



School Sport Victoria – Northern Metropolitan Region

Netball



These rules and match conditions apply to NMR competition only. For State Finals information, please see the State page on the SSV website [HERE](#).

Event Format

Match format: Split Round Robin, Grand Final
Match length (RR): 7-minute quarters, 2-minute halftime break

* Event Conveners have the option to alter match lengths at the start of the day's competition if they see fit. Reasons can be a late start, ground/equipment needing repair, or any other unforeseen circumstances. Any changes will be made known to all competing schools and will apply to all matches on the day.

Pool winners: If, at the end of the round robin, two teams are equal on matches won, then the winner of the face to face match will be declared the winner. If their face to face match was a draw, then total percentage from all their games will be used to determine the winner.

If more than two teams are tied on matches won, percentage from the matches involving the other tied teams will be calculated to determine the winner.

Drawn Grand Final: In the event of a draw, the game shall be decided by playing 2 x 5-minute halves with a 1-minute interval until a winner is determined.

Rules and Conditions of Play

Team Size: A maximum of 12 players can be used in one day. 7 players on the field with up to 5 interchange players.

Rules: Netball is conducted under the rules of the All Australian Netball Association unless otherwise stated.
Any infringements under section [13 Game Management](#), Rule 13.2 Foul Play will see the umpire apply the Rule 13.1 Actions Taken by an Umpire.
The Team Coach/Teacher accompanying the team **MUST** be informed when these actions are taken.

Interchange of players is permitted at the interval. However, it is required that these players must be ready to take the court so that no time is lost.

Blood rule: Where central timing is used, the player is to be removed and substituted immediately and can be re- substituted at the next appropriate whistle.

- Lateness penalty:** If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, the convener will try to accommodate the team.
- If a team is late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then they will be penalised 1 goal per minute they are late up to half time when they will forfeit the match.
Eg: If the match is 2x12 minute halves, the forfeit score is 12-0
- Conditions:** See the School Sport Victoria '[General Conditions of Competition](#)'.
- All players, teachers, spectators and officials are bound by the '[SSV Codes of Conduct](#)'
- A girl cannot play in a girls' team and a boys/mixed team in the same sport.
The level of competition chosen by a student at Division level remains binding through to Region and State levels.

Equipment and Officials

- Equipment:** Each school must bring:
- First Aid kit/supplies, including strapping tape
 - Positional bibs (a second colour to use in the event of a clash is recommended)
 - One competition standard Size 5 netball
 - Competent scorer
- Officials:** SSV will provide Umpires for all Region matches.
- First Aid:** A qualified First Aid staff member will be provided by SSV. Staff can assist with strapping pre-existing injuries providing students supply their own tape.
- Uniform:** Players must wear same colour skirts/bodysuits/shorts (without pockets) and same colour tops with contrasting bibs. Fingernails should be taped or cut, and no visible jewellery can be worn.
- Players not correctly dressed will not be permitted to compete.