

2019  
SCHOOL  
GAMES

# Year 5/6 High 5 Netball

Wednesday 26th June 2019

Venue TBC

## Competition Pathway

1

### SGO Area Events

Open to all schools in the area/borough with the top 2 schools from each borough being invited to the School Games County Final.

2

### Greater Manchester School Games County Final

This stage is organised by England Netball and comprises of 20 schools representing the 10 boroughs in Greater Manchester.

NB. An athlete can only represent their school in one event at the Greater Manchester School Games County Finals

## Teams

Players must be from year 5 and/or year 6.

Maximum of 3 boys on a squad.

Squads of 7-9 players.

5 players on the court at a time, maximum 2 boys.

Squad consists of:

C: Centre

GS: Goal Shooter

GK: Goal Keeper

GA: Goal Attack

GD: Goal Defence

When off court players can assume the following:

Scorers: Keep a simple score card for their team.

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

Centre pass marker: Note whose centre pass it is and indicate to the umpire.

## Equipment

Full size netball court.

Size 4 balls.

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 2 minute between games, and 1 minute at half time.

## 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.

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## 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.

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 must 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.

## Scoring

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

## 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.

## 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.

## 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.

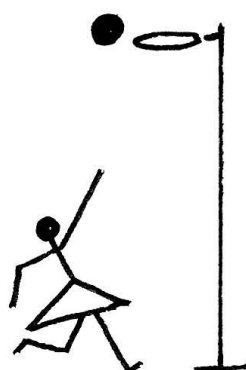
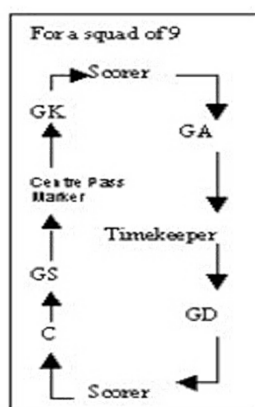
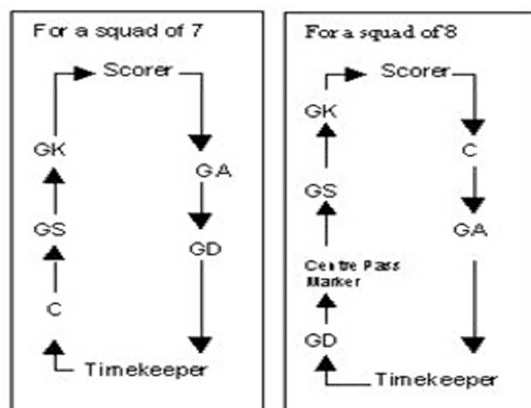
## Fair Play

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.

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Entry deadline  
Friday 14th June

If you enter past this deadline  
your school will not appear in pre-  
press material



## Health & Safety

Before all matches this must be read and adhered to:  
Players can't play if they are barefoot or in unsuitable footwear.

Long hair must be tied up.

No jewellery to be worn.

All loose clothing must be tucked in and shoelaces tied.

No chewing gum or sweets.

Players should bring plenty of drinks.

All players are advised to warm up appropriately before each match.

Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers.

All team teachers must ensure their pupils are under adult supervision at all times, even when playing.

Please ensure students have been briefed on health and safety.

## 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.



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