

GREATER MANCHESTER JUNIOR NETBALL LEAGUE RULES

1. ORGANISATION OF THE LEAGUE

- 1.1 The organisation of the League will be the responsibility of the Committee Members and their decisions will be final.
- 1.2 The Management Committee reserve the right to decline a clubs or teams admission to the League.
- 1.3 All matches shall be played at a central venue.
- 1.4 All matches will be played as per fixture.
- 1.5 There will not be any postponement of matches except for whole League re-arranged dates.
- 1.6 Any team failing to fulfil a fixture on the day will forfeit the match and incur a fine to cover all costs incurred by the non-offending team.
- 1.7 Clubs will be given organisational duties to ensure the smooth running of each fixture. Clubs must ensure that they have appointed reliable personnel to fulfil these duties of Litter Collection, Timers and Tournament Referee.
- 1.8 A Tournament Referee will be appointed for every fixture. The decision of the Tournament Referee is final on match days.
- 1.9 Teams must register with the Tournament referee twenty minutes before their match is due to be played and name their umpire.
- 1.10 All teams must be ready to play at their allocated time and be at the allocated court. Teams must ensure the netball posts are at the correct height for their match.
- 1.11 Any team arriving on court more than two minutes late for the start of a match will forfeit that quarter.
 - For ten-minute quarter matches the score will be 5-0 to the non-offending team.
 - For fifteen-minute quarter matches the score will be 10-0 to the non-offending team.Full time scores for non-offending teams whose opposition do not turn up are: -
 - For ten-minute quarter matches the score will be 20-0 to the non-offending team.
 - For fifteen-minute quarter matches the score will be 40-0 to the non-offending team.
- 1.12 There will be promotion and relegation decided on the positions at the end of each season, and the entry in the divisions in the following season. No team shall be denied promotion owing to a re-structure of divisions.
- 1.12 The League can not be held responsible for personal loss or injury whilst teams are participating in the league.

2. MATCHES

- 2.1 Duration of matches will be –

U9/10/11/12/13	10 minute quarters
	1 minute at quarter and half time
	2 minutes between games
U14/15/16	15 minutes each quarter
	1 minute at quarter times
	2 minutes at half time
- 2.2 All matches to start at time stated on the fixtures
- 2.3 All matches are timed centrally
- 2.4 The Team Bench Area for the duration of the match is; to the right side of the circle their team is defending in the first quarter. Coaches, substitutes and spectators must stay at that point and not move up and down the court.

3. PLAYERS

- 3.1 All players must be registered for the club for which they play. The Management Committee must be informed in writing if a player wishes to re-register for another club in the League, and both clubs must agree to the transfer.
- 3.2 A Players club registration is for one age group per season.

- 3.3 Where possible, players will play in divisions which will be in age groups as per the current school year at 1st September.
- 3.4 Where a club has more than one team in an age group, players may be promoted to play in a higher team on no more than three occasions, when they must then register for the higher team. A player may play for a lower team but must immediately register for the lower team, and may not return to the higher team for the remainder of the season
- 3.5 Players may only play in one age group above their current age group. Older players can not play in a lower age group.
- 3.6 A player may play for an older age group up to a maximum of three times. After three times she must re-register for an older age group.
- 3.7 No player who has played more than half a match in the county Club League may play in the next Junior League Fixture
- 3.8 U11 players must play High Five only.
- 3.9 High Five teams must play with a minimum of seven players and a maximum of nine players.
- 3.10 High 5 teams must follow the correct League Rotation for the number of squad players.
- 3.11 Borrowing of players from other clubs or teams in the Greater Manchester Junior Netball League is not allowed in any age group.

4. KIT AND EQUIPMENT

- 4.1 All clubs must have first aid available for their teams.
- 4.2 All teams must wear the same playing uniform and place bibs. Cycling shorts must be of the same colour as the skirt. For medical and cultural reasons long leggings may be worn, but they must be covered by a uniform skirt
- 4.3 A player will not be allowed on court if she/he is not wearing suitable safe footwear with laces. Velcro fastenings are not acceptable.
- 4.4 High Five players must wear squad numbers on their skirts.
- 4.5 All teams must provide a size 4 match ball for U11 teams and a size 5 match ball for U12 upwards. It should be clearly marked with the team name.

5. UMPIRES

- 5.1 Each team must provide an umpire if they are playing.
- 5.2 Umpires must umpire at the same time their team is playing on a neutral court. Umpires must change courts if they are umpiring their own club and umpire a neutral match.
- 5.3 If a team fails to provide an umpire for a scheduled match their match will not go ahead. The teams may decide to play a friendly and be umpired by the non offending teams umpire. Where a team fails to provide an umpire, the offending team will be penalised as follows.
 - Two points deducted for the first offence.
 - Three points deducted for the second offence.
 - Five points deducted for the third and any subsequent offences.
 Offending teams will be asked to reimburse any costs incurred by the non offending team. Non-offending teams will win the match and the score will be as per rule 1.10.
- 5.4 C or above qualified umpires must umpire U12's and above. Umpires working towards their C award will be allowed to umpire with the Leagues permission.
- 5.5 The minimum payment for umpires is –
 - £5 for trainees and beginners
 - £7 for C Award umpires and above

6. MATCH CARDS

- 6.1 Prepared match cards will be given to designated home teams for all matches
- 6.2 The match card is the only official record of the match and must be given to one of the umpires at the start of the match.
- 6.3 The home team official must collect the match card at the end of the match and

ensure that the running score at the end of each quarter is recorded on the match card as well as the final score. It must also be signed by both umpires and both team officials.

6.4 The home team must send in the match card to the Results Secretary by the following Saturday.

6.5 Any club failing to send in their score card by the following Saturday or will be penalised as follows -

- Two points deducted for the first offence
- Three points deducted for the second offence
- Five points deducted for the third and any subsequent offences.

All teams should keep a record of their scores for that current season.

6.6 High Five rotation sheets must be presented to the opposition before the start of the match.

7. **POINTS**

One point is awarded for each quarter win.

Three points are awarded for each match win.

8. **TROPHIES**

8.1 Trophies will be awarded to the Winners and Runners Up in each division in each age group.

8.2 The winners will be responsible for having them engraved with their club name and date.

8.3 Winners and Runners Up will receive ten trophies.

8.4 All High 5 participants will receive a participation award.

9. **PHOTOGRAPHS**

No photographs of any description are allowed to be taken of teams or players while participating in the Greater Manchester Junior Netball League.

11. **SPECTATORS**

11.1 Spectators must park on the lower car parks. The top car park is for team coaches and team officials only.

11.2 Spectators must not stand in between courts.

11.3 Spectators must stand well back from court lines and not impede the umpire

11.4 Parents must abide by the Fair Play Rules.