

Social Sport Competitions Information booklet



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NUSPORT

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CODE OF CONDUCT

All players and spectators are required to abide by the Code of Conduct. Penalties for breaching this Code of Conduct may include verbal or written warnings, sending off for periods of time and /or remainder of game, or suspension or expulsion from current and future competitions. Newcastle University Sport reserves the right to remove individuals or teams from the premises or deny entry to individuals or teams at its discretion.

- 1. Abide by the rules of the match or competition.
- 2. Behave in a positive manner at all times and do not direct physical or verbal abuse towards officials or participants at any time.
- 3. Encourage and support honest effort, skilled performance and improvement.
- 4. Show respect for opponents and their skills.
- 5. Do not mix alcohol with sport. No player will be permitted to take part in any competition where there is any indication of intoxication.
- 6. Respect the official's decision. Do not abuse, threaten or intimidate a referee or match official and do not show dissension, displeasure or disapproval towards a referee or match official's decision in an abusive or unreasonable fashion.
- 7. Condemn the use of violence in any form, whether it occurs between spectators, coaches, officials or players.
- 8. Leave the area tidy and free from any litter or other mess.

It is considered unacceptable behaviour to constantly question official's decisions. Team captains may approach officials for rule clarification. The decision of the official on court/field is final and continued harassment of officials may result in players being sent from the court/field or excluded from competition.

INSURANCE

NUsport recommends that each player <u>privately</u> covers themselves against injury. Whilst there is Public Liability and Professional Indemnity cover, there is no Personal Accident cover in place. Players participate at their own risk and participation is subject to NUsport Terms and Conditions available to view at **https://nusport.org.au/** or on request at The Forum Sports & Aquatic Centre, University, or The Forum Health & Wellness Centre, Harbourside. NUsport advises patrons with existing medical conditions to seek appropriate medical clearance before participating in NUsport managed program.

NAILS AND JEWELLERY

Nails are to be **short and smooth** and CANNOT be taped or gloved. All jewellery MUST be removed, any jewellery unable to be removed may be taped (players must provide their own tape). All taped jewellery will fall under the umpire's discretion. Players who do not adhere to these conditions will be **unable to take the court** for safety reasons.





REGISTRATION FEES

\$1000 – Semester 1 2025	One-time payment that covers all fees for the competition. NO weekly fees.
\$650 – Wednesday Fast Fives Netball (College Residents Only)	One-time payment that covers all fees for the competition. NO weekly fees.

- 1. Competition fees are to be paid through GameDay
- 2. No guarantee is given for refunds should teams forfeit, be forfeited against, receive byes due to unavoidable competition changes, poor weather or other circumstances.

SCORING

Win	3 points	Вуе	3 points
Draw	1 point	Win by Forfeit	3 points
Loss	0 point	Loss by Forfeit	0 points

FORFEITS

We want to ensure that teams are getting their value for money when participating in our competitions. Therefore, we ask that all teams make every effort possible to avoid a forfeit, by using all options available to them.

Should you be struggling for players, please notify NUsport as soon as possible, by emailing **nusportcompetitions@newcastle.edu.au**. With enough notice, we have a large list of individual players who are looking to join a team. We can also assist to contact other individuals who are happy to fill in for your team. You may also use social media tools, such as the **Netball fill-ins Facebook Page** to request players for your teams.

Should you ABSOLUTELY need to forfeit, it MUST be communicated to NUsport by emailing nusportcompetitions@newcastle.edu.au or calling reception on 4921 7001 if only 24 hours prior to a game. Teams who forfeit three (3) times in a season will be removed from the competition at NUsport's discretion.

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PLAYER REGISTRATIONS

All players need to register to their team via GameDay. Link can be found on our website - https://nusport.org.au/social-sport/

All players MUST be registered into their team before taking the court (this includes fill-ins and new players).

Should a player be a late addition before a game, they will have **24 hours** after the completion of the game to register. Failure to do so (or playing any unregistered players) may result in a forfeit loss being awarded to the offending team.

Players must sign on at the registration desk before entering the court.

FIXTURES, RESULTS AND DIVISIONS

Fixtures are released from week one of the competition.

Be sure to check fixtures regularly, particularly in the opening weeks, as changes may be required as new registrations are received, and divisions are adjusted. Fixtures can be found online at https://nusport.org.au/which can also be saved as an app to mobile devices.

Please note that a large amount of time and effort goes in to making grading decisions, and the greatest care is taken to make divisions as even as possible. Our senior umpires and administration staff use the first few weeks of competition as a guide to adjust divisions where required. The best efforts are made by NUsport to grade teams accordingly to create fair and enjoyable competitions for all, and their decisions are final.

A forfeit will also be awarded if a team fails to take the court within **five (5) minutes** of commencement of their game. Results given to the non-offending team for forfeits vary between each sport. See table below:

Netball	15 - 0	Open Futsal/SmI-sided Soccer	5 - 0
Basketball	20 - 0	Mixed Volleyball	2 - 0 (sets)
Touch Football	5 - 0	Fast Fives Netball	15 - 0

In the case of a team forfeiting, NUsport will do their best to provide a friendly game upon request from the team being forfeited against. All participants in friendly games must be registered members of a NUsport social sports competition for that season or hold a valid forum membership.

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RESERVES, FILL-INS, AND ADDITIONAL PLAYERS

A large number of individuals register each season looking for a team to join. If you can assist, please contact the Forum via email. **nusportcompetitions@newcastle.edu.au**

CONTACT

For all enquiries related to Social Sport Competitions, please direct your correspondence to the Competitions Administrators who can be reached via email:

nusportcompetitons@newcastle.edu.au Rebecca.cotter@newcatsle.edu.au





RULES

Basketball – Men's and Mixed

Games are played according to the **FIBA Official Basketball Rules 2017** with the following local rules for mixed competition:

1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of five (5) registered players on court.
- 1.3. At least four (4) registered players are required for a game to commence.
- 1.4. Mixed teams may play a maximum of three (3) players of a single gender on court at any time.
- 1.5. Players must be 16 years of age or older to be eligible to play.
- 1.6. All players MUST be registered to play (See Player Registrations on page 5).

2. The Game

- 2.1. Games will consist of 4 x 10-minute quarters, with a break of one minute at half time.
- 2.2. Game will begin with a jump ball (for Mixed either Male v Male or Female v Female). All further jump ball situations will use the possession rule.
- 2.3. Regular season games will start and finish on time. There will be no stoppages for time outs.
- 2.4. During all finals, the clock will be stopped within the last two-minutes only for fouls and time outs.
- 2.5. **MIXED BLOCKING** A male player may take a defensive position in front of a female player but must not have his feet leave the ground. Infractions of this rule may be penalised by the shooter receiving two (2) free throws.
- 2.6. Teams may substitute players at any dead ball situation during the game after notifying the referees.
- 2.7. Both team captains must sign the scoresheet at the completion of the game.
- 2.8. DUTIES Each week, teams will be required to perform scoring duties for their own game where a third official is not available. A staff member will inform your team manager on the night if your team is required for duty.

3. Attire

- 3.1. Referees will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching-coloured tops, which must be numbered on the back at minimum.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Non-Slip, non-marking indoor shoes are recommended.
- 3.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.

4. Finals

- 4.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.
- 4.2. If scores are level at the end of regular time, a period of Overtime will commence. 2-minutes each
 - way. If scores are still level, a team must take the lead by two points to win the game.

Futsal – Open

Games are played according to the **FIFA Futsal Rules** with the following local rules for open competition:

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1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of five (5) registered players on court (one of whom is the Goalkeeper).
- 1.3. At least four (4) registered players are required for a game to commence.
- 1.4. Teams playing Open Futsal will not have any restrictions based on the number of male/female players on the court. It is an OPEN competition.
- 1.5. Players must be 16 years of age to be eligible to play.
- 1.6. All players MUST be registered to play (See Player Registrations on page 5).

2. The Game

- 2.1. Games will consist of 2 x 18-minute halves, with a break of one minute at half time.
- 2.2. Captains will begin with a coin toss; 'paper-scissors-rock' or other method to determine which team will receive first possession.
- 2.3. Games will start and finish on time. The clock will not stop for time outs.
- 2.4. Teams may substitute players at any time without notifying the referee EXCEPT for Goalkeepers.
- 2.5. Both team captains must sign the scoresheet at the completion of the game.

3. Attire

- 3.1. Referees will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching-coloured tops, which should be numbered on the back.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Non-Slip, non-marking indoor shoes are recommended.
- 3.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.

4. Finals

- 4.3. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.
- 4.4. If scores are level at the end of regular time, a period of extra-time will commence. 2-minutes each way. If scores are still level, a team must take the lead by two points to win the game.





Netball – Ladies and Mixed

Games are played according to the **World Netball "Rules of Netball" 2024 Edition** with the following rules for local competition:

1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of seven (7) registered players on court.
- 1.3. At least five (5) registered players are required for a game to commence.
- 1.4. Teams playing Mixed Netball may have a maximum of three (3) and minimum of one (1) male/s on court at any time.
- 1.5. Mixed teams may have a maximum of one (1) male per third i.e. one only as either GS or GA (attacking third), one only as either WA, C or WD (centre third), and one only as either GD or GK (defensive third)
- 1.6. Players must be 16 years of age to be eligible to play.
- 1.7. All players MUST be registered to play (See Player Registrations on page 5).

2. The Game

- 2.1. Games will consist of 4 x 10-minute quarters, with a break of one minute at half time.
- 2.2. Captains will determine which team will receive possession for the first centre pass, with a coin toss, 'paper-scissors-rock' or other method.
- 2.3. Games will start and finish on time.
- 2.4. Both team captains must sign the scoresheet at the completion of the game.

3. Attire

- 3.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching-coloured tops.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Netball shoes are recommended.
- 3.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.
- 3.5. Bibs are provided at the venue. However, teams may also provide their own.

5. Finals

- 5.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.
- 5.2. If scores are level at the end of regular time, extra-time will commence. 3-minutes each way. If scores are still level, a team must take the lead by two points to win the game.





Touch Football – Mixed

Games are played according to the **Touch Football Australia Playing Rules 8th Edition** with the following rules for local competition:

1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of SIX (6) registered players on the field.
- 1.3. At least four (4) registered players are required for a game to commence
- 1.4. Teams may have a maximum of three (3) and minimum one (1) male on the field at any time.
- 1.5. Players must be 14 years of age to be eligible to play.
- 1.6. All players MUST be registered to play (See Player Registrations on page 5).

2. The Game

- 2.1. Games will consist of 2 x 20-minute halves, with a 2-minute half time break.
- 2.2. Captains will begin with a coin toss; 'paper-scissors-rock' or other method to determine which team will receive first possession.
- 2.3. Games will start and finish on time. The clock will not stop for injuries/time outs.
- 2.4. Teams may use an unlimited number of substitutions at any time during the game.
- 2.5. Both team captains must sign the scoresheet at the completion of the game.

3. Attire

- 3.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching-coloured tops which **must be numbered on the back at minimum.**
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the field with bare feet. Moulded football boots are recommended. Screw-in/metal studs are not permitted.
- 3.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.

4. Finals

- 4.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.
- 4.2. If scores are level at the end of regular time during finals matches, a *drop-off* will occur in accordance with TFA 7th Edition playing rules.





Volleyball – Mixed

Games are played according to the **Official Volleyball Rules 2021-2024 (Volleyball Australia)** with the following rules for local competition:

1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of six (6) registered players on court.
- 1.3. At least five (4) registered players are required for a game to commence.
- 1.4. Teams may have a maximum of three (3) and minimum one (1) male on court at any time.
- 1.5. Players must be 16 years of age to be eligible to play.
- 1.6. All players MUST be registered to play (See Player Registrations on page 5).

2. The Game

- 2.1. Captains will begin with a coin toss, 'paper-scissors-rock' or other method to determine which team will serve first. The winning captain will choose to serve or receive; the losing captain will have the choice of end.
- 2.2. Games will consist of 2 sets to 21 points and a final 3rd set to 15 points. All games are subject to a 40-minute time limit. Should the time limit be reached before all sets have been completed, the result will be based on the score at that time (i.e. if Team A plays Team B and the score is 25-12; 17-25; 11-8 at full time, Team A will be declared the winner). If the set score is even at full time, a draw will be declared.
- 2.3. "Rally Point" scoring will be used. This simply means a point is scored whenever a team wins a rally, regardless of which team was serving.
- 2.4. Games will start and finish on time. No injury time or "time outs" will be allowed.
- 2.5. Teams may substitute players on any rotation during the game.

3. Attire

- 3.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching-coloured tops.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Non-Slip, non-marking indoor shoes are recommended.
- 3.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.

5. Finals

5.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.





Fast Fives Netball

Games are played according to the **World Netball Rules of Fast 5 Netball 2024 Edition** with the following rules for local competition:

4. Fielding a Team

- 4.1. Teams may register up to 15 players.
- 4.2. Teams may field a maximum of five (5) registered players on court.
- 4.3. At least four (4) registered players are required for a game to commence.
- 4.4. Teams playing Mixed may have a maximum of two (2) and minimum of one (1) male/s on court at any time.
- 4.5. Mixed teams may have a maximum of one (1) male per third i.e. one only as either GS or GA (attacking third), one only as C (centre third), or one only as either GD or GK (defensive third)
- 4.6. Players must be 16 years of age to be eligible to play.
- 4.7. All players MUST be registered to play (See Player Registrations on page 5).

5. The Game

- 5.1. Games will consist of 4 x 8-minute quarters, with a break of one minute at quarter time, and three minutes at half time.
- 5.2. A coin toss, 'paper-scissors-rock' or other method will determine who takes Centre pass 1st and 3rd quarter. The other team will receive centre pass on 2nd and 4th quarters. All other centre passes will go to the team who **did not** score the last goal.
- 5.3. The team that wins the coin toss may also select their **power play** quarter (double points). The other team may then select their quarter from the remaining three.
- 5.4. Fast 5 uses **rolling substitutions**, meaning you may sub at any time during the game.
- 5.5. 1 point will be awarded for goals from the inner semi-circle, two points from the outer semi-circle, and three points for any other position inside the attacking third.
- 5.6. Games will start and finish on time.
- 5.7. Both team captains must sign the scoresheet at the completion of the game.

6. Attire

- 6.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 6.2. Teams should be dressed in matching-coloured tops.
- 6.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Netball shoes are recommended.
- 6.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.
- 6.5. Bibs are provided at the venue. However, teams may also provide their own.

7. Finals

- 7.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.
- 7.2. In the event of a drawn game in finals, the winner will be decided by the following tiebreakers: Three-pointers – two-pointers – higher team on the original ladder.

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Football Fives – Mixed

Games are played according to the Football Five Rulebook with the following rules for local competition:

4. Fielding a Team

- 4.1. Teams may register up to 18 players.
- 4.2. Teams may field a maximum of five (5) registered players on court.
- 4.3. At least four (4) registered players are required for a game to commence.
- 4.4. Teams may have a maximum of three (3) and minimum one (1) male on field at any time.
- 4.5. Players must be 16 years of age to be eligible to play.
- 4.6. All players MUST be registered to play (See Player Registrations on page 5).

5. The Game

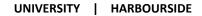
- 5.1. Captains will begin with a coin toss, 'paper-scissors-rock' or other method to determine which team will serve first. The winning captain will choose to serve or receive; the losing captain will have the choice of end.
- 5.2. Games will commence with the winning captain selecting whether to kick off first or not. Interchanged at the half.
- 5.3. The winning team will be the team with the most goals by the end of full time.
- 5.4. Games will start and finish on time. No injury time or "time outs" will be allowed.
- 5.5. Teams may substitute on a rolling format.

6. Attire

- 6.1. Umpires will check ALL players prior to taking the field with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 6.2. Teams should be dressed in matching-coloured tops.
- 6.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the field with bare feet. Shin pads are compulsory.
- 6.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.

6. Finals

6.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.





Mixed Pickleball

Games are played according to the **World Pickleball Federation Rulebook** with the following rules for local competition:

8. Fielding a Team

- 8.1. Teams may register up to 4 players.
- 8.2. Teams need to field a maximum of 2 players.
- 8.3. At least 2 players need to always be at the game court.
- 8.4. Teams can only be eligible if they always have 1 male and 1 female player on the court.
- 8.5. Players must be 16 years of age to be eligible to play.
- 8.6. All players MUST be registered to play (See Player Registrations on page 5).

9. The Game

- 9.1. Games will be 10 minutes long.
- 9.2. A coin toss, 'paper-scissors-rock' or other method will determine who serves first.
- 9.3. If a game is tied after 10 minutes, it will result in a draw.
- 9.4. In finals play, games will be played to best of 3 sets, first to 21.
- 9.5. Games are semi self-officiated, with 1 Nusport official between 2 courts. Once finals are live, one official will be allocated per court.
- 9.6. Substitutions can be made on any dead ball situation.
- 9.7. Both team captains must sign the scoresheet at the completion of the game.

10. Attire

10.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).

10.2. Teams should be dressed in matching-coloured tops.

10.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Netball shoes are recommended.

10.4. Team uniforms must not display offensive images or language, as per the entry conditions to NUsport managed facilities.

10.5. Bibs are provided at the venue. However, teams may also provide their own.

11. Finals

11.1. Finals will be played in the following format: (1st v 4th) & (2nd v 3rd). Winners progress to Grand Final.

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