

## Mixed Netball

The following rules have been designed for UniSA Sport social competitions. In any cases not covered by these rules, normal netball rules and interpretations will apply. Official rules can be found at <http://netball.org/game/the-rules-of-netball>

Interpretation of these rules will be at the discretion of the appointed umpires and/or Court Supervisor.

These rules work in conjunction with the UniSA Sport Code of Conduct and Social Sport By-Laws. UniSA Sport may waive or modify these rules to suit any circumstances that may arise.

### 1. Court

The game will be played on a regular netball court, 30m long and 15m wide.

### 2. Ball

The official ball used in all competitions will be a size 5 netball.

### 3. Players and Team Composition

- 3.1 Team shall consist of minimum five (5) players and maximum nine (9) players.
- 3.2 Team must contain a minimum of two (2) male players and no more than three (3) male players may be on the court at any time.
- 3.3 A maximum of one (1) male player can be in any playing third at any time i.e offense (GS, GA), mid-court (WA, C, WD) or defense (GK, GD).
- 3.4 If a team does not have the correct team composition they can play with less players on the court provided their total number of players does not fall below five (5).

### 4. Officials

Each game will have at least one (1) umpire and two (2) score bench officials.

### 5. First Possession

A coin toss shall determine which team gets the first possession.

### 6. Playing Time/Winner of Game

- 6.1 The regular playing time shall be as follows: four (4) periods of 8 minutes playing time with a continuous clock. Two minutes will be allowed between playing periods.

- 6.2 If the score is tied at the end of playing time in a regular season game, the game will be determined as a draw and each team will be awarded two (2) championship points. If the score is tied at the end of playing time in a final a further two (2) periods of five (5) minutes will be played in each direction. Should scores still be tied, play will continue with no break until one team has a lead of two (2) goals.

## **7. Forfeits**

- 7.1 A forfeit will be determined if a team does not have the required number of players or has not arrived more than 5 minutes after the scheduled match time.
- 7.2 A forfeit score will be recorded as 20-0.

## **8. Substitutions**

- 8.1 Substitutions can only occur at breaks between playing periods unless replacing an injured player.
- 8.2 No player may change position during a playing period unless replacing an injured player.
- 8.3 If a player arrives late they must wait until after a goal has been scored and must enter before the next centre pass is taken.

Substitutions require no action by referees or scorers.

## **9. Uniforms**

- 9.1 All players are required to wear a team uniform consisting of the same coloured tops.
- 9.2 A set of coloured bibs will be supplied by UniSA Sport to indicate playing positions.