

Derbyshire Netball Association - Yardley League (Juniors)

Promoting wider participation and a positive playing experience

Rules

1. England Netball rules apply
2. All players must be affiliated to Derbyshire Netball. Club affiliation must be paid before the first match (can pay online from 1st August each year).
3. All teams to complete a Register of Players at the start of the season, as teams will be required to list their players each match, and sign the results cards. The completed registration sheet (with signatures) needs to be forwarded to the Results Secretary within four weeks of the start of the league.
4. Players will only be allowed to play for one team in the league, and must be a minimum of 11 years old as at the 1st September and maximum of 15 (i.e. School year 7 to 11). Age exceptions may however be granted if the Club Head Coach deems them to have the mental and physical maturity to play at that level. Age banding forms are available on the Derbyshire Netball Website, and need to be forwarded to the League Organiser before the start of the league.
5. Any Junior playing in adult leagues elsewhere on a regular basis is not allowed to play in this league, for example DANA, Friesland, Rolls Royce, Willows, Burton, Buxton.
6. Derbyshire Netball will not be held responsible for the care of juniors playing in the league, Therefore all clubs must ensure that teams are accompanied by a Level 2 coach where possible, but if not, then a designated person with netball knowledge needs to accompany them in order to take care of both their playing and safety needs.
7. Teams can only play if they have a minimum of five players. Failure to field a team means the offending team will pay both match fees and a score of 20 - 0 and 5 points will be awarded to the opponents. **The team cancelling must also fulfil the umpiring commitment.** Match fees will not however be payable for both teams if the offending team uses other players and plays a friendly match, each team will pay their own. This penalty will also apply if teams play illegal players.
8. Other Penalties 3 points deducted for fielding an unregistered player
 3 points deducted for an unaffiliated player
 3 points deducted for an illegal player
 1 point deducted for a missing signature
 3 points for not providing an appropriate umpire - see Rule 10

9. Points awarded will be FIVE for a win, THREE for a draw, TWO for a losing team who score 75% or more of their opponents score, and ONE for a losing team scoring 50% or more, but less than 75%.
10. Results should be submitted using Submit Score on the Yardley website within 48 hours of the match, and result cards posted to the Results Secretary within two weeks of a match being played.
11. Each team is to provide an umpire where indicated on the fixtures. It is recommended that umpires have been on a course if they are not qualified, which includes the Young Umpire Award course.
12. If the controlling (i.e. if play is in that umpires half) umpire feels that the actions of a team or individual within a team may constitute dangerous play, then they may stop the match and speak to the player(s) concerned. A Club Team Official may be asked, if necessary to observe the communication.
13. If either of the umpires feel that the actions of a team or individual within or associated with a team are causing aggravation to either the umpires or the opposition, then they will speak with a Team Official and submit a report of the behaviour to the League Organiser. The team will receive a written warning, and any further offence will mean that their team will be removed from the league fixtures

Actions/attitudes that may be seen to be "not in the spirit of the game" are:-

- Continual intimidation of umpires
- Not playing within the rules because of the inexperience of an umpire

Please refer to the Code of Conduct.

14. Teams are responsible for their own first aid and should carry their own first aid kit (including an ice pack).
15. Spectators are welcome, but must conduct themselves appropriately
16. ALL U18 unqualified Umpires must be accompanied by an adult Qualified Umpire.
17. Qualified umpires that are aged 16 or under cannot umpire above their age group. If over 16 but under 18, it is recommended that qualified umpires are accompanied by an adult.

Code of Conduct

1. Teams must be ready to start on time, with nails smooth and short and jewellery off. This applies to all piercing and acrylic nails. Having tossed with the opposition for the first centre pass the winning team should notify the umpires.
2. No player should directly question an umpire's decision. If anyone needs a decision clarifying, then their Team Manager should approach the umpire at the next interval. Players should be aware that the league encourages the use of novice umpires in order to build their confidence so they may miss decisions, but they will have a qualified umpire with them who will be able to support them with the clarification process.
3. In addition to the above, experienced umpires may occasionally help teams learn the rules and improve their match play during a game where possible, so players need to be mindful of the ethos of the league, which is to promote participation and create a positive playing experience for all involved.
4. Please be aware that inexperienced players make contact because of lack of ability, so all players should make allowances for this and not put them in a situation that could force a penalty, such as the old form of blocking. (NB bit taken out)
5. Please be aware that inexperienced players make contact because of lack of ability, so all players should make allowances for this and not put them in a situation that could force a penalty, such as the old form of blocking (N.B. umpires should not award a penalty, in the interest of fair play).
6. The league wants to promote an open and skilful game, and we want the netball to be an enjoyable experience for everyone!!
7. **Courtesy** - A game cannot be played without Umpires, so respect their decisions and thank them after the game. A personal thank you from the captain would be appreciated. Shake hands with your opponents at the end of the game, and give "three cheers" as a team.
8. Teams should ensure that all litter is cleared away.

Please ensure that all members are aware of the Rules and code of Conduct.

**Agreement to abide by the Rules and the Code of Conduct is found on the entry forms,
please sign accordingly**