

ENTRY DATES

Document Version: **1**

Closing date; 6PM: Wednesday 5 June 2019

i This date is when the Intention to Enter and an onsite Team Manager needs to be added to guarantee inclusion in the competition.

Publish draw date: Friday 7 June 2019

i This date is when London Youth Games publishes which Boroughs are entered into the competition.

Confirm squad date; 6PM: Wednesday 3 July 2019

i This date is when the squad details need to be entered on the entry management system.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals only

FINALS

Sunday 7 July 2019

Crystal Palace NSC, SE19 2BB
Registration: 09:00 to 09:15
Competition: 09:30 to 16:30

WHO IS IT FOR?

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

SQUAD NOMINATIONS

i This is the squad you originally nominate.

Minimum: 7
Maximum: 20
Alternates permitted: 2

TEAM ON THE DAY

i This is the team you bring to the competition.

Minimum: 7
Maximum: 12

i Some competitions allow alternates. This is where you can bring a previously un-nominated competitor.

Event	Oldest DOB	Youngest DOB	Likely School Year
Netball 10-13	01/09/00	31/08/04	Year 10 - 13

HOW DO I ENTER?

Competition Type: Secondary Open

How to enter: You will need to provide full details of your squad before the 'squad closed' date so each competitor can be checked and confirmed as eligible. Teams are submitted online. Contact your Borough Team Organiser for online access.

ABOUT THE COMPETITION

Competition Format

- Points awarded are:
 - 5 points for a win
 - 3 points for draw
 - 2 points for losing teams scoring MORE than 50% of the opponents teams score.
- Groups decided by:
 - 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, the team who scores the next 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) if they do not reach the Knock-Out stages & final placings once they reach Finals.

Medals

GOLD: winner, SILVER: finalist, BRONZE: losing semi-finalists.

WHAT KIT & EQUIPMENT DO I NEED?

Kit & Equipment:

- No Jewellery or hair adornments may be worn, earring must be removed.
- Fingernails must be cut short and shoe laces securely tied.
- Each team must provide two different coloured set of bibs with positions initialled front & back.
- Each team must provide a clearly-marked size 5 match netball.

- Match ball: Molten, size 5 International

Team Manager Notes:

- Each team to be accompanied by a coach with a minimum Level 1 assessed qualification
- Coaches/Team Managers are responsible for their team's valuables conduct & wellbeing.

SPORT SPECIFIC RULES

The competition will be played to England Netball (AENA) rules of Netball with the following exceptions:

- 1) 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.
- 2) The Competition Director decisions will be final on disputed matters.
- 3) There will be more specific details on the playing schedule as the AENA rules do not refer to tournaments specifically.
- 4) Please note that every Borough must be registered and ready to play by 09.30 or they will not be able to take part.
- 5) Incorrect information provided during nominations can disqualify the team and cause their entire Borough team to receive penalty points. Please check competitor's details.
- 6) **DURING PLAY**
 - Each match will start and finish on the umpire's 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 may not 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.
- Coaches and squad players must not move along the side lines whilst play is underway.
- Team Managers from both sides are required to sign the scorecard at the end of each match.

7) **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 the opinion of the Umpire the injured player should not be moved, the Competition Director should be notified immediately in order that a decision on the outcome of a 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.
- An accident form must be completed for any injuries, which should be signed by the Team Manager and Tournament Organisers.

8) **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.