

## **MAIDENHEAD AND DISTRICT NETBALL LEAGUE (MDNL) RULES.**

### **1. MDNL RESPONSIBILITIES.**

- (a) The MDNL are not responsible or liable for any injury or loss of equipment or valuables.**
- (b) Players, officials and spectators take to the courts at their own risk.**

### **2. TEAM RESPONSIBILITIES.**

- (a) Team captains are responsible for ensuring that all team players and their umpires are familiar with all the rules and penalties which may be incurred if they are violated.
- (b) Each team must provide a well inflated match ball.
- (c) Each team must provide a fully equipped first aid kit, which should include ice packs.
- (d) All players are required to wear a netball skirt or dress. Players who are not wearing suitable kit will not be allowed to take to the court.
- (e) Alcohol, illegal substances and chewing of gum.
  - No alcohol shall be permitted on the courts.
  - Any player or official believed to be under the influence of alcohol or any illegal substance will be asked to leave the courts immediately and their team may incur a penalty if they fail to meet any of the criteria under section 5.
  - No player or official may take to the court whilst chewing gum.

### **3. FIXTURES.**

- (a) Games shall be played in accordance with the rules of MDNL and England Netball, unless otherwise stated.
- (b) Games will be played over 4 x 12 minutes. There will be central time keeping but games will start and finish on the umpire's whistle.
- (c) League points will be awarded as follows:
  - 5 points win.
  - 3 points for a draw.
  - 2 points for games lost by 1 or 2 goals.
  - 1 point for scoring more than 50% of the opponents score.
  - 0 points for scoring 50% or less of the opponents score.
- (d) Start and end of season rallies are considered part of the league's season.

### **4. HEALTH AND SAFETY.**

- (a) Injury time is not allowed. In the event that an injured player cannot be moved, the Divisional Secretary will decide whether or not the match should be replayed. In a dispute the decision will come to the Committee.
- (b) If a player has a blood injury they must immediately notify the umpire and leave the court to tend to the wound. Play will continue whilst the player is off the court. The player can only return to the game once the umpire is satisfied that the wound has been cleaned and covered completely.
- (c) Gloves which meet All England guidelines may be worn, i.e are plain, soft leather or microfibre (e.g. neoprene) which are manufactured without seams (or with internally sewn seams) and have no abrasive materials or anything that may constitute a danger to another player.
- (d) Finger nails, real or acrylic, shall be short and smooth, even when wearing gloves.

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- (e) All jewellery and piercings must be removed. Only exceptions are wedding rings and Medical Alert bracelets which must be taped.
- (f) Friendship bands and any hair adornments with sharp edges must not be worn.
- (g) Hats/Headscarves which meet All England guidelines may be worn, i.e. the material is soft, without embellishment which might constitute a danger, and with potential flowing/flapping edges held securely around the neck or tucked into a shirt collar.
- (h) Pregnancy:
  - A player may not play in MDNL after her 12th week of pregnancy.
  - A person may not umpire in MDNL beyond her 20<sup>th</sup> week of pregnancy.

### **5. REGISTRATION OF PLAYERS.**

- All players must have attained the age of 14 at the time of taking to the court. No exceptions will be made.
- Teams must register a minimum of 5 and up to a maximum of 12 players.
- BEFORE taking to the court for their first league game each registered player MUST:
  - Complete the MDNL registration form and submit to the Divisional Secretary.
  - Provide evidence of England Netball membership, and completion of payment with England Netball, to the Divisional Secretary.
- New players joining a team once the season has commenced MUST:
  - Sign the team's registration form with the Divisional Secretary and provide evidence of England Netball membership and completion of payment with England Netball BEFORE taking to the court for their first league game.
- No team may take to the court with fewer than 5 registered players. If a registered player is injured play continues with the remaining 4 registered players and the injured registered players cannot be substituted.
- Regional Players
  - All teams who play in the MDNL league may only have a maximum of three players who play in any Regional U19 Division 1 squad, Senior Division squad or higher (For example, Netball Performance League, National Premier League or Super league), , ("Regional Players") on Court at any one time. The exception being teams who play in the top Division (Premier) where there will be no restrictions on the number of Regional players providing all said players are registered to play before the first game of the season.
  - Regional players cannot be subsequently added to a team's registration, even if this is to replace a Regional player who is de-registering.
  - Regional players cannot sign-on as a Floater for any division
  - Regional players cannot trial for any team
- Floaters MUST:
  - Sign the appropriate floaters list for each Division they wish to play and provide evidence of England Netball membership and completion of payment with England Netball BEFORE taking to the court for their first league game in each Division and pay the appropriate fee (£5 per division per season).

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- Trialling of players.
  - A player wishing to trial for a team MUST:
    - Sign the team MDNL registration in the appropriate section before taking to court.
    - May only trial for one team at any one time and during the trial period cannot play for any other team.
    - Provide evidence of England Netball Membership, and completion of payment with England Netball, to the Divisional Secretary before playing their **Second** match for any team.
    - Upon completion of the 3<sup>rd</sup> game the player will automatically become one of the teams 12 registered players, unless they inform the Divisional Secretary immediately upon completion of the game that they do not intend to join the team. Should they wish to remove themselves from the teams registration they must follow the de-registration process (See section 5i).
- De-Registration of player.
  - A player/Captain wishing to remove themselves/a player from a team's registration should contact their Divisional Secretary.
  - A player may only de-register from one team and re-register for another once during any season.
  - Once a player has de-registered from one team they cannot then re-register for another team within the league after the 31 January.

Teams who fail to comply with any of this section will be deemed to have fielded an ineligible player(s), and will incur the appropriate penalty (See section 17 – Penalties and Fines).

### **6. PLAYING FOR OTHER TEAMS.**

- (a) Players may play for any higher division team for a maximum of 3 times in any one season.
- (b) Players **MUST NOT** play for a lower division team to the one for which they are registered with.
- (c) Teams may borrow an individual player from each team in their own division twice in a season. Once in the first half and once in the second half. Floaters can only play a maximum of three times for any one team during the whole season. If they wish to play a fourth game they must remove themselves from the Floaters list and register for the specific team.

Teams who fail to comply with any of this section will be deemed to have fielded an ineligible player(s), and will incur the appropriate penalty (See section 17 – Penalties and Fines).

In addition any player who plays for a team in a lower division than that for which they are registered will receive a 2 week suspension.

### **7. SUBSTITUTION AND TEAM CHANGES.**

- (a) Both teams have the right to make substitutions and/or team changes either:
  - I. At an interval; or
  - II. When play is stopped for injury or illness.
- (b) There is no limit to the number of substitutions which can be made by a team provided that the players used do not exceed 12. Also see rule 5b regarding minimum number of registered players.
- (c) If a player stops the game due to an injury or illness they must leave the court. If there is no replacement available the player who called time can return to the court after a goal is scored or the next interval, whichever happens first.

### **8. SCORECARDS.**

- (a) All players, including substitutes, and floaters must sign and print their name as per their registration form on the score cards at half time. Borrowed players must also write the name of their registered team and Division, and floaters and players trialling for a team to write the word 'floater'/'Trial'. Failure to do this will be deemed as fielding an ineligible player and the appropriate penalty will apply (See section 17 – Penalties and Fines).

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### **9. SCORERS**

- (a) Teams must provide a scorer for a match being played at the opposite time to their scheduled game. Points will be deducted each time a team fails to provide a scorer (See section 17 – Penalties and Fines).
- (b) If a team cancels a game, a scorer must still be provided for the opposite game.

### **10. UMPIRES**

#### **10.1 Monday Nights**

- (a) Every team entering the league must provide a qualified England Netball 'C' umpire or above to umpire the game in which they are playing. If a team is unable to provide a suitably qualified umpire they will forfeit the game (See section 17 – Penalties and Fines).
- (b) All umpires to print their name in the score cards.

#### **10.2 All Other Nights**

- (a) Every team entering the league must provide a designated umpire who fulfils one of the following criteria. Teams failing to provide a designated umpire will not be accepted into the league.
- Provide a qualified England Netball 'C' umpire or above.
  - Provide a current trainee to be trained on a Tuesday or Wednesday night (to be designated by the Committee).
  - A new trainee must attend the preparatory training courses set by the Committee and must be available to be trained on a Wednesday night.
- (b) Umpires must give the appropriate Divisional Secretary at least 24 hours' notice if they are unable to fulfil their umpiring commitment. If 24 hours' notice is not provided and the team which the umpire represents is unable to provide an alternative umpire, the team must play with 6 players for their next game.
- (c) All umpires to print their name in the score cards.
- (d) If a team cancels a game, an umpire must still be provided for the opposite game.

### **11. MATCH POSTPONEMENTS/CANCELLATIONS**

- (a) Captains must inform one of the Divisional Secretaries from their night if they are cancelling any game. This must be a conversation, not text or via social media, in order that the Divisional Secretary can acknowledge the cancellation and take appropriate action, e.g. cancel scorers and umpires.
- (b) If, for any reason, games are cancelled by a team they will forfeit the game by 21 – 0 goals to the opposing teams.

**A fine of £10 will be imposed on any team who fails to arrive for a League match or who cancel and are not willing to play a friendly game.**

The fine will be collected by the Divisional Secretary and will be given to the non-offending team as compensation.

An appeal procedure will be put in place for exceptional circumstances and if the Committee upholds the appeal no fine will be paid and the game may be re-scheduled.

- (c) If a team forfeits 3 games in a season, without being played as friendlies, points will be deducted for each game subsequently cancelled (See section 17 – Penalties and Fines).

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- (d) No evening will be postponed in advance, unless the Divisional Secretaries decide that the weather conditions are too bad to play. The Divisional Secretaries will contact the team captains.
- (e) In the event of a lightning storm in Maidenhead within an hour of start of play, all games will be cancelled and rescheduled. Your Divisional Secretaries will inform you if games are to be cancelled; otherwise teams must turn up for their scheduled games.

If lightning appears during play all games will be abandoned and rescheduled. All players, umpires and scorers must leave the courts as quickly as possible.

- (f) In the event that any team or umpire considers that the court allocated is unplayable and there is not an alternative court available at the scheduled time, a decision will be made between the two umpires concerned and the appropriate Divisional Secretary, or appointed deputy, whether the game should proceed. In the event that the said officials cannot agree the decision of the majority will prevail. Their decision will be final.

The Committee shall decide the date of any rescheduled game.

If umpires and Divisional Secretaries deem the courts to be playable but the two teams decide between them not to play, the game will be forfeited 0-0, and no points will be awarded.

- (g) If a night's netball is cancelled by the league either before or after the start of play, any team that has previously cancelled their game for that night will NOT be permitted to play in the re-scheduled fixtures.

### **12. LATE ARRIVALS**

- (a) Teams taking to the court late will lose 2 goals for the first minute, and a goal on the commencement of every minute thereafter. The timing will commence from the point that the non-offending team has taken the court and are ready to commence play. If more than ten minutes late the team shall forfeit the game (See section 17 – Penalties and Fines).
- (b) If an Official (umpire or scorer) fails to arrive or arrives late the team for which they are umpiring will lose 5 forfeit the game.
- (c) If a scorer fails to arrive by the start of the game the team for whom they are scoring will have 5 points deducted.

### **13. LEAGUE POSITIONS**

- (a) The two top teams in each division at the end of the season will automatically be promoted. If a team refuses to take automatic promotion, the team must disband and reform in a lower division with a maximum of four of the original team, space permitting.
- (b) The bottom two teams in each division at the end of the season will automatically move down a division. N.B. In exceptional circumstances it may be necessary for the Committee to re-address movement of teams between divisions.
- (c) Tie breaks will be decided on goal difference, i.e. goals for minus goals against. In the event of goal difference being tied Goal average then the highest total number of goals scored over the season will decide placings.
- (d) New teams joining the League will be placed in the Bottom Division. In exceptional circumstances the Committee may place a team in a division more relevant to their playing standard, if a space is available.

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### **14. REPORTING ACCIDENTS**

- (a) It is the responsibility of the Captains to report all accidents to the Divisional Secretaries on the night.
- (b) All accidents are to be logged in the Accident Report Books which will be held by the Divisional Secretaries on all three nights. Failure to do so could invalidate any claim under All England Insurance.

### **15. COMPLAINTS & DISCIPLINARY**

- (a) Complaints of any nature must be submitted, in writing, to their Divisional Secretary or the Chairperson within 7 days of an incident. Complaints will be dealt with by the Committee at their next scheduled meeting. Interested parties from within the league will be given the right to reply.

The Committee may also impose Interim Suspensions, for example where the allegation is so serious that someone needs safeguarding from the possibility of that behaviour recurring, or the behaviour is such that it is felt the reputation of the League needs protecting.

- (b) Committee Members who are involved with a dispute/query addressed to the committee will be asked to leave the meeting whilst the complaint is being discussed.
- (c) Formal response will be sent by the Chairman and a team will have the right to appeal the decision of the Committee, in writing, within 14 days of receiving a response.

### **16. TOURNAMENTS**

- (a) Start of Season Rally.
  - Teams should arrive 15 minutes before the start of the rally.
  - Teams DO NOT need to field 5 registered players.
  - Players DO NOT need to be registered to a team to enable teams/players to try out new teams/players for the forthcoming season.
- (b) End of Season Rally.
  - Teams should arrive 15 minutes before the start of the rally.
  - Teams need to at least field 5 registered players and may borrow players from same or lower divisions.
- (c) Failure to turn up to a tournament or rally without giving a minimum of 48 hours' notice will result in a fine (See section 17 – Penalties and Fines).

### **17. PENALTIES AND FINES.**

- (a) Fielding an ineligible player will result in the offending team forfeiting the game 21 – 0 to the opposing team, or the goal difference to 0 if greater than 21.
- (b) Any team who fails to provide an official (umpires and scorers) or if their official arrives late will be deducted 5 point for each occurrence.
- (c) Any player who plays for a division lower than that in which they are registered will serve a two week suspension.
- (d) Teams who cancel their game will forfeit the game 21 – 0 to the opposing team. If the team is not willing to play a friendly they will also incur a £10 fine which will be given to the opposing team as compensation.
- (e) Any team who forfeits 3 games without playing a friendly in any one season will be deducted 3 points for each game subsequently cancelled.

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- (f) Any team who takes to the court more than 10 minutes late will forfeit the game 21 – 0 to the opposing team.
- (g) If match officials deem the courts are playable but the two teams decide not to play the game will be recorded as a 0-0 result and no points will be awarded.
- (h) A team will be fined £30 if they fail to turn up for a tournament or rally without giving a minimum of 48 hours' notice. The fine will be donated to the MDNL Charity of the year.
- (i) Umpires on Tuesday and Wednesday nights must give the appropriate Divisional Secretary at least 24 hours' notice if they are unable to fulfil their umpiring commitment. If 24 hours' notice is not provided and the team which the umpire represents is unable to provide an alternative umpire, the team must play with 6 players for their next game.

### **18: CODE OF CONDUCT**

Maidenhead & District Netball League will adhere to the All England code of conduct. In particular players will:

1. Respect the rules, regulations and requirements of the Sport.
2. Respect confidentiality and the sensitivities of information held on other individuals.
3. Not abuse or misuse any relationship of trust or position of power or influence,
4. Be on time, dressed appropriately and ready to give full attention to the role being carried out within Netball
5. Recognise that individuals bring different qualities and attributes but "together we will excel".
6. Ensure that everyone has the opportunity to participate in a fair, honest environment by rejecting cheating, abiding by the Anti-Doping policies and not taking illegal substances immediately prior to or while participating in the Sport.
7. Display modesty in victory and graciousness in defeat; be sporting – win or lose; always acknowledge the other team and the umpires at the end of the game with a hand shake or three cheers.
8. Never argue with an official or participant during a game and listen to and cooperate with officials' decisions
9. Control your temper and understand that verbal, emotional and physical abuse of officials, coaches, spectators or participants, or deliberately distracting or provoking a participant, coach or official is not acceptable or permitted behaviour in netball
10. Enjoy the game and ensure other can also enjoy it.

Failure to adhere to the code of conduct will be dealt with under Section 15

### **19: SAFEGUARDING AND PHOTOGRAPHY**

By entering the league teams are giving permission for Committee authorised Press to take and publish pictures.

Anyone else wishing to use media, still photographs, videos etc, must do the following:

1. Seek permission of both Captains of the games concerned
  - o If either Captain objects no photographs, videos etc can be taken.
2. Inform Division Secretary that permission has been granted
3. Inform both umpires that permission has been granted.

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**The Committee will make any decisions on matters not covered by the above rules.**

**All decisions made by the Committee will be final.**