



6's NETBALL

BASIC RULES

ACTION INDOOR SPORTS & RECREATION LTD, 30 McPHERSON ST, RICHMOND, NELSON Tel. 543-8222

1. THE TEAM

A team is comprised of:

- **2 attack players**
- **2 defence players**
- **2 centre players (plus up to 6 subs optional)**
- 6 players take the court for any one game (substitutes may be used at any quarter time or half-time interval).
- In mixed grades, each of the 3 court positions must be filled by a male player and a female player (no more than 3 males on court at anytime). Teams may have more than 3 females but no more than 3 males (penalty for 4 or more males - team default loss).
- Each team wears a set of bibs that indicate which position each player is holding on court (these are provided by Centre).

2. TEAM CAPTAIN is responsible for ensuring full team payment and organisation of team. Team Captain must complete game card prior to the start of each game and ensure full team payment has been received. Team bibs are given to team when full payment has been received. Full team payment is required regardless of how many players. Permanent members of team are responsible for individual payment and should not rely on team captain to always be able to find a replacement and/or pay for that person.

3. PLAYER AREAS

- Two attack players - entirely within the attack half including the goal circle;
- Two defence players - entirely within the attack half including the goal circle;
- Two centre players - the entire court with the exception of both goal circles

4. PLAYER OFFSIDE - A player with or without the ball is deemed offside if they step out of their designated player area (on the line is offside).

5. DURATION OF GAME

- All games shall consist of four quarters of 8 minutes each with quarter times of 30 seconds and half time 1 minute.
- The umpire will start the clock at each games allocated time (no late starts). The clock will start regardless of whether the teams are ready to start play or not. Teams who are not on court at allocated time lose one goal every minute for late start (maximum 5 goals). A default will incur if a team has not started before 2nd quarter starts.
- In the event of injury, there is no extra time allowed for time not played as game schedule does not allow it.

6. UMPIRES are provided by Stadium. Please respect umpires at all times. Team Captains may ask for rule interpretations at interval breaks only. Players are asked to remove jewellery, caps etc as umpire will check along with nails which must be cut short. The Umpire will record score on electronic scoreboard and will manually record quarter time scores for skin points. Please remember, an umpires job is not an easy one and they may not see everything, however, their **decision is final**. The Umpire is responsible not only for rule interpretation but for the enjoyment and safety of all players during the game. Disruptive or abusive behaviour will not be tolerated. Umpire complaints may be made to Management and a form is available to complete if necessary. Spectators and coaches must NOT interfere with Umpires calls at any time.

7. EQUIPMENT - Please respect all our equipment and property. Any damages incurred will be at the liability of the person responsible. Do not jump on or hang off hoops. Bibs are provided by Centre and are available upon full team payment being received prior to game.

8. UNIFORM - *NO JEWELLERY * NAILS MUST BE CUT SHORT * NON-MARKING SOLES *NO TOUCH SHOES OR WORK BOOTS *

9. COST

	<u>ADULT LEAGUES</u>	<u>JUNIOR LEAGUES</u>
• Player Registration payable at start of league	\$ 6.00 PLAYER (up to 12 players)	\$ 6.00 PLAYER (up to 12 players)
• Game Fees (team each week)	\$48.00 (\$8 player)	\$24.00 TEAM (\$4 player)
		Individual \$80 Season or \$45 Term

10. START OF PLAY

- The start of the game and the start of each quarter will be by a TOSS-BALL taken at half-way line by any two opposing centre players.
- Play will be restarted after each goal has been scored by a throw in being taken at the top of the goal circle within the smaller marked circle by a defence player.

11. THE NET

A player may:

- Lean on the ball to gain or regain balance against the net;
- Pass the ball to a player off the net as long as the ball only has touched the net, not the player.

A player may not:

- Make body contact with the net (ie. lean on, jump on, step off the net in attempt to gain possession of the ball or when passing the ball);
- Receive their own throw off the net before the ball has been touched by another player (this will be called "Replay ball and awarded to other team);
- When a player passes a ball from within their defence half to player in the attacking half, the ball must be either touched or caught by any player prior to the ball hitting the back net. PENALTY - Free pass.

12. SOCIAL BI-RULES

- No Jump Shots
 - No Goal Tending
 - For safety of players, no blocking through Centre court.
- * To avoid delays – no extra time for injuries
* Games rescheduled where early injury stops game and player cannot be removed from Court.

13. INFRINGEMENTS

1. **PERSONAL CONTACT** - no contact on any other player or ball
2. **OBSTRUCTION** - player must guard ball only and stand 0.9 metre away
3. **REPLAY BALL** - when a player is deemed to have had control of the ball and replayed it
4. **STEPPING** - when the grounded foot has been re-grounded
5. **SHORT PASS** - penalty pass or shot awarded when infringement occurs
6. **ON THE NET** - any part of body or foot contact on net

Ruling: offending player must stand down and free pass is awarded to other team.

Please see full set of rules to get full clarification of the above player infringements. Player's contesting the ball which causes a contact is **not** permitted. No dangerous play or verbal abuse will be tolerated under any circumstances. Unnecessary disruptions to the game from any player may result in that player being removed from court. A player ordered from the Court may be replaced at Umpire's discretion.

14. DEFAULTS *Please avoid!!*

- ALL DEFAULTS INCUR FULL TEAM PAYMENT REGARDLESS OF ANY NOTICE GIVEN
- Teams who default on day may incur a 10 point penalty and may be subject to full game fee (both team fees \$96 adults / juniors \$48).
- **Teams wishing to leave a league permanently must give 3 weeks notice or pay 3 weeks game fees. Please remember that once you have joined a league you are obligated to complete it. In any grade (including juniors) where individual players have paid full season or term fees, should a team pull out of league, individual refunds are only given if the team does not have fees outstanding. A minimum \$15 administration fee applies to all teams wishing to default out of competition (excepting juniors where they may leave at end of each term without penalty).**

15. TEAM GRADING

Grading is the first 4 weeks of competition. Grading games also count in round robin competition so as to avoid teams playing below ability to get into lower grade. Teams may be regraded at anytime during competition and may move up or down grading ladder. Grading is from 1-5 with Grade 1 being the highest and 5 beginners.

16. TEAM FILL-IN PLAYERS

- * A 'fill-in' is a player who is registered for another team playing in the same competition.
- * Teams who use a fill-in player automatically lose 8 pts off team score and that player must play in a position they would not normally play.
- * Teams must borrow fill-in players from within own grades (Grade 1-2 constitute same grade and Grade 3-5 constitute same grade).
- * Fill-in players are not eligible to play in any semi or finals game.
- * Lower grade players may play in two grades per night (at Management discretion).

17. SCORING A GOAL

- 1 POINT GOAL - is when the ball is scored by an attack player from within the goal circle;
- 2 POINT GOAL - is when the ball is scored by either an attack or centre player from outside the goal circle.

18. GAME POINTS

- **WIN** 4 points
 - **SKIN PTS** 1 point quarter won (max 4 points)
 - **DEFAULT** Penalty up to 10 points
 - **PENALTY PTS** **2 points are deducted** each week for outstanding team fees.
- DRAW** 2 points
LOSS 0 points
BONUS PTS 2 points are awarded for full team payment each game.

19. DOUBLE GAMES

Two double-up games are scheduled per season (teams play twice in a night). This allows us to have 18 round robin games per season.

20. FINALS AND SEMI-FINALS

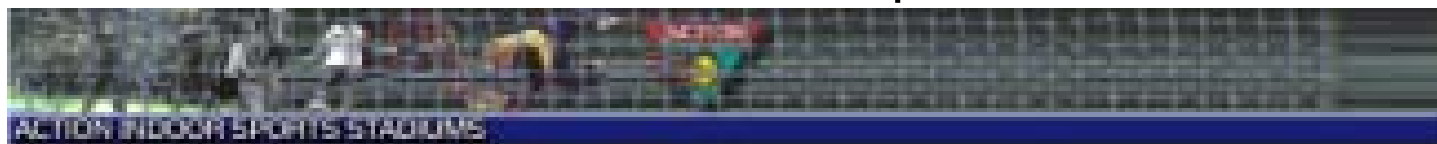
All players must be registered to play in any semis or finals game. Players must have played 1/3rd of round robin games eg. 15 games a player must have played 5 times. Teams must have paid all current fees or made arrangement to pay all fees prior to semi-finals game or they will automatically lose ladder position. FINALS are played on Sunday.

21. FIRST AID

A First Aid Kit is available to all at office. In the event of injury, please report this to Umpire who will then seek assistance from First Aid Officer on duty. We will ring the emergency services where our first aid officer feels it is necessary for the wellbeing for the safety of any injured person. All injuries must be recorded in accident register.

CHECK OUT YOUR SCORES AND TIMETABLE ON-LINE – TEAMS OWING FEES WILL BE UNABLE TO USE THIS SERVICE

www.actionindoorsports.com



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