

Edinburgh University Sports Union

Intramural Netball Rules

1. Sports Union

Edinburgh University Sports Union is responsible for administering the IMS leagues and as such, all decisions taken by the IMS Committee (following consultation with VPIM or the IM coordinator) are to be abided by. The SU reserves the right to ban any participant from taking part in IMS activities for continued breach of code of conduct rules.

2. General conduct

Players should all wear footwear appropriate for the pitch surface and ensure the area round the pitch is left tidy. The IMS leagues are run in the spirit of good sportsmanship and this should be upheld in matches. Participants in IMS activities are representatives of Edinburgh University and as such, the conduct of players should be a credit to the University and not cause for complaint.

3. Cancellations

In order for games to be considered for rescheduling, they must be cancelled at least 72 hours in advance of their start time. If you need to cancel a game you must contact all of the following:

1. Either the Coordinator - Competitions (polly.pearse@ed.ac.uk) or Sport Participation Activator (callum.ball@ed.ac.uk)
2. Either the Vice-President Intramural (esus.vpim@ed.ac.uk), the IM Coordinator (esus.imcoordinator@ed.ac.uk) or the IM Netball Officer (esus.imnetball@ed.ac.uk)
3. The Opposition Captain

Failure to give at least 72 hours' notice to all parties will result in a forfeit which includes the recording of a 5-0 defeat and a deduction of 3 points.

Failure to give more than 72 hours' notice for cancellations on 3 occasions throughout the year will designate the team at risk of disqualification from the league under the discretion of the Coordinator - Competitions.

It is very important that these cancellation procedures are abided by, as failure to do so will risk the wider allocation of pitches to Intramural Sport being cancelled.

4. Results

Results should be reported as soon as possible after the game to allow League tables to be updated promptly.

The deadline for results to be reported is 12pm the day after your fixture. BOTH teams are to report the results, regardless of the outcome, to ensure consistency and make sure they are reported on time.

If the result has not been reported by the end of the season's allocated fixtures, a 0-0 result will be allocated.

Each Team must supply one umpire for each match. These umpires can be playing provided they are not actively involved in the game whilst officiating. Alternatively an external umpire can be agreed upon and organised prior to the match by the team captains. The teams are hence responsible for any fee charged by the umpire, which should be agreed prior to the match.

5. Membership

All individuals taking part in Intra-Mural competitions must purchase a Sports Union Membership available on the SU website <https://www.eusu.ed.ac.uk/organisation/IntraMural/>

6. THE GAME RULES

- A maximum of ONE 1st team player is allowed on pitch at any one time
- No Professional or Semi-Professional players are allowed to take part.

7. Court areas

- Offside: Player moving out of own area, with or without ball (on a line counts as within either area)
- Over a Third: Ball may not be thrown over two transverse lines without being touched
- Out of Court: Ball is out of court when it contacts anything outside the court area (not the goalpost). The ball is returned into play by a Throw-In taken from a point outside the line where the ball left the court. The player stands with foot close to the line, and the ball must be thrown onto the court within three seconds.

8. Starting or Restarting the game

- The Players are responsible at the start and restart of play
- Centre passes are taken alternately by the Centre, after a goal has been scored. All players must start in the goal thirds except the two Centres. The Centre with the ball starts with either one or both feet in the Centre Circle (if on one foot then the other must not have contact with the ground outside the Centre Circle) and must obey the footwork rule after the whistle has been blown. The opposing Centre stands anywhere within the Centre Third and is free to move. The Centre pass must be caught or touched by a player in or landing in or jumping from a stance in the Centre third.

9. Playing the Ball:

- A player who has caught the ball shall play it or shoot for goal within three seconds
- A player may bounce or bat the ball once to gain control
- Once released, the ball must next be touched by another player
- There must be room for a third player between hands of thrower and catcher
- A player on the ground must stand up before playing the ball

10. Footwork - having caught the ball, a player may land or stand on:

- One foot – while the landing foot remains grounded, the second foot may be moved anywhere any number of times, pivoting on the landing foot if desired. Once the landing foot is lifted, it must not be re-grounded until the ball is released.
- Two feet (simultaneously) – once one foot is moved, the other is considered to be the landing foot, as above. Hopping or dragging the landing foot is not allowed.

11. Scoring a Goal:

- Only GS or GA can score – they must be completely within the circle when the ball is received in order to shoot for goal.

12. Toss up:

- This is administered for all simultaneous infringements. The two players stand facing each other at their own shooting ends with hands by their sides and the umpire flicks the ball upwards not more than 600m (2ft) in the air as the whistle is blown.

A FREE PASS is awarded for infringement of any of the preceding rules. It may be taken by any player allowed in that area, as soon as they have taken up a stationary position. (A player may not shoot from a free pass in the shooting circle).

13. Obstruction:

- Player with ball: The defenders nearest foot must be 0.9m (3ft) feet from the landing foot of the player with the ball, or the spot where the first foot had landed if one has been lifted. The defender may jump to intercept or defend the ball from this 0.9m (3ft) feet distance
- Player without ball: the defender may be close, but not touching, providing that no effort is made to intercept or defend the ball and there is no interference with the opponents throwing or shooting action. Arms must be in a natural position, not outstretched, and no other part of the body or legs may be used to hamper an opponent.
- Intimidation: of any kind, is classed as obstruction
- A standing player is not compelled to move to allow an opponent a free run, but dangerous play must be discouraged, e.g. moving into the landing space of a player already in the air or stepping late into the path of a moving player

14. Contact:

- No player may contact an opponent, either accidentally, or deliberately, in such a way that interferes with the play of that opponent or causes contact to occur
- A Penalty Pass (or Penalty Shot if in the shooting circle) is awarded for the above infringements taken from where the infringement occurred. The offending player must stand out of play beside the thrower until the pass or shot has been taken. Any opposing player allowed in that area may take the penalty.