



What to do if you haven't got enough players

Late starts, Forfeits, Walkovers & Eligible Players
(Summary of EDJBA Bylaws) May 2005 ver3

The clock starts at the Scheduled time.

A team must have 4 players to start the game within 10 minutes of the scheduled start time. A late start penalty of 1 point per minute (or part thereof) is awarded to the other team.

Substitute Players.

Teams may make up numbers using substitute players from within their club. A substitute player must be of eligible age and grade. Same age players may not play down a grade. (a 15BD player may not play in a 15CA game) Substitute players may come up from any lower age group, but can only play one grade lower (Grades are A, B, C and D. Sub-grades are not relevant). Hence an under 12B player can play in a 16C, but not a 16D match.

Note that a player is only permitted to play in one match per age group per day.

Club fined.

If a team fails to field a team for a game then it is a **WALKOVER**. No game fees are paid, and the offending club is fined by the EDJBA.

The score is recorded as 10-0.

Teams that give 2 walkovers in a season may be disqualified from the competition.

FORFEIT GAMES.

To avoid a WALKOVER, the team may elect to play a FORFEIT game before the 10 minute mark. The forfeit team may use ineligible players to make up numbers, (siblings, spectators, even the coach) (even if it is just to get 4 players to start the game). Normal game fees apply, the game is refereed and scored as usual. The score stands if the forfeit team loses, otherwise the score is recorded as 10-0 to the team who did not forfeit.

The scoresheet must note that it is a FORFEIT game. Players must be in appropriate clothing. (not likely to cause injury).

When one team fails to appear, and a walkover has been declared, the team present may play a "scratch match". This is free to participants, and not recorded on the scoresheet. Players must still be in appropriate clothing, and referees may (but don't have to) adjudicate.

5/9/10