

SUBWAY THUNDER CUP

CONDITIONS OF PLAY AND COMPETITION RULES

Please ensure you read the following carefully, as your school agrees with and is bound to these terms and conditions by participating in Subway Thunder Cup.

Procedures:

- Team nominations will be completed via PlayHQ. All players must be registered to the team they are playing for.
- Teams to sign in on arrival at Netball SA Stadium. Please ensure all members of the team are court side and warmed up ready to start at 4:30pm.
- A nominated delegate from the school is to collect the score card.
- Each school is to supply their own team(s) bibs, netballs, whistles.
- Schools are to provide a match official to score the match. After the match, the umpire must return score card to the duty room.
- Schools are responsible to provide all first aid for their students, including the provision of ice.
- Teams will receive two points for a win, one point for a draw and zero for a loss, forfeit and a bye.
- Subway Thunder Cup is a fun and safe participation-based competition and as such teams will not participate in a final series.
- Upon completion of the competition teams will receive a certificate of participation.
- Subway Thunder Cup seeks to provide a safe, fair and inclusive environment for everyone involved in netball. To achieve this, Netball SA (NSA) require certain standards of behaviour of players/athletes, coaches, officials, administrators, parents/guardians and spectators. Please make yourself familiar with the [Netball Australia National Codes of Behaviour](#).

Competition and match duration:

- During a match, a minimum of five and a maximum of seven players from a team may be on the court at any time, one of whom must play as centre.
- All matches will be centrally timed.
- Teams will be notified of a two-minute and thirty second warning before the start of each game.
- A match consists of four quarters, each of ten minutes playing duration, with an interval of two minutes between the first-second and third-fourth quarters. The half time interval is four minutes.
- Teams to change ends each quarter and teams will be given a thirty second warning prior to the start of the match and following quarters.
- Each team must list its participating players full names on the scoresheet before each match.

Modifications:

- Teams in the year 3/4 grade will play with the following modifications:
 - A size 4 ball.
 - A lowered goal post height (2.4meters).
 - A player shall be given up to four seconds to release the ball.
 - A player when in possession of the ball can shuffle on the spot, without moving down the court.
 - Coaches may move along the sideline to provide positive feedback; however, they must not interfere with the umpires at any time.

Injury time:

- No time is allocated for injuries sustained during the match.
- For injury, illness or blood the umpire shall call time for the player to be removed safely from the court. Once the player has left the court, play will restart.
- During this stoppage, substitutions and/or team changes can be made **promptly** provided the injured/ill player has been removed from the court.
- All treatment for the injured/ill/blood player must be treated off the court.
- In the event of a serious injury and if the player cannot be removed from the court, umpires can move the game to a free court. No extra time is added to the game.

Player Eligibility:

- If the number of age-appropriate players cannot fill a team, a younger age player may play in an older grade to fill the team.
- If the number of age-appropriate players cannot fill a team, an older age player **may not** play in a younger grade to fill the team.
- A school may seek an exemption for a player where a participant does not meet the above eligibility criteria.
- If an ineligible player is played, a team forfeit may occur at the discretion of NSA.
- Teams may be of mixed gender.

Match Cancellations:

- Matches will continue during wet weather. In the event of extreme weather, NSA may cancel the round.
 - NSA will notify the nominated Thunder Cup delegate should the matches be cancelled by **1:30pm on match day**.
 - NSA will endeavour to reschedule cancelled matches, if matches are unable to be rescheduled each team will receive 1 point.
- If a team wishes to forfeit a match;
 - NSA must be notified by the school by **1:00pm Thursday of the week**, failure to do so will result in a \$50.00 fine.
 - NSA will notify the opposing team by 1:30pm.
 - The forfeiting team will incur a 0-20 loss and the match point will be awarded to the non-forfeiting team.

Umpires:

- NSA is responsible to provide an umpire for each team for the duration of the competition. Schools may nominate Umpires into the pool.
- If a school is nominating an Umpire into the pool, schools should ensure the umpire/s are of a suitable standard to the grade they are umpiring.
- Umpires must be dressed in appropriate attire - supplied Coloured (green) shirt or white top/jumper, pants/skirt and sneakers. School Uniform is not to be worn when umpiring.
- If a team would like to provide feedback on an umpire's performance, please contact Thunder Cup Administration at NSA via email (thundercup@netballsa.asn.au) after the completion of the match.
- Netball SA expects Umpires to be treated with respect as per the [Netball Australia National Codes of Behaviour](#). If inappropriate behaviour is displayed Netball SA personnel may request you to align your behaviour in accordance with the National Codes of Behaviour (as above).