

## **1 ENTRY REQUIREMENTS**

- 1.1 Team Managers/Captains are not allowed to make any additions or changes to the list of registered players once the Carnival commences.
- 1.2 Pregnant ladies are not allowed to play in the netball tournament and if found playing with the knowledge of the team, that team shall be disqualified.
- 1.3 Each team shall comprise a minimum of 5 players and a maximum of 12 players.

## **2 REPORTING**

- 2.1 All participating teams must report 10 minutes before the games starts on day of Carnival.
- 2.1 Teams must report punctually to the umpires at their designated court for their matches. Late reporting may result in disqualification of the team.
- 2.3 No match may start unless each team has at least five players on the scheduled court. In the event that any team being unable to field the minimum number of five players within 1 minute of starting time, that is 1 minutes grace period, the umpires shall give a walkover against such team that has less than five players.

## **3 FORMAT**

- 3.1 The format of the Carnival shall be as follows:
  - a) In the preliminary round, teams will play a round robin format in their respective groups. Teams will receive 3 points for a win, 2 points for a draw and 1 point for a loss. Teams with equal points on completion of the round robin round, will be placed according to goal difference
  - b) Each game shall comprise two **5 minutes** halves with no rest interval.
  - c) Substitution of players can only be made during the half time change over or anytime to substitute an injured player.
  - d) Male players are allowed to play only the following positions:
    - (i) Centre (C) (ii) Goal Shooter (GS) (iii) Goal Keeper (GK)
  - e) A minimum of 1 and maximum of 3 male players can be on court at all times.
  - f) All teams must be ready at the designated courts to start the games promptly. A team must have a minimum of 5 players on the court before a game can start otherwise that team shall concede a walkover to the opponent team.

## **4 ATTIRE**

- 4.1 When the colours of two teams are similar, the first named team in the fixtures shall change their bibs to a different colour.
- 4.2 "Playing bibs" must be clearly displayed both in FRONT and at the BACK of the T-shirt/blouse to enable umpires to see whether a player is in off-side position. Any teams that fail to comply with this rule will be disqualified.

4.3 Players must not wear jewellery, watches or fancy rings. If wedding rings are worn, they must be taped.

#### **5 ORGANISATION OF THE GAME**

5.1 The use of unlimited substitutions from a full squad up to 12 is permitted.

5.2 The umpire is no longer required to say 'Play' at a Throw-In.

5.3 Rules governing coaching from the sideline during the game and at injury stoppages have been removed.

5.4 The clock will not stop in event of injuries.