

KU RING GAI NETBALL
SEMI, FINAL AND GRAND FINAL GAMES
INJURY/ILLNESS & EXTRA TIME PROCEDURES

Please read both sides

INJURY/ILLNESS AND BLOOD TIME RULES: (as per the Rule Book)

1. An **on court** player may request for injury/illness or blood time
 - a) Umpire asks player concerned if they want time
 - b) Coaches, managers, parents or spectators cannot ask for time - only players on court can
 - c) Umpire may hold time under exceptional circumstances
2. Player concerned **must** leave court within 30 seconds
 - a) Player is treated **off court.**
 - b) If blood, umpire shall check the ball is clean
 - c) Umpire may extend time if it's required
 - d) Position replaced with substitute player within the 30 seconds or left vacant. If position left vacant is the centre, someone must move into that position
 - e) Both teams may make substitutions or changes within this time
 - f) All other players remain on court
 - g) Game resumes **straight away**, play restarts where ball was at stoppage. Player who time was called for (blood, injury or illness) **must be treated off court and cannot retake the court within the 30 seconds.**
3. Player who left the court may re-take the court at the next stoppage for illness/injury/blood or an interval ($\frac{1}{4}$ or $\frac{1}{2}$ time)
 - a) If position was left vacant, player may retake the court after a goal has been scored after *advising the umpire* or at another stoppage for injury/illness/blood or at an interval ($\frac{1}{4}$ or $\frac{1}{2}$ time)
 - b) If blood, *umpire shall check* that the player has had area *covered* and that any affected clothing has been cleaned/changed before player can retake the court
4. Appointed time keeper shall keep a record of all stoppages and shall ensure that someone notifies the KNA complex that extra time needs to be added onto the end of the game as below.

TIME KEEPERS & SCORERS:

1. Each team is to nominate a scorer for game as per usual competition rules
2. Scorers should stand together towards the middle of the court
3. **One timer is appointed for the game** (parent, spectator etc). The timer keeps track of all stoppages that occur for illness/injury/blood by timing the period the game has been stopped for.
4. The timer notifies the scorers of the time taken for illness/injury/blood and this is written on the score sheet. This **time is added onto the end of the last quarter.**
5. At $\frac{3}{4}$ time, if any time has been accumulated, someone from the game shall notify the KNA complex that an official timer is required
6. The official (neutral) timer will come to the concerned court and time the extra time to be played

7. When the final buzzer sounds, **play shall continue for the accumulated stopped time.** The neutral timer will notify the umpires when full time has finished.

8. Any injury/illness or blood time is added to the extra time

If there is a large margin in the game with around 10 seconds of extra time to be played and this is unlikely to affect the result, this extra time does not need to be played and added onto the end of the game.

EXTRA TIME FOR DRAWN GAMES:

1. If the game is close at $\frac{3}{4}$ time, someone from the game should notify the KNA complex that an official timer is required in case of a drawn result
2. An appointed official will be sent to the court
3. If after the final buzzer (and after the final umpires whistle) and any extra time for injury/illness/blood has been played the game is drawn, **extra time shall be played as follows**

a) For 10/11/12s grades extra time consist

- i. A period of **2 minutes** is timed to allow for teams to make any changes and substitutions
- ii. Teams change ends for the start of extra time
- iii. Any injury/illness or blood time during extra time is added to the second extra time half
- iv. Extra time consist of **2 x 5 minute halves** and begins with a centre pass
- v. After the first 5 minutes, time is called. There is a **1 minute** break. Teams may make substitutions/changes. Teams change ends and play restarts at the next centre pass.
- vi. At the end of the 2nd extra time half, if the game is still drawn the KNA official timer will notify the umpires to continue the game **until there is a 1 goal difference.**

b) For Inters, Cadets and Open grade games extra time consists

- i. A period of **2 minutes** is timed to allow for teams to make any changes and substitutions
- ii. Teams change ends for the start of extra time
- iii. Any injury/illness or blood time during extra time is added to the second extra time half
- iv. Extra time consist of **2 x 7 minute halves** and begins with a centre pass
- v. After the first 7 minutes, time is called. There is a **1 minute** break. Teams may make substitutions/changes. Teams change ends and play restarts at the next centre pass.
- vi. At the end of the 2nd extra time half, if the game is still drawn the KNA official timer will notify the umpires to continue the game **until there is a 2 goal difference.**