Brighton & Hove School Games
Level 2 Competition Pack 2017/18

Event	High 5 Netball 5 & 6 Mixed Cluster Competition
Event Format	Depending upon numbers either a round robin competition or mini leagues with play offs for a final position.
Venue Address	Patcham High School Ladies Mile Road BN1 8 PB
Teams and Year Groups	Year 5 & 6 mixed or single sex teams. Squad of 7 or 8. Only two boys are allowed on the court at the same time with a maximum of three boys in the squad. Five members of the squad are allowed on the court at any one time. School Staff member to manage the squad rotation.
Trophies	Certificates Medals for 1st Team
Payment	£10.00 per team.
Level 2 City Final	1st and 2nd placed schools to then attend Brighton & Hove Final at Patcham High School 6th April 2017.
Follow on Level 3 Competition	The winning school from the city final will then go through to represent Brighton & Hove at the School Games Final Day at the K2 in Crawley on Wednesday 27 June 2018.
Risk Assessment & First Aid	Each school will need to provide staff appropriate to the ratio of students they are bringing to the event. You will need to provide your own first aider. Final event risk assessments will be sent to each school. Schools will need to provide their own travel risk assessments to and from the event.
Other information:	Final information with pool formats / rules etc… will be posted to the schools once all entries have been confirmed. New to High 5 Netball? Rules are below in the event pack or go to www.yourschoolgames.com to download the school games rules card & challenges. Register for free www.englandnetball.co.uk for access to free resources and downloads.

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HIGH 5 NETBALL

Court

The court
The game can be played on any netball court up to a maximum size of 30.5m x 15.25m (100ft x 50ft).

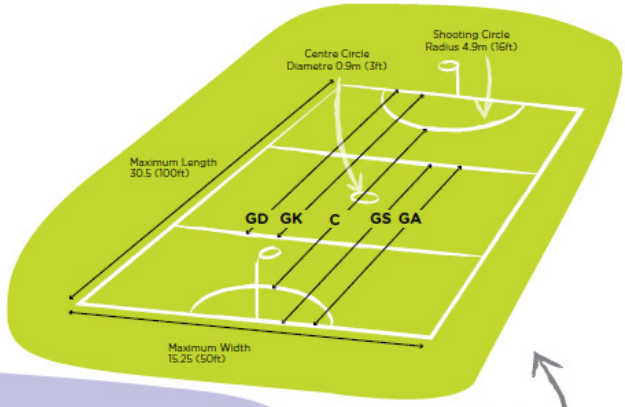
Markings
Normal court markings should be used. On smaller courts the centre and shooting circles should remain full size.

Safety
The court should be level and flat. Make sure that there are no loose objects, such as grit or wet leaves, on or around the court which could cause injury.

Posts
These should be placed on the centre point of each goal line with none of the base protruding onto the court. The ring should be 2.74m (9ft) from the ground and fitted with a net.

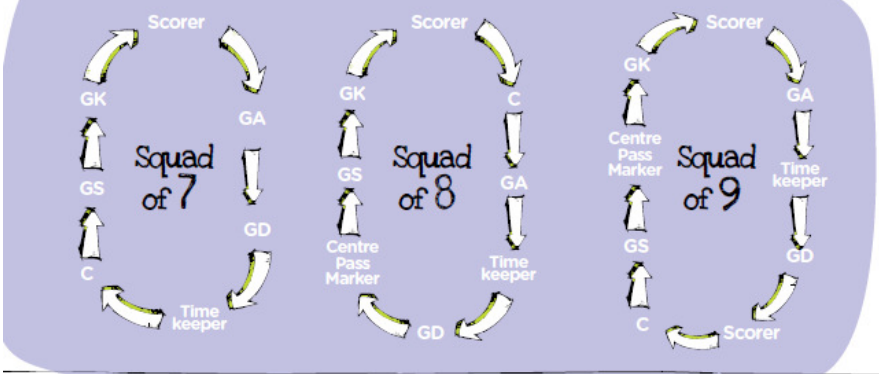
Ball
A size 4 Netball.

Bibs
You can use the GS, GA, C, GD and GK from the full set of netball bibs. Or you can order Official High 5 bibs from the England Netball website which include a Time Keeper (TK), Centre Pass Marker (CPM) and Scorer (S) bibs.



The court should be level and flat. Make sure there are no loose objects on or around the court which could cause injury, e.g. grit, wet leaves, loose wire, etc.

Rotation Patterns



Squad

The squad should consist of a minimum of seven and a maximum of nine players, with five on court at any one time.

Squad players not on court should take on a scoring, timekeeping or centre pass marking role.

Substitutions may be made at any time in the event of illness or injury.

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HIGH 5 NETBALL

Rotation

Rotation sheets should be completed before taking part in matches or festivals. Download your rotation sheets from the High 5 section on the England Netball website **www.englandnetball.co.uk**
Players should rotate after each quarter, half and before the start of each game.

How to rotate players

- Line players up side by side.
- Put bib or equipment on the floor.
- Move one place to your left and pick up the new bib or equipment.
- GK runs to the top of the line.

Squad of 9

After rotation 9 go back to rotation 1

	NAME									
1	GIRL	SCORER	GA	TK	GD	SCORER	C	GS	CPM	GK
2	GIRL	GA	TK	GD	SCORER	C	GS	CPM	GK	SCORER
3	GIRL	TK	GD	SC R	C	GS	CPM	GK	SCORER	GA
4	GIRL	GD	SCORER	C	GS	CPM	GK	SCORER	GA	TK
5	GIRL	SCORER	C	GS	CPM	GK	SCORER	GA	TK	GD
6	GIRL	C	GS	CPM	GK	SCORER	GA	TK	GD	SCORER
7	BOY/GIRL	GS	CPM	GK	SCORER	GA	TK	GD	SCORER	C
8	BOY/GIRL	CPM	GK	SCORER	GA	TK	GD	SCORER	C	GS
9	BOY/GIRL	GK	SCORER	GA	TK	GD	SCORER	C	GS	CPM

Squad of 8

After rotation 8 go back to rotation 1

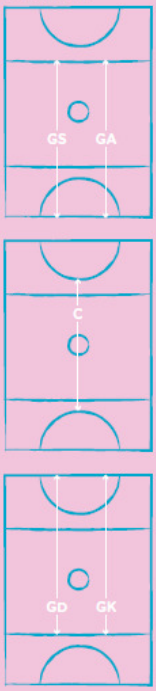
	NAME								
1	BOY/GIRL	SCORER	C	GA	TK	GD	CPM	GS	GK
2	GIRL	C	GA	TK	GD	CPM	GS	GK	SCORER
3	GIRL	GA	TK	GD	CPM	GS	GK	SCORER	C
4	GIRL	TK	GD	CPM	GS	GK	SCORER	C	GA
5	GIRL	GD	CPM	GS	GK	SCORER	C	GA	TK
6	GIRL	CPM	GS	GK	SCORER	C	GA	TK	GD
7	BOY/GIRL	GS	GK	SCORER	C	GA	TK	GD	CPM
8	BOY/GIRL	GK	SCORER	C	GA	TK	GD	CPM	GS

Squad of 7

to avoid 3 boys on court after rotation 6 go back to rotation 1

	NAME							
1	BOY/GIRL	SCORER	GA	GD	TK	C	GS	GK
2	GIRL	GA	GD	TK	C	GS	GK	SCORER
3	GIRL	GD	TK	C	GS	GK	SCORER	GA
4	GIRL	TK	C	GS	GK	SCORER	GA	GD
5	GIRL	C	GS	GK	SCORER	GA	GD	TK
6	BOY/GIRL	GS	GK	SCORER	GA	GD	TK	C
7	BOY/GIRL	GK	SCORER	GA	GD	TK	C	GS

Positions



The players

Mixed or single sex teams, only two boys are allowed on the court at the same time with a maximum of three boys in the squad. Only five members of the squad are allowed on the court at any one time.

The court is divided into thirds and players are allowed in the following areas:

GS & GA Their own shooting third, shooting circle and centre third but not end third.

C All thirds but not in the shooting circles.

GD & GK Their opponents shooting third, shooting circle and centre third but not end third.

Scorer, Timekeeper and Centre Pass Marker

When squad members are off court they take on scoring and timekeeping roles. In squads of eight or nine, one person should also be responsible for recording and calling whose centre pass it is.

Scorer Keeps a simple score card for their own team.

Timekeeper Uses a stopwatch to time the games and indicates to the umpire when the time is up.

Centre Pass Marker Keeps a note of whose centre pass it is and indicates to the umpire after each goal is scored and at the beginning of each quarter.

Score cards and Centre Pass Marker cards are available to download from the High 5 section on the England Netball website.

englandnetball.co.uk

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NETBALL

Rules

Duration of the game

Matches should be 4 x 6 minutes, with two minutes at each interval. Teams should change ends at each interval.

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 C, 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, which is part of the playing area. The opposing C 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.

Everyone must observe the 1m Distance Rule.

Footwork

- A player may receive the ball with one foot grounded or may jump to catch 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 while 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.
- Penalty: Free Pass.

Penalty Free Pass

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 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 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.

Don't touch the ball if somebody else is holding it!

Defending, obstruction and contact

Players must be at least 1m away from the person with the ball.

Defending the ball in a player's hand by outstretching the arms is not permitted.

One jump to intercept a throw or shot is permitted, provided the player is at least 1m away. Arms may only be raised as part of the vertical jump in an attempt to intercept the ball.

Jumping up and down in front of a player is not permitted.

Netball is a non-contact game!

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HIGH 5 NETBALL

Scoring a goal

A goal is scored when the ball passes completely through the ring from the top to bottom. A goal may only be scored by the GS or GA from within the shooting circle.

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. A throw-in is then awarded to the opposing team. If the ball hits the post and bounces back into the 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, they must release the ball within four seconds.

Offside

A player is offside if they enter an area of the court in which they are not allowed.

Penalty: Free pass.

Penalties

A **free pass** is awarded to a team for any infringement of the rules i.e. footwork except obstruction and contact. A player may not shoot directly from a free pass.

Simply * - a free pass is awarded when only one player is involved.

A **penalty pass** or shot is awarded to a team against any player causing obstruction or contact. A player may shoot if the penalty is awarded inside the circle. The offending player must stand still beside the player taking the pass or shot. The free pass, or a penalty pass or shot, is taken from the point where the infringement occurred and may be taken by any member of the team allowed in that part of the court.

One-to-one marking should be encourged at all times!

NETBALL RULES!

Toss-up

The umpire takes a toss-up when two opposing players simultaneously:

- Gain possession of the ball
- Knock the ball out of the court
- Are offside with the ball
- Contact each other

Or when they are unsure about which player is responsible for an infringement or has possession of the ball when the game was stopped for injury.

The two players stand facing each other and the goal into which their team is shooting. They stand with their arms at their sides and their feet in any position, with 1m between one player's front foot and that of their opponent. The umpire flicks the ball not more than 60cm (2ft) into the air from a point midway between the players and just below shoulder level of the shorter player's normal standing position. The whistle is blown as the umpire releases the ball. The ball is now in play.

For more information please visit the High 5 section on the England Netball website.