

## Campus Netball Mixed Competition Rules Semester A 2018

**Team Captain:** Please read the following guidelines and sign (as a representative of the team) the entry form to say that your team agree to abide by these terms and conditions throughout the competition.

### General

- Any queries or problems please contact the organisers based at the HertSquad Office on the de Havilland Campus:  
Lynne Pestle-Bass (Senior Sports Development Officer), 01707 281176 / 07745 728 921 or [l.pestle-bass@herts.ac.uk](mailto:l.pestle-bass@herts.ac.uk)  
Devon Hallett and Chantelle Bailey (University of Hertfordshire UNOs), [hertsuno@gmail.com](mailto:hertsuno@gmail.com)
- It is advised that all captains and players 'like' and 'follow' the 'HertSquad' Facebook and Instagram pages to ensure everyone is up-to-date with all league events.
- Teams be required to arrive **15 minutes** early prior to the start of their first fixture to meet league organisers and confirm Campus Netball rules / ask any questions.

### Parking

#### College Lane

- Players can park on the College Lane Campus for the Campus Netball league **after the hours of 17:30**.
- Players are not able to park in The Oval car park at any time.
- If players are driving onto campus for the league, we recommend they park in car park J (**after the hours of 17:30 only**) behind the Learning Resource Centre (LRC).
- Security will issue a parking ticket to those that disobey these rules.
- Players can also utilise the Park and Ride facility available if required.

### Competition Format

- All fixtures will be played on Thursday evenings (unless previously notified).
- The competition structure will be one confirmed after the entry deadline has passed.
- All fixtures will be played on the Oval MUGA on the College Lane Campus.

### Pre-Competition Requirements

- Each individual squad will be permitted to register up to a maximum of 10 players that can include between 3-5 male players and up to 2 Athletic Union Netball players.
- All teams registering should ensure **ALL** players complete the necessary information on the team entry form before submitting it along with full payment to the HertSquad Office on the de Havilland Campus before **21:30 on Monday 8 October**.
- Each team will be required to submit a £20 refundable deposit in cash when submitting their entry form with full payment. This will be returned at the end of the semester providing all league fixtures have been completed in accordance to the league rule explained below. \*

### Competition Rules and Regulations

- All matches will be played in line with International Netball Federation (INF) rules and regulations and, where required, league organisers will refer to the 'local competition, tournaments & community delivery' sections of the England Netball 'domestic rules guidance'.
- Players are required to show their student ID card to the Activator / University Netball Officer (UNO) at the start of each fixture. Failure to show an ID card could result in that player not being able to play their fixture.

- Each team captain will be responsible for ensuring only registered players take part in fixtures. Involvement of ineligible players will result in a deduction of 3 points.
- Each team is permitted to make 2 free transfers per semester. To make transfers, team captains should complete a transfer sheet (available online at <https://www.hertssportsvillage.co.uk/campus-netball>) confirming the details of the transfers. Transfers must be **fully completed** at the HertSquad Office at Hertfordshire Sports Village on the de Havilland Campus during office hours or with the Activator/UNO at the Campus Netball league **and confirmed with the league Activator/UNO** prior to the start of the next fixture at the Campus Netball league. It is the team captain's responsibility to ensure the process is fully completed.
- If a team is unable to fulfil a fixture, then the competition organiser must be notified asap via the Campus Sport mobile by phone or text (07745 728 921) **by 17:00 the day before the fixture is scheduled to take place**. If the organiser is notified after 17:00 the day before the fixture or a team does not turn up for a match, then £10.00 will be deducted from the deposit submitted at the start of the competition. \*
- All equipment will be provided and bibs will be allocated to teams for matches.
- It is not a requirement for players to wear skirts. However, they can if they wish to.
- Players may not wear anything that could endanger themselves or other players, specifically:
  - (a) No jewellery may be worn other than a wedding ring which must be covered with tape.
  - (b) A medical alert bracelet may be worn provided it is covered with tape.
  - (c) Fingernails must be short and smooth.
  - (d) Hair must be suitably tied back.

Players will not be able to play should the above points (a-d) not be adhered to.
- All matches are to be played on the date and time stated in the fixture list submitted to the team captain and vice-captain. (Unless otherwise notified by the event organisers).
- Each squad can have up to a maximum of 5 males with no more than 3 males playing on court, per team at any one time. Male players must not exceed 1 attacking position (Goal Attack or Goal Shooter), 1 mid court position (Centre, Wing Attack or Wing Defence) and 1 defending position (Goal Keeper or Goal Defence) at any time during the tournament.
- Where a squad only has 7 players, male players must not exceed 3 due to the maximum numbers of males permitted on court at any one time.
- The umpires will be instructed to start the game off at the allotted time. A team must take the court if there are at least 5 players present, one of whom must play as centre. It is the team captain's responsibility to get players on the court ready for the start. Any delay to the start of the game to allow for players arriving late is at the discretion of the Activator / UNO or league organiser. If, after this time, a team has 4 or less players then the opposition will be awarded a walkover.
- The duration of each game shall consist of 4 quarters of 10 minutes with intervals of 2 minutes between quarters. Teams shall change ends each quarter.
- Teams can make substitutions and / or team changes during an interval or when play is stopped for injury / illness or blood.
- Wherever possible the league organisers will provide qualified umpires. In the event this is not possible, AU Netball Club members will officiate matches. If AU Netball Club members are not available, teams may be required to provide / nominate an umpire.
- Players in Campus Netball will be expected to maintain appropriate standards of behaviour. Failure in players maintaining the appropriate standards of behaviour could result in the HertSquad Team taking relevant action (where applicable to the University) and seeking to impose sanctions where appropriate to the behaviour / incident.
- Points will be awarded as follows:
 

Win – 3 points	Draw – 1 point	Loss – 0 points
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- Any team winning by a walkover (i.e. no show or unacceptable cancellation from the opposition) will be deemed to have won by a score of 30-0 (unless the event organisers decide otherwise).

- A team will be withdrawn from the league should they fail to fulfil 3 league fixtures (i.e. no-show) without informing the league organiser via the mobile number stated above.
- In the event of the final league table being tied on points, goal difference will be calculated. If still level, goals scored, followed by the result of the fixture between the two sides will be the determining factors.

### Post-Match Requirements

- Each team captain is required to sign the umpire's scorecard post-match which should then be handed to the league Activator / UNO straight away.
- Any complaints must be made in writing to the HertSquad Office within 24 hours of the match's conclusion.

*N.B. These competition rules may be subject to change at any time. Team captains will be informed by email of any alterations at the first available opportunity.*