

# APPENDIX (i) 5 a side NETBALL

5 a-side netball is played according to the Official Rules of Indoor Netball Australia (4th edition 2003) except for the following amendments:

## GAME RULE 3 – AREA OF PLAY (Number of Players)

- 3.1** A team shall consist of 5 on-court players – Goal Shooter (GS), Goal Attack (GA), Centre, Goal Defence (GD) and Goal Keeper (GK). They can play the following areas:
- The GS and GK can play up to the halfway line except for a centre pass when the GS and GK have to be inside their goal circle and cannot leave the area until the whistle blows for the centre pass.
  - The Centre, GA and GD play the same areas as in 7 a-side games.
- 3.2**
- a) Teams must have a minimum of 4 players present on court for the duration of the game.
  - b) A game cannot start without each team having a minimum of 4 players on court. Should a team be reduced to 3 players on court, for whatever reason, the game will be forfeited.

## GAME RULE 4 – DURATION OF THE GAME

- 4.1** The game shall consist of 4 x 9 minute halves with a 1 minute break at 1<sup>st</sup> quarter, 2 minute 2<sup>nd</sup> quarter, 1 minute 3<sup>rd</sup> quarter time.

## GAME RULE 6.1 – PLAYER INTERCHANGE

- 6.1**
- b) A maximum of 2 interchange players is permitted to be used by any team at any game.
  - c) Interchanges will only be allowed at half time.

## GAME RULE 10.2 – START OF PLAY

- 10.2**
- e) Any team not ready for play, provided that the opposition team is on court ready for play, shall be penalised at the rate of 1 goal per minute up to 15 minutes after which a forfeit may be declared.

## GAME RULE 10.6 – OVER A HALF

- 10.6** Rules applying to the passing of a ball over a half of the court remain as per 7 a-side rules.

## GENERAL

1. Umpires: Host centres have the option to appoint either 1 or 2 umpires. Teams must accept the host centre decision on this matter.
2. Skins: The skins scoring system does not apply in a game divided by 2 halves.
3. Scoresheets: Host centres should use the existing scoresheets which are divided into 4 quarters. The scoring areas set aside for the first 2 quarters should be sufficient for each half. The 3<sup>rd</sup> and 4<sup>th</sup> quarter sections should be crossed out.