



NETBALL

Divisions and Rules 2019

DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
Social League	16	SOCIAL 18+ years old	This is the most social division. The teams that enter should consist of players who may have played netball at some point in their lives. Teams may consist of lower/bottom league action netball players.
Premier League	16	COMPETITIVE/SOCIAL 18+ years old	Aimed at 1 st & 2 nd team club teams, young academy teams, or other teams consisting of players who play netball on a regular and serious basis (leagues, provincial and national level)

ENTRY FEE INCLUDES

- Netball tournament entry
- 5 guaranteed games
- 10s event merchandise
- Live entertainment
- Massage & strapping services

NETBALL RULES AND DETAILS ACROSS ALL DIVISIONS

SQUADS & REPLACEMENTS

1. 10-person squad per team for a match
2. All players are allowed to be substituted on during the match – rolling substitution

MATCH LENGTH

All games will be:

- 9 minutes a half (2 halves)
- 2 minutes half time
- 3 minutes between games
- Run on 23minute slots

POINTS/SCORING



1. Round robin/pool games scoring:
 - 4 points are awarded for a win
 - 1 point is awarded for a draw
 - 0 points are awarded for a loss

2. If two or more teams end on level points, the position standing is determined by;
 - The team who won the head to head match, if that was a draw then,
 - Team with the best for/against points difference determines the winner, if that is equal,
 - Team scoring the most points 'for' determines the winner, if that equal,
 - A coin toss will determine the winner, if the coin lands on its side,
 - Boat Race

3. In the event of a tie in the final, sudden death extra-time (3mins each way) is played, and the team scoring first is deemed the winner.

NETBALL RULES

1. Normal netball rules will apply
2. You are however allowed to do substitutions at any time during the match, after a goal is scored (before C-pass) and as often as you like.
3. All players to be 18 years or older
4. Finger nail length will be checked prior to playing

NETBALL DISCIPLINE

- Event organisers and referees have the right to intervene if there is disrespectful, unruly or unsafe behaviour and play
- If a team does not arrive in time for the start of their game, the game will be considered a forfeit and a 21-0 winning score will be given to the punctual team - no exceptions, no excuses
- Normal disciplinary rules apply – warning, caution and then sent off if continue.
- 10s BLUE CARD
 - A referee has a BLUE CARD that may be shown to a player at any stage of the match. A blue card enables the referee to send a player off for unsportsmanlike behaviour or for being disorderly/intoxicated on the field/court. The referee may use this card at his/her own discretion and their decision is final. This is to protect the safety of all players.
 - The guilty player will have to leave the field/court for the remainder of the match.
 - No substitutions will be allowed on for the remainder of the half that the guilty player was given the blue card.



- The team may replace the guilty player in the 2nd half if the incident happened in the 1st half.

DIVISION INFORMATION

Social Division

- 16 teams
- 4 pools of 4 teams
- Round robin format in the pool stage
- Top 2 teams from each pool play in the Cup quarter finals
- Losers of the Cup quarter final compete for the Plate
- Bottom 2 placed teams in the pool compete for the Bowl quarterfinals
- Losers in the Bowl quarter finals compete for the Shield

Premier Division

- 16 teams
- 4 pools of 4 teams
- Round robin format in the pool stage
- Top 2 teams from each pool play in the Cup quarter finals
- Losers of the Cup quarter final compete for the Plate
- Bottom 2 placed teams in the pool compete for the Bowl quarterfinals
- Losers in the Bowl quarter finals compete for the Shield