



AMMNA BY-LAW

AC 012	By-Law	Australian Championships – Rules of Competition
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Approved	23 rd April 2010
Revised	15 April 2017
Revised	

1. Rules

- a. Matches will be played in accordance with the official rules of the Netball Australia Official Rule Book.

2. Duration of the Game – Preliminary Round matches

- a. Preliminary Round matches for all sections will consist of 4 x 15 minute quarters, 3-minute break at $\frac{1}{4}$ and $\frac{3}{4}$ time and 5 minutes break at $\frac{1}{2}$ time.
- b. There will be no extra time in the event of a draw at full time.
 - i. **Exceptions to game duration may be made by the AMMNA executive due to exceptional circumstances.**

3. Points

- a. Points will be awarded as follows for Preliminary Round matches:
Win 2 points
Draw 1 point
Loss 0 points
- b. Refer below for information regarding finals. Please note no additional time will be played at the conclusion of a drawn preliminary match.
- c. Refer below for information regarding finals.
- d. Please note no additional time will be played at the conclusion of a drawn preliminary match.

4. Warm Up

- a. The fixture is structured to allow 15 minutes warm up time for teams immediately prior to their match on their designated match court.
- b. Teams participating in the previous match are requested to vacate the court as soon as their game is completed.



5. Officials

- a. Scorers and Timers may be provided by the Host.
 - i. If no official is available, each team must provide a scorer/timer.
 - ii. In the event of only one official being available, the 'away' team must provide a scorer/timer.
- b. Umpires must be appropriately attired in white clothing.

6. Appeals & Protests

- a. Team Official may lodge a dispute with the Tournament Director verbally within two hours of match conclusion and in writing within 24 hours of match conclusion. Any appeal or protest during finals must be lodged immediately.
- b. The members of the Dispute & Tribunal Panel shall be completely independent of the parties involved in the dispute.
- c. The decision of the Panel shall be final.
- d. The Disputes Committee will consist of a pool of suitable persons.
- e. To convene a panel for a dispute, the Tournament Director shall appoint three appropriate, independent pool members.

7. Match Participants

- a. A maximum of twelve (12) players are permitted to play in any one match in the Men's competition and thirteen (13) players in the Mixed competition.

8. Cancellations

- a. In the unlikely event of a match cancellation (i.e. leaking roof – wet weather), prior to the start of the game; both teams will be credited with one (1) point and five (5) goals each and the competition will continue as per fixture unless alternate arrangements can be made to reschedule the match.
- b. When matches are cancelled after the start of the game;
 - i. Prior to the completion of the first half, teams will be awarded 1 point and 5 goals.
 - ii. After the commencement of the second half, the score stands as at the time of the stoppage.



9. Results

- a. Match results and ladders will be published shortly after the completion of each round.

10. Drug Policy

- a. AMMNA condemns the use of performance enhancing drugs and doping practices in sport.
- b. The use of performance enhancing drugs and doping practices is contrary to the ethics of sport and potentially harmful to the health of athletes.
- c. The only legitimate use of drugs in sport is under the supervision of a physician for a clinically justified purpose.

11. Finals

- a. Finals will be conducted at the conclusion of the Preliminary Round matches. The finals structure in each division may vary given the number of teams in each years' Championship.
- b. Where two or more teams in a division have an equal number of premiership points, their relative positions shall be determined on a percentage basis calculated by:
 - i. *Percentage = Total Goals Scored For, Divided by Total Goals Scored Against multiplied by 100*
- c. In the event of a draw in any of the finals matches, the teams shall, after a period of three minutes, change ends and play two x seven-minute halves of extra time with one minute rest between halves. Teams change ends at half time.
- d. In the event of a tie remaining at the end of extra time, a visual signal is placed at the official bench to indicate that play will continue until one team leads by two goals.