



NETBALL FAST 5s (open)

2016

AUS Netball Fast 5s competitions are conducted in accordance with the rules of [Netball Australia Fast Fives rules](#) except where these differ from AUS sports rules; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 7
- Maximum registered players – 10
- Maximum cross registrations – 0
- Minimum number of players that can take the field without incurring a forfeit – 5

2. Game time/duration

- 2.1. All games will be 4 x 6 minutes in duration with 2 minutes between quarters.
- 2.2. A summary of game time/duration is also available via [AUS supplement – game times summary](#).

3. Point score

- 3.1. Points for each match shall be awarded as follows;
- Winning team: 3 points
 - Drawn match: 2 points per team
 - Losing team: 1 point
 - Forfeited team: 0 points
- 3.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
- a) Difference in points scored (for and against) in all pool games
 - b) The percentages based on the total points scored for and against in all pool games
 - c) Result of round game/s of the teams on same points
 - d) Percentages based on their points for and against in the games in which they played one another

4. Drawn matches

- 4.1. If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 3.1.
- 4.2. If progression or medal matches are drawn at the end of normal time, play will recommence for a period of one minute.
- If there is one team in the lead at the end of this extra time, they will be declared the winner
 - If the scores are tied at the end of extra time, play will continue until one team scores a goal
 - Power play is not applicable to be used in extra time

5. Forfeits

- 5.1. Netball Fast 5s is run under the [AUS Guideline – forfeit of competition requirements](#).
- 5.2. A forfeit will be declared 5 minutes after the scheduled start of play where either team is unable to commence play.
- 5.3. The forfeit score is 20 goals to nil (0).
- 5.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
- 5.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

6. Uniform requirements

- 6.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 6.2. The specific uniform requirements for Netball Fast 5s are as per the national sporting organisation standard with the following AUS uniform requirements:
- Shirts, skirts and/or shorts
 - Sports briefs must be the same colour and style
 - Bodysuits are permitted
 - Teams require two different coloured sets of bibs
 - Playing position initials need to be on both front and back and between 100mm and 150mm high
- 6.3. Minimum uniform requirements for AUS events must be met:
- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
 - Long or sharp fingernails are to be trimmed short
 - All participating competitors are to be correctly attired in appropriate, matching team uniforms
 - Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
 - All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
 - Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
 - All participants must retain the one number throughout the tournament (if numbered jerseys are used)
 - Numbers on shirts are restricted to one or two digit numbers
 - Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

7. Team duties

- 7.1. Team duty requirements for Netball Fast 5s are:
- One person from each team competing in the current match to assist with timing and scoring
- 7.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.
- 7.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).

8. Award ceremonies

- 8.1. Medal ceremonies will be held at the end of the competition.
- 8.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd or 3rd in the competition.

Previous rule amendments

New rule in 2016