

AYLESBURY & DISTRICT NETBALL LEAGUE RULES 2011 SUPPLEMENTARY TO ENGLAND NETBALL RULES

PLEASE ENSURE THAT ALL YOUR TEAM MEMBERS ARE AWARE OF THE FOLLOWING RULES

1. Affiliation

All players, coaches and umpires must be affiliated to England Netball

Registration to ADNL

All documentation to be completed by the deadline as per the instructions and date indicated in the Bumper Bundle, published on www.adnl.org.uk. Failure to do so will incur a penalty as indicated in Rule 5 (i)

It will be deemed that your Club / team no longer wish to play in the ADNL if you fail to submit documentation by the due date.

If a player leaves a Club and wishes to join another within the League a £10 transfer fee will be payable to the league and notification in writing is required by the Affiliations Secretary in advance of the transfer.

Players are able to transfer between teams within the same Club during the course of a season. However that player will not be able to play either up or down for the remainder of that season and notification in writing is required by the Affiliations Secretary in advance of the transfer.

2. Rules relating to players

ALL registered players must be 14 years of age or older.

Players or Umpires may not play/ umpire after 12 weeks of pregnancy.

All teams must provide a suitable match ball.

During each season a club team can play up a maximum of 7 times, a player cannot play up more than TWICE in a season. There must be at least 5 players registered to that team in the starting line-up. A maximum of 2 players from other teams in the club may be used. (For example only 2 players playing up or 1 playing up and 1 playing down).

If a player is playing down they may only play down by one division i.e. From Prem to Div One, from Div One to Div Two. A player may not play down for example from Prem to Div Two. They may only play down one team, ie Prem team one can play down to Prem team two but not to Division one team three. During each season a club team may play down twice, this cannot be the same player on both occasions. Only one 'DOWN' player can be used at a time in any match. Any players who have played up or down must ensure they have signed the umpires score card and Record Sheet at the end of the match.

The penalty clause will apply for any team not complying with the playing down rule.

Teams are responsible for maintaining records of players playing up or down. Records are kept at the match venues but the committee cannot guarantee their accuracy. Definitive records will be kept by the Affiliations Secretary – if in doubt check with the Affiliations Secretary, before the evening of the game.

3. Rules of Play

A team cannot take the court with less than 5 registered players.

ALL teams in EACH division MUST supply an appropriately qualified umpire, the minimum requirement is as follows:-

Premier Division & Division 1: England Netball 'C' award

Division 2: League /EN Beginners Award and are working towards 'C'

Other Divisions: ADNL League /EN Beginners Award

Once an umpire starts to umpire a match she/he must continue umpiring until the end of the match. An umpire can only be replaced, once on court, in the event of illness/injury to that umpire.

It is mandatory for all Umpires to attend a refresher course over a two year league period.

If the game is able to go ahead with the help of a substitute umpire, the team failing to provide the umpire must pay £10.00 to the replacement umpire within 14 days.

If a replacement umpire cannot be found and the game is cancelled, the team failing to provide the umpire will be liable for the full cost of the original fixture and if applicable payment to the umpires for the rearranged game. The cost of the re-arranged fixture will be shared by both teams.

An umpire under 18 must have a member of the club who is 18 or over with them when they are umpiring. This does not apply to AENA 'C' Award or higher.

Scorecards once signed and printed by the captains and umpires are final.

Any team having a query about the match score MUST NOT sign the score card, and a note made on the Record Sheet for that evening. It will be up to the Committee to pass judgement on such matters.

All matches will consist of 4 quarters - 12 minutes per quarter with 1 minute after the first and third quarter and 2 minutes at half time.

In the event of an unforeseen delay due to facility unavailability or officials arriving late, there must be the ability for a game of 40 minutes duration – divide into 4 x 10 minute quarters to be played for the match to be valid with 1 minute at each interval. (Please note the team supplying the late official will have a points penalty applied)

Teams must be on court and ready to play their matches at the appropriate times. If this is not the case, the offending teams will be forced to accept an infringement penalty of one goal per minute awarded to the non-offending team. Teams awaiting the arrival of a late team must wait on court for the duration of the 1st quarter of the scheduled match.

If the opposing team completely fail to arrive for a league match, whatever the reason, the full penalty clause will apply.

To cancel a league match, teams must give 24 hours notice to the Fixtures Secretary and opposing team. The team cancelling the match will incur the full penalty clause.

Teams cancelling league matches are reminded that they MUST supply an UMPIRE for the game preceding/following the cancelled game and providing cover for rota duty is required. Failure to do this will result in the penalty clause applying.

The League Committee reserves the right to cancel / postpone any fixture, for example the need to cancel fixtures due to bad weather.

Scoring will be awarded as follows:-

5 points for a win

3 points for a draw

2 points for the losing team if within 5 goals of the winners score.

1 point for 50% or more of the winners score.

It is not permitted for cancelled matches to be rescheduled by teams who are unable to fulfil the fixture.

All teams must have their own first aid kit present at each game.

A maximum of 5 minutes injury time is allowed in each game. If at the end of that period or at any earlier point a player is unfit to continue they should leave the court and be substituted.

Where a substitute is not available the injured player's team should continue with a player short.

If an injured player cannot be removed from the court and by the time she is moved there is not enough time to continue with the original format of the game and within the allotted time slot, the game will be abandoned to be re-scheduled by the fixtures secretary.

NB The ultimate decision about whether an injured player should be moved rests with the player themselves.

The cost of the re-arranged fixture will fall to the team of the injured player. Costs for the original fixture will be shared by both teams.

If the abandonment occurs within the last quarter, the score stands.

All injuries (no matter how minor) should be recorded on the Record Sheet and in the venue accident log. No insurance claim can be made if an accident is not recorded.

4. Miscellaneous

If a team has cancelled three consecutive or five in a season League Matches they will be asked to leave the league and expected to pay all remaining court fees. All points scored in the teams' fulfilled fixtures will be null and void.

Any teams voluntarily withdrawing from the League will be expected to pay the whole cost of each court for each fixture they are unable to meet. All points scored in the teams' fulfilled fixtures will be null and void.

Cancelled Matches & Rota Duty - The responsibilities of the team members on Rota Duty will be notified to teams as part of the Bumper Bundle.

Teams that do not carry out their FULL ROTA DUTY, including not phoning or emailing the results to the results secretary by 5pm on Thursday following the Wednesday match, will incur the points penalty clause

The person fulfilling the rota duty role cannot be fulfilling any other role i.e. umpiring at the same time.

Promotion and Relegation of Teams

The following procedure for promotion or relegation will be used:-

To promote the team finishing 1st from each division each year.

The team finishing bottom (9th) will be relegated to the division below.

Play Offs

The teams that finish 2nd and 3rd within a division will compete in a play off against the teams that finish 7th & 8th in the division above. For example in the play off team 2 will play team 8 and team 3 will play team 7. If either teams 2 or 3 are unable to field a team the next team down will compete in the play offs. For example team 3 will play team 8 and team 4 will play team 7.

The winning teams will remain /be promoted to the higher division and the losing teams will remain/ be relegated to the lower division.

In order to be eligible to play in the plays offs you must be registered to the team by 31st January. No members from other teams in the club may play down; however teams may play up a maximum of TWO players, providing all other playing up and down rules are met.

The same principle will apply where the number of teams within a division differs from 9.

The format of the League will be regulated by the Committee

New teams entering the League will normally be placed in the last division if there is space available

Seeding of any new team will be decided by the Committee on request – space permitting.

Any team having a complaint should notify the Committee in writing to the Chairperson, who will give a final ruling.

5. Contravention of Rules

For any rule that is broken the following penalty will apply:

(i) The offending team shall have maximum points for a win deducted from their total at the end of the season.

(ii) The non-offending team shall be awarded the match (maximum points for a win). Goals for the unplayed game will be awarded at the end of the season using an average of all goals scored by that team during the season.

(iii) The team will be expected to pay the whole cost of each court for each fixture they are unable to play.

Misinterpretation of the A.D.N.L./E.N. rules cannot be accepted as a reason for noncompliance of the foregoing.