

# **BSME U15 Netball Tournament**

**Hosted by**



مدرسة سنت كريستوفر  
**St Christopher's  
School Bahrain**

**Girls**

**St Christopher's Senior School in Isa Town**

**Friday 15 November 2019**

**8:30am – 4:30pm**

- These rules follow the rules set out by the International Netball Federation.

### Umpires

- There should be two umpires per court.
- In any game, the umpires will have the authority to administer the rules of play. The umpire's decision is final. Only the Team Coach may approach an umpire for clarification of any rules or disputes on court. This may only be done at half time or full time.
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### Duration of the game

- Each game shall consist of 2 x seven (7) minutes halves with two (2) minutes interval. 4 minutes will elapse until the start of the next game, so players must be ready to go on court as soon as the previous game has finished.

### Courts

- Two match courts will be numbered 1 and 2. All matches will be played on a hard based Astroturf, adjacent to Sports Hall. Warm up court will be outside the Sports Hall (concrete).

### Clothing and accessories

- All players must be wearing full PE/Netball Kit with trainers suitable for Astroturf.
- The players 'bib' must be visible
- All hair should be tied back
- All jewellery must be removed before any player is allowed to play on court. NO earrings or items of religious significance to be worn on court. No excessive hairbands or 'live strong' bands 'to be worn around the wrist. If ears recently pierced, then plasters must cover the earring. If in any doubt, then the umpire's decision will be final.
- All finger nails need to be kept short. Each team will have nail and jewellery check before the start of play in the morning.
- Please bring nail files/scissors/nail clippers in case a player needs to cut their nails.

### Format of the tournament

- Where there are 12 competing schools, the teams should be divided into 2 pools of 6.
- Pool A will play all their matches on Court 1, Pool B teams will play all their matches on Court 2.
- Each pool should be selected randomly.
- Each team should then play 5 games in a round-robin competition to determine places for play-offs.
- The top 2 teams in each pool will play-off in the semi-finals.
- 1<sup>st</sup> Pool A vs. winners of 2<sup>nd</sup> and 3<sup>rd</sup> play off.
- 1<sup>st</sup> Pool B will play winners of 3<sup>rd</sup> and 2<sup>nd</sup> play off.
- The losers of 2<sup>nd</sup> and 3<sup>rd</sup> playoff games will play for 5<sup>th</sup> and 6<sup>th</sup> place.
- The 4<sup>th</sup> teams in each pool will play off for 7<sup>th</sup> and 8<sup>th</sup> and so on....

Play off 1	2nd in Pool 1	V	3rd in Pool 2
Play off 2	3rd in Pool 1	V	2nd in Pool 2
7th and 8th	4th in pool 1	V	4th in Pool 2
9th and 10th	5th in Pool 1	V	5th in Pool 2
Semi Finals 1	Winners pool 1	V	Winner Play off 2
Semi Finals 2	Winner pool 2	V	Winner Play off 1
11th and 12th	6th in pool 1	V	6th in Pool 2
5th and 6th	Losers of Play off 1	V	Losers of Play off 2
3rd and 4th	Losers of Semi Final 1	V	Losers of Semi Final 2

Final	Winners Semi Final 1	V	Winners Semi Final 2
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- It is planned that the two matches to decide 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place shall be played as a stand-alone games on Court 2. This is to allow as many people as possible to see the climax of the Netball competition.

### Points

- The following points should be awarded during pool play:
  - Win: 3 points
  - Draw: 1 point
  - Defeat: 0 points
- The total number of points accumulated at the end of pool play will determine the rankings in each pool. If at the conclusion of the pool play two or more teams have an equal number of points, their respective ranking will be decided by:
  - The result between the two teams;
  - Goal difference.
- In the event that scores are still tied, the teams will play for an additional 5 minutes. If the teams are still deadlocked at the end of extra time, play will continue until the next goal has been scored (the Golden Goal Rule).
- In the event of a draw during a semi-final or final match, five minutes extra time will be played. There will be a 1-minute break, and teams will change ends.
- If teams are still deadlocked at the end of extra time (with the exception of the final), play will continue until the next goal has been scored (the Golden Goal Rule).
- For the final, up to two periods of extra time may be played (with a 2 minute break between each period) before resorting to the Golden Goal Rule.

### Golden Goal Rule

- In the event that scores are tied when the final hooter sounds at the end of extra time, the following procedure will be followed:
  - The umpire in control of play will blow their whistle to stop play.
  - All players to remain on court in the exact place.
  - No substitutes can be made.
  - The umpire will explain that time is up, and that the next goal will decide the match.
  - Play will recommence with a free pass, in the place/area where play stopped, to the team in possession prior to the whistle being blown.

### Offside

- Player moving out of own area, with or without ball (on a line counts as within either area).

### Over a Third

- Ball may not be thrown over two transverse lines without being touched.

### Height of goal

- 10ft high

### Number of players

- The squads for all Games must be solely made up of girls.
- Seven-a-side with a squad number of 12.

### Out of court

- Ball is out of court when it contacts anything outside the court area (not the goalpost). The ball is returned into play by a throw-in taken from a point outside the line where the ball left the court. The player stands with foot close to (but not touching) the line, and the ball must be thrown onto the court within three seconds.

## Ball

- Size 5 ball for U15.

## Starting or restarting the game

- The first named team in the playing schedule will have the first centre pass and the second named team will select the shooting end. All teams must have, where possible, an equal number of first team draws. This applies to pool games only. Subsequent Play Off games, Semi-finals and Finals first centre pass will be decided by a coin toss.
- A central hooter will be used to start each round of matches, as well as the end of the first half and beginning of the second half. The umpire's whistle, however, officially starts and ends each period of play.
- Centre passes are taken alternately by the two Centres, after a goal has been scored.
- All players must start in the goal thirds except the two Centres.
- The Centre with the ball starts with either one or both feet in the Centre Circle, however the landing foot must remain in the centre circle until the ball has been thrown. The Centre must obey the footwork rule after the whistle has been blown.
- The opposing Centre stands anywhere within the Centre Third and is free to move.
- The Centre pass must be caught or touched by a player in or landing in or jumping from a stance in the Centre third.

## Playing the ball

- A player who has caught the ball shall play it or shoot for goal within three seconds. A player may not bounce the ball to gain control.
- Once released, another player must next touch the ball.
- There must be room for a third player between hands of thrower and catcher.
- A player on the ground must stand up before playing ball.
- Umpires will play advantage on a foul rather than blow the offence and re-set. There will be no set time on the advantage; that is at the umpires discretion.

## Replayed ball

A player may not replay the ball. Specifically you can't:

- Lose control of the ball and pick it up again if it has not been touched by another player.
- Catch a rebound from a shot on goal if the ball has not touched the post/net or another player.
- Toss the ball into the air and catch it again without it being touched by another player.

## Footwork

- Having caught the ball, a player may land or stand on:
  - One foot – while the landing foot remains grounded, the second foot may be moved anywhere any number of times, pivoting on the landing foot if desired. Once the landing foot is lifted, it must not be re-grounded until the ball is released.
  - Two feet (simultaneously) – once one foot is moved, the other is considered to be the landing foot, as above. Hopping or dragging the landing foot is not allowed.

## Scoring a goal

- Only GS or GA can score – they must be completely within the Goal Circle when the ball is received in order to shoot for goal.
- The umpire will raise their hand to indicate that a goal has been scored rather than blow the whistle. If a goal is not allowed, the umpire will cross their hands over to indicate 'no goal'.

## Toss up

- This is administered for all simultaneous infringements. The two players stand facing each other at their own shooting ends with arms straight and hands by their sides at a distance of 3 feet from each other. They should not move until the whistle is blown. The umpire should release the ball midway between the two players from just below the shoulder level of the shorter player's normal standing

position. The umpire should flick the ball upwards not more than 60cm (2ft) in the air as the whistle is blown.

### Free pass

- A free pass is awarded for infringement of any of the preceding rules. It may be taken by any player allowed in that area, as soon as they have taken up a stationary position. (A player may not shoot from a free pass in the shooting circle).

### Obstruction

- Player with ball:
  - The nearer foot of the defender must be 0.9m (3ft) feet from the landing foot of the player with the ball.
  - If the player's landing foot is lifted the distance is measured from the spot on the ground where the foot was lifted.
  - If a player lands on both feet simultaneously and remains grounded on both feet, the distance is measured from whichever is the nearer foot of that player to the nearer foot of the defender.
  - The defender may jump to intercept or defend the ball from this 0.9m (3ft) distance but must not land within 3 feet otherwise obstruction occurs.
- Player without ball:

The defender may be close, but not touching, providing that:

  - No effort is made to intercept or defend the ball and there is no interference with the opponents throwing or shooting action.
  - Arms must be in a natural position, not outstretched, and no other part of the body or legs may be used to hamper an opponent.
- Intimidation of any kind is classed as obstruction.
- A standing player is not compelled to move to allow an opponent a free run, but dangerous play must be discouraged, e.g. moving into the landing space of a player already in the air or stepping late into the path of a moving player.

### Contact

- No player may contact an opponent, either accidentally or deliberately, in such a way that interferes with the play of that opponent or causes contact to occur.

### Penalty pass

- A penalty pass (or penalty shot if in the shooting circle) is awarded for the above infringements taken from where the infringement occurred.
- The offending player must stand out of play beside the thrower until the pass or shot has been taken. Any opposing player allowed in that area may take the penalty.

### Substitution

- There is no limit to the number of substitutions, which can be made by a team provided that players used do not exceed the total number listed at any team registration.
- Substitutions and changes can only be made at half time.
- If any injury occurs, the substitute must go into the injured player's position **ONLY**, reshuffling of the team can be carried out at the next half time break or, if in the second half of the game, at the end of that game, in readiness for the next match.
- If you start a match with 5 or 6 players but more members of your team arrive after the game has started, they must wait until the next centre pass before being allowed to join the game.
- As above, if the player(s) arrive late for the game and it is already in play, reshuffling of the positions may only occur at the half-time turn around.

### End of the Game

- There will be a bell/hooter to signal the end of time but the umpires whistle will determine the end of the game.

- Three cheers and handshakes to be encouraged.
- Team managers shall shake hands.
- It is expected that team captains and managers shake hands with the match officials. Coaching is permitted during play from the side.

### Netball Trophies and Medals

Netball	1st	2nd	3rd
	Gold Medals & Trophy	Silver Medals & Trophy	Bronze Medals & Trophy