

## Competition Rules

To be read in conjunction with the IFNA Rules of Netball.

### Player & Team Eligibility

- NetFest is open to mixed or all female teams
- A player must be 18 years of age as at the 26 November 2020 .
- All players must register with a team.
- Players may play in one team only per competition.
- Females may play in a mixed and a female competition.
- The competitions are defined as:
  - The substitute stands at the end of the team bench closest to the centre third
  - Beach Netball Mixed
  - Beach Netball Female
  - Outdoor Netball Female Competitive
  - Outdoor Netball Mixed
  - Outdoor Netball Female Social
  - Fast5 Female
  - Fast5 Mixed

### Outdoor Netball Competition:

- A team can list up to 12 players.
- At least 5 players must be on the court at the start of the match to avoid forfeit.

### Mixed Netball (Outdoor Netball Competition):

- Outdoor Mixed teams, there must always be at least 1, but no more than 3 male players on court.
- Male players must be positioned one in each third .
- Male players are not required to be opposed to a male player.

### Fast5 Competition:

- A team can list up to 10 players
- At least 5 players must be on the court at the start of the match to avoid forfeit
- Once the match has commenced a team is permitted a minimum of 4 players on the court at the umpire's discretion.

### Mixed Netball (Fast5 Competition):

Fast5 Mixed teams, a maximum of 2 male players on the court at any one time is permitted.

### Beach Competition:

- A team can list up to 8 players
- Maximum of 4 players per team on the court
- At least 3 players must be on the court at the start of the match to avoid forfeit.

### Mixed Netball (Beach Competition):

Each Mixed teams, a maximum of two male players on the court at any one time is permitted.

### Outdoor Netball Match Length

2 x 10-minute halves with a 1-minute half time break.

### Outdoor Netball Match Rules

As per IFNA Netball Rule book with modifications outlined in the NetFest Rules of Competition.

### Fast5 Match Length

2 x 6-minute halves with a 2-minute half time break.

### Fast5 Match Rules

Refer Fast5 Netball Rules Competition Handbook.

### Beach Netball Match Length

2 x 6-minute halves with a 2-minute half time break.

### Beach Netball Match Rules

Refer Beach Netball Rules Competition Handbook.

### Uniform

- Players may wear netball dresses, shorts or skirts or sport leggings.
- Team members must wear the same colour top and matching color shorts / skirt / sport leggings.
- Jewellery is not permitted to be worn during matches.
- Wedding rings, or earrings are permitted but must be taped.
- Fitness trackers maybe worn under a sweat band .
- Fingernails must be short or taped.
- Sunglasses, sun visors, soft peak hats and netball gloves are permitted.

### Beach Uniform

Runners are not required, however players may wear socks.

### Equipment

- Score sheets and match balls will be supplied by NetFest.
- Outdoor netball teams must supply their own bibs .
- Fast5 bibs are provided by NetFest.
- Bibs are not required for beach netball.

### Timing & Substitutions

- The clock will not be stopped for injuries or blood rule.
- If an injury is called, the player must leave the court immediately.
- If an injured player cannot be moved, then:
  - Prior to the completion of the first half the match will be an Abandoned Match.
  - After the commencement of the second half, the score stands as at the time of the stoppage, and win / loss points will be applied.

### Match Points

- Points for matches played will be awarded accordingly;
  - Win 4 match points
  - Draw 2 match points
  - Loss 0 match points
- Points for matches interrupted, cancelled or not played;
  - Bye 4 match points.
  - Forfeit Win 4 match points & 10 goals to the non-forfeiting team.
  - Forfeit Loss 0 match points & 0 goals.
  - Abandoned Match 2 match points & 10 goals each.
  - Cancelled Match (match has not commenced) 2 match points & 5 goals each.
  - Cancelled Match (match in progress first half) 2 match points & 5 goals each.
  - Cancelled Match (match in progress second half) score stands and match points awarded accordingly.

### Late Arrivals & Forfeits

- If any team is not present at the time of the starting siren, a representative from the team present must notify the Competition Manager in the Competition Office.
- If a team is late to court by longer than 1 minute, the team present will be awarded 1 goal per minute until the team arrives then play starts or half time occurs. (Umpires on court will determine 1 min timing).
- If a team fails to take the court before half time the team present will be awarded a Forfeit Win.
- The scoresheet must indicate the late arrival / forfeit by the officiating umpires.
- Any team which decides in advance to forfeit a match must present to the Competition Office and advise the Competition Manager. The opposition team will receive prior notification of the forfeit and receive a Forfeit Win.

### Cancellations

- It is at the discretion of the Tournament Manager or Competition Manager to determine whether a match is cancelled (weather, power outage, unsuitable court are examples where a match may need to be cancelled).
- Prior to the start of the game, teams will be credited with 2 match points and 5 goals each.
- Prior to the completion of the first half, teams will be awarded two match points and ten goal each.
- After the commencement of the second half, the score stands at the time the match is cancelled.

### Finals Format

- Finals will be played at the conclusion of the competition fixture.
- The number of match points gained during the competition fixture shall determine teams qualifying for finals.
- In the event of teams being equal on match points, ladder positions are determined by the percentage of goals scored for and against.
- In the event of teams being equal on percentage, the greater number of goals scored for shall determine ladder positions.
- Where divisions have joined to create more matches in the competition fixture, divisions will be split for finals. This will be advised when competition fixtures are released.

### Four Teams Playing Finals

- When 4 teams advance to the finals the format will be as follows;
  - When 4 teams advance to the finals the format will be as follows;
  - Finals Round 1: Team 1 v Team 4
  - Finals Round 2: Team 2 v Team 3
  - Grand Final: Winner (1v4) v Winner (2v3)
- The losers of the Finals Round 1 and Finals Round 2 have no further matches to play.

### Three Teams Playing Finals

- When 3 teams advance to the finals the format will be as follows;
  - Finals Round 1: Team 2 v Team 3
  - Finals Round 2: Team 1 v Loser (Finals Round 1)
  - Grand Final: Winner Finals Round 1 v Winner Finals Round 2

### Two Teams Playing Finals

- When 2 teams advance to the finals the format will be as follows;
  - Grand Final: 1 v 2
- No further finals matches will be played

### Drawn Finals Matches

- If scores are level at the end of a Finals Match, there will be a 1-minute break; substitutions and/or team changes are permitted.
- At the end of the 1-minute break, 2 x 3-minute halves will be played.
- At the end of the first 3-minute half, teams will change ends; substitutions and team changes are permitted.
- If scores are still level at the end of the second 3-minute half, then play will continue until one team has 2-goal advantage.
- Timing will be conducted by an authorised Tournament Official using a handheld timing device..
- All other scheduled finals matches on surrounding courts will be halted until the drawn match has a declared winner.
- All other scheduled matches will commence after an announcement from the Tournament Office.

### Complaints & Disciplinary Procedures

- Complaints must be made to the Competition or Tournament Manager within 30 minutes of the match ending
- Complaints & disputes in relation to player conduct, umpiring or scoring will be heard by the Tournament Manager and investigated at their discretion .
- Of paramount consideration for the Tournament Manager is the right of all NetFest participants. All decisions by the Tournament Managers shall be final and binding to all concerned.
- The intent of NetFest is to maintain a fair and safe environment for all participants, the Tournament Manager & Event Director will ask participants not adhering to this to leave the venue and or NetFest.

### NetFest Disqualification

- A breach of the NetFest Rules of Competition may lead to the disqualification of a player and/or team.
- A breach of the NetFest Terms & Conditions may lead to the disqualification of a player and/or team.
- A team who is disqualified will be withdrawn from NetFest.
- When a team withdraws or is withdrawn from NetFest any matches it has played up until that point as well as all the remaining matches to be played, will be recorded as a competition bye.
- All matches affected by the team withdrawing will be updated to reflect this.

### Scorers

- Each team must provide a scorer for each match played
- Scorers can be team members, but cannot score whilst actually playing on court.
- The scorers must stand together for the duration of the match and use the official score sheet provided.
- The clipboard must not be removed from the court (place in the centre circle at the conclusion of each match)
- The winning team to ensure both umpires have printed their names on the scoresheet.
- The winning team must deliver the scoresheet to the Competition Office immediately after the match.
- The official scoresheet will be considered the official scoresheet and only information recorded on the official scoresheet will be recognised.
- Any disputes will be covered by the Complaints & Disciplinary Procedures.

### NetFest Disqualification

- A panel of umpires will officiate at NetFest.
- The panel of umpires is managed by Netball Australia and the host Netball Association.
- Umpires will be selected throughout the tournament to officiate on finals matches.
- The first centre pass will be determined by “rock paper scissors” between the 2 centre players.

### Late Arrival of Umpires

- In the rare occasion of the siren sounding to commence play and two umpires are not in position, we ask players on court to raise their hands to alert the Competition Manager & or Umpire Manager.
- The issue will be addressed as quickly as possible.

### Special Consideration/ Provisions Clause

- Where the rules are silent, a decision can be made by the Tournament Manager that ensures the integrity of NetFest is maintained at all times.
- The Tournament Manager may, in using their reasonable discretion, in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in the NetFest Rules of Competition.

### Indemnity

Except where provided or required by law and such cannot be excluded, NetFest and its officers, members, servants or agents are absolved from all liability however arising from injury or damage, however caused arising whilst participating as a member.