



# Bangkok Netball League

## Competition Rules & Regulations

<b>important</b>	We have an automatic email system that uses the email address you supplied on your registration form. Because it is a system generated email, we get bounce-backs on accounts like hotmail and yahoo addresses. If you have these systems, you will miss out on important communications from us during the year. To resolve this, you will need to add our email address into your email address book <a href="mailto:info@bangkoknetball.com">info@bangkoknetball.com</a>
<b>facilities</b>	We ask all members and spectators to keep the courts and facilities clean and tidy. Please place all rubbish in a bin when you leave the courts
<b>forfeits</b>	Team cancellations cost the BNL money and disappointment for the opposing team. Teams cancelling with less than 24 hours before their scheduled game time will be charged a THB 1,000 penalty. The opposing team will receive 2 points for the win and the forfeiting team will lose 2 points. Teams must start with a minimum of 5 registered team players. Failure will result in the deficient team forfeiting the game. There are always people who want to play additional games so if you're struggling with numbers, let us know and we will find you some more. Obviously the more notice we get, the better chance we have of securing players for you (see below regarding the use of non-team players)
<b>game starts</b>	<ul style="list-style-type: none"><li>• Once the buzzer sounds, the umpire will start the game by blowing his or her whistle. Any team not in position to play will lose <b>one</b> goal per minute until they have enough players to commence the game</li><li>• If the team is not ready to play at the 10 minute mark, the game will be considered a forfeit and a scratch match will be played with the two teams</li></ul>
<b>games</b>	<ul style="list-style-type: none"><li>• Games will run for 56 minutes (4 x 12 minute quarters), with a 2 minute break between quarters and 4 minutes at half time</li><li>• The first game slot time is 7.00pm and the second game slot time is 8.00pm</li></ul>
<b>gloves</b>	Players who wear gloves must tape their nails underneath the gloves. It is the players' responsibility to supply tape for their nails
<b>holidays</b>	As indicated on your fixture, no games will be played during official and school holiday periods
<b>insurance</b>	The registration fee includes an insurance premium to cover limited personal injury. This insurance is compulsory for all players. <b>All Players must be aware that cover does not come into effect for 24 hours after registration.</b> The BNL takes no responsibility for any event, illness, injury or loss that may occur as a result of a player participating in the league. The registration form includes an indemnity against any and all claims whatsoever. This form must be signed by each player and in the case of a student, a parent or guardian.
<b>jewellery</b>	For players safety (eg. broken fingers and ripped ears), jewellery should <b>not</b> be worn during a game. For some religious and other reasons, some players cannot remove their jewellery (eg. bracelets and leather necklaces). The BNL accepts there are special circumstances but all players taking court must have this jewellery appropriately taped To ensure your jewellery is not damaged we suggest that players cover the item with cling wrap and then tape the item It is the players' (not BNL's responsibility) to supply wrap and tape for their jewellery <b>Players will not be able to take the court with exposed jewellery</b>
<b>player substitution</b>	There is no limit to the number of substitutions that may be made at each quarter break, as long as non-team players are not used when teams are present. Players who substitute off at a quarter break may return to play at the next quarter break or to replace an injured player. In case of injury, a substitution can be made during play. The substitution player may take the court: (a) after a goal has been scored; (b) immediately after an interval; or (c) during a stoppage for injury or illness.



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<p>players – non-team players</p>          <p>Divisional Substitutions</p>	<p><b>Use of non-team players</b></p> <ul style="list-style-type: none"><li>• A maximum of two non-team players per team may be used for the duration of one match.</li><li>• Non-team players cannot be used to replace registered players who are present and able to play</li><li>• If registered players arrive late for the match they must be classed as a late arrival and may come onto the court on at the first available opportunity or at the discretion of the umpire (see below) to replace any non-team players</li><li>• Non-team players may be used to replace registered players who are required to leave the court due to injury</li><li>• Non-team players may only be used to bring team numbers to a maximum of seven</li><li>• A non-team player shall play no more than <b>two</b> games during the one season for the same team. Any breach of this rule will lead to the offending team being assigned zero points for the game, with the opposing team being assigned two points, regardless of the outcome of the game</li><li>• Captains are responsible for ensuring non-team players are properly identified on the score sheet</li> <li>• Teams cannot use players from a higher Division as substitutes.</li></ul> <p><b>Penalty</b> : Non compliance of the substitution rules will be the match forfeit. The loss of 2 points and 40 goals awarded to the other team. –</p> <p><b>Notice</b> will be sent to the captain via email and an appeal may be lodged to the BNL committee within 7 working days.</p>
<p>points</p>	<p>Games will be scored as follows:</p> <p><b>Win</b> 2 points to the winning team</p> <p><b>Loss</b> 0 points</p> <p><b>Draw</b> 1 point to each team</p> <p><b>Forfeit</b> Loss of 2 points to forfeiting team, 2 points to non-forfeiting team</p> <p><b>Remember – failure to provide an umpire for scheduled games incurs a 2 point penalty and 40 goals deducted</b></p>
<p>registration</p>	<ul style="list-style-type: none"><li>• Each player must register by filling in the registration form and paying the appropriate registration fee. All details must be completed on the form and the form signed by the player. In the case of a student the form must be signed by the parent/guardian.</li><li>• No player may be registered to play with more than one team during a season.</li><li>• <b>No player may participate in any game until they have paid the registration fee and a receipt has been issue. Failure to comply incurs a 2 point penalty deduction.</b></li></ul>
<p>rules</p>	<p>All players <b>MUST</b> familiarise themselves with the introduction of the following international netball rules: (IFNA) (International Federation Netball Association Rules last updated 2001)</p> <ul style="list-style-type: none"><li>• if a player is deemed to be delaying the play by the umpire, then a penalty (free pass) will be given to the other team where the play was meant to have started (eg centre delaying getting into the centre because their players are still offside);</li><li>• if a player has been awarded a penalty where an opposing player is put out of play and that player does not wait until the opposing player is standing next to her (out of play), to throw the ball, a penalty will be awarded to the other team where the infringement occurred</li></ul> <p>Some current rules have lapsed last season and we would like to remind players about them:</p> <ul style="list-style-type: none"><li>• players hands out to the side (ie. holding a player) whilst marking a player</li><li>• hands rising before three feet is established when the opposing player receives the ball</li><li>• three feet around the circle</li></ul>



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scorers & timekeepers	<p>Each team must provide a scorer/timekeeper for each game as shown on the season schedule. They will be responsible for:</p> <ul style="list-style-type: none"><li>• timing all matches and intervals;</li><li>• complete the score sheets and ensure they are correctly completed and signed by the captains and umpires.</li></ul>
season	<ul style="list-style-type: none"><li>• The season will run from <b>30 August</b> until <b>June</b></li></ul>
stoppages	<p>Play may be stopped for injury, illness or any other cause. The decision to stop play shall be at the discretion of the umpire. During the normal playing season time will not be added due to stoppage because of the time constraints on the court.</p> <p>During the finals, when a player is injured or ill a stoppage of up to two minutes is allowed from when time is called to decide whether the injured or ill player is fit to continue. This decision shall be left to the injured player's team. The umpire may override a team's decision to allow an injured player to continue and ask an injured player to leave the court.</p> <p><b>Blood rule</b></p> <p>A player who has a blood wound will need to leave the court immediately to remove all traces of blood and place a dressing on the wound. A substitution player can replace that player until they return.</p> <p>Please note that play does not stop for players to re-tie shoelaces.</p>
umpires	<p>The BNL is keen to ensure this remains a social (and professional) netball competition. Our umpires volunteer their services and without them we could not take the court. This season we have asked all teams to supply a minimum of one umpire (although they may volunteer more). These umpires will be trained and shadowed until they feel they are confident to call a game on their own</p> <p><b>Failure to supply an umpire will lead to a loss of two (2) points from the offending team's league score total and the deduction of 40 goals</b></p> <p>Any player who queries a call or abuses an umpire or player, will be sent off the court (no warning is required and it is entirely the umpires discretion) for 3 team goals. A player cannot be interchanged (until a quarter or half time break) to cover that player unless the player is a centre player, whereby one team change can be made. After three goals, the player will return to their original position</p> <p>If any player is continually unsportsmanlike (eg rough play or hitting a ball out of a players hand) the penalty will be advanced into the next quarter or goal ring for a pass or shot to be taken</p>