

ENTRY DATES

Document Version: 1

Team closing date: Friday 19 October 2018

i Deadline 18:00. This date is when the School Games Organiser needs to submit their team entry.

Publish team entries: Friday 8 March 2019

i This date is when London Youth Games publishes which Boroughs are entered in the competition and the school team representing.

Finalise school name: Thursday 14 March 2019

i This is the date is when the School Games Organisers finalise any school name changes.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals only

FINALS

Thursday 28 March 2019

Redbridge Sports Centre, IG6 3HD
Registration: 09:45 to 10:00
Competition: 10:15 to 15:00

TEAM INFORMATION

Any Licence, minimum grade or standard required? N/A

TEAM ON THE DAY

i This is the team you bring to the competition.

Minimum: 7 (maximum 3 male) 5 players on court at any one time. **Maximum:** 9

Event

Likely School Year

Netball High 5 Y56

Year 5 & 6

HOW TO ENTER

Competition Type: Primary Schools

How to enter: For schools competitions the SGO will coordinate entries. Teams are submitted online.

ABOUT THE COMPETITION

Competition Format	<ul style="list-style-type: none">○ Matches will be 6 minutes one way with 2 minutes between rounds.○ Points awarded are:<ul style="list-style-type: none">● 5 points for a win● 3 points for a draw● 2 points if a team loses but gains more than 50% of their opponents score● 1 point for a loss.○ Group positions determined;<ul style="list-style-type: none">● Points accrued● Goal difference● Goal average○ In the event of a tie in the semi-final or final there will be a straight turnaround and teams will play for a further 2 minutes. If teams are still level after 2 minutes, then the team who scored the first goal will be deemed winners.
Draw Format	AM: Round robin groups of 4-5 Boroughs. PM: Top two teams in each group progress to medal knockout competition. The remaining teams play-off for ranking.
Seeding	None
Final Positions	Teams allocated points according to their group positions (PM).
Medals	GOLD: winners. SILVER: runners-up. BRONZE: losing semi-finalists.

KIT AND EQUIPMENT

Kit & Equipment:	<ul style="list-style-type: none">○ No jewellery or hair adornments may be worn, earrings must be removed.○ Fingernails must be cut short and shoe laces securely tied.○ Each team must provide two different coloured sets of bibs with positions initialled front and back.○ Each team must provide a clearly-marked size 4 match netball.○ Match ball: Molten, size 4, model International.
Team Manager Notes:	<ul style="list-style-type: none">○ Any team with more than 3 boys will not be able to proceed to the knock-out stages. Note that teams do not have to include boys within their squad - all girl's teams will be expected to play against mixed teams.○ Team Managers must bring two copies of their rotation sheets, one must be submitted to the registration desk and the other must be used by the Team Manager on the day to ensure the players can rotate correctly.○ Coaches/Team Managers are responsible for their team's valuables, conduct and well-being.

SPORT SPECIFIC RULES

- 1) All matches shall be played to the England Netball High Five Rules of the Game currently in force at the time of the Tournament, except where specific Tournament Regulations apply.
- 2) The Tournament Organisers reserve the right to alter or amend the playing schedule if necessary and may make decisions on any matters arising during the tournament, including any matter not covered by the tournament regulations. The Competition Director will be final on all disputed matters.



3) If the competition cannot continue due to adverse weather conditions, the Competition Director will decide on final team positions. The Competition Directors decision will be final and binding.

4) ROTATIONS

- The rotation pattern means that only a maximum of 2 boys are on court during a game.
- N.B. Teams with squads of 7 MUST not use Rotation 6 to prevent 3 boys being on court.
- Any team found to have submitted an incorrect rotation sheet, whether accidentally or deliberately cannot progress to the top half of the draw and may be disqualified from the competition.
- Teams must rotate positions for every new match.
- Rotation will continue from the morning rounds to the afternoon rounds, semi-finals and final. No variation on the rotation will be permitted.

5) DURING PLAY

- Each match will start and finish on the umpires whistle, which will be blown immediately after the sounding of a central bell/hooter.
- Captains must toss prior to the start of the game and inform the umpires of the outcome.
- Late arriving players cannot enter the game while play is in progress but, after notifying the umpires, may take the court after a goal has been scored. The player must play in a vacant position.
- Teams arriving late on court may start playing as soon as they arrive, but their opponents will be given a 2 goal lead. The opposing team may not start play or gain any further goal advantage until both teams are present.
- If a team fails to take the court for the duration of the match, the opposing team will be awarded 5 points and 3 goals.
- Coaches and squad players must not move along the side lines whilst play is underway.

6) INJURY

- A match cannot be extended due to injury or illness. If a player is injured or ill, they must withdraw from the match immediately and a substitution made in order that the game may continue. If in the opinion of the Umpire the injured player should not be moved, the Tournament Organisers should be notified immediately in order that a decision on the outcome of the match is made.
- Any player sustaining an injury causing blood to flow must immediately leave the court to cover the wound. All injuries should be referred to First Aiders on site and the Tournament Organisers.
- An accident form must be completed for any injuries, which should be signed by the Team Manager and Tournament Organisers.

7) INCOMPLETE COMPETITION:

- In the event that the competition is cancelled or suspended, the following steps will be used to calculate a final result.
 - a) The furthest completed stage of competition will be used to countback.
 - b) Any teams tied on position will be separated based on the rules above which determine group positions, using averages.
 - c) The minimum competition required to determine a result is a completed stage.