



NEWCOMBE BALL

RULES AND CONDITIONS OF COMPETITION

REVISED FEBRUARY 2019





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

1 Players

- 1.1 Each team will consist of up to 12 players, with 9 players taking the court and up to 3 substitutes.
- 1.2 Substitutes may only be brought into the game at rotation or injury. No selective substitutions or rotation of specific players are allowed. This includes substituting boys to ensure there are 4 boys on the court at any time. However, a girl may take the court if the next player in line is a boy and, if he enters the court, there would be 5 boys on court.
- 1.3 Teams can be mixed – boys and girls. A minimum of 5 girls are allowed on the court.
- 1.4 There is a minimum requirement of 6 players on the court. Teams will forfeit if the number of players is less than this.
- 1.5 **Exception to the minimum 5 girls rule:** When a team is unable to field a team with a minimum of 5 girls, a girl/boy split of 4/3 is acceptable. A 3/2 girl/boy split contravenes the minimum 6 players on the court and therefore would result in a forfeit.

2 Duration

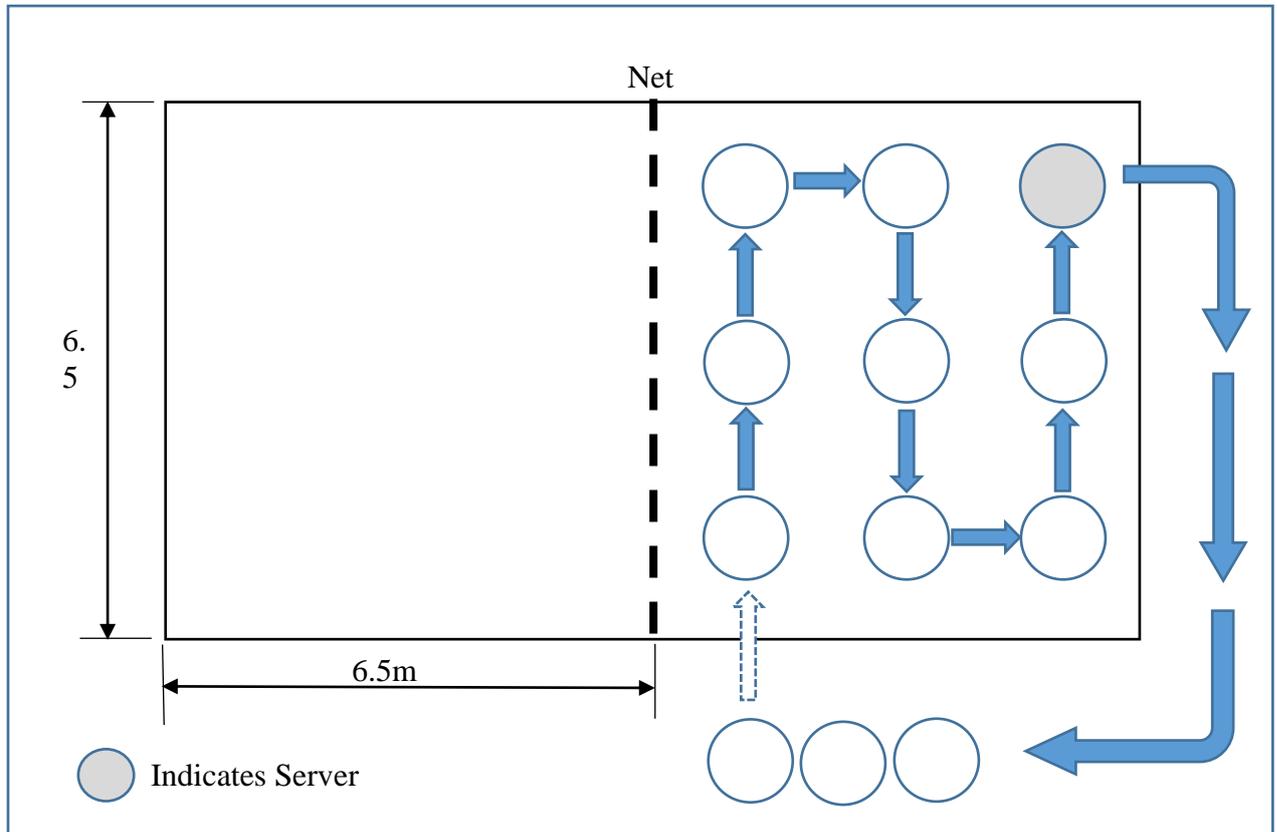
- 2.1 Each match lasts up to 45 minutes
- 2.2 Approx. time 12:45 pm – 1:30pm

3 Equipment

- 3.1 Each school to provide one Spikezone kit (net, line markers and balls).
- 3.2 Hats must be worn at all stages of the afternoon. A player is not allowed to take the court without a hat.

4 Playing Field

- 4.1 The size of the playing court is 13 metres x 6.5 metres. The Spikezone boundary markers should be used to define to perimeters of the court.
- 4.2 The top of the net should be set at a height of 2 metres and be parallel to the ground (not lower at the centre than the sides).
- 4.3 See diagram below for court dimensions and rotation diagram.



5 Referees

- 5.1 Teacher must referee one of their teams on their school's court and send the other team to the opposition's court.
- 5.2 Referee to call out the score on service.

6 Rules

- 6.1 The aim of the game is to catch and throw the ball over the net and try to make it touch the ground on the opponent's side of the court. The opponents try to intercept the ball and return it with the same purpose. A match is played best of three advantage sets/games (up to 15 points with a 2 point advantage. If a score is 15-14, further play is required until a 2 point advantage is reached) **or** 45 minutes.
- 6.2 Only completed sets become part of the result. eg. School A is up 1 set to nil and the score is 5-2 in favour of School B in the second set. The result, if time is called, is 1-0 to School A.



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- 6.3 If a school wins the first two sets, then the third set does not have to be played.
- 6.4 Teams toss for either the choice of service or choice of end. If the team winning the toss chooses to serve, then the opposition has the choice of end (and vice versa). Teams change ends after each set. Teams are to alternate serving first in all following sets.
- 6.5 The players on the serving team rotate while the receiving team remains in the same positions until change of service.
- 6.6 **Serving:** To begin each point the referee calls 'serve/play' or blows a whistle. The server, who must stand behind the base line must hit the ball directly over the net. The ball must not be thrown. If a ball tossed into the air for a service is caught then the serve is lost. A ball touching the net at any time (including service) continues to be in play. The server is to be **stationary when serving** and then step into the court. After three (3) successful serves a team will rotate (see rotation diagram 4.3) but will retain the serve.
 - 6.6a **JUNIOR NEWCOMBE BALL ONLY.** Players in Junior Newcombe Ball may have a second service attempt if their first attempt fails, and may stand anywhere between the hallway mark and the base line. The second service attempt must also be hit and must not be thrown.
- 6.7 Teams earn the right to serve by winning the rally. At this point a change in service occurs and the new serving team must rotate before serving (see rotation diagram 4.3). Each team is allowed a maximum of three (3) successive catches or contacts with the ball before it must be thrown over the net. **The ball may be thrown in any direction** to a member of the same team before being thrown over the net (except during service – see 6.6). The ball must not be hit, headed, batted or kicked.
- 6.8 The team that wins the rally wins the point.
- 6.9 Players may not move more than one (1) physical step whilst in possession of the ball (including serving) and are not permitted to physically touch the net.
- 6.10 A team loses service or its opponents gain a point when:
 - 6.10.1 Players of a team catch/contact the ball more than three (3) consecutive times.
 - 6.10.2 The ball touches the ground or an object outside the opponent's court (eg. the referee, the reserves, a tree etc) or touches the ground inside their own court.
 - 6.10.3 A ball is caught/touched by or makes contact with a reserve standing outside the court.
 - 6.10.4 A ball is hit, headed, batted or kicked.



- 6.10.5 A player takes more than one (1) step with the ball in his/her possession, including the server (no running up the line or sliding step to serve).
- 6.10.6 A player holds the ball for more than three (3) seconds.
- 6.10.7 A team rotates incorrectly, and then serves.
- 6.10.8 A player touches the net.
- 6.10.9 A player jumps when throwing the ball.
- 6.10.10 A ball passes under or into the net.
- 6.10.11 A server serves the ball when not behind the back line.
- 6.10.12 A ball is caught or thrown with part of that person's foot outside the court, line or in the dead ball area.
- 6.10.13 A player serves before the umpire calls 'serve/play' or blows a whistle.

7 Spiking Rule

- 7.1 Players are allowed to spike from the front row only. Both feet are allowed to leave the ground (a jump spike is permitted). Please note there is no limitation on the strength of the throw. i.e. the referee cannot tell a team to throw softer.
- 7.2 On the line is **In** (as in tennis).
- 7.3 If a ball rebounds off a player (this must be unintentional) and is caught before touching the ground it is **play on**.

8 Finals

- 8.1 During semi-finals, if the set score is level at full-time, play 10 minutes extra time (swap court sides after 5 minutes). If a team has not won the final set after this extra time then the team who finished higher on the ladder is declared the winner and progresses to the finals.
- 8.2 During the finals, if the set score is level at full-time, play 10 minutes extra time (swap court sides after 5 minutes). If a team has not won the final set after this extra time both teams become joint premiers.

9 Results

- 9.1 Results should be provided to the convener at the end of the game for entering onto the PSSA website.
- 9.2 Each school is to be responsible for submitting and checking the results.
- 9.3 Where a school disputes the results entered on the website, the Sports Coordinator from the school should email the Newcombe Ball Convener, indicating the round and score in dispute.



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- 9.4 If no results are received, the match in question will be deemed a draw.
- 9.5 Points during the competition will be awarded as follows:
- Win – 3 points
 - Draw – 2 points
 - Loss – 1 point
 - Forfeit – 0 points