

Information, Rules, Terms and Conditions

Entry

Entry is only confirmed once entry fees have been paid. Bookings and payments are made online via the Connect Portal:

<https://www.usbonline.bham.ac.uk/Connect/>

If you do not know your PIN, select "forgotten PIN" then enter your University email address to receive it. Once logged in, select "Make a booking" then "Campus League" before selecting your desired sport/league.

If you wish to pay via a Guild Purchase Order (e.g from a Guild student group/societies account) please email your team name together with which league(s) you wish to enter to:

campusleague@contacts.bham.ac.uk

You will then receive an email confirming prices to show to the Guild. Forward any received Guild Purchase Order to the Campus League inbox – your space in the league is only confirmed once this has been received.

Late Entries

The deadline for entries to this league is Friday 5th October, 12:00. Entries after this date may still be received (if there is space in the league) but an additional £10 late fee will be applied.

Refunds

Entries are non-refundable and non-transferable except in the event of the league being cancelled.

Leagues

Matches will take place 12:00 – 14:00 on the Thursday league and 12:00 – 17:00 on the Sunday leagues. All fixtures take place in Munrow Arena 2 or 3 at UoB Sport & Fitness Club

League Format

The leagues will be played out in a round robin format over Terms 1 & 2. The year will end with knockouts and finals.

Awards

Medals are available to the winners of each league. The knockout tournament winners will have their team name engraved on the Campus League Netball Cup.

Fixtures

All fixtures will be viewable via Playwaze:

<https://www.playwaze.com/>

Or via the Playwaze app:

iOS: <https://itunes.apple.com/gb/developer/playwaze-ltd/id1000217218>

Android: <https://play.google.com/store/apps/dev?id=8110707711569600047>

As captain, you will be sent an invitational link for your team which will be set up for you. From there, you can invite your players directly to your team. Further information, including how to use the platform will be communicated to you closer to the league start date.

Brook's Bar Partnership

Campus League participants will receive exclusive deals and offers in Brook's Bar sent directly to them via the Playwaze app, including:

- All Campus League participants will benefit from 10% off drinks after 5pm Sunday – Thursday & 10% off all food on Sundays
- Weekly Pub Quiz FREE for all Campus League participants

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Information, Rules and Regulations

- Teams entered automatically into a monthly prize drawer
- In addition to Campus League deals & offers, the Brook's Loyalty Card enables access to a wide range of deals and offers that change each month (subject to availability)

Umpires

Umpires are provided by University of Birmingham Netball Club.

Equipment

All equipment is provided by Campus League, so just bring your playing kit. Please check the rules for specific competition information.

Continued Non-attendance

If you do not turn up to a fixture, the other team will be awarded a walkover. Continued non-attendance for league fixtures will incur the following penalties

- 1 match = Warning
- 2 matches = 3 pts deducted
- 3 matches = Expulsion from the league

The relevant Sports Rep or Campus League Manager will award the walkover and penalise the offending team.

Conduct

Campus League places an emphasis on sportsmanship, team spirit, fair play and above all enjoyment of the game! Any behaviour on or off the courts that goes against this ethos will result in disciplinary action. This can include expulsion from Campus League with no refund given.

Complaints Procedure

In the event of a complaint:

1. A report is to be submitted by the captains of both the teams involved, the referee/umpire (where applicable) and any member of staff that was working at the facility.
2. These reports will be submitted to the Campus League co-ordinator for review.
3. If the complaint is upheld, this will result in a formal warning to the offending team as well as a 3 point deduction in their league total
4. In the event of a second complaint, points 1 and 2 will be carried out concerning the new complaint and if upheld, the team may be removed from the league with no refund given. This can include entry refusal to future Campus League events.

It should be noted that in all the above instances the decision of the Campus League co-ordinator is final and in some serious cases the procedure will move straight onto point 4. This is purely at the discretion of the Campus League co-ordinator.

RULES

1. All matches will be played according to the rules as stated by the INF, with the exceptions as stated below.
2. Matches will be four 7 minute quarters, with a minute break between each quarter and 2 minutes for half time. Matches need to be played in forty minute slots so games must be started promptly. No game shall run over its allocated time slot, as the next match will need to start. The final result will be that of the score at the end of the match, or the end of the allocated slot time (whichever comes first).

Information, Rules and Regulations

3. All matches must be played to the umpire's interpretation of the rules of netball. The umpires decision is final.

4. The University of Birmingham Netball Club will provide umpires. If the umpire fails to turn up, 2 players from each side must be nominated to umpire ½ a match each, at the agreement of the two captains. For this reason players on your team **MUST** be aware of these and INF rules. **Matches will NOT be rearranged should an umpire fail to turn up.**

5. There can be a maximum of 3 males on the court at any one time (per team). Teams can have no more than 1 male in an attacking position and 1 male in a defensive position at the same time.

6. Teams may have up to 12 players in their squad. Any number of substitutions can be made during a match. Substitutions and team changes can be made either at an interval, or when play is stopped for an injury or illness. Players who have been substituted may return to the game at a later stage.

7. There must be a minimum of 5 players (per team) on the court in order for the match to be played. No more than 2 of these can be male.

8. All players must wear coloured bibs that have the initials of the playing positions marked on the front and back of the bib.

9. Bibs and balls will be available to borrow from Sport & Fitness reception, a Student/Staff ID card must be left as a deposit.

10. No jewellery may be worn on court, fingernails must be trimmed.

11. Any injuries resulting in bleeding must be dealt with immediately and a member of UBSport operations staff contacted. No bleeding players are allowed on court.

12. There is no indication required from the umpire when a throw in is taken. The player may simply step up to the line and take the throw in when they are ready, however they must still obey the 3 second rule.

13. Teams failing to turn up to play will have 1 point deducted from their league table score, unless suitable notice & a valid reason is given to & accepted by the Campus League coordinator and the opposition. Teams failing to turn up within 15 minutes of the designated start time will forfeit the game.

14. All matches **MUST** be played on the date and time as stated on the original fixture list. No matches will be re-arranged unless in exceptional circumstances. Re-arranged fixtures are totally at the discretion of the Campus League coordinator and will only occur under extreme circumstances.

15. The captains of both teams will be responsible for inputting their results via Playwaze. Any result not posted within 24 hours of the match being played, may be deemed as void.

17. Absolutely NO University 1st or 2nd team players who regularly represent the university in BUCS competitions are allowed to play within Campus League. University 3rd and 4th team players are eligible to participate under the following restrictions per team:

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Information, Rules and Regulations

- a. A maximum of one 3rd team player on the court at any one time, with no other university players on the court
- b. A maximum of two 4th team players on the court at anyone team

Teams which do not stay within these restrictions will forfeit their match(s). Captains must submit details of BUCS players when requested, which will be verified by Club Development.

18. Points will be awarded as follows:

win = 3 points

draw = 1 points

loss = 0 points

A walkover will be taken as 10-0.

19. Points within the division will be calculated by:

Number of points

Goal difference

Result of match between tying teams

Number of overall wins

20. If your team fails to turn up to play on 3 occasions, your team will be immediately withdrawn from the league. A replacement team will be found and no refund will be given.