

RULE TIPS FOR THE FINALS SERIES

Jewellery (Rule 1.4)

- Taping of jewellery is not allowed except for wedding band &/or medical alert bracelet. Newly pierced ears, nose and other facial piercings are not permitted to be taped. The jewellery is to be removed.
- No adornment that may endanger player safety shall be worn.
- Fingernails are short & smooth. Taping of fingernails is not permitted. Gloves are not permitted - unless medical certificate provided.
- Players are to be in their registered club uniform. No bike pants are permitted under skirts - unless medical certificate provided.

Scorers and timekeepers

Both teams are required to provide 1 x Scorer each and 1 x Timekeeper each. The Timekeeper is not to be the scorer. Both Timekeepers are to share 1 x timepiece, preferably a stopwatch and stand near the Scorers.

The role of the Timekeeper is to hold time when instructed by the Umpire who shall blow the whistle to stop play for an injury/illness/blood. To restart play the Umpire shall signal to the Timekeepers and blow the whistle for play to be resumed.

The Timekeepers shall ensure that the time lost is noted on the score sheet and the noted time, up to a total of 5 minutes, is played at the end of the last quarter.

The Timekeepers shall start the injury time as soon as the bell has gone for the end of the last quarter and shall move behind the Umpire when there is 10 seconds of the injury time left to play and then clearly call 'Time Umpire' when the noted time has been played.

Stoppage for Injury or Illness or Blood Policy

- After a call for time by an on court player, (or in extreme circumstances by an umpire if umpire considers injured/ill player unable to call time and is in need of treatment) play may be stopped for an injury or illness, although the decision to stop play shall be at the discretion of the Umpire – player safety is paramount – please use your commonsense when umpiring young players.
- When a player is injured or ill the first stoppage of up to 2 minutes per team per quarter is allowed from when time is called, to decide whether the injured/ill player is fit to continue play. This decision shall be left to the team's officials.
- For each subsequent stoppage per team, per quarter the injured or ill player MUST leave the court and has 30 seconds to do so. Injured player must be treated courtside and not on court. Injured/ill player may immediately be substituted or position may be left vacant for injured player to return to the game – after notifying the umpire.
- During stoppage for injury/illness both teams may make substitutions and /or team changes if desired. However the injured / ill player of the team that requested the stoppage must be involved in any substitution or team change for that team. The opposing team may make any substitutions or team changes.
- To restart play the Umpire shall signal the timekeepers and blow the whistle for play to be resumed
- The game is continued from the spot where the ball was when play stopped etc.

Coaching of players may occur during the stoppage. Once the injury has been dealt with the game must recommence, umpires do not have to wait for the 2 minutes to be completed.

- After a stoppage for injury or illness, when no substitution is made for a player unable to resume play, the injured or ill player may not enter the game while play is in progress but, after notifying the Umpire may take court:

Immediately after a goal has been scored. In this case the player must play in a position left vacant by the team;

At a stoppage for injury or illness;

Immediately following an interval

The presence of blood is not an injury or an illness but once it has been noticed and called by an on court player or the umpire,

then the stoppage is for up to 2 minutes and is not recorded against a team.

Drawn Game

In the event of a drawn game

At full time any injury time (up to a maximum of 5 minutes) is played.

Then in the event of a drawn game the team manager is to arrange for Control to be advised of a drawn game

The game will then continue (with centralised timing) for 2 x 5 minute halves

The teams will change ends prior to the commencement of extra time. Substitutions & team changes are allowed

At half time the teams change ends, no interval, play continues immediately no team changes or substitutions are permitted. Centre pass taken by team entitled to next centre pass.

All other rules of the game apply (up to 2 minutes allowed for first injury per team, subsequent injuries shall not exceed 30secs,

injured player must leave the court and be treated courtside. (Both halves are treated as a whole quarter). Stoppages for injury

or illness are permitted as per normal injury time rules and the additional time, up to a total of 5 minutes maximum for THE

GAME will be played at the end of the 2nd half.

At the end of the extra time if the game is still drawn then play will recommence with a centre pass until one team is leading by 2

goals. This team will then be deemed the winner; UNLESS IN THE GRAND FINAL where joint winners are declared if the game

is still drawn after extra time.