

Eastern Indoor Netball Comp Rules

Netball Regulations (A)

1. The Netball Australia Rule Book shall govern all games, except in cases where these rules conflict with others, in which case the latter shall prevail.
2. A standard game will comprise of four 9-minute quarters, timed by the umpires, with a short interval at half-time.
3. The game clock shall not be paused for injuries.
4. A digital scoreboard will be positioned at the end of the court and managed by the umpire. If a team suspects that the score is inaccurate, they must promptly bring it to the attention of the umpire. The two team captains and umpires will discuss the issue, but the umpire's decision will be conclusive.

Netball Regulations (B)

Commencement of Game/Payment

1. Game Fees (\$85) must be paid prior to each game.
2. Game Fees can be paid via cash or card at the venue
3. Any team that has outstanding fees will be prohibited from taking the court until their dues have been settled.
4. Teams that are unable to field a complete line-up of five players during Competition Rounds will incur a penalty of 1 goal for every minute until they are able to do so.

Players: Registration

1. To take the court, players must be at least 14 years old. However, players aged 14 or 15 years old may take the court with their guardian present at the game and at their own risk.
2. If players do not check their name on the scoresheet, their game will not count towards qualifying for the finals.
3. Once players have participated in three games with a team during a season, including grading rounds, they will be considered a qualified member. Please

Uniforms

1. Each player on a team must wear a matching top colour.
2. Players are not allowed to wear crop tops or loose tank tops. T-shirts must be down to waist.
3. Prohibited items include but are not limited to: Fitbits and other similar devices (including those worn under gloves, wristbands or taped), denim clothing, belts, hoodies, hard-tipped hats, tracksuits, chewing gum and anything that the umpire or management considers hazardous according to their duty of care obligations. In competition rounds and finals, teams will incur a penalty of one goal for each player who is not wearing the proper uniform.
4. Although teams are welcome to provide their own bibs, Eastern Indoor Sports has some available to borrow or if there is a colour clash.

Fill in players

1. During the "competition rounds", a player who is a qualified member of a team is not allowed to play in a lower division of the same competition. If a team violates this rule, they will forfeit the game 20-0
2. Players who do not check in will not have their game recorded for finals qualification.
3. A player can play enough games to be qualified for multiple teams in the same division. However, they may only play for one team in the finals from that division.
4. Similarly, a player can qualify for multiple teams in the same division by playing enough games. However, they can only participate in the finals for one team from that division.
5. The rules outlined in this section are specific to each competition. A player's team qualification in one competition does not affect their ability to play or substitute for a team on another night or at a different venue.

Grading Games

1. Each season, roughly two rounds of grading games will be played at the start of each new campaign.
2. Grading games count towards the ladder.
3. Grading games are compulsory, and normal game fees and forfeit fees apply.

Grading & Fixture

1. Following the conclusion of grading rounds, teams will be divided into divisions, when a fair split is applicable, for the "Competition Rounds."
2. Management will publish the fixture online for each competition on the website, send a weekly email and confirmation SMS on gameday.

Ladder

1. The ladder will be determined using a win-draw-loss percentage, which is referred to as match-ratio percentage.
2. Teams will receive a win (counted toward the percentage) for a game they do not need to attend (such as a bye).
3. When a team attends a match and their opponents do not show up and forfeit (known as a walkover), the attending team will be awarded a win with a score of 20-0.
4. If two teams have the same match-ratio percentage, they will be separated on the ladder by their goal percentage (goals for divided by goals against, multiplied by 100), followed by goal difference, and then based on the most recent match result between the two teams where one team won.

Forfeits

1. If a team cannot field a minimum of 5 players by the end of the first quarter, they will forfeit the game via a walkover and will still owe their game fee.
2. Teams that forfeit more than two games in a season may be removed from the competition at management's discretion.
3. If a team receives a forfeit, they will be rostered for an alternative match against a team arranged by management (if available). The team will receive the winning points and a 20-0 result, regardless of the result against
4. Forfeit Fee: If a team forfeits, they are responsible for paying their own game fee, and if the forfeit is notified after 2pm on the day of the match, they must also pay their opponent's fee.
5. WALKOVER: A walkover occurs when a team does not show up for their game without prior notification to the office. The non-offending team will be awarded a 10-0 win, and the offending team will be deemed to have forfeited and will owe both teams' game fees. In addition, the offending team may face expulsion from the competition.

Cancellation of Game (uncontrollable reasons)

1. If a game is cancelled due to inclement weather or other reasons, Eastern Indoor will use their Weather & Condition Policy to determine if it is necessary to call off the game. It is the responsibility of team captains to read and agree to Eastern Indoors Terms & Conditions when registering their team, which states that the final decision to cancel a game rest with Eastern Indoor management. If the decision is made to play the game, teams are expected to participate. Failure to do so will result in the team being deemed to have forfeited.
2. If a team decides to forfeit a game despite the management's decision that the game should proceed, the team will be charged a forfeit fee according to Rule 9.

Finals Format

1. The finals will be played over two rounds, spanning two weeks. ALL teams will be rostered to play during the playoff finals to determine their final position on the ladder. The top four teams in each division will play-off for medals (with the top two teams to be awarded them in week 2).
2. The top-four playoff series will see 1v4 and 2v3 in week one, with the winners advancing into the week two "grand final" and the remaining two teams playing off for 3rd spot. The remaining teams outside the top 4 in the comp will playoff for their final position on the ladder. These games are compulsory to attend by all teams and are necessary to keep Eastern Indoor's competitions running.
3. During the top four finals only, teams are only allowed to field Qualified Members. Teams that fail to comply will have their result forfeited. Please reach out to Eastern Indoor for consideration if circumstances arise where you cannot field a team of qualified members. Reminder, this only applies to top four teams. Teams outside the top four can opt to use fill-ins for playoff games.

4. If a final results in a draw at the end of regular time, teams will switch ends and play two additional halves of 2 minutes each. Teams can make positional changes during this extra time
5. If the game remains tied after extra time, play will restart with no timer, and a toss-up will be taken by two opposing players at the centre circle. The Golden Goal rule will apply, and the first team to score will be declared the winner.
6. Please refer to the end of this document for information on finals eligibility, qualification and registering to one team.

Mixed Rules

1. Each team must have at least one male player on the court at the start of the game.
2. A maximum of three male players can be on the court at any given time during the game.
3. Teams are allowed to use more than three male players throughout the game, but only three can be on the court at any given time. Extra male players can be used as substitutes.
4. If any male player becomes injured during the game and the team is left with no male players, the game may continue as long as the team still has at least five players on the court.
5. If a male player is sent off by the umpire and, as a result, the team falls below the required one male player (due to send-off)
6. Male players must be assigned to one of three thirds of the court. The combination is: GS or GA (goal shooter or goal attacker), WA or C or WD (wing attack, centre or wing defence), GD or GK (goal defence or goal keeper).
7. It is not necessary for a male player to be matched up against another male player.
8. In the event of a late male player arriving to the game, they can enter into any position that is still vacant and follows the male placement rule. Alternatively, they can take the court in any vacant centre court position (either WD or WA), regardless of whether another male is already in the centre third. However, the team must return to the correct male placement at the start of the next quarter.

Misconduct by Teams or Players

1. Any player found to be involved in misconduct shall be dealt with by Eastern Indoor Management, which may result in suspension or permanent ban from participating in any Eastern Indoor competition.
2. Misconduct includes physical or verbal abuse, as well as any form of discrimination, including but not limited to, gender, nationality, religion, or sexuality directed towards any player (opponent or teammate), umpire, supervisor, staff member, or game spectator.
3. As stated in our Terms & Conditions, the team Captain is responsible for ensuring that their players and spectators behave appropriately both on and off the court. If a player or spectator is found to have engaged in misconduct, the entire team may be removed from the competition.
4. Eastern Indoor, as a private enterprise, reserves the right to suspend or permanently ban any player or team from participating in our competitions. The decision made by Management is final and cannot be appealed.

TOP FOUR PLAYOFFS QUICK GUIDELINES

Eastern Indoor aims to provide a fun, social and inclusive competition, and as a result, we have some players who like to fill-in for other teams when short or play multiple games. As a result, they can find themselves qualified for multiple teams. This is absolutely fine during the regular season, but for teams involved in top four finals, we have outlined some quick guidelines to maintain a fair finals series for those involved! Please see below:

Qualified Players

Players are required to check in before each game by scanning a QR code displayed at the centre. After a player has played three or more games for their registered team, they will be qualified for finals. If a team captain/player requires any assistance or has any queries with player qualification, please see our courtside officer.

Qualifying for Multiple Teams/Divisions

Players who have qualified for multiple teams on the same competition evening, must nominate only one team to register for/play with during finals. If a player qualifies for multiple divisions, they can only participate for the higher division during finals, even if only one team achieves a finals berth. For example, if a player's higher division team does not make top 4 finals, they cannot participate in the lower division finals series. Players cannot participate in both division 1 and division 2 finals. Providing a fun and social comp is one of our main priorities, but these specific guidelines are implemented during top 4 finals to maintain a fair contest for all teams involved!

Players who register to multiple teams on one evening

Players who know they will be playing for more than one team during the regular season consistently must inform our courtside officer at the start of the season, as to which team they will be electing to register for. This will ensure players cannot chop and change mind based on the final ladder/finals series to maintain a fair result for all teams involved.