



Summer games



GREATER MANCHESTER SCHOOL GAMES 2018

YEAR 5/6 HIGH 5 NETBALL COMPETITION

Friday 6th July 2018

Wright Robinson Sports College (Opening Ceremony in Outdoor Arena first)

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

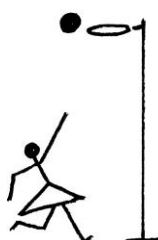
Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Summer Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.





MANCHESTER
CITY COUNCIL

COMPETITION PATHWAY:

In partnership with England Netball and the County Netball Association, the Greater Manchester Local Organising Committee proudly presents the Year 5/6 High 5 Netball Competition.

High 5 Netball provides the link between First Step Netball and the full 7-a-side rules. The rules have been modified to allow players greater freedom around the court and to give them more time in which to make their decisions and to act upon them. The game encourages maximum participation from those involved and introduces the roles of scorers, timekeepers and centre pass markers.

Along with many other sports, England Netball believes that a modified game at this age group provides the best foundation for young people to develop the physical, social and tactical skills required, in addition to developing knowledge and understanding of the game.

The School Games competition is open to all schools; however they must have qualified through their local SGO area/borough heats in order to progress to the County Final.

The competition adopts a simple pathway as follows:

1. SGO Area/Borough Events

Primary Schools within an SGO Area/Borough will be encouraged to enter the first stages of the competition at a venue local to their school. The top two teams from the Borough will then be invited to the School Games County Final.

2. Greater Manchester School Games County Final

This stage of the competition will be organised by England Netball and the Greater Manchester County Netball Association and will comprise of 20 schools representing the 10 Boroughs of Greater Manchester.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Age Groups

All players must be from Year 5 and/or Year 6.

Team Composition

Squads should consist of 7, 8 or 9 players with 5 on court at any one time.

The squad is made up with the following:

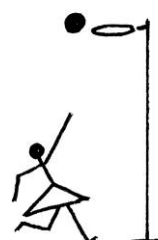
C: Centre

GS: Goal Shooter

GK: Goal Keeper

GA: Goal Attack

GD: Goal Defence





MANCHESTER
CITY COUNCIL

When off court players can assume the following roles:

Scorers: Keep a simple score card for their own team.

Time keeper: Time the quarters and indicate to the umpire when the quarter is finished.

Centre pass marker: Keep note of whose centre pass it is and indicate to the umpire.

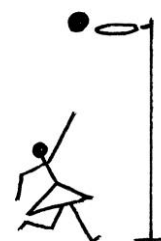
High 5 Netball is a game for both boys and girls. However, no team is allowed more than three boys. The following is therefore permitted:

- Squad of 7 - Max 3 boys
- Squad of 8 - Max 3 boys
- Squad of 9 - Max 3 boys

Only two boys are allowed on the court at the same time.

Court/Equipment Requirements

- High 5 netball is played on a normal full size netball court.
- Size 4 balls will be used.
- Posts should be lowered to 9ft/2.74m.



Competition Format

At SGO Area/Borough level, local organisers will decide on the format i.e. 'home & away' leagues, central venue festivals. Leagues are the preferred model to encourage regular participation.

At the County Final a 'Round Robin Box' format will be adopted as this will ensure all teams have a set number of matches regardless of whether they win or lose.

A suggested scoring system is as follows:

- Win = 5 Points
- Draw = 3 Points
- Lose = A team will score 1 point if more than 50% of the opponents score.

Duration of the Game

It is recommended by England Netball that matches should be 4 x 6 minutes with 2 minutes at each interval during which squad members' positions should be rotated.

Depending on the amount of time allocated to each local competition and the number of courts available this may change as long as it is agreed by all parties from the start. Organisers may find it easier to have for example, two halves of 6 minutes with 2minute between games, and 1 minute at half time.

Playing the Game

The tournament will be played in accordance with the England Netball rules. The decision of the tournament referees will be final in all cases.

Start of Play:

- Team Captains toss a coin to determine who takes the first Centre Pass. Subsequent centre passes must be taken alternately.
- Play is started by a pass from the 'Centre', who stands with both feet in the centre circle.



MANCHESTER
CITY COUNCIL

- At the start of play the GS, GA, GD and GK may be anywhere in the goal third. The opposing Centre shall be in the centre third and free to move.
- When the umpire blows the whistle, the Centre must pass the ball within 4 seconds and obey the Footwork rule. The ball must be caught or touched in the centre third.

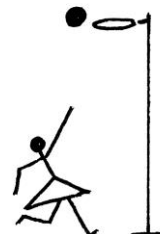
Playing the Ball:

A player must:

- Pass or shoot within 4 seconds.
- Obey the footwork rule.

A player may not:

- Deliberately kick the ball.
- Bounce the ball more than once.
- Hand or roll the ball to another player.
- Place their own hands on a ball held by an opponent.
- Throw the ball while sitting/lying on the ground.
- Use the goalpost as a support in receiving a ball going out of court or to gain balance.
- Throw the ball over a complete third without it being touched or caught by another player in that third.
- Regain possession of the ball, having dropped or thrown it, before it has been touched by another player.
- **Penalty: Free Pass.**



Footwork Rule:

- A player may receive the ball with one foot grounded or may jump to catch the ball and land on one foot. While that landing foot remains on the ground the other foot may be moved in any direction and any number of times, pivoting on the landing foot if desired. Hopping is not allowed.
- A player may receive the ball whilst both feet are grounded, or may jump to catch and land on both feet simultaneously. The player may then choose to move either foot and the remaining foot shall then be considered to be the landing foot. Proceed as in a) above.
- **Penalty: Free Pass.**

Scoring a Goal:

- A goal may only be scored by the Goal Shooter or the Goal Attack from within the shooting circle.

Obstruction:

- The player with the ball must be permitted an unimpeded throwing or shooting action. One jump to intercept a throw or shot at goal is permitted provided that the player is at least 1m away and that the arms are not outstretched prior to the jump. Jumping up and down in front of a player is not permitted.
- **Penalty: Penalty Pass or Shot.**

Contact:

- No player shall knock or push an opponent or interfere with his/her play, either accidentally or deliberately.
- **Penalty: Penalty Pass or Shot.**

Out of Court:

- A ball is out of court when it, or a player touching it, touches the ground or an object outside the court. The line counts as part of the court. If the ball hits the post and bounces back into court, it is still in play.

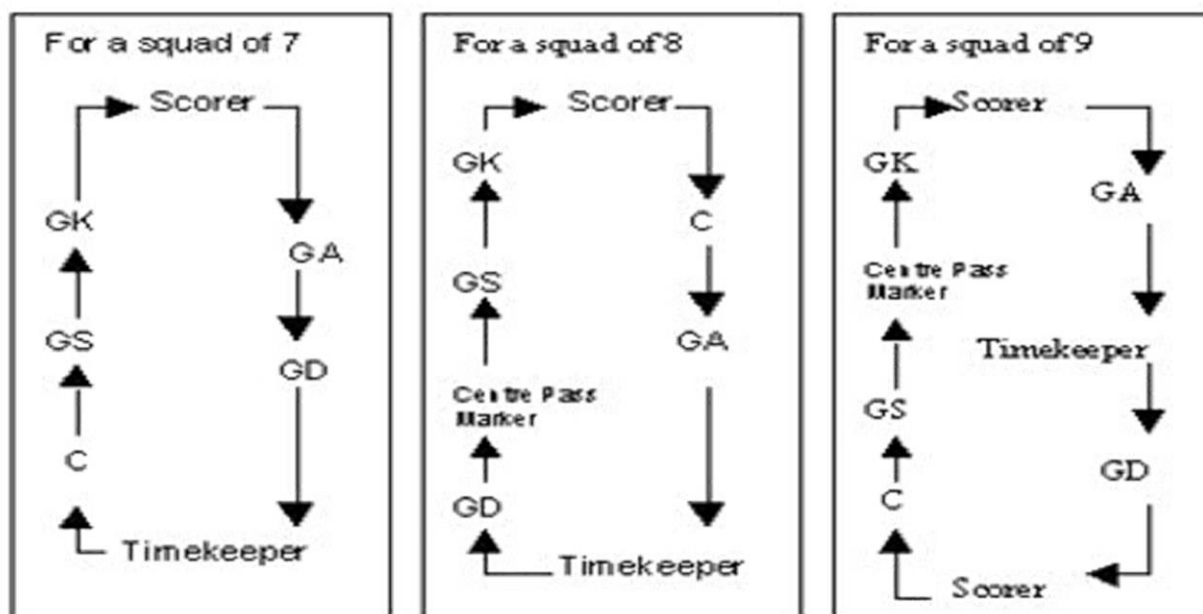
The Throw-in:

- The throw-in is taken at the point where the ball crossed the line. Any player allowed in that part of the court may take the throw-in and must stand outside the court with both feet behind the line. When the player taking the throw-in has checked that all other players are on court, she/he must release the ball within 4 seconds.

Offside:

- A player is offside if she/he enters any area of the court in which she/he is not allowed.
- Penalty: Free Pass.**

Rotation patterns



In the interest of fair play, the following rotations must be adhered to.

- Rotation pattern must allow for all players have been off court at one time throughout the rotation.
- No player should ever be off court consecutively.
- Rotation patterns will be continuous through both the matches being played and the tournament in which teams are playing.
- Injury or Illness - No time will be allowed for injury or illness. If a player has to retire, a substitution may take place in accordance with the England Netball High 5 rules.
- Substitutions - A reserve, playing because of the late arrival of a player shall continue to play in that position until half time as per the England Netball rules.



MANCHESTER
CITY COUNCIL

Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

HEALTH & SAFETY:

Before any events take place, the following MUST be read and adhered to:

- Players will not be permitted to compete in bare feet or unsuitable footwear.
- No jewellery should be worn.
- Long hair must be tied back.
- All loose clothing must be tucked in and shoelaces tied.
- No chewing gum/sweets allowed.
- It is recommended players bring plenty of liquid refreshment with them.
- All players are advised to warm up appropriately before each match.
- When not competing, players are reminded to remain off the courts and do not get in the way or distract the officials at any time.
- Medical supplies that players may need i.e. asthma inhalers should be brought with them on the day.
- All team teachers must ensure their pupils are under adult supervision at all times, even when playing. During this time players can watch and encourage their fellow team members.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

DEADLINE FOR ENTRY – FRIDAY 22nd JUNE 2018*

*please note if you enter past this deadline your school will not feature in pre- press material or the lanyard.

