



NETBALL

(U13)

2014 RULES

V1 27/04/2014

Team Requirements

- There will be one age group: School Years 7 & 8
- Each team shall consist of a maximum of 10 players with 7 playing at any one time.
- Teams cannot take the court with less than 5 players
- Each Local Authority area must supply a 'C' registered umpire.
- Each team is required to provide their own bibs and a Size 5 match ball.
- Each team member must wear their Devon Games to Inspire T-Shirt.

Team Eligibility

- All team members must be in School Years 7 & 8.
- No netball club/school teams can enter, i.e. open LA trials should be held.
- Players must not have been selected for or received training at County, Regional or National Centre of Excellence, Satellite or County Academy in the 12 months prior to 1st May 2014

Competition Format

- A round robin format, which decides the winner. Games will consist of two halves.
- In the event of a tie on points, goal average will decide placing's (goals for divided by goals against).
- If goal average is tied then goal difference will be applied (the difference between goals for and goals against).
- If goal difference is tied, the result of the group match between the two teams will be the decider.
- In the event of a further tie, the team with the most goals will be adjudged the winner.
- Points will be awarded as follows: 5 points for a win, 3 points for a draw, and 1 point if scoring more than 50% of the winning score.
- The winning team will be decided by the highest number of points.
- An overall **Fair Play Trophy** will be awarded in Netball. Teams will be judged on their support for their team and others.

Sports Rules

The competition will be played to England Netball rules of netball with some slight modifications to fit in with the running of the Devon Games to Inspire.
See attached Competition Regulations for more detail.

Official's Decision

- In all matters relating to the competition the Event Co-ordinator's decision shall be final and binding.

COMPETITION REGULATIONS

It is the responsibility of all Team Managers, Coaches and Captains to ensure that all players and umpires are conversant with the following regulations:-

RULES OF THE GAME

All games must be played according to the IFNA Rules of the Game currently in force in England, except where specific modifications have been made to fit in with the running of the Devon Youth Games.

BALLS & BIBS

Each team must provide a size five (5) netball, which must be clearly marked for identification purposes.

All players must wear positional bibs, and teams must have a spare set in a different colour in case of a clash of colours.

Playing initials shall be worn front and back above the waist and shall be not less than 100mm (4") and no more than 150mm (6") high.

In the event of a clash of colours the first named team on the playing schedule will retain their colours and their opponents will play in alternative coloured bibs.

CENTRAL TIMING

Central timing, normally sounded by a hooter, will be used, but matches will start and finish on the Umpire's whistle.

The hooter will sound at the beginning and end of an interval.

A warning will be given before play is due to commence.

REGISTRATION OF SQUAD MEMBERS

The maximum number of players allowed in a squad is 10.

No player, other than the 10 nominated on the Squad Sheet may play without the prior permission.

Once the Competition has commenced and a player has been named on a Squad Sheet she cannot transfer to another team.

Any amendment to the Squad Sheet must be made to the Event Co-ordinator at least 30 minutes prior to the commencement of the Competition.

Any amendments must be accompanied by proof of age.

START OF PLAY AND LATE ARRIVALS

Captains should toss for centre pass etc., well before the start of each game.

All teams must be on court, in position and ready to play, at the time and on the court stated in the playing schedule.

No team may start a match with less than 5 players.

Any team late on court will forfeit their match points.

The forfeited points will be awarded to the team on court, in position and ready to play at the correct time.

The match may be played and the Umpires must record on the Result Slip the name of the team who arrived late.

If a reserve plays because of the late arrival of a player, she shall continue to play until half time, when the late arrival may substitute.

The 'Substitution' rule must be obeyed.

If a reserve is not used, late arrival(s) may only join the game, with the permission of the umpires, immediately after the scoring of a goal and only in the vacant position(s). At half time positions may be changed and the 'Team Changes' rule must be obeyed.

SUBSTITUTES & TEAM CHANGES

Only injured or ill players may be substituted during a game, but owing to the timings of games, opponents may not substitute at this time although playing positions may be changed if desired by both teams.

During the half time interval substitutions may be made providing they take place immediately. No extra time will be allowed for injury or illness.

Officials are requested to take great care in moving an injured or ill player from the court. Should the Umpires feel that a player's injury is critical, i.e. head, neck or back, and she will be better left on court for the medical staff, the Umpire must note the time lost during treatment and report to the Event Co-ordinator.

TEAM BENCH

The Team Bench will be the area at the team's defending end at the start of the game, to the right of the Netball post. **DO NOT CHANGE ENDS AT HALF TIME**

The Team Officials, in addition to the 3 players not on court, shall constitute the 'Team Bench'. The Team Officials and bench players may not indulge in inappropriate comments or behaviour including moving up and down the sidelines or along the goal lines outside the court during play.

Coaching is only permitted from the Team Bench.

RESULTS

Winning captain (both in case of a draw) will take the result slip to the scorer's table at the end of the match

This result slip represents the official score of the match and once returned, no dispute can be lodged.

Umpires must see that the final score is correct, legibly written and that their own signature is legible.

In the event of a team being disqualified for any reason, their results and those of their opponents will not be included on the master score sheet.

Match points will be awarded as follows-

5 points for a win

3 points for a draw

1 point to the losing team if scoring over 50% of the goals scored by the winning team

In the event of a tie on points, goal average will decide placings (goals for divided by goals against).

If goal average is tied then goal difference will be applied (the difference between goals for and goals against).

If goal difference is tied, the result of the group match between the two teams will be the decider.

In the event of a further tie, the team with the most goals will be adjudged the winner.

EVENT CO-ORDNIATOR

All queries should be directed to the Event Co-ordinator in the first instance.

If the First Aiders have advised a player that she should take no further part in the competition on medical grounds, they will inform the Event Co-ordinator who will uphold that decision.

The Event Co-ordinator reserves the right to alter, or amend the playing schedule if necessary.

The Event Co-ordinator may also make decisions on any matters arising during the Competition and will refer any matter not covered by the Competition Regulations to the Event Referees.

The Event Co-ordinator has the right to disqualify any individual or team that does not comply with any of the Competition Regulations listed. The Event Co-ordinator's decision is binding and final.

GLOVES

No form of glove may be worn when playing Netball.

If, for medical reasons, gloves are required, then on the production of an appropriate medical certificate, the Event Co-ordinator may allow seamless leather gloves to be worn.

These players are advised to have personal liability insurance.

Umpires are reminded that they still have to be satisfied that any gloves worn do not present a hazard to other players.

JEWELLERY

All jewellery must be removed. A wedding ring must be taped if worn. Players wearing jewellery will not be allowed on court.

MEDIC ALERT BRACELET

Only a medic alert bracelet may be worn during netball matches as per the new IFNA rules 1.4.3. The bracelet must be secured in such a manner that it will not constitute a danger to an opponent i.e. with clear tape, suitably taped to ensure that it can not be removed/lifted off by any accidental contact.

HEAD SCARVES

If these need to be worn because of religious practices, the player, together with the coach should ensure that the material used for the head covering is soft, without embellishments, which might constitute a danger, and with potential flowing/flapping edges held securely around the neck or tucked into shirt collar. It should be as neat and secure as possible.

SPECIAL REGULATIONS

PLAYERS AND BLEEDING

Please note IFNA Rule 7 clearly states the procedure regarding players and bleeding. However, where no time is allowed for injuries the following should apply:

If the bleeding is not profuse, the player should be asked to cover the injury at the next interval.

If the bleeding is very heavy, the player will be asked to leave the court for the dressing of the injury and to return according to Rule 7.

In these shorter matches, it is not the intention to penalise a team with an injured player and Umpires will need to be very aware of the time of the next interval, in order to keep a player on court unless it is absolutely necessary to have the injury covered. A sticking plaster could be used in order to stem the flow until the next interval.

PLEASE NOTE: IT IS THE RESPONSIBILITY OF THE TEAM OFFICIALS TO HAVE FIRST AID DRESSINGS AVAILABLE AT THE SIDE OF THE COURT.

If dressings are not available, then a substitute would have to be used or the team would have to play on with only six players.

UMPIRES AND BLEEDING

Play may be stopped for injury or illness or any other cause. This would allow the Umpires to stop the game if she/he sustained and injury herself/himself.

In tournament play where no time is allowed for stoppages, the Umpire should try to wait until the next interval before dealing with her/his injury. If the injury is bleeding, the Umpire should avoid touching the ball. This may mean that she/he should request the other Umpire to take any Toss Up that she/he may award, until she/he can deal with her/his own injury. It may now

be advisable for Umpires to keep an Elastoplast about their person in order to deal with any small injury that may occur. In the event of a major injury to either a player or an Umpire, the game would have to be stopped and the Tournament Referees would have to make a decision as to how the emergency situation would be coped with.

PREGNANT PLAYERS AND UMPIRES FITNESS

Pregnant players may not take part beyond 12th week of pregnancy.

Umpires are expected to conform to a standard of physical fitness, which allows them to keep pace with the speed and variability of the game(s). If age, injury, illness or pregnancy is likely to affect the umpires movements and positioning to the detriment of the game, she/he is required to withdraw from officiating.

At the discretion of the Umpiring Committee an appropriate penalty may be imposed on the umpire concerned.

The Umpiring Co-ordinator reserve the right to withdraw an umpire from the Tournament should this become necessary.