

# **LEAGUE REGULATIONS**

## **1. Organisation & Administration**

- i. The York District Netball League (YDNL) shall be managed by the North Yorkshire Netball Participation & Competition Group (NYNPCG). A sub group of volunteers, the York District Competition Group (YDCG) will undertake the League administration.
- ii. The decisions of the PCG and the YDCG, in respect of these rules and regulations and on any other matter related to the YDNL, which is not provided for below, shall be considered final and binding on all parties (subject to the right of appeal which is specifically provided for under disciplinary regulations).
- iii. It is the responsibility of all participants in the YDNL to ensure that they are familiar with the League regulations and the England Netball Code of Conduct.

## **2. Playing Qualifications & Eligibility**

- i. Application for entry to the YDNL shall be open to any club or team based in the York district, which is affiliated to England Netball through North Yorkshire Netball County Association, and which has paid its subscription in this respect. Application for entry from clubs/teams situated outside the district may be accepted, if this is seen to enhance the competition.
- ii. Entry to the YDNL will be determined by the YDCG at its absolute discretion, subject to its reasonable application of these rules and regulations and having due regard to the standard of play of teams wishing to participate. Vacancies appearing in the YDNL will be addressed by the YDCG in whatever way seems fit.
- iii. The entry fee for the League will be determined by the YDCG.
- iv. By entering a team in the YDNL, clubs/teams agree that they will abide by these regulations, the England Netball Code of Conduct and that they are able and willing to fulfill all costs and commitments relating to the League.
- v. All players must hold a current England Netball affiliation and be registered with a North Yorkshire club.
- vi. Players can only play for one club within the YDNL.
- vii. All players must have their membership lodged with England Netball, and subscription paid before any participation in the YDNL.
- viii. All players must be over 16 years of age at midnight on 31st August/1st September prior to the commencement of the YDNL playing season, unless they have permission to play in **THIS** league for the current playing season, following the England Netball age banding procedure. Evidence of this must be supplied to the YDCG before that player participates in the League.
- ix. A maximum of 3 age banded players may take part in any YDNL fixture.
  - *Penalty for not adhering to this rule will be a deduction of 2 league points for each offence.*
- x. Pregnant players may not take part in YDNL matches beyond the 12th week of pregnancy. Pregnancy, childbirth, miscarriage or any consequence thereof is a policy exclusion.

## **3. Registration of Squad Members**

- i. Clubs must register all players to play in the League. Squad registration sheets for each participating Club must be completed fully for each player and lodged with the YDCG as specified prior to the start of the League.
- ii. Any additions to the squad sheets must be lodged with the YDCG before the fixture in which the additional player (s) wish to compete.
- iii. Clubs must nominate on the squad registration sheet, a minimum of seven (7) players for each team participating.
- iv. Only players whose names have been registered on the squad list held by the YDCG may participate in the YDNL.
  - *Penalty for not adhering to this rule will be a deduction of 2 league points for each offence.*
- v. Where a Club has multiple teams competing in the YDNL, players from the lower teams within the Club may play for higher teams for no more than twenty (20) quarters during the season. Where

this happens, it must be clearly recorded on the result card. If a player starts a 21st quarter they are automatically moved into the next highest team and are no longer eligible to compete for a higher team.

- vi. Once a player has been named on a squad sheet and played, she cannot transfer to another Club and compete for that Club during the current season.
- vii. Each team may declare up to twelve (12) players on the result card prior to the start of each match, any of these players will be eligible to compete during the match.

#### **4. Structure of League**

- i. In each division, each team will play each other twice on a home and away basis. Team representatives should follow the fixture template issued and work with opponents to agree matches.
- ii. A full schedule of fixtures, including date, venue and start time must be provided to the YDCG for each team competing. This must be done before the start of the playing season.
- iii. Points for matches will be awarded as follows:
  - 5 points for a win.
  - 3 points for a draw.
  - 2 points to losing team if there is less than 5 goals difference between the two scores.
  - 1 point to losing team if goals scored is more than 50% of winning teams score.
- iv. A league table will be compiled based on the points awarded. Where teams are level on points, the following will be used to differentiate:
  - Goal average (goals for divided by goals against) shall be used in the first instance - i.e. the team with the higher goal average will be the higher placed.
  - If goal average does not differ, goal difference shall be used (goals for minus goals against) and the team with the highest goal difference shall be placed highest.
  - In the event that neither of the above can differentiate, the team which has the greatest number of goals scored shall be highest placed.
  - Should any team have any of the above affected by cancellations, calculations will be adjusted to reflect this.
  - In the event that none of the above can separate the teams, the aggregate score of matches played between them will determine the outcome.
- v. Where divisions have an optimum number of ten (10) teams competing, a promotion/relegation system of 2 up 2 down between divisions will operate, this may need to be adjusted in smaller divisions or to accommodate new entries.

#### **5. Fixture Arrangements**

- i. All fixtures will be played on the dates and at the times agreed before the start of the season.
- ii. The 'home' team must confirm the fixture with opponents at least 3 days (72 hours) in advance of the fixture. The date/day/start time and venue must be confirmed at this point.
- iii. Each team must confirm match details with their umpire at least 3 days (72 hours) in advance of the fixture. The date/day/start time and venue must be confirmed at this point.
- iv. Evening fixtures should not start before 7pm (unless mutually agreed otherwise)
- v. League matches should not be played on Saturdays (unless mutually agreed otherwise)
- vi. Any team which fails to arrive for the start time of the fixture will forfeit the match, and points will be awarded as 5.xi
- vii. If for any reason a fixture cannot be played (e.g. venue problem/adverse weather) both teams must inform the Divisional Secretary asap. In such instances the fixtures can be mutually rearranged within the same half of the playing season. The Divisional Secretary must be advised of the new arrangements.
- viii. In the event that a match has to be abandoned for any reason (e.g. serious injury, poor weather conditions etc), the following procedure will apply:
  - If less than 3 full quarters of the match have been completed, the match will be replayed, unless mutually agreed otherwise by team captains. No result card should be submitted

but such instances should be advised to the Divisional Secretary asap.

- If 3 full quarters of the match have been played then the score at that point will stand as the final result. The abandonment should be noted on the result card.
- ix. Matches will not be scheduled during school half term weeks, however matches may be played during these weeks by mutual agreement.
  - x. Access to courts and equipment should be provided 15 minutes before the agreed start time.
  - xi. Once fixtures have been arranged they must be played as agreed. Should any team default it will be treated as a forfeit:
    - 5 points and a 10-0 win will be awarded to the non-offending team
    - 5 points will be deducted from the offending team.

## **6. Match Regulations**

- i. All matches will be played observing the Official England Netball rules - 2016 edition.
- ii. Matches will be of 1 hour duration - i.e. 4 x 15 minute quarters. There will be a three minute interval at quarter time, and a five minute interval at half time.
- iii. In extenuating circumstances (eg weather conditions) and with mutual agreement from both umpires and both team captains matches may be shortened to 4 x 10 minute quarters and shorter intervals.
- iv. All players must wear registered team playing uniform when competing in the League.
- v. No item of clothing considered by the umpire's to be unsuitable or dangerous may be worn.
- vi. Both teams will provide a suitable match ball - umpires will decide which ball will be used.
- vii. If there is a clash of playing colours, the home team will change.
- viii. The team captain must be a nominated member of the team on court.
- ix. The location of the team bench (for substitutes and team officials) will be determined by the umpires before the start of the match.

## **7. Match Officials**

- i. Each team must provide a competent & appropriately qualified umpire for each fixture. These umpires should officiate the whole of the fixture.
- ii. The suggested umpires expenses is £12.
- iii. Umpires for matches played in Divisions 1 to 4 inclusive is must hold a minimum qualification of 'C' Award.
- iv. Umpires for matches in Divisions 5 and 6 must hold a minimum qualification of Beginner Award or North Yorkshire County Basic Umpiring Award.
- v. Clubs must register umpires who wish to officiate in the YDNL with the YDCG before the umpire officiates any YDNL fixture.
- vi. A list of umpires who are willing to officiate for teams other than their own Club teams will be made available prior to the start of the playing season.
- vii. Should an umpire be injured or unable to continue umpiring, the match will be abandoned unless a suitably qualified replacement umpire is available to take over.
- viii. At the agreed start time, if an umpire has not arrived or made contact, the match should be abandoned unless a suitable replacement umpire is available to officiate. If the match is abandoned the Divisional Secretary must be advised asap, and a suitable outcome will be determined.
- ix. If a team fails to provide an umpire they will forfeit the match as follows:
  - 5 points and a 10 – 0 win will be awarded to the non-offending team
  - 5 points will be deducted from the offending team.

## **8. Registration of Results**

- i. Each team's scorecard must be fully and legibly completed to include full names of all players who competed in the match. It should be clearly indicated where a player is playing 'up', including the team which the player is registered with and the number of quarters played. The result should be accurately recorded.

- ii. Scorecards must be signed and agreed by the umpires.
- iii. Scorecards must be submitted asap, to be received by the Divisional Secretary with 3 days (72 hours) of the fixture. Scorecards can be submitted by mobile picture, a scanned computer document or by post.
  - *Penalty for not adhering to this rule will be the deduction of 1 league point for each offence*
- iv. Teams must keep a record of results.

## **9. Queries, Complaints & Disciplinary**

- i. Any team who intends to raise a query regarding the playing of a match and/or its result must inform their opponents and the umpires on the day of the match.
- ii. Any queries or issues regarding the playing of a match/and or its result must be submitted in writing to the YDCG within seven (7) days of the fixture.
- iii. All queries, issues and disputes regarding the playing of a match and/or its result will be determined in the first instance by the YDCG, using best endeavours to determine the issue within ten (10) days of receipt of correspondence.
- iv. The YDCG will have the power to determine the penalty to be imposed on teams and players who are in breach of League regulations regarding the playing of matches in the YDNL - such penalties will include reprimands, the deduction of league points, fines, suspensions, and expulsion from the League.
- v. In the event that any team/player wishes to appeal against any decision of the YDCG, it must notify this intent within five (5) days of receipt of the decision. In this event the matter should be referred to the Lead of the PCG.
- vi. Any team wishing to appeal more generally against the governance and management of the YDNL by the YDCG, or against specific decisions made by it, must also observe the procedures set out in 9.ii and 9.v.
- vii. Any team/individual which fails to observe the procedures laid out in the preceding clauses will invalidate their right to raise a query, issue or appeal.
- viii. Any complaint which does not concern the playing of a match and/or its result, but which is made in respect of a disciplinary offence, should be made in writing to the PCG (Lead).

## **10. Miscellaneous**

- i. All Clubs will be held responsible for the conduct of their players, officials and supporters.
- ii. It is the responsibility of each team to provide adequate first aid cover for its players and officials which should also be made available to the match officials on request.
- iii. No form of glove may be worn when playing netball. If gloves are required for medical reasons, the umpires may allow seamless gloves to be worn on the production of an appropriate medical certificate, and provided that they are satisfied that any gloves worn do not present an obvious hazard to other players.
- iv. All jewellery must be removed when playing netball, any players wearing jewellery (including body piercing) will not be allowed to participate. The following exceptions may apply:
  - Wedding rings may be worn, but must be taped .
  - 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.
  - No adornment that may endanger player safety shall be worn.
- v. If scarves need to be worn because of religious practices, the material used must be soft, without embellishments which might constitute a danger, and with potential flowing/flapping edged secured as neatly and securely as possible.
- vi. Photography/recording of any YDNL fixture is not allowed unless permission has been obtained from opponents in advance. Umpires must be notified of any agreement.
- vii. The YDCG may review and amend these regulations following changes communicated by England Netball.
- viii. The YDCG/PCG will adjudicate on any matters not covered by these regulations.