



Merseyside School Games

Year 7 Girls Netball Information Pack

“Through the power of competition, the Merseyside School Games will inspire children and young people to unlock their potential.”



Competition Information

Event Date	30th March 2023
Event Time	Arrival: 9.30 Competition: 10-3.00
Event Venue	Wavertree Sports Park (Tennis Centre) Wellington Road, L15 4LE
Event Type	Aspire – Participation in these events will follow the traditional schools' games pathway, with the winners at the borough competitions representing their borough at the Merseyside School Games competition.
Year Group	Year 7
Gender	Female
Squad/team size	Squad size: 12 Team size: 7
Event Organiser	Please contact MSP for any queries via a.fisher@merseysidesport.com
Registration Link	Merseyside School Games - Secondary Netball Tickets. Thu 30 Mar 2023 at 10:00 Eventbrite

Information Points

- A Team Manager's Declaration Form must be completed via Event Brite in advance of the event. Details of the web address where you can access the form and deadlines will be provided to you by your local School Games Organiser. No declarations forms will be available on the day of the event and teams who have not been registered by the deadline will not be able to compete.
- Players should bring a packed lunch and plenty of water to keep them hydrated throughout the day. There are no on-site facilities for purchasing food or drinks throughout the day.

Competition Rules

- Centre passes are taken alternately by the Centre 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 and 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.
- A player who has caught the ball has three seconds to release the ball
- 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.
- A toss up will be administered for all simultaneous infringements. The two players face each other both facing their shooting ends, hands by their sides, the umpire will flick the ball upwards as the whistle is blown.
- 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).
- A player may jump to intercept or defend the ball from (3ft) feet distance.
- 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.
- 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.
- A Penalty Pass (or Penalty Pass/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.

- Offside: Player moving out of their 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.
- 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 the line, and the ball must be thrown onto the court within three seconds.
- Players and Team Officials must ensure that they are fully conversant with the rules covering “Breaking the Rules” and “Deliberate Delaying of Play” (including setting of Penalties) Full rules can be found at www.EnglandNetball.co.uk