

South Yorkshire County Netball Association

Under 12 & 13 Tournament

Saturday 23 March 2024

Rules & Regulations

1	RULES OF THE GAME
	All games shall be played to the Work Netball Rules of the Game currently in force in England at the time of the playoff, except where specific Playoff Regulations apply. (2020 World Netball Rules)
2	PLAYING QUALIFICATIONS / AFFILIATION / AGE BANDING
	All players must be Registered Participants affiliated to their Clubs via a County Association and can only play for the Club they hold their England Netball (EN) Registration with.
	Qualification is via Registered Participant through Club Membership.
	Clubs must be a member with appropriate paid to EN before the date of the tournament.
	To be eligible for the playoff's participants must be members and fees paid to EN before the date of the tournament.
3	REGISTRATION OF SQUAD MEMBERS
	Registration Forms must be completed and handed in on the day of the tournament.
	Forms MUST be fully completed and signed by either the Team Manager or Coach (this person must be over the age of 18) on the day of the event.
	The maximum number of players allowed in a squad for anyone game is twelve (12). Where more than 12 players are listed on a team registration sheet, those not in the named 12 for a game will not be permitted to sit on the team bench and/or courts.
	Once the Tournament has commenced and a player has been named on a Registration Form, she cannot transfer to another team once she has played.
4	TEAM BENCH
	The Team Bench will be the area at the <u>team's defending end at the start of the game</u> to the right of the netball posts. Do not change ends at half time.
	The Team Officials, in addition to the five players not on court, shall constitute the 'Team Bench'.
	The Team Officials and bench players may not move up and down the side lines or along the goal lines outside the court during play.
	Coaching is only permitted from the Team Bench
5	MATCH OFFICIALS
5.1	<i>Umpires</i>
	Teams are responsible for providing their own umpires, Umpires must <ul style="list-style-type: none">➤ Hold a minimum of Into Officiating Award and attended the online C Award course (both parts) and actively working towards their C Assessment.Or➤ Hold a Europe Netball C award umpire qualification. Umpires must have full individual membership (affiliation) to EN for the 2023/24 season.

5.2	Scorers
	Each team must provide a competent scorer who will score the matches for the team who has brought them.
	The two (2) Scorers from the Teams shall constitute the Official Bench
6	TIMING
	Central timing will be used but matches will start and finish on the Umpires whistle.
	The hooter (or whistle) will sound at the beginning and end of an interval, but play will start or end on the umpire's whistle.
	A 30 second warning will be given before each round is due to commence.
	All matches will be allocated 30 minutes and will be as follows. <ul style="list-style-type: none"> • 2 x 12 minutes • 2 minutes at half time • 4 minutes between rounds
7	BALLS AND BIBS
	Each team must provide a size five (5) netball, which must be clearly marked for identification purposes.
	All players must wear positional bibs and teams must have a spare set in a different colour in case of a clash of colours.
	In the event of a clash of colours, a toss of a coin between the two captains will decide which team retains their original colours.
8	START OF PLAY AND LATE ARRIVALS
	Captains should toss for centre pass before the start of each game.
	All teams must be on court, in position and ready to play at the time and on the court stated in the playing schedule.
	No team may start a game with less than five (5) players.
	Any team late on court will forfeit the match points.
	The forfeited points will be awarded to the team on court, in position and ready to play at the correct time.
	The match may be played but the Umpires must record on the score card prior to the commencement of play the name and arrival time of the team who arrived late before the match is played.
	If a reserve plays because of the late arrival of a player, she shall continue to play until half time, when the late arrival may substitute. The 'Substitution' rule must be followed.
	If a reserve is not used, late arrival(s) may only join the game with permission of the Umpires, immediately after the scoring of a goal and only in the vacant position(s). At half time, positions may be changed and the 'Team Changes' rule must be obeyed.
9	SUBSTITUTES AND TEAM CHANGES
	Play may be stopped if the umpire deems it necessary but, ONLY injured or ill players may be substituted during a game owing to the short games. No other changes can be made at this time by either side.
	During half time interval, substitutions/team changes may be made by both teams.
	No extra time will be allowed for injury or illness.
	Team officials are requested to take great care in moving an injured player or ill player from the court.
	Should the Team Officials after consultation with the Umpires feel that a player's injury is critical i.e., head, neck or back and she will be better left on court for the medical staff, the Umpires liaise with the Scorers to note the time lost during treatment and report to the Competition Referee(s) who will adjudicate.
10	RESULTS

	<p>Captains should check the scores with both Scorers.</p> <p>and if in agreement on the score</p> <p>✔ Scorers should also the Score Card.</p> <p>The Score Card represents the official score of the match and once the score card has been signed, by both captains, no dispute can be lodged.</p> <p>If a Team Captain / Coach is not in agreement with the final score or does not wish to sign the Score Card for any other reason, her Team Manager/Coach must advise their opponents, the Scorers and both Umpires and state reasons for their non-compliance with this regulation and report immediately to the Competition Referee(s).</p> <p>In the event of a team being 'non-competitive' for any reason, their results and those of their opponents will not be included on the master score sheet.</p> <p>Match points will be awarded as follows:</p> <ul style="list-style-type: none"> ○ 5 points for a win ○ 3 points for a draw ○ 1 point to the losing team if scoring over 50% of the goals scored by the winning team. <ul style="list-style-type: none"> ❖ In the event of a tie-on points, goal average will decide placings (goals for divided by goals against). ❖ If goal average is tied, then goal difference will be applied (the difference between goals for and goals against). ❖ If goal difference is tied, the result of the group match between the two teams will be the decider. ❖ In the event of a further tie, the team with the most goals will be adjudged the winner. ❖ In the event of a further tie between any teams for positions 1 and 2 then a further match will be played of 5 minutes each way (10minutes in total), changing over at half time without a break. Teams will toss for centre pass and change ends. In the event of a draw at full time, play will continue without a break, until the next goal is scored. ❖ In the event of a further tie for all other positions – i.e., 3rd to 8th place, final placing will be shared.
11	FIRST AID
	<p>It is the responsibility of each team to provide adequate first aid cover for its players and officials, which shall also be made available to the match officials on request.</p> <p>Please note World Netball Rule 9 clearly states the procedure regarding players and bleeding. However, where no time is allowed for injuries, the following should apply:</p>
11.1	PLAYERS AND BLEEDING
	<p>If the bleeding is not profuse, the player should be asked to cover the injury at the next interval.</p> <p>If the bleeding is very heavy, the player will be asked to leave the court for the dressing of the injury and to return according to rule 9.</p> <p>In these shorter matches, it is not the intention to penalise a team with an injured player and Umpires will need to be very aware of the time of the next interval, to keep a player on court unless it is necessary to have the injury covered. A sticking plaster or tape could be used to stem the flow until the next interval - the player might not then have to leave the court – this could be done with a player coming to the side-line and play continuing.</p>