

RULE MODIFICATIONS FOR MODIFIED NETBALL

A 51cm to 61cm (20" to 24") soccer ball or netball (size 4 instead of size 5) of all leather or composite leather is to be used.

- After catching the ball a player must throw within six (6) seconds.
- The goal posts are 2.4m (8 feet) high, where possible.
- Minimal shuffling on the spot is allowed to gain balance before throwing, without moving down the court.
- Only strict "one to one" defence is permitted to all play, i.e. more than one (1) player is not permitted to defend a player from the other team.
- A defending player's nearer foot must be at least 1.2m (4 feet) from the landed foot of the player with the ball.
- A player is obstructing if he/she has her/his arms upraised within 1.2m (4 feet) of the opposing player with or without the ball. If obstruction occurs in the goal circle, a penalty pass or shot is awarded.
- A defending player who obstructs is not made to stand out of play when the penalty pass is taken. The umpire shows the defending player where 1.2m (4 feet) is and allows him/her to defend the penalty pass from the correct distance.
- When a player contacts another player, the umpire explains to the offending player what was wrong and that player may defend the resulting penalty pass.
- A player shooting for a goal cannot be defended.

UMPIRING

Modified netball is "Umpire Your Own".

For 7, 8 and 9 year games only one umpire is required. The team who has to provide this umpire is indicated in the Fixtures Book (see Draw). This is indicated with an asterisk beside the name of the team that has to provide the umpire.

The umpire should use simple language and explain his/her decisions.

The umpire should adopt an encouraging and pleasant manner to ensure an open and free flowing game, particularly in the setting up of penalties and throw-ins.

The umpire should use common sense to ensure that the "spirit of the game" is not lost by overcalling the game.

An umpire of modified netball may find they often spend time on the court with the players explaining decisions. *The Umpiring Committee recommends that the coach umpire 7/8 and 9 year old games.*

UNIFORMS

No player shall be allowed to take the court in any Association fixture unless wearing the registered uniform of the club for which he/she is playing.

There is one exception, in the event that a player's uniform or positional patch is blood stained (during the game ONLY) that player may retake the court in non uniform clothing.

BIKE PANTS may be worn provided they are the same colour as the skirt and do not exceed the length of the skirt.

JEWELLERY AND NAILS

Rule 1.4.3 No item of jewellery, except a wedding ring and/or medical alert bracelet, shall be worn. If either or both are worn, each shall be taped.

Rule 1.4.4 No adornment that may endanger player safety shall be worn.

Rule 1.4.5 Fingernails shall be short and smooth."

Quoted from "Rules of Netball 2001", © 2001 Netball Australia.

MODIFIED NETBALL

Modified netball is for seven (7), eight (8), nine (9) and some (10) year old players. Talented 10 year teams may play competition rules (refer to "Competition Games").

Modified netball is non competitive and is a learning experience for each player.

GAME TIMETABLE / DURATION OF GAMES

The duration of Modified games are as follows:

7, 8, 9	Quarters	10 minutes
	Quarter & three quarter time	3 minutes
	Half time	3 minutes

All Modified games are played on the grass courts at Brush Farm and shall start at the time set down in the Fixtures Book.

PRESENTATIONS ARE HELD FOLLOWING THE COMPLETION OF THE FINAL ROUND.

There are no semi-finals, finals or grand finals.

NAME SHEET / SCORE SHEET

Name sheets are used to record each player's position for each quarter for Modified 7 year and 8 year games and for the 9 year games up to Week 7. No scores are recorded for these teams during these games.

Score sheets are used for all 9 year modified games from Week 8. The use of score sheets is for the purpose of grading the teams in the following year's competition.

All goals scored must be crossed off on the numbers at the bottom of the sheet.

PLAYERS TAKING THE COURT

DURING THE SEASON, EACH PLAYER SHOULD PLAY IN ALL POSITIONS

All players present in a team should play at least two (2) quarters. The quarters need not be consecutive. Players may be interchanged at quarter, half and three-quarter time intervals.

If a club has more than one team in the same modified division, interchange of players between teams is allowed.