

“ REJOICE ”

Netball Festival (2023/2024)



Date

Please refer to [website](#)

Sport Venue

Westgate Indoor Sports
Cnr Grieve Pde & Doherty's Rd, Altona North,
Melbourne, Victoria 3025

Sport Coordinator

Rosemary Gerges 0400 053 741

Leagues/Events

Mixed Gr 7-12
Girls Gr 7-12

**Both Mixed & Girls for Gr 7-12 are
playing in same league**

Mixed Youth (19-29)
Mixed Adults (30+)
Women Youth (19-29)
Women Adults (30+)

Entry Deadline

Please refer to [website](#)

Only complete paid entries are accepted

Format

- Group Stage followed by Knockout Stage
- Teams will be awarded following points:
 - WIN: 3 Points
 - DRAW: 2 Points
 - LOSS: 1 Point

Those points earned during the group stage will determine a team's position on the ladder and will determine their ranking in the knockout stage.

- Match is played over 4 x 10mins quarters, with 2mins half time break & 3mins preparation time for the start of each game
- Team Size is 7 Players on field, with minimum 5 players on field to avoid a forfeit (3 of whom must be females)
- There must be NO more than 3 Males on the field at any one time, with a minimum of 1 Male (Unless Playing an ALL female team)

Regulations

Unlimited interchanges are applied under the instructions of the match referee

Sport Venue Check-in

- Teams **must be** at the Sport Venue **30mins** before their first scheduled match.
- Teams **must** report **their attendance** with **all Players** names must be on the **approved** registration list as per the SF online registration system and being approved **by the church priest**

Code of Conduct

Any team/player/**church official/parent** who displays unreasonable behaviour in the opinion of officials or the *Sport Coordinator before, during, or after the tournament may be disqualify their team or themselves up to the discretion of officials or referees.*

Red cards will result in missing the remainder of the game and possibly the rest of the tournament (up to the discretion of officials or referees).

Please also see section regarding game rules

“ REJOICE ”

Uniform

- A Team must have same shirt colour uniform (refer to colour table below)
- If colours clash (which should not happen), the second named team in draw will wear Games bibs
- All players should wear non-slip footwear

Teams Colours

No	Church Name	T-Shirt Color	Color
1	Archangel Michael & St. Anthony	BLACK	
2	St. Athanasius	LIGHT GREEN	
3	St. Bishoy & St. Shenouda	RED	
4	St. George	DARK BLUE	
5	St. John the Evangelist	Maroon/Dark Red	
6	St. Macarius	Grey	
7	St. Mark	Yellow	
8	St. Mary	LIGHT BLUE	
9	St. Mina & St. Marina	White	
10	St. Moses the Strong	Orange	
11	St. Paul	Dark Brown	
12	St. Philopateer Marcorious	Gold	
13	St. Severus & St. Karas	Light Brown	

Fee Payments

Fees are **\$30 per player**, , and it **must** be **paid** before the game day upon the registration is submitted on the SF online registration system

Entries Limits

Each Parish can submit up to TWO Teams per League if chosen to do so

“ REJOICE ”

Game Rules

- **Each church must have one representative that is nominated in advance to respectfully query decisions if needed. No other parent/player/church official may approach the referee. Disrespect from players/parents or church representatives may lead to team disqualification.**
- A Mixed team can verse an ALL Female team
- Gr 7-12 Players can participate in the Open Age Team but NOT vice versa
- Each player can ONLY play for ONE Parish
- At the commencement of each quarter of the match, teams will alternate between the directions of attack
- There will be qualified umpires present on the day to umpire all games
- **Substitutions:** can only be made at half time or when a player is injured. There is no limit to the number of substitutions that a team can make. If you start a match with 5 or 6 players but more members of your team arrive after the game has started, they must wait until the next centre pass before being allowed to join the game
- **Playing positions and their roles on the court**
There are seven playing positions in a team; each has an important role to play for their team:

Goal Shooter	To score goals and to work in and around the circle with the GA
Goal Attack	To feed and work with GS and to score goals
Wing Attack	To feed the circle players giving them shooting opportunities
Centre	To take the centre pass and to link the defence and the attack
Wing Defence	To look for interceptions and prevent the WA from feeding the circle
Goal Defence	To win the ball and reduce the effectiveness of the GA
Goal Keeper	To work with the GD and to prevent the GA/GS from scoring goals

- **Starting the game – centre pass**
The first centre pass is decided between the two captains by the toss of a coin. The centre passes then alternate between the teams, regardless of which team has scored.

Before the whistle, all players must start in the goal thirds except the two Centres. The Centre with the ball must be wholly within the Centre Circle and must obey the footwork rule after the whistle has been blown. The opposing Centre stands anywhere within the Centre Third and is free to move.

After the whistle, the Centre pass must be caught or touched by a player standing in or landing wholly within the Centre third.

A player must not break at the centre pass, which is moving into the Centre third before the whistle is blown for the Centre pass.
A free pass would be awarded to the opposing team in any of these instances above
- **Offside rule**
A player with or without the ball cannot move into an area of the court that is not designated for their position. This will result in a free pass being awarded to the opposing team