



LADIES NETBALL BYLAWS

FORMAT & RULES

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FORMAT

All the teams will be distributed into 2 groups. The teams will contest in league games to gain points.

Points will be awarded based on the following:

- Match win = 3 points for the team,
- Match draw = 1 point for the team,
- Match loss = 0 points for the team.

Round 1	League Format!	Each team plays each team within their group once! Top 4 teams from each group advance to the Knockout round.
Quarter Finals	Knock Out!	First Place of Group A vs Fourth Place of Group B Second Place of Group A vs Third Place of Group B Third Place of Group A vs Second Place of Group B! Fourth Place of Group A vs First Place of Group B! Top 4 teams will advance to the Semi Finals!
Semi Finals	Knock Out!	First Place in Quarter Finals vs Fourth Place in Quarter Finals Second Place in Quarter Finals vs Third Place in Quarter Finals!
Finals	Knock Out!	Winner of Both Semifinals!



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RULES

- All international netball rules and regulations shall apply, unless otherwise stated below.
- The format of play shall be on league basis. Information on the exact format will be sent in due course.
- Teams must carry their own set of Bibs for the tournament.
- The teams shall be present on the ground thirty (30) minutes prior to the commencement of the game. There will be no grace period for late arrivals.
- The referee's decision shall be final and binding. Any player found abusing the referee or lineswomen may be disqualified from the game or from the entire festival, depending on the severity of her offence. This decision deliberated and taken by the disciplinary committee shall be final and binding.
- The referees shall officiate the procedure of the game; either the referees or the netball sport marshal shall act as scorers and timekeepers.
- Team officials and bench players shall not indulge in inappropriate behaviour or comments including moving up and down the side lines or goal lines during play. Persistency in doing so shall result in their team being penalized.
- Any team causing unnecessary delay in taking the court after being notified and warned by the referee or sport marshal shall be penalized or may even be suspended.
- Players must remove all jewellery before the start of a match to avoid injury to themselves and other players. Failure to remove jewellery will result in a player not being allowed on court.
- Nails must be kept short. Nails should be short enough not to be seen from the underside of the finger. This is to protect other players from injury. Players will not be allowed to start a match with long nails.

Team Registrations

- Team officials such as a coach/manager or a primary care person must not have any other roles (including as a player).
- Only registered players will be permitted to play in the tournament.
- Each team will field seven (7) players with three (3) substitutes.



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Rules of Play

- In Round 1 and Quarter Finals, a game shall consist of four (4) quarters, lasting eight (8) minutes each, with a two (2) minute interval between each quarter.
- In the Semi Finals and Finals, a game shall consist of four (4) quarters, lasting ten (10) minutes each, with a three (3) minute interval between each quarter.
- The teams shall change sides at the end of every quarter.
- A toss shall be conducted at the beginning of every match, and the team that wins the toss will have the option of choosing the side of the court or opting for the first centre pass. The opposite team shall then exercise the remaining choice.
- After the first center pass is taken, subsequent ones will alternate between the teams regardless of which team has scored.
- During the course of the game, players who engage in a dispute with the officials of the game may be penalised by the referee with whatever action is considered appropriate under the rules of the game; this may include advancing a penalty.
- A player shall be penalised if she causes delay in incorrect setting or taking of a penalty despite clear direction and indication by the referee.
- At the start of the game or after any interval, the referee will notify the teams when there are thirty (30) seconds remaining prior to the start of the game, or the end of an interval. If a team fails to take the court at the end of the thirty (30) seconds, the referee shall give a one (1) minute warning. The team must take the court within that time. If the offending team fails to take the court by the end of the one (1) minute, the game shall be awarded to the non-offending team.
- Substitutions can only be made during breaks or when a player is injured.
- In the event where all substitutes are injured, the game shall continue regardless of the number of players in a team.
- In the case of a tie of number of points, the team with the highest goal difference will proceed to the next round.
- In the event the scores are tied in the Finals, then a "Fire Play Match", consisting of two (2) halves of eight (8) minutes each, with a two (2) minute break will be played among the teams to decide the Winner.

Injury or Illness

- Play may be stopped for injury or illness:
 - After a call for time by an on-court player,



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- In extreme circumstances, by an umpire, if the umpire considers that a player who is injured / ill is unable to call time and is in need of treatment. The decision to stop play and when to stop play shall be at the discretion of the umpire.
- The player concerned must leave the court within 30 seconds and receive any treatment off the court. In the event the player concerned cannot be removed safely within 30 seconds, the umpire will extend the time for another 30 seconds and the game shall continue.
- Only primary care person(s) are permitted on the court to treat an injured or ill player and/or assess the player's medical condition. No other team official is permitted on court.
- During a stoppage for injury or illness:
 - Both teams may make substitutions and/or team changes if desired. However, in this case the injured or ill player for whom play was stopped must be involved in that team's substitutions and/or team changes.
 - The playing position of the injured or ill player may be left vacant. If this player is the Centre, one player must be moved to Centre to allow the game to continue.

Note:

The final interpretation of the by-laws shall be done by the Unity Games Committee.

Salaams and Duas,

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