



ISCA Games 2024

Rules and Regulations **Netball**

1. LAW OF THE GAME

The International Federation Netball Association (“IFNA”) rules apply.

2. REPRESENTATION

- a) A team consists of 7 players and 5 reserves. A substitute is allowed during play only if a player is injured or ill. There will be no restriction on the change of players as substitutes at half time.
- b) No match shall start unless each team has at least five players on the scheduled court. In the event of any team being unable to field the minimum number of five players within 3 minutes of the starting time, i.e. 3 minutes grace period, the team shall forfeit the game.
- c) No player arriving after the play has started is allowed to replace a player who has filled the position of the latecomer.
- d) Late arrivals may not enter the game while play is in progress, but may enter the game after notifying the umpires:
 - i) After a goal has been scored. In this case, the player must play in a position left vacant in the team;
 - ii) Immediately following an interval;
 - iii) After stoppage for injury or illness.

3. DURATION / RULES

- a) The duration of each game is seven (7) minutes halves with a break of 3 minutes in between.
- b) Before any game commences, the captains of both teams shall fill in the names of the players on scoreboards and hand them to the umpires with their signatures. Scoreboards shall be available from the convenor.
- c) Umpires must check the finger-nails of all players and see that no jewellery or watches are worn as per IFNA rules. If wedding rings are worn, they must be taped.
- d) Umpires engaged are certified by Netball Singapore and all umpires’ decisions are final.

4. SCORE

- a) For the round robin games,
 - i. three points shall be awarded for a win, two points for a draw and one point for a loss. If the loss is due to a walkover, then the loser receives zero point. In the case of teams having the same number of points, the result of the game between the two teams decides the winner
 - ii. However, if the two teams drew their match, or if more than two teams have the same number of points at the end of the pool rounds, goal average of the pool games will decide the placings (i.e. goals for divided by goals against)
 - iii. If goal average is identical, then goal difference will be applied (i.e. the difference between goals for and goals against)
 - iv. In the event of a further tie, the team scoring the most goals will be declared the winner.
- b) For the semi-finals and finals
 - i. In the event of a draw at full time, play will recommence after a 5 minute break without changing ends. The first team to score 3 goals will be declared the winner.
- c) Playing Bibs: in a tournament, playing bibs must be clearly displayed both in the front and at the back of the t-shirt or blouse, otherwise it would be disadvantageous to the opposing team and the umpire will not be able to see when a player is off-side.
- d) When the colours of two teams are similar, the first named team shall play in some other distinctive colour. Teams should therefore bring along two sets of bibs, each of a different colour.
- e) All questions/matters not provided for in these rules shall be dealt with by the convenor.

5. LOGISTICS

- a) Teams are to provide their own bibs for the games.
- b) Teams in semis/finals will have to provide one stopwatch.
- c) Printed team list and staff pass are to be presented upon registration.

6. REFRESHMENT

All teams are to provide their own refreshments.