



Yr 5/6 BEE NETBALL RULES

Year 5 and 6 Boys and Girls, Max Squad of 9, Team Size of 7. Squad can contain a Maximum of 3 Boys, A Maximum of 2 Boys allowed on the court at anytime. 5 players will be allowed on the court at any-time, children will NOT be expected to act as timekeepers and scorers when off the court.

A rotation pattern must be followed that allows for all players to have been off court at any one time. When players rotate to the Scorer and Timekeeper roles they will not take these roles they will just rotate off the court, Sports Leaders will act as Scorers and Timekeepers.

Throughout the rotation no player should ever be off court consecutively. (Please see rotation patterns). Please note that if you have two boys in your squad then these two cannot be in the same arena at any time. Please see the rotations for a guide as to where your boys can start to avoid this. Rotation patterns will be continuous through both the matches being played and the tournament in which teams are playing. Squad member's positions should be rotated at full time (before the next game).

When you arrive at the competition you will be given a spreadsheet that you will be asked to fill in to show which children will start in which positions and how they will rotate throughout the tournament. If the maximum of 12 teams enter then they will be placed in 3 groups of 4, therefore you will play a maximum of 5 games (3 group games, a semi-final and final) and you can plan your positions accordingly.

If less teams enter or do not turn up, or you do not progress out of the group then the number of games will be less. Please note it is your responsibility to ensure your children adhere to this rotation throughout the tournament. If an issue arises these spreadsheets will be checked and if your children have not adhered to the rotation then you will be classed as a guest team and will not be able to win the competition.





Yr 5/6 BEE ETBALL RULES

1.0 The Court

1.1 The game may be played on any netball court, up to a maximum size of 30.5m x 15.25m, (100ft x 50ft) Normal court markings should be used, on smaller courts the markings should be reduced proportionally

2.0 The Equipment

Posts 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

2.2 Balls will be size 4 netballs

2.3 Bibs - the GS, GA, C, GD and GK bibs from a full set of netball bibs should be used

3.0 Squad

The squad should consist of a minimum of 7 and a maximum of 9 players, 5 on court at any one time. Squad can contain a maximum of 3 boys, and a maximum of 2 boys are allowed on court at anytime.

Matches will be 7 minutes with no half time, although this may be shorter or longer depending on time available and numbers of entries.

A rotation pattern must be followed that allows for all players to have been off court at any on-time. When players rotate to the Scorer and Timekeeper roles they will not take these roles they will just rotate off the court, Sports Leaders will act as Scorers and Timekeepers.

Throughout the rotation no player should ever be off court consecutively. (Please see rotation patterns). Please note that if you have two boys in your squad then these two cannot be in the same area at any time. Please see the attached rotations for a guide as to where your boys can start to avoid this.

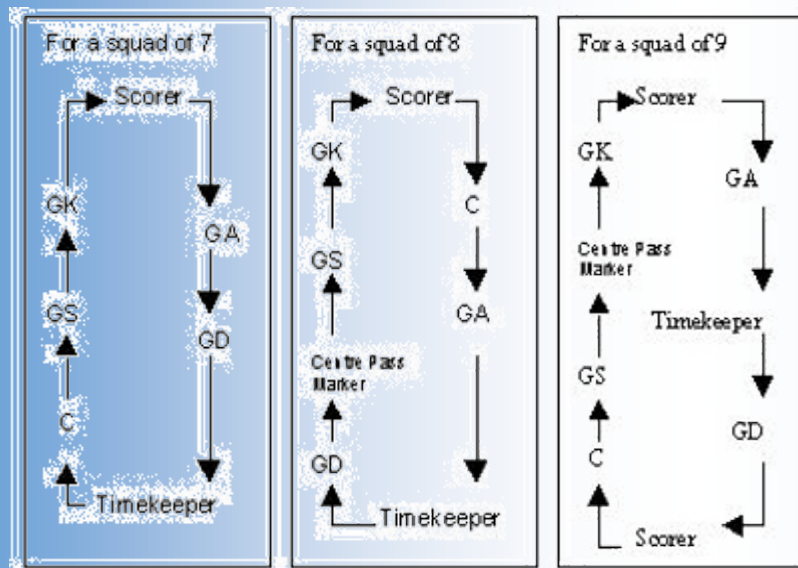
Rotation patterns will be continuous through both the matches being played and the tournament in which teams are playing. Squad member's positions should be rotated at full time (before the next game).

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



Yr 5/6 BEE NETBALL RULES (CNTD)

Rotation Patterns



4.0 The Players

4.1 5 members of the squad are on the court at any one time:-

Goal Shooter (GS) and Goal Attack (GA)

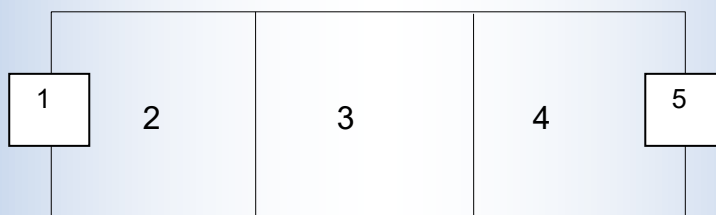
Allowed in areas 1, 2 and 3, Allowed to shoot, GS marks the goal keeper, GA marks the goal defence

Goal Keeper (GK) and Goal Defence (GD)

Allowed in areas 3, 4 and 5, Not allowed to shoot, GK marks the goal shooter, GD marks the goal Attacker

Centre (C)

Allowed in areas 2, 3 and 4, Not allowed to shoot, Is responsible for taking the centre pass, Marks the other centre



Yr 5/6 BEE NETBALL RULES (CNTD)

PLAYING THE GAME

8.0 Start of Play

- 8.1 Team captains toss a coin to determine who takes the first Centre Pass. Subsequent centre passes must be taken alternately.
- 8.2 Play is started by a pass from the Centre, who stands with both feet in the centre circle.
- 8.3 At the start of play, the GS, GA, GD and GK may be anywhere in the goal third which is part of their playing area. The opposing Centre shall be in the centre and free to move.
- 8.4 When the umpire blows her whistle, the Centre must pass the ball within 4 seconds and obey the Footwork rule (see rules). The ball must be caught or touched in the centre third.
- 8.5 Everyone must observe the 1m Distance rule.

9.0 Playing the Ball

9.1 A player must:

- a) pass or shoot within 4 seconds
- b) obey the Footwork rule

9.2 A player may not:

- a) deliberately kick the ball
- b) bounce the ball more than once
- c) hand or roll the ball to another player
- d) place his or her hands on a ball held by an opponent
- e) throw the ball while sitting or lying on the ground
- f) use the goal post as a support in receiving a ball going out of court or to gain balance
- g) throw the ball over a complete third without it being touched or caught by another player
- h) a player who has caught and held a ball, and who has then dropped it, may not pick it up again in order to throw it to another player

Penalty: FREE PASS

Yr 5/6 BEE NETBALL RULES (CNTD)

10.0 Footwork

10.1 The Footwork rule is stated in the official AENA Rule Book and can be condensed as follows:

- a) A player must 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.
- b) 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

11.0 Scoring a Goal

- 11.1 A goal is scored when the ball passes completely through the ring from top to bottom.
- 11.2 A goal may only be scored by the Goal Shooter or the Goal Attack playing the ball from any part of the shooting circle.

12.0 Defending, Obstructing and Contact

- 12.1 When a player is holding the ball, the distance on the ground between that player's landing foot and the nearer foot of an opponent must be at least 1m.
- 12.2 Defending the ball in a player's hands by outstretching the arms is not permitted. The player with the ball must be permitted an unimpeded throwing or shooting action. One jump to intercept a throw or a 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.
- 12.3 Netball is a non-contact game. No player shall knock or push an opponent or interfere with his/her play, either accidentally or deliberately.

Penalty: PENALTY PASS OR SHOOT

13.0 Out of Court

- 13.1 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 awarded to the opposing team. If the ball hits the post and bounces back into court, it is still in play.

Yr 5/6 HIGH 5 NETBALL RULES (CNTD)

14.0 The Throw-in

- 14.1 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.

15.0 Offside

- 15.1 A player is offside if she/he enters an area of the court in which she/he is not allowed.

Penalty: FREE PASS

16.0 Toss-up

- 16.1 The umpire takes a Toss-up when 2 opposing players simultaneously:

- i) gain possession of the ball
- ii) knock the ball out of court
- iii) are off-side with the ball
- iv) contact each other

OR when she is unsure about which player is responsible for an infringement or who had possession of the ball when the game was stopped for injury.

- 16.2 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 foot and that of her/his opponent.

- 16.3 The umpire flicks the ball not more than 60cm (2ft) into the air from a point mid-way 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.