TIN ALLEY NETBALL

melbourne university sport

TIN ALLEY NETBALL RULES

amended 2026 by MU Sport

The Tin Alley Netball competition will be conducted according to the rules of **Netball Australia** with specific competition variations listed below.

COMPETITION FORMAT

Netball is contested as a Round-robin tournament played over a specified period of rounds. Melbourne University Sport ("MU Sport") will endeavour to have teams play each other an equal number of times however this is pending competition entries and structure.

Fixtures for the competition can be found on the Tin Alley Sport Website.

In the first two rounds of the indoor competition, grading will take place. All teams will play in both grading rounds. After this point, teams will be placed into a grade with teams of similar ability.

COMPETITION ADMINISTRATION

Teams will be awarded

- +4 points per win/win on forfeit
- +2 points per draw
- 0 points per loss

Ladder positions are decided on total points. Where two teams are level on points the team with the higher percentage (%) shall be deemed the higher place getter.

MATCH DURATION

The competitions run in the evening and the weekly game times will be: 6:00, 6:45, 7:30, 8:15, 9:00, 9:45.

The game structure is as follows:

- 8-minute quarters
- 1-minute quarter and three-quarter time break
- 2-minute Half time break

Games shall comprise 4 x 8 minute quarters. Two minutes shall be permitted for half time and there shall be a 1 minute quarter time end swap between each quarter.

FINALS ONLY: In the case of a drawn match at the end of regular time, one extra period of five (5) minutes will be played with no change of ends from the end of the game. If there is a draw at the end of extra time, teams will play until one team leads by two (2) points, at this point the leader will be declared the winner.

PLAYER QUALIFICATION

All participants in the competition must be 17 years or older. For those participants under 18 a parent/guardian must sign the registration form.

All participants must complete the online registration form before taking the court; they will then be named on the weekly team sheet. Only once an individual is registered online will their games play count toward qualifying.

Players MUST be ticked on the match sheet to be recorded as having played in a particular game. There are no exceptions to this rule under any circumstances.

To qualify for finals a player must play minimum of three games. This may include one win by forfeit (provided the player has played prior to the win by forfeit).

Individuals may only play in one (1) game per night.

TEAM SIZE

Each team may name up to 13 players on any match day, of which all can take part in the game. The minimum number of players that can be fielded at the start of play without incurring forfeit is five.

In the mixed competition, there must be a minimum of two and maximum of three males to begin the game. Male players shall play one in each area of the court (i.e. mid court, goals, and defence). The combination is:

- GS or GA
- WA or C or WD*
- GD or GK

*Alternatively, if teams have two male players in the mid court, then they cannot have a male player in defence or goals for that same end of the court. For example:

- WA and C – cannot have a male in GS or GA
- WD and C – cannot have a male in GD or GK

MU Sport provides a safe and inclusive environment for all participants. Participants are free to participate in these competitions in a manner which best reflects their gender identity. Any discrimination based on gender identity, or behaviour which could be classified as transphobic, will not be tolerated.

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FORFEIT

If a team does not have five players to commence the game, it shall be penalised one goal for each minute it is unable to take the court until eight minutes has expired. After eight minutes has expired, the offending team will forfeit the game.

A forfeit score of 36-0 shall be recorded and the forfeiting team must pay the appropriate fines as listed below.

Melbourne University Sport require a minimum of 48 hours notice for a forfeit.
If less than 48 hours notice is given, then the forfeiting team will incur the following penalties:

- Penalty: game fees ($75 - indoor teams and $70 - outdoor teams)

Two forfeits within a season will result in teams being ineligible for finals.

UNIFORMS

As of round 3, all competitors within a team must wear t-shirts of a matching shade. T-shirts with different printing shall be acceptable provided they are matching colours.*

The uniform penalty (from round 3) is the equivalent of minus one goal per infringing player out of uniform. This will be applied by umpires at the end of the game. Teams can provide their own sets of bibs, or there are sets available to purchase from reception for $60.

No jeans or any footwear that is not deemed to be a sport shoe are allowed to be worn on the playing surface. Playing in bare feet is not permitted for safety reasons.

All jewellery must be removed before taking the court and nails must be kept short. Umpires will check each player before the game begins.

You may tape over any jewellery or long nails. Tape will not be provided, teams must provide their own.

**Note: MU Sport encourages all teams to wear identical t-shirts for ease of umpiring and reflects a well-organised team while being an accredited sports custom*

IN-MATCH SCORING REQUIREMENT

It is the responsibility of each team to provide 1 x nonplaying scorer for the match (this can be a player not on the court for that quarter of play)

The players from opposing teams are to sit at mid-court and operate the official scorecard and the scoreboard. The umpires will not score the match. Captains are required to sign the scorecard at the end of each match to confirm the score.

DISPUTE OF FINAL SCORE

If there is a dispute of the final score, the disputing captain should not sign the scoresheet, teams have 24 hours to submit via email supporting evidence the score is incorrect, which will be reviewed and adjudicated by MU Sport.

INJURIES

No time off for injury is allowed except in finals.

It is the responsibility of the team captain together with MU Sport to administer first aid when required, not the umpires.

All injuries must be reported to either the competition coordinator or to reception by the injured person/s or team captain. The injured player can be replaced by someone on the bench/scoring.

A bleeding player must leave the court immediately to receive first aid attention. When the bleeding has stopped the player may return to the court with the permission of the umpire. This player can be replaced by someone on the bench/scoring.

First aid is available at the Nona Lee Sport Centre reception.

EQUIPMENT

Game balls will be supplied by MU Sport. Each competing team is to supply its own practice balls. Each team must supply their own set of bibs or patches. Should bibs be required, a full set can be purchased from MU Sport Reception for $60.

By agreeing to participate in Tin Alley Sport, all athletes agree to abide by rules set out by MU Sport in this document and any other documents on the Tin Alley Sport website.

These rules and regulations are subject to amendment and change at any time with all updates noted and posted to the Tin Alley Sport website and relayed to team captains where possible.

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PLAYER BEHAVIOUR

Any player who is reported during a game by an umpire or staff will be suspended if found guilty by MU Sport.

CONDUCT	MINIMUM PENALTY
Abusive language	2 Weeks
Equipment abuse	2 Weeks
Fighting	Indefinite Ban
Facility abuse	2 Weeks
General misbehaviour	1 Week
Threatening an umpire	Indefinite Ban

Team misbehaviour may result in the team being removed from the competition and a possible indefinite ban. Players suspended are unable to enter the premises for any reason. Any violation of this will result in a charge of trespass and the Police notified.

RE-GRADING TEAMS

A team which, in the opinion of management, is graded incorrectly shall be re-graded after round 5 of a season or at any other time up to round 10 if necessary. A team which enters another grade shall go into the grade with the equivalent points carried over. This affects teams being graded up and down.

FINALS

In the event of a drawn final (including Grand Final) a period of extra time of five minutes shall be played until the winner is determined. If there is a draw at the end of extra time the match will continue until one team leads by two points at which point the leader will be declared the winner. Awards for competition winners will be given to ten players per winning team – extras can be arranged at a cost through the competition coordinator.

Finals matches will be played as below:
Semi Finals: A1 v A4; A2 v A3
Grand Final: Winner SF1 v Winner SF2

SAFETY/INSURANCE

As the sports played at MU Sport are of an 'active' nature with moving equipment and participants, all players must be aware that injuries and accidents may happen, and players play at their own risk.

MU Sport does NOT provide personal accident insurance cover for participants in the competition. MU Sport recommends that all participants in the competition have arranged their own private health insurance, including ambulance cover. By taking the court, any participants in Tin Alley Netball agree to these terms.

MU Sport does its best to make your playing time safe and enjoyable by providing a safe environment in which to participate. Don't contribute to the risk of injury by being reckless with equipment or careless with your actions.

It is the player's responsibility to familiarise themselves with the competition rules available on the Tin Alley Sport Website. Play games with logical caution and enjoy!

PARKING

There is no parking available on Melbourne University campus. Nearby parking is available on Swanston Street, Royal Parade, College Crescent or on Princes Park Drive. All are within 5 minutes walking distance of the Sports Centre.

PUBLIC TRANSPORT

Catch any tram that stops at the University of Melbourne stop and walk up Swanston Street to Tin Alley. Alternatively, the 1 or 8 tram turns/stops on Elgin Street which is the street that intersects Swanston Street and Tin Alley.

There is plenty of Bicycle Parking on Campus – bring your bike lock!

ROLLING SUBSTITUTES

Teams can make substitutions at any time during the game.
The rolling substitute stands beside the scorers table until their hand is tagged by the player leaving the court.
Play is not to be held up for a substitution. If play is delayed, the player will be penalised under Rule 19.2. "Delaying Play".
Players must observe the offside rule as they enter/leave the court.

CONTACT US

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