

Boorowa Netball Carnival Rules

General

- Each team must:
 - Supply their own umpire (with a whistle) and scorer for their own game.
 - Supply their own team bibs/patches and netball (Size 5 for years 5/6 and size 4 for years 2/3/4)
 - Wear the correct sport/netball uniform for their school
 - Ensure no jewellery is to be worn, expect a medical alert bracelet which shall be taped.
 - Ensure fingernails shall be short and smooth
 - Ensure players are ready to play fifteen (15) minutes prior to the start of the game. Teams that have not reported to the court five (5) minutes after the start of the round will be deemed to have forfeited.

- Games
 - Games will be twenty (20) minutes with **NO** half time siren.**
 - There will be fifteen (15) seconds in between each round.**
 - **Games will be centrally timed – starting and concluding on the umpires whistle.**

- Players
 - A maximum of 10 players may be nominated in a team
 - A **maximum of three boys** can take the court at any one time. Upon taking the court only one boy can play in each area of the court: **one in defence (GD, GK), one in centre court (C, WA, WD) and one in shooting (GA, GS).**
 - Players may only represent/play with one team.

- Stoppages
 - Blood rules and injury stoppages will be enforced as per the Official Rules of Netball (Netball Australia). At the umpire's and event controls discretion, in the event of serious injury, competing teams and spectators will be transferred away from an injured player receiving attention and continue their game on another court or field if available.

- Substitutions
 - Players will be allowed to be substituted at half time even though the game time does not stop.
 - Players may be substituted at an injury or blood stoppage.

- Certificates
 - Certificates of participation will be available from your schools to all players in all years

Year 2/3

- Games will be played under the NetSetGo Rules please refer to attached sheet for NetSetGo rules

- Scores will be taken but not recorded for the Year 2/3 games.

Boorowa Netball Carnival Rules

Year 4, 5 & 6

- Scores will be taken but not recorded for the Year 4 games.
- Year 4, 5 & 6 games will be conducted under the official netball rules.

Umpires

- In addition to the carnival rules umpires are to:
 - Umpires are to supply their own whistle and centre pass indicators (for example hair ties)
 - Must check all jewelry (with exception of a medical alert bracelet which must be taped) is removed and fingernails are short and smooth.
 - The first whistle is blown by the umpire into whose half the ball is going
 - Umpires control one half of the court to their right and the whole of their sideline for throw in decisions. Please do not umpire in the other umpires half.
 - When a goal is scored in an umpires' half, that umpire blows the whistle for the next centre pass.
 - Umpires must stay on the same side of the court for the duration of the game.
 - Players are only permitted to play in suitable sports footwear of a lightweight material. Playing in bare feet is not allowed.
 - The game will start and finish on the umpires whistle, not the hooter.
 - Both umpires are to indicate the direction of the centre pass.
 - Umpires are not allowed to play in the game they are umpiring.
 - Umpires are to be at least of Secondary School age to umpire

Netta Netball Rules

The following table outlines the rules of Netta Netball and how they differ from netball.

Rule	Netball	Netta Netball
Goal post	3.05 meters (10 feet) in height	2.4 meters (8 feet) in height
Ball	Size 5 of composite leather or all leather	Size 4 of composite leather or all leather
Time to pass the ball	Up to 3 seconds	Up to 5 seconds
Stepping	Strict application of footwork rules	Shuffling on the spot allowed to gain balance before throwing, without moving down the court
Defending	A variety of tactics employed	Strict "one-on-one" defence Undefended shot for goal
Obstruction	A player defending a player from the opposing team in possession of the	A player must defend from a distance no less than 1.2m (4ft)

Boorowa Netball Carnival Rules

	ball must defend from a distance of 0.9 meters (3 feet).	
Obstruction/Contact	A player who obstructs or contacts a player from the opposing team must stand out of play whilst the penalty pass or shot is taken	A player who obstructs or contacts will not be stood out of play. The umpire will blow the whistle for the infringement but will allow the player to continue after a brief explanation
Centre Pass	The Centre Pass is taken alternatively throughout the game	The initial Centre Pass will be taken by the team that won the toss and all other Centre Passes shall be taken by the team that did not score the last goal
Substitutions	A team may make unlimited substitutions in any one game at $\frac{1}{4}$, $\frac{1}{2}$, and $\frac{3}{4}$ time intervals or during an injury time	<p>The game time should be evenly distributed amongst all players. A team (up to 10 players is recommended) may make unlimited substitutions at intervals or at any time during play.</p> <p>The procedure for making a substitution during play is:</p> <ol style="list-style-type: none"> 1) Before entering the Court, the substitute shall tag the player leaving the Court. 2) Both the substitute and the player leaving the Court shall not interfere with the play during the substitution process 3) Both the substitute and the player leaving the Court shall observe the Office Rule when leaving or entering the Court. 4) Players should be substituted into either only attack positions or only defence positions for the duration of the game. <p>Players should experience all positions over the course of the day.</p>
Awards and Scoring	Certificates for all participants will be awarded.	Scores should not be recorded. No final matches should be played. Each participant in the competition should receive a memento of participation. E.g. certificate of participation award

All other rules of netball apply to Netta. Please refer to the Official Rules of Netball.

Boorowa Netball Carnival Rules

Table taken from the Netball Australia website www.netball.asn.au