Tin Alley Netball Rules
Approved Jan 2011

General Information
The Tin Alley Netball competition will be conducted according to the rules of Netball Australia with specific exceptions listed below.

Event Format
Netball is contested as a Round-robin tournament played over a specified period of rounds. Melbourne University Sport ("MUS") will endeavor to have teams play each other an equal number of times however this is pending competition entries and structure.

Player Qualification
A finals series is played by the top four teams on the ladder and will be played over two weeks. Players must have played a minimum of three (3) games with their team to be eligible for finals.

Finals matches will be played as follows:
Semi Finals: A1 v A4; A2 v A3
Grand Final: Winner SF1 v Winner SF2

Team Size
Each team may name a team of up to thirteen (13) players on any match day, of which all can take part in any one game.
The minimum number of players that can be fielded at the start of play without incurring forfeit is five (5).
In mixed competition there must be a minimum of two (2) and maximum of three (3) males to begin the game. No more that one (1) male player is allowed to play in each third as per below position:
1 Offence - GA or GS
1 Mid Court - WA or C or WD
1 Defence - GD or GK

Forfeit
If a team does not have five (5) players to commence the game, it shall be penalized one goal for each minute it is unable to take the court until 9 minutes has expired. After 9 minutes has expired, the offending team will forfeit the game.

In preliminary rounds, a forfeit score of 36-0 shall be recorded and the forfeiting team must pay the appropriate fines as listed in MUS Stadium Policy.

Match Duration
Games shall comprise 4 x 9 minute quarters. Three minutes shall be permitted for half time and there shall be an immediate end swap between each quarter.

FINALS ONLY: In the case of a drawn match at the end of normal time, one extra period of five (5) minutes will be played with no change of ends from the end of the game. If there is a draw at the end of extra time, both teams will play until one team leads by two (2) points, and this point the leader will be declared the winner.

Competition points scoring
Points for each match shall be awarded as follows;
Winning team: 4 points
Drawn match: 2 points per team
Losing team: 0 point
Forfeiting team: -4 points

**Injuries**
No time off for injury is allowed except in finals

*BLOOD POLICY*: The bleeding player must leave the court immediately to receive first aid attention. When the bleeding has stopped the player may return to the court with the permission of the umpire.

It is the responsibility of the team captain together with MUS to administer first aid when required, not the umpires. All injuries must be reported to either the competition manager at reception by the injured person/s or team captain.

**Equipment**
Game balls will be supplied by MUS. Each competing team is to supply its own practice balls.
Each team must also supply its own set of bibs or patches.
Should bibs be required, a full set can be hired from MUS Reception for $5. Hirers must leave valid ID which will be returned upon return of bibs.

**Other Information**
Each team must provide a non-playing scorer for each game. These people should sit together for the duration of the match. An official Netball score sheet will be provided for each game.

By agreeing to participate in MUS Community Sport, all athletes agree to abide by rules set out by MUS in this document and any other documents on the MUS Community Sport website.

These rules and regulations are subject to amendment and change at any time and all updates will be noted and posted to the MUS Community Sport website and relayed to team captains where possible.