



MNNSW M-League Rules

RULES

All rules pertaining to the game will be covered under the "Rules of Netball Handbook" Edition 2008. The following modifications have been adapted for this competition.

RULE 2: DURATION OF THE GAME

Rule 2.1:

The game shall consist of four quarters of twelve (12) minutes each, with an interval of two (2) minutes between the first-second and third-fourth quarters and with an interval of three (3) minutes at half time. Teams shall change ends at the end of each quarter.

Only during semi finals and finals the game will be played with four quarters of fifteen (15) minutes.

RULE 7: STOPPAGES

When a player is injured or ill, time will be held by timekeepers for the first injury time called by either or both teams of up to two (2) minutes per quarter or when time is called within the final minute of each quarter. The clock will not stop for injury time until Finals. Coaches are permitted to coach during an injury timeout.

COMPETITION RULES

(1) PLAYERS and TEAMS

- (a) Players and teams must be financial to compete. Failure to comply within the agreed date will lead to suspension and ultimately removal from the competition or the team may lose competition points.
- (b) Men's teams may register as many players as they wish, however only 12 players will be allowed to participate in any one match.. These players must be on the score sheet and registered with MNNSW.

- (c) Mixed teams can register as many players as they wish, however only 13 players will be allowed to participate in any one match. These players must be on the score sheet and registered with MNNSW. Mixed teams are only allowed to have 3 males on court at any one time and you cannot have 2 males playing in the same circle at the same time.
- (d) Players are NOT permitted to play across teams. Once a player is registered for one team, he/she will not be permitted to register for another team until the following season.
- (e) Teams may use "fill-ins" however, any "fill in" must be a registered member of MNNSW prior to taking the court and cannot be a member from another team unless the opposing team have approved the player..
- (f) A player will not be eligible for semi finals/finals unless they have played four or more games with MNNSW.
- (g) All team fees are to be paid in full prior to the competition commencing or they will not be able to take the court and it will go down as a forfeit.
- (h) Players are not permitted to go up through the ring, this is deemed "not in the spirit of the game".

(2) SCORING

- (a) The competition points will be as following: 4 points win, 2 points draw, 0 points loss -4 forfeit.
- (b) Additionally, a "skins" system will also be used. Each team will be awarded a bonus point per quarter won. If the quarter is tied, the point will go to the winner of the following quarter. If the final quarter is tied, the point will go to the match winner. Subsequently, if the match is drawn, the final point will be shared.
- (c) It is the CAPTAIN'S responsibility to sign the scoresheet. If the sheet is unsigned at the completion of the night, MNNSW will deem the score correct and the results will stand.

(3) FINALS

- (a) Semi finals will be played 1 v 4, 2 v 3 with the winners advancing to the grand final.
- (b) The top four teams will be decided by: a) the highest four points total in descending order b) if two teams are tied on points, the team with the better HEAD TO HEAD will be placed higher c) if three or more teams are tied on points or two teams have an even head to head, positions will be decided on GOAL DIFFERENCE d) if a tie is still not broken, the team with the higher goals scored will be placed higher.

(4) UNIFORMS

- (a) Any clothing/footwear deemed inappropriate by MNNSW will result in a player being denied from taking the court. All teams are to be

in team uniform by round 3 or they will not be permitted to take the court.

(5) EQUIPMENT

- (a) All teams are to supply their own patches, however you can hire them from MNNSW for the game for a fee of \$5.00.
- (b) Warm up balls are the responsibility of the team. MNNSW will only supply game balls.

(6) DISCIPLINE

- (a) Any player that is ordered off in a game for any disciplinary reasons will be suspended for at least 3 matches. Any players suspended for more than 3 centre passes or continually suspended during one match will face a minimum of 1 match suspension. Serious offenders will face a disciplinary committee to be advised by MNNSW.
- (b) Any comments made to other players or umpires that are found to be racist, abusive or intolerant will result in a player being automatically banned from any further MNNSW events and their membership will be terminated.
- (c) Alcohol is not permitted on premises anytime. No player is to consume prior or during a game.
- (d) A member can be deregistered if they are found to bring the association in to disrepute or that their behaviour is found to be unacceptable by the Men's Netball NSW President/Committee.

(7) SCORER/TIME KEEPER

- (a) Each team will be required to supply a scorer/time keeper for their game. Failure to do so will result in 2 competition point deduction.

(8) PLAYER POINTS SYSTEM

- (a) A player who has competed at either of the past two Australian Men's and Mixed Netball Association (AMMNA) National Championships will carry or deduct player points:
 - 8.a.1. Open Men carry 5 points each
 - 8.a.2. Open Mixed men and ladies carry 4 points each
 - 8.a.3. 23 & Under men carry 4 points each
 - 8.a.4. Reserves men carry 3 points each
 - 8.a.5. Juniors 20 & under are worth 1-point reduction per player unless the player is 21 or older when M-League competition starts, in which case they shall not carry or deduct any points. 17 & under are worth 2-points reduction per player.
 - 8.a.6. ANZ Championship players that have competed in the last 2 years will be worth 5 points.

8.a.7. If a player competes in 2014 but not 2015 they will be worth 2 points.

- (b) Teams competing in the MNNSW men's division can have no more than 19 points on court at any time. Mixed division can have players with 21 points on court at any time. There is no player point limit for a team's total registered players.
- (c) If a team is found to have exceeded their player points at any time during a game, the goals for and against will stand, but the win and all competition points will be awarded to the opposing team, regardless of the actual match result.

(9) UMPIRES

- (a) MNNSW will supply umpires for all games however it is requested that each team have a nominated umpire with no less qualification than a National Badge C. The team delegate is to provide this information to the MNNSW umpire convenor prior to the commencement of the competition.

(10) FEES

- (a) Team registration fees are to be paid by week 1 of the competition or teams will incur a loss of 2 competition points. Men's and Mixed team entry fee is \$1290.

Any rules arising not covered via the handbook or by the rules above will be determined by MNNSW Committee and the decision will be final. MNNSW reserves the right to amend the competition rules at any time.

These rules are for 2015 M-League Competition only.

As the team delegate, I have read and understand the rules above for MNNSW Men's League.

Name:

Signature:

Date: / /