

Cumbria Netball – Junior Tournaments 2019 / 2020

All Clubs/Teams will be held responsible for the behaviour, demeanour and actions of their players, officials and spectators.

It is the responsibility of all Team Managers, Coaches and Captains to ensure that all players are conversant with the following regulations.

1. RULES OF THE GAME

All games shall be played to the INFA Rules of the Game currently in force in England at the time of the Tournament, except where specific Tournament Regulations apply.

2. ENTRY AND ELIGIBILITY

- a. Entry is open to any Club who are members of England Netball through the netball county of Cumbria.
- b. Each Club is entitled to enter teams in each age group - U14 and U16.
- c. By entering a team in the Tournament the Club agree that:
 - i. they are able and willing to fulfil the costs and commitments of participation,
 - ii. they will fulfil their obligations and responsibilities as set out in these Regulations,

3. PLAYER ELIGIBILITY

- a. All players must be members of the Club they are representing on the day of the Tournament.
- b. All participating players must play within their appropriate age group as **23.59 on 31st August/1st September 2019**.
- c. England Netball recommends that individuals (player, coach, umpire) if pregnant should only participate with approval from their doctor and in accordance with any guidelines issued by itself.

4. REGISTRATION OF SQUAD MEMBERS

- a. Teams must have Registration Sheets completed and lodged with Cumbria Premier Netball League prior to the event. Email: cumbriapremierleague@gmail.com
- b. A Player may only play in one (1) Age Group per event.
- c. Each team may declare up to twenty (20) players on the Registration Sheet for the playing season.
- d. No player other than those listed on the Registration Sheet may take part in the Tournament
- e. Team Managers must check their teams in with the Tournament Referee/s at least 30 minutes prior to the commencement of the Tournament.

5. KIT AND EQUIPMENT

- a. Each team must provide a size five (5) netball, which must be clearly marked for identification.
- b. All players must wear positional bibs and teams must have a spare set in a different colour in case of clash of colours.
- c. 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.
- d. Spare kit must be provided by each team and be readily available during a match, e.g. to replace blood-stained clothing.
- e. **It is the responsibility of the Coach/Team Manager to carry adequate First Aid material for their players.**

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6. TIMING AND SCORING

- a. **Central** timing, normally sounded by a hooter, will be used, **but matches will start and finish on the Umpire's whistle.**
- b. The hooter will sound at the beginning and end of an interval, **but play will stop and start on the Umpire's whistle.**
- c. A warning will be given before play is due to commence.
- d. Duration of matches:
 - 10 minutes each way
 - 2 minutes half time
 - 3 minutes between matches

7. START OF PLAY AND LATE ARRIVALS

- a. Captains should toss for centre pass well before the start of each game.
- b. All teams must be on court, in position and ready to play, at the time and on the court stated in the playing schedule.
- c. No team may start a game with less than five (5) players.

8. INJURIES, SUBSTITUTES AND TEAM CHANGES

- a. No extra time will be allowed for injury or illness.
- b. Play may be stopped if the umpire deems it necessary due to injury or illness of a player but **ONLY** injured or ill players may be substituted during a game due to the short games. **NO OTHER CHANGES CAN BE MADE AT THIS TIME, BY EITHER SIDE.**
- c. During the half time interval, substitutions/team changes may be made providing they take place immediately.
- d. Officials are requested to take great care in moving an injured player or ill player from the court.
- e. Should the Team Officials feel that a player's injury is critical, i.e. head, neck or back and she will be better left on court. The Officials must note the time lost during treatment and report to the Tournament Referees who will adjudicate. (England Netball accepts most Netball injuries i.e. knee, ankle etc. fall outside this exemption clause)
- f. In the event that a match is abandoned for any reason, e.g. serious injury, the result of that match will be determined by the Tournament Referee having regard to the score at the time at which play was suspended.

9. TEAM OFFICIALS AND TEAM BENCH

- a. The Team Officials are Coach, Manager and Primary Care person.
- b. **PRIMARY CARE PERSON** – must be nominated on registration to the tournament referees on arrival and ensure that care is readily available in the event of illness or injury.
- c. The Team Officials together with the five players not on court constitute the 'Team Bench'.
- d. 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.

10. RESULTS

- a. Scorecards must be checked and signed by the Scorers and both Captains. It is the responsibility of the winning Team Captain/Team Manager to take both result cards to the recorders table after they have been signed. In the event of a draw, each Team Captain/Team Manager will take responsibility for taking a card to the recorders table.
- b. The result card represents the official score of the match and once the result card has been signed, no dispute can be lodged.
- c. If there is disagreement in relation to the final score the procedure in Regulation **14** should be followed.

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d. Match points will be awarded as follows:

- Win 5 points
- Draw 3 points
- Within 5 goals i.e. 16 – 20 2 points
- More than 50% of winning score 1 point
- Played Loss 0 points

11. UMPIRES AND SCORERS

- a. Umpires nominated by the Clubs.
- b. Each Club must provide a Scorer.
- c. The two scorers from the teams on court must stand together opposite the Centre Circle unless otherwise indicated by the Umpire.

12. TOURNAMENT REFEREE/S

- a. All queries should be directed to the Tournament Referee/s in the first instance.
- b. The Tournament Referee/s will have the authority and jurisdiction to make decisions on any matters arising during the Tournament day including, but not limited to:
 - i. altering or amending the playing schedule as necessary
 - ii. determining if teams and/or players are in breach of these Regulations and imposing an appropriate sanction (including disqualification of any individual, player or team)
 - iii. adjudicate instances of unsportsmanlike behaviour or behaviour that brings the sport into disrepute
 - iv. determining the result should any Match not be completed due to unforeseen circumstances.
 - v. determining any matter not covered specifically within the Regulations.
- c. The Tournament Referee may consult with additional people to assist with the Tournament but the final decision and accountability will lie with the Tournament Referee.

14 TOURNAMENT COMPLAINTS PROCEDURE

14.1 On the Competition Day, all queries and complaints (a Complaint) should be directed to the Tournament Referees in the first instance, which will be dealt with as follows:

14.1.1 Where the Complaint relates to the Tournament format or management, including but not limited to, the schedule, the opposing Team, playing surface or other playing arrangements, a protest must be made, before the start of the Match (or as soon as possible after the issue becomes apparent during the Match) to the Tournament Referee. The Complaint must then be acknowledged by the Tournament Referee who will decide what action should be taken; or.

14.1.2 Where the Complaint relates to the playing of a Match, the scoring, and/or its result, the relevant Squad member or Team Official, must do the following:

- a) Inform their opponents and the Umpires of their complaint;
- b) Mark the Score Card with the words 'Under Protest';
- c) Take the Score Card marked 'Under Protest' to the Tournament Referee, straight after the Match;
- d) Explain the issue in full to the Competition Referee;
- e) The Tournament Referee will decide what action should be taken.

14.1.3 The Tournament Referee's decision in relation to decisions taken under clauses 14.1.1 or 14.1.2 is binding.

16. JEWELLERY/MEDIC ALERT BRACELET/HEADCOVERING/GLOVES

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- 16.1 **All jewellery must be removed** when playing netball, and players wearing jewellery (**including body piercing**) will not be allowed on court.

The following exceptions will apply:

- a. **Wedding rings** may be worn, but must be taped
- b. **Medic alert bracelets** may be worn, but must be secured in such a manner that they will not constitute a danger to an opponent, i.e., with clear tape, and in such a way that it cannot be removed/lifted off by any accidental contact.

- 16.2 **Head Covering**

The priority must be to encourage increased participation in sport, with sensitivity to the religious practices and cultural differences, together with the safety of all participants. With this in mind the player, together with the coach/parent etc. should ensure that the material used for the head covering is soft, without embellishments which might constitute a danger and with potential flowing/flapping edges held securely around the neck or tucked into shirt collar. It should be as neat and secure as possible.

Baseball caps etc. are not permitted.

- 16.3 **Gloves**

No form of glove may be worn when playing netball. If for medical reasons gloves are required, then on production of an appropriate medical certificate, the Tournament Referee may allow gloves to be worn. Umpires are advised that if a medical certificate is produced and gloves are worn they should be plain, soft, leather type gloves, seamless or with internal seams. These players are then to be advised to have Personal Liability Insurance. Umpires are reminded that they still have to be satisfied that any gloves worn do not present an obvious hazard to other players.

Please note that if gloves are worn this does not supersede the International ruling on nails.

- 16.4 **Hair**

In the interest of safety, players who have long hair tied in a pony tail must ensure that it does not present a hazard by allowing it to swing in the faces of other players.

17. SPECIAL REGULATIONS

17.1 PLAYERS AND BLEEDING

PLEASE NOTE IT IS THE RESPONSIBILITY OF THE TEAM OFFICIALS TO HAVE FIRST AID DRESSINGS AVAILABLE AT THE SIDE OF THE COURT

As there is no stoppage time allowed for injuries, the following will apply:-

- a. if a player is bleeding, she will be asked to leave the court immediately for treatment.
- b. a substitute may take the place of the player with bleeding, as/immediately after that player has left the court.

NO OTHER CHANGES CAN BE MADE AT THIS TIME, BY EITHER TEAM.

- c. if a substitute is not available, the team must play on with only six players. If the player with bleeding is the Centre, one player must take the place of the Centre.

17.2 UMPIRES AND BLEEDING

Umpires may stop the game if they sustain an injury themselves.

In the event of a major injury to either a player or an Umpire, the game would have to be stopped and the Tournament Referee/s would have to make a decision as to how the emergency situation would be dealt with. Regulation 8.