

## Netball Victoria Beach Netball Rules

1. Introduction Beach Netball is a variation to the traditional game of netball. It has the same rules and regulations however the game is played on a half-court marked out in the sand. This competition is designed to be social, fun and easy to play for the traditional netballer or someone new to the game.

### **2. Competition Organisation**

2.1 Competition matches shall be as per the "Official Rules of Netball" revised 2016. Variances to the rules will be stipulated in Rule 5.4 Competition Specific

2.2 If an umpire observes a player bleeding or there is blood on the court, ball or any other player, they are required to call time, if no "on court" player has called time. The player/s with blood must leave the court immediately and may be substituted as per the standard injury / blood rule.

2.3 A maximum of seven players are allowed in one team.

2.4 Mixed teams can only have a maximum of 2 male players on the court at one time.

### **3. Conduct of Matches**

3.1 Preliminary / Pool matches will consist of two (2) x equal halves with a break at half time.

3.2 Finals will consist of 2 x equal halves with one (1) minute break at the interval.

3.3 The clock will not stop for injuries or blood. If an injury is called or blood present as per Rule

3.4 the player must be substituted immediately.

3.5 In the event of a drawn match in finals there will be a one (1) minute break before 2 equal halves with a one (1) minute break at the interval when teams change ends.

3.6 If at the end of the second half the scores are still level, then play continues until one team has scored two goals.

### **4. Finals**

4.1 At the conclusion of the preliminary / pool rounds, teams will be ranked by points awarded for win / loss. In the event of teams on equal points at the conclusion of these matches, the highest percentage will determine ladder placing, based on goals for and against.

### **5. Uniforms & Equipment**

5.1 All players within the team must be in team uniform. All shirts worn by players must be the same colour.

5.2 Players may wear netball dresses, shorts or skirts (above the knee), leggings / active wear. 4.9.3 Jewellery is not permitted with the exception of wedding rings and stud earrings, that must be taped.

5.3 Fingernails must be trimmed or taped.

5.4 No shoes are allowed, however players may wear socks.

5.5 Bibs are not required by teams, however will be available should two teams have the same / similar uniform.

## 6. Competition Specific

6.1 Teams are required to register at the Competition Desk no later than 30 minutes before the first match of the day to check in their team and collect fixtures or other relevant information.

### 6.2 Centre Pass

6.2.1 In Preliminary / Pool matches, the first centre pass of the game will be taken by the first named team.

6.2.2 The first centre pass of the second half will be taken by the second named team.

6.3 Variances to the rules stated in Rule 4.1.1 Competition Requirements are as follows:

**Dropped Ball / Diving:** A player may dive on the sand to catch a ball on the full or claim possession of a ball on the sand (from either own or opposing team) and then either play the ball from the ground or stand up and play the ball. Stepping will not be called in this instance. Players catching the ball face down on the ground will be allowed to roll on their backs to pass the ball. The three second rule applies to both the above.

**Turnovers:** When possession of the ball is turned over the team in possession need to play the ball back over the transverse line. A team member must have possession of the ball with a grounded foot past the transverse line (centre third) before continuing to play the ball back towards goal. There will be no stop in play; the team having completed the crossing of the transverse line immediately continues playing the ball. If a defending player tips or deflects the ball, this is not classified as a turnover unless that team gains possession.

**Scoring:** All players can shoot goals, but only two players from the one team can be in the goal ring at one time. Goals can be shot from inside the goal ring for 1-point. Goals shot from outside the goal ring (area between the transverse line and outside the goal ring) will be worth 3-points. The umpire will indicate a 1-point goal with 1 hand raised; a 3-point goal with two hands raised. After a goal has been scored, the opposition team throws the ball in from behind the goal line to start play. They must take the ball over the transverse line before an attempt of goal.

**Over a third:** The over a third rule does not apply when a throw in is being taken from behind the centre line. This is deemed as being 'in' the centre third. The only instance the over a third rule applies is when the ball is being thrown in from the goal line. i.e. ball needs to be touched in the goal third before crossing the transverse line into the centre third.

### 6.4 Substitutions

6.4.1 Players not on the court (maximum of 3) must remain together and behind the centre line.

6.4.2 Substitutions can be made only after a goal has been scored.

6.4.3 Players must leave the court over the transverse line before teammates can take the court.

6.4.4 The game will not stop for substitutions.

6.4.5 There is no limit to the number of substitutions per team in a game.

## 6.5 Court

6.5.1 The court size is 12m x 15m (12m Goal third, 3m Centre third) with regulation goal height of 3.05m.

