

Thunder Cup Conditions of Play

Please ensure you read the following carefully, as your school agrees with and is bound to these terms and conditions by participating in Thunder Cup



School/Competition

1. A team may have up to 7 players on court.
2. All teams will receive participation certificates.
3. A team must have a minimum of 5 players, if not, a forfeit loss may occur.
4. Each team is to provide their own bibs.
5. Both teams must sign in on arrival at the Duty Room.
6. The home team must collect the score card and match ball upon sign in.
7. The home team must give the score card and match ball to the umpires immediately after the game.
8. Schools nominate team names upon registration; fun and unique team names are encouraged, and;
9. Schools are responsible for the administration of all first aid for their students, including the provision of ice.

Matches

1. Matches will be centrally timed.
2. The home team must provide a scorer for each match.
3. Matches will consist of 4 x 10-minute quarters, with 3-minute breaks at each interval.
4. Teams will receive a 2-minute and 30 second warning before the start of the first quarter.
5. Teams will be given a 30 second warning before the start of each quarter.
6. 1 point awarded for a win, 0 for a loss, 0 for a forfeit loss, 0 for a bye, 1 for a forfeit win, and;
7. No finals will be played, Thunder Cup is a fun and safe participation-based competition.

Modifications

1. Teams in the year 3/4 grade will play with the following modifications:
 - a. Size 4 ball.
 - b. 2.4m goal post height.
 - c. The ball can be held for up to 4 seconds.
 - d. Players can shuffle on the spot, without moving down the court, and;
 - e. The coach may move along the sideline but may not interfere with the umpire.

Injury time

1. No time will be allowed for injuries.
2. If a minor injury occurs:
 - a. The injured player must be treated off court.
 - b. The injured or ill player may be substituted, or the position may be left vacant.
 - c. When no immediate substitution is made, the treated injured player or substitute may not enter the game while play is in progress but may take the court immediately after a goal has been scored, and;
 - d. The injured player or the substitute must play in the position originally left vacant.
3. In the event of a serious injury, umpires should stop the game until the player can safely leave the court. If the player cannot be removed, umpires can move the game to another court. No extra time is added to the game while this occurs.

Player Eligibility

1. A player from a younger grade, may fill in for an older graded team.
2. A player from an older grade, may not fill in for a younger graded team;
 - a. In extreme circumstances Netball SA may allow flexibility with fill ins, and;
 - b. If an ineligible player is played, a forfeit loss may occur.
3. As per the Equal Opportunity Act 1984 (SA), boys can play in any Netball Competition/Team until the age of 12.

Match Cancellations

1. Matches will continue during wet weather it is raining, however in the event of extreme weather, Netball SA may cancel Thunder Cup matches;
 - a. Netball SA will make the decision at 1:30pm on match day.
 - b. Netball SA will contact the nominated Thunder Cup delegate.
 - c. Netball SA will endeavour to reschedule cancelled matches if possible, and;
 - d. If matches are unable to be rescheduled, each team will receive 1 point.
2. If a team wishes to forfeit a match;
 - a. Netball SA must be notified by 1:30pm, failure to do so may result in a fine, and;
 - b. The forfeiting team will incur a 0-20 loss.

Umpires

1. All umpires are to be treated with respect.
2. All umpires must wear a white top/jumper.
3. Each team must supply their own umpire;
 - a. Teams may book a Netball SA umpire for the term upon nomination at a cost;
 - I. If teams receive a forfeit, they may be refunded the umpire cost, and;
 - II. If teams forfeit a match, they will not be refunded the umpire cost.
 - b. Teams may request a 'one-off' umpire for a round at a cost;
 - I. Requests must be made at least 2 days prior to the round, and;
 - II. Netball SA cannot guarantee an umpire.
4. Schools should ensure umpires are of a suitable standard to the grade they are umpiring.
5. A fine of \$40 will apply to a team if their umpire does not arrive and no replacement is made, and;
6. If a team would like to provide feedback on an umpire, they must contact Netball SA directly after the completion of the match.