



RULES OF THE GAME

2026

SUMMARY OF CHANGES

SECTION	HEADING	COMMENTS
4.1A	League Format – SN Reserves	Removal of specific format/fixture for SN Reserves Finals Weekend. Fixture to be finalised and distributed separately.
4.3A	Match Duration and Format – SN Reserves	Inclusion of break durations as per 2025.
4.4B	Drawn Matches – SN Reserves Play In Tournament and Finals Weekend	If a match is tied at the end of regular time in the SN Reserves Play In Tournament or Finals Weekend, the match will move into a period of extra time. Note, no extra time is permitted for a SN Reserves home and away match that is tied at the end of regulation time.
7.6	Super Shot	<p>Line markings for the Super Shot are inclusive of line width.</p> <p>Replacement of Super Shot goal circle image to align with 2026 SSN League Manual Appendix 5 - SSN Court Markings & Decal Map.</p>
Appendix 1	Court Layout	<p>Standard court layout has 3.05 metre run off (exclusive of line width).</p> <p>Line marking tape must be used to mark 4m x 1m area (inclusive of line width).</p> <p>Replacement of court layout image to align with 2026 SSN League Manual Appendix 5 - SSN Court Markings & Decal Map.</p>
Appendix 2	Regular Time Result Review	New Appendix as per procedure introduced in 2024.

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1. PURPOSE

The Suncorp Super Netball League and the SN Reserves (the *League*) are conducted in accordance with the [World Netball 'Rules of Netball'](#) (1 January 2024), the World Netball Rules and Regulations, unless otherwise varied by these SSN & SN Reserves Rules of the Game (the *Rules of the Game*).

These Rules of the Game apply to the conduct of all netball Matches played between SSN Teams as part of the League and any other netball matches played between some or all of the SSN Teams as defined in the Team Licence Agreement (the *TLA*).

These Rules of the Game also apply to the SN Reserves competition, and where varied, specific provisions are detailed for each of the SSN and the SN Reserves under the relevant rule.

These Rules of the Game are deemed to be a Policy for the purpose of the Team Licence Agreement.

2. DEFINITIONS

Unless otherwise defined below, all capitalised terms in these Rules of the Game have the meaning given to those terms in the TLA.

Cancellation (applies to SSN only): A Delayed or Suspended match which the EGM – SSN, Events and Commercial declares is unable to be rescheduled.

Delay: A match is considered delayed when the Match does not start at the scheduled Match Start Time for any reason detailed in section 5.2.1.

Match Start Time: Is the scheduled match start time, as publicly available in the official League fixture.

Suspension: A match is considered suspended when the Match is interrupted after the scheduled Match Start Time for any reason detailed in Section 5.3.1.

League Manual: The League Manual for either the SSN or the SN Reserves as the case may be.

League: Either the SSN or the SN Reserves as the case may be.

3. COMPETITION MANAGEMENT

3.1. APPOINTMENT

3.1.1. NA will appoint an SSN Competitions Manager (**CM**) or an equivalent role as determined by it and notified from time to time.

3.1.2. **SSN:** NA will also appoint a Match Delegate to each Match. In the event that the CM is not present at a Match, the Match Delegate is delegated authority to perform the role of the CM. The Match Delegate will confer with the CM and the NA Integrity Team as required.

SN Reserves: The Host Team is responsible for appointing a Home Team Operations Manager (**HTOM**) to each Match. The HTOM is the delegated authority to perform the role of the CM at match. The HTOM will confer with the CM and the NA Integrity Team as required. The HTOM may also fulfill other match day roles/functions.

3.2. FUNCTIONS AND POWERS

3.2.1. The CM will have a sound knowledge of the World Netball Rules and Regulations, these Rules of the Game and the League Manual and their application to the League.

3.2.2. Subject to these Rules of the Game, the CM will preside over all decisions and issues relating to the application of the World Netball Rules and Regulations, these Rules of the Game and the League Manual, in consultation with the NA Integrity Team and NA Head Coach, Performance Umpiring where applicable. For the avoidance of doubt, the CM does not have jurisdiction over the World Netball 'Rules of Netball', which is the responsibility of the NA Head Coach, Performance Umpiring.

3.2.3. SSN: The CM will be the reference point for any matters which arise in respect of the League or these Rules during a Match and in respect of which a prompt decision must be made. The CM may consult with relevant groups or personnel as he/she sees fit before reaching a making any decisions.

SN Reserves: The HTOM will be the reference point for any matters which arise in respect of the League or these Rules during a Match and in respect of which a prompt decision must be made. The HTOM may consult with relevant groups or personnel as he/she sees fit before reaching a making any decisions.

3.2.4. The CM/Match Delegate/HTOM's responsibilities include, but are not limited to:

- a) ensuring that the League and specific match elements are conducted in accordance with the League Manual;
- b) providing final sign off of the field of play, signage and operations in accordance with the League Manual, the Final Match Sign Off;
- c) in consultation with the NA Integrity Team, ensure oversight and compliance with the Competition Manipulation and Sports Wagering Policy (in so far as it relates to the use of Mobile Devices on match day (for SSN only)) by Participants and reporting of any issues immediately to the NA Integrity Team (which may take place remotely);
- d) referring any crowd management issues to Venue Security, the host Team's Event Management, the CM (for SSN matches) and the NA GM – Legal and Integrity (or their delegate) immediately (which may take place remotely) and reporting of any issues in the match and event report (match report only for the SN Reserves);
- e) determine the necessary action to be taken if circumstances arise which are not provided for in the World Netball Rules and Regulations, these Rules of the Game and the League Manual that are relative to the conduct of the League (for SSN) or Match (for SN Reserves);
- f) providing a match and event report to the CM within 24 hours of the completion of the Match, in the form prescribed by the League.

3.2.5. SSN: If the CM is not present at a Match the following process may be managed remotely:

- a) in consultation with the host Team's Event Management and Match Delegate, manage any Match delay or postponement procedures where necessary and as set out in these Rules of the Game, which may be escalated to the EGM – SSN, Events and Commercial (or their delegate); and
- b) prevent a Team playing a Match with an ineligible Player in consultation with the NA Integrity Team and EGM – SSN, Events and Commercial.

SN Reserves: The HTOM, in consultation with the host Team's Event Management will manage any Match day or suspension procedures where necessary and as set out in these Rules of the Game.

3.2.6. In the event that the CM/Match Delegate/HTOM identifies any issue in respect of the Final Match Sign Off, the CM/Match Delegate/HTOM must assess the remedial steps required in order to rectify the issue. If, in the reasonable opinion of the CM/Match Delegate/HTOM, there is a risk that the Match may be delayed or postponed due to the issue (in accordance with section 5), the CM/Match Delegate/HTOM must immediately notify:

- a) **SSN:** the CM or the GM - SSN and Events if it is the CM who has identified the issue (for the SSN);
- b) **SN Reserves:** the Home Club High Performance Manager.

For the purpose of this section 3.2.6, a risk is any risk that is more than a remote risk.

3.2.7. The CM/HTOM will not make decisions on the playing rules as applied by the Umpires in accordance with the World Netball 'Rules of Netball' or as varied by these Rules of the Game.

4. COMPETITION DETAILS

4.1. LEAGUE FORMAT – SSN (NOT APPLICABLE TO SN RESERVES)

4.1.1. The SSN will consist of fourteen (14) rounds, with the eight (8) SSN Clubs required to play each other twice in a home and away basis. The top four Teams at the completion of the home and away rounds will advance to the finals series, which will be played as follows:

WEEK ONE

Major semi-final: 1 vs. 2 to be played at a venue and date determined by the League, in consultation with the highest ranked team.

Minor semi-final: 3 vs. 4 to be played at a venue and date determined by the League, in consultation with the highest ranked team.

WEEK TWO

Preliminary final: Loser of major semi-final vs. winner of minor semi-final to be played at a venue and date determined by the League in consultation with the loser of the major semi-final.

WEEK THREE

Grand Final: Winner of the major semi-final vs. winner of the preliminary final to be played at a venue and date determined by the League.

4.1A LEAGUE FORMAT – SN RESERVES (NOT APPLICABLE TO SSN)

The SN Reserves will consist of 28 matches, with the eight (8) SSN Clubs required to play each other once. All Teams at the completion of the home and away will advance to a *SN Reserves Finals Weekend*.

Member Organisation Teams from ACT, Tasmania and Northern Territory will compete against each other at the conclusion of the Home and Away season in a Play in Tournament to determine their rankings for the SN Reserves Finals Weekend.

4.2. MATCH POINTS

4.2.1. In the home and away rounds, points will be allocated according to the table below:

1	Win	Four (4) points
2	Draw	Two (2) points
3	Loss	Zero (0) points

4.3. MATCH DURATION AND FORMAT – SSN (NOT APPLICABLE TO SN RESERVES)

4.3.1. For SSN, matches will be 60 minutes long and consist of four quarters lasting 15 minutes each. There will be an interval between each quarter, lasting for 5 minutes, except the half-time interval (between the 2nd and 3rd quarter) which will last for 15 minutes.

4.3A MATCH DURATION AND FORMAT – SN RESERVES (NOT APPLICABLE TO SSN)

4.3.1A For SN Reserves, matches will be 60 minutes long and consist of four quarters lasting 15 minutes each. There will be an interval between each quarter, lasting for 4 minutes, except the half-time interval (between the 2nd and 3rd quarter) which will last for 8 minutes.

4.4. DRAWN MATCHES – SSN (NOT APPLICABLE TO SN RESERVES)

4.4.1. During the SSN regular season, a match that is tied at the end of regular time will move into a period of extra time in an effort to determine a winner. The following rules will apply:

EXTRA TIME

Extra time for all Home and Away matches will use the following format:

- a) If the two teams are tied at the end of regular time, a 90 second break will be taken.
- b) Extra Time consists of two five-minute halves, with a half-time interval of 90 seconds.
- c) Teams will change ends at the end of regular time and at the half-time interval of the Extra Time. The centre pass will follow on.
- d) If, at the end of Extra Time, one team is leading the other team, that team will be declared the winner.
- e) If, at the end of Extra Time, the scores are tied, the match will be declared a draw and each team is awarded 2 points.
- f) The Super Shot will apply during Extra Time.
- g) Teams are permitted to make substitutions in the break before Extra Time commences and at the half-time interval.
- h) Normal injury and rolling substitutions can occur during Extra Time;
- i) No time outs (tactical) can be taken during Extra Time.

4.4.2. For all Finals Matches, Rule 4.4.1(e) will not apply, and if at the end of Extra Time scores are still tied, Extended Extra Time in accordance with below will apply:

EXTENDED EXTRA TIME

In the event that at the end of Extra Time scores are still tied, Extended Extra Time for all Finals matches will apply as follows:

- a) Following Extra Time, the match will continue until there is a **three (3) point separation** between Teams.
- b) A visual signal will appear on the scoreboards and video screens to indicate Extended Extra Time is being played.
- c) An audio signal (ringing bell) will sound to indicate Extended Extra Time has commenced. To avoid doubt, play will continue and there will be no break in play between Extra Time and Extended Extra Time.
- d) No time will be recorded on the Tissot clock during Extended Extra Time.
- e) The Super Shot will continue into Extended Extra Time.
- f) Normal injury time outs and rolling substitutions can occur during Extended Extra Time.
- g) No time outs (tactical) can be taken during Extended Extra Time.

4.4A DRAWN MATCHES – SN RESERVES HOME AND AWAY SEASON (NOT APPLICABLE TO SSN)

4.4.1A No extra time is permitted for a SN Reserves home and away match that is tied at the end of regulation time. Teams will share in points.

4.4B DRAWN MATCHES – SN RESERVES PLAY IN TOURNAMENT AND FINALS WEEKEND (NOT APPLICABLE TO SN RESERVES HOME AND AWAY SEASON)

4.4.BA If a match is tied at the end of regular time, the match will move into a period of extra time in an effort to determine a winner in accordance with Rule 4.4.1 and Rule 4.4.2.

4.5. RESULTS AND RANKING

4.5.1. **SSN:** At the conclusion of regular time (or extra time, or extended extra time as the case may be), once the score has been verified by the Bench Officials, and the Official Match Results distributed by electronic file transfer, the final result for the match will stand.

SN Reserves and Play in Tournament: At the conclusion of regular time, once the score has been verified by the Bench Officials, and the Official Match Results verified in PlayHQ, the final result for the match will stand.

4.5.2. At the end of the Home and Away Rounds, Teams will be ranked in descending order as follows:

- a) According to the number of points awarded for a win, loss, or draw as set out in section 4.2.1 above;
- b) If two or more Teams are tied on points, their rank will be decided initially by the team that has the greatest number of wins;
- c) If two or more teams are tied on points and number of wins are equal, then goal percentages during the Home and Away Rounds will be used to determine the rank. Goal percentages are calculated by dividing the goals scored by a team by the number of goals scored against the team during all Home and Away Round Matches and multiplying the result by 100, calculated to 2 decimal points;
- d) If two or more Teams are still tied following the goal percentage calculation, the outcome/s of the Home and Away Round Matches between the two Teams will decide the higher rank. If the two Teams won one Match each, then goal difference will decide their ranking. Goal difference is calculated by subtracting the number of goals scored 'against' a Team from the number of goals scored by the Team during all Home and Away Round Matches. Teams will be ranked from the Team that has the highest goal difference to the Team with the lowest goal difference;
- e) In the event that a Match between two Teams was not finished and a draw was declared then goal difference as above will be applied; and
- f) If there is still a tie, the Team that scored the most goals during the Home and Away Rounds will take the higher rank.

5. DELAYS, SUSPENSIONS, POSTPONEMENTS, EXCEPTIONAL CIRCUMSTANCES

5.1. LEAGUE SCHEDULE

- 5.1.1. Other than in circumstances outlined in Section 5.2 or Section 5.4, Teams must participate in all Matches in accordance with the schedule.
- 5.1.2. **SSN:** Section 6 will apply in the event that a team refuses to play or complete a Match.

5.2. DELAYS

5.2.1. On the day of a Match and prior to the commencement of the Match Start Time, the appointed Match Delegate/HTOM may, in accordance with this Section, Delay the Match Start Time due to:

- a) poor conditions on the field of play;
- b) equipment damage or failure (eg power outages, Score Bench technology issues);
- c) any issue identified as part of the Final Match Sign Off;
- d) a seriously injured Player that cannot safely be moved from the field of play in order for the Match to commence;
- e) **SSN:** Game 1 of the day goes into extra time, in which case, Section 5.2.6 applies (this provision does not apply to SN Reserves);
- f) any other matter arising from the field of play inspection conducted (or any other matter identified) by the Umpire/s that in the opinion of the Match Delegate/HTOM justifies a Delay of the Match.

5.2.2. The Match Delegate/HTOM will immediately notify:

- a) **SSN:** the CM, who is responsible for escalating the matter to the GM – SSN and Events (or their delegate). The GM – SSN and Events (or their delegate) will consult with the following: the Match Delegate, Host Team Operations Manager, Venue Operator, Broadcast, Team Managers, the Umpire Supervisor and other personnel as deemed appropriate to determine if a Match can commence with a rescheduled Match Start Time.

SN Reserves: The respective Home Club High Performance Manager (or their delegate). The High Performance Manager (or their delegate) will consult with the following: the HTOM, Venue Operator, Home Club SSN Event Manager (if played as a SSN pre or post-match fixture), Team Managers, the Umpire Supervisor and other personnel as deemed appropriate to determine if a Match can commence with a rescheduled Match Start Time

5.2.3. In considering the rescheduled Match Start Time, the GM – SSN and Events (for SSN) or the High Performance Manager (or their delegate) (for SN Reserves) will, in consultation with the representatives outlined in Section 5.2.2, consider the following:

- a) **SN Reserves:** impact on the corresponding SSN Match (if scheduled as part of a pre or post SSN Match);
- b) the issue and reason for the delay, permitted in the circumstances outlined in Section 5.2.1;
- c) the original start time for the Match;
- d) whether the notification of the need for the Delay has been made prior to doors opening (if applicable for SN Reserves);
- e) venue, broadcast, event and other staff shift times;
- f) impact of travel and accommodation of teams and umpires;
- g) **SSN:** whether the Match with a rescheduled Match Start Time is able to be broadcast in line with broadcast requirements; and
- h) any other matter determined to be relevant, including the likely timeframe for the rectification of the matter and commencement of play.

5.2.4. In the event that a Match is Delayed, the rescheduled Match Start Time must take place as soon as is practicable, with notification in accordance with the League Manual followed.

SN Reserves: To be clear, an SSN Match MUST NOT be impacted as a result of any delay.

5.2.5. The Match will be conducted as per usual match operating and timing procedures from the rescheduled Match Start Time.

5.2.6. **SSN:** In the event that Game 1(5pm Sat or 2pm Sun) goes to Extra Time, Game 2 will have a 5 minute delay to the Match Start Time:

- a) the Match Delegate for Game 1 immediately notifies the SSN Comp On-Call Contact and Match Delegate for Game 2 (7pm Sat or 4pm Sun); and
- b) Match Delegate for Game 2 then notifies Umpires, Home Team Event Operations Manager, Team HPMs, Broadcast, Bench Officials that there will be 5 minute Delay to the Match Start Time for Game 2.

5.2.7. **SSN:** Where the GM – SSN and Events determines that a rescheduled Match Start Time on the same day as the Match is not reasonably practicable in accordance with this Section, Section 5.4 (Postponement) will apply.

SN Reserves: Where the High Performance Manager (or their delegate) determines that a rescheduled Match Start Time on the same day as the Match is not reasonably practicable in accordance with this Section, they will, in consultation with the opposing team, determine whether the format of the Match can be adjusted to allow the Match to proceed, or by agreement with the opposing team, reschedule the Match (which must be at no additional cost).

5.2.8. **SN Reserves:** The High Performance Manager (or their delegate) must advise the SSN Competition Manager in writing of this adjustment after the conclusion of the match.

5.3. SUSPENSION

5.3.1. Once the Match has started, the Match Delegate/HTOM may Suspend the Match due to:

- a) poor conditions on the field of play;
- b) equipment damage or failure;
- c) a seriously injured Player that cannot safely be moved from the field of play in order for the Match to re-commence;
- d) any other matter identified by the Umpire/s that in the opinion of the Match Delegate justifies a Suspension of the Match;
- e) **SSN:** a Regular Time Result Review (in accordance with Appendix 2); or
- f) any other unforeseen circumstance.

5.3.2. The Match Delegate will immediately notify:

- a) **SSN:** the CM, who is responsible for escalating the matter to the GM – SSN and Events (or their delegate). The GM – SSN and Events (or their delegate) will consult with the following: the Match Delegate, Host Team Operations Manager, Venue Operator, Broadcast, Team Managers, the Umpire Supervisor and other personnel as deemed appropriate to determine if a Match can re-commence following the Suspension.
- b) **SN Reserves:** the respective Home Club High Performance Manager (or their delegate). The High Performance Manager (or their delegate) will consult with the following: the HTOM, Venue Operator, Home Club SSN Event Manager (if played as a SSN pre or post-match fixture), Team Managers, the Umpire Supervisor and other personnel as deemed appropriate to determine if a Match can re-commence following the Suspension. To be clear, an SSN Match MUST NOT be impacted as a result of any delay.

5.3.3. In considering the re-commencement of the Match, the GM – SSN and Events (for SSN) or the High Performance Manager (or their delegate) (for SN Reserves) will, in consultation with the representatives outlined in Section 5.3.2, consider the following:

- a) **SN Reserves:** impact on corresponding SSN Match (if scheduled as a pre or post SSN Match);
- b) the issue and reason for the Suspension, permitted in the circumstances outlined in Section 5.3.1;
- c) the original start time for the Match and time of Suspension of Match;
- d) venue, broadcast, event and other staff shift times;

- e) impact of travel and accommodation of teams and umpires;
- f) **SSN:** whether the Match, notwithstanding the Suspension is able to be broadcast in line with broadcast requirements; and
- g) any other matter determined to be relevant, including the likely timeframe for the rectification of the matter and re-commencement of play.

5.3.4. In the event that a Match is Suspended, the Match must be resumed as soon as is reasonably practicable, under the following conditions:

- a) on resumption, the Match shall be continued from the spot where the ball was when play was stopped;
- b) the score on resumption of the Match being that at the time the Suspension took place;
- c) warm up time and provisions around Team and Umpire movements will be in accordance with the framework below, in consultation with the medical staff of both Teams.

Suspension	Warm Up etc
Less than 5 minutes	Teams and Umpires remain on-court No field of play warm-up period
Between 5 minutes and 19 minutes	Teams and Umpires have the option to return to change rooms Teams and Umpires permitted a field of play warm-up period up to a maximum of fifteen (15) minutes
Between 20 minutes and 59 minutes	Teams and Umpires have option to return to change rooms Teams and Umpires permitted a field of play warm-up period up to a maximum of twenty (20) minutes
Greater than 60 minutes (excluding warm up time)	Game postponed in accordance with Section 5.4

5.3.5. The Match will be conducted as per usual match operating and timing procedures from the re-commencement time of the Suspended Match.

5.3.6. **SSN:** Where the GM – SSN and Events determines that it is not reasonably practicable for the Suspended Match to be resumed in accordance with this Rule, including in circumstances where, the GM – SSN and Events determines the Match cannot resume within 60 minutes from the time of the Suspension (excluding up to 20 minutes for warm up as per Section 5.3.4(c)), Section 5.4 (Postponement) will apply.

SN Reserves: Where the Home Club High Performance Manager (or their delegate) determines that it is not reasonably practicable for the Suspended Match to be resumed in accordance with this Rule, they will, in consultation with the opposing team, determine whether the format of the Match can be adjusted to allow the Match to proceed, or by agreement with the opposing team, reschedule the Match (which must be at no additional cost).

5.3.7. The High Performance Manager (or their delegate) must advise the EGM – Performance in writing of this adjustment after the conclusion of the match.

5.4. POSTPONEMENT – SSN (NOT APPLICABLE TO SN RESERVES)

- 5.4.1. The GM – SSN and Events will determine whether a match that has been Delayed or Suspended in accordance with Section 5.2 or Section 5.3 will be a full replay or be completed from the point of the Suspension (as the case may be) in accordance with this Rule.
- 5.4.2. Wherever possible and in consultation with Teams, Umpires, Venue and Broadcast, the League will endeavour to reschedule the Match (in its entirety, or from the point of suspension) within 24 hours from the original Match Start Time so as to cause minimal disruption to the remainder of the competition schedule.
- 5.4.3. In respect of a Suspended Match, the Match will resume:
 - a) from the time (including in relation to each Team's score, the number of minutes remaining in the Match, each Player's statistics, for the Match) of the Suspension; and
 - b) from the spot where the ball was when play was stopped.
- 5.4.4. In respect of a Delayed Match, the rescheduled Match will be conducted as per usual match operating and timing procedures.
- 5.4.5. In the event that the GM – SSN and Events, in their absolute discretion, determines that the Match cannot be postponed in accordance with Section 5.4.2, and is subsequently cancelled, the following applies:
 - a) if the decision to Delay or Suspend the Match is made before or during the half-time the match will be declared as being abandoned and each Team will be awarded 4 League points. To avoid doubt and for the purpose of calculating Team percentages, no points (for and against) will be allocated to either Team;
 - b) if the third quarter has started, the Team with the highest score when the Match is Suspended will be declared the winner and will be awarded League points accordingly, with points (for and against) allocated as per the score at the time of the Suspension; or
 - c) if the third quarter has already started and the score is even when the Match is Suspended, a draw will be declared, and each Team will be awarded 2 League points, with points (for and against) allocated as per the score at the time of the Suspension.

5.5. EXCEPTIONAL CIRCUMSTANCES – SSN (NOT APPLICABLE TO SN RESERVES)

- 5.5.1. The GM – SSN and Events, having consulted with the NA CMO, GM – Legal and Integrity and the CM, has the power to make a direction (whether following a request by a Team or at its own discretion) that a Match cannot proceed as scheduled due to exceptional circumstances including, but not limited to:
 - a) a direction of a State or Federal Government impacting the ability for a Team to participate in the Match;
 - b) availability of Umpires and bench officials required for the Match to proceed; and/or
 - c) other exceptional circumstances where the Team has exercised reasonable care, proper precautions and the event could not have been reasonably foreseen (such as natural disaster, travel disruptions).
- 5.5.2. In determining whether a team can participate in the Match, the League will have regard to the following:
 - a) the number of players and/or staff in the Team that are or may be impacted;
 - b) whether, using best endeavours, the team is able to access Replacement Players and/or Training Partners or additional/replacement staff;
 - c) whether the Team is playing in their home state;
 - d) the timing of the event in proximity to the Match; and

- e) any other factor deemed relevant by the League.

5.5.3. In the first instance and if possible, where a Match cannot proceed in accordance with the Section 5.5.1 above, that Match will be rescheduled by the League (in its absolute discretion), including a short Delay or if possible, a Postponement (in accordance with Section 5.4). The League will determine the venue for the rescheduled Match, taking into consideration venue availability and Teams participating in the Match.

5.5.4. In circumstances where a Match does not proceed as scheduled in accordance with Section 5.5.1, the NA GM – Legal & Integrity will determine whether a participating Team (or Participant) is at fault. A Team will be at fault where:

- a) the team facilitates a breach of League rules and regulations by a Participant;
- b) a team does not use their best endeavours to participate in the scheduled Match; and/or
- c) a team fails to comply with the TLA, including but not limited to ensuring that each Participant meets the standards required by the Policies.

5.5.5. NO FAULT: if the scheduled Match cannot be Postponed, each Team will be awarded 2 points.

- a) if any of the Semi-Finals or Preliminary Final is unable to be rescheduled, then the Team which finished higher on the points table at the completion of the Regular Season shall be declared the winner of that final.
- b) if the Grand Final is unable to be rescheduled, then the Team which finished higher on the points table at the completion of the Finals Matches shall be declared the winner of the Grand Final.

5.5.6. TEAM AT FAULT: where a Team (or Participant) is determined to be at fault in accordance with Section 5.5.4 above, the offending Team will:

- a) be in breach of the TLA and Competition & Compliance Rules and may be subject to fines and other penalties;
- b) be responsible for all incurred actual costs associated with the reschedule and cancellation (including but not limited to broadcast costs, venue hire and set up costs, including for the relocated venue, loss of broadcast fee in the event of cancellation). Costs will not cover potential loss of earnings and contemplated revenue.
- c) A Participant(s) may be in breach of the Code of Conduct and may be subject to fines and other penalties.
- d) Further, in the event that the Match cannot be rescheduled:
 - i. The non-offending Team will be awarded 4 points;
 - ii. If any of the Semi-Finals or Preliminary Final is unable to be rescheduled, then the non-offending Team will be awarded the Match and will qualify for the next scheduled final; and
 - iii. If the Grand Final is unable to be rescheduled, then the non-offending Team will be declared the winner of the Grand Final.

5.5.7. In the event that a Match is Postponed or cancelled in accordance with this Section 5.5:

- a) no compensation will be paid to impacted Teams, including to any non-defaulting Team; and
- b) there is no right of appeal to the League's decision to Postpone or cancel the Match.

5.5.8. Nothing in this Section 5.5 prevents NA taking any actions under the TLA, Competition & Compliance Rules, or other codes and policies in relation to such breaches.

6. COMPLETE DISQUALIFICATION AND FORFEIT

6.1. CONSEQUENCES OF LEAGUE POLICY BREACH

- 6.1.1. A breach of the League Policies may result in sanctions being imposed, including but not limited to the disqualification of a Participant and/or Team from the Regular Season and/or Finals Series.
- 6.1.2. Other than as contemplated by Section 5.2 and 5.4, a Team that is disqualified or refuses to play or complete a Match, will be:
 - a) deemed to have breached the Rules of the Game and TLA; and
 - b) the breach will be treated seriously by NA with sanctions imposed, up to removal from the League.

6.2. CONSEQUENCES OF PLAYER DISQUALIFICATION

- 6.2.1. If a Player is disqualified for a breach of a League Policy, all scoring and Match statistics will be removed from the published individual statistics for the Regular Season and/or Finals Series as directed in any sanction, including any requirement or direction of Sport Integrity Australia under the National Anti-Doping Policy.

7. THE MATCH

7.1. UMPIRES

- 7.1.1. The Netball Australia High Performance Umpire Team will appoint all Umpires for all Matches.

7.2. CONCUSSION / SERIOUS INJURY PROTOCOL

- 7.2.1. **SSN:** The Policy & Guidelines for the Management of Sport Related Concussion – National Programs and SSN apply to all Matches.

SN Reserves: The Guidelines for the Management of Sport Related Concussion in Netball – NA Pathways, Youth and Community Netball apply to all Matches.

- 7.2.2. In accordance with Section 7.3.6 below, the team bench, through a primary carer, or the Match Day Doctor is permitted to alert the reserve umpire and call an injury time, in the case of a suspected concussion (or serious injury) where the player is unable or unwilling to call a time out or it may not be seen or heard by the umpire. The World Netball Rules of Netball apply and the player is required to be substituted. If, after assessment (in accordance with the Policy & Guidelines for the Management of Sport Related Concussion), the athlete is cleared, they can return to the court through a rolling substitution, another time out, new injury time or interval as per the current rules.

7.3. TEAM BENCH

COACHES

- 7.3.1. Coach(es) and team support staff are permitted to move freely behind the LEDs and may interact with the Secondary Bench once the Match has commenced.
- 7.3.2. A Coach is also permitted to move into the designated Coach on-court zone (in accordance with Rule 7.4), the *Designated Coach & Substitution Zone*.
- 7.3.3. Coaches must not direct any comment to, or about, the Umpire(s) from the team bench or from the Designated Coach & Substitution Zone. Game Management Protocols will be used to address inappropriate conduct. Sanctions for breach are available at the discretion of the League.

PLAYERS

7.3.4. Players are permitted to actively spectate in the match while located on the bench and may interact with the Secondary Bench once the Match has commenced. They are permitted to celebrate moments in the match, and this can include standing and cheering. Players should not remain standing for extended periods of time.

7.3.5. Players must always remain behind the LEDs, and stay off the run-off zone of the court.

TEAM OFFICIALS

7.3.6. World Netball 'Rules of Netball' Rule 3.14, Rule 3.15 and Rule 3.16 apply, with the addition of the following:

- a) where the non-Home Team does not travel with a Team Doctor, the Home Team Doctor will be designated 'Match Day Doctor'; and
- b) a primary care person (ie Team Doctor, Match Day Doctor or Team physiotherapist) must notify the reserve umpire and the reserve umpire must stop play if the primary care person is required to attend to a player in accordance with the Policy & Guidelines for the Management of Sport Related Concussion.

SECONDARY BENCH

7.3.7. Teams must comply with the SSN League Manual / SN Reserves Manual in respect of the location of the Secondary Bench.

7.3.8. Interactions between the Secondary Bench and the Primary Bench, including on-court players, are permitted from the commencement of the Match through to its conclusion, in accordance with Section 7.3.9 and Section 7.3.10.

7.3.9. The Secondary Bench can interact with Team Officials and Players in the changeroom or outside of the playing enclosure during intervals. If the team remains on the field of play during intervals, there may be interaction with the Secondary Bench, but the Secondary Bench must remain in their seats unless they are required to enter the field of play to perform critical medical, nutritional or operational tasks.

7.3.10. The Strength and Conditioning Coach may enter the field of play and interact with Players and Team Officials to conduct pre-match warm up. Once the pre-match warm up is concluded, in the event that the Strength and Conditioning Coach is not included in the Primary Bench (ie they are seated on the Secondary Bench), they must take their seat on the Secondary Bench ready for the commencement of the match.

7.4. DESIGNATED COACH AND SUBSTITUTION ZONE

7.4.1. Each Designated Coach & Substitution Zone will be four (4) meters by one (1) metre, where the full 3.05m run off is not available, the League will provide further guidance.

7.4.2. Coach(es) are permitted to enter the runoff into the Designated Coach & Substitution Zone, however must remain wholly within the Designated Coach & Substitution Zone at all times. For the avoidance of doubt, only one coach (being either the Head Coach or the Assistant Coach) may be in the Designated Coach & Substitution Zone at any one time. The other coach must remain behind the LED at the team bench.

7.4.3. A Coach may stay in the Designated Coach & Substitution Zone for an unlimited period.

7.4.4. It is the complete responsibility of the Coach and Substitute Players to remain in a position that is out of contact of either an umpire or player within the Designated Coach & Substitution Zone. The sanction being a free pass awarded to the opposition team. If the opposition is already in possession, the ball will be advanced.. Other sanctions for breach are available at the discretion of the League.

7.4.5. See Appendix 1: Designated Coach & Substitution Zone instructions.

7.5. GAME MANAGEMENT

PLAYERS NAMES/CAPTAINS

- 7.5.1. Umpires will be actively encouraged to, after the official setting of a sanction, refer to the players by name to assist with communication of further information and building rapport and engagement by both parties.
- 7.5.2. World Netball 'Rules of Netball' Rule 3.13f (in respect of on-court captain identification) does not apply to the League.

GAME MANAGEMENT

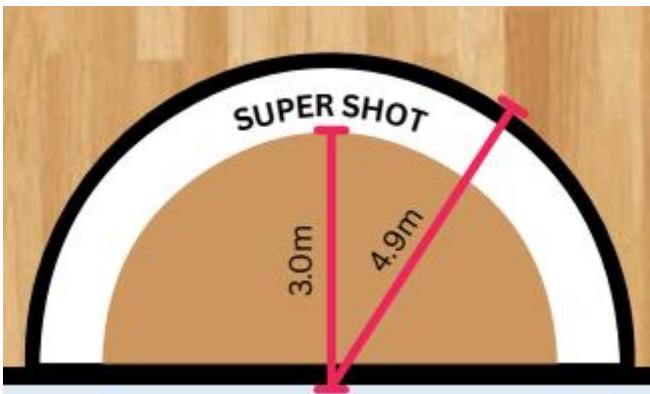
- 7.5.3. All Game Management will be in accordance with the World Netball Rules of Netball. To be clear, World Netball 'Rules of Netball', Rules 18.43 to 18.47 apply to the discipline of team officials and bench players.
- 7.5.4. After the scoring of a goal, the players must return the ball without delay or interference for the next centre pass.

ADDITIONAL GAME MANAGEMENT UMPIRE PROTOCOLS – SSN (NOT APPLICABLE TO SN RESERVES)

- 7.5.5. Umpires to ensure microphones are not covered at any stage during a match – e.g. when talking to players or implementing game management sanctions.
- 7.5.6. Umpires will hold time in accordance with the World Netball Rules of Netball.

7.6. SUPER SHOT

- 7.6.1. A Super Shot scoring zone will be clearly marked out on all SSN courts with a court marking and will be activated at specific times during a match. The zone will commence at 3m from the goal post (inclusive of line width) and extend to 4.9m from the goalpost (inclusive of line width). The width of the zone will be 1.9m. Activation of the Super Shot Scoring Zone will be indicated in venue via audible and visual signals. All attempts from the Super Shot scoring zone during the specified times will be called a Super Shot, and two points will be allocated to the team who successfully scores.
- 7.6.2. The Super Shot scoring zone will be activated for the final five minutes of each fifteen-minute quarter. To be clear, at the activation of the Super Shot audible and visual signal, if the ball has already left the hands of either shooter (i.e., an attempt at goal outside the specified time) – and the shooter has complied with all other rules in respect of the Super Shot – and the subsequent goal is successful, 2 points will be awarded.
- 7.6.3. The Super Shot scoring zone will remain activated for the Extra Time period played following a drawn SSN match in regular time. To avoid doubt, this includes any Extended Extra Time for all Finals matches.
- 7.6.4. The number of points allocated to the goal scored is determined by the place from which the shot is made and includes contact with the ground by the player during the catching and holding of the ball prior to taking the shot. In taking a super shot at goal the GS or GA:
 - a) must have contact with the ground in the Super Shot scoring zone for two points to be allocated to the goal and no contact with the ground outside the Super Shot scoring zone either while catching or holding the ball.
 - b) may lean on the ball in the goal circle or goal third area outside of the Super Shot scoring zone or may roll the ball or pick it up from these areas, provided the GS or GA makes no physical contact with the ground outside the Super Shot scoring zone.
- 7.6.5. Umpires will signal a successful 2 point shot by raising both hands straight above their head and verbalise 'two (2)' to assist the bench officials with applying the correct point allocation for the goal.
- 7.6.6. The goal circle is divided up as follows:



7.6.7. All other requirements for scoring a goal as per the World Netball Rules and Regulations.

CLARIFICATION OF THE AWARDING OF SUPER SHOT GOAL

7.6.8. It has been recognised that the value of a Super Shot goal could be mis-communicated by the Umpire to the score bench. To minimise the likelihood of this occurring, the reserve umpire will stand during the Super Short period to assist Umpires correctly awarding a Super Shot goal. Teams must individually investigate and fully understand the impact on ticketing immediately behind the reserve umpire. It may be necessary to implement venue specific restrictions, which will need to be communicated clearly to visiting teams. Restrictions to be equally applied. Alternatively, seats may need to be killed or sold as restricted viewing.

7.6.9. In the event that there is a miscommunication of a Super Shot goal:

- The reserve and/or non-controlling umpire on observing a potential anomaly, shall call time prior to the next centre pass and discuss the score value with the controlling umpire.
- If the score value is deemed to have been miscommunicated, the Umpire closest to the score bench, shall notify the score bench of the correct score value.
- If the non-controlling Umpire did not observe the miscommunication in score, Bench Official 5 (bench manager) shall alert the Reserve umpire immediately, that clarification of the score value is required. The Reserve umpire shall hold time at the next available centre pass and seek a score value clarification from the on-court Umpires.
- The score bench will amend the score as required at the next available opportunity.
- At the next available interval break that is a Time out or interval break, Bench Official 5 shall notify the Team Managers, Match Delegate and Broadcast that the scores have been amended.

7.6.10. Other than as outlined above in Rule 7.6.9, the adjudication of the controlling umpire of the value of a Super Shot goal shall stand and there shall be no right of appeal or query by any Team.

7.7. TIME OUTS – SSN (NOT APPLICABLE TO SN RESERVES)

7.7.1. Each Team is entitled to request two (2) 90 second timeouts per half. This is a set time period, not up to 90 seconds.

- The umpire will hold time when an on-court player requests a timeout after a goal is scored, before the centre pass is taken.
- An appeal for a timeout may be made to either umpire.
- The next time out can be called by either team after the scoring of another goal.
- The umpire shall blow the whistle and signal to the official bench using the time out hand signal – fingertips together in a triangle, while verbally stating 'Time Out – Team X and pointing to the requesting team bench.
- Both teams may utilise the time out once requested by one team.

- f) An on-court player may leave the court during the time out.
- g) Any bench player listed on the official score sheet may move on to the court during the time out.
- h) Medical treatment may be provided during the time out, so long as it is done within the 90 second timeframe. Medical treatment may take place on the court by the Primary Carer.
- i) Hydration may be provided during the time out, water bottles can be brought onto the run off, they should not be on the court. It is the responsibility of the team manager to ensure no water is spilt.
- j) Both teams have the right to make substitutions and/or team changes during the time out.
- k) Players are to return to their positions when the umpire blows the 10sec warning whistle. All bench players and team officials must immediately leave the court. Play will not resume until the 90 seconds has finished.

UMPIRE PROTOCOL

- 7.7.2. Any on court player may request a time out to the umpire, by verbally stating 'Time Out'. A time out may only be requested between the scoring of a goal and before the restart of play. The appeal may be made to either umpire.
- 7.7.3. The umpire shall blow the whistle, signal to the official bench using the time out hand signal (new) – fingertips together in a triangle, while verbally stating 'time out – Team X and pointing to the requesting team bench'. This will ensure the teams, official bench and broadcast are aware and can action appropriately.
- 7.7.4. Upon either umpire blowing the whistle and indicating to Bench Official 3 that time out time is to be taken:
 - a) the umpire controlling the team bench side line takes up a position that allows a clear view of the team and team bench on their right-hand side.
 - b) the co-umpire moves to a position on the same side line that allows a clear view of the opposing team and its team bench (on the left-hand side).
 - c) both umpires maintain a clear view and monitor the court and its surrounds during the Time Out.
- 7.7.5. Both umpires check that only bench players and team coaches listed on the official score sheet enter the court area during the time out.
- 7.7.6. Bench Official 3 will notify the umpires when 10 secs remain of the time out, and a warning whistle will be blown for the players to take up their positions for the restart of play. The umpires will return to their positions at this time for the restart of play.
- 7.7.7. At the expiration of time out (90 seconds), the controlling umpire will blow their whistle and signal to the official bench to restart play, indicating the direction of the pass.
- 7.7.8. The teams must be on court and be in position ready for the restart of play and all bench players and team officials must be off the court.
- 7.7.9. If a team delays taking the court after a time out when requested by the umpires, the umpire shall penalise the team for delaying as soon as play resumes. The umpire shall blow the whistle for the centre pass and then immediately blow for the delay.
- 7.7.10. Sanction: Penalty pass which is advanced up to half a third.

OFFICIAL BENCH PROTOCOL

Bench Official 3

- 7.7.11. When the umpire signals to hold play by using the time out hand signal – fingertips together in a triangle, while verbally stating 'Time Out – Team X'), stop match timer and start stoppage timer for 90 secs duration.

- 7.7.12. On Stoppage Form record under the team concerned:
 - a) the time showing on match timer (i.e. time remaining in quarter)
 - b) reason for time (Time Out)
- 7.7.13. Advise umpire when 10 seconds remain (12 secs on timer). On Umpire's signal, restart match time; stop, clear and re-set stoppage timer.
- 7.7.14. On court activation may take place during the timeout as long as this is approved by the League prior to the activation occurring. Both teams and umpires must be informed prior to the match, and the activation must be clear from the court at least 10 seconds prior to the scheduled recommencement of play.

7.8. ROLLING SUBSTITUTIONS

- 7.8.1. World Netball 'Rules of Netball' Rules 10.1 to 10.4 - Stoppages are NOT played in the League. Rolling substitutions as outlined below will apply.
- 7.8.2. Rolling substitutions are permitted in all Matches. The following procedure is to be followed:
 - a) The substitute stands wholly inside the team's substitution zone to indicate a substitution is to be made.
 - b) Play is not to be held for rolling the substitution and a Player must not cause a delay in play whilst undertaking a substitution.
Sanction: Delay penalised in accordance with World Netball 'Rules of Netball'.
 - c) Before leaving the substitution box, the substitute tags (with hands) the player leaving the court.
 - d) Players must observe the offside rules as they enter/ leave the court and must not interfere with the umpire's movement during the substitution.
Sanction: Free pass where the ball was when the interference or offside entry / exit occurred.
 - e) For substitutions that occur after a goal is scored, other than in the instance of substituting a centre, the substitute must not enter directly into the centre third until after the centre pass has been taken.
Sanction: free pass where the ball was when the substituted player entered the centre third prior to the centre pass being taken.
 - f) A player leaving the court must return to the team bench.
 - g) There is no limit to the number of substitutions that can be made, however a substitute player must have completed the substitution procedure prior to the next substitute player entering the team's substitution zone (ie a team must not undertake multiple substitutions at the same time).

8. INVESTIGATIONS & DISCIPLINARY RULES

Without limitation to action that can be taken under the Behavioural Codes and Policies, the SSN Competition Rules sets out the procedures for dealing with any alleged breach of these Rules of the Game.

9. SANCTIONS & BREACHES

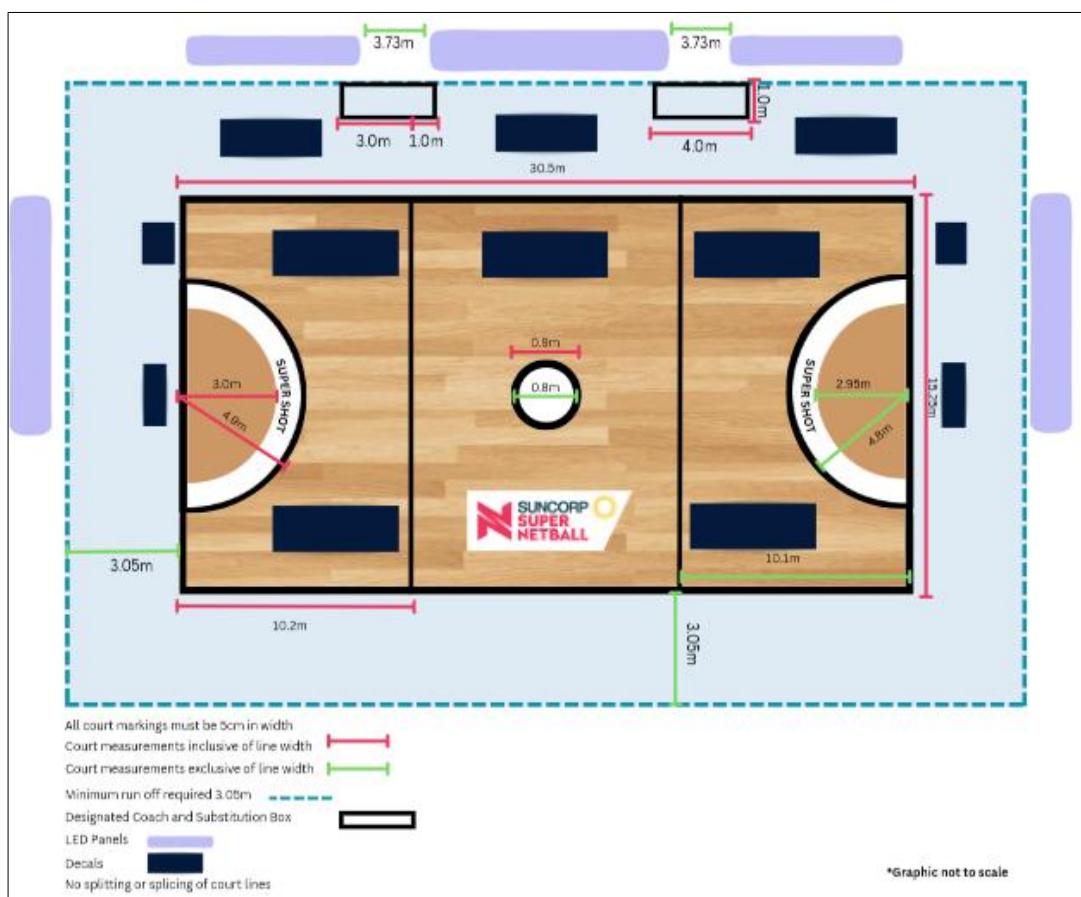
The SSN Competition Rules sets out the procedures that will be followed and the penalties that may be imposed by NA if any Team Owner or Team is found to have breached these Rules of the Game, save where a sanction is detailed within the specific provision of the Rules of the Game.

APPENDIX 1 – DESIGNATED COACH & SUBSTITUTION ZONE INSTRUCTIONS

1. Rolling substitutions must be made in the substitution zone in accordance with Section 7.8 of the Rules of the Game.
2. Head Coach or Assistant Coach is permitted to move into marked out designated substitution zone, however must remain wholly within the designated zone at all times. For the avoidance of doubt, only one coach (being either the Head Coach or the Assistant Coach) may be in the Designated Coach & Substitution Zone at any one time. The other coach must remain behind the LED at the team bench.

COURT LAYOUT

3. Standard court layout has 3.05 metre run off (exclusive of line width)
4. Standard LED layout has 2 wide sideline LEDs positioned 3.73 metres from ends of central LED
5. Line marking tape must be used to mark 4m x 1m area (inclusive of line width) along the edge of the court
 - a. Standard court tape should be supplied by the venue or can be supplied by the League on request
6. 4m x 1m area operates as the rolling substitution zone
7. 4m x 1m area also operates as designated coach zone
8. When the run off is reduced and approval granted by the League, the depth of the designated coach and rolling substitution zone also needs to be reduced to ensure the coach(es) remain 2 metres from the sideline



APPENDIX 2 - REGULAR TIME RESULT REVIEW (RTRR) PROCESS

IN PLAY PROCESSES

The Bench Officials check and update scores during the match. At any time a score is updated (outside of a normal goal scored) during the match the Match Delegate will notify each Team Manager and Broadcast Producer of the change.

At the end of the first, second and third quarters, Bench Officials will verify scores. At the same time, the Champion Data in-venue Operations Support Technician will assist the Bench Officials with the quality assurance of the score capture.

Once the team scores are verified, the scores and match clock are officially set for the start of the next quarter.

Once the scores are verified by the Bench Officials, no further changes can be made.

In the event a score error has been identified during the quarter break (due to verification):

1. The Match Delegate will notify Umpires, each Team Manager and Broadcast Producer of the change; and
2. The Bench Officials will adjust the scores (in line with the verified score). The scores and match clock are officially set for the start of the next quarter.

Teams are not permitted to request a score review at any point during the match, or post match.

Teams may request a score check through the Match Delegate, but only during quarter time breaks, once verification has taken place.

REGULAR TIME RESULT REVIEW (RTRR) PROCESS

Scores will be verified by the Bench Officials at the conclusion of regular time. Rule 4.5.2 of the SSN Rules of the Game apply.

A new Regular Time Result Review process will be enacted by the Bench Manager if at the end of regular time, the points margin at the end of regular time is equal to or less than three (3) points AND:

- There is a technology failure of the scoring and timing infrastructure; or
- There is a scoring or timing error made by the Bench Officials requires rectification; or
- There is a score discrepancy between Bench Officials; or
- Confirmation is required from the Umpires of a goal scored or a score value.

Teams are not permitted to request a Regular Time Result Review.

COMMUNICATIONS PROCESS

The RTRR process must happen as efficiently as possible at the conclusion of regular time.

If a RTRR is required, the below process will be initiated as closely following the conclusion of regular time as possible:

1. Bench Manager immediately notifies:
 - a. Match Delegate
 - b. SSN TSR On-Call
2. Match Delegate advises:
 - a. Umpires and each Team Manager
 - b. Broadcast Producer via a 2-way communication
 - c. Team Event Operations Manager
3. Team Event Operations Manager advises:
 - a. Sports Presentation Manager (see in venue script/actions below)
 - b. Team Communications
 - c. Venue Manager
 - d. Other relevant match day delivery stakeholders as required
4. SSN TSR On-Call advises:
 - a. SSN Competitions On-Call
5. SSN Competitions On-Call advises:
 - a. NA HO SSN and Events
 - b. NA Head of PR and Communications

Any communication or queries during this time must be directed through the Match Delegate only.

No Umpire, Team Official or Event staff may approach the Bench Manager or any Bench Official while the RTRR is taking place, to enable Bench Officials space and time to concentrate on the RTRR.

DELIVERY PROCEDURE

Once advised of the RTPP, the following actions must be undertaken by the relevant Lead:

Bench Manager

1. Commences RTRR process with Bench Officials (immediately following the initial confirmation)
2. Advises Bench Official 4 to activate the 'Result Review' scoreboard template
3. Advises Bench Official 4 to activate the 'Result Review' scoreboard template

Match Delegate

1. Starts the handheld timer (also used for any Scat 6 Assessments) once process commences
2. Advises Umpires and Teams to remain at Benches.

Remains in constant communication with each Team Manager, Umpires, Broadcast and Team Event Operations Manager

Team Event Operations Manager

1. Team Event Operations Manager instructs Sports Presentation Manager to display the RTRR holding slide for a minimum of 30 second-venue announcement made via the stadium PA: The result of tonight/today's match between XX and XX is under review. Please remain in the stadium to await the outcome of the review.
2. Monitors crowd behaviour behind the bench, and escalate any concerns to the Venue Manager for immediate support through venue security

Teams and Umpires

1. Umpires and Teams to remain at their benches for the RTRR process

TIMING/DURATION OF RTRR

The initial RTRR time allowance is a maximum of five (5) minutes.

At the commencement of the RTRR, the Match Delegate will start the handheld timer (also used for any Scat 6 Assessments).

Umpires and Teams must remain at their benches for the RTRR Process.

In the event that the RTRR is completed within five (5) minutes, the 90 second break will commence at the completion of the RTRR period.

Bench Officials may request an extension of time to complete the RTRR.

Following confirmation of the required extension time allocated to the review, all stakeholders are to follow the communications process outlined above to inform all parties of the decision.

The Match Delegate will instruct Umpires and Teams to return to their change rooms and await further instruction. The Match Delegate is responsible for ensuring ongoing communication and instructions with Umpires and Teams.

OUTCOME OF RTRR

At the completion of the RTRR either:

1. A winner of the match is determined with Bench Official 4 activating the existing 'End Game' scoreboard template. In-Venue announcement also made via the stadium PA; or
2. A draw is determined with Bench Official 4 activating the 'Drawn Game' scoreboard template. The Drawn Match and Extra Time procedure will apply as per the SSN Rules of the Game, in that the 90 second break will commence at the completion of the RTRR period.

Following confirmation of score, all stakeholders are to follow the communications process outlined above to inform all parties of the outcome.

REVIEW TIME AND TEAM IMPACTS

SSN Rules of the Game apply in respect of suspensions and resumption of play.

Review is completed within five (5) minutes:

- Teams and Umpires remain on-court
- No field of play warm-up period

In the unlikely event of extenuating circumstances and the review is extended beyond 5 minutes:

Review is completed between five (5) and twenty (20) minutes

- Teams and Umpires have the option to return to change rooms
- Teams and Umpires permitted a field of play warm-up period up to a maximum of ten (10) minutes in consultation with the medical staff

Review requires more than twenty (20) minutes to be completed:

- Teams and Umpires are permitted (but not forced) to return to change rooms
- Teams and Umpires permitted a field of play warm-up period up to a maximum of twenty (20) minutes in consultation with the medical staff

In the event the Bench Manager advises the Match Delegate that the RTRR could be completed shortly after five (5) minutes has elapsed, the Match Delegate may elect to hold the Teams and Umpires on-court.

APPENDIX A: RTRR PROCESS – COMMUNICATION LINES AT END OF REGULAR TIME

