

MADIBAZ

Netball Campus League

PLAYBOOK 2026

Entry & Registration Rules:

1. Two sections available to enter teams: Student Female section
2. Only one team per Residence per section is allowed to compete. A second team may be allowed on an invitational basis.
3. Each Campus Team may register a total of 15 players for the duration of the competition.
4. ONLY 10 players are allowed per competition day.
5. Management per team allowed: 1 x coach, 1 x team manager.
6. Maximum of two (2) Madibaz club players allowed per team.
7. Madibaz Club Players are only allowed if they play in the C to DR Section in club netball.
8. The Competition format will be 2 Pools of 10/11 Teams each.
9. A League levy is payable– R345 per team.
 - League Levy payable before submission of registration form.
 - Payment methods:
 - a.) At cashiers on South Campus– Pay into account A302 4275 and reference as follow: 3 & your team's name e.g., **3Sarah Baartman**. Forward receipt of payment to s224360442@mandela.ac.za
 - b.) Internal account transfer– Pay into account A302 4275 and reference as follow: nr 3 & team name.

e.g., **3Sarah Baartman**. and copy in

s224360442@mandela.ac.za in on email request of internal transfer.

10. Deadline for entries: 1 April 2026, 13H00– NO LATE ENTRIES WILL BE ACCEPTED
The Competition will start on Sunday, **26 April 2026**.
11. Once the team Entry is submitted, the registration procedure needs to be completed as follow:
 - See Appendix A for registration details.
 - Complete manual registration form, send as separate attached with all documentation.
12. Deadline for Registration of players: TBC (at least 1 week before start of competition)
13. Fixtures will be circulated before the start of the competition.
14. Matches will be played at the South Campus and North Outdoor courts .
15. Teams must supply their own playing kit.
16. Match balls and playing bibs will be provided for every competition day.
17. Teams are responsible for providing of their own training equipment in preparation for the league.
18. Players have to wear tights under their dresses and the appropriate netball kit.
 - If a player is bot dressed appropriately, they will not be permitted to play.

Rules and Regulations

Start of Play

1. The captains shall toss for choice to start with the centre pass.

Officials

2. Each game Madibaz Netball Club will provide an Umpire to officiate the game and a scorer.
3. Players need to respect any decision given by the umpires.
4. Umpires' decision is final.
 - Should there be an issue concerning Umpires: Only the team manager / Coach may approach the technical table Official with the issue.
 - Team managers / Coaches must approach the TECHNICAL TABLE regarding any issues IMMEDIATELY to ensure everything is absolved in time.
 - Please be cognizant of the fact that not all the umpires are graded however majority of them know the netball rules and are guided by the Umpires who are graded.

Late teams

5. Should a team arrive late for the start of their match the following will apply:
 - If a team arrives within 3 min of the start of the match, the match can continue. However, the opposing team will have

started the match on the scheduled time– all goals scored up to that point will count to the opposing team score. The match will continue as normal and as per central timing.

- If a team arrives after 3 min of the start of the match, they will forfeit that match and winning points will be allocated to the opposing team.
- No bonus points will be awarded for a game points gained from a forfeiting team
- Goal scored in this 3 minutes will NOT be considered for goal average as game was forfeited.

Timing

6. Games will be played in 2 equal quarters of 10 minutes each.
7. Total duration of play will be total of 20 min.
8. There will be a 2-minute rest period in between quarters.
9. Games will start at the arranged time and any teams arriving late will forfeit a goal every minute until they arrive.

Centre Pass

10. All players must be in their respective goal third for the centre pass.
11. When the centre who is taking the pass steps in the circle with one or two feet the whistle shall be blown and if any players are offside then a free pass will be given.

Out of Court

12. If the ball touches the ground out of the court, it is out.
13. If the ball touches an object or a person in contact with the ground

outside of the court, then it is out.

14. If the ball hits the goal post and stays in the court, then it is NOT out of court.

Offside

15. If a player enters any area that is not designated for their position, they will be judged offside.
16. However, a player may reach into another area to retrieve the ball.
17. Another player that is on the same team is then not allowed to go offside on the same time to reposition themselves, then that will be offsides
18. A free pass will be given if a player steps into an area that is not designated for their position, if they are not going to get a ball to prepare for a penalty.

Contact

19. No contact is allowed in Netball. Accidental or deliberate, a penalty pass or shot will be awarded.

Obstruction

20. A defending player can try and intercept or defend the ball if they are 3 feet away from the player with the ball.
21. Defending players can jump upwards or towards the player with the ball if they stay 3 feet away.
22. A penalty pass or shot will be given when it is applicable.

Injury

23. Players must call 'time' for the umpires to stop the game in the event of any injury.

24. Any player who has called for 'time' must leave the court within 30 seconds.

25. If there is no substitute for the injured player, the team must continue with six players.

26. If the injured player is a centre, another player must replace them immediately.

Footwork

27. A player cannot take a second step with their landing foot after they have received the ball.
28. If a player lands on both feet at the same time they can choose which one is the landing foot.
29. A free pass can be given if a footwork rule is broken.

Playing the Ball

30. A player may catch the ball, or direct it to another player, having bounced the ball once.
31. A player may only throw the ball from a standing position.
32. A player cannot kick the ball.
33. A player cannot strike the ball with their fist.

Penalties

34. The penalized player must not attempt to take part in the play until the ball has left the hands of the thrower. A penalized player may not speak when they are out of play.

Possession Rule

35. The two players going for the ball at more or less the same time,

the umpire will make a possession call.

36. The other player must release the ball immediately or they will be penalized.

7-a-Side Netball

37. Teams are allowed 7 players on the court at any time and can have a maximum of 10 people in a squad.
38. A team can play with 5 players. One of them MUST be centre.

Substitutions

39. Substitution can only be done when someone is injured or at half time.
40. Umpires needs to be notified before substitution can take place.
41. You cannot substitute the offensive centre after a goal.

Tactical time

42. Any player on court must indicate to any umpire that they want to make a tactical change.
43. The coach or players on the bench can not ask for a tactical change.
44. A tactical change will only happen after a goal has been scored.
45. The controlling umpire will hold time and the change must happen immediately.
46. During the tactical change, the opposing team is also allowed to do a tactical change, but must still happen under 30 seconds

Contest

47. If the umpire feels that each player has committed to the same ball and reached it at the same time. The whistle will not be blown, and play will continue and only if the players do not let go of the ball the whistle will be blown and the umpire will do a toss-up.

Players

48. Players must not wear any jewellery during play.
- No player will be allowed to play with nose ring jewellery , even if it is taped.
49. Players nails need to be short and smooth.
- No player will be allowed to play with long nails, even if they are taped.
50. Wedding ring and upper ear piercings should be taped Over
- A wedding ring should be a rubber band.
 - No lower earrings will be allowed
 - If a player tapes their earring, the correct tape has to be used

Points

51. Goal shooter and goal attack are the only players allowed to shoot.
52. Goal shooter and goal attack can attempt a shot from anywhere in the shooting third, if successful, the shot will count 1 point.

After Match Point Scoring

Points Awarded as follow:

Win– 3 Points

Loss– 0 Points

Draw– 1 Point

BONUS POINTS:

Any team that scores more than 20 goals in a match will receive 1 (one) bonus point for that match.

Registration

47. Teams can register a maximum of 15 people at the start of the competition.

48. In the case that a player gets injured or deregisters. The team may replace that player provided that a medical certificate and proof of deregistration is submitted to the coordinator.

- Teams are NOT permitted to exchange players of another team. The team you start With, will be the team you finish with.

49. The registration information of the new member must then be submitted to the coordinator by the Monday of the competing Sunday. Should the information not be sent for verification, the new player will only be allowed to participate the following week Sunday.

Transgression Rules

50. If a team plays a player who is unverified, the team will forfeit the points for that game.

51. If a Team plays with a player that is in a “A” or ‘B’ League team for any club, that team will forfeit the points for that game.

52. If a team intentionally does transgressions (50 and 51), 2 points will be deducted from their total points on the log



