



Netball

Divisions and Rules 2019

DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
PREMIER	8	COMPETITIVE 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)
CLUB	16	COMPETITIVE/SOCIAL 18+ years old	This division is aimed at action netball league teams or teams who have 4 or more players who play netball (outdoor or action) on a regular basis throughout the year.
SOCIAL 1	32	SOCIAL/COMPETITIVE 18+ years old	This is a more competitive social division. Teams to consist of part-time players with 4 or more players who play on a regular basis (league, action netball, club)
SOCIAL 2	32	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.

***SOCIAL DIVISION: please note, the 10s organisers will liaise with all the social teams in order to ensure you are in the correct division (so there may be some reshuffling of teams at a later stage)**

ENTRY FEE INCLUDES

- Festival weekend entry
- Netball tournament entry
- Custom designed, fully sublimated netball dress (with velcro bibs)
- 5 guaranteed games
- 10s event vest/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



AGE RESTRICTIONS

- No u18s are allowed to participate in any of the sporting codes. I.e. You need to be 18+ on the event days
- If teams are found to have u18 player(s) in their team, the following process will take place:
- The player in question will be asked for their ID document or drivers license to prove that they are over 18 years
 - If a valid ID document or drivers license is shown, games for that team will carry on as per the fixtures
 - If no valid ID document or drivers license is shown, the below steps will apply
 - The team captain and captain of 'informing' team (if applicable) will be brought together for a discussion with the sport manager
 - The team at fault may forfeit their points for the current match as well as any preceding matches
 - Unless stated otherwise by their opponent(s)
 - The under-age player will need to leave the team and will no longer be allowed to take to the field/court for the remaining matches

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

PREMIER DIVISION

FORMAT

1. 8 teams
2. 2 pools of 4 teams
3. 3 Matches/team on Friday - Round robin format during pool stage
4. 2 Matches/team on Saturday for final positions
 - Top 2 from each pool play cross-pool playoffs followed by winners vs winners and losers vs losers (positions 1-4)
 - Bottom 2 from each pool play cross-pool playoffs followed by winners vs winners and losers vs losers (positions 5-8)

CLUB DIVISION

FORMAT

1. 8 teams
2. 2 pools of 4 teams
3. 3 Matches/team on Friday - Round robin format during pool stage
4. 2 Matches/team on Saturday for final positions
 - Top 2 from each pool play cross-pool playoffs followed by winners vs winners and losers vs losers (positions 1-4)
 - Bottom 2 from each pool play cross-pool playoffs followed by winners vs winners and losers vs losers (positions 5-8)

SOCIAL 1 & 2

FORMAT

1. 2 groups of 16 teams (32 teams per division)
2. 16 teams split into 4 pools of 4 teams
3. 3 Matches/team on Friday - Round robin format during pool stage
4. 2 Matches on Saturday for Cup/Bowl/Plate/Shield positions
 - Top 2 from each pool play in the Cup division
 - Bottom 2 from each pool play in the Bowl section
 - Losing Cup quarter finalists play for the Plate
 - Losing Bowl quarter finalists play for the Shield