



Match Times & Stoppages Policy

This policy is intended to ensure all players and umpires are aware of match times and stoppages for competitions in WCNL – whilst we generally want to follow International Netball Federation Rules of Netball, this policy is written to take into account local league requirements.

WCNL Winter League

- Each game will consist of 4 x 12-minute quarters.
- Start times will vary and will be dependent on the venue.
- Where possible, games will be played at indoor venues, however, due to a lack of venues, some games will be required to be played on outdoor courts with floodlights.
- If outdoor games need to be cancelled/postponed due to severe weather during the day of the game the committee will make the decision by 6.00pm and notify the team captains.
- If there is severe weather during the playing of any outdoor games the Rule 10.3 applies -
 - *10.3 If after commencement of third quarter games are abandoned due to severe weather conditions the score at that time will stand. Decision to abandon rests with umpires and captains. Final decision rests with umpires*
- All games are required to start on time (or as near to as possible based on venue limitations) and be completed within the hour –
 - *Rule 8 - All league games MUST be started with allocated umpires and the number of players present at the allocated time on the fixtures. Failure to play the game due to lack of players or an allocated umpire must result in the nonoffending team claiming 5 (five) points from the offending team*
 - *Games can be played with a minimum of 5 (five) players per team*
 - *It is the responsibility of the umpires to ensure that the games finish on time to ensure the following game can start on time*
- **No time stoppages are allowed in the winter league** - umpires must still manage games safely so will stop play (but keep the timer running) where it is appropriate to do. The umpires and players will then follow the rules of INF Rules of Netball in respect of -
 - Injuries/illness or blood
 - Umpires keep the timer running and follow the INF Rules of Netball 9.3.1
 - Should there be an injury where the player cannot be moved, games may need to be abandoned/re-arranged (teams should contact the Fixtures Secretary in these instances). If, after commencement of the third quarter, games are abandoned due to an injured player not being able to be moved the score at that time will stand
 - Warnings and cautions
 - Umpires keep the timer running and address the player/captain as quickly as possible
 - Umpires may need to speak with captains to ask them to speak to a player or their team to address any issues - this needs to be done between playing quarters where possible
 - Other Stoppages
 - Injury/illness or blood in respect of the umpire
 - Disciplining a team official, parent, spectator, team captain or coach
 - Any other extreme circumstances

WORCESTER CITY NETBALL LEAGUE



WCNL Summer League

- Each game will consist of 4 x 15-minute quarters
- Start times will vary and will be dependent on the venue
- Games will be played on outdoor courts with some occasional games played on indoor courts
- All games are required to start on time –
 - *Rule 8 - All league games MUST be started with allocated umpires and the number of players present at the allocated time on the fixtures. Failure to play the game due to lack of players or an allocated umpire must result in the nonoffending team claiming 5 (five) points from the offending team*
 - *Games can be played with a minimum of 5 (five) players per team*
 - *It is the responsibility of the umpires to ensure that the games finish on time to ensure the following game can start on time*
- Times stoppages will be in accordance with INF Rules of Netball
- It is the responsibility of the umpires to ensure the timer is stopped and prior to resuming the game the umpires agree on how much time is remaining of the quarter
- The reasons for stoppages may be for any of the following: -
 - Injuries/illness or blood
 - Umpires stop the timers and follow the INF Rules of Netball 9.3.1
 - A maximum of two minutes is allowed for the injured player to address their injury or blood issue. If they are unable to address the injury or blood injury in this time the team must make a replacement or continue without that player
 - Should there be an injury where the player cannot be moved, games may need to be abandoned/re-arranged (teams should contact the Fixtures Secretary in these instances). If after commencement of third quarter games are abandoned due to an injured playing not being able to be moved the score at that time will stand
 - Warnings and cautions
 - Where possible umpires may need to speak with the captains to ask them to speak to a player or their team to address any issues this should be done between playing quarters
 - Umpires then follow INF Rules of Netball
 - Other Stoppages
 - Injury/illness or blood in respect of the umpire
 - Disciplining a team official, parent, spectator, team captain or coach
 - Any other extreme circumstances

NOTE: where games need to be cancelled on mass due to inclement weather or other circumstances outside of our control, the committee will try and do so in good time - details of cancellations will be sent to captains and will be posted on FB.

The safety of players and all those involved in the game is, and will always, remain the highest priority regardless of whether time stoppages are included or not