

Berita Harian / Pilot Pen / **ASHAWAY** Youth Games 2018

Netball 4 on 4

Rules and Regulations

PLAYERS

Teams may register up to 6 players. A maximum of 4 players are allowed on the court at any one time. A player may only represent one team in the tournament.

Players may move in any area of the court providing that no more than two players from each team are in the goal zone at one time.

SUBSTITUTION

One substitution is allowed for each team immediately after a goal is scored. They shall enter the court from a marked area beside the Scorer.

The game will not stop for substitutions to take place.

There is no limit to the number of substitutions per team in a game.

DURATION

Each game shall be for a duration of 7 minutes, with no break.

The clock will not be stopped for injuries. If an injury is called the player must leave the court immediately.

FORMAT OF PLAY

Single round robin format, with 1st and 2nd playoff for 1st and 2nd team standing.

3rd and 4th of the respective group shall be declared as joint 3rd.

2 points will be award for a win, 1 for draw and 0 for loss.

In the event of a tie on points at the end of pool rounds, the result of the game between the two teams decides the winner.

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 placing (i.e. goals for divided by goals against)

If goal average is identical, then goal difference will be applied (i.e. the difference between goals for and goals against)

In the event of a further tie, the team scoring the most goals will be declared the winner.

If the game ends in a draw for plays-off, play shall recommence immediately without changing ends beginning with a center-pass and the first team to score 3 goals shall be declared the winner.

Sponsors:

Berita Harian



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Organisers:



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STARTING PLAY/RESTARTING PLAY

A toss-up will be held between two opposing players at Centre circle to start the game. Play continues from the toss up i.e. the umpire does not blow the whistle to start.

***For the rest of the game, the team which does not score will take the next Centre Pass.**

SCORING

Any 2 players are allowed to shoot goals in the goal circle.

If the score is tied after regulation play during the second round matches, **the team that puts in the next goal is the winner.**

TURNOVERS

When possession of the ball is turned over, the team in possession shall play the ball back over the transverse line. A team member must catch or land with the ball with both feet on the ground past the transverse line before continuing to play the ball back towards the goal. There will be no stoppages in play; the team having completed the crossing of the transverse line may immediately continue playing the ball.

If a defending player tips or deflects the ball it is not a turnover unless the other team gets possession.

OUT OF COURT

Standard out of court rules apply. The ball must be thrown in from behind the line where it went out of court including behind the transverse line at far end of court.

CONTINGENCY FOR A SHORTENED EVENT

In the event that the organisers, at their sole discretion, determine that the event may not be completed in time, the games will be stopped and the final results will be determined by a penalty shootout amongst those teams still in the running for the finals.

4 shooters from each team will have 1 throw each from a hoop to be placed on the court. In the event of a draw after the 4 throws, the highest drawn teams will continue throwing in a sudden death format (1 further throw for each team using the same 4 shooters in rotation) until the winners are determined.

ALL OTHER RULES

Netball Singapore Tournament Rules <http://www.netball.org.sg/Events/Local/NETBALL-SINGAPORE-TOURNAMENT-RULES> shall apply.

THE UMPIRES' DECISIONS ARE FINAL. NO PROTESTS WILL BE ACCEPTED.

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