

The Kent Netball Fast Net Tournament 2018



FAST NET TOURNAMENT RULES

AENA rules apply throughout the Tournament subject to these rules:

1. Eligibility

- The Kent Netball Fast Net Tournament is open to registered participants of Kent Netball Leagues, affiliated to AENA in qualifying divisions / age groups, or by invitation only.
- The minimum age for a player is 16 years at midnight on 31st August 2018.
- Players aged 16 and 17 on the day of the tournament must provide a completed "Player Consent Form".
- Entries can be accepted from affiliated schools within the Kent Netball area, although all players must be registered with that school.

2. Registration

- A team representative should report to the registration desk at 9.30am.
- Teams must provide a completed "Team Registration Form" and applicable "Player Consent Forms" at the start of the day.

3. Team formalities

- Squads are limited to 10 players.
- Teams may borrow EN affiliated players from other clubs for the tournament day.
- Players may only participate for one team on the day.
- Teams must provide 2 sets of matching bibs, a fully pumped size 5 netball and a first aid kit.
- No jewellery shall be worn except a wedding ring (which must be taped) or medical alert bracelet.
- Proper netball kit must be worn (skirts). No gloves shall be worn. Fingernails must be cut short and be smooth. No game will be delayed while any of the above is adhered to.
- Players must be aware of the Fast Net rules and Captains must attend the Captains' briefing on the day.

4. Umpires

- Each team must provide a non-playing Umpire for their allocation.
- Umpires must hold the minimum qualification of the IFNA 'C' Award or higher.
- Umpires must be aware of the Fast Net rules and attend the Umpires' briefing on the day.
- The umpire will be allocated their matches on the day.
- Teams without Umpires will not be allowed to play.
- The Umpire/s must advise the teams of a Power Play quarter prior to the start of that quarter.

5. The Court

- There shall be a designated Team Area adjacent to the Goal Third.
- There shall be a designated Substitution Area adjacent to the Centre Third.
- There shall be a designated Scorer Area adjacent to the Centre Third.
- There shall be one set of Substitution Cards per team located in each Substitution Area.
- The designated areas will be advised on the day.

6. Scorers

- Each team must provide a competent scorer for the day.
- Scorers must be aware of the Fast Net rules and attend the Scorers' briefing on the day.
- Teams without a Scorer will not be allowed to play.
- The Scorer will note the Power Play on the scorecard and advise the Umpire accordingly.
- The Scorer may be a playing participant for the day, but cannot take part in the match on which they are scoring.

7. Monitors

- If using, The Monitor shall stand behind the Substitution Areas and oversee the substitutions whilst play is in progress.



FAST NET TOURNAMENT RULES

8. Start of Play

- The schedule of play will be confirmed on the day.
- Captains should toss for centre pass in advance of their matches. In the case of 4-quarter matches, the winning team will take the first Centre Pass in the first and third quarters. The losing team will take the first Centre Pass in the second and fourth quarters. In the case of 2-half matches, the winning team will take the first Centre Pass in the first half and the losing team will take the first centre pass in the second half.
- The Captain should nominate their chosen Power Play time to the scorer at the start of their chosen Power Play quarter (or half in the case of 2-half matches).
- The Umpire/s will announce whether a team has selected the Power Play option.
- A buzzer will indicate the beginning and end of playing time. But play will start and end on the Umpire's whistle.
- No team may start a match with fewer than 5 players. No allowance will be made for late arrivals on court. Any team not on court for their scheduled match will forfeit the points for that match. In the event of a forfeit, the umpires will note the team name of late arrivals on the scorecard.
- After a goal is scored, the game restarts from a Centre Pass taken by the team who conceded the last goal.
- Central timing, normally sounded by a buzzer, will be used but all games start and finish on the umpires whistle. The buzzer will sound at the start and end of quarter time.

9. Substitution / Injury

Rolling substitutions

- Unlimited 'rolling' substitutions are allowed for each team while play is in progress.
- Substitutes must wait in the designated Team Area, holding up the 'Substitution Card' of the player to be substituted.
- The player being substituted and the substitute must meet in the designated Substitution Area outside of the court and exchange the 'Substitution Card'. The 'Substitution Card' must be replaced in the container.
- A team may not have more than 7 players on court at any one time during play.
- A team may not have more than one player on court in any of the seven playing positions.
- Players must observe the Offside rule when leaving or entering the court.
- When a penalty Pass/Shot has been awarded, the penalised player may not substitute until the ball has left the thrower's hands, unless she is injured, ill or bleeding.

Intervals

- Any positional changes may be made in an interval

Injury

- No extra time is allowed in the event of injury. The injured player should leave the court as soon as possible to allow a substitute to take her position.

10. Power Play

- Each team will select one quarter (or half in the case of 2-half matches) as their Power Play.
- The Captain must advise the Scorer prior to the start of each quarter (or half in the case of 2-half matches) of their Power Play, before teams take to the court.
- Each goal scored during that team's Power Play quarter will be doubled.

11. Scoring a goal

- A GA or GS may shoot for goal from any point on the court within their designated playing areas.
- A successful shot from inside the Goal Circle will score 1 goal. A successful shot from outside the Goal Circle will score 2 goals.

Defending a shot

- If a defending player who is standing inside the Goal Circle obstructs, contacts or causes the goal to move while the GS or GA is taking a shot from Outside the Goal Circle, the Penalty Pass / Shot is taken from outside the Goal Circle where the GS or GA was standing.

FAST NET TOURNAMENT RULES

12. Procedure for extra time

- Extra time will only be played in the event of a final being scheduled. At the end of normal time, if the scores are tied, then play is not stopped. Play is continued until one team leads by at least 2 goals.

13. Results

- At the end of the match, both Captains should confirm the scores with the Umpires.
- The Umpires' scorecards will represent the official match result.
- Completed scorecards must be returned to the desk immediately following the match.
- Points for each match shall be awarded as follows: -
 - 5 points for a win
 - 3 points for a draw
 - 2 points for losing by one goal
 - 1 point for the losing team who score MORE than 50% of the opponents score
- In the event of a tie on points the result shall be determined by the following: -
 - (i) Goal average (ii) Goal difference (iii) Result of the match between the two teams
- The Kent Netball Fast Net Trophy and other prizes will be awarded as advised on the day.

14. Tournament Referee

- Tournament Referees will be appointed by The Kent Netball Association ("The Association").
- All queries should be directed to the Tournament Referees in the first instance.
- The Tournament Referees reserve the right to alter or amend the playing schedule as necessary.
- Tournament Referees 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 Referees have the right to disqualify any individual or team that does not comply with any of the Tournament Regulations listed.
- The Tournament Referees decision is binding and final.

15. Discipline

- If a player is suspended from a game, or ordered to leave the court and take no further part in a game, the Umpires should report the incident to the Tournament Referee immediately after the end of the game.
- At the end of the game the Team Manager/Coach and the player concerned must report immediately to the Tournament Referee.
- The Tournament Referee will then make decisions as to whether the player in question takes any further part in the Tournament.
- All clubs will be held responsible for their players, officials and spectators.
- The use of Social Media technology to bring the game into disrepute or make an inappropriate comment about a fellow player, coach, official, volunteer or the governing body will incur a penalty ranging from a warning, loss of points and a fine to suspension and expulsion from the competition, determined by the seriousness of the offence. This applies to both individual members and clubs.

16. Miscellaneous Provisos

- Kent Netball, its Officers and the venue accept no liability whatsoever for damage to, or loss of property or personal items, or for personal injury of players, officials, spectators, whilst attending or participating in this event.
- It is the responsibility of each team to provide adequate first aid cover for its players and officials, which shall also be made available to the match officials on request.
- No form of gloves may be worn when playing netball. If gloves are required for medical reasons, the umpires may allow seamless leather gloves to be worn on production of an appropriate medical certificate, but they still have to be satisfied that the gloves do not present an obvious hazard to other players.
- If a scarf needs to be worn because of religious practices, the player and the coach must ensure that the material used is soft, without embellishments which might constitute a danger, and with potential flowing/flapping edges held securely around the neck or tucked into the shirt collar as neatly and securely as possible.
- The Tournament Referee and/or The Association shall determine any matter not covered by these rules and regulations.