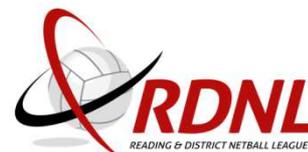


READING & DISTRICT NETBALL LEAGUE



SATURDAY & MIDWEEK – LEAGUE RULES 2018/2019

1. Fixtures

- 1.1. Matches will be played at a central venue.
- 1.2. Play will be in accordance with the current INF rule book (revised 2018) except that there will be no on court captain, no primary carer needed on court, no reserve umpire nor any stoppage time for injury (INF rules 5.1.1, 5.1.2, 5.2.2 and 6.1.5 respectively).
- 1.3. Matches will be controlled by a central timekeeper but play will start and finish on the umpires' whistles. Saturday matches take place over 4 quarters of 15 minutes and Midweek matches over 4 quarters of 10 minutes.
- 1.4. The first named team on the fixture list will be regarded as the home team and therefore will be responsible for initiating the toss. In the event that both teams' kit and/or bibs are too similar it is the obligation of the away team to change bibs. However the final decision as to who should change bibs rests with the Umpires.
- 1.5. In the event of matches being cancelled due to inclement weather, the Committee reserves the right to reschedule fixtures on alternative days.
- 1.6. In the event of a team being unable to field a team or having to concede a match for any other reason, the match will be deemed as **forfeited** and the following will apply: ***The "winning" team will receive 5 points and either 30 goals (Saturday) or 20 goals (Midweek). The "losing" team will have 30 goals (Saturday) or 20 goals (Midweek) against them.***
- 1.7. RDNL fees for 2018/19 will remain at £30 per club of up to 20 players and £20 per 20 players thereafter. These fees will be due in the first half of the season and thereafter as and when the club exceeds 20 players.

2. Late arrivals/number of players

- 2.1. Teams, umpires and scorers should be ready at least 5 minutes prior to the start of the fixture - Saturday: 9:30am/11:00am; Wednesday: 7:30pm/8:30pm.
- 2.2. A bell will be sounded 5 minutes before the start of play at which time the team captains must present players to the umpires for nail/jewellery checks and to do the coin toss with the opposing team.
- 2.3. A team **MUST** take to court with no fewer than 5 players registered to play for that team. Teams may then borrow 2 players to make up a team of 7 players if they are unable to field a team from their own registered players (please refer to **Rule 8** for guidance on penalties applicable to borrowed players).

- 2.4. Substitutions may be made but 5 registered players from that team MUST remain on court at all times and the fixture must be completed.
- 2.5. During the Saturday league, on ONE occasion during the season, a team may play a "JOKER" card, which allows the team to take to court with only four registered players and borrow an additional three. All other borrowing rules still apply (as per rule 8). Any team wishing to use their Joker Card MUST notify their division rep by 8am on the morning of the fixture (as per rule 4.4 regarding notification of a cancelled match) and clearly mark *JOKER* at the top of their match card.
- The joker card will also be introduced for the Midweek league for a trial season. Any team wishing to use their Joker Card MUST notify their division rep by 6pm on the evening of the fixture (as per rule 4.4). All other relevant rules still apply.
- 2.6. Teams or their umpires who are unable to take to court on time will forfeit one goal per minute or part thereof. Elapsed time should be agreed by both captains and umpires before the game commences. The goals will be added at the start of the game (i.e. 4 minutes late means the starting score will be 4-0). Scorecards should be adjusted to reflect the first centre pass. The opposing team must be available for the first quarter of the match, after which the win will be awarded to them.

2.6.1. **PENALTY:** The game is forfeited and rule 1.6 will apply.

Please seek clarification from a committee member if in any doubt.

3. Scorecards and Match Reports

- 3.1. It is the team captain's responsibility to ensure that the scorecard is completed fully and handed in at the end of the match:
- i. The correct and full team name has been entered at the top of the scorecards
 - ii. All players have printed and signed the scorecard, prior to taking to court, in the same way they signed their registration sheet
 - iii. Borrowed players have printed, signed and noted their team name (it is assumed if a borrowed player/substitute has signed the card, they have played in the match)
 - iv. Both umpires have signed their names
 - v. Both scorers have written their team name on the scorecard
 - vi. The name of the opposition player of the match has been printed
 - vii. The match score has been recorded correctly
 - viii. The opposition team sportsmanship score has been circled
 - ix. When scorecards used are not those pre-written and provided by the committee, it is the team captains' responsibility to ensure that **date, time and court number** are correct and **both team names are written in full**
 - x. Scorecards must be handed in prior to leaving the courts
- 3.2. It is the individual team's responsibility to complete a match report for their own game. Each team will be allocated a week whereby they are to write and submit the report for their game. The match report rota is displayed on the match fixtures.

- 3.2.1. On the week you are allocated to complete the match report, it must be submitted via email to rdnlpublicity@outlook.com. The match report must be received by 23:59 hours on the immediate Monday following a Saturday match or on the immediate Friday following a Midweek match.
- 3.2.2. The report should follow the format as per the guidelines and example in the RDNL Book. Namely the date, teams played, details of the game, final score and players of the match for both teams. No negative comments or personal attacks on any player or official will be tolerated.
- 3.3. Teams who fail to comply with any of the above will have 1 point deducted for each infringement.

4. **Match postponements / cancellations**

- 4.1. Unsafe Playing Conditions - the decision to play/postpone matches will be taken by the Committee ***as early as possible*** on the day. PLEASE DO NOT CONTACT THE SCHOOL OR COMMITTEE. In the event of postponement the Division Reps will contact the teams *and* a message will be sent out via Social Media. Postponed matches will be played at a date fixed by the Committee. Teams that cancelled prior to the Committee's decision to postpone will be offered the chance to replay.
- 4.2. Fixtures may be delayed / postponed by up to 10 minutes, at the committee's discretion, under the following circumstances only:
 - 4.2.1. Bad traffic delaying officials or players from the majority of league teams, after which matches should take place whether or not teams have their full complement of players (please refer back to rules 2.3 and 2.6).
 - 4.2.2. Weather conditions not adversely affecting the court, that appear to be improving

It is strongly recommended that at least one member of each team follows the RDNL on at least one form of Social Media.

- 4.3. Adverse weather conditions during a fixture:
 - 4.3.1. If a **match umpire** is not willing to continue the match in adverse weather conditions, they may stop the match. If one match is stopped, **all matches played at that time are also stopped** (by ringing the bell).
 - 4.3.2. If a **team** is not willing to continue, their captain may appeal to their match umpire, with whom the final decision lies. If the match umpire agrees to stop the match, then all matches played at that time are also stopped (as above).
 - 4.3.3. Matches may also be stopped by a committee quorum who does not feel it safe to continue. If this happens, all matches played at that time are also stopped (as above).

If matches are stopped, the committee will re-arrange all fixtures.

- 4.4. Teams unable to fulfil a fixture must advise all of the following (and confirm receipt) by 6pm on the evening of a midweek fixture or by 8am on the morning of a Saturday fixture:
 - i. Division Rep (who should notify the Fixtures Secretaries & Publicity Officers)
 - ii. Opposing Team (**who should inform their own umpire**)
 - iii. Team umpire (or umpiring secretary where a match is used for training purposes)
 - iv. Teams responsible for scoring your match
- 4.4.1. Should teams be unable to fulfil a fixture in this way, the game will be forfeited and rule 1.6 will apply.
- 4.4.2. Failure to notify all the parties by the above deadlines will incur an additional 1 point deduction.
- 4.4.3. Teams who cancel must provide 2 scorers for the opposite match. Failure to provide two scorers will incur a five point deduction.

5. Umpiring

- 5.1. All umpires for RDNL fixtures must be approved/graded by the RDNL Umpiring Secretary. If a team chooses a qualified umpire (AENA/FENA) from outside RDNL it is up to that team to provide proof of that umpire's qualification prior to taking to court. Evidence must be shown to and reviewed by the Umpiring Secretary.
 - 5.1.1. **PENALTY:** Teams who fail to obtain approval from the Umpiring Secretary for their umpire to umpire in the league will have 1 point deducted.
- 5.2. Each team is responsible for providing an umpire for their own matches. Teams may swap umpires but must ensure that the umpire is graded to umpire in the appropriate Division. Where a team has to drop a player in order to provide an umpire for a match, they must also be of the appropriate grade for that division.
 - 5.2.1. **PENALTY:** Teams who fail to supply an umpire of an appropriate grade will forfeit the game and rule 1.6 will apply.
- 5.3. An umpire is an official of the match as deemed by the INF rulebook. An umpire may only be substituted in the event of injury or illness and must subsequently take no further part in the match in ANY CAPACITY (see rule 12.12)
- 5.4. An umpire must be fully fit at the start of the game to officiate for the entire game, unless they are injured/taken ill **during the course of the match** (see rule 12.12).

Where an umpire fails to honour their commitment, the affected team should notify the Umpiring Secretary in writing within seven days.

6. **Scoring**

- 6.1. Teams must provide a scorer for the match played at the opposite time, on the same court. Where there is not a match at the opposite time a rota will be drawn up and provided to teams.
- 6.2. It is the scorers' responsibility to ensure that both match cards record the same result.
- 6.3. Scorers are officials of the game and must ensure that they conduct themselves accordingly; arriving prepared and in time to collect the match cards and allowing the match to start promptly.
- 6.4. Once a game has started, a scorer cannot be used as a substitute player, even in the event of an injury. If a scorer is substituted before the start of the game it is the responsibility of the scoring team to ensure a replacement is provided. A scorer may step in for an injured umpire provided they are approved and of the necessary grade (rule 5 applies) and that another scorer is found.
- 6.5. Scorers must write their team name only on the score card.
- 6.6. Teams who fail to supply a scorer will be deducted 5 points.
- 6.7. Scorers late to arrive may subject their team to a point deduction; this will be reviewed on a case by case basis by the Committee.

7. **Registration of players**

All teams must affiliate their players with England Netball online at the beginning of the season and prior to taking to court.

Please note: Netball ID is the membership number supplied by England Netball and can be obtained via your online club login; this is also printed on the membership cards supplied with the Netball Magazine. An affiliation list can be downloaded via your England Netball online club login.

If a player is 2nd Claim (i.e. affiliated to England Netball via another league/team) then proof of affiliation must be obtained and submitted prior to taking to court.

- 7.1. An RDNL player registration sheet should be completed for each team and handed in at the registration table or emailed to rdnlregs@gmail.com, along with a printout of each player's affiliation, before the first match of the season. All sections must be completed.
Registration sheets will have been emailed to your team secretary. A copy is also available to download from the RDNL website and copies will be in the RDNL netball box at Theale.

- 7.2. All subsequent/additional registration forms **must** be emailed to the above address (hard copies placed in the box will not be accepted).
- 7.3. When emailing please title the email MIDWEEK + TEAM NAME or SATURDAY + TEAM NAME. Photographs and scanned copies of the signed registration sheets are accepted.
- 7.4. Any player wishing to play in both Saturday and Midweek Leagues must register separately in each league and must be affiliated to England Netball. Separate registration sheets and affiliation copies are required for each RDNL league.
- 7.5. Additional players who wish to register after the start of the season must complete the RDNL player registration sheet (selecting additional player) and send via email to rdnlregs@gmail.com along with a copy of their proof of affiliation in advance of the player's first game.
If completing on the day then a photo of the completed and signed registration form should be taken and emailed before taking to court, along with proof of affiliation. The email must be titled MIDWEEK + TEAM NAME or SATURDAY + TEAM NAME.
- 7.6. For insurance purposes a player must not take to court without having submitted the required documentation as above. If they do take to court they will be treated as an illegal player (see rules 7.9 and 8.2.5).
- 7.7. Players wishing to change teams must notify the relevant Fixtures Secretary and Chair/s in writing or by e-mail to re-register. At least 7 days notice must be given and acknowledgment should be received from the committee before taking to court. The player should submit a new player registration form via email to rdnlregs@gmail.com
- 7.8. Any player that has already participated in an RDNL fixture may not re-register for a team in a lower division. If a player wishes to transfer teams more than once in a season, an explanation must be provided to the committee, who will review requests on a case-by-case basis.
- 7.9. **PENALTY:** Teams who field an illegal player will have 5 points deducted and the match will be forfeited (rule 1.6 will therefore also apply).

Any new player (not already affiliated to EN) who wishes to partake in the RDNL Summer League/Tournament will not be covered by EN insurance and must affiliate with England Netball (and may take advantage of the Taster affiliation rate where possible). Please refer to the England Netball website under 'membership'.

8. **Borrowing**

8.1. Borrowing from a team perspective

8.1.1. Teams **must not** borrow a player from another team if their own registered players are on the side-lines available to play.

8.1.1.1. **PENALTY:** The Committee reserves the right to apply necessary sanctions.

- 8.1.2. A team may borrow players in the following way:
- i. **Midweek Divisions 1, 2 and 3 / Saturday Divisions 1 and 2** - teams may borrow from a team in a lower division as many times as they wish. They may also borrow across from a team in the same division on three occasions.
 - ii. **Midweek Division 4 / Saturday Division 3** – teams may borrow from any other team in that division as many times as they wish.
- 8.1.3. In addition to rule 8.1.2, teams may only borrow a player registered in that league. Therefore, a Saturday League team may only borrow a registered Saturday League player, and a Midweek League team may only borrow a registered Midweek League player.
- 8.1.4. Teams who borrow on more than the permitted number of occasions will have 5 points deducted *and* the match will be forfeited (rule 1.6 will therefore also apply).

8.2. Borrowing from a player's perspective

- 8.2.1. The conditions for individuals playing for other teams vary as follows:
- i. Players registered for Division 1 Saturday/Midweek may play across for another team in Division 1 a maximum of **three** times.
 - ii. Players registered for Division 2 Saturday / Division 2 and 3 Midweek may play across in the same division and may also play for a team in a higher division a maximum of **three** times. That is to say they can play across in the same division on **three** occasions or they can play for a team in a higher division on **three** occasions or a combination of the two, but no more than **three** times.
 - iii. **Players registered for Division 3 Saturday / Division 4 Midweek may play for any other team a maximum of **three times in any division**, and **2 further across borrows only**.**
- 8.2.2. If playing for another team, players must note their own team name on the scorecard alongside their printed name.
- 8.2.3. Under no circumstances may any player play for a team in a lower division.
- 8.2.4. **PENALTY:** Teams fielding an illegal player* (from an inappropriate division, an unaffiliated player, or a player who has exceeded the number of borrows permitted) will have 5 points deducted and the match in which the illegal player played will be forfeited (rule 1.6 will therefore also apply).
- 8.2.5. **An illegal player will be suspended for **two** matches following notification from the committee. This will be carried over to the next season if necessary. The suspension applies only within the league in which the infringement was committed.*

It is the responsibility of team captains and players to ensure that Rule 8 is not violated.

If clarification of any rule is required please seek advice from a committee member.

Players and teams MUST keep an accurate record of when they play for other teams.

It is not the responsibility of the committee to notify a team as to when they are close, or have even exceeded, the maximum number of borrows; it is solely the responsibility of the team/individual player.

9. League positions/results

New teams entering the RDNL will normally be placed in the lower Divisions but the Committee reserves the right to waive this rule.

Promotion and relegation will take place within the League, at the Committee's discretion.

Match points will be awarded as follows:

Win	5 points
Draw	3 points
Lose (Goal difference is equal to or less than 5 goals)	2 points
Lose (If the losing team achieves 50% or more of the winning team's score)	1 point
Lose (If the losing team achieves less than 50% of the winning team's score)	0 point

In the event of a tie on points within any Division, number of games won will determine final League positions. If this is tied, then goal difference will be the deciding factor.

10. Withdrawal from the league

10.1. Teams who wish to withdraw from the League should notify the Chair/s and the Secretary.

10.1.1. Should a team withdraw in the first half of the season, all points and goals will be deleted from league results tables. Should a team withdraw during the second half of the season, results of matches played in the first half of the season will stand and only the points and goals from second half matches will be deleted. If a new team is willing to take the place of the withdrawn team, they shall inherit the points and league standing of the former team.

11. Complaints

Complaints of any nature must be submitted in writing to the RDNL Secretary and Chair/s within 7 days of an incident. Complaints will be dealt with at Committee level initially and interested parties may be invited to state their case as deemed necessary.

Outcomes of complaints may be reported to AENA at the Committee's discretion.

The Committee reserves the right to impose fines or match suspensions on teams or individuals as a result of complaints. The Committee's decision is final.

12. **Health & Safety**

- 12.1. All players must be 14 years of age or over.
- 12.2. In accordance with additional EN rule 5.1.1, up to 12 weeks, RDNL recommends that, if pregnant, individuals (player/coach/umpire) should only participate with approval from their doctor and in accordance with any guidelines issued by EN. Neither EN, nor the league will be held liable for any pregnant individual participating in recognised and authorised activity should the expectant mother suffer a miscarriage or permanent damage to herself and/or unborn child as a result of participating. The EN Personal Accident cover will not provide any benefit for injury, loss or expense due to pregnancy, childbirth, miscarriage or any consequence thereof.
Ladies may not play after their 12th week of pregnancy.
- 12.3. All visible body jewellery (including tongue studs) must be removed before taking to court. Wedding bands may be worn but must be covered by tape/plaster to the satisfaction of the umpire.
- 12.4. Medic Alert Bracelets may be worn if secured in such a manner that it will not constitute a danger to an opponent, with clear tape.
- 12.5. Hats, gloves, alic bands, sweatbands, haircombs, activity trackers, sunglasses and friendship bands are not allowed to be worn during play.
- 12.5.1. Gloves and sunglasses may be worn for **genuine medical reasons** when participating in recognised and authorised EN netball activities. If sunglasses/gloves are required for genuine medical reasons, then a copy of the individual's medical certificate must be supplied to the Umpiring Secretary when the player registers.
The medical certificate should remain within the player's possession and should be available to be shown to the match umpire if requested.
- 12.5.2. If a player/coach/official has to wear glasses for medical reasons then she/he is fully insured from an EN point of view. If the glasses become damaged due to a netball accident, these are not insured.
- 12.6. Headscarves worn for religious or cultural reasons may be worn during play if the material is soft, without embellishments which might constitute danger and with potential flowing/flapping edges held securely around the neck or tucked into shirt collar.
- 12.7. INF Rule 5.1.1 clearly states that fingernails shall be short and smooth. If acrylic fingernails conform to this rule then they can participate, whether their nails are square or round.

Please beware that should a player be wearing Acrylic nails which **do not conform** to the above, then they should not participate according to the rule. If the players Acrylic nails **do conform** to the rule, and they subsequently suffer damage to their nail(s), then they participate at their own risk and they would not be covered by any EN Insurance.

- 12.8. Any supports, strappings and braces must be covered to the umpire's satisfaction so as not to pose any danger to other players.
- 12.9. The chewing of any substance, e.g. gum, by any player or umpire is forbidden during play due to the risk of blockage of the airways in the event of accident/injury.
- 12.10. In the event of an injury, a player has 30 seconds to leave the court, which she must do. However this time will not be added at the end. If in any doubt about the extent of an injury, the player should not be moved until expert medical help arrives. A committee member should be alerted to the situation and if the game is unable to continue the Committee will decide upon any further action at a later date and on a case by case basis.
Umpires and captains must ensure that the scorecards adequately reflect the incident and in the event of a significant injury, should note how much of the game was lost.
- 12.10.1. In the event of an accident, the player/team captain must complete an EN Accident Report Form and send a copy to England Netball and a **copy scanned and emailed to the rdnlregs@gmail.com email address**. The original should be retained by the club/team. These forms are available on the England Netball website and via a link on the Rules & Insurance page on the RDNL website; copies are also available in the RDNL box and the RDNL book, sent out at the beginning of the season.
- 12.11. If a player is cut or grazed during play, the following must be adhered to:
- i. The umpire must advise the player to leave the court or a player must advise the umpire and leave the court.
 - ii. The wound must be cleaned and adequately covered to the satisfaction of the umpire.
 - iii. Bloodstained clothing must be cleaned or replaced.
 - iv. The ball and court must be cleaned if necessary.
 - v. The player must only return to the game if the umpire is satisfied that the above has been actioned.
- 12.12. If an umpire is injured during play, they must leave court to attend to the injury immediately. Play will stop until the umpire is able to return or a suitably qualified replacement is found. No extra time will be played as a result of stoppage time. Time loss should be recorded on the scorecard (see rule 6.4).
- 12.13. Due to insurance regulations, the preparation of netball courts is the sole responsibility of Theale Green School and should not be attempted by RDNL members. Any problems with court preparation should be reported to your Division Rep.
- 12.14. **Teams must supply their own First Aid Kit.**

13. General

- 13.1. All players are required to wear matching netball skirts/dresses. Players who are not wearing a suitable skirt/dress will not be allowed to take to court. Borrowed players should be issued with spare kit to match that of the team they are playing for. Where this is not adhered to, teams must wear overhead bibs to enable easier identification of teams by the umpires during the game (see rule 13.2)
- 13.2. Teams **must** have a spare set of different colour overhead bibs in the event that their kit or bibs are too similar to that of the opposition. As per rule 1.4, it is the away team's responsibility to change bibs.
- 13.3. Parents who bring their children to matches are responsible for their children's behaviour **at all times**.
- 13.4. Please note that ball games may not be played alongside courts whilst matches are in progress.
- 13.5. Venue rules state that **smoking is prohibited** on all netball courts and by the court entrance.
- 13.6. Venue regulations do not allow for any pets on site and the riding of bikes, skateboards, scooters and roller-skating are prohibited on the hard court area.
- 13.7. Every team is required to send 2 representatives to the League's AGM. Saturday League and Midweek League are deemed separate. Players may not represent more than one team or league.
 - 13.7.1. **PENALTY:** Teams who fail to send 2 representatives will be fined £25.
 - 13.7.2. Should a team not be able to provide 2 representatives, they must inform the Committee prior to the AGM. However, the team will still be fined.

Teams who continually fail to provide 2 representatives at AGM's will not only be fined but may either be subject to point deductions or they may jeopardise their entry into the league.

- 13.8. All medal winners must attend the AGM to collect their awards.
Should medal winners fail to attend the AGM, they will be charged the cost of the trophies/medals, except in extenuating circumstances, if notified to the Committee in writing 7 days before the date of the AGM.
- 13.9. Affiliated members of RDNL must not use Social Media to bring the game into disrepute or make an inappropriate comment about a fellow athlete, Coach, Official, volunteer, the RDNL or the National Governing Body.
 - 13.9.1. **PENALTY:** Anyone failing to adhere to this rule may receive a suspension; the Committee reserves the right to decide the number of matches for which a player may be suspended.
- 13.10. Any published guidance regarding codes of conduct issued by AENA, Netball South, Berkshire Netball and the RDNL, must be adopted by all RDNL members. It is the

responsibility of the team contact in receipt of these publications to ensure that all team members are sighted and adopt the code of conduct immediately. The RDNL Committee cannot be held responsible for failing to notify all RDNL members of these publications in the event that a breach occurs. Any breach reported to the RDNL Committee, if submitted in accordance with rule 36, will be investigated by the RDNL Complaints committee.

Team captains are responsible for ensuring that all team players, their umpires and scorers are familiar with the above rules and the penalties which may be incurred if they are violated.

Equality Statement:

No participants or volunteers will receive less favourable treatment on the grounds of age, gender, parental or marital status, language, nationality, sexual preference, social class, colour, race, ethnic origin, religious belief, political belief or disability or will be disadvantaged by conditions or requirements, which are not relevant to performance.

Child Protection Policy:

RDNL follows EN guidance on safeguarding and protecting young people in Netball by creating and maintaining a safe and positive environment for all young people to play netball.

Social Media Code of Conduct:

Netball South would like you to remind all of your athletes and affiliated members to be very careful when using social networking sites to post, "Like", Tweet or make detrimental or controversial comments about a match, any of the players or the officials.



Under the current Codes of Conduct for athletes (and duplicated throughout all other Codes of Conduct) it states:-

'I will not use Social Media technology to bring the game into disrepute or make an inappropriate comment about a fellow athlete, Coach, Official, volunteer or the National Governing Body.'

There have been instances recently, when athletes, officials and affiliated members have failed to realise that by 'tweeting, posting or liking' defamatory statements about another athlete, the opposition, the umpires or indeed anyone affiliated to Netball South they have put their views into the public domain and are, therefore, in breach of our Codes of Conduct. If the subject of the 'tweet or post' chooses to make an official complaint, this may result in Disciplinary proceedings, which can only lead to more unpleasantness and sanctions against the person/team/club making the tweet or post or indeed "liking" the comment. None of us want this to happen, which is why we are reminding you of this. Thank you in advance for your co-operation.