

RULES

NETBALL LEAGUES 2009



www.topcorner.co.uk

General

1. All Players must be registered with the Top Corner by filling in and signing the Player Registration Form which can be found below. If additional players need to be registered with the team then additional Player Registration Forms must be submitted
2. It is the team captain's responsibility to ensure that all players' names are recorded on the Top Corner website. Details of how to do this are included below.
3. 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.
4. 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.**
5. The captains shall toss for choice of goal end or first Centre Pass and notify the Umpires and the Scorers of the result.
6. 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.
7. 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.
8. 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

9. Ladies games will be played in 2 halves of 18½ minutes with a 2 minute half time break to change playing direction. Mixed games will be played 4 quarters of 9 minutes with 1 minute breaks.
10. **Games must start punctually to ensure the smooth running of the league.**
11. 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 and Forfeits

12. Teams may not postpone any fixtures after 2008.
13. No shows: any team not showing up for a match (or arriving more than 10 minutes late) without contacting the league in advance will automatically forfeit the points and lose the match 10-0. The team will also be fined the equivalent of one match fee, plus an additional administration fee. Late cancellations and 'no-shows' will also be taken into account when inviting teams back for future seasons.
14. 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.
15. Please refer to our terms and conditions for full details (www.topcorner.co.uk/tc/termspopup.asp) including fixture cancellation (table 7).

Centre Pass

16. All players except Centres must be in their respective goal third for the Centre pass.
17. When the Centre who is taking the Centre pass steps in the Circle (on one or both feet) the whistle shall be immediately blown.
18. 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

19. 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.
20. 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

21. 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.
- 22. A ball that hits a goal post and is rebounded into play is not Out of Court.
- 23. 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

- 24. 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.
- 25. Players may defend by jumping upwards or towards the player with the ball as long as they are not within 0.9m/3ft.
- 26. 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

- 27. No player may contact an opponent, either accidentally or deliberately.
- 28. ~~If simultaneous contact occurs and affects the nature of the game, a Toss Up will be awarded between the two players concerned.~~ Amended 03/11/08

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

Playing the Ball

- 29. A player may catch the ball, or direct it to another player, having bounced the ball once.
- 30. A player may lean on the ball to prevent going offside or falling over.
- 31. A player may not throw the ball from any position other than standing.
- 32. 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

- 33. A player may not take a second step with their landing foot after receiving the ball. This includes dragging, sliding and hopping.
- 34. 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

35. 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.
36. 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

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

Suspension (Sinn Bin)

39. 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

40. 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

41. Players must call 'Time' for the Umpires to stop the game in the event of any injury.
42. 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.
43. Injury time can be added to the end of the game, to a maximum of 4 minutes.

Number of Players

44. 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 player 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).

Borrowing of Players

45. 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. Borrowing players within the same league is permitted but 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

46. All leagues starting after February 1st 2008 will be subject to All-England scoring rules.

Contest

47. 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.
48. Only if both players do not let go of the ball will the whistle be blown and the umpire will do a tossup.

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 Director at Top Corner Events Ltd, United House, North Road, London, N7 9DP.

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.



PLAYER REGISTRATION NETBALL LEAGUES 2009



www.topcorner.co.uk

Team name

Team colours

Team organiser

Principle organisation name

Please provide the name of the organisation (e.g. your company) if they are paying for part or all of the league.

I understand that in submitting the application form, I am agreeing that the team participates and pays for the entire season. I will inform my team that they take part at their own risk and should organise personal injury insurance should they require it.

Team organiser's signature

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Squad details Please use reprint of this page if there are more than 10 players to register.

	Player name	Position	Email address	Signature*
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

*By signing this form, I acknowledge that I have read and understood the rules of the competition and agree to abide by them. I understand that I take part at my own risk and will arrange personal injury insurance if I require it. I understand that Top Corner Events Ltd accepts no responsibility for injury or loss, however caused.

Return this form to **Top Corner, United House, North Road, London N7 9DP** or fax to **020 7609 0090**

