

# DERBY AREA NETBALL ASSOCIATION

## RULES FOR THE 2014/15 Season

The League is played to All England Rules and listed below are additional DANA Rules.

1.1 All players must be affiliated to EN. If any player is first affiliated to a team not in DANA, these must be second affiliated to your team via EN.

1.2 Minimum age of players is 16 years of age. Any player under 16 years of age is required to have a completed age banding form. Players over 16 but under 18 we require a parental consent form signed and returned to the Secretary before they can play in the league.

2. Any player who is knowingly pregnant (to other players) may not take part in any match beyond 12 weeks of the pregnancy. DANA Netball League will not be held liable for any pregnant netballer participating in a match should the expectant mother suffer a miscarriage, permanent damage to herself and / or unborn child as a result of participating. *Failure to comply will result in loss of 30 points for the team they are playing for.*

2.1 Umpires can umpire up to 12 weeks of pregnancy.

### 3 REGISTRATION OF PLAYERS TO DERBY AREA NETBALL LEAGUE

3.1 The Full Team Register with names, signatures and a list of affiliated member numbers to be completed **in full** and returned to the Division Representative **BY 30th SEPTEMBER**

3.2 There is no limit to the number of players allowed on the register but the recommendation is a minimum of 10

3.3 Additional players may only be added if the request is made to Div Rep allowing one week's notice. The div rep will e mail confirming receipt of request and inform the Team Secretary the date the added player is eligible to play from

3.3 Players can only play for one team subject to the transfer window.

3.4 Players may request a transfer from one team to another in accordance with the transfer window. This request must be made in writing to DANA Secretary using the transfer form with reasons and must be agreed by all parties concerned.

The transfer request window will operate between 1st - 15th December only.

Players must NOT play in the DANA league for 2 weeks prior to transferring and can start playing for the new team at the half way point of the season.

All transfers requests submitted outside of the transfer window will be reviewed with any decision being made at the discretion of the committee and only under exceptional circumstances.

3.5 Where a player is found to have played for another team, a £10 fine will be incurred by either the player or the team as determined by the committee (over and above the guest rule).

#### 3.6 Penalties per match

3.6.1 1 point will be deducted for every missing signature or one not matching that on the registration form as a one-off.

3.6.2 Persistent offenders shall result in the loss of 15 points.

3.6.3 Loss of up to 15 points if a player is found to be unaffiliated to EN or not listed on the Register  
The offending team shall forfeit the match points every time an 'illegal player takes the court and points up to the maximum of 15 are awarded to the opposition where applicable.

3.7 *Div 2* - 1 player can guest up to another team in div 1 and can play a maximum of 3 matches or part thereof within one season for the same team only.

*Div 1* - 1 player can guest up to another team **but only during prem v prem games** and can play a maximum of 3 matches or part thereof within one season for the same team only.

Please highlight the name clearly on the card if any player guests up, with a colour and write a 'G' on the card.

3.7.1 A team can only guest a maximum of 2 players in any one season e.g 3 games with 1 player and 3 games with 2nd player. Teams must inform the div rep by Monday at 9am at the latest if they will be using a guest player.

### 4 FIXTURES/MATCHES

4.1 All fixtures will be played as per fixture list unless notified by the Fixtures Secretary who will advise of re-arranged fixtures as necessary

4.2 Every team entering the DANA league must pay the full cost of the match fees once the fixtures have been arranged. Match Fees are due at the end of each month and payable by cheque or bank transfer

4.3 Where a team cancels a fixture, they shall:

Inform the Opponents, the Division Representative and the teams providing the umpires.  
Fulfil both umpiring commitments - failure to do so will result in a loss of 15 points and a £10 fine  
Pay both match fees

- 4.4 Concede the points - the opponents to be awarded 15 points and a 20-0 score to be applied  
It is the responsibility of Captains to have teams on court at the stated time.  
4.5 Players can request the game to start.

## 5 League Structure

- 5.1 In the event of a tie on points, league positions will be decided on:  
i. games won  
ii. goal difference  
iii. goal average
- 5.2 Entry for new teams will automatically be placed in division 2. Any exceptions to this will be at the discretion of the DANA committee with the final decision resting with the chair.
- 5.3 At the end of any season, teams finishing 1 - 6 in the Prem/First Division League Tables will be the prem teams for the following season.
- 5.4 Promotion/demotion will be decided by a playoff, date and time set by the committee.  
At the end of the season there will be promotion and relegation between Division 1 and Division 2; the team finishing last in Division 1 will be relegated to Division 2. The winning team in Division 2 will be promoted to Division 1. Teams placed 2<sup>nd</sup> and 3<sup>rd</sup> from the bottom of Division 1 and 2<sup>nd</sup> and 3<sup>rd</sup> in Division 2 will take part in play-offs to decide which two teams will play in Division 1 and which 2 teams will play in Division 2.  
The play-offs will be considered part of the League; player eligibility rules apply.

## 6 SCORING OF POINTS

15 points for a win      10 for a draw  
1 point if score 10% or more of opponents score.  
2 points if score 20% or more of opponents score.  
3 points if score 30% or more of opponents score.  
4 points if score 40% or more of opponents score.  
5 points if score 50% or more of opponents score.  
6 points if score 60% or more of opponents score.  
7 points if score 70% or more of opponents score.  
8 points if score 80% or more of opponents score.  
9 points if score 90% or more of opponents score.

In the event of a team ceasing to play part way through the season, all points will be deleted.

## 7 SCORE CARDS AND SCORE CARD SUBMISSION

**The captain of each team MUST FULLY complete score card including the date of match, team name(s)**

- 7.1 Captains are to make sure results are submitted to the website within 5 days of playing the match.  
7.2 Scorecards should be forwarded to the relevant Division representative weekly ensuring that the card has been signed by all their team players ON THE NIGHT.  
7.3 Points will be awarded on receipt of the scores being submitted on-line. Failure to submit fully completed scorecard within 14 days of the match may result in points being deducted.  
7.4 Points will be deducted if the scorecard is not completed in full (see penalties 3.6 – 3.7)

## 8 UMPIRING

- 8.1 The decision of the umpire is FINAL on every matter arising during the match.  
8.2 Each team must provide a qualified umpire according to the order of play who must be a minimum of 18 years of age in accordance with EN guidelines  
8.3 Certain 1.5 hr League matches, to be I/A/B qualified umpires and will be organised by the League  
8.4 Any team failing to provide an umpire must provide an explanation to Div Rep.  
Failure to provide an umpire will result in a deduction of £10 from the deposit and a deduction of 10 points, each occasion there after a £15 fine will be required and further points will be deducted.  
Consistent offenders may be considered ineligible for future leagues. This is at the Committee's discretion.  
*8.4.1 If umpires are more than 8 minutes late arriving, the team whose umpiring commitment it is will*

*be deducted £5 from the team deposit and 5 points will be removed from the team unless a suitable explanation can be offered.*

- 8.5 All umpires should print their name on the scorecard and initial it, **after** the players have signed it.
- 8.6 If a situation arises where there are NO umpires present, then each team shall drop one player each (qualified umpires first choice) from those on court to umpire the game.
- 8.7 If the situation arises where only ONE umpire is present then:  
a) if the one umpire is happy to umpire alone and both captains agree - the match to proceed  
b) if either the umpire or Captain(s) are not happy, then the 'sole' umpire to 'stand-down' and each team to drop a player as above  
c) The expenses of the umpire who honoured the commitment to be paid in full by the defaulting team
- 8.8 Teams who decide to cover umpire expenses can do so, but the league would recommend no more than £10.00.
- 8.9 Newly qualified C award umpires will be given a grading by the umpiring committee. Some newly qualified umpires will be required to umpire in the second division before umpiring in the first division.
- 8.10 If the committee receive several complaints regarding the standard of an umpire, the league will liaise with the Derbyshire Netball umpiring sub-committee and the individual for an assessment. Mentoring may be required to try and rectify the situation.
- 8.10.1 If umpiring does not improve after mentoring sessions, the umpire will be unable to continue to umpire in the league, this is to help maintain the standard of the league.

## **9 SCORING AND SCORERS**

- 9.1 Competent scorers **MUST** be supplied by the teams playing on court for all matches
- 9.1.1 Where a team does not supply a scorer, if BOTH team agree, that ONE scorer can score on their own.
- 9.1.2 Where neither team can supply a scorer, BOTH umpires can agree to score the game. Otherwise, both teams are to drop a player to score the match i.e. Either both umpires have a scorer or both umpires score
- 9.1.3 Both scorers must sit together during the match and agree the score at the end of each quarter.

## **10 TIMEKEEPING**

- 10.1 Timing of matches shall be taken from the clock in the Gym/Sports Hall **ONLY** where there is no time keeper.  
Certain League matches shall last for 1 complete hour and consist of 4 quarters of 15 minutes.  
Umpires should aim for matches to consist of 4 equal quarters in an hour time slot
- 10.2 If after 5 minutes there is only one team present on court, then that team have the right to claim the points but this needs to be noted on the score card by the umpires and captains. A friendly can be played if/when the team arrive.

## **11 DISCIPLINE**

If any dispute should arise with regard to discipline, the Committee should be notified and their decision shall be binding.

An umpire can log a complaint regarding a match/player(s) or a team for continuous disputes and offensive behaviour/language. This must be put in writing to the League Administrator. Complaints will be recorded and where persistent shall be dealt with as felt appropriate by the DANA Committee. This may result in loss of points, fines or other action.

In the event of a serious complaint e.g. Racism, Aggression, Dangerous Play, Verbal Abuse etc, DANA will appoint a disciplinary committee to determine any action required which may result in the expulsion of the team from the league.

Any complaints should be made in writing by the named team contact (as indicated on the entry form) using the complaints form to the League Secretary by email or post. Complaints will be responded to within 2 weeks. Any action required will be determined by the Disciplinary Committee which may include advice from England Netball where necessary.

## **12 Health and Safety**

First Aid and administering thereof to players is the responsibility of each team.

Senior players in teams are responsible for junior players at all times both on and off the court.  
A junior player is anyone aged under 18 years of age

## **13 Jewellery**

Players must remove all jewellery before the start of a match to avoid injury to the player and the opposition. This rule includes all ear piercings, including piercings high on the ear lobe. Covering piercings up with a plaster is not adequate. The only exception is a wedding band or a medical alert bracelet which can be worn but must be taped up. Failure to remove jewellery will result in a player not being allowed on court.

- 13.1 If a player has a 'dermal piercing' this must be covered. If a player plays chooses to play with a dermal piercing they play at entirely their own risk.

## **14 Social Media**

DANA Netball league would like to remind you about the England Netball Code of Conduct which states " I will not use Social Media technology to bring the game into disrepute or make an inappropriate comment about an athlete, coach, official, volunteer or the NGB". We ask that you adhere to this Code of Conduct when posting messages to Facebook or any other site of this type. If the committee should be notified of any proof of the misuse of social media as above, the committee will treat the incident in a similar way to any other dispute, please refer to rule 10.

## **15 Players Code of Conduct (England Netball)**

- 15.1 Players must never argue with an official during a game
- 15.2 Players must control their temper; understanding that verbal, emotional and physical abuse of Officials, Coaches, Spectators or other athletes, or deliberately distracting or provoking an opponent is not acceptable or permitted behaviour in netball
- 15.3 Players must NOT consume alcoholic drinks or illegal substances either immediately prior to or whilst playing

If players abuse the code of conduct the disciplinary procedure (10) will be followed.

## **16 Injury Protocol**

- 16.1 When an injury occurs the game should be stopped and the injured player be removed from the Court as soon as possible. If it is a serious injury, i.e. head injury etc, the player should only be moved as soon as is safe to do so. The Game to recommence with the remaining match time. This is on the assumption that there are 5 players available to continue the match.

If it is a serious injury which occurs before half time then the game will be rescheduled by the Fixtures Secretary. If it happens after half time then the game shall be deemed complete with the score at the time of injury being recorded as the final score.

- 16.2 As indicated in England Netball guidelines, a team can play with a minimum of 5 players. If the affected team chooses not to continue with the game despite having 5 players once the injured player is removed from the court, then they will be deemed to have forfeited the game and the points will be awarded to the opposition.
- 16.3 Games will only be re-scheduled if the injury is of a serious nature.