

SWINDON & DISTRICT NETBALL ASSOCIATION

TOURNAMENT RULES & REGULATIONS

The number and type of Tournaments to be held each season will be decided at the League AGM and will include:-

Divisional Tournaments: Held at the start of the season.

Under 21 Tournaments:

Handicap Tournament:

1. TOURNAMENT ORGANISATION

Tournament Organisers will be appointed at the AGM for each Tournament.

- a. Tournament Organisers will be members of a club participating in the tournament concerned and they will be responsible for distributing a copy of the entry form and the tournament regulations to each qualifying club and to the appointed Tournament Referee.

Divisional tournaments should be organised by a club in the relevant SDNA Division. They will also be responsible for booking the venue and making arrangements for an official timekeeper and scorers to attend the tournament.

- b. Tournament organisers will appoint a Tournament Referee.
- c. The Tournament Referee will make decisions on any matter arising during the tournament. The decision of the Tournament Referee is final.
- d. Team withdrawing from the tournament with less than 2 days notice will be fined £10.

2. ORDER OF PLAY

- a. The order of play and umpiring schedule will be decided by the organising club no later than 2 days before the tournament date and will be issued to teams upon registration. The organising club has the right to change the order of play in order to accommodate any late withdrawals, at anytime before the start of the tournament.
- b. The length of matches will be dependant on the number of entries received, but teams should be involved in at least one hours' playing time (excluding semi-finals and finals).
- c. A format for the order of play is attached to Regulations and should be used by the organising club.

3. TROPHIES

Individual trophies will be purchased by the Trophies Secretary and given to the Tournament organisers no later than seven days before the tournament. SDNA will supply ten trophies to each winning team and runner-up only. Trophies will be paid for by the SDNA.

4. REGISTRATION

- a. The League Registration Secretary is responsible for supplying an up-to-date list of all club registrations to the Tournament Referee no later than seven days prior to the tournament. Players registering with a club subsequently will be ineligible.
- b. Each participating team must hand in a list of players when registering. A maximum of 12 players may be registered – further players may only be added in the event of injury, when the injured player takes no further part in the tournament.

c. League rules applying to registration and age qualification must be observed.

5. UMPIRES

Each team must provide an umpire who should be qualified to at least Beginner qualification and is affiliated to EN. All matches shall have neutral umpires.

6. CENTRAL TIMING

There will be central timing at all tournaments. A bell or hooter will indicate the start and finish times but in all cases a match will start and finish on the umpire's whistle.

7. START OF PLAY

All teams must be on court ready to play at the specified time. Captains should toss for centre pass well before the start of the game. A team with less than 5 players may not start a match. A player arriving late may only go on court after a goal has been scored and only into a vacant playing position.

8. EXTRA TIME

No extra time will be allowed for accident or illness. (Officials are requested to take great care in moving an injured player from the court)

9. SUBSTITUTION

Substitution is allowed providing the umpires and opposing captain are notified:-

- a. For accident or illness. Opponents may not substitute at this time, but playing positions in both teams may be changed.
- b. During the half time interval and the opposing captain is given adequate time to substitute.
- c. A club having more than one team in a tournament may substitute a player from a lower team into a higher team due to illness or injury. She will then remain in that team for the remainder of the tournament. The injured or sick player may not play for a lower team, but she may continue to play for her original team providing the squad has not exceeded 12. Tournament Referee should be notified immediately.

10. SCORING

5 points for a win, 3 points for a draw and 1 point for the losing team if their score is more than 50% of the opponent's goals.

Winners are decided on points. In the event of a tie on points in the section, goal difference will be used. Goal difference is ascertained by deducting "goals against" from the "goals for", giving a +/- figure. The team with the highest plus figure is the winner. If there is still a tie the "total goals scored" will be divided by the "total goals scored against".

In a semi final or final, in the event of a draw at full time, 2 minutes each way will be played. If the score is still a draw after extra time then an additional period will be started and the team scoring the first goal will be declared the winners.

11. SCORE CARDS

At the end of each match score cards should be signed by each captain and umpire and taken to the scorer by the winning captain – unless a runner is provided.

12. DISQUALIFICATION

A team infringing the regulations in any match will be disqualified from that game and 3 points will be awarded to their opponents.

Any team placed at a disadvantage by the awarding of points, due to an infringement by another team has the right to appeal to the Tournament Referee.

13. HANDICAP TOURNAMENT

A handicap committee will be selected prior to the tournament. This committee will comprise of one representative from each division and a tournament referee. The committee will decide on the handicaps for the tournament.

14. UNDER 21 TOURNAMENT

Players should be under 21 on 1st September in the season the tournament is held and affiliated to EN and ESNA. Clubs not members of SDNA will pay an entry fee of £5 (per team) for the tournament.

15. RULES OF PLAY

EN rules will be the rules of play. Both umpires and players are reminded of the following:-

- Playing uniforms must be worn for the duration of the match.
- All jewellery to be removed.
- Nails cut short.
- No gloves to be worn.
- Delaying tactics in a game will be penalised.
- No coaching off court by club officials.

16. LIABILITY

The Swindon and District Netball Association accepts NO liability whatsoever in respect of personal loss or injury which players, officials or spectators may sustain.

17. ORDER OF PLAY

1. If the tournament has 7 or less teams competing, then the tournament should be played on a league basis, ie each team playing every other team.
2. If the tournament has 8,9,10,11,12,13 or 14 teams competing then they should be split into two sections. Once the section winners and runners-up have been decided then the semi-finals should take place as follows:-

Winners Section 1 v R/up Section 2.)

Winners Section 2 v R/up Section 1.) Final between successful semi-finalists.

3. If the tournament has 15-28 teams competing then they should be split into 4 sections.

Once the section winners and runners-up have been decided then you have either:-

- (a) Winners Section 1 v Winners Section 2) Final between successful
Winners Section 3 v Winners Section 1) semi-finalists.

OR

- (b) Winners Section 1 v R/Up Section 2 = Quarter Final 'A'
Winners Section 2 v R/Up Section 1 = Quarter Final 'B'
Winners Section 3 v R/Up Section 4 = Quarter Final 'C'
Winners Section 4 v R/Up Section 3 = Quarter Final 'D'

4. The duration of each game will have to be determined by the tournament hosts when the final number of entries is known. The tournament host should:-
 - (a) try to provide at least one hours' netball for each team taking part in the tournament, and,
 - (b) try to arrange 'each-way' matches eg. 7 minutes each way rather than 10 minutes one way etc.

5. Order of Play Sections:

7 teams - one section

- 8 teams - two sections/4 teams in each
- 9 teams - two sections/ 4 & 5
- 10 teams - two sections/5 & 5
- 11 teams - two sections/ 6 & 5
- 12 teams - two sections/6 & 6
- 13 teams - two sections/ 7 & 6
- 14 teams - two sections/ 7 & 7
- 15 teams - four sections/4, 4,4, 3
- 16 teams - four sections/ 4, 4, 4, 4
- 17 teams - four sections/ 4, 4, 4, 5
- 18 teams - four sections/ 4, 4, 5, 5
- 19 teams - four sections/ 4, 5, 5, 5
- 20 teams - four sections/ 5, 5, 5, 5

6. Order of Play Pairings:

If the sections outlined in Section 5 are adopted then pairing for sections containing 3,4,5, 6 and 7 teams are as follows:-

(a) Section containing 3 teams:

- 1 v 2
- 2 v 3
- 1 v 3

(b) Section containing 4 teams:

- 1 v 2
- 3 v 4
- 1 v 3
- 2 v 4
- 1 v 4
- 2 v 3

(c) Section containing 5 teams:

- 1 v 2
- 3 v 4
- 1 v 5
- 2 v 4
- 3 v 5
- 1 v 4
- 2 v 3
- 4 v 5
- 1 v 3
- 2 v 5

(d) Section containing 6 teams:

- | | |
|-------|-------|
| 1 v 2 | 2 v 4 |
| 3 v 4 | 1 v 6 |
| 5 v 6 | 4 v 5 |
| 1 v 3 | 2 v 3 |
| 2 v 5 | 1 v 4 |
| 4 v 6 | 2 v 6 |
| 1 v 5 | 3 v 5 |
| 3 v 6 | |

(e) Section containing 7 teams:

- | | | |
|-------|-------|-------|
| 1 v 7 | 3 v 7 | 4 v 7 |
| 2 v 4 | 4 v 5 | 3 v 6 |
| 3 v 5 | 2 v 6 | 2 v 5 |
| 1 v 6 | 1 v 3 | 1 v 4 |

2 v 7
3 v 4
5 v 6
1 v 2

5 v 7
4 v 6
2 v 3
1 v 5

6 v 7