

**Bacchus Marsh Netball Association Inc.**



# **Mixed Netball Handbook**

**Version 1 2024**



**BMNA**

Bacchus Marsh Netball Association INC.

## **Mixed Netball – Competition Rules and Information**

### **Location**

All games will be played at MARC Stadium, Bacchus Marsh, 23 Taverner St, Maddingley.

### **Team Registration**

Teams must register by completing the registration form and emailing it to [bacchusmarshna@gmail.com](mailto:bacchusmarshna@gmail.com). A \$100 deposit is required upon completion of the form to guarantee entry into the competition. All team fees must be paid in full by Round 5, or teams will not be able to take the court. All players must be current financial members of Netball Victoria to be eligible to play.

### **The Players**

A maximum of 7 players may take the court at one time, and no less than 5 players. If a team does not have 5 players, the game will not commence until at least 5 players have arrived. A team must start with at least one male on the court, with a maximum of three males may be on the court at any time. Teams may use more than three males during the game but must only have three on at any time with any extras being used as substitutes. If during the game any males are injured which results in the team being left with no males, then play may continue provided the team still has 5 players on court.

Male players shall play one in each area of the court (mid court, goals, and defence). The combination is:

- GS or GA
- WA or C or WD\*
- GD or GK

\*Alternatively, if teams have two male players in the mid court, then they cannot have a male player in defence or goals. For example:

- WA and C – cannot have a male in GS or GA
- WD and C – cannot have a male in GD or GK

### **Length of the Game**

The game structure for the preliminary rounds of the competition is as follows:

- 10-minute quarters
- Rolling substitutions can be made at any time during play with players swapping in the substitution box on each side of the score bench. Male player combinations must be upheld during substitution.
- Quarter time breaks of 1 minutes.
- A half time break of 2 minutes

In finals and playoffs, the same structure will be followed. In the event of a draw at the end of the game, extra time will be given.

## **Extra time**

- 2 x 3 minutes with no half time break.
- Teams will not swap ends at the beginning of extra time and will instead swap ends at half time of the extra time.
- Same substitutions rules apply during extra time.
- In the event of a draw again at the end extra time, no further time will be given. Instead, the game will continue until one team is two goals ahead. This team will then be declared the winner.

## **Starting the Game**

At the beginning of the game, both centre players from each team will 'rock off' for possession of the first centre pass. After this, the pass alternates between teams, irrespective of who scores the goal. If one team is late, the centre pass is automatically given to the team who has arrived on time.

## **Forfeits**

In the event of a forfeit, the winning team will be awarded a score of 20-0 and 4 competition points. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be penalized one point per minute that they are late. After 10 minutes, if the team has still failed to turn up the game will be cancelled, and the team be awarded a forfeit.

## **Uniform**

Players are advised to wear suitable sports clothing and proper sports shoes must always be worn. Players cannot take the court in bare feet.

No jewellery or body piercings may be worn when participating in the association's activities and player may be precluded from participating until such jewellery or body piercings are removed or covered. Ear piercing is permitted if it is taped.

Fingernails must be cut short or taped to the satisfaction of the umpire. Alternatively, gloves may be worn. Nails and jewellery will be checked by the umpires before the game.

## **Child Safety Officer**

Any teams that include players below the age of 18 are required to nominate a Child Safety Officer. The Child Safety Officer must hold a current working with children check and will be the teams point of contact. The Child Safety Officer will help foster a positive culture where children and young people feel safe and welcome.

## **Misconduct**

All players must be respectful towards each other, as well as towards the umpires. This competition is social and must be enjoyed by everyone. Any form of player misconduct will not be tolerated and may result in you, or your team being excluded from the competition.

## **Rule Clarification**

If players would like clarification on a rule or a call, that player may approach both umpires during a quarter break. Players must conduct themselves in a professional manner when doing this and put their enquiry in the form of a question.