

Social Sports Rules

Mixed Netball

All games will be played as per the Netball Australia [Rules of Netball](#). Due to the nature of social sports, there are some changes. These changes are outlined below.

All rules are open to the interpretation of the umpire and/or sport coordinator and their decision is final.

1. Location:

- a. All games will be played at Murdoch University South Street campus. Murdoch Active outdoor courts.

2. Game Length

- a. All games, including finals, will consist of four (4), ten (10) minute quarters with a one (1) minute break at quarter and three-quarter time and a two (2) minute break at half time.

3. Players:

- a. The maximum number of players on court at any time is seven (7).
- b. The minimum number of players on court to start play before incurring a forfeit is five (5).
- c. Each team must have a minimum of one (1) male player and a maximum of three (3) males on court at any given time.
 - i. There is a maximum of one (1) male player in each area of the court:
Mid-court: C, WA, or WD
Defence: GD or GK
Offense: GA or GS
- d. A team may have more than 3 males on the team but must only have a maximum of 3 on court at a time.
 - i. In the event a team cannot find a male player to participate, a team can be all female if permission is given by Murdoch Active.
- e. In the case the only male player is injured during the game, the team may continue to play provided the team still has 5 players on court.
- f. If a team is playing with minimum of five (5), there must be more females than males.

- g. If game play has not started once the scheduled game time has started due to one team not having enough players, the other team will be rewarded 1 point per minute that the game is being delayed.
 - i. A maximum of ten (10) points can be awarded with a maximum of ten (10) minutes being delayed.
- h. Players must have played a minimum of 3 games in to be eligible to play in finals.

4. Substitutions:

- a. Can only be made at interval breaks or for injury/illness or blood.
- b. If substitution is made due to injury/illness or blood, the injured/ill player must be involved in the substitution. The player replacing injured/ill player is only permitted to play in the same position as the injured/ill person.
- c. No player can change position during a playing period.
- d. There is no limit to the number of substitutions that can be made by a team. Although they must have their full name on the scoresheet.

5. Late players:

- a. A player who arrives after the start of the game must be checked by an umpire before stepping on court to ensure they meet the uniform requirements as stated in Point 6.
- b. A late player cannot immediately replace a player already on court, but they can be used as a substitute as stated in Point 3.
- c. If a position has been left vacant the late player, after advising the umpires, can take the court immediately after:
 - i. A goal has been scored (if there is a position vacant).
 - ii. An interval.
 - iii. A stoppage for injury/illness or blood.
- d. The vacant position cannot be filled while play is in progress.

6. Uniform

- a. Bibs will be provided by Murdoch Active on the night and must be returned to the umpire at the conclusion of your game.
 - i. Bibs are subject to availability.
- b. All players must wear enclosed sport shoes. No bare feet or heels allowed.
- c. Jewellery such as necklaces, bracelets or any other type of jewellery deemed unsafe by the umpire or sports coordinator must be taken off. They cannot be taped.
- d. Jewellery such as earrings, nose piercings or any other facial piercings can be taped. Murdoch Active does not provide tape for any circumstances.

- e. Nails must be cut or taped to the umpire's satisfaction. Netball gloves can be worn.
- f. Jewellery worn for cultural or medical purposes can be worn if they are taped or in the instance of a necklace securely tucked into the shirt.
- g. All uniforms rules will be checked and enforced by the umpires before the game.

7. Forfeits

- a. All forfeits must be emailed to active@murdoch.ecu.au
- b. Forfeits must be notified the day prior to the game to avoid a forfeit fee.
- c. Any forfeits notified on the day of the game will incur a forfeit fee of \$65. This must be paid before the team's next scheduled game.
- d. If a team fails to show up to a game without notifying Murdoch Active, a no-show fee of \$65 will be charged. This must be paid before the team's next scheduled game.
- e. A game will be considered a forfeit if a game does not start within 10 minutes of the scheduled start time. The team failing to produce enough players on time is the forfeiting team.

8. Code of Conduct

- a. All players that take the court agree to MU Active's social Sport Code of Conduct.

9. Blood Rule

- a. Any player found to be bleeding must immediately leave the court. They will only be allowed back on court once the bleeding has stopped and bandaged to the umpire's satisfaction.

10. Fees

- a. All teams are required to pay a \$50 registration fee upfront.
- b. All teams are required to pay a weekly fee of \$65 before each game.
 - i. Fees must be paid before the team can take the court.

11. Umpires

- a. We will endeavour to have 2 umpires each round, however, this is not guaranteed. Some rounds may only have 1 umpire.
- b. In the instance of 1 umpire, game fees remain the same.

12. Wet Weather

In the event of wet weather, games will continue as normal. It is left up to the discretion of Murdoch Active management to determine if the playing area is safe to be played on. If the playing area becomes unsafe before a game, both teams will be awarded with a draw. If the playing area becomes unsafe during a game, the team winning at that time will be rewarded a win.