

HAMPSHIRE JUNIOR LEAGUE (HJL)

RULES 2017-2018

1. RULES OF THE GAME

- All games shall be played to the INF Rules of the Game currently in force in England at the time of the HJL. It is the responsibility of all Players, Team Managers, Coaches, and Umpires to ensure they are conversant with the Playing Rules for the league.

2. AFFILIATIONS

- All players must be affiliated to a Club, England Netball, Hampshire Netball Association and Netball South.
- A player may play for only one club in the HJL. A 2nd claim player can play for a club who does not have a team in the HJL.
- All Clubs participating in the league must have achieved, or be registered for and actively working towards England Netball's CAPS accreditation within 18 months
- A team must list up to twelve players per fixture, all of whom must be registered to play in the league and affiliated to the club.

3. AGE BANDING

- Following England Netball Guidelines, players may play for any age group. Players playing out of age group can only do so if the coach and safeguarding officer agree it is in the best interest of the players netball.
- Name, birth date and affiliation numbers of players must be registered with the HNA League Administrator, on the Registration Sheet by 5pm on the day preceding the teams first fixture.
- Any additional registrations must be with the League Administrator by 5pm on the day before the start of the match in which they will play. They must be on an official registration form and emailed to the League Administrator.

4. TRANSFER & PLAYING UP

Clubs with more than one age group team in the League may move players between Teams in the same Club under the following conditions:

- All Club players must be registered to a specific age Team at the start of the HJL. Players may be added at a later date.
- No player can play for more than one team at any age on the same day in the HJL.
- A lower aged team player may play for a higher aged team for 11 quarters but on the 12th quarter she plays for a higher team she will be deemed part of that team for the remaining fixtures in the HJL.
- No higher age team player may play for a lower age team.
- Failure to comply will result in the match being awarded to the opposition, i.e. 5 points and 30 goals AND a further 5 points will be deducted from the offending team's accumulative total.
- HNA will not accept responsibility for notifying Clubs of the current status of any individual player. It is strongly advised that Clubs maintain their own records to ensure compliance and thereby avoid a deduction of points for fielding ineligible or unregistered players.

5. TEAM BENCH

- The Team Bench will be the area at the Team's defending end at the start of the game to the right of the netball posts. **Do not change ends at half time.**
- The Team Officials in addition to the (up to) five squad players not on court, shall constitute the 'Team Bench'. Team Officials must be registered with the HJL Secretary on the Bench Registration document, completed at the start of the season with additions as required. Each team must have a primary carer who holds a first aid qualification.
- The Team Officials and bench players may not move up and down the side lines or along the goallines outside the court during play.

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- Teams are responsible for providing their own First Aid Equipment.
- **PLEASE NOTE** that supporters are asked to remain outside of the Sports Hall so that playing courts remain safe for participants, and so that young players are never overwhelmed or worried by their team's or their opposition's supporters.
- Coaches/Team Managers are requested to hold a copy of their Bench Registration sheet with the paperwork brought to each fixture.
- All Clubs **MUST** have a **MAIN CLUB CONTACT**. They will be responsible for two things:

Results – the main club contact will be responsible for ensuring score sheets are sent to the league administrator with 5 days of the fixture. Results to be text by both teams to the league administrator by 20.00 hours.

6. BALLS AND BIBS

- Each team must provide a size five (5) netball in good condition, which must be clearly marked for identification purposes.
- Both teams to provide a ball and the umpires will decide which ball will be used for the whole game.
- All players must wear positional bibs and teams must have a spare set in a different colour in case of a clash of colours when teams will toss to see who changes.

7. MATCH DETAILS

- All games will be played on the designated dates at the venue and start time as notified on the fixture list.. **NO GAMES CAN BE CANCELLED**
- Teams are responsible for notifying their own umpire of the match details in good time before the fixture, and the recommendation is a minimum of 7 days notice to an umpire.
- Timings of games: under 12, under 13 4 x 10 minutes under 14 4 x 12 minutes under 15 and 16 4 x 15 minutes, 3 minutes at 1st and 3rd quarter breaks and 5 minutes half time
- Each team must provide a named scorer and score pad for their own game who must sit together with the opposing team's scorer where requested by the umpires controlling the game.
- Both teams will provide a stop watch and competent timekeeper to time the game and injury time.
- A match must begin at the league-designated starting time
- No team may start a game with less than five players.

8. UMPIRES

- Each team **MUST** provide an umpire..
Umpires for the games will need to be active umpires qualified to C Award or at the discretion of the committee umpires that have attended a C Award Course and are being mentored to their C Award.
- Umpires will sign the Results Sheet for the game they have umpired.

9. RESULTS

- Both teams must fully complete a result sheet and hand to the score table 15 minutes before the start of their fixtures.
- Match points will be awarded as follows:
 - 5 points for a win
 - 3 points for a draw
 - 1 point to the losing team scoring over 50% of the goals scored by the winning team.
- In the event of a tie on points, goal average will decide final positions (goals for divided by goals against).

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- If goal average is tied then goal difference will be applied (the difference between goals for and goals against).
- If goal difference is tied, the result of the fixture between the two teams will be the decider.
- In the event of a further tie, the team with the most goals will be adjudged the winner.
- Result can be viewed at www.hampshirenetsball.co.uk

10. CANCELLATION OF MATCHES

- NO GAMES TO BE CANCELLED. In the event of a team not being able to fulfil their commitment the game will be forfeited and 5 points and 20-0 will be awarded to the opposition
- Both teams to notify the umpires and the League Administrator

11. COMPLAINTS, GRIEVANCES AND DISCIPLINE

- Any complaints must be sent in writing to the HNA disciplinary secretary within 5 days of the incident .

Contacts

League Administrator Chris Granger

no1chrisg@aol.com

Tel: 07909 993855

HNA Welfare Officer Barbara Snow

barbara.snow@btinternet.com

HNA Disciplinary Secretary: TBA