

TOURNAMENT REGULATIONS

It is the responsibility of all Team Managers, Coaches and Captains to ensure that all players are conversant with the following regulations.

1. RULES OF THE GAME

- All games shall be played to the World Netball Rules of the Game currently in force in England at the time of the Tournament, except where specific Tournament Regulations apply.

2. REGISTRATION

- Team Managers shall register their Squad Lists with the Tournament Referee/Recorders at least 20 minutes before the start of the first game.
- The maximum number of players allowed in a squad is twelve (12).
- Players can only play in one team in one Tournament.
- Once the Tournament has commenced and a player has been named on a Squad List she cannot transfer to another team once she has played.
- Any amendment to the Squad List must be made to the Tournament Referee prior to the commencement of the Tournament.
- All players and umpires must hold current membership of England Netball.

3. BALLS AND BIBS

- Each team must provide a size five (5) netball, which must be clearly marked for identification purposes.
- All players must wear positional bibs and teams must have a spare set in a different colour in case of a clash of colours.
- In the event of a clash of colours, a toss of a coin between the two captains will decide which team retains their original colours.

4. CENTRAL TIMING

- Central timing, normally sounded by a hooter, will be used, but matches will start and finish on the Umpires whistle.
- The hooter will sound at the beginning and end of each match.
- A warning will be given before play is due to commence.
- Matches shall normally be of two halves and of the duration as specified on the applying schedule.
- Teams must clear the court quickly at the end of a match to allow the next match on.
- If relevant, in the knock-out stages, if the score is level when the hooter sounds at the end of the match-time, play shall continue until the next goal is scored by either team ("golden goal").

5. START OF PLAY AND LATE ARRIVALS

- Captains should toss for centre pass well before the start of each game.
- All teams must be on court, in position and ready to play at the time and on the court stated in the playing schedule.
- No team may start a game with fewer than five (5) players.
- Any team late on court shall forfeit the match points.
- The forfeited points shall be awarded to the team on court, in position and ready to play at the correct time.
- The match may be played, and the Umpires must record on the result card the name of the team who arrived late before the match is played.
- Late arrival(s) may only join the game with permission of the Umpires, immediately after the scoring of a goal and only in the vacant position(s).

6. SUBSTITUTIONS AND TEAM CHANGES

- During the half-time interval, substitutions/team changes may be made by both teams providing they take place immediately.
- During play, Tactical Changes (2024 Rules of Netball) are permitted, but time is not held, and these cannot be made within the last 30 seconds of a period of play. The 30-second period remaining shall be indicated visually by the scorers.

7. INJURY, ILLNESS AND BLEEDING

- Normal injury rules shall apply except:
- The umpire shall hold play and the injured player shall leave the court immediately and may be substituted at the same time.
- Time shall not be stopped, and no extra time shall be allowed for injury or illness.
- The opposition may not substitute at this time, although playing positions may be changed if desired.
- If the Team Officials indicate that a player's injury is critical i.e. head, neck or back, or if it appears that it is a critical injury and she will be better left on court for medical attention, the Umpire must note the time lost during treatment and report to the Tournament Referees who will adjudicate.
- For minor blood injuries a sticking plaster could be applied without the need to stop play.
- Teams are to provide their own first aid kit for minor injuries. It is the responsibility of the team officials to have first aid dressings available at the side of the court.
- If an umpire is injured during a game, play may be stopped by either umpire, preferably at an interval or after a goal has been scored, and the Tournament Referees notified, and they shall decide on how to manage the situation.

8. TEAM BENCH

- The Team Bench shall be the area at the team's defending end at the start of the game to the right of the netball posts, unless otherwise indicated by the Tournament Referee. Do not change ends at half time.
- The Team Officials, (coach, manager and up to 3 others) in addition to the five players not on court, shall constitute the 'Team Bench'.
- The Team Bench may not move up and down the side lines or along the goal lines outside the court during play.
- Coaching is only permitted from the Team Bench.
- Spectators are NOT allowed on team benches.
- Teams must leave the Team Bench / court promptly after their match.

9. RESULTS

- Captains must check the scores with both Scorers and if satisfied must sign the result card. The Scorer of the winning team must take both score cards to the Recorders table.
- The result card represents the official score of the match and once the result card has been signed, no dispute can be lodged.
- If a Team Captain is not in agreement with the final score or does not wish to sign the result card for other reasons, her Team Manager must advise their opponents, and both Scorers and Umpires (who must print their names on the reverse of the result card) and state the reasons for their non-compliance with this regulation and report immediately to the Tournament Referee.
- In the event of a team being 'non-competitive' for any reason, their results and those of their opponents will not be included on the master score sheet.
- Match points will be awarded as follows:
 - 5 points for a win
 - 3 points for a draw
 - 1 point to the losing team if scoring over 50% of the goals scored by the winning team.

- In the event of a tie on points, goal average will decide placings (goals for divided by goals against).
- If goal average is tied, then goal difference will be applied (the difference between goals for and goals against).
- If goal difference is tied, the result of the group match between the two teams will be the decider.
- In the event of a further tie, the team with the most goals will be adjudged the winner.
- Semi-finals and Final (where applicable) – in the event of a draw at full time, play will continue without a break, until the next goal is scored.

10. UMPIRES

- All teams must provide a qualified umpire:
 - Prem & Div 1 = C Award minimum
 - Div 2 & 3 = C Award minimum
 - Div 4 & 5 = Into Officiating minimum
- On arrival umpires shall report to the Tournament Referee
- Umpires shall be conversant with the regulations and direct all queries to the Tournament Referee.

11. SCORERS

- Each team must provide a competent scorer for their matches, and they shall sit or stand together in a position indicated by the Tournament Referee.

12. TOURNAMENT REFEREES

- GCNA shall appoint a Tournament Referee.
- All queries should be directed to the Tournament Referee in the first instance.
- The Tournament Referee reserves the right to alter or amend the playing schedule as necessary.
- The Tournament Referee may make decisions on any matters arising during the Tournament and are authorised to adjudicate on any matter not covered by the Tournament Regulations.
- The Tournament Referee has the right to disqualify any individual or team that does not comply with any of the Tournament Regulations listed.
- The Tournament Referee's decision is binding and final.
- The Tournament Referee shall maintain, and be responsible for, a confidential Tournament Referee Logbook.

13. DISCIPLINE

- If a player is ordered off during a match, or suspended in two different matches, they shall take no further part in the tournament until the Tournament Referees have reviewed the circumstances concerned.
- At the end of the match when a player is ordered off, or as soon as both umpires have a gap in their schedule, they shall report to the Tournament Referees.
- The Tournament Referees shall decide if and when the player can return to play, and will notify the team of their decision as soon as possible.