



NETBALL

RULES AND CONDITIONS OF COMPETITION

REVISED APRIL 2024





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

1 Game organisation

- 1.1 Teams will be Junior Girls, Junior Mixed, Senior Girls and Senior Mixed.
- 1.2 The mixed teams may consist of girls and boys in any proportion, including having no girls in the mixed team.
- 1.3 Girls teams play first at 12.50pm.
- 1.4 Boys teams play at 1:40pm.
- 1.5 2 x 20 minute halves with 3-5 minute halftime.

2 Players

- 2.1 7 players on the court from each team.
- 2.2 Substitutions can be made at the interval or in the event of injury.
- 2.3 No jewellery is to be worn by the players.
- 2.4 No long fingernails.
- 2.5 Hats can be worn to fit in with Sun Safe Policy. No hard peaked hats.

3 Teams

- 3.1 If a team is going to be short, another player may fill in according to the following rules.
- 3.2 Players can play up in a higher division e.g. a junior player can play in a senior team.
- 3.3 Girls may fill in for the mixed team but boys may not fill in for a girls team.
- 3.4 Players can only play one game each day.
- 3.5 You cannot bring up a player to strengthen a side.

4 Finals

- 4.1 Semi finals will be played by the top 4 teams in each division. For example 1st vs 4th, 2nd vs 3rd
- 4.2 Where two or more teams finish with the same points at the completion of all rounds, the convener will use a goal difference to rank the teams. If the goal difference does not divide the teams, the winner of the game when the teams on equal points and goal difference played will be given priority. The first 4 teams will move into the semi-finals.
- 4.3 The winner of each semi-final will progress to the final.
- 4.4 During semi finals, in the event of wet weather or if the score is level at full time the team who finished higher on the ladder is declared the winner and will progress to the final.



- 4.5 In the event of a draw in the final, joint winners will be declared.

5 Major rules and concepts

5.1 Centre Pass

- 5.1.1 Play commences with the centre pass (from within the centre circle) after the umpire's whistle.
- 5.1.2 Only the centre players are permitted in the centre third for the centre pass.
- 5.1.3 Once the whistle has blown GD, WD, GA and WA are permitted to run into the centre third to receive the centre pass.
- 5.1.4 The centre pass must be received in the centre third (i.e. the centre cannot directly pass the ball into the defensive or attacking third of the court).
- 5.1.5 Teams alternate the centre pass after each goal is scored.

5.2 Out of Play

- 5.2.1 When a player has been penalised for contact or obstruction they must stand beside and away from the thrower. They may re-enter the play after the pass or shot has been taken.

5.3 Contact

- 5.3.1 A player may not contact an opponent or the ball in an opponent's possession in any way. A free pass or shot is awarded if contact is made.

5.4 Obstruction

- 5.4.1 A player's foot may not be grounded within three feet of an opponent's foot when that player is in possession of the ball.
- 5.4.2 A free pass or shot is awarded if a player with the ball is obstructed.

5.5 Scoring

- 5.5.1 Only the Goal Shooter and Goal Attack can score goals from within the goal circle.
- 5.5.2 A goal is deemed to be scored if it has left the hands of the shooter before the whistle to end play is blown and the goal is successful.
- 5.5.3 Both school's scorers must sit together to score and teachers from both schools must agree on the final result.
- 5.5.4 To maintain a positive sporting environment, the maximum goal difference allowed in each game will be:
 - i) Junior games: 12 points.
 - ii) Senior games: 20 points.



- 5.6 Out of court
 - 5.6.1 The ball is out of court if it touches the ground out of court or an object or person out of the court.
- 5.7 Throw In
 - 5.7.1 After the ball has gone out it is brought back into play by the player throwing the ball back in. This player stands outside the court and places one foot beside the line (not on the line).
 - 5.7.2 The player no longer waits for the umpire to say 'play'. Instead as soon as they toe the line they have three seconds to release the ball. The player no longer has to wait for all players to be inside the court.
 - 5.7.3 The player throwing in must not enter the court before the ball leaves the hands.
- 5.8 Simultaneous infringement
 - 5.8.1 If two players simultaneously gain possession of the ball or simultaneously infringe the rules of play, the ball is awarded to the team that last had possession of the ball.
 - 5.8.2 Any player from the team awarded the ball may restart play where the ball was when play stopped.
 - 5.8.3 If the play is being restarted in the goal circle, a shooter may shoot for goal.
 - 5.8.4 For clarification purposes, toss-ups are no longer used to restart play.
- 5.9 Offside
 - 5.9.1 If a player enters any area apart from their own playing area, a free pass is awarded to the other team.
- 5.10 Three (3) Seconds
 - 5.10.1 When a player has caught or held the ball, a pass or shot must be taken within three seconds.
- 5.11 Over a Third
 - 5.11.1 The ball must be touched in each third of the court (i.e. a player may not pass the ball from the defensive third into the attacking third or from a throw in the defensive end into the centre third).
- 5.12 Footwork
 - 5.12.1 When a player receives the ball with one foot on the ground or lands on one foot after receiving the ball, this foot is called the landing foot.
 - 5.12.2 When a player receives the ball with both feet on the ground or lands on both feet after receiving the ball, the landing foot is the second foot to be moved after receiving the ball.
 - 5.12.3 Players may pivot on the landing foot and/or lift the landing foot but must pass or shoot the ball before re-grounding the landing foot.
 - 5.12.4 A player may not drag or slide the landing foot.



6 Players may not

- 6.1 Deliberately kick the ball.
- 6.2 Strike the ball with their fist.
- 6.3 Deliberately fall on the ball.
- 6.4 Attempt to gain possession of the ball or throw the ball while they are lying, sitting or kneeling on the ground.
- 6.5 Use the goalpost as a means of support or as a means of regaining balance.
- 6.6 Hand the ball to a team-mate during play. There should be enough room for an opposing player to deflect or intercept the ball as it passes from the hands of the passer to those of the receiver.
- 6.7 Roll the ball to another player.

7 Results

- 7.1 Result should be entered via the PSSA web site at www.revolutionise.com.au/rydepssa/home by the Monday after the game.
- 7.2 Each school is to be responsible for entering and checking the results.
- 7.3 Where a school disputes the results entered on the web site, the sports coordinator from the school should message the netball convener, indicating the round and score in dispute.
- 7.4 If no results are received the match in question will be deemed a draw but no points will be allocated.
- 7.5 Points during the competition will be awarded as follows:
 - Win - 3 points
 - Draw - 2 points
 - Loss - 1 point
 - Forfeit - 0 points