



The game shall be played according to the rules published in the current Box Hill Indoor Sports Centre rule book. The following is a guide to the difference between "indoor netball" and traditional outdoor netball.

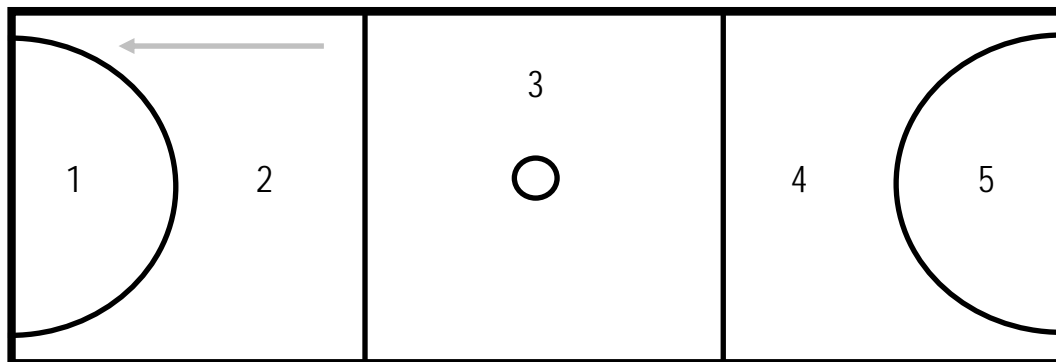
PLAYING AREA

The court shall be divided into equal thirds, with a goal circle of 4.2m radius marked at each end. A 0.9m centre circle shall also be marked. The side and roof nets shall be considered part of the playing area. The goal nets shall be considered as part of the playing area except when shooting for goal.

THE TEAM

A team shall consist of five (5) players with a maximum of five (5) substitutes. No team can start with less than three (3) players on field. There is no restriction as to the number of boys or girls that can be used in a game.

The positions of these players and the areas in which they can move are as follows:



PLAYER	INITIALS	AREA OF PLAY
Goal Shooter	GS	1, 2
Goal Attack	GA	1, 2, 3
Centre	C	2, 3, 4
Goal Defence	GD	3, 4, 5
Goal Keeper	GK	4, 5

Player substitution will be allowed at the end of each quarter, or in the event of a player being injured, in the course of play. Any player unable to continue the game shall leave the field of play. Any injured player who leaves the playing area but is not replaced by a substitute may return to the game after a goal has been scored or at quarter or half time.

UNIFORMS

All teams must have matching coloured shirts by the third game of the season to avoid goal penalties.

SCORING

In a game of 5-a-side Netball, GS, GA and C are the only players who are able to score a goal for their team. Any goal scored within the goal circle will be awarded one (1) point (GS and GA only) on the proviso that the ball did not come off the back net without touching the goal ring first. Two (2) points will be awarded if a successful goal was shot outside of the goal circle by either the GS, GA or C again on the proviso that the ball does not come off the back net first without first touching the goal ring.

UMPIRES

The Centre shall provide the umpires for the game. There will be at least one umpire provided per game. They shall control the game, operate the scoreboard and act as the timekeeper. The umpires' interpretation of the rules shall be final.

DRESS

Players are to wear non-marking rubber soled sports shoes on court. Players are to wear individual position/identification bibs over their uniforms (these will be supplied by the Centre). Players may wear tracksuit pants, shorts or sports skirts. No player will be allowed on court in non-sporting footwear or attire.

Fingernails must be cut short, taped effectively with brown elastoplast sports tape, or gloves may be worn.

DURATION OF THE GAME

A game shall consist of four nine (9) minute quarters, with a one (1) minute break at half time. All teams are to be ready to play at least ten minutes prior to their scheduled start time.

TEAMS LATE ON COURT

Any team failing to field a side within sixteen (16) minutes (half time) of scheduled start time of the match shall forfeit the game. Any team late on court shall be penalised one goal per minute that they are late onto the court. No team shall be allowed on court until their game fees have been paid.

No extra time will be allowed for injury.

No time outs will be allowed.

COMPETITION POINTS

The position of each team in the competition shall be determined by the accumulated points awarded - these are based on the results of all games played.

4 Competition points for a Win

2 Competition points for a Draw

3 Points for a Bye.

1 Competition point for every 10 goals scored (Max 2 bonus points awarded per team, per game)

In the event of a forfeit, the non-forfeiting team shall receive 6 competition points.

4 points for a Win

2 points in lieu of 20 goals

FINALS

Finals are held the week directly following the final game of the season.



BOX HILL INDOOR SPORTS

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