



Salisbury District Netball Association

League Rules - January 2022

Note – *League Rules are reviewed at the end of every season by the League Committee – please liaise with your Club Committee Rep on this.*

1. RULES OF THE GAME

1.1 All matches shall be played to INF rules – except for 17.3/17.4

1.2 It is a requirement for all participants to adhere to their respective Codes of Conduct as laid down by England Netball whilst playing, coaching, umpiring or spectating in and at the Salisbury District Netball Association games.

2. LEAGUE DIVISIONS

2.1 The number of divisions will be at the discretion of the Committee.

2.2 New teams shall be seeded at the discretion of the Committee.

2.3 Promotion and relegation will be at the discretion of the Committee.

3. VENUES

3.1 League matches will be played at venues approved by the Committee.

4. MEMBERSHIP

4.1 All players must be members of England Netball.

· ***PENALTY – 5 points deducted***

5. REGISTRATION OF PLAYERS

5.1 A list of players registered to each team in a club to be received by the Membership Secretary by the Monday prior to the league commencing on the first Wednesday.

· Additional players also need to be registered to a team as above prior to playing – to the Membership Sec and Results Secretary in writing (email is acceptable) by 5pm on the match day. Adding to your original Team Registration Form.

· ***PENALTY – 5 points deducted***

5.2 A player may only be registered to one team. If a club has more than one team in the league a player may play for a higher team for 12 quarters in that league cycle after which time, she automatically becomes a member of that higher team. Any transfers from a higher team to a lower team during that league cycle need to be proposed to the Membership and Results secretaries who will consult with the committee to agree a decision within 7 days.

· ***PENALTY – 3 points deducted***

5.3 If a player wishes to transfer to a new club, a written request must be completed, signed by the current Team Captain/Club sec and confirmed by the new Team Captain/Club sec. The communication (email) must be submitted to the Membership and Results secretary. This must be done at least seven days before transfer can take place. The Membership secretary will confirm the receipt of the transfer to both clubs before the transferring player can play for the new team.



6. FEES

6.1 League entry fees will be agreed at the start of each season by the SDNA committee. Juniors (U19) Teams will be given a 20% discount.

6.2 Court fees will be divided equally between teams participating and will be invoiced by the league treasurer.

6.3 Entry fees to be paid with League Entry Form.

6.5 Court fees need to be received within 21 days of invoice.

· ***PENALTY – 2 points deducted***

6.6 Failure to pay any outstanding balance may result in exclusion of the team and players from the league until payment has been made. (Either in full by the team or a percentage by the player)

7. AGES

7.1 Any player will be eligible to play in SDNA age 14 or over as at 11.59pm on 31st August, immediately prior to the start of the league cycle. Players under 14 will be considered on a case-by-case basis and in accordance with the All England age banding guidance: -

<https://www.Englandnetball.co.uk/search/?search=age+banding>

7.2 Where a team is comprised of all under 19's players the Fixtures Officer will endeavour to offer earlier match times if possible. This will be at the discretion of the committee.

8. UMPIRES

8.1 Each team entering the league must provide an umpire(s) who are prepared to fulfil the team's umpiring commitment and responsibilities

– see Officials Code of Conduct on (www.salisburynetball.co.uk)

Umpires must be AENA qualified (with recent experience) or SDNA approved and **MUST** be REGISTERED as an umpire for that LEAGUE CYCLE (via Teams application form or if after this time via League Umpiring Secretary)

8.2 Division 1 games - Umpires must hold a minimum of a C Award qualification to umpire. Where an umpire is working towards taking their C award assessment, they may umpire Division 1 games with approval from the Umpiring Secretary.

8.3 New umpires to SDNA league must.

- Provide evidence of umpire qualification
- Their EN Membership details.

· Be registered with the League Secretary and Membership Sec by 5pm on the match day Umpires without an AENA qualification have one season to achieve SDNA approval to umpire in the league and 18 months to achieve AENA qualification. Those who hold the 'Into Officiating' Qualification have 2 years (or until their qualification expires, whichever is sooner) to achieve the C award qualification. Teams to make a £10 payment directly to umpire.

8.4 The committee reserves the right to allocate umpires to specific fixtures to safeguard the welfare of all players. Where possible Umpires will not umpire their own team/club. This is at the umpire secretary's discretion.

· ***In the event of a team failing to meet their umpiring commitment.***

PENALTY – 3 points deducted

8.5 All teams must provide a **competent scorer** (see appendix 1) for their match, and they will also · time the match, forming part of the officiating team.

- Scorers stand together and call the score after each goal, with the leading score first.



8.6 When one of the teams fails to provide a scorer the match will go ahead with the defaulting team agreeing to abide by the score presented by the single scorer - THERE CAN BE NO DISPUTE. If neither team provides a scorer, the match will go ahead under one of two conditions.

1. Both umpires take on the scoring.
 2. At the team's discretion a player from each team will stand off to score.
- Under no circumstance will only one umpire score – it is BOTH OR NEITHER

· ***Failure to provide a scorer PENALTY – 2 points deducted***

9. RESULTS

5 points for a win

3 points for a draw

2 points for being within a 5 goals difference of the winning teams score i.e., 20-15

1 point for obtaining over 50% of the opponent's score

If there is a tie-on point at the end of the season, the team with the best goal difference shall be the winner.

If the goal difference is equal, then the team with the highest goals FOR shall win.

10. TEAM RESULTS SHEET

Each team is responsible for providing the umpire with their completed team sheet prior to the start of the game available on the website (www.salisburynetball.co.uk)

This team sheet will need to be;

- Signed by both umpires and show agreed score.
- **Photographed by each team and sent via WhatsApp as described on the results sheet on the match night.**

Details for submission need to read;

- SLW (Salisbury League Winter) or SLS (Salisbury League Summer)
- D1 or D2 (Division 1 or Division 2)
- Team name with score followed by opposition name and score, followed by sender's name.

This will then be uploaded onto the website.

For rearranged matches not on Wednesdays, (see rule 11.1 regarding permitted re-arrangements) team sheets must be received by the Results Secretary and Membership Secretary on the match night.

· ***PENALTY – 2 points deducted.***

11. UNPLAYED MATCHES

All fixtures should be completed as scheduled. The committee will do their best to re-arrange fixtures due to cold/wet weather conditions.

If a team cancels, they will forfeit the match, pay both teams court fees. The Team cancelling must inform;

- Fixture secretary
- Treasurer
- Opposing team
- Teams supplying umpires.
- ***PENALTY – Offending Team – 3 points deducted***

· ***The non-offending team will be given 5 points and the goal average for that League's fixtures.***



11.1 REARRANGED MATCHES - In **exceptional** circumstances matches may be requested to be re-arranged (e.g. A team with two or more members with involvement in a National/Regional sporting event) but this should be requested in writing to the committee (email is acceptable) at least 4 weeks prior to the fixture, to allow time for the rearrangement to be made, if approved.

- The offending team will notify their opposition and BOTH umpires and will make suitable arrangements with their opposition who will give two dates (within two weeks of the original fixture date) to reschedule the affected fixture and will inform the fixture secretary, treasurer, opposing team and the teams' supplying umpires.
- Their original umpiring commitment will still need to be kept. This will be at the discretion of the committee and only if the opposing team are in agreement.

Otherwise, the penalty will be as Rule 9 – Unplayed Matches.

11.2 Adverse Weather Conditions - Cancellation where possible will be made by 5pm on the match day – club secretaries will be informed by a member of the committee.

If the game has started and the weather becomes dangerous Umpires will stop the game immediately. Within or before $\frac{3}{4}$ time the match will be postponed or re-arranged at the committee's discretion. On completion of $\frac{3}{4}$ time or beyond, the match result will stand.

11.3 Floodlight Failure - Stop the game immediately. Within or before $\frac{3}{4}$ time the match will be postponed and re-arranged. On completion of $\frac{3}{4}$ time or beyond, the match result will stand.

12. MATCH TIMES + FAILURE TO TAKE THE COURT

12.1 Start times of the early and late games are 7.10pm and 8.30pm with;

- 4 x 15-minute quarters.
- 2 minutes for $\frac{1}{4}$ and $\frac{3}{4}$ break
- 4 minutes at half time.

12.2 All players should be ready to play on the Umpire's whistle. Umpires to start the match with 5 or more players per team on court at the **right time.** Teams are advised to be ready to play 2 minutes before the start of a match. (allowing suitable time for player/umpire to be ready having umpired an early match).

If a team fails to take the Court within 30 seconds of the designated time for the start or restart of play the umpire shall award the game to the non-offending team.

PENALTY

- *Offending team pay both teams court fees*
- *The non-offending team will be awarded 5 points and the goal average for that season.*

13. INJURY

Please see INF rule 9.3.1

- **The player concerned must leave the court within 30 seconds and receive treatment off the court. The timekeepers advise umpires 10 seconds remain.**

14. UMPIRE STOPPAGES

No umpire time stoppages for a ball out of court unless one team is clearly disadvantaged.



15. OTHER

The Primary Care Person can be a player, parent or volunteer – but must be suitably qualified.

16. DISCIPLINE / COMPLAINTS PROCEDURE

16.1 It is a requirement for ALL players, coaches, umpires and spectators to adhere to their respective Code of Conduct whilst playing, coaching, umpiring and spectator in and at the Salisbury Netball League.

16.2 All complaints + appeals need to be made in writing via email to the League Secretary. The League Committee will decide on action to be taken.

16.3 For player/team official discipline, Umpires will apply Game Management throughout the match.

17. GENERAL

17.1 The League Secretary should be informed of any change of address/telephone details of the Club Secretary/Treasurer or umpire.

17.2 Each team must provide a First Aid Kit and are responsible for their own First Aid.

17.3 Dress code

Team Kit should be the same for all players. In the event that matching team kit is not available (i.e. on order for a new player) players should endeavour to wear clothing as close as possible to team kit.

Clothes worn for warmth are deemed as team kit and therefore should match with the rest of the team. For example, all players wearing black leggings/skins rather than each player wearing different colours.

Team kit should be respectable i.e. skirts/shorts/dresses should be an appropriate length and mid riffs / stomachs should be covered.

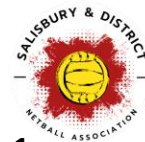
Players must not wear anything that could endanger themselves or others.

Specifically;

- No adornment or jewellery may be worn other than a wedding ring which must be taped. A medical alert bracelet may be worn provided it is covered with tape
- Fingernail must be short and smooth
- Long hair must be tied back.
- Loose fitting trousers with pockets and hoodies should not be worn for safety reasons.

Except;

- **Gloves can only be worn for medical reasons**, on production of a medical certificate. · Piercings which cannot be removed for medical reasons will be **allowed on the production of a medical certificate**. These must be padded and taped to prevent injury.
- Flat bracelets which cannot be removed for religious reasons must be padded and taped to prevent injury.
- **Fitted hats may be worn in adverse weather conditions** – BUT these must be **approved by the umpire**.



Team/Umpire/ Scorers/Timekeepers Protocols

EACH COURT TO HAVE - 2 UMPIRES, 2 SCORERS AND 1 TIMEKEEPER

Team Responsibility

- Each Team should provide a competent scorer to cover the team's commitment for the match they are playing.
- Teams to hand team sheet and payment to the umpire in charge of their match **before** the match starts
- Provide a score pad
- Pen and pencil
- Stop watch / timer

Team Officials / Bench Players

- May coach whilst play is in progress from the team bench and during stoppages provided they remain at the team bench, but must not enter the court
- Team coach and subs to stand at the goal end (team bench)
- During stoppages they must remain in that area (team bench)
- During intervals remain in that area (team bench)
- Must not use offensive, insulting or abusive language and /or gestures

Umpires Responsibility

- Must remain impartial and not take part in any coaching
- Control the match and apply the rules fairly
- Have received the Score sheets with team names completed / captain & PCP identified
- Have received payment of £10
- Check and agree scores at each interval and the end of the match
- Complete the score and umpires' area of the team sheet at the end of the match

Scorers / Timekeepers Responsibility

- Scorers and timekeepers must not take part in the match by coaching from this position
- **Scorers AND Timekeepers** stand together on side of court **away** from spectators / team bench and team officials
- Record goals scored correctly
- Call the score after each goal
- Inform umpires if direction of centre pass is incorrect
- Agree the score with umpires at the end of each break and the end of the match
- Record any official warnings
- **Timekeeper**
 - Notify the umpire of 30 seconds and 10 seconds at start of second half and quarters
 - Commence timekeeping on the umpire's whistle
 - Notify the umpire when time has elapsed for quarters, half time and the end of the match
 - Hold time when signalled by the umpire and restart on the umpire's whistle
- Injury timings are
 - For injury/illness/blood on a player;
 - The 1st stoppage in each quarter is up to 2 minutes and the player concerned can continue to play when the match restarts.
 - Additional stoppages in the same quarter are 30 seconds.
 - All blood stoppages have up to 2 minutes.
- Notify the umpires of 10 seconds remaining prior to the end of a stoppage for injury/ illness or blood

Also check out 'How to score a Netball Match' found on the SDNA website