

Minis League Rules & Regulations

Participant's **personal injury insurance is not provided** by Minis Netball Ltd. Minis Netball Ltd only provides Public Liability Insurance. If participants wish to be insured, they are advised to arrange their own personal injury insurance to cover them participating in our leagues/events.

A first aid kit and qualified first aider will be on site throughout the event.

Duration

Games will be the allocated 35 minutes in total, inclusive of break time. All games will be centrally timed by the League Manager.

Players

1. Players must not wear any jewellery during play. Failure to remove jewellery may result in the player not being allowed to participate.
2. Players nails need to be smooth and short

Players must follow the Minis Netball Ltd leagues [player code of conduct](#)

Officials

1. Minis Netball Ltd will provide at least one qualified and or/experienced umpire to officiate the game, alongside a development or learner umpire.
2. Players need to respect any decision given by the umpire.
3. No descent will be tolerated towards umpires and will result in players being banned from participating in the tournament.

Parents/Spectators

Spectators are expected to follow our [parent code of conduct](#) at all times

Timing

1. Games will be played in 4 x quarters of 7 minutes
2. Total allocated time per fixture is 35 minutes.
3. There will be a 1 minute rest period between quarters
4. Games will start at the arranged time and any teams late will forfeit a goal every minute until they arrive.

Scoring

Points Awarded

A Win – 3 points

A Draw – 1 point

A loss – 0 points

Rotations

In the Minis 5-a-side league, players must rotate positions throughout the match, using our [Minis rotation sheets](#).

Only 2 boys can be on court at the same time and they must play positions at opposite ends of the court. This is highlighted on the Minis league rotations sheets, which all teams must follow.

Ringers

Teams must have no more than 2 fill in players or 'ringers' on court by the start of the game to constitute a match (must have a minimum of 3 registered players and only allowed a maximum of 2 ringers). If not, the team will LOSE ON FORFEIT and incur a 10-0 loss on the results table.

Forfeit rules

1. Teams are allowed 5 players on the court at any time and can have as many players as they like in the squad.
2. A team that is fielding 4 or less players five minutes after the game has started will forfeit the match.
3. A team can play with 5 players. one of them MUST be centre.
4. Teams will incur a 10-0 loss for forfeiting the game.
5. If both teams forfeit the game, it will result in a 0-0 result on the league table.

Gameplay rules

Start of Play

1. The Captains shall toss for choice of the goal end or first centre and notify the umpires of the result at the start of the game.

Centre Pass

1. All players must be in their respective goal third for the centre pass.
2. When the centre who is taking the pass steps in the circle with wither one or two feet the whistle shall be blown and if any players are offside then a free pass will be given.

Out of Court

1. If the ball touches the ground out of the court it is out.
2. If the ball touches an object or a person in contact with the round outside of the court then it is out.
3. If the ball hits the goal post and stays in the court then it is NOT out of court.

Offside

1. If a player enters any area that is not designated for their position they will be judged offside.
2. However a player may reach into another area to retrieve the ball but their feet must not step into the area.
3. A free pass will be given if a player steps into an area that is not designated for their position.

Contact

1. As this is a fun development league, only limited contact/contest will be tolerated.

2. Accidentally or deliberately and a penalty pass or shot will be awarded.

Obstruction

1. A defending player can try and intercept or defend the ball as long as they are 3 feet away from the player with the ball.
2. Defending players can jump upwards or towards the player with the ball as long as they stay 3 feet away.
3. The defender is not obstructing if their arms are outstretched to: Catch the ball, intercept the ball or to deflect the ball.
4. A penalty pass or shot will be given when its applicable.

Injury

1. In the event of an injury, play will be stopped by the umpires and the injured player must vacate the court immediately. No injury time will be given.

Playing The Ball

1. A player may catch the ball, or direct it to another player, having bounced the ball once.
2. A player may only throw the ball from a standing position
3. A player cannot kick the ball
4. A player cannot strike the ball with their fist.

Penalties

1. The penalized player must not attempt to take part in the play until the ball has left the hands of the thrower.

Toss Ups

1. The two players going for the toss-up must have their arms by their side and be stood 3foot away.
2. The ball can be caught or batted in any direction once the umpire releases the ball into the air.

Contest

1. If the umpire feels that each player has committed to the same ball and reached it at the same time. The whistle will not be blown and play will continue and only if the players do not let go of the ball the whistle will be blown and the umpire will do a toss-up.