



Netball Association Senior League Local Regulations 2019
Full Senior League Rules are available on the Isle of Man Netball Website
These Rules should also be read in conjunction with the INF rules of the Game
(2018)

Eligibility to Play

- Players must be aged at least 14 to play in the League.
- Players aged 14, Clubs must have submitted a banding request prior to them playing in the Senior League, this will be available off the MNA website and GoMembership Document Area from September 1st each year.
- Players that are aged 14-17 are eligible to play up into any higher-ranking team (above their starting team) more than twice if Coaches consider they are sufficiently skilled and emotionally prepared NB. banding forms may have to be filled in prior to the match depending on their age.
- Members must be affiliated via GoMembership and their respective Club paid their affiliation fee before they play.

Timings

- All Senior League matches will be 12-minute quarters with a 1 minute at the first and third break and 2 minutes at half time.
- Late arrival, a maximum of 2 minutes will be allowed except, in exceptional circumstances, where both teams are affected in which case Umpires will decide regarding playing the match or reporting it abandoned to MNA Committee.
- Umpires will give a 30 second warning before the start of the match.

Injuries

- The umpires will stop play for blood when noticed or for injury/illness when requested by an on-court player (in extreme circumstances the umpires may stop play without a request being made).
- The player concerned must leave the court within 30 seconds and receive any treatment off the court.
- Only primary care person/s are permitted on the court to assess the player's medical condition and to assist the player from the court. Each team must have a nominated First Aider/Primary carer (it can be a Competent Adult) to deal with injuries.
- Central timing will not be stopped for Injury or blood.
- Teams should provide their own first Aid Kit and fill out an Accident Form in case of Injury (Staff at the NSC need to be informed if there is an accident there, once they are with the injured individual they become the decision maker re contacting the Medical Services and or moving the person if still on court)
- Please refer to rules if a match has to be abandoned.

Scorecards

- Captains **must** find the Umpires to sign off the score cards at the end of the match.



- Scorecards should be filled in before the match is due to start and be made available to the Umpires/scorers.
- The captain must send a photographed copy of the score card to results@netball.im by 3 pm on the day of the match, selected members of the MNA Committee will carry out random checks on the cards to ensure Clubs are following the Rules in Section 3 of the League rules.
- Umpires should keep the blue copy of the scorecard until the end of the season so they can check against their payments.
- Scorers **must** note any team changes on the scorecard at each a stoppage and or break. (Beginning, $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ time)

Adornments

- All piercings should be removed, the Umpire is within their rights to inform a player they cannot play if they spot any visible piercings and they cannot be removed. The only exception to this is if the Player is able to produce a Doctors certificate which states the piercing is there for medical reasons, it is up to the Player to approach the Umpires to let them know and show them the certificate.
- Any piercing allowed for medical reasons must be suitably taped.

Record keeping and Protocols

- Each team should have a named-on court Captain, if the Captain goes off another player should take on the role and this should be notified to the Umpires and Scorers.
- Club Organizers are responsible for keeping a record of the named players per team and ensuring they follow the correct procedure and update GoMembership if they move teams or Clubs.
- Players can only play down a team with the permission of the MNA (48hours minimum notice to be given) they must stay down, refer to League rules.
- Players 18 and over can play up into a higher Club team twice the third time they must stay there, they are then tied to the team they play in on the third occasion and cannot play up for another, refer to League rules.
- Scorers can act as the Timekeeper too.
- The matches have to have at least one Umpire that is a C grade or above to go ahead.
- A Player of the match will be selected by the Umpires and Bench Officials (Timers/Scorers) they can pick someone from either team, however, if they choose a Player from the losing team, for them to be eligible, the score must be within 10 or less goals of the winners score.



The MNA Committee recommends all members familiarise themselves with the MNA League rules, Codes of Conduct and INF Rules of the Game which can be found in the document section of GoMembership.

These Regulations may be updated throughout the Season at the request of the Committee.

Any questions then please contact the MNA Secretary Louise Skelly in the first instance:
secretary@netball.im

Approved: August 2019

MNA Committee.