

RULE TIPS FOR THE FINALS SERIES

JEWELLERY (Rule 5.1.1(iv))

Players may not wear anything that could endanger themselves or other players, specifically:

- (a) No adornment or jewellery may be worn other than a wedding ring which must be covered with tape. Newly pierced ears, nose and other facial piercings are not permitted to be taped. The jewellery is to be removed.
- (b) A medical alert bracelet may be worn provided it is covered with tape
- (c) Fingernails must be short and smooth. Gloves are not permitted UNLESS medical certificate provided and note at control.
- (d) Hair must be suitably tied back.

Players are to be in their registered club uniform. No bike pants are permitted under skirts UNLESS medical certificate is provided and noted at control.

SCORERS AND TIMEKEEPERS.

BOTH teams are required to provide 1 scorer and 1 timekeeper each.

The Scorers are required to stand or sit together and can't be the timekeeper

The timekeepers are to share 1 timepiece, preferably a stopwatch and stand near the scorers.

The role of the timekeeper is to hold time for injury/illness/blood when instructed by the umpire, for the 30sec. and notify the umpires when 10sec. of the injury/illness/blood is left and stay with the umpire to let them know when this time is up. This is noted on the score board and totalled up at the last quarter letting the teams know that they are to play this time at the end, plus any other injury/illness/blood time from the last quarter. On the bell for the end of the last quarter timekeeper starts their stopwatch to play stop time and, when 10sec is on the stopwatch, moves behind the umpire to follow until ALL injury/illness/blood time is played and calls TIME UMPIRE.

RE: INJURY/ILLNESS OR BLOOD (Rule 9.3.1)

Umpires hold time for blood when noticed or for injury/illness when requested by an on-court player (in extreme circumstances the umpires may hold time without a request being made.)

The player concerned must leave the court within 30seconds and receive any treatment off the court. The timekeepers advise the umpires when 10seconds remain.

During the stoppage both teams may make substitutions and/or team change, provided these are completed within the time allowed for the stoppage by the umpires.

If no substitution is made for the injured/ill player, or for a player who is bleeding, play may resume with the positions left vacant. If the player is the Centre and no substitutions are made, one player must move to play as Centre to allow the match to continue.

If the position is left vacant the player concerned or a substitute may subsequently, after advising the umpire, take the court immediately after one of the following:

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- a. A goal has been scored (in this case the player or the substitute must play in the position left vacant)
- b. A stoppage for injury/illness or blood.
- c. An interval.

DRAWN GAME

In the event of a drawn game:

At full time, any injury/illness/blood time is played. If a draw, a team manager is to arrange for person to notify Control of what court the draw is on to arrange timing of the draw.

The game will then continue (with Centralised Timing) for 2 x 5 minute halves.

Teams will change ends prior to the commencement of extra time. At this time Substitutions and team changes are allowed.

Half time the teams change ends **no interval, play continues immediately, no team changes or substitutions are permitted. Centre pass taken by team entitled to next centre pass.**

Injury/Illness or Blood rule applies. Time to be played at the end of the 2nd half

If at the end of the extra time the game is still a draw then play will recommence with a centre pass **until one team is leading by 2 goals.** This team will then be deemed the winner.

UNLESS IN THE GRAND FINAL where joint winners are declared if the game is still drawn after extra time