



## 2016 U.S. Open Netball Championships™ Rules

All matches will be played in accordance with the International Rules of Netball as adopted as of 1 January 2016, unless otherwise indicated.

### 1) Divisions:

There will be three (3) divisions of competition: Ladies Division I, Ladies Division II and Mixed Division I. Competition will be round robin.

The Ladies teams will be split into two (2) pools (Pool A and Pool B) and the Mixed teams will be in a single pool. Saturday games will be seeding games, with every team playing every other team within their pool. At the end of Saturday, each of the top 4 teams from Ladies Pool A and Ladies Pool B will form Ladies Division I. The remaining teams will be placed into Ladies Division II. The Tournament Seeding Committee will use the points achieved by each team to identify the top 4 (should there be a tie refer section 2 below). The Seeding Committee's decision are final.

### 2) Point allocation:

3 points awarded for a win

1 point for a draw

0 points for a loss / forfeit

In the event of a tie in the standings after the seeding games, the tie breaker will be:

1. Head -to-Head (the team which won the game between the two (2) teams)
2. Goal Differential (the team with the higher Goal Differential - defined as the total number of goals scored minus goals conceded)
3. Goals For (the team with the higher Goals For – defined as the total goals scored)

Only finals will have extra time played for draws. Extra time will be five (5) minutes each direction for two (2) halves with a one (1) minute break between halves. If teams are tied at the end of Extra Time, the teams will continue play in an Extra Extra Time with no clock, until one team leads by two (2) goals, with such team being immediately declared the winner.

### 3) Match Rules:

Round Robin Seeding Games on Saturday - Ladies and Mixed Teams will be 2 x 8 minute halves with a one (1) minute break. Teams will switch ends and substitutions are allowed during this break.

Playoff Games on Sunday – All games will be 2 x 12 minute halves with two (2) minutes break. Teams will switch ends and substitutions are allowed during this break.

Coin Toss – Captains are required to execute the coin toss and report results to both umpires and score desk before start of game.

Warning Whistles - Teams will be notified when there are 30 seconds and 10 seconds remaining prior to the start of each game and the end of an interval. At the 30-second warning whistle, teams must move into playing positions for start/re-start of play and be ready at the 10-second whistle.

**Note: Teams must be ready by half-time of the preceding game on the court which that team is scheduled to play. As soon as the preceding game finishes, teams have two (2) minutes to take the court, ready to commence play, otherwise penalties as outlined below will come into effect.**

**Teams who have just finished playing must hurry back to team benches and clear the area immediately following the final siren. Teams may cool down, debrief, congratulate the other team, take pictures, etc. in the general seating area, in the bleachers by Court 1, or outside the playing areas.**

Injury Time - Due to running a central time clock, no additional time will be played for injury stoppage on any court.

- If a player calls injury time that player must leave the court immediately and has thirty (30) seconds to do so. If teammate calls for injury time, the player for whom injury time was called must leave the court and has thirty (30) seconds to do so.
- The team trainer is the only person allowed on court for an injury, with the sole purpose of determining if the injured person can safely leave the court. No treatment on court is allowed – treatment must be delivered off court.
- The injured player may be substituted at that time or they may choose to remain off court, and come back in to play as per the International Netball Rules.

Blood Rule - Should a player be bleeding or have blood on their uniform, the umpires will stop the game at the first available opportunity to check that player for blood. If a player has blood on them (theirs or someone else's) or on their uniform, the player must immediately leave the court and has thirty (30) seconds to do so. That player may not return to the court until the blood has been cleaned up, and in the case of the uniform having blood, may require a uniform change.

Penalties -

- If a team fails to take the court by the start/re-start of play, the Umpire shall penalize for deliberate delaying of play.
- If a team fails to take the court within thirty (30) seconds of the designated time for start/re-start of play, Umpires shall award the game to the non-offending team.

#### **4) Teams:**

Team Players - Each team may list for each game up to twelve (12) registered players. Teams are allowed to register an unlimited number of players. However only 12 players may be registered for each game and are able to sit on the team bench, other players must sit with the crowd. Each player for that game must be listed on the official Team Sheet for that game. A player may register for one (1) team only. A mixed team must have a minimum of one (1) male player and may have up to a maximum of three (3) male players on court. Only one (1) male player may be in each third of the court allocated as follows: GS or GA; C, or WA or WD; and GK or GD.

Team Officials - Each team may have on the bench for each game the following five (5) officials: one (1) registered coaches/manager, one (1) registered trainer, and up to three (3) additional officials. All team officials must be listed on the Team Sheet for that game and must be a registered U.S. Open participant. Team officials will be given colored wrist bands to identify them as team officials; these wrist bands must be worn during games for the person to be allowed on the bench. Umpires will remove any official on the bench without a wristband.

Note: a person may be registered as a player on one team and as an official (coach for example) on another team. In this instance, Tournament Officials should be notified of this person's dual status upon check in at the tournament, and such person must wear appropriate attire based on the role for that particular game (in team uniform as a player, or with team clothing, a polo for example as an official. A coach/player who is in a coaching role for a team must not be wearing a playing uniform).

Team Bench - Only team players and team officials are allowed on the court or on the team bench during games. All seventeen (17) persons (twelve (12) players and five (5) officials) must be listed on the official Team Sheet for that game.

Team Sheets and Team Substitutions - Each team must submit its Team Sheet to the Officials Desk thirty (30) minutes prior to the start of the game. No late Team Sheets will be accepted. Player substitutions are allowed until the conclusion of each game. When a player is substituted, the Substitution Sheet must be completed and turned in to the Officials Bench within one (1) minute of the end of half-time for Sunday play-off matches and within 30 seconds of the end of half-time for Saturday seeding matches.

- Unregistered Players and Officials are not allowed on the court or team bench at any time.
- If an unregistered player is found in either of these situations the team will forfeit that game.
- Only team members (coaches/trainers/players) scheduled for that game may sit on the team bench during game time. In the event of a dispute, the approved Team Sheet for that game shall prevail.
- If a Club has multiple teams, only the team scheduled to play can be on the team bench.
- If a team has more than twelve (12) registered players, only the up-to-twelve (12) players listed on the submitted Team Sheet for that game may sit on the team bench. All other team members must sit as part of the crowd.

Protective devices - Player safety is always paramount. To ensure safety for all players, any protective devices worn by players, such as wrist guards, elbow pads, knee braces, etc., must meet the following standard: any such protective device must be covered by sufficient padding such that there is no exposed metal, hard plastic, or other mechanical device exposed. Sufficient padding would be one-quarter inch or greater. All such devices should be brought to the attention of the umpires prior to the commencement of each game. The allowance of such devices shall be at the sole discretion of tournament officials.

Other Uniform Regulations - As is standard with international netball rules, no jewelry is allowed with one exception: a wedding ring must be taped sufficiently such that it cannot harm another player. To be clear: a fitbit or other similar device is considered jewelry and is not allowed, whether on the wrist/ankle/etc., under a sweatband or not.

## **5) Tournament Officials:**

Game Officials shall be allocated by the US Open Tournament Umpires and Officials Director. Umpires will be required to wear the provided Netball America Umpiring uniform. Officials will be required to wear tournament shirts.

Umpires - Game umpires are required to have at least a national B grade Netball America badge, unless otherwise approved in advance of the tournament.

Timer - Each court will have an electronic score board. Court 1 will have its own individual time. Courts 2, 3 & 4 will run off one central timer, with all games starting and ending on the whistle of the center court (#3) umpire.

Scorekeeper. All four (4) courts will have separate official scorekeepers. Electronic scoreboards will be used. At no time shall any such manual or electronic scorekeeping device be the official score of any match. In the event of a discrepancy, the official game Score Sheet from the Officials Bench shall prevail.

**6) Alcohol Policy:** Regulations do not permit possession or consumption of alcoholic beverages in public areas.

**7) Tobacco Policy:** Smoking tobacco and carrying lit tobacco products is prohibited in all buildings. Smoking must be at least twenty-five (25) feet of building entrances/exits.

**8) Animals Prohibited:** Only properly trained and certified service animals are allowed inside the facilities.

**The decision of the tournament organizers shall be final and without appeal.**

### **BY-RULE 1a – CODE OF BEHAVIOR**

a) All players, coaches, manager, umpires, bench officials, and tournament personnel are required to participate in representative games in a manner that enhances the image of the game. The following summarizes the expected Code of Behavior for the separate groups of participants:

#### **MANAGEMENT**

- Never allow any player or spectator to spoil the enjoyment of the others.
- Give total support to all umpires and officials.
- Promote sportsmanship and fair play.
- Know the rules and help the players to learn them.
- Make sure all the teams have correct uniform.

#### **PLAYER**

- Play by the rules.
- Never deliberately foul or provoke an opponent.
- Never argue with an umpire, official or another player.
- Play the game in the spirit of sportsmanship.
- Respect your opponent.
- Make sure you have correct uniform for each game.
- Assist your captain by being on time and by playing to his/her instructions.

#### **CAPTAIN**

- Lead your team by example. You are responsible for the on and off court behavior of the team.
- Never allow a member of your team to argue with an umpire, official or player.
- If you disagree with a rule or an official, voice your opinion constructively through the correct channels.
- Confirm that your team is in correct uniform before your game.

b) Any person infringing the above Code of Behavior may be the subject of a Disciplinary Hearing by Tribunal or Board or a joint hearing of both.

c) Clubs will be held responsible for the misconduct of spectators who can clearly be identified as being associated with the club.

### **BY-RULE 1b - CODE OF CONDUCT**

a) Every person: spectator, player, club member, official, participant, administrator, coach, parent or member involved with our sports should work to ensure:

- Inclusion of every person regardless of their age, gender or sexual orientation.
- Inclusion of every person regardless of their race, culture or religion.
- Opportunities for people of all abilities to participate in the sport and develop to their full potential.
- Respect is shown towards others, the club and the broader community.
- A safe and inclusive environment for all.
- Elimination of violent and abusive behavior.
- Protection from sexual harassment or intimidation.

b) Penalties will be issued once the breach has been confirmed through an appropriate process. The following behaviors are considered breaches of the code:

- Violent or abusive behavior towards another person.
- Discrimination against another person based on their age, gender or sexual orientation.
- Discrimination against another person based on their race, culture, religion or any other irrelevant personal characteristic.
- Sexual harassment or intimidation of another person.
- Victimization of another person for exercising their right through the code of conduct.