

# BUCS NETBALL REGULATIONS

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**NET i** The BUCS Netball Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the World Netball Rules of Netball.

**NET ii** In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

**NET iii** In the event that these regulations contradict the World Netball Rules of Netball, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

*BUCS netball – along with most domestic competitions – will be following the [2024 edition of the Rules of Netball](#) this season. Helpful resources have been published by [World Netball](#) and [England Netball](#), with the latter [running webinars](#) to help individuals understand the changes. Please ensure that your teams and any match officials you use are aware of the changes and make the most of these resources.*

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**NET 1** There shall be a Women's Championships, the programme for which shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').

**NET 2 Minimum number of players for a fixture to start** The minimum number of players per team required for a fixture to start will be five.

**NET 3 Duration of play** All matches shall consist of four quarters of 15 minutes, an interval of four minutes between quarter one and two and between quarter three and quarter four, and a half-time interval of eight minutes. Teams shall change ends each quarter. For league fixtures tied matches are permitted.

**NET 3.1 Ties in knockout competition matches** In the event of a tie after full-time:

- There shall be a four minute interval at the end of full-time;
- Extra time of two halves of seven minutes each shall be played, with an interval of one minute at half-time. Teams change ends at half time. The Centre Pass is taken by the team entitled to the next Centre Pass;
- During both of these intervals, substitutions and/or team changes may be made;
- In the event of a tie remaining at the end of extra time, a visual signal shall be used to indicate that play shall continue until one of the teams has a two goal advantage.\*

\*The home team is responsible for ensuring a visual indicator (such as a cone or flag) is supplied to the score bench prior to the start of the match.

**NET 4 Match officials** Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').

**NET 4.1** For Scottish Conference (Tier 1 and below) league fixtures, and Scottish Conference Cup fixtures, each team is expected to provide one of the umpires unless agreed in writing prior to the fixture to do otherwise

**NET 4.2 Table Officials and Scorers** In matches where table officials are required (see Appendix 5) the responsibility of scoring and timing will sit with the table officials. For all other matches each team should supply a scorer. (Ideally this is a non-player, but it is understood that for many matches the scorer will be a substitute). The scorers, under the direction of the umpires, should keep score and time throughout the match.

## **NET 5 Facility and equipment requirements**

**NET 5.1 Court bookings** Playing facilities must be booked for an appropriate length of time to allow for the full conclusion of the match including a warm up. A minimum of two hours of court time should be booked for leagues matches and at least two and a half hours for knockout fixtures to allow for extra time to be played. Institutions/Playing Entities failing to book sufficient time will be considered to have defaulted on the match if for any reason there is insufficient time to bring the fixture to a conclusion.

### **NET 5.2 Court requirements**

**NET 5.2.1** All Premier Tier/National Championship matches must be played on a regulation size sprung wooden indoor court with run-off areas a minimum of 1.5m wide, with regulation posts (sunken or floor fixed), regulation rings and post protectors.

**NET 5.2.2** Tier 1 and below league matches and National Trophy and Conference Cup/Trophy/Shield knockout competition matches All matches must be played on courts of regulation size, with regulation posts (sunken, floor fixed or free standing) that when knocked have minimal movement, and regulation rings with nets. Wherever possible matches should be played on indoor courts and padded post protectors are encouraged. Where both indoor and outdoor courts are available the home team must stage the match on the indoor court. The playing area should be free from overhanging items, for example basketball hoops, indoor cricket nets, or trees. It is recommended that the minimum run-off be 1.5m each side of the court and 2m at each end of the court. Whilst there is no minimum run-off requirement, umpires should be able to run around the outside of the court unimpeded. Team benches and officials' bench(es) to be located where safe and so as not to impede the match officials.

### **NET 5.3 Scoring equipment**

**NET 5.3.1** For Premier Tier/National Championship matches an electronic scoreboard must be used which displays the time remaining in each quarter.

**NET 5.3.2** For Tier 1 and below league matches, and National Trophy and Conference Cup/Trophy/Shield knockout competition matches a manual scoreboard is sufficient should electronic scoring not be available. For matches where a manual scoreboard is not available, e.g. matches hosted on outdoor courts, the scorers (see NET 4.2) must verbally announce the score after every goal scored.

**NET 5.4 Match balls** For all fixtures the first named (home) team shall provide at least two balls which meet the specifications of the World Netball Rules of Netball, which shall be given to the umpires prior to the fixture starting. One of these shall be selected by the umpires as the match ball and shall be used throughout the match unless the umpires instruct that it is replaced by a spare match ball.

## **NET 6 Pre-match procedures**

**NET 6.1 Team start list** Before the start of the match, the names of up to 12 players, one of whom shall be the captain, must be provided to the scorers.

**NET 6.2 Coin toss and pre-match checks** The home team captain is responsible for ensuring the coin toss is carried out prior to the match commencing and informing the officials of the result. All teams must cooperate with the pre-match checks carried out by the officials.

**NET 6.3 Players' clothing and equipment** Rules 3.9-3.13 of the World Netball Rules of Netball are varied as follows:

**NET 6.3.1** Playing uniforms do not have to be registered or include a player's name and/or team number.

**NET 6.3.2** A team's playing uniform must be distinct from the opposing team's playing uniform. In the event that it is not, REG 9.4 shall apply. Whilst adherence to REG 9.4 should avoid a kit clash from being identified at a match, teams must carry an alternate set of playing bibs for use where this may occur.

**NET 6.3.3 On-court captain identification**

**NET 6.3.3.1** For Premier Tier and National Championship matches, the on-court captain must wear identification such as an arm band, a patch on their playing uniform, or electrical tape secured around the player's upper arm.

**NET 6.3.3.2** For Tier 1 and below league matches, and National Trophy and Conference Cup/Trophy/Shield knockout competition matches, it is preferable that the on-court captain wears identification as per NET 6.3.3.1, but verbal confirmation to the umpires prior to the match starting (or an on-court captain being changed) shall be acceptable.

**NET 7 Substitutions** There shall be no limit to the number of substitutions which can be made in a match.

**NET 8 Representative commitments** When three or more players are selected for a National Governing Body Senior, A, Under 21, or Under 19 side, necessitating their presence at a competition or preparation camp associated with a competition, the institution/Playing Entity concerned shall be able to postpone any affected league fixtures.

**NET 8.1** The institution/Playing Entity concerned shall be responsible for informing the opposition institution/Playing Entity of the requirement to postpone no later than five working days prior to the original fixture date. Upon notification of the postponement, institutions must follow REG 14.3 to rearrange the fixture.

**NET 8.2** Knockout competition fixtures are not covered under NET 8.

**NET 9 Calculating final league positions** Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential system:

**NET 9.1** A team tied on points who has conceded at least one voluntary walkover shall automatically be placed below any other tied teams who have conceded fewer voluntary walkovers. If a tie still exists, then NET 9.2 or NET 9.3 shall be followed as applicable;

**NET 9.2 Tie between two teams**

**NET 9.2.1** Goals data will be used as per NET 9.2.2 – NET 9.2.3. If the tie on league points has been effected by any walkovers conceded to either of the teams or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on

league points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goals data shall be used.

**NET 9.2.2** The team with the higher goal difference shall be deemed the higher placed team. If a tie still exists;

**NET 9.2.3** The team with the higher number of goals scored shall be deemed the higher placed team. If a tie still exists;

**NET 9.2.4** The result between the teams will be the determining factor in placing one team above the other. Where fixtures are played on a 'home' and 'away' basis, the aggregate score of the two (or more) matches will determine the higher placed team.

**NET 9.2.5** If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.

### **NET 9.3 Tie between three or more teams**

**NET 9.3.1** Goals data will be used as per NET 9.3.2 – NET 9.3.3. If the tie on league points has been effected by any walkovers conceded to either of the teams or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on league points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goals data shall be used.

**NET 9.3.2** The team with the higher goal difference shall be deemed the higher placed team. If a tie still exists;

**NET 9.3.3** The team with the higher number of goals scored shall be deemed the higher placed team. If a tie still exists;

**NET 9.3.4** A mini league shall be formed to calculate the higher placed team on league points from the results between the relevant teams. If a tie still exists;

**NET 9.3.5** The team with the higher goal difference in the mini league shall be deemed the higher placed team. If a tie still exists;

**NET 9.3.6** The team with the higher number of goals scored in the mini league shall be deemed the higher placed team.

**NET 9.3.7** If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.