

## **West London Junior Netball League Rules**

### **Updated 4/7/19**

#### **AGM**

Each club must send a least 1 club representative to the AGM prior to the start of the season. Failure to attend and the team forfeits entry into the league at the Committee's discretion.

#### **ENTRY FEE**

A League entry Fee shall be paid at the start of every season – details will be included in the entry pack. This fee is non-refundable.

#### **VENUE**

All matches will be played at a League designated venue. The League will be responsible for booking courts.

#### **TEAM ENTRY**

The league age brackets are in line with school ages, starting on 1st September and finishing 31st August. The league will be divided into 6 age group sections:

- High 5 – Year 6 and under
- Under 12s – Year 7 and under
- Under 13s – Year 8 and under
- Under 14s – Year 9 and under
- Under 15s – Year 10 and under
- Under 16s – Year 11 and under

Depending on entries there may be multiple divisions in each age group or combined age groups.

A player may only be registered to play in one team in the league.

Players are only permitted to play up one age group. However, players in the England Netball Satellite, County Academies and or a Franchise Hub may be registered in up to 2 age groups higher than their own. For these players, a completed Age Banding Form must be sent to the WLJNL Committee 72 hours before their first fixture. A copy of the Age Banding Form must also be submitted to the host table on the fixture day.

If a player is identified as playing in the incorrect division the offending team will be deducted 1 point for every offending match.

The league welcomes applications for entry from new clubs. In the event that the league must split age groups into A&B divisions to cater for all entries, new teams will automatically be placed in the lowest division within their age group. However, an assessment may be requested for placement into a higher division.

The West London Junior Netball League is a female only league.

A few children change their gender role at a young age, before starting school, or during their early years in school. Children in this situation up to the age of 12 may play competitive netball in their affirmed gender without restriction.

Transgender girl – under 16 and post-puberty: she may compete in her affirmed gender subject to an individual case-by-case review, if required, undertaken by England Netball. The transsexual girl and her parent or guardian will be asked to permit EN to undertake a review meeting to check her individual circumstances and manage expectations with due consideration to fairness and safety.

### **TEAM REGISTRATION**

Clubs may enter a maximum of two teams per age group and must complete and submit, to the registration desk, one 'Team Registration Form' per team before the start of their first league match. Player details to be included are:

- Full name
- Date of birth
- England Netball Affiliation number

Movement of players between teams is NOT permitted.

New players whom are not registered for any other team in the league may be added to the original registration form at any point during the season.

All players must be England Netball affiliated to the league team they are registered in.

Teams are required to provide the England Netball Engage roster sheet before the start of their first league fixture.

1 point will be deducted for each player unregistered before the start of a fixture.

It is the club's responsibility to ensure the Roster shows an accurate representation of the players in their teams throughout the duration of the season. If necessary, a new copy of the roster must be submitted when additional player(s) are added to the team sheet.

The league reserves the right to complete random affiliation checks on all teams at any time.

### **Hi5 ROTATION SHEETS**

Hi5 teams are required to submit 1 copy of their rotation sheet to the desk before each fixture in order to collect their score cards.

Failure to produce a rotation sheet will result in an automatic walk over (6-0) for the non-offending team and the offending team will be deducted 1 point. The game can still be played as a friendly fixture.

High 5 players should rotate after each quarter of each game using the EN rotation template. When the two matches are played on the same day, the rotation can start from the beginning or continue, this is at the team's discretion. The rotation starts from the beginning on the next fixture date.

If a player is not on the high 5 rotation sheet before the start of play or a player who is on the high 5 rotation sheet does not arrive before the start of the 2nd quarter, they are unable to play for the duration of that match.

If a team chooses to play an unregistered player or a player who arrived after the start of the 2<sup>nd</sup> quarter, the game will be deemed a friendly and the points awarded to the opposing team in line with the *fulfilling fixtures rules*.

The Committee, namely the Hi5 Coordinator, reserves the right to check teams Hi5 rotations at any time.

### **WAITING LIST**

If a space becomes available in the league during the season a team can be promoted from the waiting list into the vacant spot and play the remainder of the season's games as friendlies. At the committee's discretion this team may compete for placing.

### **MATCH DURATION & START OF PLAY**

All teams should assemble outside the netball court area 5 minutes before the start of their match.

Teams should be warmed up and ready to take to the court immediately as the teams playing before have finished. 1 goal per minute will be awarded to a team if they are on court in position before the start of play, and are waiting for the other team to take the court. If the late team have not arrived by the end of the 1<sup>st</sup> quarter they will be penalised 5 points and the win is awarded to the other team (7's 15-0 or 5's 6-0).

Teams should ensure they have tossed for first centre pass and informed the umpires before the start of their matches.

All High 5 matches will be 20 minutes (4 quarters x 5 minutes).

All U12, U13, U14, U15 and U16 matches will be 32 minutes (4 quarters x 8 minutes).

All matches will be centrally timed and will start and stop on the umpire's whistle except when there is a combination of both high 5 and seven a side matches being played at the same time.

There is no injury time. Should teams need to substitute an injured player they should do so as soon as it is safe in accordance with England Netball Rules.

Substitutions may be made at quarter and half time intervals in accordance with England Netball Rules.

### **GENERAL MATCH PLAY RULES**

- All matches will be played under England Netball Rules/Guidelines with the following exceptions:
- No jewellery (except a covered Medi-Alert Bracelet) see current EN Rulebook (5.1.1)
- No taped earrings or body jewellery
- No Friendship Bracelets
- Gloves can be worn with medical certificate
- Headscarves can be worn for Religious practice. It is the responsibility of the player and coach to ensure that the scarf is made from a soft, smooth material and is secured tightly WITHOUT the use of a pin, as this may cause injury.
- Players must wear appropriate clothing and trainers with support and grip. Players wearing jeans or fashionable footwear/plimsolls will not be allowed to play.

## **TEAM BENCH**

- A Maximum of 12 players on the team bench for seven-a-side match
- A Maximum of 9 players on the team bench for High 5 match
- Management staff on the bench: Head coach, Assistant Coach, Primary Carer & Scorer
- NO PARENTS ARE PERMITTED WITHIN THE PLAYING ENCLOSURE

## **SCORING**

- 5 Points will be awarded for a win.
- 3 Points for a draw.
- 1 Point to the losing team if they score more than 50% of the opposition's score.
- 0 Points to the losing team if they score 50% or less than the opposition's score.

In the event of a tie on points at the end of the season the final positions will be decided as follows:

- Most matches won.
- Most goals scored.
- Goal difference
- If there is still a tie, positions will be decided on goals for followed by goals against.

Teams must provide a scorer for each match.

The scorecards should be collected from the registration desks before the start of your match.

The scores must be position next to each other for the duration of the game. Umpires will check scores are correct after each quarter and advice on the next centre pass.

Any disputes with the score should be first dealt with the scorers and umpires but if a decision cannot be made then both teams will need to inform the disputes officer within 24hours of the match ending.

At the end of each fixture teams must ensure that the scorecard is shown to the host at the registration desk and recorded in the grid. Failure to do so will result in a deduction of 1 point from the offending team.

Each team should keep a copy of their score card in case of disputes.

## **FULFILLING FIXTURES**

If a team is unable to fulfil a fixture, they should notify the Fixture secretary, Umpire Coordinator and the team(s) they are scheduled to play by 4pm on the Friday before the match that Sunday. If a team does not follow the procedure 5 points will be deducted for each fixture that was not played.

### **Fulfilling a fixture with a borrowed player**

If the borrowing team inform the host table and umpires before the start of the fixture no points will be deducted from that team.

If the borrowing team fail to inform the host table and umpires before the start of the fixture 5 points will be deducted from that team.

The fixture will be played as friendly match and the points will be awarded to the team who has not borrowed a player. The end result will be 15-0 for seven-a-side or 6-0 for high five match.

If both teams have borrowed players in order to fulfil the fixture the final score will be 0-0 and neither team will be awarded nor lose any points (assuming they have both informed the host desk and umpires prior to the start of the game).

### **Seven-a-side fixtures**

As a minimum requirement teams must have at least 5 players to take to the court before the match can commence. If a team borrows a player to meet this minimum requirement the borrowing rules take effect.

### **High five fixtures**

As a minimum requirement teams must have at least 7 players to take to the court before the match can commence. If a team borrows a player to meet this minimum requirement the borrowing rules take effect.

Hi5 teams are encouraged to fulfil fixtures as friendlies even if they only have 5 or 6 players available.

At the end of each season a team's ability to fulfil fixtures will be assessed by the Committee and this may affect their application for the following year.

## **REARRANGED GAMES & SPECIAL CONSIDERATIONS**

All league games will go ahead expect for:

Extreme weather conditions (decided by the Committee 48 hours before the fixture date)  
Matters outside league control i.e. unavailability of facilities.

If a match is stopped due to bad weather and more than half of that match has been played, then the score will stand. If less than half of that match has been played, then it will be rearranged and start from the beginning (0-0).

The League will aim to arrange fixture dates/ timings around clashes that they are aware of such as school holidays, exams, EN Pathway events & EN schools/clubs' tournaments. However, it is the club's responsibility to make the Committee and Fixtures Secretary aware of any potential clashes for fixture **consideration** before 30 August, thereafter no allowances will be made.

Should a team be affected (three or more players) by qualification of a school team for the National Finals/Regional rounds they should contact the Fixtures Secretary and due consideration **may** be given for fixture re-arrangement.

## **UMPIRES & GAME MANAGEMENT**

It is the Team Managers responsibility to ensure that their players, parents, supporters, coaches and support staff respect the umpires both on and off the court and that all exchanges between their team and any other parties are in the spirit of the game.

The umpire's decision is final, after all without them there would no league.

Any physical or verbal abuse from players, parents, supporters, coaches and support staff directed towards anyone associated to the league will be dealt with in accordance to the EN Game Management procedure.

In extreme circumstances, the game will be stopped, and the offender immediately removed from the vicinity of the netball courts. Further action may be taken by the Committee at their discretion. This may include player/team suspension (6 match ban), permanent expulsion or deduction of a minimum of 5 points. A written report will be requested by the committee from the umpires and Clubs within 48 hours of the incident.

All other disciplinary matters not covered above will be dealt with at the Committees discretion.

### **COMPLAINTS**

Complaints should be made in writing within 5 days of the incident to the Committee ([westlondonjuniornetball@hotmail.co.uk](mailto:westlondonjuniornetball@hotmail.co.uk)). Reports will be requested from both umpires and the opposing team which will be considered at the next Committee meeting. The parties involved will be informed of the outcome within 5 days of said meeting.

### **PHOTOGRAPHY CONSENT**

All team managers should ensure that they have photography consent from the parents / carers of all their players.

By submitting the league entry form, teams are confirming that this consent has been obtained.

Anyone wishing to take photos or video footage on any league date must register themselves on the photographer sign-up sheet at the registration desk and wear the designated sticker. This is in line with child protection guidelines.

### **CLUB RESPONSIBILITIES**

Clubs are reminded that they are expected to abide by the England Netball Child Protection Procedures and Policies, Codes of Conduct and Disciplinary Procedures.

In addition to the above, clubs must also:

- Supply a match ball (size 4 or 5)
- Wear clearly marked bibs (and have an alternative set in case of colour clash)
- Bring a fully stocked First Aid Kit to each fixture
- Ensure their players wear suitable clothing and footwear
- Remove all litter and lost property in their camp before leaving
- Ensure all players and spectators are familiar with England Netball Rules

All spectators should follow the following code:

- Respect managers, umpires and players - both your own team and the opposition
- There will be no offensive language, remarks or behaviour
- Pets may be allowed at league venues, however the league requires dogs to be kept on a lead around the courts and asks that owners respect the other people in the venue.
- Adhere to the venues policy of No Smoking around the courts
- NO PARENTS on the courts

**MISCELLANEOUS**

A breach of any rules not covered by a specific penalty will be dealt with at the discretion of the Committee

All fines must be settled before the League's AGM.