

SOCIAL SPORT RULES

TABLE OF CONTENTS

1. GENERAL INFORMATION

[Spirit of Play](#)

[Code of Conduct](#)

[Forfeiture Rules](#)

2. RULES OF PLAY

[5-a-Side Soccer](#)

[Basketball](#)

[Basketball 3x3](#)

[Netball](#)

[Netball Fast 5's](#)

[Social Footy 9's](#)

[Spikeball](#)

[Touch](#)

[Ultimate Frisbee](#)

[Volleyball](#)

SPIRIT OF PLAY

All players are responsible for adhering to the rules. The responsibility for the spirit of the game is on every participant, player, and spectator. A high level of competition is encouraged, but results should not have greater importance than social outcomes. The outcome of play should never sacrifice the mutual respect between players, adherence to the agreed upon rules of the game, or the joy to play.

PLAYER'S CODE OF CONDUCT

UWA Code of Conduct can be found [here](#).

Our stance is zero tolerance for violence, zero tolerance for discrimination, and zero tolerance for sexual misconduct.

FORFEITURE RULES

- 6.1. Team forfeits must be communicated to the UWA Sport Reception on 6488 2286, or at programs@sport.uwa.edu.au, prior to 4pm on the day of the competition.
- 6.2. All teams who forfeit a game will be required to pay a forfeit fee equivalent to your weekly game fee. This must be paid **before** the team's next scheduled game.
- 6.3. Teams who do not inform UWA Sport of their forfeit prior to 4pm, does not show up for a game or are more than 10 minutes late to a game, will incur a penalty fee which is the equivalent of two (2) weekly game fees. This includes the forfeit fee (weekly game fee) plus an additional game week fee.
- 6.4. A forfeit will be incurred should a team be unable to field the required number or gender ratio of players as per each sport specific rules.
- 6.5. Forfeits will be recorded as a loss on the results tally and the team who forfeited will receive zero points. The team forfeited against will receive 3 points.
- 6.6. For those teams who are forfeited against, UWA Sport will provide you with a refund for the forfeited game (equivalent to the team weekly game fee). The refund will be processed at the end of the competition.

5-A-SIDE SOCCER

PLEASE NOTE: Social Sport competition rules are based on FIFA Officials rules found at www.fifa.com

However, due to the nature of Social Sport competitions, some changes or additions have been made.

These are listed below:

Playing Area and Length of the Game

- 1.1 UWA Crawley campus- Riley Oval or UWA Sports Park
- 1.2 Games comprise of two (2) eighteen (18) minute halves with a two (2) minute break at half time

Players

- 1.3 The maximum number of players on field at any given time is five (5), one (1) of whom shall be the goalkeeper
- 1.4 Minimum number of players on court without forfeiting is four (4) For mixed competition only:

	Min	Max
Male	1	3
Female	2	4

- 1.5 If a team has an incorrect ratio they must play:
 - 1.5.1 With fewer total players - three (3) male and one (1) female
 - 1.5.2 Or a 'friendly' game with the incorrect ratio, assuming an automatic loss. The umpire and both team managers must agree on the automatic loss prior to the start of the game
 - 1.5.3 In both circumstances, both teams are required to pay their regular game fee

Substitution of players

- 1.6 During the course of the game, each team may use an unlimited number of substitutes.
Substitutions may take place only during breaks in play and with the permission of the referee

Draws

- 1.7 In the event of a draw during regular season games the score will stand as a draw
 - 1.8 In the event of a draw during a Semi Final or Grand Final only, the game will be decided by a penalty shootout consisting of five (5) players per team
 - 1.9 If scores are still tied after each team has completed their five (5) penalties, then 'sudden death' penalties will apply. The same players must take the penalties in the original order
 - 1.10 Players sent off during regular time will not be permitted to take part in penalty shootouts
-

General Rules

- 5.1 No slide tackles are permitted

Cards

- 5.2 A player will be shown a yellow card as a warning for misconduct for actions including non-sportsmanlike behaviour, dissent by word or action, persistent infringement of the laws of the game, delaying the restart, or deliberately leaving the pitch without the referee's permission
- 5.3 A player will be shown a red card for being guilty of serious foul play, violent conduct, spitting, using offensive, insulting or abusive language, or if they receive a second caution in the match. Excessive unsportsmanlike conduct may also result in a red card, to be administered at the referee's discretion.
- 5.4 If a player commits a second yellow card offence within the same game, or commits a red card offence - they must exit the game IMMEDIATELY (not to be replaced by another player)
- 5.5 Further action may be taken for serious incidents and repeat offenders, including suspensions or ejections from the competition. Please see the Social Sport By-Laws Player and Spectator Code of Behaviour for a detailed breakdown of infringements and penalties

BASKETBALL

Please Note: Social Sport competition rules are based on rules found at: www.fiba.com/thegame/rules

However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below:

1. The Playing Area and Length of the Game

- 1.1 UWA Recreation and Fitness Centre Sports Hall
- 1.2 Games comprise of two (2) eighteen (18) minute halves with a two (2) minute break at half time
- 1.3 Teams are permitted a one (1) thirty (30) second time out per half, however the game clock will continue to run during this time
- 1.4 Time outs cannot be taken in the last three (3) minutes of each half

2. Players

- 2.1 The maximum number of players on court at any given time is five (5)
- 2.2 The minimum number of players on court without forfeiting is four (4)

For mixed competition only:

	Min	Max
Male	1	3
Female	2	4

- 2.3 If a team has an incorrect ratio they must play:
 - 2.3.1 With fewer total players- three (3) male and one (1) female
 - 2.3.2 Or a 'friendly' game with the incorrect ratio, assuming an automatic loss. The umpire and both team captains prior to the start of the game must agree upon an automatic loss
 - 2.3.3 In both circumstances, both teams are required to pay their regular game fee
-

3. Substitution of players

- 3.1 Substitution of players can only occur on stoppage of play
 - 3.2 If a late player is coming on court after the game has started, he/she will only be allowed on court at a stoppage of play. The referee must be notified of a new player coming on court
 - 3.3 If a player is injured during the game and unable to continue, a substitution player is able to come on court to replace the injured player
-

4. Draws

- 4.1 In the event of a draw during regular season games, the score will stand
 - 4.2 In the event of a draw during a Semi Final or Grand Final only, the game will go to extra time consisting of five (5) minutes
 - 4.3 In the event that scores are still tied at the end of the extra time, a jump ball will be issued and the first team to score will win
-

5. General Rules

- 5.1 There will be no backcourt (cross-court) violations
 - 5.2 Teams have eight (8) seconds to get the ball over the half way line with no defense
 - 5.3 Once the ball has crossed the half way line, the opposing team will then be permitted to defend full court
 - 5.4 For mixed only: Males are not allowed in the designated female key way at any point of the game, and may not run around the back of the keyway (out of court) in order to cross to the other side of the court
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6. Fouls and Free Passes

- 6.1 If the referee's decisions are not adhered to, infringing players may be asked to adjust their behaviour. Subsequently they will be warned and penalties, fouls or possession may be given (at the referee's discretion)
- 6.2 Once a team has seven (7) team fouls, each subsequent foul will result in the opposing teams shooting two (2) free throws. The team foul count resets at the start of each half

Penalty:

- 6.2.1 A personal foul shall be charged to the offending TEAM in all cases (NO INDIVIDUAL FOULS)
 - 6.2.2 Otherwise, standard foul rules apply
-
- 6.3 If referee believes a player is fouling deliberately or displaying unsportsmanlike behaviour, then they may award a technical or unsportsmanlike foul (See Technical Foul/ Unsportsmanlike Fouls below)

7. Technical Foul/Unsportsmanlike Fouls

- 7.1 Technical fouls by a player are all player fouls which do NOT involve contact with an opponent, and can be awarded at the discretion of the referee for disrespectful behavior
- 7.2 Unsportsmanlike fouls are deliberate attempts to foul, with no regard for 'playing the ball', and can be awarded at the discretion of the referee

Penalty:

- 7.2.1 Two (2) free throws shall be awarded to the opposing team
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8. Double Foul

- 8.1 A double foul is a situation in which two (2) opposing players commit fouls against each other at approximately the same time

Penalty:

- 8.1.1 Fouls are awarded, and the game shall be resumed by a jump ball at the nearest circle between the two (2) players involved (unless one (1) team scores or has reached over seven (7) team fouls)

3x3 BASKETBALL

1. Format

- 1.1 10-minute games, 2-minute turnaround time, 3-minute warm up
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2. Team size and players

- 2.1 Minimum players on court per team – 2
- 2.2 Maximum players on the court per team – 3 (Maximum team size of 5)
- 2.3 Each team is to provide a 4th player to be sub and help score
-

3. Substitution of players

- 3.1 Substitution of players can only occur on stoppage of play. Check ball, out of bounds or fouls.
- 3.2 Substitutions must be made in a timely manner.
- 3.3 If a player is injured during the game and unable to continue, a substitution player is able to come on the court to replace the injured player
-

4. General Rules

- 4.1 Paper scissors rock shall determine which team gets first possession (check ball).
- 4.2 To start each game, The defensive player must check the ball (pass it) to the offensive player in a timely manner at the top of the arch (defensive player must be situated behind the arch when checking the ball)
- 4.3 The ball is live at all times prior to a stoppage, teams must establish possession of the ball by clearing it over the arch (3 point line) before attempting to score.
- In all situations where a defensive team establishes ball control and scores the basket without clearing the ball, the basket shall be cancelled as the team had not cleared the ball prior to the shot attempt. This shall include controlled taps and put-back baskets.
- 4.4 Every shot inside the arch (1-point field goal area) shall be awarded 1 point
- 4.5 Every shot from behind the arc (2- point field goal area) shall be awarded 2 points

How The Ball Is Played

- 4.6 Following each successful field goal, possession will go to the team that did not score at the top of the arch. Play will resume after the ball is checked.

- 4.7 Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
 - If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling)
- 4.8 If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling) before attempting to score.
- 4.9 Possession of the ball given to either team following any dead ball situation shall start/resume with a check-ball, i.e., an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
- 4.10 A player is “behind the arc” when either of their feet are on or past the arc line.

Fouls and Free Passes

- 4.11 Teams are expected to call their own fouls, after a foul possession will start at the top of the arch with a check ball. If there is a dispute, notify the official overseeing the matches.

NETBALL

PLEASE NOTE: Social Sport competition rules are based on National rules found at <http://www.netball.asn.au/> However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below:

1. The Playing Area and Match Format

UWA Crawley Campus – Netball courts

All games including play-offs - four (4) x ten (10) minute quarters with a two (2)-minute break at half time and a one (1) minute break at quarter and three quarter time

2. Players

The maximum number of players on court at any given time is seven (7)

The minimum number of players on court without forfeiting is five (5)

3. Substitution of Players

No substitutions may be made during a quarter of play

3.1.1. If a player is injured during the game and unable to continue, a substitution player will be permitted to come on court in the same position as the injured player

No player can change position during a quarter of play unless special circumstances make this inevitable (eg. injury)

If a late player is coming on court after the game has started, he/she will only be allowed on court once a goal is scored, and before the next center pass. The umpire must be notified of a new player coming on court

4. Draws

4.1 In the event of a draw during regular season games the score will stand

4.2 In the event of a draw during a Semi Final or Grand Final only, the game will go to extra time consisting of six (6) minutes three (3) minutes shooting at each end.

4.2.1 At the end of the first 3-minute period teams will swap ends with no break in between

4.3 In the event that scores are still tied at the end of the extra time, the game will go into extra, extra time and the first team to be ahead by two goals wins

FAST 5'S NETBALL

PLEASE NOTE: Social Sport competition rules are based on National rules found at <http://www.netball.asn.au/> However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below:

1. The Playing Area and Match Format

UWA Crawley Campus – Netball courts

All games including play-offs - four (4) x ten (10) minute quarters with a two (2)-minute break at half time and a one (1) minute break at quarter and three quarter time

All games including play-offs will follow standard netball rules with the following exceptions; firstly the WA and WD positions will not be included in these matches and secondly all attacking positions will be able to shoot in the goal third from outside the goal circle for goals worth three (3) points each.

2. Players

The maximum number of players on court at any given time is five (5) The minimum number of players on court without forfeiting is three (3)

Mixed team playing positions (mixed competition only)

Each team must have on court a minimum of one (1) male players and maximum of three (3) male players

2.1.1 There is a maximum of one (1) male player in each area of the court:

2.1.1.1 Mid-court: C

2.1.1.2 Defense: GD or GK

2.1.1.3 Offense: GA or GS

2.1.2 If a team does not have the correct ratio of players, a 'friendly' game with the incorrect ratio can occur. They assume an automatic loss but avoiding a forfeit fine. The umpire and both team managers must agree on the automatic loss prior to the start of the game.

2.1.2.1 Both teams are required to pay their regular game fee.

3. Substitution of Players

No substitutions may be made during a quarter of play

3.1.1. If a player is injured during the game and unable to continue, a substitution player will be permitted to come on court in the same position as the injured player

No player can change position during a quarter of play unless special circumstances make this inevitable (eg. injury)

If a late player is coming on court after the game has started, he/she will only be allowed on court once a goal is scored, and before the next center pass. The umpire must be notified of a new player coming on court

4. Draws

4.1 In the event of a draw during regular season games the score will stand

4.2 In the event of a draw during a Semi Final or Grand Final only, the game will go to extra time consisting of six (6) minutes three (3) minutes shooting at each end.

4.2.1 At the end of the first 3 minute period teams will swap ends with no break in between

4.3 In the event that scores are still tied at the end of the extra time, the game will go into extra, extra time and the first team to be ahead by two goals wins.

SOCIAL FOOTY 9S

PLEASE NOTE: Social Sport competition rules are based on the AFL 9's Rules: <https://play.afl/afl9s-rules> and the [2021 Laws of Australian Football](#). However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below

The Playing Area and Length of the Game

- 1.1. All Social Footy 9's games will be played at UWA Sports Park.
 - 1.1.1 The field of play measures 100 meters x 50 meters. The field is rectangular and divided up into 3 zones, Forward, Midfield and Defensive zones.
 - 1.1.2 Goal posts are located at the end of each team's Forward Zone. The goal posts will be set up 6.4 meters apart.
 - 1.1.3 At the start of the game, each team must divide themselves up so that 3 players from each team are in each zone of the field.
 - 1.1.4 After the start of play/restart of play, there are no restrictions on player movements around the field.

- 1.2. All games will consist of two (2) eighteen (18) minute halves with a two (2) minute half times
 - Time outs are not permitted in this competition.

- 1.3. When time expires, play is continued until the ball becomes 'dead'. Should a penalty be awarded during this period, the penalty is allowed

Players

- 1.4. The maximum number of players on the field at any given time is nine (9)
 - Three (3) Defenders
 - Three (3) Midfielders (2x Rovers and 1x Ruck)
 - Three (3) Forwards

* players are not limited to staying in these sections after the Ruck is contested.

- 1.5. Minimum number of players on field without forfeiting is six (6)

	Min	Max
Male	3	6
Female	3	6

- 1.6. Team squads may not exceed fourteen (14) players for any one game
- 1.7. There must be at least 1 female players in each zone before the start of play.
- 1.8. If a team has an incorrect ratio they must play:
 - 1.a.1. With less players, and therefore the correct ratio is three (3) females and three (3) males on field
 - 1.a.2. A 'friendly' game with the incorrect ratio, which assumes an automatic loss, but avoids forfeit fine. The umpire and both team managers must agree on the automatic loss prior to the start of the game
 - 1.a.3. In both circumstances, both teams are required to pay their regular game fee

Substitution of players

- 3.1. Following the scoring of a goal, players may interchange, ensure that you notify your teammates and the official of any substitutions.
- 3.2. All other interchanges must occur at the sideline, in an outside position and the players involved must make physical contact prior to the substitute entering the field of play
- 3.3. If a player is injured during the game and unable to continue, a substitution player is able to come on field to replace the injured player

Start of Play

- 3.4. Each team will nominate a player to contest the ball at the start of the game (the Ruck). The Umpire will throw the ball up in the center of the field and the contesting players will attempt to tap the ball to initially gain possession.
- 3.5. This situation will be repeated after every goal and at the beginning of the second half.
- 3.6. A team may kick in straight after the opposing team has scored a point.

General Rules of play

Contact

- 1.1 Social Footy 9's is a **Non-Contact** game, as such no physical contact is permitted throughout the play. Players may stop the play by '**tagging/touching**' the opposition.
- 1.2 If illegal contact is made, a free kick will be awarded against the player who engages in rough contact. Players are permitted to contest for the ball but not initiate contact in order to gain possession. This contact includes:

- **Tackling**
- **Grabbing, holding and grappling**
- **Bumping/ hitting**
- **Shepherds / Blocks**
- **Tripping**

Turnovers

1.1.1 If a turnover occurs, the game is stopped on the Umpire's whistle and the opposing team gains possession of the ball from where it dropped/ where the turnover occurred.

5.3.2. Players may attempt to intercept the ball in flight but must not make contact with the opposing player.

Acts of play

1.2. Possession can be awarded or transferred throughout the game from one player to another by kicking or hand-balling only.

1.a.1 A Mark is awarded when a player establishes possession from a kicked ball regardless of distance travelled.

1.a.2 Players contesting a Mark may stand laterally or move backwards from the point of the mark.

If a defender moves forward, they will incur a 15m penalty.

- Players may choose to kick or handball from a Mark or play on.
- Players may run a maximum of 15 meters before either bouncing the ball or touching the ball on the ground once (1) in order to continue with possession. Once the ball is bounced or touched onto the ground, Players must dispose of the ball via a handball or kick.
- No contact is allowed during a marking contest. A player who is deemed to have 'right of way' or a line to the ball; will be given every opportunity to mark the ball and establish possession.
- A free kick will be awarded against any player forcing contest or initiating contact during a Marking contest.

5.4.3. If the ball's transfer is incomplete between players and the ball touches the ground at any point, a turnover is called against the last team who touched the ball regardless of possession. These acts include:

- Deflection / incomplete interception by the opposing team (intentional or unintentional)
- Incomplete mark
- Incomplete handball
- Out of bounds

5.4.4. If the ball travels out of bounds, a free kick is awarded against the team who last touched the ball.

If it is unclear; the Umpire will throw the ball up for a Ruck Contest inside the boundary line.

5.4.5 Players in possession of the ball may be touched by an opposing player (to the discretion of the umpire) the Umpire will call "**Touch**". The player must then take the first opportunity to dispose of the ball.

If there is no prior opportunity, they must transfer position within 2 steps or 2 seconds via a kick or handball.

- If this is not achieved, a free kick will be awarded to the opposing team.

Scoring

6.1. Only the three (three) designated Forwards from each team can kick for goal

- A ball kicked through the center posts is a goal worth six (6) points.
- A Goal kicked by a female player is worth nine (9) points.
- A Behind is worth one (1) point.

6.2.1. If a Behind is scored, the ball will be kicked out from between the goal posts by the opposing team as per *section 4.3*

- Behind: Shots at goal that hit the goal posts, or do not travel between the central goal posts.
- Kicking the ball along the ground is not permitted and will result in a turnover

Draws

- a. In the event of a draw during regular season games the score will stand
- b. In the event of a draw during a Semi Final or Grand Final only, the game will go into a 3 (either way).
- c. If scores are still tied following the overtime, teams will play **The Golden Point** rule with an additional 3 minute overtime.

- The Golden Point is a sudden death overtime system, under this rule the first team to score within the allotted time will win the game.

SPIKEBALL

PLEASE NOTE: Social Sport competition rules are based on the Spikeball Australia Rules. However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below:

1. The Playing Area and Length of the Game

- 1.1. UWA Campus- Winter Indoors (Group Fitness Room/Sports Hall) Summer Outdoors (James Oval)
- 1.2. All games comprise of three sets in a period of 40 minutes, when time expires, play is to continue on until the ball becomes 'dead'
- 1.3. Games are played to 21, must win by two
- 1.4. Teams will have a (3) minute break changeover between games.
- 1.5. If time runs out before the completion of a set – it will only count if one team is ahead by at least 2 and has scored at least 8 points.

2. Players

- 2.1. The maximum number of players on the field at any given time is two (2)
- 2.2. Minimum number of players on field without forfeiting is two (2)
- 2.3. Team squads may not exceed five (5) players for any one game
 - 2.3.1. A 'friendly' game with the incorrect ratio, which assumes an automatic loss, but avoids forfeit fine. The referee and both team managers must agree on the automatic loss prior to the start of the game
 - 2.3.2. In both circumstances, both teams are required to pay their regular game fee.

4. Scoring

- 4.1. Rally scoring (points can be won by the serving or receiving team)
- 4.2. Games are played to 21, must win by two
- 4.3. Points are scored when, the ball isn't hit back in 3 hits, the ball hits the ground, the hits the rim(including clips and during a server) , the ball does not bounce off the net in a single bounce, and an illegal server or other infraction.

5. Game Rules

Serving

5.1. The receiving team sets their position first, the server stands directly across from the receiving player, and only the designated receiver field the serve.

5.2. The ball must be tossed from hand before it is hit, cannot hit out of server's hand. If the server does not like the toss, they must let the ball hit the ground and will be given one more opportunity to serve.

5.3. Servers feet must be behind the service line (which is at least 3 feet away from net) when the ball is hit, they can lean over service line, but feet cannot cross until the ball is hit.

5.4. Servers can serve with as much force as they want, and drop shots are allowed

5.5. The ball must come cleanly off the net on a serve, if the ball bounces unpredictably (aka a pocket) the server is to re-serve (no points will be allocated). The serving team has one more try to give a clean serve. If the serving team fails to hit a legal serve, then they lose the point. If the receiver does not call let, then play continue.

5.6. If the ball takes an unpredicted bounce, and lands back on the net or rim, the serving team has one more try to give a clean serve. If this happens a second time – the receiving team gets a point.

5.7. If the ball hits the rim at any time, then point for other team and change of possession.

5.8. After a server wins the point, they change positions with their teammates so they directly across from the other member of the receiving team.

5.9. The four players serve in the same sequence throughout the match, the server changes every two legal serves. In the second set the service is to be rotated. (Serve to the opponent you have not yet served to).

5.10. On serve if the net is missed it is then turned over to the opposition.

5.11. On serve if the ball hits a pocket – the receiving team can call “let” the serve is to be replayed. If there is no call you play on.

5.12. If the ball hits the rim on serve the serve is to be retaken.

5.13. The ball can be hit hard on serve as long as the ball is deemed within reach of the receiver.

5.14. You can step laterally to serve.

Contacting the Ball

5.15. Teammates must alternate hits

5.16. Ball cannot be lifted, caught, or thrown. You can only hit the ball with one hand.

5.17. You can use any part of your body to hit the ball and it counts as your hit. (You cannot contact the ball twice in a row regardless of what body part touches it)

5.18. If it cannot be determined if the ball hit the rim, then replay point.

5.19. Once the ball hits the net, it must bounce off in a single bounce. Must clear the rim.

5.20. If the ball is touched by another body part other than the hand/arm as it comes to your team off the net it does not count as a touch.

Infractions

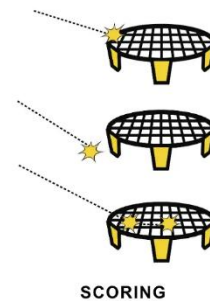
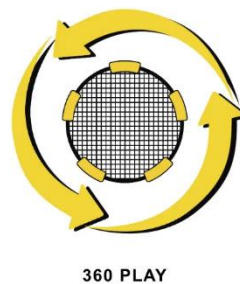
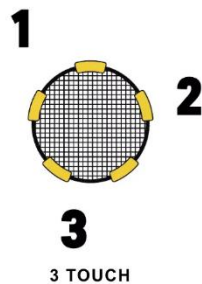
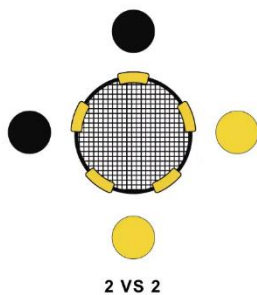
5.21. Defensive players must try and get out of the offensive team's way. If the defence is in the way of a play on the ball, the player being blocked must call "block" and the point is replayed. The offensive team must have a legitimate play on the ball to call "block".

5.22. If a defensive player gets hit with the ball, call "block" and replay point. The offensive team must have a legitimate play on the pass to call "block".

5.23. If the defensive player attempts to play a ball when it is not their turn, they lose a point.

5.24. If the player hits a shot off the net then the ball hits their teammate or themselves, then they lose a point.

5.25. If any player makes contact with Spikeball set that moves the set or affects the trajectory of the ball, they lose the point. If the contact with the Spikeball set does not move the set or affect the trajectory of the ball, play on.



TOUCH

PLEASE NOTE: Social Sport competition rules are based on the Touch Football Australia Rules- 8th Edition. However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below:

1. The Playing Area and Length of the Game

1.1. UWA Campus (James Oval, Riley Oval) or UWA Sports Park

1.2. All games will consist of two (2) eighteen (18) minute halves with a two (2) minute half time

1.3. When time expires, play is continued until the ball becomes 'dead'. Should a penalty be awarded during this period, the penalty is allowed.

2. Players

2.1. The maximum number of players on the field at any given time is six (6)

2.2. Minimum number of players on field without forfeiting is four (4)

	Min	Max
Male	1	3
Female	2	5

2.3. Team squads may not exceed fourteen (14) players for any one game

2.4. If a team has an incorrect ratio they must play:

2.4.1. With fewer players, therefore the correct ratio is three (3) females and two (2) males on field

2.4.2. A 'friendly' game with the incorrect ratio, which assumes a forfeit, but avoids forfeit fine. The referee and both team managers must agree on the forfeit prior to the start of the game

2.4.3. In both circumstances, both teams are required to pay their regular game fee

3. Substitution of players

3.1. Following the scoring of a try, players may interchange at any point along the sideline

3.2. All other interchanges must occur at the sideline, within ten (10) meters either side of halfway.

4. Draws

4.1. In the event of a draw during regular season games the score will stand

4.2. In the event of a draw during finals fixtures, the game will go into Sudden Death Drop Off

How Sudden Death Drop Off Works

4.3. Each Team will reduce their on-field Team to four (4) players and play will restart at Halfway Line, defending the same end of the field as at the End of Play.

4.4. The Drop-Off commences with a Tap from the centre of the Halfway Line by the Team that did not commence the match with Possession.

4.5. The Drop-Off will commence with a two (2) minute period of extra time.

4.6. Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.

4.7. Should neither Team be leading at the expiration of two (2) minutes, a signal is given and the match will pause at the next Touch or Dead Ball. Each Team will then remove another player from the Field of Play.

4.8. The Match will recommence immediately after the players have left the field at the same place where it paused (i.e., the Team retains Possession at the designated number of Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.

4.9. Substitution during the Drop-Off is permitted in accordance with normal interchange.

ULTIMATE FRISBEE

The Playing Area and Length of the Game

- 1.1. UWA Crawley Campus (James Oval) or UWA Sports Park
- 1.2. The duration of each game will be forty (40) minutes
- 1.3. When time expires, play is continued until the next point is scored

Players

- 1.4. The maximum number of players on the field at any given time is seven (7)
- 1.5. Minimum number of players on field without incurring a forfeit is five (5)

	Min	Max
Male	2	4
Female	3	5

- 1.6. If a team has unsatisfactory numbers for either gender they must play:
 - 1.6.1. With fewer total players- three (3) male and two (2) female
 - 1.6.2. A friendly game with the incorrect numbers. This assumes an automatic loss, but avoids the forfeit fine. This must be discussed and agreed upon with the opposing captain
 - 1.6.3. In both circumstances, both teams are required to pay their regular game fee

Substitution of players

- 1.7. Following the scoring of a point, players may interchange without making physical contact with the substituting players

Draws

- 1.8. In the event of a draw during regular season games the score will stand
- 1.9. In the event of a draw in the final fixtures, the game will go into universal point

How a Universal Point Works

- 1.10. Team's will alternate having an opportunity to score by taking it in turns to start with the disc in the end zone and score
- 1.11. A disc is tossed to determine possession of the disc
- 1.12. The team who scores without the other scoring their attempt will be declared the winner
 - 1.12.1. First team scores and second team doesn't = first team wins
 - 1.12.2. First team doesn't score and second team does = second team wins
 - 1.12.3. First and second team score = next score wins

Rules of the Game

- 5.1. Each point begins with both teams lining up on the front of their respective end zone line. The defence throws ("pulls") the disc to the offence
- 5.2. Each time the offence completes a pass in the defence's end zone, the offence scores a point. Play is initiated after each score
- 5.3. The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count
- 5.4. When a pass is not completed (e.g. out of bounds, drop, block, interception, stalled), the defence immediately takes possession of the disc and becomes the offence
- 5.5. Players not in the game may replace players in the game after a score and during an injury timeout
- 5.6. No physical contact is allowed between players. Picks and screens are also prohibited.
- 5.7. When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone
- 5.8. Players are responsible for their own foul and line calls. Players resolve their own disputes
- 5.9. Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play
- 5.10. More detailed rules can be found at <http://rules.wfdf.org/rules/ultimate>

VOLLEYBALL

PLEASE NOTE: Social Sport competition rules are based on the FIVB official rules, <http://www.fivb.ch/TheGame/Rules.htm>. However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below:

1. Playing time and length of matches

- 1.1. All matches comprise of up to three sets in a period of 40 minutes
 - 1.1.1. First two sets will be to 25 points, with the third set to 15 points
 - 1.1.2. Teams are allowed one (1) timeout per set
- 1.2. If a team is late to their fixture and the opposing team is on court, the opposing team will receive 1 point per minute, until the late team is ready to play
 - 1.2.1. The game will be counted as a forfeit if the late team is more than 10 minutes late to their fixture

2. Team size and players

- 2.1. The maximum number of players on court at any given time is six (6) per team
- 2.2. The minimum number of players on court without forfeiting is four (4) per team

	Min	Max
Male/Non-binary	1	4
Female/Non-binary	2	5

- 2.3. If a team has an incorrect ratio they must play:
 - 2.3.1. With fewer total players (ie. three (3) male/non-binary and one (1) female/non-binary)
 - 2.3.2. (or) A friendly game with the incorrect ratio and assume automatic loss. The referee and both team captains must agree and sign on the automatic loss prior to the start of the game
 - 2.3.2.1. The winning team will gain three (3) ladder points and the losing team will gain one (1) ladder point
 - 2.3.2.2. The score shall be recorded as 3-0
 - 2.3.3. In both circumstances, both teams are required to pay their regular game fee
- 2.4. Only the Captain is permitted to speak to the referee

3. Substitution of players

- 3.1. Players can only rotate and substitute once their team scores a point after an opposition serve (receiving team)
- 3.2. The referee must be aware of the substitution
- 3.3. If a late player is coming on court after the game has started, they will only be allowed on court at a stoppage of play
- 3.4. If a player is injured during the game and unable to continue, a substitution player can come on court to replace the injured player

4. Draws

- 4.1. In the event of a draw (in sets) in the regular season, score will stand
- 4.2. In the event of a draw in finals fixtures:
 - 4.2.1. An additional 5 minutes of game time will be played, with the winner being determined by whichever team is ahead at the end of time
 - 4.2.2. If there is still no clear winner, next team to score two points in a row will be deemed the winner

5. General Rules

- 5.1. The server must serve the ball from behind the baseline. Both underarm and overarm serves are permitted
 - 5.1.1. Spiking or blocking of a serve is not permitted
- 5.2. The team that wins a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise
- 5.3. Each team has a maximum of three (3) touches (in addition to a block) to return the ball over the net to the other team
- 5.4. A caught and released ball will result in a turnover and a point to the opposing team
- 5.5. A player may not touch the net in the action of playing the ball
- 5.6. A player may not place their entire foot or the shadow of their entire foot over the centre line
- 5.7. If time allows, all three (3) sets will be played and scored within the allocated timeslot
 - 5.7.1. All sets will count towards ladder points
- 5.8. A team must be ahead by 2 points to win any given set, except for end of game exemptions (see below), draws in finals fixtures (see above) and if the score reaches 29 all
 - 5.8.1. Maximum score per set is 30 points, if teams are tied at 29 all, the next point will determine the winner of the set
- 5.9. *End of Game*
 - 5.9.1.1. If neither team has reached eight (8) points in any given set when time runs out, the set shall be deemed incomplete and will not count towards the score. If a team has reached the minimum eight (8) points in the set then this set will count towards the final score
 - 5.9.1.2. If time runs out and set scores are drawn, an extra point will be played to determine the winner. The team that won the previous point will serve for this final point
- 5.10. *Libero*
 - 5.10.1.1. One (1) Libero is allowed per team. Teams are not required to have a libero
 - 5.10.1.2. Liberos are allocated at the start of the set and cannot change during the set, and **MUST** have a contrasting shirt to the rest of the team