

## **SCISSA PRIMARY NETBALL RULES**

### **Number of teams per school:**

6 teams per school.

An 'A' team from each year level. ( 4A, 5A, 6A, 7A )

A 4/5B and 6/7B team.

### **Rules**

All teams except the 4/5B team will play according to standard Netball rules.

The 4/5B division will play netball rules with a few minor modifications. ( see below )

### **Game times**

All games will consist of 4 x 10 minute quarters. Breaks of 3 minutes, 5 minutes and 3 minutes will apply.

### **Equipment**

All games will use a size 5 ball.

### **Number of players**

Teams will consist of 7 players. A team will need to forfeit if they have less than 5 players. In this case coaches may decide to play a "friendly " match

**Jewellery:** No jewellery is to be worn during games.

**Injury Time:** If play needs to be stopped due to an injury, no extra injury time is allowed to be added at the end of the game.

**Blood Bin:** Any player who is bleeding or has blood on them or their clothing must leave the court immediately and have that area covered up before they can resume play. Players have 1 minute to attend to this before play resumes.

**Umpiring:** Two umpires are needed per game. Each school is responsible for supplying an umpire per game.

**Hats:** No peak caps to be worn whilst playing.

### **Rules**

Games will be played according to the rules set down by Queensland Netball.

**Major rules:** These consist of Obstruction, Contact, and Intimidation. The penalty will be either a penalty pass or a penalty pass and shot.

**Minor Rules:** These consist of infringements caused by stepping, held ball, offside and over a third. The penalty will be a free pass.

**4/5B Modifications:**

Normal rules will apply except for the following:

Players can hold the ball for 6 secs.

Players are allowed to shuffle their feet when in possession of the ball.

Defending players must keep a distance of 4 ft.

**(The following rules apply at the beginning of the season. As the season progresses and players improve coaches should discuss at the beginning of the game whether they want to allow the modifications or not)**