

Rules & Game Information

Unless otherwise specified in this section, all other international rules will apply.

Registrations

- Players must only play in their registered team throughout the duration of the tournament and teams will lose any competition points earned for the games concerned if it is confirmed that a non-registered player has taken the court.

Stoppages/Substitutions

- Rolling substitutions are permitted immediately following the scoring of a goal and must be completed prior to taking the next centre pass so as to not disrupt play.
- In the event a player is injured, ill or bleeding in the area where the ball is not in play, the non-controlling umpire must be notified and a substitution may be made immediately while play continues.
- In the event a player is injured, ill or bleeding in the area where the ball is in play, the controlling umpire must be notified and play stopped while the player leaves the court.
- If there is uncertainty about whether the player can or should be moved, umpires may move the game to another court which is free and teams should seek assistance from the medical tent for the injured player.
- Time will not be added for immediate substitutions. Time may be added to the quarter in which it was taken, for stoppages requiring relocation to another court.

Umpires

- Each team must provide a suitably qualified/experienced umpire who will umpire their own team for the duration of the tournament.
- At the discretion of the tournament convenor, umpires may be allocated to finals.
- Umpires are responsible for collecting and returning scorecards to the registration office for each game.
- No protest related to umpire quality and/or competency will be entered into.

Scorers

- Each team must provide one person to score for each game.
- Scorers must stand together for the duration of the game and this will be the official score.

- Failure to provide a scorer will result in the opposition's score being accepted as the official score.
- Scorers must be able to quickly and accurately confirm centre pass if appealed to by the umpires and should give a clear indication to the bench umpire of whether a draw is likely to occur during semi-finals and finals.

Game Format

- All games are 4 x 7 minute quarters with 2,3,2 breaks.
- Points will be awarded as follows:
 - Win = 3 points
 - Draw = 2 points
 - Loss of 3 goals or less = 1 point
- To determine rankings where there is a tie on points:
 - Goal differential (highest) then
 - Goals for (highest) then
 - Goals against (lowest)

Grade Formats

- Social 30+
 - Round Robin, Semi's and Final.
- Social 35+
 - Round Robin (mixed with 40+, mixed grade games are friendly) top finisher straight into final, remaining two teams play off for final spot and final.
- Social 40+
 - Round Robin (mixed with 35+, mixed grade games are friendly) top finisher straight into final, remaining two teams play off for final spot and final.
- Competitive 30+
 - Round Robin, Semi's and Final
- Competitive 35+
 - Round Robin (mixed with 40+, mixed grade games are friendly) top finisher straight into final, remaining two teams play off for final spot and final.
- Competitive 40+
 - Round Robin (mixed with 35+, mixed grade games are friendly) top finisher straight into final, remaining two teams play off for final spot and final.