

Bellbird Park


Indoor Centre

Mixed Netball By Laws



Effective January 2018



 (03) 5625 2501
 www.bawbaw.ymca.org.au

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Welcome to the Bellbird Park Indoor Centre mixed netball competition. Please ensure you and your team have read and understand the following content prior to the start of the competition.

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1. Rules Governing Competition Matches.

- Bellbird Park Indoor Centre shall arrange and control all competition games within the centre. Games will be played on Wednesday nights from 6:30pm onwards.

-All players must be aged at least 15 years or older, unless permission from a parent or guardian is provided. See section 3 for Junior player registration process.

-Matches shall comprise of four 10 minute quarters. There is an immediate swap after the 1st and 3rd quarters, and a 2-minute break at half time.

-Three premiership points will be awarded for a win, two points for a draw and one for a loss, in the event of a forfeit, the forfeiting team will receive zero premiership points whilst the opposing team will receive three points.

-All rules are in line with Netball Victoria standards, some recent rule changes include:

- *Umpires no longer blow their whistle when goals are scored and if it is clear that the ball is out of court.*
- *The use of the word 'Penalties' has been changed to 'Sanctions'. Sanctions will include Free Pass or Penalty Pass. Throw Ins and Toss Ups are considered actions as opposed to Sanctions (or penalties under the current version).*
- *When taking a centre pass, the Centre is required to now only have one foot wholly within the centre circle.*



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- *Once a player taking a penalty pass is in the correct position, the player may choose either to play the ball immediately or to wait for the infringer to stand out of play. However, it is important to note that the changes to the rule regarding the taking of the penalty pass do not remove the requirement for a player who is sanctioned for a major infringement to stand out of play.*
- *All injury/illness stoppages, which include blood, will be 30 seconds, and the player must come off the court.*
- *Goal tending will no longer be allowed. Players will not be able to deflect a shot once the ball is on a downward flight towards the ring, including touching the ball up through the net.*

Other netball rules include:

- The player can only hold the ball for 3 seconds before throwing
- No throwing over a third
- No stepping with the ball
- No contact – including elbows and no purposeful high jumping and landing on players...
- You must be three feet before defending, and there is to be no goal deflection once the shooters shot is on the downward phase of the shot.
- No breaking at centre passes
- The player must address the line however not have the toe on the line on a throw in, if the player then moves the toed foot they will be called for stepping, or if they don't address line properly.

2. Mixed Competition Specific Rules

- There shall be at all times 1 male, but no more than 3 male players on the court during play.
- A maximum of 1 male is to be positioned in each third. When 3 males are on the court for one team they may be positioned as follows:

Male 1: Goal Attack or Goal Shooter

Male 2: Centre, Wing Attack, Wing Defence

Male 3: Goal Defence, Goal Keeper

- It is not necessary to position a male player against another male player.



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3. Team Entries/Fill In Players

-All team registration forms must be fully completed and returned by the dates specified on the season information sheet.

-In the event of any team withdrawing from the competition, that team shall not be entitled to a refund of fees.

-All players' details must be entered onto the team's registration form, as required by Netball Victoria in order to process the teams insurance.

-Any change in details must be passed on to the centre staff.

- If a team is adding a new player their details must be added to the registration form in the section provided. If a player is not registered for a team their games will not count towards finals eligibility.

- Teams may have a player who is registered to another team fill in ONLY when the fill in is the 5th player, the minimum required to avoid a forfeit.

- A registered player filling in for another team may only fill in for one team per week.

- Teams may have as many non-registered fill in players as they like, however these players' games will NOT count towards finals eligibility unless they have been added to the registration form, as such they will also not be covered by insurance until added to the registration form.

-Under no circumstances will fill in players be allowed during finals matches, it is the teams responsibility to ensure enough players qualify throughout the season to field a team for finals.

4. Insurance & Registration Fees.

- Registration fees are set by Bellbird Park Indoor Centre in association with the Baw Baw Shire Council

-Insurance and registration fees are to be paid prior to the commencement of the competition.

- Insurance fees are set by Netball Victoria, these fees may change from season to season. Junior players are not included in the per team price and must register individually with Netball Victoria. Bellbird Park can arrange the registration for individuals and collect payment on behalf of Netball Victoria.



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5. Scoresheets

- Scoresheets will be printed with the players' names that have been included on the registration forms on them.
- The team captain is responsible for crossing off any absent players each week.
- The team captain is responsible for completing the fill in player section if required.
- Scoresheets must be paid for prior to the start of the game; matches will begin on time regardless of whether both teams have paid.
- If upon checking by an umpire that a team has not crossed out any absent players, none of the players games will be counted towards finals eligibility.
- The score recorded on the official score sheet is the score that is registered, not the score on the score board.
- When both captains are satisfied that the information on the score sheet is correct, the score sheet is to be signed by the two captains and by the two umpires.

6. Uniforms/Equipment

- Teams are to wear matching or similar coloured tops, any coloured shorts or skirts are acceptable.
- Bibs and netballs will be provided by Bellbird Park Indoor Centre.
- Appropriate non marking shoes are to be worn throughout the competition.
- Jewellery and necklaces are not to be worn during gameplay.
- Fingernails are to be cut short and smooth.

7. Forfeit

- If a team is forfeiting they must notify Bellbird Park Indoor Centre 24 hours or more prior to the matches start time, or will have to pay a forfeit fee equivalent to the team sheet.
- Forfeit fees must be paid prior to the following weeks game.
- Teams who have had a forfeit against are not required to pay that weeks teamsheet.
- Teams who have had a forfeit against will have the entire teams game count towards finals eligibility.



- In the event of a forfeit Bellbird Park is responsible for contacting the opposing team's captain only.

8. Injuries

- Bellbird Park is responsible for supplying first aid.
- Players seeking first aid must adhere to YMCA policy and assist in completing relevant first aid forms.
- Upon request an incident summary can be provided to players looking to lodge an insurance claim.
- If an injured player leaves the facility without seeking first aid a report will not be provided after the fact.
- No time off for injury is allowed, the player is to call time a leave the court (interchange if they can).
- Blood Policy: The bleeding player must leave the court immediately and receive first aid attention. When the bleeding has stopped the player may return to the court with the permission of the umpire.

9. Draw/Results

- Bellbird Park is responsible for the draw, any errors or issues are to be reported to staff.
- Teams will be notified of their first game time, after that they are responsible for checking themselves.
- The draw can be found on the "Sports Fix" Mobile App, or the Bellbird Park website.
- Results will be uploaded prior to the end of week of the current games
- If the draw is altered Bellbird Park is responsible for letting team captains know.

10. Finals

- Players must play 6 games in order to qualify for finals
- Teams cannot have fill in players play during finals
- If the competition consists of 12 teams or less we will only be running a top 4 finals
- If the competition has more than 12 teams we will try to split the competition into two divisions for the season and run separate finals for each division.



-In the event of a draw in any finals match, after a break of two minutes, teams shall play for a further five minutes each end.

-If teams are still drawn after this, a two minute break will be given, and teams will play until either team has scored 2 goals ahead of the other.

-No changes can be made to positions through extra time.

-Each team must provide a scorer to all finals matches.

- After the regular season has finished the finals teams will be notified of their game time as well as their qualified player list prior to round 1 of finals.

11. Misconduct/Penalties

- Foul language or demeanour directed towards umpires or players will result in the player being immediately sent off for the remainder of the quarter or game (umpire discretion).

- Teams who show continual bad sportsmanship will be contacted and given a warning. Failure to improve behaviour will result in the team being asked to leave the competition.

- Any physical threats towards any person will result in an immediate one month ban.

- Any physical contact with the intent to cause harm will result in the immediate expulsion from the competition and facility, depending on the severity of the matter the incident may be referred to the police

- Provoking players is not tolerated and will be up to the umpire's discretion as to how to handle the matter.

- The umpire's word is final, failure to abide by the umpires ruling will result in suspensions or expulsion from the competition.

- Players are not to approach the umpire before or after the game, any concerns are to be expressed by the team captain only.

- The umpires and staff of Bellbird Park have the right to penalize the disputing player/team/coach/spectator with whatever action is appropriate under the rules of the game.



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The following needs to be signed and dated by the Team Captain at the time of registration.

Team Captain and Team Name

Idate.....
I date.....
I date.....
I date.....
I date.....
I date.....
I date.....
I date.....
I date.....
I date.....
I date.....

Certify that I, and my team have read and understood the Mixed Netball By Laws for the Bellbird Park YMCA competition. I agree that my team and I we will abide by these guidelines and understand that failure to comply will result in appropriate action.



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