



Netball Hong Kong, China Limited

**JUNIOR LEAGUE
BY-LAWS**

2026/2027



**SUBVENTED BY THE LEISURE AND CULTURAL
SERVICES DEPARTMENT**



Netball Hong Kong, China Limited

LCSD Netball Hong Kong, China Limited **Junior Netball League**

BY-LAWS 2026-27

To the extent that any rules are not covered by these By-Laws, the World Netball Rules and Regulations will apply to the Netball Hong Kong, China Limited Junior Netball League:

<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>

In the event of any inconsistency between these By-Laws and the World Netball Rules and Regulations, these By-Laws will prevail.

1. TEAM and PLAYER REGISTRATION

All teams wishing to participate in the Netball Hong Kong, China Limited (NHKC) Junior Netball League must submit the required registration forms by the due date. Late registrations may be accepted at the sole discretion of the NHKC Executive Council.

- (a) Teams will register with the NHKC through their clubs on the Form B (Team List) These must be submitted via email in EXCEL format. Team and player fees are as stated on the set forms. Payment for team registration must be completed on or before the due date.
- (b) Subject to 1(d) below, each U12, U14 and Opens (U19) team must register a minimum of seven players and a maximum of 12 players per team. Additional players may only be registered at the discretion of the NHKC JNL Convenor/Executive Council. **(Guest players are included in team registration numbers)**
- (c) Subject to 1(d) below, each U8 and U10 team must register a minimum of seven players and a maximum of 15 players per team. Additional players may only be registered at the discretion of the NHKC JNL Convenor/Executive Council. **(Guest players are included in team registration numbers)**
- (d) The lowest ranked team of any club or Independent teams must register a

minimum of 8 players and a maximum of 18 players (**Guest players are included in team registration numbers**).

- (e) Any club submitting two or more teams must register each team individually in rank order (the strongest team being in the higher division etc). Should a club not give a ranking, the NHKC will rank club teams. Late registrations may be considered at the sole discretion of the NHKC Executive Council. Clubs with multiple teams should add additional tabs (1 per team) to the same excel file.
- (f) Team lists must include the FULL NAME of each player, playing history and date of birth.
- (g) Emails need to be sent to the JNL convenor email: jnlconvenor@gmail.com, by the specified deadline.
- (h) Team lists must be finalised by week 2, of the start of competition (After the second week of Round Robin games) Teams may submit a draft list if confirmation at time of registration is not possible.
- (i) Changes to team lists may be re-submitted within the first 2 weeks of the first round of competition without penalty.
- (j) Changes to team lists (adding/replacing players) after week 2 of each competition will incur an administration fee of \$200. This fee will cover any/all changes submitted at any one time after Week 2.
- (k) Registered players may not guest or move to a lower division after week 2 of the competition.
- (l) Player history must be declared and accurate. If a player requests to play in a division lower than their previous NHKC playing division, formal approval by the JNL Convenor and NHKC Executive Council is required.

2. PLAYER AFFILIATION

- (a) All Clubs/teams must submit the player history (form B) listing all of their team players by the due date. Team and player
- (b) All players, including guests, must be registered using the NHKC designated method before playing their first match. Players who fail to do so, will be deemed a defaulting player and the offending team will be fined HK\$100 and incur a 4 point penalty. A match played by a defaulting player will not be taken into consideration for the purposes of determining whether that player qualifies for the Final Series. The information submitted will be used by the League Convenor to check players and correct membership throughout the season.

- (c) Individuals may only be registered in one team and one division for their team.
- (d) Individuals may be registered in a School team and a Club team in two separate divisions (where eligible) in the same season. School teams are responsible for the welfare (health/safety/injury mitigation) of such individuals and must negotiate any conflicts in schedule with opposing teams/NHKC.
- (e) Each individual player must submit the NHKC JNL Disclaimer form. This may be found in the member registration through NHKC.
- (f) Team convenors/managers will be responsible for ensuring all Disclaimer forms are completed and submitted to NHKC by the Friday before the first scheduled game.
- g) Failure to submit disclaimer forms by the specified deadline will result in a \$200 fine per team for each and every week, (accrued) until such time that these are submitted.
- h) Individual player fees and disclaimer forms pertain to a full netball season – ie Autumn 2026 and Spring 2027.

i) **Guests Players/Temporary Players**

Guest players are defined as not registered with the NHKC JNL as a player. Guest Players not affiliated (registered in and/or playing) with a club must register as a “Guest Player” with the NHKC JNL convener by email.

Guest player requests must be submitted by email to the JNL Convenor by **5pm Thursday prior to match day**.

Guest registration must include full name, date of birth, and netball background.

Guest players must be approved by the JNL convener prior to the first game.

If approved **Guest** players will also need to fill in the **Online registration by 12pm Friday** before, for either Saturday or Sunday games. Failure to do so will require the club to pay any fee that may incur or deduction in points. (Default Player)

Guest players not approved by the JNL Convenor will be considered a defaulting player and the offending team (i.e. the team playing the defaulting player) will be fined HK\$100 and incur a 4 point penalty.

Guest players may only guest in a team that is of their standard or higher and not lower unless with the prior approval of the JNL Convenor.

On game day, the name of the **Guest** player must be printed clearly and ticked off on the scoresheet for record keeping. E.g. Shirley Yuen (Guest player) ✓

A **Guest** player may play a maximum of two games, **before** being registered as a player and, required to pay the associated fee. (If intending to play a third game and prior to playing the third game)

After playing for an independent team/club, a **guest** player may not play for another independent team/club within the same league season. The JNL Convenor may approve requests for such guests to play for a different team/club for their second match at his/her discretion.

Temporary players are defined as players already registered as JNL members playing for another JNL team from within that club.

Temporary players may only play in a team from within their club and that is of their standard or higher and not lower unless with the prior approval of the JNL Convenor.

On game day, the name of the **temporary** player must be printed clearly along with their team name (original registered team name) and ticked off on the scoresheet for record keeping. E.g. Karin Loram (U14 HKFC Snowstorm) ✓

Temporary players may play 3 games for a specific team, he or she will be required to move up to that team. All relevant registration should be update to reflect this.

In the event of a club being unable to field a team, they may submit a written request to the NHKC JNL Convenor for temporary player from a higher division. Such temporary players should be chosen according to the appropriate skill level of the temporary team.

j) **New Players**

New players arriving after initial registration must be approved by the JNL Convenor to join a team and should complete the registration online as a new player, including the Disclaimer form. This must be completed and the NHKC office must be informed by email, at least 24hrs prior to the new player's first date of play. New players must be clearly indicated on the score sheet for that day.

New players not approved by the JNL Convenor will be considered a defaulting player. New players must pay the appropriate registration fee before playing their third game. The offending team (i.e. the team playing the defaulting player) will be fined HK\$100 and incur a 4 point penalty.

New players may NOT be registered within 3 games of semi finals.

3. PLAYER ELIGIBILITY

- (a) The specified age groups for NHKC JNL are:

Opens (U19) born on or after 1st Jan 2008

U14 born on or after 1st Jan 2013

U12 born on or after 1st Jan 2015

U10 born on or after 1st Jan 2017

U8 born on or after 1st Jan 2019

If Clubs/teams are unable to register members eligible for U10 into an appropriate team, such players may be registered into a U8 team. (This should be indicated on registration of team)

- (b) **Male Players** are welcome to play NHKC JNL.

U10 + U8 – Male players may play in any position during the game.

U12 + U14 – A maximum of 3 male players may be on the court at any one time. There must only be 1x male in each third. i.e Male players may not play in GK and GD positions at the same time.

Opens (U19) – Teams wishing to field male players must submit a request in advance to the Junior League Convenor. Each request will be reviewed individually by the NHKC Executive Council. Approval will be at the of the NHKC Executive Council and individual players will be allocated a specific grade based on strength/physicality and size. A maximum of two male players will be permitted per team and only one male player per team may take the court at any one time. Decisions made by NHKC Executive Council are final.

Throughout the season, additional games, competitions and tournaments may be scheduled for mixed (female and male) and/or male players, distinct to the JNL competition format and points.

4. TRANSFERS

Any player wishing to transfer from one club to another club, or to go from an independent team during the season must obtain written approval from the JNL League convener and written agreement from the original club.

When determining whether to approve a transfer from one club (or an independent

team) to another club (or independent team), the NHKC may (i) require the requesting player to produce evidence in support of the reason underlying their request to transfer, and (ii) take into account the following factors including, but not limited to:

- a) The requesting player's well-being which shall be the primary consideration when allowing a transfer to another club/independent team.
- b) The requesting player's safety, for example, if the player is experiencing safety concerns such as harassment or bullying from team mates or coaches at their current team/club.
- c) The impact of the transfer of the player on the player's current team/club and the netball community as a whole.

Any team playing a transferred player without NHKC approval will be considered to have played a default player. The offending team (i.e. the team playing a defaulting player) will be fined HK\$100 and incur a 4 point penalty.

5. UNIFORMS

- (a) Wherever possible, teams should be in identical uniforms.
- (b) Where a team is not able to wear identical uniforms, similar but not identical kits may be worn providing they are predominantly the same colour.
- (c) Teams wishing to wear sports clothes (instead of designated uniforms/dresses) must wear the same predominant colours and use singlet bibs (not patches).
- (d) Uniforms/sports wear must be pocketless.
- (e) Where a team chooses to wear sports clothes they must contact the opposition before the match to ensure that kits on opposing teams are not too similar (including bib colour). If both teams intend to wear the same predominant colour, the team named second on the schedule must adjust to avoid confusion.
- (f) If two opposing teams take the court in uniforms that are similar or identical in colour, the team named second on the schedule must adjust the bib colour to avoid confusion.
- (g) Umpires have the right to ask teams to replace/change their bibs.
- (h) Subject to the exceptions at 5 (i) below, players may not wear extra items that are not part of the basic playing uniform, e.g., gloves, tracksuit pants. Players should not wear anything that could endanger themselves or other players such as

pockets, zippers, hoods or large hair clips. Players should ensure that when fastening items of clothing that the fasteners are not a danger to themselves or others. Umpires will ask players to remove any extra or potentially dangerous items before taking the court.

- (i) Players may wear (i) soft hats may for sun protection, (ii) bike pants (above the knee) under their uniform, and (iii) long tight-fitting athletic garments under their uniform when playing outside in cold conditions or if required for religious purposes. Bike pants and long tight-fitting athletic garments should either be entirely black or entirely the predominant colour of the team's uniform.
- (j) Subject to these By-Laws, players not in the same registered team uniform will not be able to take the court. Where a team has an alternate uniform registered, all players must wear the same predominant coloured registered uniform to take the court.
- (k) A team has until the second round (send game) of the league season to ensure all players have the correct uniform. The JNL Convenor may grant an extension of time to a club/team upon receipt of a written request in advance of the second round stating clearly the reason for the extension and a date by which the club/team will be in correct uniform.
- (l) The umpires are responsible for reporting to the JNL Convenor the failure of a team to comply with the uniform requirements as set out in this Section 4. The Team Captain of the opposing team may raise a potential uniform infringement to one or both of the umpires who are assigned to officiate the match before or immediately following the match. The umpire(s) will then determine whether there has been an infringement and/or whether it should be escalated to the JNL Convenor for further handling. Alternatively, one or both of the umpires may independently notify the JNL Convenor of any uniform infringements for further handling. Any complaints or allegations regarding uniforms received outside of this process will not be considered.
- (m) Any team determined to have offended the uniform requirements (i.e. team not playing in the correct uniform) will incur a 1 point penalty per match.
- (n) Playing positions must be worn by each player on court
- (o) New teams must submit their proposed uniform and colours to the JNL Convener for approval at team registration. Material changes to a club/team's uniform must also be submitted, including the proposed new uniform and colours, to the JNL Convener for approval, prior to the first game of the season.
- (p) No items of jewellery or sharp adornments are allowed. Medical bracelets (with JNL Convener approval) may be worn but must be taped. **Earrings CANNOT be taped.**

- (q) Fingernails shall be cut short and smooth.

6. WITHDRAWALS

Teams are strongly encouraged to consider the impact of a withdrawal on the netball community as a whole before deciding to withdraw from the league. Every effort should be made by a club/team to ensure that a team is not withdrawn given the impact it has on players and other teams in the league.

Any team wishing to withdraw from the league, under extenuating circumstances, must give two weeks' notice to the JNL Convener. When a team has withdrawn after the commencement of the season, all points and goals scored in the matches involving the team prior to its withdrawal shall be cancelled. A team shall only be considered withdrawn if notice of withdrawal has been given to the JNL Convener. There is **NO REFUND** of fees for a team withdrawing after commencement of league.

7. CONDUCT OF MATCHES

Coaches and players are reminded that they should conduct themselves consistently within the spirit of the game, whether they are playing, form part of the team bench or spectating. Any action displayed, which is contrary to the spirit of the game, is not permitted and will be sanctioned in accordance with these By-Laws and the World Netball Rules and Regulations.

Inappropriate behaviour and comments may result in a warning, penalty, suspension or ordering off by an umpire. Such behaviour includes, but is not limited to, calling to an umpire, disputing decisions, commenting on team or individual actions. Rule 13 of the World Netball Rules and Regulations provides further information on disciplinary action for unsporting behaviour.

<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>

All players, coaches, spectators and participants are expected to abide by the NHKC Code of Behaviour outlined in the NHKC JNL Handbook

a) Rules



Download the Rules of Netball App.

Available now on the App and Google Play stores.

U12, U14, OPENS matches shall be played in accordance with The Official World Netball rules. These can be accessed at App (available from [App](#) or [Google Play](#) Stores)

U10 + U8

UMPIRING: The umpire is expected to also coach the players from both teams during the game. Please make sure the umpire knows the modified rules (see below).

PLAYING THE BALL: Players have up to 5 seconds to play the ball

STEPPING: Players may shuffle on the spot to regain balance without moving down the court.

GOAL POST: will play at 8 feet or lowest possible position if both teams agree.

DEFENDING: Try to do one-on-one defence. Players may defend a shot at goal.

OBSTRUCTION: A player defending a player from the opposing team in possession of the ball must defend from a distance of 1.2 metres (4 feet).

CENTRE PASS: The initial Centre Pass will be taken by the team that won the toss and all other Centre Passes shall be taken by the team that DID NOT score the last goal.

SUBSTITUTIONS: The game time should be evenly distributed amongst all players.

A team (up to 15 players is allowed) may make unlimited substitutions at intervals or at any time during play.

* NHKC strongly advises teams to have a spare set of bibs of same colour for faster changes.

b) Timing

U12- Opens

All matches will be timed centrally by the NHKC representative on duty (Desk Duty)

Matches will consist of 4 x 12-minute quarters. If one match starts at a later time due to late arrivals the timing from the central clock must be adhered to.

There will be a 3-minute quarter and three-quarter time break and a 5-minute half-time break.

30 seconds prior to the end of each rest interval, umpires whistle will call players onto court.

Time starts again as soon as the interval has elapsed

Matches start and finish on the umpires whistle

Time does not stop for injury. The player concerned MUST LEAVE the court immediately

For all these stoppages, time will not be added to the end of the quarter or match. Serious injury takes all the time it needs.

No extra time if the game draws in regular season games. (Note Final series timing)

Tactical change is in play.

If a shorter season is required due to unforeseen reasons (such as unexpected cancellation of games), match timings may be adjusted for scheduling.

Some teams may be expected to play multiple matches on the same day.

U8 + U10

Matches are either centrally timed or managed by the playing team .

Matches will consist of 4 x 10 minute halves with a 2/3 minute break at half time.

Matches begin/restart and end on the umpires 'whistle.

Umpires will stop the game for injury in accordance with the World Netball Rule Book but will not add this time to the end of the quarter or the match. The injured player must leave the court immediately. Serious injury has no time limit.

Tactical change is in play.

c) Substitutions

Both teams have the right to make substitutions, and/or team changes:

- i. During an interval.
- ii. When play is stopped for injury/illness or blood.

If there is an infringement during a substitution, the umpire may award a free pass where the ball is when the interference or offside entry/exit occurs or play advantage where, for example, the opposing team is taking a shot at goal.

The number of substitutions is not limited provided the players used are those named for the match.

d) Points System

- 4 points for a win/forfeit
- 3 points for a draw
- 2 points for losing but scoring more than half of your opponents 'score
- 1 point for a loss

e) Jewellery and fingernails

No items of jewellery or sharp adornments, except a medical alert bracelet may be worn on court. Medical bracelets must be taped if worn.

Earrings must be removed and cannot be taped.

Fingernails must be short and smooth. The taping of nails is not permitted and NO gloves may be worn, unless a medical note has been provided and written approval from the JNL convener has been given.

Players removed from the court for contravention of these rules must abide by the substitution rules.

f) Injuries

If a serious injury occurs, the umpire may decide to suspend the match temporarily in the interest of the safety and welfare of players concerned.

Match time is not amended due to injury.

Any player who is bleeding from an injury will not be allowed to continue playing until the injury has been satisfactorily covered and the bleeding has stopped.

Refer to the World Netball Blood Policy.

If play has stopped due to injury, umpires should check the ball, the surrounding court and players for the presence of blood. Blood needs to be removed/covered before play can continue. refer to the World Netball Blood Policy.

g) Match balls

Clearly marked match balls will be provided by the NHKC. The Desk Duty supervisor will hand the match ball to the first named umpire. The umpire is responsible for returning the match ball to the Desk Duty supervisor.

h) Goal Posts

The specified height for goal posts for U12, U14, Opens is 10 feet.

The specified height for goal posts for U10 + U8 is 8 feet.

* U10 + U8: if both teams agree, goal posts may be left with the hoop in the lowest possible position.

Teams playing in the first time slot are responsible for setting up the posts on each court. Teams playing in the last time slot are responsible returning their own goal posts to the sheds and placing them in the correct manner.

i) Equipment

Each team is responsible for supplying their own equipment ie, balls/bibs etc.

Each team is advised to provide their own first-aid kit including ice packs.

j) Forfeiting of game by teams

- i. Teams must notify the JNL convener and NHKC office (by phone and email) of intention to forfeit by the forfeiting team, 48 hours prior to the match.
- ii. Teams forfeiting within 48 hours will incur a \$300 fine.
- iii. Should a team forfeit a match, four points (win) and ten goals shall be credited to the opposing team before match day. Ten points shall be debited against the team forfeiting.
- iv. Should a team forfeit after a match has commenced, the score will stand. 4 points (win) will be awarded to the opposition team and no competition points will be awarded to the forfeiting team.

i) Late Arrivals

- i. Players, substitution/s/late arrivals: please refer to the World Netball Rule Book.
- ii. Teams must have a minimum of five players to take the court.
- iii. Both teams should take the court in their positions at the beginning of the match.
- iv. If a match cannot begin because a team is late, the teams must inform the desk duty representatives and a record of time should be kept by both teams and the desk.

- v. If a team is unable to field 5 players, the opposing (ready) team should take the court in position and will be awarded one point for each minute that the match cannot go ahead, up unto the end of the 1st quarter.
- vi. Should any team fail to field five players by the end of the first interval (quarter/half), the match will be forfeited and 4 points (win) will be awarded to the opposing team. Forfeiture penalties will apply. NO competition points will be given to the forfeiting team.
- vii. Umpires should ensure that the score sheet reflects the goal advantage and that both team captains and managers are in agreement with the decision.

j) **Wet weather**

If the NHKC/JNL convener determines to stop games at or after half-time due to unforeseeable weather conditions, the score at the time of stopping the games will stand.

8. PROMOTION AND DEMOTION OF PLAYERS

(a) **Clubs**

- i. Any player may play up to **two** matches in a league season in a team in a higher division as a **temporary player**. where any club has more than one team playing in the same division, any player may play up to **two** matches in a higher ranking team (as ranked at registration OR confirmed by the JNL Convenor) within the relevant club. On the third game played with the relevant team, the player is deemed to be in the higher team and can no longer play in their original team.
- ii. A player shall not be registered in more than one team.
- iii. Unless a player has been officially demoted with acknowledgment from the JNL Convenor, that player may not play in a lower division game. Teams not adhering to this By-Law will forfeit any game in which they play the offending player.

(b) **Single independent teams**

- i. Any player may play up to **two** matches in a league season in a higher division single independent team as a **temporary player** without the team incurring a penalty. On the third and any subsequent games that the player has played up, the offending team (i.e., the higher ranked team) shall be fined HK\$100 and incur a 4 point penalty (default player)

6. COMPETITION FORMAT

The competition format of the league is dependent on the number of team entries per division. The NHKC Executive committee and NHKC JNL Convenor, with the guidance of the JNL Sub committee, will decide on the format after registration is closed and the details will be published on the NHKC website before the start of each season.

U12 - Opens Competition will play a round robin to determine the ranking of each team. The divisions will be adjusted according to the ranking. Teams ranked top 1 or 2 will be promoted to the next division.

U10 + U8 Competition will play ranking tournaments consistently for the first couple of weeks. Once the divisions have been set, they will be playing a round robin games.

If rescheduling forces a shorter season, NHKC may shorten game time or any other shorter length that the JNL Convenor needs to make the schedule work.

7. FINAL SERIES

The Final Series shall apply to U12, U14, Opens games only. (Does not apply to U10 and U8)

1. Finals Series configuration will be decided by the NHKC JNL Convenor and NHKC Executive Council, in consultation with the NHKC Sub Committee, at the completion of each competition and all possible rescheduled matches have taken place.
2. Participation in the Finals Series will be dependent on total points accumulated at the end of the season
3. If at the end of the competition rounds, two or more teams finish on equal points, the Finals Series shall be decided on goal averages.

The goal average for each team shall be decided as follows:

Total number of goals scored by the team, divided by the total number of goals scored against the team

i.e. $\frac{\text{goals scored}}{\text{goals scored against}}$

If goal average is identical, then goal difference will be applied:

the difference between goals for and goals against.

If outcome is still undecided, then the winner of the tie between two teams will determine the result.

- a. Teams must be declared to the NHKC League Convenor 72 hours before each game in the Finals Series.
- b. All players need to be registered with their Club and the NHKC JNL as registered players.
- c. New transfers are not permitted for games in the Finals Series.
- d. **Players must play at least 3 games for their registered team prior to the start of the semi finals and final game. The JNL Convenor and Executive Council reserve the right to override this rule.**
- e. If at full time the score is even, the umpires must notify the Duty Desk so that time can be monitored and the game will go into extra time rules.
- f. A 2-minute break will be given. Substitutions and changes are permitted at this interval. Following the 2-minute break, 5 minutes extra time each way will be played (no interval or substitution of players permitted unless for injury during this time). If a draw remains at the conclusion of 10 minutes extra time, a situation of sudden death will occur – meaning the ball shall return to the Centre for the next Centre pass and the team that scores the first goal shall be deemed the winner.
- g. Umpires for the Finals Series will be appointed and approved by the NHKC Umpiring Convenor and must be badged and have umpired at least three games during the current League season.

8. SCORERS and SCORE SHEETS

- 1. There will be one scoresheet per match. The scoresheets will be placed on clipboards at the designated courts or collected from the duty desk.
- 2. There will be no official scoresheets for the U10 + U8 age group scores will not be officially taken. However, it is asked that unofficial scores are recorded forwarded to the JNL convener for grading purposes.
- 3. **A Mercy Rule shall apply for the U8 and U10 competition, if the score exceeds 10 points. Coaches/Umpires and managers are responsible for the management of the Mercy rule and to applying it during the game. It should be noted on the unofficial score that the Mercy Rule was applied.**
- 4. Each team is responsible for providing a scorer for their own game.

5. Scorers should sit/stand together on the sideline at the centre of the court to ensure the accuracy of the score. Scorers be competent and fully understand their duty in respect of keeping the score and centre pass where applicable.
6. If a team cannot provide a scorer, the coach/manager/captain of the opposing team may agree to take sole responsibility for managing the scoresheet. There will be no disputes at the end of the match.
7. Scorers must keep a record together of the goals scored as well as the centre passes. (Team A = first centre pass team)
8. Umpires will not score
9. At the end of each quarter, the umpire must mark the quarter time score and mark the last centre pass.
10. Coaches/team managers should tick the names of any player that **TAKES** the court (Played) on the scoresheet. If found to be incorrect, the offending team will incur a 1 point penalty.
11. Coaches/team managers must write the FULL name clearly of any **temporary** (and team) **or guest players** participating in a match. If found to be incorrect, the offending team will incur a 1 point penalty.
12. If a player is not named on the scoresheet and is not a temporary or guest player, the coach/team manager must ensure that this player is properly registered before they take the court and write his/her name on the scoresheet.
13. A team must not exceed the maximum amount of allowable registered players per team per match. If found to be incorrect, the offending team will incur a 1 point penalty. **Guest players are included in the team registration numbers.**
14. Teams should take a photo of the scoresheet before returning the sheet to the duty desk.
15. Scoresheets should be returned to the desk at the end of each match.
16. Discrepancy in the score should be resolved by the two captains before the scoresheet is returned to the duty desk.
17. Protests to the final score will not be investigated by NHKC.
18. Scoresheets must not be edited or altered in anyway once submitted to the desk, unless at the attention and approval of the JNL convener.
19. Random checks of player identification may be performed to match registration lists. If found to be incorrect, the offending team will incur a 1 point penalty.

9. DESK DUTY

- (a) Clubs / teams will perform Desk Duty and will be rostered to Desk Duty throughout the league season on a proportional basis. It is the responsibility of the Club Convenor / Team Captains that Clubs/teams are aware of their duty night and to ensure that the duty is performed satisfactorily. If a club/team does not provide any representation for Desk Duty or perform it satisfactorily, the club/team will incur a 1 point penalty per team. Playing is not an excuse for non-performance of Desk Duty and the fine and penalty will apply. (NHKC reserves the right to assess on a case by case basis)
- (b) Clubs / teams will be asked to sign-in for Desk Duty and the Desk Duty supervisor must remain at the Duty Desk for the entire time of the duty.
- (c) The Desk Duty supervisor will report/log any game related issues. Only Team Captains and umpires may approach the Duty Desk regarding current games. If the Desk Duty supervisor is a club/team representative, they cannot be called upon to deal with controversial situations.
- (d) A NHKC representative can be contacted throughout the game day if the Desk Duty supervisor needs to query any issue arising. The NHKC representative is not responsible for doing the Desk Duty.
- (e) All escalation and clarification of league guidelines and rules must be performed by 12:00 noon on the day of the fixtures to the League Convenor. Any clarification of the league guidelines or rules on the night of the fixtures is not permitted and appropriate penalties will be levied where rules are deemed breached.

10. UMPIRING

a) Umpires divisions

Umpires are arranged unless specified otherwise at the time of registration. The NHKC Umpiring Convenor shall determine the level of umpire required for each division at the beginning of each season.

Where possible, higher ranked badged/experienced umpires will be assigned to the higher divisions, however, there are some draw constraints and on occasion, lower ranked umpires will be required to umpire higher divisions – umpiring requirements still need to be adhered to. In these instances, HNHKC will endeavour to assign an experienced mentor to that umpire(s)

In the final series, NHKC will endeavour to assign neutral Badged umpires where possible.

The NHKC Umpiring Convenor may allocate new umpires in training, or umpires wishing to upgrade their qualifications for any match throughout the season.

No person under the age of 14 years may umpire. All umpires under the age of 18 years must be supervised by a responsible adult from their playing club/team

Umpires CANNOT coach during the game or during the intervals (1/2 time) **except** for U10 and U8 games.

Clubs are required to pay \$150/game on the day of JNL by cash. Payment should be made to the desk duty prior to the game.

b) Reporting

Umpires should:

- 1) Report at least 15 minutes before the start of the game, unless playing beforehand
- 2) Sign in at the Duty Desk before the start of the game
- 3) Clearly print their name and sign the Umpire's score sheet. This sign-in sheet will be used by NHKC for umpire points and fines. After signing in the umpire should head to the assigned court for pre game duties.

c) Number of umpires

Matches will not commence until two umpires take the court.

In U10 and U8, umpires can coach both teams while umpiring (modified rules) It is recommended that there are two umpires for every match, however a match may commence with one, until a substitute umpire is found. Umpires should umpire only the half they responsible for.

d) Late, non-arrival of an umpire and unqualified umpires

If the designated umpire for a game has not arrived 5 minutes or more after the start of the first quarter, the playing teams may try to find a replacement umpire. If the playing teams are unable to find a replacement umpire, then each team shall provide one player to umpire. If one umpire has not shown, the two substitute umpires will umpire a half game each and may only swap at half-time. If two umpires have not shown, the two substitute umpires will umpire a whole game each.

If the umpire arrives late and the game has commenced with other umpires, then the substitute umpires must continue to umpire the game until half-time and the arriving umpire may not participate until after half-time.

If the umpire arrives after half-time and the game has commenced with other umpires, then the substitute umpires must continue to umpire the game until the end of the game and the late umpire may

Failure to umpire shall incur a penalty – two match points and the team shall be fined \$300 for a replacement umpire. If an umpire is LATE (less than 5 minutes)

and the game has started and a replacement umpire was used, then the team that the umpire is umpiring for will be charged \$150. This money will go directly to the replacement umpire. The umpire is deemed absent if he or she is more than 5 minutes late.

e) Umpiring duties

Subject to the foregoing, umpires cannot umpire two games in a row or umpire-play-umpire in breach of the League Umpiring Requirements. Umpires who breach this requirement will be suspended from the Approved Umpires List for two weeks, will be deemed an unqualified umpire and may be subject to unqualified umpiring penalties.

Where there is a minimum 15 minute break between matches, umpires may oversee back-to-back matches within the League Umpiring Requirements.

The NHKC reserves the right to assume the allocated umpiring duty of any team throughout the league season for the purpose of upgrading and or the qualification of umpires. In such circumstances, the NHKC will endeavour to provide one week's notice to any team affected, but this cannot be guaranteed.

Duty teams will be responsible for the payment of such umpires.

f) An Umpire's Decision

An umpire's decision shall be final and no appeal can be made during a match. The umpires have sole control over the game.

The umpires may be approached by a Team Captain for clarification of the rules ONLY during an interval.

Matches begin/restart and end on the umpires 'whistle.

Umpiring mentors may assist the umpire at any time during the game and at intervals, and may be required to assist if there is any confrontation or dispute.

Any dispute with an umpire will be penalised with whatever action is considered appropriate by the umpire in accordance with the World Netball Rules and Regulations:

<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>

g) Scoring

Umpires will not score. The umpires should check the score sheet at the end of each quarter and mark the quarter time score. If there is a discrepancy, it should be rectified before play continues, and if the discrepancy occurs in the final quarter, before the score sheet is handed to the Duty Desk.

After checking the score sheet each quarter, the umpires collectively, should ensure the direction of the centre pass at the commencement of the next quarter.

Umpires must sign the scoresheet at the end of each match. (U12 - Opens)

h) Whistles

It is the umpires responsibility to provide their own handheld whistle.

i) Registration

All non-playing umpires must register with the NHKC as a non-player member (adult or junior) using the Membership Application online.

16. DISCIPLINE

(a) Breaking of the Rules or By-Laws

The breaking of the rules set out in these By-Laws and/or the World Netball Rules and Regulations and/or any conduct contrary to the spirit of the game is not permitted.

(b) Misconduct

- i. Reports of misconduct against a team or player must be lodged **IN WRITING** with the NHKC within 48 hours of the match being played.
- ii. The League Convenor and/or the NHKC Umpiring Convenor will (A) notify players or teams of the misconduct report; (B) endeavour to investigate the report; (C) determine if the case needs to be referred to the Disciplinary Committee.
- iii. The Disciplinary Committee shall consist of the President, League Convenor and another NHKC Council member not associated with the offending club/team
- iv. If the President or League Convenor is associated with the offending club/team, another member of the NHKC Executive Council will replace them on the Disciplinary Committee.
- v. Any player found guilty of disputing an umpire's decision during a match or other misconduct, may be fined or disqualified from taking part in any match under the control of the NHKC for such time as may be decided by the NHKC Disciplinary Committee.

17. FIRST AID

The NHKC will provide a basic First Aid Kit at each of the league venues, which will be available from the Duty Desk. Trained medical officers will NOT be on duty. Teams/players should have their own First Aid Kits.

18. PENALTIES & FEES SUMMARY

- (a) All penalties and/or outstanding fees owed to NHKC must be paid before the semi final and final games of the JNL.

- (b) Teams who have fines outstanding above HK\$600 at the end of the first round of each league season will be asked to replenish their deposit.
- (c) Any player whose team has not paid all outstanding monies owed to the NHKC by the AGM of that year will not be able to register for the following league season until all fees and fines have been paid.

Penalty Infringement	Fine Amount	Point Penalty
Incomplete Score Card (Team lists/sign /tick)	HK\$200	-
Incorrect Guest/Temporary Player details	-	1
Scoresheet exceed maximum limit	-	1
Incorrect Team Uniform (after 2nd game)	-	1
Default Player	HK\$100	4
Umpire fails to show (before half time)	HK\$400	1
Umpire fails to show (after half time)	HK\$200	4
Unqualified Umpire fielded	HK\$200	2
Game forfeit with at least 48hrs notice given	HK\$200	0
Failure to notify game forfeit within 48hrs of game	HK\$400	4
Failure to notify game forfeit within 24hrs of game.	HK\$400	4
No show/forfeit on game day	HK\$600	4
Improper Desk Duty representation	HK\$200	1

Fees	Amount
Team Registration per team	HK\$300
Player Registration fee	HK\$275

19. CANCELLATION of GAMES

NHKC will make a call on the cancellation of matches owing to external factors as early as possible to avoid unnecessary travel - notification will be sent via email to the clubs/schools registered email address, NHKC Facebook page as well via the JNL WhatsApp group.

In the case of external factors that are likely to pose safety concerns (including adverse weather), the JNL Team will make a decision as soon as possible and communicate this accordingly.

Umpires, JNL Convener and NHKC will make the decision on cancellation of games, in consultation with both playing teams captains.

Please note that owing to limited court availability, if on any assigned dates, games cannot be played owing to external factors, NHKC will endeavour to reschedule fixtures. If this is not possible games will not be rescheduled, both teams will be awarded competition points equivalent to a **drawn game**.

20 . DISCLAIMER

Players are reminded that their participation in any netball game organised by the NHKC is at their own risk and that the NHKC will not be responsible for any personal injury or other accident sustained during any such netball game. In particular, players should note that the NHKC does not provide medical insurance for any participant in any netball game organised by the NHKC.

21. GENERAL

The NHKC Junior League Convenor and NHKC Executive Council shall have full discretionary powers in all matters not covered by the By-Laws. Once a decision has been made no further correspondence will be entered into.

Changes to the NHKC JNL By-laws may occur at the beginning of each season or as necessary with the approval of the HKNA Executive Council, provided that all changes will apply prospectively and convenors and Team Captains will be given at least 2 weeks 'notice before the changes take effect.