

NETBALLUXION 2016

Rules & Regulations

Please read the following rules and regulations before signing up. The tournament shall be conducted in accordance with the Tournament Rules and Regulations of Netball Singapore. By signing up, you will be deemed to have read, understood and accepted the following:

1 Liability

- 1.1 The main Organizing Committee, NUS Netball Recreational Club (NUS NRC) and its sponsors shall not be liable for any accidents, injuries or losses of personal properties that may have been suffered during this event.

2 Team Formation

- 2.1 Teams may register up to a maximum of 6 players.
- 2.2 Only registered players may compete. A maximum of 4 players from each team are allowed on court at any one time, with a minimum of 2 female players from each team.
- 2.3 For Mixed Open category, a maximum of 1 male will be allowed in the goal circle at any one time.
- 2.4 For each match to start, both teams must have 4 players on court including at least 2 female players in the Mixed Open category. If this criterion is not met, there will be a walkover in favour of the opposing team.
- 2.5 Players are only allowed to participate in 1 team per category.

3 Registration and Reporting

- 3.1 In any case of unforeseen circumstances on the day(s) of the event, teams are still required to report on time unless otherwise instructed. The organizer reserves the right to delay or cancel matches according to the contingency plan.
- 3.2 Teams will have to register at least 30 minutes before the start of their first match. All players are required to fill up and submit the Indemnity Form and Health Declaration Form provided. Teams who fail to register within the stipulated timing with the completed forms will have their participation automatically forfeited in Netballuxion 2016 with no refunds.
- 3.3 To register, each team must have at least 4 players, if not all, present. The 4 players should be ready to start the match without the full strength of their team.
- 3.4 A team will be disqualified if it commits the following:
- 1) Fielding an over/under-aged player
 - 2) Fielding an unregistered player
 - 3) Fielding an ineligible player

All results involving the particular team will be considered null and void.

- 3.5 Among the minimum 4 players to register, the criteria for each match will still stand, i.e. Minimum 2 female players on court from each team per match.
- 3.6 Teams are advised to check their schedule beforehand and at the real-time information board during the event. A walkover will be announced if any team fails to report at the court at their stated timeslot. If both teams fail to turn up on time, it will be a loss for both teams and no points will be awarded.
- 3.7 Teams are to report with sufficient players that meet the criterion for each match to start. Otherwise, it will be a walkover in favour of the opposing team.

4 Attire and Equipment

- 4.1 Bare-bodied players will not be allowed in the game play.
- 4.2 Players are to be fully and properly attired with proper footwear throughout the entire match. Sports attire is recommended (including T-shirts, shorts, socks and sports shoes). Elastic ankle, foot wraps and protective guards are optional.
- 4.3 No objects that may cause injury to any other player shall be worn during game play as determined by the umpire. Eg, jewelry, watches, pins etc.
- 4.4 Fingernails shall be short and smooth.
- 4.5 Event Officials/game umpires reserve the right to reject any player(s) to be on court if the player(s) fails to adhere to the attire regulations as mentioned above.
- 4.6 Teams are encouraged to colour-code their attire. Should both teams be in the same colour/outfit, each team will send a representative to play rock-paper-scissors to determine which team has to wear the provided bib.

5 Game Duration

- | 5.1 | | Duration of Match | Break Interval |
|-----|-------------------|---------------------|----------------|
| | Preliminary Round | 9 minutes | - |
| | Quarter Finals | 9 minutes | - |
| | Semi-Finals | 10 minutes per half | 2 minutes |
| | Finals | 10 minutes per half | 2 minutes |
- 5.2 All games will start and stop according to the central timing with no break or stoppages. A long siren will be sound to indicate the start and end of each game.
- 5.3 For the Preliminary round and Quarter-Final round, no extra time will be given in the case of a tie. The team with the highest total number of goals scored will proceed to the next round if necessary.

- 5.4 In the event of a draw for Semi-Final round or Final round, match will be extended by 3 minutes. Within the extended time period of 3 minutes, one team will have to have a goal difference of 2 goals over the other team to win the game. The winning team is the team that attains a goal difference of 2 goals over the other team, upon which match will end immediately.
- 5.5 If the extended 3-minute time period is up and a team has at least 1 goal difference over the opposing team, the team with the leading goal will be declared the winner.
- 5.6 In the event that the 3-minute time period is up with no goal difference, a 'sudden death' game play will apply and the first team to score a goal wins. The decision on which team starts the ball for the 'sudden death' game play will be decided by one round of rock-paper-scissor by a representative from each team.
- 5.7 In the event that the organizers, at their sole discretion, determine that the event may not be completed in time, the games will be stopped and the final results will be determined by a penalty shootout amongst teams still in the running for the Final round. 4 shooters from each team will have 1 throw each from a hoop to be placed on the court. In the event of a draw after the 4 throws, the highest drawn teams will continue throwing in a sudden death format (1 further throw for each team using the same 4 shooters in rotation) until the winners are determined.

6 Round-robin Point System

- 6.1 Teams from each category will be divided into groups respectively where the allocation of teams will be randomly assigned by the organisers.
- 6.2 Round-robin Point System will be adopted for each grouping with points awarded according to a league scoring system as follows:
- 1) Win – 3 points
 - 2) Draw – 1 point
 - 3) Loss – 0 point

Only the top 2 teams of each group will qualify and proceed to the next round.

6.3 For categories with only 1 grouping, the top 3 teams will be decided by the Round-robin Point System directly.

6.4 In the event where there is a tie between two or more teams in the round-robin stage, the team with the highest total number of goals scored will qualify. Should there still be a tie after applying this rule, the team with the highest total goal difference will qualify. Should there still be a tie after applying the goal difference rule, the winning team will be determined by looking at their head- to-head results.

7 Score Keeping

7.1 Each team is required to take note of the score of the matches they are playing. In the event that the team has exactly 4 players and is unable to keep score, the team must accept the score taken by the official score-keeper.

7.2 In the event of a score dispute,

- 1) If 2 sets of scores tally, the score will be taken.
- 2) If all 3 sets of scores are different, the score taken by the official score-keeper will be taken into account and the other 2 sets will be disregarded.

8 Game Umpires and Event Officials

8.1 The game shall be directed and officiated by the umpire, time-keeper and score-keeper provided by the organisers.

8.2 Game umpires shall ensure safe and fair play, and have full authority in enforcing the game rules of the match to which he/she is appointed to.

8.3 Decisions made by the umpires and/or officials, regarding game play are final.

- 8.4 The umpire has full authority in exercising warnings/sending-offs in regard to additional penalties for the fouls in the game rules in accordance to Rule 20 in Tournament Rules and Regulations of Netball Singapore.

9 Substitution

- 9.1 Players will not be required to play in a fixed position.
- 9.2 There is no limit to the number of substitutions per team in a game.
- 9.3 Only one substitution is allowed for each team immediately after a goal is scored. They shall enter the court from a marked area beside the score-keeper.
- 9.4 Rolling Substitution System will be used for Netballuxion 2016. A substitute player can only enter the playing area from the substitution line only after the player being substituted has left the court.
- 9.5 If a player enters the playing area before a teammate steps out of the playing area, it will be considered an 'Offside' and a Free Pass will be awarded to the opposing team.
- 9.6 Game time will not be stopped for substitutions to take place.

10 Injury

- 10.1 Teams are encouraged to provide their own first aid kit and ice packs to treat injuries. All players are advised to purchase personal accident insurance.
- 10.2 There will not be any stoppage during injuries. Players of the team will do an immediate change of players.
- 10.3 If bleeding is noticed or an court player has indicated the presence of blood, bleeding player is to be sent off court by umpires/ event officials and can only return to court if:

- 1) The wound is adequately covered
- 2) Blood-stained clothing is removed or cleaned.

The ball and court shall be cleaned if necessary.

- 10.4 In the event of extraordinary circumstance that may be deemed as an emergency, game in point will be stopped by umpires/event officials and the match will be considered a draw.

11 Netballuxion 2016 Game Rules

- 11.1 Netballuxion 2016 shall be conducted in accordance with the Official Rules of Netball except the following mentioned:

11.2 Starting/Restarting Play

11.2.1 Each team will send a representative to play rock-paper-scissors. The team that wins the rock-paper-scissors may choose to take the first Centre-Pass.

11.2.2 A siren will commence the start and the end of the match timing. The Umpires whistle will start and end the match.

11.2.3 Following the commencement of the game, the team which does not score will take the next Centre Pass.

11.3 Area of play

11.3.1 Any ball that goes beyond the demarcated playing area will be considered to be out-of-court.

11.3.2 Any ball that is thrown over two transverse lines without being touched or caught by a player will be considered 'Over-A-Third'.

- 11.3.3 A maximum of two players from each team are allowed in the goal circle at any one time. Should any team be found to have more than 2 players in the goal circle, it will be considered 'Offside'.

11.4 Turnovers

- 11.4.1 When possession of the ball is changed/intercepted at the goal third, the ball must return over the transverse line before the team may attempt to attack. However when possession of the ball is changed/intercepted at the center third, the team may proceed to attack immediately.
- 11.4.2 If a defending player tips or deflects the ball, it shall not be considered a turnover unless the defending team gains possession of the ball.
- 11.4.3 A team member must catch and land with the ball with at least one foot wholly on the ground past the centre third transverse line before continuing to play the ball back towards the goal.
- 11.4.4 Should a goal be scored without returning over the transverse line, the goal is considered not scored and a 'Throw In' will be awarded to the opposing team.

The organiser reserve all rights to amend any rules and regulations stated above.