10. FREE PASSES

- When a free pass is awarded, the offending player is not required to stand out of play. The pass must be from the point where the offence occurred. Free passes are awarded for:

Rule	Explanation
Stepping	A player with possession of the ball takes more than one step with the landing foot.
Offside	A player has entered an area of the court that is out of bounds to that position.



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Out of Court	Any part of a player's body goes out of court while in possession of the ball or when the ball goes out of court and the last player to touch the ball gives away the free pass. The player must take the free pass with their foot 'toeing', but not covering, the outside line.
Ball infringement	The ball contacts the lower leg (from the knee down).
Over a third	The ball is passed the length of a third without making contact with a player in that third.
Centre Break	GD, GA, WD or WA of either team step over the centre third line and into the centre third before the umpire has blown the whistle for a centre pass.
Replay	The ball is deliberately bounced (does not include a bounce pass to another player), caught twice without contact from another player or caught after an inaccurate shot for goal was taken and the ball did not touch the ring.
Short Pass	A pass to another player is not long enough to allow another player to pass through the flight of the ball.
Held Ball	The ball is held for longer than 3 seconds.
Line violation	A player puts their foot on the line when taking a throw in from out of court. The pass will be turned over.

- A player must be standing before they are able to take a free pass.
- Where applicable, a goal may be shot from a penalty but not from a free pass. A free pass must be passed to another player.
- Additional free passes may be awarded by the umpire in the umpire's discretion in accordance with the Australian Official Netball rules available online at <http://www.netball.com.au/rules-netball>.

11. FORFEITS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 15 – 0; and
- (b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

12. FINALS

- The top 4 teams (according to competition points for the season) will be eligible to play finals.
- If there is a draw during the finals, the umpire will allow extra time of 4 minutes (2 minutes shooting at each end) and the team that finishes the extra time with the most points wins.
- If scores are still tied at the end of the extra time, the game will go into extra, extra time that will continue until one team acquires a two goal lead. At that point, the umpire will declare that team the winner.

13. UMPIRE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the umpire and/or Sports Program Coordinator will use their discretion in making a decision.