

RULES

NETBALL LEAGUES 2010



www.topcorner.co.uk

General

1. No item of jewellery, except a wedding ring and/or medical alert bracelet, shall be worn. If worn they must be taped. No adornment that may endanger player safety shall be worn.
2. Players must wear suitable clothes and training shoes. Shoe laces must be securely tied before a game. Time allowances will not be given at any point for someone to tie their shoe laces.
 - a) 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, a local League, County or Regional Committee or the EN may allow gloves to be worn. 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. 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. The domestic rule concerning the wearing of seamless gloves for medical reasons (on production of a medical certificate) was made to accommodate players who otherwise would not be able to participate in the game for health issues.
 - b) Head scarves are permitted. The material used for the head covering should be 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.
 - c) No caps are to be worn while playing a game.
 - d) Sunglasses may be worn, at the player's own risk.
 - e) Nails must be short and blunted, and will be checked before every game. The ruling on fingernails is an International Rule written for the safety of all players and adopted by this country, with the interpretation that there should be no nail protruding above the finger pad. There are no exceptions to this rule in this country. **Please ensure that nails are blunted before games are due to begin so as not to delay the match.**
3. The captains shall toss for choice of goal end or first Centre Pass and notify the Umpires and the Scorers of the result.
4. There is to be no smoking either on or in close proximity to the courts. Players in violation of this rule will not be permitted to play.
5. If any player (in the opinion of the umpire) has consumed alcohol, then that player will not be permitted to play in any matches that night.
6. Umpires must be respected, listened and adhered to at all times. If teams or players have an issue with an Umpire please discuss it with them at half time or afterwards.

Timing

7. Games will either be played in 2 halves of 18½ minutes with a 2 minute half time break to change playing direction, or 4 quarters of 9 minutes with 1 minute breaks, depending on league.



8. **Games must start punctually to ensure the smooth running of the league.**
9. If teams are more than 3 minutes late to the court after the timer has started, their opponent will be rewarded with 1 goal per minute after this time, until both teams are on court and ready to play.

Cancellations, Forfeits and Rescheduling Fixtures

10. Teams may not postpone any fixtures after 2010.
11. Any team not showing up for a match (or arriving more than 10 minutes late) without contacting the league in advance will lose the match 10-0. The team will also be fined the equivalent of one match fee, plus £10 + VAT to cover administration. Any team that 'no-shows' or late cancels (i.e. after midday on the day) on 3 occasions in one season may be expelled from the league without compensation. Late cancellations and 'no-shows' will also be taken into account when inviting teams back for future seasons.
12. A team cannot withdraw from a league once the league has begun. Any team that wishes to pull out from a league with games still remaining will still be obliged to pay the league fees for the full season.
13. Top Corner have the right to expel any team from a league if they believe there is due cause. All such decisions will final.

Bad weather

14. If you suspect that the games may be cancelled due to bad weather please go to our weather page which we update regularly as to whether games will be cancelled or not.

<http://topcorner.co.uk/tc/netballweather.asp?sitesection=leagues>

Centre Pass

15. All players except Centres must be in their respective goal third for the Centre pass.
16. When the Centre who is taking the Centre pass steps in the Circle (on one or both feet) the whistle shall be immediately blown.
17. If players are offside when the whistle is blown, a free pass is given to the opposing team at the location of the breaking. If this is not a benefit to the team who are receiving the free pass, advantage shall be played.

Offside

18. A player, with or without the ball, shall be offside if that player enters any area other than the playing area for that designated position.
19. A player may reach over to retrieve a ball but must not step into an offside area for any reason (including retrieving a ball, or seeing to an injured player before time is called).

Penalty – Free Pass to the opposing team where the offside happened.

Out of Court

20. A ball is Out of Court when



- a) it touches the ground out of court;
- b) it touches an object or person in contact with the ground outside the Court;
- c) it is held by a player in contact with the ground, an object or a person outside the Court.

21. A ball that hits a goal post and is rebounded into play is not Out of Court.

22. When a player has a Throw In from off court, their foot must not be touching the line.

Penalty – Throw in to the team opposing the one who last had contact with the ball, to be taken where the ball crossed the line.

Obstruction

23. An attempt to intercept or defend the ball may be made by a defending player if the distance on the ground is not less than 0.9m/3ft from the landing foot of the player with the ball.

24. Players may defend by jumping upwards or towards the player with the ball as long as they are not within 0.9m/3ft.

25. The defender is not obstructing if the arms are outstretched to:

- a) catch, deflect or intercept a pass;
- b) obtain a rebound from a shot at goal.

Penalty – Penalty Pass or Shot (where applicable) where the obstruction happened.

Contact

26. No player may contact an opponent, either accidentally or deliberately.

Penalty – Penalty Pass or Shot (where applicable) where the obstruction happened.

Playing the Ball

27. A player may catch the ball, or direct it to another player, having bounced the ball once.

28. A player may lean on the ball to prevent going offside or falling over.

29. A player may not throw the ball from any position other than standing or mid-air.

30. A player may not strike the ball with a fist, kick the ball or use the Goalpost as a mean of regaining balance or support.

Penalty – Free Pass to the opposing team where the infringement occurred.

Footwork

31. A player may not take a second step with their landing foot after receiving the ball. This includes dragging, sliding and hopping.

32. If a player lands on both feet simultaneously, they may choose which foot to move. The foot remaining static will then be their 'landing foot'.

Penalty – Free Pass to the opposing team where the infringement occurred.



Penalties

33. The player taking the penalty must take up the position clearly directed and indicated by the Umpire. The penalized player must not move or attempt to take part in play either physically or verbally until the ball has left the hands of the thrower.
34. It is the responsibility of the person who is taking the penalty to ensure that the penalized player is in place before they take the penalty. If the penalty is taken before it is set correctly, a free pass may be awarded to the other team at the Umpire's discretion.

Toss-ups

35. The two players must be stood 3ft/0.9m apart with their arms by the side before the Umpire can release the ball.
36. The ball may be caught or batted in any direction except directly at the opposing player.

Suspension (Sin Bin)

37. The procedure is:
 - i) Signal to the Timekeeper to hold time;
 - ii) Advise the player of the reasons for suspension and the time for this to apply;
 - iii) Advise the Timekeepers of the length of the suspension;
 - iv) Signal to the Timekeepers and blow the whistle for the game to be resumed.

Ordering Off

38. The procedure is:
 - i) Signal to the Timekeeper to hold time
 - ii) Advise the player of the reasons for the ordering off
 - iii) Signal to the Timekeepers and blow the whistle for the game to be resumed.

Injury

39. Players must call 'Time' for the Umpires to stop the game in the event of any injury.
40. If a player is bleeding due to injury, they must leave the court immediately to tend to their wound. Once the wound is covered or stopped bleeding they may return to the court after waiting until the ball is out of play and the player has the permission of the umpire.
41. Injury time can be added to the end of the game, to a maximum of 4 minutes.

Number of Players for 7-a-side netball

42. Teams are allowed seven (7) players on the court at any one time.
 - i) Teams are allowed up to three (3) reserves each night.
 - ii) A team fielding 4 or less players five minutes after the official start will automatically forfeit.
 - iii) If a team fields 5 or 6 players, one player must assume the Centre position.
 - iv) For Mixed divisions there must be a maximum of three (3) and a minimum of two (2) males on the court at any one time.
 - v) Male players must be in three different positions on the court (Defending, Centre Positions and Attacking Positions) (1 player - Goal Keeper or Goal Defence (Defending Positions); 1 players for, Wing Attack, Wing Defence or Centre (Centre Positions); 1 player as Goal

Attack or Goal Shooter (Attacking Positions). As an example, a team cannot have a male Goal Keeper (GK) and another male playing Goal Defence (GD).

Number of Players for High 5 netball

43. Teams are allowed five (5) players on the court at any one time and up to eight (8) in a squad in any one night
- i) Teams will rotate positions depending on how many are in their squad in any one night, this is a set rotation pattern.
 - ii) A team fielding 3 or less players five minutes after the official start will automatically forfeit.
 - iii) If a team fields 3 or 4 players, one player must assume the Centre position.
 - iv) For Mixed divisions the amount of male players allowed on court depends on how many are in the squad:
 - 3 players – 1 man minimum and maximum
 - 4 players – 2 men minimum and maximum
 - 5 or more players – 2 men minimum and maximum
 - v) Male players must be in three different positions on the court (Defending, Centre Positions and Attacking Positions) (1 player - Goal Keeper or Goal Defence (Defending Positions); 1 player Centre (Centre Position); 1 player as Goal Attack or Goal Shooter (Attacking Positions). As an example, a team cannot have a male Goal Keeper (GK) and another male playing Goal Defence (GD).

Borrowing of Players

44. Players from a higher league should not fill for a lower division league team. This has been decided upon popular demand from the teams so we ask that you respect this. Players from lower divisions may play-up for higher division teams but they must not play in their regular position. Players may also sub in for teams within their own division but again they must not play in their regular position, for example if they are GS or GA they may not play either these positions, but are allowed to play WA, C, WD, GD or GK.

Scoring

45. All leagues starting after February 1st 2008 will be subject to All-England scoring rules.
- | | |
|---|----------|
| Win | 6 points |
| Draw | 4 points |
| Lose by less than 5 goals | 3 points |
| Lose by less than half the opposition's score | 2 points |
| Lose by more than half the opposition's score | 1 point |

Contest

46. If the umpire feels that each player has committed to the same ball and reached it at the same time, the whistle will not be blown and play will continue.
47. Only if both players do not let go of the ball will the whistle be blown and the umpire will do a toss up.

Rotation pattern for High 5 Netball

48. The rotation pattern for High 5 Netball is as follows:
- Team of 5 – GK – GD – C – GA – GS – GK etc...
 - Team of 6 – GK – GD – C – SUB – GA – GS – GK etc...
 - Team of 7 – GK – SUB 1 – GD – C – GA – SUB 2 – GS – GK etc...
 - Team of 8 – GK – GD – SUB 1 – C – GA – SUB 2 – GS – SUB 3 – GK etc...

This must be adhered to, the only time that this can be changed is if 2 men end up in the same third at one time, in this case one must move to another position. As an example is two men end up in GK and GD one must move to either C, GA or GS.

Complaints

49. Should you have any niggles or complaint then please do tell us so we can rectify them. Please address any complaints to Customer Services at Top Corner Events Ltd, Top Corner Events Ltd, T47 Sports Venue, 47 St Thomas Street, London SE1 3QX.

RULES ADAPTED FROM ALL ENGLAND NETBALL ASSOCIATION (AENA) www.EnglandNetball.co.uk



WEBSITE INTRODUCTION NETBALL LEAGUES 2009



www.topcorner.co.uk

Please register your players so that they receive the following benefits:

- ★ fixture reminders and results emails
- ★ comment on matches, edit pictures and update profile on team web page
- ★ eligibility for prize draws
- ★ Top Corner monthly email newsletter

Adding players to the Top Corner website couldn't be easier:

Any problems along the way please call 020-7700 1888 or email **info@topcorner.co.uk**

- 1 Visit **www.topcorner.co.uk**
- 2 Click on **Leagues**
- 3 Click on **log in** button
- 4 Enter user name (email)
- 5 Enter password (the word **password**)
- 6 Click on **team name** in table
- 7 Click on **change squad line up**
- 8 Add name, email, mobile number, photo (if required) and position
- 9 Hit "send" (this should then have added the player, and the page will return to that players registration page)
- 10 Use your **back** button to go back to add another name. (If in any doubt as to whether this is working correctly, try opening a second browser and having a look at the team page to see if the new additions are appearing OK).

Please note that we do not allow anyone access to the Top Corner database, or use it for any other purposes.

