

# Netball state carnival rules and match conditions

1. Teams of 10 players are to be selected. Each district has 2 teams from players in year 5 and 6.
2. All matches to be played under Netball SA rules
3. Playing time  
4 x 8 minute quarters with 2 minute breaks for quarter time and three-quarter time. Half time to be 3 minutes. Matches must finish on time therefore a late start will result in a shortened match as all matches are centrally timed.
4. Centre pass – the first named team on the scorecard takes the first centre pass.
5. All players are to play an equal amount of playing time (or as close to as possible) during this carnival. Equal play on each day will be: 2 game day = minimum of 4 quarters per player / 3 game day = minimum of 7 quarters per player / 4 game day = minimum of 9 quarters per player. Any team that fails to follow the above rules will forfeit their playing points. In exceptional circumstances such as injury or illness to a player an exemption can be negotiated with the convenor of the carnival.
6. Scorecards  
Each district will be responsible for supplying an official to score their own matches – first named team is the official scorer. Scoring must be done by an adult who are asked to stand near each other and confer after each goal and at the end of each quarter. One score card will be used and must be delivered to the carnival convenor immediately after the game.
7. Behaviour  
Manager/coaches are responsible for the behaviour of their players on and off the court from the start of the first game to the conclusion of the last.
8. Order-off rule  
Players whom the umpires consider to be guilty of foul play or bad language are to be sent off for a period of 10 minutes. The player may be replaced.
9. Interchange Rule  
A team of 10 players may interchange at quarter time, halftime, three-quarter time and as a result of an injury. No injury time BUT “Common sense” prevails – Jurisdiction of the umpire at the end of the court where the injury has happened, umpire calls time and play stops while the injured player is replaced as quickly as possible. The replaced player is to be in position with bib on before umpire begins play again. Immediate substitution applies for any injury (including bleeding or weeping of cuts) that occurs during playing time.
10. Points  
Three for a win, two for a draw and one for a loss.
11. Equipment  
Teams are expected to supply their own netballs for warm ups. A match ball (Size 5) will be provided for each district.
12. Umpires  
Districts are required to provide an umpire for each game in which they have a team participating.
13. Player uniforms  
Students must be in district uniform at all times whilst at the carnival.

