

Salisbury District Netball Association

League Rules

1. LEAGUE DIVISIONS

The number of divisions will be at the discretion of the Committee. Any new teams shall be seeded at the discretion of the Committee. Promotion and relegation will be at the discretion of the Committee.

2. VENUES

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

3. AFFILIATION

All members must affiliate to AENA - **EXCEPT in the Summer League - to allow for development of new teams and players**

All affiliations are to be completed on line, by all clubs, on line at www.EnglandNetball.co.uk.

It is the clubs responsibility to affiliate any new players before the match and a copy of the affiliation/registration sent to the League Affiliation Secretary.

4. REGISTRATION OF PLAYERS

A list of players registered to each club must be submitted directly to AENA on line and a copy of the registration document must be sent to the Fixtures + Affiliations Sec Secretary prior to the league commencing. Any new players will also need to be registered as above prior to the match - this includes Summer League

A player may only play for one team. Where a club have more than one team in the league a player may play for the higher team for 3 games in that league cycle after which time she becomes a member of the higher team. Any transfers from one team /club to another need to be made to the fixtures secretary who will consult with the committee to agree a decision within 7 days.,

4.2 Unregistered Players (All)

Any team playing unregistered players will have 5 points deducted.

5. FEES

League entry fees will be agreed annually by the league committee.

Court fees will be divided equally between teams participating and will be invoiced by the league treasurer. Juniors will be given a 20% discount.

Late payment of fees will result in a deduction of 5 points per match whilst fees remain outstanding.

6. AGES

The minimum age for players is 14, however, players under this age may be allowed to play at the Committee's discretion.

Where a team is comprised of all under 18's players, their matches will be played where possible at the earliest start time.

7. UMPIRES

Each team entering the league **must provide** an umpire who is prepared to fulfill the team's umpiring commitment. Any team failing to provide an umpire, after their 1st offence, will have 2 points deducted from their total for each offence, a

Umpires must be **AENA** qualified (with recent experience) or **SDNA** approved.

SDNA umpires will be assessed at the League's discretion. All affiliated AENA umpires registered to a Club must be listed on the SDNA Entry Form.

Each team is to provide the umpire with their team result card prior to the start of the game
(copy found in handbook)

The appropriate umpire's fee (£10) will be paid direct to the umpire by the team that they are umpiring.

In the event of an umpire failing to arrive, the team can request the help of another umpire, if there is one present or clarify if the teams and the umpire are happy to go ahead with one umpire.

The committee reserve the right to allocate umpires to specific fixtures to safeguard the welfare of all players.

8. SCORING

5 points for a win

3 points for a draw

1 point for obtaining **over** 50% of the opponents score

1 additional point for obtaining 5 goals within the winning teams score.

If there is a tie on points 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 shall win.

8.1 SCORE CARDS

Both teams are responsible for completing a team result card - which will include a team sheet.

This result card will need to be:

Signed by both umpires to show agreed score

Signed by both captains to show agreed score and team list

Placed in the Result Box at the end of the game.

Any team failing to do this, after their 1st offence, will have 2 points deducted from their total for each offence.

For re-arranged matches not on Wednesdays, score cards must be received by the Results Secretary within 5 days.

Team Results cards will be found in the handbook - **it will be each teams responsibility to provide these for each match.**

9. UNPLAYED MATCHES

All fixtures should be completed. 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 the fixture secretary, opposing team and the teams supplying umpires. The non-offending team will be given 5 points and the goal average for the Winter League fixture.

9.1 Adverse Weather Conditions -

Stop 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. All Committee Members present must be in total agreement to postpone.

9.2 Floodlight Failure -

Stop 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.

10. LATE ARRIVALS

Teams are advised to be ready to play 2 minutes before the start of a match. Teams should be dressed to play before taking the court. The klaxon/bell will be sounded twice - as a warning 5 minutes before and then at the start time of the match. The klaxon/bell will signal the start and end of central timing. Matches will commence on the umpires whistle.

Umpires are ordered to start the match with 5 or more players on court at the right time. If a

team is **more than 5** minutes late for the start of a match it will be cancelled. The non-offending team will be awarded 5 points and the goal average for their half of the season. The offending team will pay both teams match fees.

Up to 5 minutes late, the non-offending team will be given a 15 goal advantage.

If an umpire is late (up to 5 minutes), the teams can decide to play with a shortened first quarter, this is to maintain the central timing. However, if an umpire is 5 minutes or more late, the match will be postponed and rearranged where possible.

11. INJURY

As per AENA ruling.

In the event of any injury where a player can not be moved from the court, if the stoppage took place within or before $\frac{3}{4}$ time, the match will be postponed and rearranged. On completion of $\frac{3}{4}$ time or beyond, the match result will stand.

12. DISPUTES

Any queries or disputes must be discussed through the captain with the umpire. Teams should record their versions of the dispute in writing and send to the chair. The dispute will then be discussed at the next committee meeting and a decision taken.

13. DISCIPLINE

Disciplinary action will be taken against any player, team or spectator considered by the umpire, duty committee member or the committee at a later date, who is involved in bad or unsporting behaviour including the use of bad language. A verbal warning may be given to a player/team/spectator/ for dangerous play or verbal abuse of a player or umpire. The committee also reserve the right to suspend a player for consistent unsporting behaviour.

14. GENERAL

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

Gloves can only be worn for medical reasons, on production of a medical certificate.

Salisbury League allows fitted hats to be worn in adverse weather conditions - BUT these must be approved by the umpire.

Each team must provide a First Aid Kit.

A player must not play after 12 weeks of pregnancy or umpire after 20 weeks.