

# **LEIGHTON LINSLADE SCHOOL GAMES RULES**

# YEAR 3/4: NETBALL

Competition Format				
Bee Netball - Fliers				
Squad Information	T			
Minimum Squad Size2 Teams Schools – 6 player per team (minimum 2 Boys – 2 Girls)				
Year Groups			Gender	
3/4			max of 2 boys on court at any time.	
		]		
Equipment (Schools need to provide / take to competition				
Schools to provide their own bibs and practice balls				
Competition Rules				
Bee Netball is a programme that enables children to learn the game in a way that is just right for their stage				
of development, building on their physical literacy and invasion skills.				
In Bee Netball the rules used to play the game are designed with the principle to support the learning of the game, not restrict the playing of the game.				
Court Size – 1/3 of the full size court				
Players on Court – 4 Mixed – (maximum of 2 boys)				
Rotation – BEE Netball requires players to rotate on and off the court. This is to ensure that participation is				
maximised. Teachers <u>must</u> ensure these rotations are followed <b>after EACH HALF TIME</b> . (See Supplied Sheets.)				
Post Height – 8 ft				
Ball Size – 4				
Rule Adaptions				
Positions – No official positions. All players Attack & Defend.				
Scoring – All players may score goals within a reasonable distance from the post. (ie not after the first pass)				
Passing – Pass within approx. 4 seconds				
Defending – Defend player & intercept ball				
Footwork – Players may take an extra step if required				
<b>Bibs</b> – Should be used to identify teams – Specific positions are not required				
Squads			<b></b>	
Bee Netball is designed to enable and encourage all children to be physically active and enjoy netball				
Mixed with 4 on court – With a maximum of 2 boys on court				
Whilst there are no formal positions on court, players should still rotate on and off the court as per supplied				
rotation.				
Length of game				
Will be determined on the day of event subject to courts available and number of team attending.				
Start of Play				
The game can be started from the centre circle (or floor spot) by any member of the attacking team. The other members of the team may choose where to position themselves to receive the first pass.				
-	A shot at goal cannot be taken from where the first pass is received. This is to develop invasion skills Centre passes are alternated after a goal is scored			

### Playing the Ball

A Pass must be made within approximately 4 seconds. This is slightly longer than standard netball rules

The ball cannot be passed the complete length of the court (e.g. from underneath one post to underneath the other post) it must be received at least once through the court.

### Footwork

A player may receive the ball with one foot grounded and then take TWO steps while in possession of the ball before it must be thrown or shot taken. The adaption supports the learning of the game and development of key physical literacy skills such as balance

#### Scoring a Goal

A goal is scored when the ball passes completely through the ring from the top to bottom and a point to the scoring team is awarded.

## Power Play - THIS WILL NOT BE TAKING PLACE TODAY

At the sounding of a central Siren -The following scoring will occur

- Double points for a successful scoring of a goal as above
- Point will be awarded for the hitting of the ring, even if ball does not go through the hoop.

#### Defending, obstruction & Contact

Defending the ball in a player's hand by outstretching the arm is NOT permitted.

This adaption encouraged children to learn key invasion principles and develop their game sense

Players are able to mark other players and intercept the ball during a pass.

One Jump to intercept a throw or shot is permitted, provided the player is at least 0.9m away.

Jumping Up and Down in front of a player is NOT permitted.

Arms may only be raised as part of a vertical jump in an attempt to intercept the ball.

The ball must have left the players hands before the arms can be raised as part of the vertical jump.

Netball rules that have NOT been adapted for Fliers Bee Netball should be played to :

- Players must not kick the ball accident or otherwise is irrelevant
- Players must not throw the ball while sitting/lying on the ground
- Players must not bounce the ball
- Players must not place their hands on the ball held by an opponent
- A Ball is out of court when it, or the player touching it, is outside the court area, A throw in is taken by the opposing team and should be taken where the ball left the playing area/crossed the line.
- The umpire will award either a free pass or penalty pass where the infringement takes place
- When a free pass is awarded the infringing player is not required to stand out of play.
- For a penalty pass the infringing player is required to stand out of play

Infringement	What will happen	
The footwork rule not obeyed	Free pass to the opposition	
The ball goes out of court or the player touching the ball is out of court	Throw in to the opposition	
The defending player is not 0.9m away from the player with the ball or is marking a pass or taking a shot without	Penalty pass or shot to the opposition where the defender was stood	
The ball is not passed within approx. 4 seconds – held ball	Free pass to opposition where the ball is held	
The ball is not touched for the length of the court	Free pass to the opposition from the centre circle/spot	
Rotation intentionally not followed	Teachers / Staff reminded of the Philosophy	

Scoring

NO Scoring

- School Games Values will be awarded

**First Aid & Emergency Procedures** 

Schools are responsible for the provision and administration of their own first aid.

The Competition organiser will brief all school staff prior to the start of the competition, and will provide information about emergency procedures.

Withdrawing from a Competition

In the event your school has to withdraw from the competition, you will need to inform Leighton Linslade School Sports Partnership Office at your earliest convenience, either via telephone 07894099009 or via email <u>seymours@vandyke.org.uk</u>, ideally a minimum of 48 hours' notice.

**Please note:** A lot of time, effort and expense is undertaken to arrange transportation for events, plus administration of coordinating fixtures etc.

**Cancellation of a Competition** 

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.