

COMMUNITY GAMES & SINGAPORE NATIONAL GAMES 2012

NETBALL

TECHNICAL RULES & REGULATIONS

(as at 24 November 2011)

1. Rules

- 1.1. The tournament shall be administered in accordance with the Community Games & Singapore National Games 2012 Rules and Regulations.
- 1.2. The tournament shall be conducted in accordance with the rules and regulations of the International Federation of Netball Associations (IFNA, www.netball.org) and Netball Singapore (NS, www.netball.org.sg).

2. Eligibility

- 2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card, or non-Singapore Citizens residing in Singapore with the following passes:
 - a) Student's Pass;
 - b) Long Term Pass;
 - c) Dependant's Pass;
 - d) Work Permit;
 - e) S Pass; and
 - f) Employment Pass.
- 2.2 Participants are allowed to represent only one Cluster and they must reside in that Cluster. The validity of the participant's residential eligibility is at the point of registration. Please refer to Annex of the General Rules and Regulations for the listing of Clusters.
- 2.3 If a participant were to register for more than one sport, the first confirmed address shall be used throughout the games.
- 2.4 The checking for Cluster boundaries is available on the web at <http://pa-online.pa.gov.sg/NASApp/sim/AdvancedSearch.jsp>

Non-Singapore Citizens

- 2.5 Registration of non-Singapore Citizens (including Singapore PRs) is up to 20% of the team size.

National Athletes

- 2.6 Registration of National athletes is up to 20% of the team size.

3. Team Composition

- 3.1. The team composition shall comprise a minimum of nine participants and up to a maximum of 12 participants. Among the participants in each team, there must be representation from at least two ethnic groups in a team; and at least one participant per team staying in HDB estate and at least one staying in non-HDB estate.
- 3.2. The age eligibility of the event is as follows:

List of Event	Age	Team Size		Team Age Composition
		Min	Max	
Women's Open	≥ 17	9	12	17 to 20 yrs old: 4 to 5 pax 21 to 35 yrs old: 4 to 5 pax ≥ 17 yrs old: 1 to 2 pax

- 3.3. The age of the participant shall be taken as at 1 January 2012.
- 3.4. If the registered team has less than 10 participants, the number of non-Singapore Citizens (including Singapore PRs) who can be registered is one participant per team and the number of National athletes who can be registered is one participant per team.
- 3.5. If the registered team has 10 or more participants, the number of non-Singapore Citizens (including Singapore PRs) who can be registered is two participants per team and the number of National athletes who can be registered is two participants per team.
- 3.6. The team line-up to be fielded could comprise up to 20% of non-Singapore Citizens (including Singapore PRs), which is at most one participant.
- 3.7. The team line-up to be fielded could comprise up to 20% of National athletes, which is at most one participant.
- 3.8. The team line-up to be fielded should also have representation from at least two ethnic groups; and at least one participant per team staying in HDB estate and at least one staying in non-HDB estate.

4. Format of Play

- 4.1. Participants must be at least 17 years of age or above as at 1 January 2012 (those born on or before 1 January 1995) to participate in this tournament.

4.2. Competition Format

- 4.2.1. All first round matches will be played on two 10-minute halves and there shall be no injury or interval time given.
- 4.2.2. Teams will be awarded two points for a win, one point for a draw and zero point for a lost match or conceding a walkover.

Tie breaker (First Round)

- 4.2.3. At the end of the first round, in the event of a tie between two teams of the same group, the result of the match played between the two teams will decide the winner.
- 4.2.4. In the event that the two teams drew their match, or at the end of the first round, more than two teams have the same number of points, goal average of the first round matches will decide the placing. (Difference between goals for and goals against)
- 4.2.5. In the event of a further tie, the team scoring the most goals will be declared the winner.

4.3. Second and Final Rounds

- 4.3.1. All second and final round matches will be played on four 15-minute quarters with rest times. 1st quarter - 3 minutes, 2nd quarter - 5 minutes & 3rd quarter - 3 minutes. There will also be a maximum injury time of 2 minutes per call.

Tie breaker (Second and Final Rounds)

- 4.3.2. In the event that a match ends in a tie at the end of full time, extra time of two 7-minute halves shall be played.
- 4.3.3. Should the tie persist at the end of extra time, play will continue until one team has a two goal advantage.
- 4.3.4. During the entire period of (1.5.2) and (1.5.3), there will be only one 2-minute injury interval awarded to each team with subsequent intervals of 30-seconds each.

4.4. Teams have the right to make substitution and/ or changes either:

- 4.4.1. At an interval;
- 4.4.2. When play is stopped for injury or illness. However, in this case the player for whom play was stopped for must be involved in that team's substitution and/ or changes.

- 4.5. Team officials and bench players may not move along the side lines or the goal lines of the court during the play. If found doing so, the umpire shall

warn the team captain or team manager that it is a breach of the tournament rules and regulations and disciplinary action will be taken against them. In this case, the umpire reserves the right to default the infringing team, abandon the match and declare a walkover to the opposing team.

- 4.6. In the event of wet weather, the teams will still have to report duly to the presiding tournament official. The match may be delayed or postponed on account of either the condition of the court or the weather.
- 4.7. In the event of postponement of an unfinished match, the match shall be replayed as a fresh new match. The scores of the unfinished match shall not be taken into account.
- 4.8. The date, time and venue for the match to be replayed shall be set by the Tournament Committee/Official and the decision shall be final. Failure to turn up for the postponed match will result in a walkover.
- 4.9. The presiding NS Tournament Official in consultation with the Organisers will act as the final onsite authority for interpretation of applicable tournament rules and regulations, and code of conduct for all matters arising that require immediate resolution.

5. Walkover

- 5.1 Team(s) shall concede a walkover if they fail to be present 5 minutes after the scheduled time of play. (Time start once umpire on court)
- 5.2 For the second and final round matches, team(s) shall concede a walkover if they fail to be present 15 minutes after the scheduled time of play.
- 5.3 Teams shall concede a walkover if the team line-up fail to meet the team composition criteria (as stipulated in point 3 of the Technical Rules and Regulations) at play

6. Disqualification

- 6.1 Individual or team may be disqualified in the event of fielding ineligible player or unruly conduct of player.
- 6.2 The Organisers reserve the right to disqualify teams/players at their discretion and take further disciplinary action that could be in the form of a fine and/or term ban in Community Games.

7. Equipment and Attire

- 7.1 The Organisers shall decide on the tournament equipments to be used for this tournament.

- 7.2 Each team shall have two sets of bibs and to provide a scorer for each match.
- 7.3 All team manager, assistant team manager, coach, captains and players must be appropriately attired for the matches. Players shall preferably wear non-marking shoes during the tournament.

8. Reporting

- 8.1 Participant(s) must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at every match. Failing which, he/she will not be allowed to compete in the match.
- 8.2 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along and produce one of the following valid passes:
 - a) Student's Pass;
 - b) Long Term Pass;
 - c) Dependant's Pass;
 - d) Work Permit;
 - e) S Pass; and
 - f) Employment Pass.
- 8.3 The team manager, assistant team manager and coach, shall undertake to submit the players' identity cards and team line-up sheet to the presiding Tournament Official 15 minutes before the scheduled time of play.

9. Tournament Jurisdiction

- 9.1 The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time. Notifications of such changes will be posted on the tournament website. All participants are advised to visit the tournament website for any notices or updates to draws or fixtures.
- 9.2 In the event of any dispute arising over any player, the match shall be played under protest and the Organisers shall determine the matter on receipt of the protest.
- 9.3 While reasonable precautions will be taken, the Organisers, their servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.