

1. ACS Netball games shall be played under the rules of the Netball Australia unless otherwise stated hereunder or in ACS Competition Rules.

Summary of Key Rule Changes from 2016:

- 1.1. Umpires will no longer blow their whistle when goals are scored and if it is clear that the ball is out of court
- 1.2. When taking a centre pass, the Centre is required to now only have one foot wholly within the centre circle.
- 1.3. Once a player taking a penalty pass is in the correct position, the player may choose either to play the ball immediately or wait for the infringer to stand out of play. However, it is important to note that the changes to the rule regarding the taking of the penalty pass do not remove the requirement for a player who is sanctioned for a major infringement to stand out of play.
- 1.4. Goal tending will no longer be allowed. Players will not be able to deflect a shot once the ball is on a downward flight towards ring, including touching the ball up through the net.

***It is important that umpires and coaches are familiar with the new rules and implement them consistently across the competition.**

2. A team may consist of unlimited players but no more than 7 players may take the court at any one time.
3. A size 5 (71 cm) ball will be used. Home team to provide balls.
4. Captains will toss for the choice of end and first centre pass.
5. Games must be played back to back and the home team nominates whether the 'A' or 'B' team plays first. Quarters are 10 minutes with 2, 2 & 2 minutes between breaks.

5.1. Senior 1st Match Guidelines:

- Matches shall be 4 x 15 minute quarters
- Breaks will be:
 - Quarter time: 3 minutes
 - Half time: 5 minutes
 - Three quarter time: 3 minutes
- No injury time outs

6. Substitutes may be made at any interval; or in case of an injury.
7. **All injury/illness stoppages** which includes blood will be up to 30 seconds, and the player concerned must leave the court. Any player bleeding must leave the court and stem the blood flow. If at the next interval the blood flow has been stemmed they may return to the court.
8. All games shall have 2 badged umpires.

Scorers must sit together.

9. **Grand Finals:** In the case of the scores being tied at the end of regular time, teams should play an extra 5 minutes at each end. If a team is one goal or more ahead at the end of the extra 10 minutes they will be declared the winner. If the scores are still tied then the game continues until one team is two goals ahead. The maximum time allowed for this 'extra time' to be played is 20 minutes (including the first 10 minutes played). If a team is 1 goal ahead at the end of the maximum time (20 minutes) they will be declared the winner. In the event that after the maximum time period has elapsed and the scores are still tied then it will be declared a drawn final and the team that finished on top of the home and away ladder clear on points will be awarded the premiership. If both teams are equal on points then the premiership is shared (percentage will not be taken into account).
9. **Result if a match is unfinished due to light failure, weather etc.**

For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time then it is deemed a draw.

11. UNIFORM:

- 11.1 All players must be dressed in uniforms which distinctly show school colours.
- 11.2 All players must wear bibs clearly showing their playing position.
- 11.3 Skirts must be worn, not shorts.
- 11.4 No gloves shall be worn, players use tape for long nails.
- 11.5 All jewellery is to be removed.