LYG Netball Year 5&6 2025
Entry Information & Rules

Event Overview

Date: Monday 30th June 2025.

Venue: Redbridge Sports Centre, Forest Road, Ilford, Essex, IG6 3HD.

Contact: ali@londonyouthgames.org

Entry Information

Squad Entry Deadline: Wednesday 18th June 2025, 10pm

Squad size: Minimum – 7 & Maximum – 9. Maximum of 3 boys per squad.

Competitions: Mixed Competition.

Eligibility Criteria

Competition Tier: Compete

Competition Intent: Highly competitive environment where winning is the measure of success and level challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

Player Eligibility: Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school have a higher skill ability and understand tactics and strategies in competitive game play situations.

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 year olds	01/09/2013	31/08/2015	Year 5 - 6

Full Rules & Regulations

BNET 1 All matches will be played to the England Netball Bee Stingers format. Rules can be found here: Stinger-rule-adaptions-full-explanation.pdf (d2cx26qpfwuhvu.cloudfront.net).

> **BNET 1.1** Should any rules listed below contradict those outlined by England Netball Bee Stingers, these rules will supersede those.

BNET **1.2** It will be at the discretion of the Competition Director and LYG personnel, as to the application of these rules. Any subsequent decision made by the Competition Director and LYG personnel will be final.

BNET 1.3 The Competition Director and London Youth Games reserve the right to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matter not covered by the tournament regulations.

BNET 1.4 The Competition Director in consultation with LYG personnel reserves the right to suspend/cancel the event where required by unsafe conditions.

BNET 2 Age Category

BNET 2.1 The following age groups and respective minimum/maximum date of births will apply to the School Games Netball Year 5 & 6 Competition;

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 year olds	01/09/2013	31/08/2015	Year 5 - 6

BNET 2.1. Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

BNET 2.2 It is the responsibility of competitors/parents/teachers/SGOs to ensure all competitors details are entered correctly at the time of submission, and that they are eligible to compete.

BNET 2.2.1 In the instance a competitor is found to be ineligible, the team and individual may be disqualified from the competition.

BNET 3 Squad size Boroughs are permitted to enter a minimum of 7 competitors (max 3 boys in a team) and a maximum of 9 competitors.

BNET 4.1 Any team with more than 3 boys will not be able to proceed to the knock-out stages. Note that teams do not have to include boys within their squad – all girls teams will be expected to play against mixed teams.

BNET 4 Kit & Equipment

BNET 4.1 No jewellery or hair adornments may be worn and earrings must be removed.

BNET 4.2 Fingernails must be cut short, and shoelaces securely tied.

BNET 4.3 Each team must provide two different coloured set of bibs with positions initialled front and back.

BNET 4.4 Each team must provide a clearly marked size 4 match netball for warm up.

BNET 4. 5 Match ball: Molten, size 4 (model international).

BNET 5 Competition Format

BNET 5.1 Matches will be 8 minutes one way, with 2 minutes between rounds.

BNET 5.2 The competition will consist of three rounds:

- Round 1: Teams will be split across 8 round robin groups (randomly allocated).
- Round 2: Teams will be regrouped based on finishing positions from Round 1. Teams finishing in positions 1 & 2 from Round 1 will be placed in the top half of the draw and will be eligible to proceed to knockout. Remaining teams will play off in new groups (teams not progressing through to knockout will finish after group stage around 1:45pm)
- Round 3: Top 8 teams from Round 2 will proceed to knockout.

BNET 5.2.1 Number of groups and group sizes will be subject to entry numbers.

BNET 6 Sports Specific Rules

BNET 6.1 The Bee Netball format uses a rotation system to ensure that all players play across all positions. In relation to the rotation system, the following rules apply;

BNET 6.1.1 The rotation pattern means that only a maximum of 2 boys are on the court during a game.

BNET 6.1.2 Teams with squads of 7 MUST not use rotation 6 to prevent 3 boys on court.

BNET 6.1.3 Team Managers must bring two copies of their rotation sheets, one must be submitted to the registration desk and the other must be used by the Team Manager on the day to ensure the players can rotate correctly. Any team found to submit an incorrect rotation sheet will be disqualified.

BNET 6.2 During play, the following rules apply;

BNET 6.2.1 Each match will start and finish on the umpire whistle, which will be blown immediately after the sounding of a central bell/hooter.

BNET 6.2.2 Captains must toss prior to the start of a game and inform the umpires of the outcome.

BNET 6.2.3 Late arriving players cannot enter the game while play is in progress but, after notifying the umpires, may take the court after a goal has been scored. The player must play in a vacant position.

BNET 6.2.4 Teams arriving late on court may start playing as soon as they arrive, but their opponents will be given a 2 goal lead. The opposing team may not start play or gain any further goal advantage until both teams are present.

BNET 6.2.5 If a team fails to take the court for the duration of the match, the opposing team will be awarded 5 points and 3 goals.

BNET 6.2.6 Coaches and squad players **must not move** along the side lines whilst play is underway.

BNET 6.3 In the case that injury occurs;

BNET 6.3.1 A match cannot be extended due to injury or illness. If a player is injured or ill, they must withdraw from the match immediately and a substitution made in order for

the game to continue. If in the opinion of the umpire, the injured player should not be moved, the tournament organisers should be notified immediately in order for a decision on the outcome of the match to be made.

BNET 6.3.2 Any player sustaining an injury causing blood to flow must immediately leave the court to cover the wound. All injuries should be referred to First Aiders on site and the Tournament Organisers.

BNET 6.4 Coaches/Team Managers are responsible for their teams' valuables, conduct and wellbeing.

BNET 6.5 In the case of an incomplete competition. For example, if the competition is cancelled or suspended, the following steps will be used to calculate a result;

- The furthest completed stage of competition will be used to countback.
- Any teams tied on position will be separated based on the rules above which determine group positions, using averages.
- The minimum competition required to determine a result is a completed stage.

BNET 7 Overall Scoring Points will be awarded for each game to give a school's group position

BNET 7.1 Points awarded are as follows:
- 5 for a win
- 3 for a draw
- 2 points if a team loses but gains more than 50% of their opponent's score
- 1 for a loss

BNET 7.1.1 Group positions determined by:
- Points accrued
- Goal difference
- Goal Average

BNET 7.1.2 In the event of a tie in the semi-final or final there will be a straight turnaround and teams will play a further 2 minutes. If teams are still level after 2 minutes, then the team who scores the first goal will be deemed winners.

BNET 8 Medals & Trophies Medals and a salver will be awarded as follows:

BNET 8.1 Overall team medals for 1st, 2nd and 3rd placed teams from round 3 and salver awarded to the winner of the competition.