

DETAILS

Venue:- Knox Regional Netball Centre
Dempster St, Ferntree Gully

Fixture:-

9.45am – Teams arrive and introduction to venue and competition

Round	Court						Start	Finish
	#1	#2	#3	#4	#5	#6		
1	1 v 2	3 v 4	6 v 7	8 v 9	11 v 12	13 v 14	10:00am	10:40am
2	1 v 3	2 v 5	6 v 8	7 v 10	11 v 13	12 v 15	10:50am	11:30am
3	2 v 4	1 v 5	7 v 9	6 v 10	12 v 14	11 v 15	11:40am	12:20pm
4	3 v 5	1 v 4	8 v 10	6 v 9	13 v 15	11 v 14	12:30pm	1:10pm
5	2 v 3	4 v 5	7 v 8	9 v 10	12 v 13	14 v 15	1:20pm	2:00pm

Teams:-

GIRLS – POOL A

- 1 – Tecoma #1
- 2 – Belgrave Heights #2
- 3 – Upwey South #2
- 4 – Upwey
- 5 – Ferntree Gully North

GIRLS – POOL B

- 6 – Tecoma #2
- 7 – Belgrave Heights #1
- 8 – Upwey South #1
- 9 – St John the Baptist
- 10 – Belgrave South

BOYS/MIXED

- 11 - Tecoma
- 12 – Belgrave Heights
- 13 – St Thomas More
- 14 – St John the Baptist
- 15 – Ferntree Gully North

SSV SHERBROOKE/BORONIA DISTRICT

WINTER INTERSCHOOL SPORTS

NETBALL

Special Notes:-

- Each game goes for 2 x 10 minute halves (5 minute half time break).
- There will be 5 minutes allocated to swap over (eat, drink, toilet, warm up etc.).
- Maximum of 7 players on the court.
- At the conclusion of each round, results must be given to the teacher in charge.
- Final Placings will be decided on wins. If there are two teams tied on wins, then percentage (Goals for/Goals against x 100) will be the deciding factor for the final placings.
- **John Mitchell (St John the Baptist)** is the convenor of the competition.
- **The top placed team for both Girls Pool A and Girls Pool B, and the top two placed teams in the Boys/Mixed competition (Girls and Boys/Mixed) will advance to the SSV Dandenong Ranges Division Finals.**

SSV SHERBROOKE/BORONIA DISTRICT

WINTER INTERSCHOOL SPORTS

NETBALL

TALLY

School	W	L	D	Pts	PF	PA	%	Pos
GIRLS – POOL A								
Belgrave Heights #1								
Tecoma #2								
Ferntree Gully North								
Upwey								
Upwey South #2								
GIRLS – POOL B								
Belgrave Heights #2								
Tecoma #1								
Belgrave South								
St John the Baptist								
Upwey South #1								
BOYS/MIXED								
Belgrave Heights								
Tecoma								
Ferntree Gully North								
St John the Baptist								
St Thomas More								

W = Wins

L = Loses

D = Draws

Pts = Points (4 - win, 2 - draw, 0 - loss)

PF & PA = Points For & Points Against (from each individual game)

% = Points For/Points Against x 100

Pos = Final Position (ie. 1st 5th)

RULES

(Basic Rules for SSV Sherbrooke/Boronia District – for more detailed rules see SSV manual)

Length of the Game

Netball is played over four quarters. The length of the quarters depends on how much time you have to play the game. There is a three minute break between the first and second quarter and the third and fourth quarters. The half time break is five minutes.

Starting the Game

The game commences and is restarted after each goal is scored and at the beginning of each quarter by a centre pass taken alternatively by the two centres, irrespective of who scores the goal. The umpire's whistle indicates the beginning and end of each quarter.

Scoring a Goal

A goal is scored when a Goal shooter or Goal Attack with no contact with the ground outside the circle throws the ball completely through the goal ring.

The umpires whistle signals the goal is scored.

Team Changes and Substitutions

A team may make any number of substitutions at the quarter, half or three quarter time break as well as during a stoppage due to injury or illness. If a substitution or team changes is made due to injury or illness the injured or ill player must be involved in the substitution or positional change.

Contact

A player cannot accidentally or deliberately come into contact with another player in a way which impedes their play.

For example, pushing, charging, tripping, throwing the body against an opponent or using the ball to push or contact an opponent.

Players must not hold an opponent, nor keep their elbows against another player.

Obstruction

A player with arms extended cannot defend closer than 0.9m (3 feet). This distance is measured from the first landed foot of the attacking player, to the nearer foot of the defending player.

A player may stand closer to an opponent provided their arms are not extended.

If the attacking player lessens the distance in the throwing or shooting action, then the defending player is not considered to be obstructing because it was the attacking player and not the defending player who shortened the distance.

A player may not use intimidating actions against an opponent with or without the ball.

Held Ball

A player must pass the ball or shoot for goal, within 3 seconds of receiving the ball.

Over a Third

A ball cannot be thrown over a complete third without being touched by a player in that third. The pass is taken from the third where the player gained possession. It does not matter if they step into and adjacent third to throw.

A free pass is taken where the ball crossed the second transverse line.

Offside

Players must stay within their designated playing areas.

A player may reach over and take the ball from an offside area provided that not part of their body touches the ground in that area.

When two opposing players go offside but neither touches the ball, they are not penalised.

If one or both players are in possession of the ball when they go offside, a toss up is given in their area of play.

Out of Court

When the ball goes out of court, it is thrown in by an opponent of the team which was last to touch it. The player taking the throw in should place one or both feet behind the point where the ball crossed the line and make sure all other players are on the court before throwing the ball.

If a player has no contact with the ball they may stand or move out of the court but must make contact with the playing area and have no other contact with anything outside the court before attempting to touch the ball again.

Playing the Ball (Replay)

A player who has possession of the ball may not bounce the ball and replay it.

If a player does not catch the ball cleanly, it may be bounced once to gain possession or batted or bounced to another team mate.

After throwing the ball, a player cannot play it again until it is touched by another player, or rebounds off the goal post.

Short Pass

There must always be room for a third player to move between the hands of the thrower and those of the receiver when passing. Passes that do not have this room are called short passes.

A player cannot:

- punch, roll, kick or fall on the ball.
- pass the ball in any way while lying, sitting or kneeling on the ground.
- use the goal post as a way to regain balance or as a support while stopping the ball from going out of court.

The Toss Up

A tossup is used to put the ball into play when:

- opposing players simultaneously contact each other.
- opposing players simultaneously knock the ball out of court.
- opposing players simultaneously gain possession of the ball.

- the umpire is unable to decide who last touched the ball out of court.
- opposing players are simultaneously offside with one in possession of the ball.

The two players stand 0.9m apart, facing each other and their own goal ends. Their arms should be straight with hands by their sides. Once in position, they must not move until the umpire has tossed it up from just below shoulder height of the shortest player and blown the whistle.

The ball may be caught or batted except directly at an opponent.

A goal shooter or goal attack may shoot for goal from a successful possession at a toss up.

Penalties

There are three types of penalties in netball:

- free pass
- penalty pass
- penalty pass or shot:

A: PENALTY PASS

A penalty pass is awarded for contact, intimidation and obstruction infringements.

The pass is taken where the infringer was standing, except if it places the non defending team at a disadvantage.

The pass can be taken by any player who is allowed in the area.

The penalised player must stand "**out of play**". That is, beside and away from the player taking the pass and make no attempt to take part in play until the ball has left the throwers hands.

If a penalty is given to a Goal Attack or goal Shooter in the goal circle they are awarded a "**penalty pass or shot**".

B: FREE PASS

A free pass is awarded for all other infringements on the court.

The pass is taken where the infringement occurred by any player who is allowed in the area.

The offending player does not have to stand beside the thrower taking the pass.

If a free pass is awarded in the goal circle, the goalers may only pass the ball - not shoot for goal.



NETBALL SCORE SHEET

Prim / Yr 7 / Yr 8 / Jnr / Int / Snr

Boys / Boys (Mixed) / Girls

Court.....

Centre Pass	Qtrr	Total	Total		
	1	G.Sh. <td></td>		G.Sh. <td></td>	
		G.A. <td></td>		G.A. <td></td>	
	2	G.Sh. <td></td>		G.Sh. <td></td>	
		G.A. <td></td>		G.A. <td></td>	
	3	G.Sh. <td></td>		G.Sh. <td></td>	
		G.A. <td></td>		G.A. <td></td>	
	4	G.Sh. <td></td>		G.Sh. <td></td>	
		G.A. <td></td>		G.A. <td></td>	
		TOTAL <td></td>		TOTAL <td></td>	

WINNING TEAM: _____

Captains: _____