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**Campus League:**

**Netball**

Information, rules and regulations for Netball

# **Information**

## **Compulsory Captain’s Briefing**

Each captain must attend a start of season Captain’s briefing session. This will be delivered virtually. Any Captain who cannot attend the session must provide a teammate to attend on their behalf.

## **Entry & League Fees**

Entry is only confirmed once entry fees have been paid. Bookings and payments are made online via the Connect Portal, all spaces are offered as first-come, first-served basis:

<https://www.usbonline.bham.ac.uk/Connect/>

If you do not know your PIN, select “forgotten PIN” then enter your University email address to receive it. Once logged in, select “Make a booking” then “Campus League” before selecting your desired sport/league.

If you wish to pay via a Guild account, please enter and pay online as above, before completing a personal expense claim form at the Guild (using the automated booking confirmation as receipt).

***Guild Purchase Orders will not be accepted for this league – all booking and payments are taken online only.***

## **Late Entries**

The deadline for entries to this league is Thursday 29th September. Entries after this time may still be received (if there is space in the league) but an additional £20 late admin fee will be applied.

## **Refunds**

Entries are non-refundable and non-transferable, except in the event of the league being cancelled by UBSport.

## **League Format**

Matches will take place on a mixture of indoor courts (in the Munrow Arena) and outdoor courts on the Netball/Tennis campus courts. This is due to current court availability. The top teams from Term 2 leagues will be invited into an end of season knockout tournament; there is no extra entry for this.

## **Weather**

Matches will only be cancelled or re-arranged due to extreme weather conditions – this does not include if it is raining. Matches will be expected to play should there be rain.

## **Awards**

Medals are available to the winners of each league. The knockout tournament winners will have their team name engraved on the Campus League Netball Cup.

## **Eligibility**

To be eligible to compete in Campus League, the individual MUST be a current student, member of staff or alumni from University of Birmingham.

## **Fixtures**

All fixtures will be viewable via Playwaze:

<https://playwaze.com/bookcommunity/sace5bppqis8g>

Or via the Playwaze app:

iOS: <https://itunes.apple.com/gb/developer/playwaze-ltd/id1000217218>

Android: <https://play.google.com/store/apps/dev?id=8110707711569600047>

As captain, you will be sent an invitational link for your team which will be set up for you. From there, you must invite your players directly to your team. This will be used as a team sheet for track and trace purposes.

Further information, including how to use the platform will be communicated to you closer to the league start date.

## **Umpires**

Voluntary umpires are provided by University of Birmingham Netball Club. In the event that a voluntary umpire cannot be provided, an umpire must be provided by each team, refereeing half of the match each. Matches will not be re-arranged due to an umpire no-show.

Teams are reminded to respect the umpire’s decision – all umpires are volunteers.

## **Equipment**

Teams must provide their own bibs and a ball – UBSport do not loan out equipment for the league.

## **Player kit**

Each player must either be wearing a bib with player position, or a t-shirt with the player position written/attached. As long as the player position is clearly marked and the colour matches that of the rest of the team, official netball kit/bibs are not required.

## **Continued Non-attendance**

If your team cannot make a fixture, for any reason, you must message the other team at the earliest opportunity via Playwaze. If you do not turn up to a fixture, the other team will be awarded a walkover. Continued non-attendance for league fixtures will incur the following penalties:

1 match = A warning and walkover awarded

2 matches = A walkover and 3 pts deducted

3 matches = Expulsion from the league

A "no-show" must be recorded as a walkover via Playwaze.

## **Results**

It is the winning team’s responsibility for inputting their results via Playwaze or the Playwaze app. Captains must post their result within 24 hours; any result not posted by the deadline may be deemed as void. If a team has accidently inputted the incorrect score, the score can be queried within Playwaze.

Points will be awarded as follows:

Win = 3 points
Draw = 1 point
Lose = 0 points
Walkover = 10-0

Positions within the division will be calculated by number of points, goal difference, number of wins, walkovers conceded and result of the match between tying teams.

## **Cancellation of fixtures**

Teams are NOT allowed to cancel or postpone fixtures except in extreme circumstances with prior agreement by the Campus League co-ordinator. Games can only be cancelled for bad weather by the grounds team and in these instances they will be rescheduled by the Campus League co-ordinator.

Re-arranged fixtures are totally at the discretion of the organiser. Campus League will not fund any re-arranged matches (unless due to weather/facility reasons).

## **Conduct**

Campus League places an emphasis on sportsmanship, team spirit, fair play and above all enjoyment of the game. Any behaviour on (or off) the pitch that goes against this ethos will result is disciplinary action. This can include expulsion from Campus League with no refund given and escalation to the University’s Student Conduct team. Captains and team members are encouraged to contact the League organiser should he/she witness any misconduct on or off the pitch.

## **Complaints Procedure**

In the event of a complaint:

A report is to be submitted by the captains of both the teams involved, the referee/umpire (where applicable) and any member of staff that was working at the facility.

These reports will be submitted to the Campus League co-ordinator for review.

If the complaint is upheld, this will result in a formal warning to the offending team as well as a 3 point deduction in their league total.

In the event of a second complaint, points 1 and 2 will be carried out concerning the new complaint and if upheld, the team may be removed from the league with no refund given. This can include entry refusal to future Campus League and UBSport events.

It should be noted that in all the above instances the decision of the Campus League co-ordinator is final and in some serious cases the procedure will move straight onto point 4. This is purely at the discretion of the Campus League co-ordinator.

# **Rules**

1. All matches will be played according to the rules as stated by the INF and England Netball’s current COVID guidance, with the exceptions as stated below:

2. Matches will be four 7 minute quarters, with a minute break between each quarter and 2 minutes for half time.

3. All matches must be played to the umpire’s interpretation of the rules of netball. The umpires decision is final.

4. The University of Birmingham Netball Club will provide umpires. If the umpire fails to turn up, 2 players from each side must be nominated to umpire ½ a match each, at the agreement of the two captains. For this reason players on your team MUST be aware of these and INF rules. Matches will **not** be rearranged should an umpire(s) fail to turn up.

5. There can be a maximum of 3 males on the court at any one time (per team). Teams can have no more than 1 male in an attacking position and 1 male in a defensive position at the same time, e.g no GK & GD or GA and GS.

6. Teams may have up to 12 players in their squad. Any number of substitutions can be made during a match. Substitutions and team changes can be made either at an interval, or when play is stopped for an injury or illness. Players who have been substituted may return to the game at a later stage.

7. There must be a minimum of 5 players (per team) on the court in order for the match to be played. No more than 2 of these can be male.

8. All players must wear coloured bibs/t-shirts that have the initials of the playing positions marked on the front and back of the bib.

9. Bibs and balls will not be available to borrow. It’s the responsibility of the home team to provide a ball for the match.

10. No jewellery may be worn on court, fingernails must be trimmed.

11. Any injuries resulting in bleeding must be dealt with immediately and a member of Sport & Fitness operations staff contacted. No bleeding players are allowed on court.

12. There is no indication required from the umpire when a throw in is taken. The player may simply step up to the line and take the throw in when they are ready, however they must still obey the 3 second rule.

13. Teams failing to turn up within 15 minutes of the designated start time will forfeit the game.

14. All matches MUST be played on the date and time as stated on the original fixture list. No matches will be re-arranged unless in exceptional circumstances. Re-arranged fixtures are totally at the discretion of the Campus League coordinator and will only occur under extreme circumstances.

15. The captains of both teams will be responsible for inputting their results via Playwaze. Any result not posted within 24 hours of the match being played, may be deemed as void.

**17. Absolutely NO University 1st or 2nd team players who regularly represent the university in BUCS competitions are allowed to play within Campus League. University 3rd and 4th team players** are eligible to participate under the following restrictions per team:

* 1. A maximum of one 3rd team player on the court at any one time, with no other university players on the court
	2. A maximum of two 4th team players on the court at anyone team

Teams which do not stay within these restrictions will forfeit their match(s). Captains must submit details of BUCS players when requested, which will be verified by Club Development.

18. Points will be awarded as follows:

win = 3 points
draw = 1 points
loss = 0 points
A walkover will be taken as 10-0.

19. Points within the division will be calculated by:

Number of points
Goal difference
Result of match between tying teams
Number of overall wins

20. If your team fails to turn up to play on 3 occasions, your team will be immediately withdrawn from the league. A replacement team will be found and no refund will be given.