SSATIS

Netball Regulations

GRADES/ROSTERS:

1. Grades played include 1st, 2nd, 3rd, Year 10, Year 9, Year 8 and Year 7. There may also be divisions if there are too many teams for one roster.
2. If a school enters more than one team on the same division, there will be no interchange of players between the teams without the permission of the Chair of SSATIS.

GAMES/MATCHES:

1. Netball shall be conducted under the rules of the All Australia Netball Association except as stated.
2. Netball matches are as follows:
   - Ist Grade: Wed 5pm - 4 x 12 min. quarters, 1 x 5 and 2 x 2 breaks.
   - 2nd Grade: Wed 4pm - 4 x 12 min. quarters, 1 x 5 and 2 x 2 breaks.
   - 3rd Grade: Wed 4 OR 5pm - 4 x 12 minute quarters, 1 x 5 and 2 x 2 breaks.
   - Y7&Y8: Mon 4.15pm & 5pm - 4 x 10 minute quarters, 1 x 5 and 2 x 2 breaks
   - Y9&Y10: Tues 4.15pm & 5pm - 4 x 10 minute quarters, 1 x 5 and 2 x 2 breaks
3. Where a school has more than one team in one roster, players may not move between teams at any time without the permission of the Chair of SSATIS.
4. Players must be correctly dressed in recognised School playing uniforms. No track pants or bike pants are to be worn during play. Proper netball gloves may be worn.
5. Positional bibs must be worn.
6. Before the start of the match, names of members of both teams are to be filled in on the score sheets.
7. A scorer from each school and one timekeeper shall sit together for the duration of the game. Score sheets are to be signed by the umpires at the conclusion of the match.
8. Each team is obliged to provide an umpire and a match ball. If umpires fail to turn up it is to be marked on the score sheet. Umpires are supplied for 1st Grade matches.
9. Post covers are to be used around goal posts.
11. A player may play two matches on one day, provided she is playing up from her registered team, and that her name and registered team is filled in on the score sheet. The captain and coach of the opposing team are to be notified (where possible) of this before a player plays in either match.

12. Matches must start on time whether all players are present or not. The missing player may not come into play until a goal has been scored and the umpire has been notified. The interchange rule, as stated below, will apply. Must be 5 players to start a game.

13. You may interchange when an injury occurs, or at an interval. Players being interchanged may return to the game later. There is no limit to the number of interchanges a team may make.

NOTE: THE CLOCK DOES NOT STOP FOR INJURIES OR BREAKS IN PLAY.

14. The countdown timer must follow the umpire with 10 seconds remaining in each quarter.

FINALS PROCEDURE

a. Where possible, umpires will be independent for all finals.

b. Matches are to be played:

1st to 3rd Grade at Aurora Stadium.

Y7-10 Grade at the venue determined by the team on the top of the ladder.