



Netball NI

Competition Rules and Guidance (CRAG)

2026-2027

Approved final version Aug 2027

**Playball | Stormont | Stormont Estate
Upper Newtownards Road | Belfast | BT4 3TA**

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1.0 GOVERNING BODY

1.1

The Articles of Association of Netball Northern Ireland (NNI) govern the administration of netball from grassroots through to elite participation within Northern Ireland.

1.2

All matches and competitions shall be conducted in accordance with:

- The current **World Netball (WN) Rules of Netball**; and
- Netball Northern Ireland (NNI) Competition Rules and Guidelines (CRAGs).

1.3

The Netball Northern Ireland Competitions Working Group (CompWG) is authorised by NNI to:

- Administer all domestic competitions and fixtures; and
- Ensure the consistent implementation and application of these rules.

1.4

The Officials Working Group (OWG) is authorised by NNI to:

- Oversee the development, appointment, and standards of officials; and
- Ensure the appropriate implementation of officiating regulations within competitions.

1.5

The Schools Working Group (SWG) is responsible for:

- Affiliated post-primary school competitions; and
- Supporting structures for primary school competitions through designated working groups.

1.6

All players, coaches, officials, clubs, and members are required to:

- Be familiar with and adhere to all applicable rules and regulations; and
- Comply with the Netball Northern Ireland [Code-of-Conduct-Feb-22.pdf](#)

1.7

Clubs and schools are responsible for ensuring that all relevant information issued by NNI is communicated effectively to their members.

1.8

All affiliated clubs must have at least one registered representative in attendance at the Netball Northern Ireland Annual General Meeting (AGM).

1.9

All competition entry fees (including League and Shield & Plate competitions) must be paid in full by the specified deadline.

2.0 NETBALL NORTHERN IRELAND COMPETITIONS WORKING GROUP

2.1 Composition

The Competitions Working Group (CompWG) shall consist of a minimum of five (5) appointed volunteers.

2.2 Responsibilities

The CompWG is responsible for the organisation and administration of:

- a) All NNI-affiliated domestic club competitions
- b) The annual production of:
 - Fixture schedules; and
 - Official competition results
- c) The structure, scheduling, and draws for all club competitions

2.3 Governance and Oversight

The CompWG reserves the right to:

- Review and verify team registrations, player eligibility, and transfers; and
- Apply competition rules and sanctions where required.

2.4 Rule Amendments

NNI and the CompWG reserve the right to amend, introduce, or remove rules where necessary to support the effective operation and development of the game.

- Any rule changes will be:
 - Approved by the NNI Board; and
 - Communicated in writing to all affiliated clubs
- Wherever possible, rule changes will take effect **between seasons**.

2.5 Club Queries and Clarifications

Any queries regarding the interpretation or application of these rules must:

- Be submitted in writing by the Club Secretary; and
- Be sent to the CompWG via the official contact email. nnicompwg@gmail.com

3.0 TEAM ENTRY

3.1 Eligibility to Enter

To enter any Netball Northern Ireland (NNI) competition, a club must:

- Be fully affiliated with Netball Northern Ireland for the current season; and
- Meet all competition-specific entry criteria as outlined by NNI.

3.2 Club Entry Agreement

By entering a team into any NNI competition, the club agrees that:

a) It understands and will comply with all rules and regulations outlined in the NNI Competition Rules and Guidelines (CRAGs).

b) It is able and willing to fulfil the financial, organisational, and participation commitments required for the competition.

c) It will adhere to all deadlines set by NNI, including (but not limited to):

- Registration deadlines
- Fixture scheduling deadlines
- Result submission deadlines

Failure to comply with deadlines may result in sanctions, including removal from the competition.

3.3 Club Requirements

All clubs entering NNI competitions must:

- Meet Netball Northern Ireland club standards (where applicable).
- Work towards any minimum operating standards set by NNI prior to the start of the competition. (*Note: Finalised standards to be confirmed and communicated by NNI prior to season start.*)
- Ensure all teams have appropriately appointed personnel, including:
 - Coach
 - Primary Carer / First Aider
 - Scorer and/or Timekeeper (as required for matches)

3.4 Responsibility and Conduct

3.4.1 Team Responsibility

It is the responsibility of the Team Coach, Team Manager, and Captain to ensure that:

- All players are aware of and understand the competition rules; and
- All administrative and match requirements are fulfilled correctly.

3.4.2 Behaviour and Conduct

Clubs and teams are accountable for the conduct of:

- Players
- Coaches and team officials
- All club members and volunteers
- Spectators and supporters

All individuals must comply with:

- The Netball Northern Ireland [Code of Conduct](#); and
- The NNI Anti-Bullying Policy Breaches may result in disciplinary action.

3.4.3 Safeguarding

All clubs must comply with Netball Northern Ireland safeguarding policies and procedures at all times. [Netball-Safeguarding-Policy-Feb-2025.pdf](#)

3.4.4 First Aid Provision

Each team is responsible for ensuring appropriate first aid provision is available at all matches.

4.0 KIT / DRESS (UNIFORM)

4.1 Club Kit Registration

Any new club entering NNI competitions must not adopt a playing kit that is identical or substantially similar to that of an existing affiliated club.

- All club colours and designs must be submitted to the Competitions Working Group (CompWG) for approval.
- Written confirmation must be received before any kit is ordered or used in competition.

4.2 Changes to Registered Kit

Any club wishing to change its registered playing kit (including colours or design) must:

- Submit details of the proposed changes to the CompWG; and
- Receive written approval prior to ordering or using the new kit in competition.

4.3 Kit Requirements

- All players must wear the club's registered kit during matches.
- Teams must ensure positional bibs /patches are clearly visible and compliant with World Netball rules.

4.4 Inclusive Uniform Policy -

Netball Northern Ireland supports an inclusive approach to uniform:

- Dresses are **not compulsory**; and
- Players may wear alternative appropriate sportswear (e.g: t-shirts, shorts or leggings) in line with club colours and competition regulations.
- **It is recommended that players U18 wear 5" undershorts if choosing to wear a dress**

5.0 PLAYER & CLUB ELIGIBILITY

(NNI Affiliation & Online Registration Process)

• 5.1 Affiliation Period

The Netball Northern Ireland affiliation year runs from **1 September to 31 August**.

5.2 Individual Affiliation

5.2.1 Registration Requirement

All individuals involved in an affiliated NNI club must be registered via the official online system, including:

- Senior and Junior players
- Social, mini's and casual club members / players
- Coaches, officials, and umpires
- Club office bearers and assisting club volunteers

5.2.2 Eligibility to Play

No player, or team may participate in any competitive match until:

- Their NNI affiliation is complete; and
- All relevant fees have been paid and confirmed through the registration system.
- It is recommended that all coaches are assigned to each team online in appropriate place on team sheet also

Sanction: See **S1 / S2 – Incorrect Registration**

5.2.3 Club Affiliation

Each club must:

- Complete affiliation through the NNI online platform; and
- Pay all required affiliation fees by the specified deadline

Any issues relating to payments should be directed to the NNI Governance Lead.

5.3 Club Entry & Team Allocation

5.3.1 New Teams Entering Competition

- New teams will normally be placed in the **lowest league division**.

- Clubs may apply in writing for placement in a higher division.
- Final league allocation is at the discretion of the CompWG.

5.3.2 League Structure Constraints

- A club may have a maximum of **two (2) teams in any one division**.
- Each division will normally consist of a maximum of **eight (8) teams** (subject to seasonal variation).

5.3.3 Late Applications

Applications submitted after the official entry deadline:

- Are not guaranteed to be accepted; and
- Will be considered at the discretion of NNI and the CompWG.
- If not permitted, a rationale will be provided

5.3.4 Club Identity

A club may not register under the name (or partial name) of an existing affiliated club without:

- Written consent from the existing club; and
- Approval from the CompWG.

5.4 Team Registration Requirements

5.4.1 Minimum Player Requirement

Each team must have a minimum of **seven (7) registered players** assigned to their team panel via the online system.

Sanction: See **S2 – Team Registration Requirements**

5.4.2 Online Team Panel Management

- All players must be assigned to the correct team panel within the online registration system **before participating in a match**.
- Only players listed on the team panel may be selected on match day team sheets.
- All coaches should be registered to club and assigned to each team panel within the online registration system

Sanction: See **S1 / S2 – Incorrect Registration**

5.4.3 Competition Eligibility

A player must:

- Be correctly affiliated; and

- Be assigned to a team panel before being eligible for selection on a match team sheet and participation in competition.
- Super League players may not play below their club 1sts if taking part in NNI league /shieldplate/Cup competitions, and are bound by all other applicable eligibility rules for fixtures
- See section 6.2.2, 6.2.21 & 6.2.3 Premier league competition

Sanction: See S2 & 3

6.0 PLAYER MOVEMENT & ELIGIBILITY

This section outlines all rules relating to:

- Player transfers between clubs
- Playing up within a club
- Movement between teams within a club
- Eligibility across competitions

6.1 PLAYER TRANSFERS BETWEEN CLUBS

6.1.1 Transfer Process

A player wishing to transfer between affiliated clubs during a season must:

1. Notify their current club by email of their intention to transfer
2. Send approval of current Club's release to the new Club
3. Confirm they have no outstanding obligations (e.g. fees)
4. Initiate the transfer via the online registration system

The transfer must then be:

- Approved by the current club; and
- Approved by the receiving club

The player must then:

- Log back into their account; and
- Select "**Complete Transfer**" to finalise the process

The new Club/Player must notify the relevant league manager of the individual's details

6.1.2 Eligibility to Play Following Transfer

A player is only eligible to play for their new club when:

- The transfer process is fully completed; and
- The player is available for selection on the online team sheet

Clubs must not field a transferred player until this process is complete.

Sanction: See **S3 – Incorrect Player Registration**

6.1.3 Automatic Approval

If either club does not respond within **3 working days**, the system may auto-approve the transfer.

However:

- The player must still complete the transfer process manually; and
- Remains ineligible until fully completed.
- League Manager(s) should be notified of all confirmed changes

6.1.4 Transfer Deadline

- In-season transfers must be completed by **31 December**
- After this date:
 - Players may train with a new club;
 - But are **not eligible** to play in any competition until the following season

6.1.5 Shield & Plate Restriction

A player who has played in a Shield or Plate competition (i.e S & P) for one club:

- Is **not eligible** to play in the same competition for another club in the same season

Sanction: See **S4**

6.2 PLAYING UP (WITHIN A CLUB)

6.2.1 Senior Players Playing Up (Across all Club Competitions- Full Season)

A player registered to a lower **senior** team may play for a **senior** higher team within the same club, subject to:

- Play up's will now be noted as how many separate quarters a player plays on court for a higher team. If a player takes the court at any point during a quarter for the higher team, that quarter counts as **one play-up quarter**.
- A maximum of 24 play-up quarters is permitted during the season. This is equivalent to six complete matches where all four quarters are played as play-ups.

- The player's cumulative play-up quarter total must be recorded on the official match result sheet whenever the player plays up, except where the Premier League play-up provision under 6.2.2 applies.
- The club is responsible for ensuring the recorded total is accurate. The league manager will check and maintain a central record.
- A player may not take the court for any quarter that would take their cumulative play-up total above 24 quarters unless their re-registration to the higher team has been submitted and approved before the start of that match.
- Where a player is expected to reach or exceed their 24-quarter limit during a match, the required re-registration must be completed before the start of that match.
- A player may not enter a quarter that would take them beyond their permitted play-up allowance unless the re-registration has been approved before the match begins.
- If re-registration was submitted because the player was expected to exceed the limit but the player ultimately does not exceed the limit, the club must notify the League Manager after the match so that the player's registration status and play-up record can be confirmed.
- The 24-quarter allowance applies cumulatively across all higher senior teams within the player's club and across all competitions covered by this rule.

Once re-registered:

- The player becomes a member of that higher team; and Cannot play for any other team within ANY competition for the remainder of the season."

Sanction: See S2 – Incorrect Registration

6.2.2*Unlimited Premier League appearances Caveat 2026-2027 season

For the 2026–2027 season only, a player registered to Senior 1 or below, including eligible junior players, may play up to a club's Premier League team without their Premier League appearances counting towards the standard 24-quarter senior play-up allowance.

All 1st teams within the Premier league MUST select a minimum of 7 protected players although clubs may nominate more than seven players and these must be approved by CWG to ensure players are regular 1st team players and confirmed as regularly available. See section 6.2.3

The nominated seven players are **not eligible to use the Premier League play-up provision**, because they are already Premier League players 1st team players..

****Premier League caveat (Clubs with 2 Premier League Teams)**

6.2.21 Where a club has two teams competing in the Premier League, the unlimited Premier League play-up provision applies only to players registered to teams below the Premier League.

A player registered to a club's 2nd Premier League team is not eligible to use the unlimited Premier League play-up provision to play for that club's 1st Premier League team.

Any player registered to the 2nd Premier League team who plays for the 1st Premier League team will be subject to the standard 24-quarter senior play-up allowance.

Any quarters played by a 2nd Premier League team player for the club's 1st Premier League team will therefore count towards the player's cumulative 24-quarter play-up allowance.

For the purposes of this regulation, where a club has two teams competing in the Premier League, the 1st Premier League team is considered the higher team and the 2nd Premier League team is considered the lower team.

Sanction: See S2, S3 & S4

6.2.3 Selection of Protected Players for 1st Team within Premier League

The Protected Players should be selected fairly, transparently, and with integrity, taking into account previous Premier League participation, playing level, and performance standards.

In determining the nominated seven (7) players, clubs should consider the following criteria:

- Any current Northern Ireland Senior International should ordinarily be included within the nominated group;

- Any player who has consistently competed in the Premier League over the previous two seasons should ordinarily be included;
- Any player who has consistently represented the club's 1st team over the previous two seasons should also be considered, particularly where a club has newly progressed into the Premier League.
- **Clubs must consider player welfare, injury status, training load and player availability when selecting players under this provision. Player welfare must take priority over competitive considerations.**
- Any training load requests or requirements instructed by NNI High Performance / Pathway staff take priority in any situation where a player may be available via play ups.

6.2.4 Play-Off Exception (Competition Specific)

Where applicable, teams competing in League Competition play-offs may be granted:

A maximum of four additional play-up quarters per player may be granted for the relevant play-off competition.

- This must be approved in advance by the League Manager

6.2.5 Junior Players Playing Up (u14, u16, u19)

Junior players may play up subject to the following:

- Players must be **aged 15 or above** to play in senior competition
- A maximum of **24 quarters** is permitted across all competitions including Senior League and S&P, Junior League and Cup and Plate competitions.

On the **25th quarter appearance**, the player must:

- Be re-registered to the higher team and remain in that for completion of the season.
- Once re-registered the player cannot return to a lower or any other higher team within that competition
- Sanctions: S2,3&4

6.2.6 Underage Performance Player Exception

Applications may be made for underage (i,e Under 15) performance players to play above standard age regulations. -

- Applications must be submitted to the Competitions Working Group
- See **Appendix – Underage Performance Player Guidance(Link) - document for rational and signatories upload 6.2**

6.2.7 ADDITIONAL GUIDANCE (PLAYER DEVELOPMENT)

The following are recommendations (not mandatory rules):

- Players selected for U17 National Squad or above are encouraged to:
 - Compete at U19 or senior level where appropriate
- Players in U21 National Squad are encouraged to:
- Compete within senior leagues to support development

All decisions should be made collaboratively between:

- Club Coaches and Performance Coaches
- Players
- Parents/guardians

6.3 PLAYER MOVEMENT BETWEEN TEAMS (WITHIN A CLUB)

6.3.1 Movement Down (Senior Players) In Exceptional Circumstances

A player moving from a higher team to a lower team must:

- Receive approval from the League Manager; and
- Be formally reassigned within the registration system

Once approved:

- The player becomes a member of the lower team; and
- **Cannot play** for a higher team for the remainder of the season

Exception:

Where movement is due to injury or illness, reinstatement to the higher team may be considered with supporting evidence.

6.3.2 Social Player Progression

A social or casual player wishing to participate in competition must:

- Upgrade their affiliation to the appropriate level; and
- Be added to a team panel before playing

All standard **playing up rules apply** from their first match.

7.0 LEAGUE STRUCTURE & MATCH PROTOCOL

7.1 LEAGUE STRUCTURE

7.1.1 League Format

The structure of all Netball Northern Ireland (NNI) leagues will be determined annually by the Competitions Working Group (CompWG).

Leagues may include (but are not limited to):

- Premier League
- Senior Leagues (Senior 1, Senior 2, etc.)
- Junior Leagues (U19, U16, U14)

7.1.2 Age Group Eligibility

Eligibility is determined by **date of birth**:

- **U19:** Under 19 players should be in Year 14 and below, born on 2 July 2008 or after. Date of Birth is the deciding factor if School Yr / DOB are in conflict
- **U16:** Under 16 players should be in Year 11 and below, born on 2 July 2011 or after. Date of Birth is the deciding factor if School Yr / DOB are in conflict
- **U14:** Under 14 players should be in Year 9 and below, born on 2 July 2013 or after. Date of Birth is the deciding factor if School Yr / DOB are in conflict

7.1.3 League Composition

- Each league will normally consist of up to **eight (8) teams**
- The CompWG reserves the right to adjust league sizes and formats based on entries each year

7.2 MATCH FORMAT

7.2.1 Senior & U19 Matches

- 4 quarters of **15 minutes**
- Intervals:
 - 3 minutes between Q1–Q2 and Q3–Q4
 - 5 minutes at half time

7.2.2 U14 & U16 Matches

- 4 quarters of **10 minutes**
- Same interval structure as above

7.2.3 Extra Time (Where Required)

Where a result is required (e.g. play-offs or knockout matches), extra time will be played in accordance with current World Netball rules pg 17 RULE 2 pts 5-8

[.netball.sport/wp-content/uploads/2024/01/World-Netball-Rules-Book-2024.pdf](https://www.netball.sport/wp-content/uploads/2024/01/World-Netball-Rules-Book-2024.pdf)

7.2.4 Minimum Player Requirement

- A match may begin with a minimum of **five (5) players**
- One player must play Centre

If a team cannot field five players the match will be awarded to the opposition

Sanction: See **S8 – Forfeit**

7.3 MATCH DAY REQUIREMENTS

7.3.1 Team Sheets

- All teams must complete the official **online team sheet** before the match deadline
- A printed copy must be available at the match

7.3.2 Player Limits

- Maximum of **12 players** listed on the team sheet
- Only listed players and **named team officials** may occupy the team bench

Sanction: See **S5**

7.3.3 Match Officials

Each match must have:

- 2 qualified umpires
- A scorer and timekeeper
- The **Home team** is responsible for providing the official scorer, away must provide the official timer
- Officials **must** sit together and separate from team benches
- Officials (umpires, timer & scorer) must sign the official match result sheet

7.3.4 Match Ball & Equipment

- The Home team must provide match balls compliant with World Netball standards
- Teams must wear registered kit and appropriate footwear

7.3.5 Start of Play

- A coin toss determines first centre pass
- The opposing team selects goal end

7.4 MATCH ADMINISTRATION

7.4.1 Result Recording

At the end of the match:

- The official match sheet **must be**:
 - Completed in full for both teams
 - Signed by both umpires and both captains (or coaches for junior teams)
 - Signed by BOTH official Timer and Official Scorer
- Any player who did not take the court must be clearly marked / struck through

7.4.2 Result Submission

- The **winning team** (or home team in the event of a draw) is responsible for submitting the match result:
 - By email or agreed format (league manager designated) to the relevant Competition Manager
 - Within **24 hrs of match being played**
- The subject line must include:
 - League name
 - Team names
 - Final score
- A clear image of the match sheet must be attached

Sanction: See S6 / S7

7.4.3 Online System Updates

- Both teams are responsible for ensuring their **online team sheet is accurate and submitted**
- Discrepancies may result in sanctions

7.4.4 Record Keeping

- Both teams should retain a photo of the completed match sheet for reference

7.5 MATCH CONDITIONS & PROTOCOL

7.5.1 Court Requirements

- Matches must be played on courts that meet World Netball specifications

Where a non-standard court is used:

- The Away team must be informed in advance
- Agreement must be reached prior to the match
- Details must be recorded on the match sheet

7.5.2 Bench Conduct

During play:

- Coaches, players, and officials must remain in the team bench area
- Bench players may leave for valid reasons (e.g. warm-up)

Movement between concurrent matches is not permitted, except for medical emergencies.

7.5.3 Kit Clash

Where teams have similar kit colours:

- The **Away team** must provide contrasting bibs
- Umpires will make the final decision

7.5.4 Match Duration Adjustments

- Any changes to match duration or intervals must:
 - Be agreed by both teams; and
 - Be communicated to the umpires
- In exceptional circumstances, shortened matches may be played and the result will stand

7.6 MATCH OUTCOMES

7.6.1 Points Allocation -

Result	Points
Win	+5
Draw	+3
Loss	0
Forfeit (offending team)	-5
Forfeit (non-offending team)	+5

Bonus Points: (*not used in S&P and C&P competitions)

- Senior/U19/U16/U14:
 - Loss within 5 goals = +2
 - Losing bonus within 50% = +1

7.6.2 Official Result

- The score recorded by the **official scorer** is the final result

7.7 Match Format

Unless otherwise specified:

- Matches will be played as:
 - 4 quarters of **15 minutes**
 - Standard interval timings (as per Section 7.2)
- Any variation/ changes will be communicated in advance.

8.0 COMPETITION FIXTURE ARRANGEMENTS

- Netball Northern Ireland (NNI) and the Competitions Working Group (CompWG) aim to ensure that **all scheduled matches are played**. Clubs are expected to work collaboratively and proactively to fulfil all fixtures.

8.1 GENERAL PRINCIPLES

8.1.1

All clubs have a responsibility to:

- Arrange fixtures in a timely manner as detailed in 8.2.2
- Communicate effectively with opposition teams

- Ensure all matches are fulfilled within the competition schedule

8.1.2

It is the responsibility of each club to fulfil all scheduled competition fixtures.

8.2 HOME TEAM RESPONSIBILITIES

8.2.1 Fixture Arrangement

- Home teams must arrange fixtures and secure venues **as soon as the fixture list is published**.

8.2.2 Initial Contact & Confirmation

- The Home team must contact the Away team **no later than 14 days prior to the fixture** to propose:
 - Date
 - Venue
 - Start time
- Confirmation must be issued **via email**
- The Away team must respond to confirm the agreed arrangements

See **Sanction S11**

8.2.3 Failure to Contact

- If the Home team fails to make contact within the required **14-day timeframe**, the match may be recorded as a **forfeit by the Home team**

See **Section 9 (Forfeits)** and **Sanction S11**

- *(Note: Shield & Plate competitions may operate under different timelines depending on stage—refer to relevant section.)*

8.3 AWAY TEAM RESPONSIBILITIES

8.3.1 Response to Fixture Confirmation

Where the Home team has provided fixture details within the correct timeframe:

- If notice is **14–21 days** in advance:
 - The Away team must respond within **7 days**
- If notice is **more than 21 days** in advance:
 - The Away team must respond no later than **14 days prior to the fixture**

8.3.2 Failure to Respond

- If the Away team fails to confirm within the required timeframe:
 - The match may be recorded as a **forfeit by the Away team**

- The non-offending team must:
 - Notify the Competition Manager
 - Provide evidence (email correspondence)
 - Copy the opposition team

See **Sanction S11**

8.4 FIXTURE AGREEMENT & FLEXIBILITY

8.4.1 Match Date Allocation

- The Home team is required to offer **one suitable match date** within the fixture window
- The Away team must:
 - Raise any genuine issues promptly
 - Engage constructively to agree the fixture

8.4.2 Cooperation Between Clubs

NNI encourages all clubs to:

- Be flexible where possible
- Work collaboratively to ensure fixtures are played

However:

- Venue availability and scheduling constraints are recognised
- Clubs are **not obligated** to offer multiple alternative dates

8.4.3 Failure to Agree

- If no agreement can be reached:
 - The fixture will default to the Home team's proposed arrangement
 - Failure to fulfil the fixture may result in a **forfeit**

8.5 PRE-SEASON NOTIFICATION & CLUB FIXTURE RESTRICTION/ LIMITATIONS

8.5.1 Pre-Season Notification

Clubs with known fixture restrictions for the upcoming season or limitations must:

- **Notify the Competition / League Manager prior to the start of the season; AND**

- Advise all relevant teams within their league.

8.5.2 Fixture Arrangements

Home teams are not obligated to accommodate alternative fixture dates. However, clubs are encouraged to work collaboratively and be as accommodating as reasonably possible.

8.5.3 No Viable Alternative

Where no mutually acceptable alternative fixture arrangement can be agreed: The team unable to fulfil the scheduled fixture shall forfeit the match; unless The Competition Manager determines that exceptional circumstances apply.

8.5.4 Finals & Pre-Scheduled Events

Finals, tournament days, or other pre-scheduled competition events (including events scheduled on Sundays or public holidays):

- Cannot ordinarily be rescheduled;
- Require participating teams to ensure availability at the point of competition entry.
- Clubs should notify the Competition Manager at the point of entry of any significant restrictions or limitations. While CWG will endeavour to accommodate requests where reasonably possible, accommodation cannot be guaranteed.

8.6 FIXTURE WINDOW & MATCH DAYS

8.6.1 Fixture Window

- Matches may be played on any day within the **designated fixture week** as published

8.6.2 Premier League & Senior 1

- Fixtures may be:
 - Pre-arranged centrally by NNI
- Rescheduled matches must:
 - Be completed within the defined reschedule timeframe (generally 2 weeks unless confirmed otherwise by LM)
 - May be played on any day of the week

8.7 MATCH TIMINGS

8.7.1 Weekday Matches

- Must start no later than **8:30pm**

- However if both teams are in agreement matches may be played outside of these times noted 8.7.1 & 8.7.2

8.7.2 Weekend Matches (Sat / Sun)

- Should be scheduled within reasonable daytime hours
- Matches should normally be completed by **6:00pm**
- NNI and CompWG reserve the right to:
 - Schedule matches outside these times where required
- However if both teams are in agreement matches may be played outside of these times noted 8.7.1 & 8.7.2

8.8 TRAVEL & VENUE CONSIDERATIONS

8.8.1 Travel Consideration

- Home teams should consider:
 - Distance
 - Travel time
 when setting match times

8.8.2 Midway Venues

- Where requested, clubs are encouraged to consider:
 - Neutral or midway venues
- This is **not mandatory**

8.8.3 Reciprocal Arrangements

Where a midway venue is used:

- The opposing team will be expected to:
 - Offer a similar arrangement in the reverse fixture

9.0 FORFEITS, RESCHEDULING & MATCH OUTCOMES

9.1 FORFEITS

9.1.1 Notification of Forfeit

- Where a match is to be forfeited, the forfeiting team must:
 - Notify the relevant Competition Manager **as soon as the forfeit is confirmed**
 - Include:
 - Fixture details (teams, date, competition)
 - Reason for forfeit
- The opposing team must be **copied into the email** See Sanctions S8 & S9

9.1.2 Liability for Costs

- Where a team forfeits a **previously confirmed fixture**, the offending team must:
 - Pay any applicable **court or venue costs**, upon receipt of invoice
- This includes:
 - Club training night bookings
 - All stages of Shield & Plate competitions

See **Sanctions S8 & S9**

9.1.3 Failure to Arrange Fixture (Home Team)

- If the Home team fails to confirm within required timeframe (7 days for 14–21 days' notice, or 14 days if >21 days' notice)
- the match may be awarded as a **forfeit against the Home team**
- The non-offending team must:
 - Notify the Competition Manager
 - Provide evidence of communication
 - Copy the opposing team

See **Sanction S10**

9.1.4 Failure to Respond (Away Team)

Where the Home team has complied with fixture timelines:

- If the Away team fails to confirm within required timeframes:
 - (7 days for 14–21 days' notice, or 14 days if >21 days' notice)
 - The match may be awarded as a **forfeit against the Away team**
- The non-offending team must:
 - Provide email evidence
 - Notify Competition Manager
 - Copy opposing team

See **Sanction S11**

9.1.5 Match Day Forfeits

A forfeit will apply where a team:

- Fails to attend a match
- Cancels late without valid reason
- Cannot field **minimum 5 players** (including a Centre)
- Refuses to play

See **Sanction S8**

9.1.6 Consequences of Forfeit

- Loss of match points

- Award of match to opposition
 - Potential financial penalties
 - Loss of home advantage in return fixture
- See **Sanction S12**

9.1.7 Repeated Forfeits

- Where a team forfeits **3 or more matches or 25% of fixtures or more - whichever is the higher**
 - The team may be:
 - Relegated one or more divisions; and/or
 - Refused entry to competitions in the following season

At the discretion of CompWG (See **S14**)

Please refer to S&P specific in section 13.0 for further details.

9.2 TEAM WITHDRAWAL

9.2.1 Withdrawal During Season

- A club must formally notify:
 - League Manager; and
 - CompWG prior to withdrawal

9.2.2 Support for Clubs

- Clubs experiencing difficulty are encouraged to contact NNI:
 - headofdevelopment@netballni.org

9.2.3 League Impact

- Where a team withdraws:
 - CompWG will determine how results are treated

This may include:

- Removal of all results involving the team
- Adjustment of league table for fairness

9.2.4 Club Structure Adjustment

- Where a higher team withdraws:
 - Lower teams must be renumbered accordingly
 - (e.g. 2nd team becomes 1st team)

9.3 RESCHEDULING MATCHES

9.3.1 General Rule

- A confirmed match may only be rescheduled in **exceptional circumstances**
- This will be interpreted **strictly**

9.3.2 Acceptable Circumstances

May include:

- Death or serious illness (affiliated player, club member, immediate family)
- Force majeure
- Civil disturbance
- Facility failure / unplayable court
- Severe weather
- 2 or more players from a single team involved in official NNI international competitions (in consultation with Head of Performance)

9.3.3 Unacceptable Circumstances

Will not be accepted: Examples are:

- Work commitments
- Holidays
- Exams / school holidays
- Other sports commitments (including Netball Leagues and Performance Pathway Training)
- Transport issues
- Coach unavailability
- Moving house
- General player unavailability

9.3.4 Notification Requirement

- Teams must notify the League Manager:
 - As soon as the issue arises
 - As far in advance as possible
 - Ensure the opposition team is included in correspondence.

9.3.5 Approval Process

- Reschedules must be approved by:
 - League Manager; and
 - Competition Working Group where required

9.3.6 Reschedule Conditions

- A fixture may only be rescheduled **once**
- The Home team:
 - May offer **maximum 2 alternative dates**
 - May be required to use training night
- If both dates are refused without valid reason:
 - Fixture may be awarded to Home team

9.3.7 Failure After Reschedule

- If a rescheduled match cannot be fulfilled:
 - The offending team will forfeit
 See **Sanction S13**

9.3.8 Reschedule Timeframe

- Matches must be completed within:
 - Defined reschedule window of *2 weeks (14 Days) or Discretion of the League manager*
- **Premier League exception:**
 - Matches may be played on any day of the week within timeframe of 2 weeks (14 days) or the Discretion of the League manager

9.4 IMPOSSIBILITY TO RESCHEDULE A MATCH

This section applies where:

- A fixture has been approved for reschedule; and
- The match cannot be replayed within the required timeframe

9.4.1 Principle

- All reasonable efforts must be made by both teams to fulfil the fixture
- Failure to engage constructively may result in a **forfeit**

9.4.2 Failure to Cooperate

A team will be deemed **at fault** where it:

- Refuses to play without valid reason
- Rejects reasonable alternative dates proposed
- Fails to respond to communication within required timeframes
- Proposes unrealistic or unworkable match arrangements (e.g. insufficient notice, unavailable venue)

In such cases, the offending team will **forfeit the match**

9.4.3 Home Team Responsibilities in Reschedule

- Must offer **up to two suitable dates**
- Must ensure:
 - Venue availability
 - Sufficient notice

- Must not offer dates outside the permitted reschedule window

Failure to meet these requirements:

May result in the Home team being deemed at fault

9.4.4 Away Team Responsibilities in Reschedule

- Must respond within required timeframe
- Must accept one of the reasonable dates offered, unless valid reason provided
- Must not delay or obstruct the process

Failure to do so:

May result in the Away team being deemed at fault

9.4.5 Where No Team is at Fault

If the match cannot be played due to:

- Facility unavailability affecting both teams
- Severe weather across the fixture window
- Other force majeure circumstances

The circumstances **will be referred to the Competition Working Group for final outcome.**

9.4.6 Deadline Enforcement

- All rescheduled fixtures must be completed before:
 - The competition deadline; or
 - The final date set by League Manager or CompWG

Failure to meet deadline:

Outcome will be determined under this section

9.4.7 Evidence Requirement

In all cases, teams must be able to provide:

- Email correspondence
- Proposed dates
- Responses (or lack of response)

Failure to provide evidence may result in a ruling against that team.

9.5 MATCH ABANDONMENT

9.5.1 Definition

A match is considered **abandoned** when:

- It has started; and

- It cannot be completed due to circumstances beyond normal play

9.5.2 Authority to Abandon a Match

A match may only be abandoned by:

- The **Umpires** (primary authority); or
- Facility management (for safety reasons, e.g. closure, evacuation)

Teams **cannot unilaterally abandon a match.**

9.5.3 Grounds for Abandonment

A match may be abandoned due to:

- Serious injury or medical emergency
- Unsafe court conditions (e.g. wet surface, lighting failure)
- Facility closure or evacuation
- Severe disruption (e.g. fire alarm, power failure)
- Misconduct making continuation unsafe

9.5.4 Immediate Procedure at Time of Abandonment

At the point of abandonment:

Umpires must:

- Stop play and confirm abandonment
- Record:
 - Score at time of stoppage
 - Quarter and time elapsed
 - Reason for abandonment

Both teams must:

- Remain available for discussion with umpires
- Ensure match sheet is completed as far as possible
- Sign the match sheet

9.5.5 Reporting Requirements

- Umpires must submit a **written report within 24 hours**, including:
 - Time of abandonment
 - Score
 - Circumstances
 - Any misconduct
- Both teams must:
 - Notify the League Manager within **24 hours**
 - Provide any supporting evidence if required

9.5.6 Determination of Result

The outcome will be determined by the CompWG based on:

- Stage of match
- Scoreline
- Reason for abandonment
- Responsibility (if any)

9.5.7 Match Outcome Rules

(a) Match Abandoned AFTER Start of Second Half (3rd Quarter Commenced, 1st CP taken)

- The score at the time of abandonment will **stand as the final result**

(b) Match Abandoned BEFORE Start of Second Half

- The match will be **replayed in full**
- Score resets to **0–0**

(c) Knockout Matches (Cup / Shield / Plate)

- If abandonment prevents completion:
 - Match may be replayed; or
 - Outcome determined by CompWG
 - (including progression rules if required)

9.5.8 Fault-Based Abandonment

Where abandonment is due to the actions of one team (e.g. misconduct, refusal to continue):

- That team will:
 - Forfeit the match; and
 - Be subject to further sanctions
 See relevant sanctions

9.5.9 Refusal to Continue Play

If a team:

- Refuses to take the court; or
- Leaves the court without umpire approval

This will be treated as a **forfeit**, not an abandonment

9.5.10 Rescheduling of Abandoned Matches

Where a replay is required:

- The Competition Working Group will:

- Set the date or timeframe
- Teams must:
 - Make themselves available
 Failure to comply:
- Will result in a **forfeit** or
- Apply a result where appropriate

9.5.11 Partial Match Data

- Player participation from abandoned matches:
 - Will not carry forward if match is replayed
- Disciplinary actions (if any):
 - Will still apply

9.6 NON-PLAYED MATCHES

This section applies where:

- A fixture has not been played; and
- The match has **not been formally rescheduled or completed**

9.6.1 Definition

A non-played match is a fixture that:

- Has not been fulfilled; and
- Has not been awarded as a forfeit; and
- Has not been abandoned (i.e. never started)

9.6.2 General Principle

- All fixtures must be completed within the competition timeline
- Failure to do so will result in an outcome being applied by CompWG

9.6.3 League / Round Robin Matches

Where a match is not played:

(a) No Valid Reason / Failure to Arrange

- The team deemed responsible will:
 - Forfeit the match

(b) Shared Responsibility / No Fault

- Where neither team is clearly at fault:
 - Match recorded as a **draw**
 - Points shared

(c) Failure to Engage

- Where one or both teams fail to engage in arranging the fixture:
 - CompWG may:

- Award a forfeit; or
- Declare the match void; or
- Record as a draw

9.6.4 Late Season Impact

Where a non-played match impacts:

- League standings
- Promotion / relegation
- Qualification positions

The CompWG may:

- Apply an adjusted result
- Void the fixture
- Apply points to maintain fairness

9.6.5 Failure to Notify

- Teams must notify League Manager if a fixture cannot be played
- Failure to notify:
 - May result in sanctions
 - May influence decision outcome

9.6.6 Evidence & Decision Making

The CompWG will consider:

- Communication between teams
- Attempts to arrange fixture
- Timing of engagement
- Impact on competition

9.7 ADDITIONAL REGULATIONS

9.7.1 Minimum Players

- Minimum **5 players required to start**
 - Failure results in forfeit
- See S8

10.0 PHOTOGRAPHY, VIDEO RECORDING & SOCIAL MEDIA

10.1 Player & Team Recording

- Video recording or photography of any match for:
 - Player performance analysis; or
 - Educational purposes (e.g. GCSE / A-Level coursework)

is only permitted where **all of the following conditions are met:**

1. **Prior agreement** from both teams

2. Approval from match officials
 3. Permission from the venue/facility
 4. Written consent recorded on the official match sheet
- If any of the above conditions are **not met**, recording is **not permitted**

10.2 Use of Footage

- Any footage captured must be used **solely for the agreed purpose**
- Footage must not be:
 - Shared publicly; or
 - Distributed on social media

without **additional consent from all parties involved**

10.3 Safeguarding & Compliance

- All recording must comply with:
 - NNI safeguarding policies
 - Data protection regulations
- Clubs are responsible for ensuring:
 - Appropriate permissions are in place
 - Footage is stored and used appropriately

10.4 Premier League – Umpire Development

- Premier League matches may be recorded for:
 - Umpire performance analysis
 - Development and mentoring purposes
- This recording will be:
 - Managed and approved by NNI
 - Used in a controlled and professional environment

11.0 UMPIRES

This section outlines the requirements for:

- Umpire provision
- Appointment and eligibility
- Conduct and responsibilities

11.1 UMPIRE PROVISION

11.1.1 General Requirement

- All competitive fixtures must have **two (2) qualified umpires**

11.1.2 Team Responsibility

- One umpire must be provided by:

- The Home team; and
- The Away team
- All umpires must be:
 - Registered; and
 - Appropriately qualified

See **Sanction S17**

11.1.3 Failure to Provide an Umpire

- If a team fails to provide an umpire:
 - The match may still be played **by mutual agreement**
 - However, the offending team will:
 - Forfeit the match; and
 - The non-offending team will be awarded the points
- See **Sanction S17**

11.2 PREMIER LEAGUE & APPOINTED MATCHES

11.2.1 Umpire Appointments

- Premier League fixtures:
 - Umpires will be **appointed by the Officials Working Group (OWG)**
 - Teams are not required to supply umpires unless rescheduled match where teams will be required to arrange umpires

11.2.2 Qualification Requirements

- All Premier League matches must be officiated by:
 - Minimum of **two (2) 'B' Award umpires or higher**
 - OR development appointments as detailed 11.2.3

11.2.3 Development Appointments

- The OWG may appoint:
 - Identified 'C' Award umpires; or
 - Umpires from the **C to B Support Programme**
- These umpires must:
 - Be appropriately mentored
 - Be approved by OWG

11.3 SHIELD & PLATE COMPETITIONS

11.3.1 Appointments

- For Semi-Finals and Finals:

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Upper Newtownards Road | Belfast | BT4 3TA

- Umpires will be appointed by the OWG- - OWG have the right to amend this at start of competition based on capacity if required

11.3.2 Payments

- Round robin, Quarter Finals & Semi-Finals:
 - Umpire costs are covered by participating teams
- Finals:
 - Umpire costs are covered by NNI

11.4 UMPIRE ELIGIBILITY & DEVELOPMENT

11.4.1 Newly Qualified 'C' Umpires (18+)

- May only officiate:
 - Senior Divisions **3–6**
- This applies:
 - For their first season;
 - OR until signed off by an approved NNI mentor before end of first qualified season

11.4.2 Mentor Definition

- NNI mentors are those who:
 - Have completed Europe Netball Assessor training; and
 - Are approved by NNI

11.4.3 Age Group Restrictions

- Newly qualified 'C' umpires must:
 - Only officiate within their age group or below
 - (e.g. U19 umpire → U19 or lower)

11.5 UMPIRE CONDUCT & RESPONSIBILITIES

11.5.1 Authority

- Umpires have full authority to:
 - Warn
 - Suspend
 - Order offany player, coach, or bench member under:
 - World Netball Rules 2024 – Rule 19 (Game Management)

11.5.2 Recording of Sanctions

- All Game Management actions must be:
 - Recorded on the official team sheet

- These will be:
 - Monitored by NNI and OWG

11.5.3 Disciplinary Follow-Up

- Where actions are deemed:
 - Excessive; or
 - Inappropriate
- Further sanctions may apply, including:
 - Match suspensions

11.6 UMPIRE AVAILABILITY & COMMITMENT

11.6.1 Commitment to Fixtures

- Umpires should only accept appointments where they are confident they can attend

11.6.2 Failure to Attend

- Once committed, an umpire must:
 - Attend the fixture; or
 - Arrange a suitable replacement

11.7 MATCH COMMUNICATION & CLARIFICATION

11.7.1 During the Match

- During intervals:
 - The captain and/or players may seek clarification on rules
- Umpires must:
 - Provide clear and appropriate explanations

(World Netball Rules 2024 – Rule 3)

11.7.2 Premier League – Post Match Protocol

- Following Premier League matches:
 - Umpires will be available for **5 minutes** for rule clarification only

11.7.3 Protocol Requirements

The following must be adhered to:

1. Both umpires and mentor/assessor/NNI representative must be present
2. Coaches **must not** approach umpires individually

3. Only rule clarification may be discussed
- If discussions move beyond clarification:
 - The mentor/assessor/NNI representative will intervene
 - The conversation will end
 - The individual may be reported to NNI

12.0 SENIOR LEAGUE PROMOTION, RELEGATION & PLAY-OFFS

12.1 Competition Structure Flexibility

- The Competitions Working Group (CompWG) reserves the right to:
 - Adjust the number of teams promoted and relegated
 - Amend league structures and play-off formats

This will be based on:

- Number of teams entering competitions
- Withdrawals or additions
- Ensuring competitive balance

12.2 Promotion

- At the end of the season:
 - The team(s) finishing **top of each division** will be promoted
- Where applicable:
 - Additional promotion places may be determined via play-offs

12.3 Relegation

- At the end of the season:
 - The team(s) finishing **bottom of each division** will be relegated
- Where applicable:
 - Additional relegation positions may be determined via play-offs

12.4 League Rankings

League standings will be determined by:

1. **Total Points Earned**
2. If equal → apply tie-break criteria (Section 12.5)

12.5 TIE-BREAKING CRITERIA

Where two or more teams are level on points and it affects:

- League position
- Promotion

- Relegation

The following will apply in order:

12.5.1 Goal Difference

- Calculated as:
 - Goals scored minus goals conceded

12.5.2 Goal Average

- Calculated as:
 - Goals scored ÷ number of matches played

12.6 Adjustment for Forfeited Matches

Where forfeited matches affect standings:

- All matches involving the forfeiting team(s) will be **removed** from calculations for tied teams
- A revised table for both teams will be calculated based on:
 - Matches actually played ("like-for-like")

12.7 PLAY-OFF MATCHES

12.7.1 Play off Purpose

- To determine:
 - Final promotion place; or
 - Final relegation position

12.7.2 Format

- Played between:
 - Second-bottom team (higher division); and
 - Second-top team (lower division)
 - CWG reserve the right to amend play off team place position if required dependant on No. of teams in applicable leagues

12.7.3 Organisation

- Play off Matches will be:
 - Arranged and hosted by NNI
 - Played at a neutral venue where possible

12.7.4 Match Outcome

- Standard match rules apply
- A winner must be determined:
 - Extra time will apply if required (see Match Protocol section)

12.8 PLAYER ELIGIBILITY FOR PLAY-OFFS

Players must:

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Upper Newtownards Road | Belfast | BT4 3TA**

- Be fully registered to the team; and
- Have played in that team during the season
OR
- Be eligible under approved play-up rules
Sanction: S1, S2, S3

12.9 ELITE PLAYER PARTICIPATION

- Players participating in:
 - Super League; or
 - Other elite NNI pathway programmes

may only participate in league play-offs where:

- They are registered with the club team; and
- They meet all eligibility and play-up requirements outline 12.8.
- The CompWG reserves the right to:
 - Approve or refuse eligibility in the interest of fair competition
- Super League players may only play for their club's 1sts team, in NNI league and S&P competitions, and are bound by all other applicable eligibility rules for fixtures.

Sanctions: S1, S2, S3

12.10 PLAY-OFF FORFEITS

- If a team forfeits a play-off match:
 - The opposing team will be awarded the result
- The forfeiting team:
 - Will be liable for full court and officiating costs
See **Sanction S9**
 -

12.11 WITHDRAWALS IMPACTING PROMOTION/RELEGATION

Where a team withdraws:

- CompWG may:
 - Adjust promotion/relegation places
 - Rebalance divisions
- Cancel play-offs if required

12.12 FINAL AUTHORITY

- All decisions relating to:
 - Promotion
 - Relegation
 - Play-offs
 will be made by the CompWG

- These decisions are **final**

Section 2:

This section outlines the **competition-specific variations** that apply in addition to the general NNI Competition Rules.

- All competitions are governed by the main regulations within this document
- Where differences apply, they will be outlined in this section or in the **season-specific competition format published by NNI**

13.0 SHIELD & PLATE COMPETITIONS

- The NNI Shield & Plate competitions are governed by:
 - General Competition Rules; and
 - Specific regulations outlined in **Sections 13.**

13.1 Authority

- The Shield & Plate Manager, in consultation with the CompWG:
 - Oversees scheduling, rescheduling, and disputes

13.2 Competition Structure

- Competitions typically include:
 - Pool / Round Robin stage; followed by
 - Knockout stages (Quarter Finals, Semi-Finals, Finals) depending on number of teams.
- Full structure for each season will be:
 - Published on the NNI website

13.3 Shield and Plate Competition

The following rules apply specifically to Shield & Plate competitions:

- Registration rules apply (Section 3)
- Play-up rule please refer to section 6.2
 - Re-registration maximum **24 hour notice**
- Forfeits:
 - Result in **elimination from the competition**
- Finals:
 - Centrally organised by NNI
 - Require a **winner (extra time applies)**

See Sanctions (S2, S3)

13.4 Team Limits & Bench (see section 7.2)

- Max **12 players** per match
- Bench restricted to listed players and officials
- Must comply with World Netball conduct rules

See Sanction (S5)

13.5 Competition Format

- Pool/Round Robin → Knockout stages
- Full format issued each season

13.6 Fixture Management

- Some fixtures:
 - Will be centrally arranged by NNI
- Others:
 - Must be self-arranged by clubs
- All fixtures:
 - Must comply with timelines in Section 8, 9 and Section 15

13.7 Match Administration (refer section 5.4,7.3,7.4)

- Teams must:
 - Complete official team sheets
 - Submit results within the required timeframe (24hours)
- Costs:
 - Shared between teams (except finals where applicable)

13.8 Match Rules

- Played under standard league rules
See Section 7.2 & 7.3

13.9 Results

- Match sheets must be:
 - Fully completed
 - Signed
 - Submitted within **24 hours**

See Section 9 & Sanction (S6)

13.10 Forfeits

- Any forfeit:
 - Results in elimination

See Sanction (S16) and section 9

13.11 Drawn Matches (Knockout Only)

- Extra time:
 - 2 × 7 minutes
- If still tied:
 - Play continues until **2-goal lead**

13.12 RESCHEDULING

13.12.1 General

- Governed by:
 - Section 9 (Forfeits & Rescheduling)
 - Section 8 (Fixtures)

13.12.2 Pool Stage

- Requires approval from S&P Manager

13.12.3 Knockout Stage

- At discretion of:
 - S&P Manager / CompWG

13.12.4 Failure to Fulfil Fixture

- Results in:
 - Elimination
See Sanctions (S13, S16)

13.12.5 Abandonment

- Managed under Section 9.5

13.13 FINALS

13.13.1 Organisation

- Managed by CompWG
- Fixed dates – no rescheduling

13.13.2 Venue & Officials

- Venue set by CompWG
- Umpires appointed by OWG

13.13.3 Costs

- Earlier rounds: Quarter, Semi final
 - Shared between teams
- Grand Finals:
 - Covered by NNI

13.13.4 Player Eligibility

- Must meet eligibility rules
- Must have played at least **one match in any S&P match**
- **see section:12.9 ELITE PLAYER PARTICIPATION**

13.14 Match Outcome

- A winner must be determined
See Section 7.2.3 (extra time)

14.0 Premier League & Premier Cup:

This section outlines the **competition-specific variations** that apply in addition to the general NNI Competition Rules.

- All competitions are governed by the main regulations within this document
- Where differences apply, they will be outlined in this section or in the **season-specific competition format published by NNI**

14.1 Competition Format

- The Premier League will operate in a format determined annually by the Competitions Working Group (CompWG), which may include:
 - Regular league fixtures set up
 - Play-off stages
 - Finals series (Premier Cup for Top 4)
- Final structure and format will be communicated prior to the start of each season.

14.2 FIXTURE WINDOW & MATCH DAYS see section 8.0

Fixture Window

- Matches may be played on any day within the **designated fixture week** as published

Premier League

Fixtures may be:

- Pre-arranged centrally by NNI
- Rescheduled matches must:
 - Be completed within the defined reschedule timeframe
 - May be played on any day of the week

14.3 Authority

- The Premier League Manager, in consultation with the CompWG:
 - Oversees scheduling, rescheduling, and disputes

14.4 Player & Coach Eligibility

All players must be:

- Fully affiliated with NNI; and
- Registered to the Premier League team See section 5.0
- Coaches must be affiliated to NNI and added to Premier team panel

Please refer to Player Registration section 5.0 and 6.2.3

Please refer to Premier league Player Play up rules 6.2.2 & 6.2.21

14.5 Match Day Requirements

Normal day match/ requirements in accordance 7.3, 7.4 & 7.5

Match Officials

Each Premier team match must ensure they have:

- A scorer and timekeeper
- The **Home team** is responsible for and must provide the official scorer, away team is responsible for and must provide the official timer
- Officials must sit together and separate from team benches
- Officials (umpires, timer & scorer) must sign the official match result sheet

See Sanctions: S5 & S6

Umpire Officials

Please refer to section 11

Premier League fixtures:

- Umpires will be **appointed by the Officials Working Group (OWG)**
- Teams are not required to supply umpires unless rescheduled match where teams will be required to arrange umpires

- Umpires must meet the required qualification standard for Premier League fixtures.
See section 11.2

14.6 Results & Reporting

- Match results must be submitted in accordance with Section 7.4

14.7 Media & Promotion

Clubs and players may be required to support:

- Media coverage
- Promotional activity
- Social media engagement

as part of the development and visibility of the Premier League.

15.0 Senior 1 League Competition

This section outlines the **competition-specific variations** that apply in addition to the general NNI Competition Rules.

- All competitions are governed by the main regulations within this document
- Where differences apply, they will be outlined in this section and any **season-specific competition format published by NNI**

15.1 Competition Format

- The Senior 1 league Competition will operate in a format determined annually by the Competitions Working Group (CompWG), which may include:
 - Regular league fixtures set up
 - Play-off stages
- Final structure and format will be communicated prior to the start of each season and added to this section.

15.2 FIXTURE WINDOW & MATCH DAYS see section 8

Fixture Window

- Matches may be played on any day within the **designated fixture week** as published

Senior 1

- Fixtures may be:
 - Pre-arranged centrally by NNI
- Rescheduled matches must:

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Upper Newtownards Road | Belfast | BT4 3TA

- Be completed within the defined reschedule timeframe
- May be played on any day of the week

15.3 Authority

- The Senior 1 League Manager, in consultation with the CompWG:
 - Oversees scheduling, rescheduling, and disputes

16.0 Senior 2-6 League Competitions

This section outlines the **competition-specific variations** that apply in addition to the general NNI Competition Rules.

- All competitions are governed by the main regulations within this document
- Where differences apply, they will be outlined in this section and any **season-specific competition format published by NNI**

16.1 Competition Format

- The League competition will operate in a format determined annually by the Competitions Working Group (CompWG), which may include:
 - Regular league fixtures set up
 - Play-off stages
- Final structure and format will be communicated prior to the start of each season.

16.2 Authority

- The relevant League Manager, in consultation with the CompWG:
 - Oversees scheduling, rescheduling, and disputes

17.0 Junior league:

This section outlines the **competition-specific variations** that apply in addition to the general NNI Competition Rules.

- All competitions are governed by the main regulations within this document
- Where differences apply, they will be outlined in this section and any **season-specific competition format published by NNI**

17.1 Competition Format

- The League competition will operate in a format determined annually by the Competitions Working Group (CompWG), which may include:
 - Regular league fixtures set up
- Final structure and format will be communicated prior to the start of each season.

17.2 Authority

- The relevant League Manager, in consultation with the CompWG:
 - Oversees scheduling, rescheduling, and disputes

18.0 Cup and Plate Competition:

This section outlines the **competition-specific variations** that apply in addition to the general NNI Competition Rules.

- All competitions are governed by the main regulations within this document
- Where differences apply, they will be outlined in this section and any **season-specific competition format published by NNI**

18.1 Competition Format

- The Cup and Plate competition will operate in a format determined annually by the Competitions Working Group (CompWG).
- Final structure and format will be communicated prior to the start of each season.

18.2 Authority

- The relevant League Manager will oversee the Cup and Plate competition, in consultation with the CompWG:
 - Oversees scheduling, rescheduling, and disputes.

19.0 SANCTIONS TABLE

Code	Breach	Sanction
S1	Failure to register team / enter competition correctly	Refusal of entry or removal from competition
S2	Ineligible / unregistered player	Match awarded to opposition
S3	Incorrect registration / eligibility breach	Match forfeited; player deemed ineligible
S4	Breach of player movement / play-up rules	Match forfeited; player restricted/re-registered
S5	Breach of team sheet / squad limits	Warning 1st & 2nd offence, 3 offence or more match forfeited
S6	Failure to submit result sheet correctly/on time	Warning 1st & 2nd offence, 3 offence or more result voided
S7	Failure to fulfil fixture	Match forfeited
S8	Failure to field minimum 5 players	Match awarded to opposition
S9	Failure to attend / late withdrawal	Match forfeited + liable for court/umpire costs
S10	Home team fails to arrange fixture	Match forfeited by Home team
S11	Away team fails to confirm fixture	Match forfeited by Away team
S12	Forfeiting team (home/away)	Loss of home advantage in return fixture
S13	Failure to complete rescheduled fixture	Match awarded to non-offending team
S14	Multiple forfeits	Possible relegation, removal, or exclusion next season
S15	Breach of competition-specific rules	Sanction at discretion of CompWG
S16	Shield & Plate forfeit	Elimination from competition + possible exclusion next season
S17	Failure to provide umpire (non-Premier League)	Match forfeited (match may proceed, points awarded to non-offending team)
S18	Misconduct / behavioral breach	Warning, suspension, match bans or further disciplinary action
S19	Failure to pay fees / costs	Suspension or removal from competition

S20	Failure to provide scorer and/or timer	Match proceeds where possible; warning or further sanction if repeated; match may be awarded if unable to proceed
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