

# NETBALLUXION 2014

## Rules and 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 would be deemed to have read, understood, and agreed with the following rules:

### 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 Categories, a maximum of 1 male will be allowed in the goal zone at any one time.
- 2.4 For Family Category
- 1) Adults defined as anyone above 21 years of age in the year 2014
  - 2) Children is defined as anyone 12 years and below in the year 2014
  - 3) There is no gender ratio enforced in this category for both adults and children
  - 4) A minimum of 1 adult must be on court
  - 5) Only children will be allowed in the goal circle
- 2.5 For each match to start, both teams must have 4 players on court (including the minimum of 2 female players). If this criterion is not met, the opposing team shall be given a walkover and be declared the winner.
- 2.6 Players are only able to participate in 1 team per category

Organized by



Programme  
Partner



Official  
Radio



Official  
Party Partner



Platinum  
Sponsor



Gold Sponsor



### 3 Registration and Reporting

- 3.1 In any case of any bad weather or unforeseen circumstances on the day 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.

Should the event be cancelled due to drastic circumstances e.g 24HR PSI reading level >250, the organizer reserves the right to cancel the event with no refunds given.

- 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 provided. Failure to register within the stipulated timing with indemnity forms will automatically forfeit the team's participation in Netballuxion 2014 and no refunds will be given.

- 3.3 To register, each team must have at least 4 of their players, if not all, present. These 4 players should be ready to start playing match start without the full strength of their team

- 3.4 A team will be disqualified if it commits any of the following:

- 1) Fielding an over/under aged player
- 2) Fielding an unregistered player
- 3) Fielding an ineligible player

All results involving the team which has been disqualified 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 considered a loss for both teams and no other points will be awarded to other teams.
- 3.7 Teams are to report with sufficient players that meet the criterion for each match to start. Otherwise, it will be considered a walkover for the opposing team who will also be declared winner of the match.

### 4 Attire and Equipment

- 4.1 Bare – bodied players will not be allowed in the game play.



- 4.2 Players are to be properly and fully attired with footwear throughout the entire match. Sports attire is recommended (includes T-shirts, shorts and sports shoes and socks). Elastic ankle, foot wraps and protective guards are optional.
- 4.3 No objects that may cause injury to any other players, such as any kind of jewelry, watches, pins, etc, as determined by umpire, shall be worn during game play.
- 4.4 Fingernails shall be short and smooth.
- 4.5 Game umpires/ Event Officials reserve the right to reject player to be on court if player fails to adhere to attire regulations as mentioned above.
- 4.6 Teams are encouraged to color-code their attire. Should both teams be in the same color/ 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

	Duration of Match	Break Interval
Preliminary Round	10 minutes	None
Quarter Finals	10 minutes	None
Semi-Finals	10 minutes per half	1 min
Finals	10 minutes per half	1 min

- 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 and Quarter-finals, there will be no extra time given for any ties. If necessary, the team with the highest total number of goals scored will proceed to the next round.
- 5.4 In the event of a draw for semi-finals or finals, 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 other 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 teams having any goal difference over another, "sudden" death game play would apply and the first team to score a goal

Organized by	Programme Partner	Official Radio	Official Party Partner	Platinum Sponsor	Gold Sponsor
 a member of 				  	    

wins. The decision on which team starts the ball for “sudden death” would be decided by rock-paper-scissors 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 those teams still in the running for the finals. 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 and allocation of teams is based on random system draw pre-decided by the Organizers.
- 6.2 Round Robin Point System will be adopted for each grouping with points awarded according to a league scoring system as below

- 1) Win – 3 points
- 2) Draw – 1 point
- 3) Lose – 0 point

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

- 6.3 For categories with only one grouping, the top 3 winning team will be decided by the Round Robin Point System directly.
- 6.4 In the event two or more teams tie in points 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 will be required to take score of the matches they are playing themselves. In the event that the team has exactly 4 players and are unable to keep the score, the team must

Organized by



Programme  
Partner



Official  
Radio



Official  
Party Partner



Platinum  
Sponsor



Gold Sponsor



accept the score taken by the official score keeper.

7.2 In the event of a score dispute:

1) if two sets of score tally, this score will be taken.

2) if all three sets of scores are different, the score kept by the official scorer will be taken into account and the other two set of scores disregarded.

**8 Game Umpires and Event Officials**

8.1 The game shall be directed and officiated by the umpire, timekeeper and scorekeeper provided by organizers

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 Scorer.

9.4 Rolling Substitution System will be used for Netballuxion 2014. 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 'Offside' and a Free Pass will be awarded to opposing team.

9.6 Game time will not be stopped for substitutions to take place.

Organized by



Programme  
Partner



Official  
Radio



Official  
Party Partner



Platinum  
Sponsor



Gold Sponsor



## 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 emergency, game in point will be stopped by umpires/ event officials and match will be considered a draw.

## 11 Netballuxion 2014 Game Rules

- 11.1 Netballuxion 2014 shall be conducted in accordance with the Official Rules of Netball except the following mentioned:

### 11.2 Starting Play/Restarting Play

- 11.2.1 Each team will send a representative to play rock-paper-scissors. The team which wins the rock-paper-scissors may choose to take the first Centre-Pass
- 11.2.2 A siren will be heard to 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.

Organized by



Programme  
Partner



Official  
Radio



Official  
Party Partner



Platinum  
Sponsor



Gold Sponsor



- 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 other team gains possession of the ball.
- 11.4.3 A team member must catch or 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 the ball is goaled without returning over the transverse line, the goal is considered not scored and a 'Throw In' will be awarded to the opposing team.

The organizer reserves all rights to amend any rules and regulations stated above.

Organized by



Programme  
Partner



Official  
Radio



Official  
Party Partner



Platinum  
Sponsor



Gold Sponsor

