Campus Netball Mixed Tournament Rules 2019

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 tournament.

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
- 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 tournament updates.
- All equipment (including bibs) will be provided.

Parking
De Havilland Campus
- Students (and staff without a valid University of Hertfordshire e-permit) cannot park in the car park on the de Havilland Campus for the tournament.
- Security will issue a parking ticket to those that disobey this rule.
- Students and staff (without a valid e-permit) should use the Park and Ride facility available.

Tournament Format
- The tournament structure will be confirmed at a briefing post registration prior to the start of the tournament (as it is dependent upon team entries).
- Points will be awarded as follows for group matches:
  Win - 3 points  Draw - 1 point  Loss - 0 points
- Any team winning by a walkover (i.e. opposition no show or unacceptable cancellation) will be deemed to have won by a score of 15-0 (unless the HertSquad Team decide otherwise).
- League placements will be determined by points, goal difference, goals scored and finally the head to head result.

Pre-Tournament Requirements
- Each individual squad will be permitted to register up to a maximum of 12 players that includes up to 2 HertSquad Athletic Union Netball players.
- All teams registering should ensure ALL players complete the necessary information on the team entry form before submitting them along with full payment to the HertSquad Office or Hertfordshire Sports Village Reception on the de Havilland Campus before 12:00 on Tuesday 10 December.
- Teams are required to arrive at Hertfordshire Sports Village to register at 15:15 ahead of a captain’s briefing at 15:30. The tournament will run throughout the afternoon on Wednesday 11 December from 15:30 - 17:30.
- All teams MUST have arrived and registered ahead of the 15:30 briefing and subsequent group photo.
- First set of games will start at 15:45. Therefore ALL teams need to be there beforehand.

Tournament Rules and Regulations
- All matches will be played in line with International Netball Federation (INF) rules and regulations and, where required, tournament 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/staff ID card to the Activator/HertSquad Team at the start of the tournament. Failure to show an ID card could result in that player not being able to play in the tournament.
- Each team captain will be responsible for ensuring only registered players take part in fixtures. Involvement of ineligible (or non-student) players will result in a deduction of 3 points and the loss of the match.
• Each team captain will be responsible for ensuring they have no more than 3 males playing on court 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.
• It is not a requirement for players to wear skirts. However, players 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.
• 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/HertSquad Team. 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 2 halves of 7 minutes with an interval of 1 minute at half time. Teams shall change ends each half.
• Teams can make substitutions and/or team changes during an interval or when play is stopped for injury/illness or blood.
• Wherever possible the HertSquad Team will provide qualified umpires. In the event this is not possible, experienced players will officiate matches. If experienced players are not available, teams may be required to provide/nominate a referee.
• Failure in players not behaving appropriately 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.
• Each team captain is required to sign the umpire’s scorecard at the end of each fixture which should then be handed to the Activator or HertSquad Team straight away.

Post-Tournament Requirements
• Any complaints must be made in writing to the HertSquad Office within 24 hours of the tournament’s conclusion.

N.B. These tournament rules may be subject to change at any time. Team captains/vice captains will be informed by email of any alterations at the first available opportunity or at the briefing prior to the start of the tournament.