

School Games Netball Year 7 2023

Entry Information & Rules



Event Overview

Date: Tuesday 21st March 2023.

Venue: Redbridge Sports Centre, Forest Road, Ilford, Essex, IG6 3HD.

Contact: info@londonyouthgames.org

Entry Information

Squad Entry Deadline: Wednesday 8th March 2023

Squad on the Day: Minimum – 7 & Maximum – 12.

Competitions: Girls Only.

Eligibility Criteria: N/A

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
11 – 12 year olds	01/09/2010	31/08/2011	Year 7

Full Rules & Regulations

SGNE 1 All matches will be played to the England Netball Rules of the Game currently in force at the time of the tournament, expect where specific Tournament Regulations apply. [INF_NETBALL-RULE-BOOK-MANUAL-2020.pdf \(d2cx26qpfwuhvu.cloudfront.net\)](#)

SGNE 1.1 Should any rules listed below contradict those outlined by England Netball, these rules will supersede those.

SGNE 1.2 It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

SGNE 1.3 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's decision will be final on all disputed matters.

SGNE 1.4 The Competition Director reserves the right to suspend/cancel the event where required by unsafe conditions.

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SGNE 2 Age Category The following age groups and respective minimum/maximum date of births will apply to the School Games Netball Year 7 Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
11 – 12 year olds	01/09/2010	31/08/2011	Year 7

SGNE 2.1. Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

SGNE 2.2 It is the responsibility of competitors/parents/teachers/SGOs to ensure all competitors details are entered correctly at the time of submission, and that they are eligible to compete.

SGNE 2.2.1 In the instance a competitor is found to be ineligible, they may be disqualified from the competition.

SGNE 3 Squad Size Boroughs are permitted to bring a minimum of 7 players and a maximum of 12 players.

SGNE 4 Kit & Equipment

SGNE 4.1 No jewellery or hair adornments may be worn, and earrings must be removed.

SGNE 4.2 Fingernails must be cut short, and shoelaces securely tied.

SGNE 4.3 Each team must provide two different coloured set of bibs with positions initialled front and back.

SGNE 4.4 Each team must provide a clearly marked size 5 match netball for warm up.

SGNE 4.5 Match ball: Molten, size 5 (model international) provided by London Youth Games.

SGNE 5 Competition Format

SGNE 5.1 Matches will be 7 minutes each way, with 2 minutes at half time and with 2 minutes between rounds.

SGNE 5.2 The competition will consist of three rounds:

- Round 1: Teams will be split across 8 round robin groups (randomly allocated).
- Round 2: Teams will be regrouped based on finishing positions from Round 1. Teams finishing in positions 1 & 2 from Round 1 will be placed in the top half of the draw and will be eligible to proceed to knockout. Remaining teams will play off in new groups (teams not progressing through to knockout will finish after group stage around 1:45pm)
- Round 3: Top 8 teams from Round 2 will proceed to knockout.

SGNE 5.2.1 Number of groups and group sizes will be subject to entry numbers.

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SGNE 6 Sports Specific Rules

SGNE 6.1 During play, the following rules apply;

SGNE 6.1.1 Each match will start and finish on the umpire whistle, which will be blown immediately after the sounding of a central bell/hooter.

SGNE 6.1.2 Captains must toss prior to the start of a game and inform the umpires of the outcome.

SGNE 6.2.3 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.

SGNE 6.2.4 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.

SGNE 6.2.5 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.

SGNE 6.2.6 Coaches and squad players must not move along the side lines whilst play is underway.

SGNE 6.2 In the case that injury occurs:

SGNE 6.2.1 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 (if one is available) may be made before the game continues. A team can continue play with a minimum of 5 players. If in the opinion of the umpire, the injured player should not be moved, the tournament organisers should be notified immediately so a decision on the outcome of the match to be made.

SGNE 6.2.2 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.

SGNE 6.3 Coaches/Team Managers are responsible for their teams' valuables, conduct and wellbeing.

SGNE 6.4 In the case of an incomplete competition. For example, if the competition is cancelled or suspended, the following steps will be used to calculate a result;

- The furthest completed stage of competition will be used to countback.
- Any teams tied on position will be separated based on the rules above which determine group positions, using averages.
- The minimum competition required to determine a result is a completed stage.

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SGNE 7 Overall scoring Points will be awarded for each game to give a school's group position

SGNE 7.1 Points awarded are as follows:

- 5 for a win
- 3 for a draw
- 2 points if a team loses but gains more than 50% of their opponent's score
- 1 for a loss

SGNE 7.1.1 Group positions determined by:

- Points accrued
- Goal difference
- Goal Average

SGNE 7.1.2 In the event of a tie in the semi-final or final there will be a straight turnaround and teams will play a further 2 minutes. If teams are still level after 2 minutes, then the team who scores the first goal will be deemed winners.

SGNE 8 Medals & Trophies Medals and salver will be awarded as follows:

SGNE 8.1 Medals awarded to 1st, 2nd placed teams. Both losing semi-finalists teams will receive 3rd place medals. Salver presented to the overall winner of the competition.