

## U15 and U13

The tournament will be run to official INF rules.

Games are 2 halves of **7 minutes** with **1 minutes at half time** and **2 minutes** between rounds.

The games will be centrally timed, but the matches will start and finish on the umpire's whistle.

- Can all umpires and teachers please check players for jewellery, hair and nails before the tournament.
- Captains will arrange a coin toss with their opponent to decide who starts the game. The winning school will decide either first centre or which way they are shooting. If first centre is chosen, the losing school will choose the way they are shooting.
- Please can coaches stand at their defensive end for the first half and remain there for the 2<sup>nd</sup> half.

### Injury:

- Please fill the bib left by the injured player. Any team changes can be made at half time. If no subs are available and the Centre is injured, please move an on-court player into this position.

### Equipment:

- Size 5 netballs will be used. Goal posts will be 3.05 metres.

## U15

### Format

- The tournament will be played as a **round robin** over two days.
- There will be a **Grand Final** between the teams that finish in the top two positions on Day 2.

### Scoring

- Each team must provide a scorer that will stand at the halfway point of the court together. Scores must be checked and agreed.
- Winning captain will return the scorecard to the scorer's table.

### Point allocation and final placing

- Win = 5 points  
Draw = 3 points  
Loss but more than 50% of score = 1 point.

*In the event of a points tie between schools placed in 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup>, the result of the head to head between the schools in question will decide the final placing. If the head to head was a draw, a 1 x 7 minute deciding game will determine the placings.*

### Grand final:

This will follow the same format as the tournament. In the event of a draw, an additional 5 minutes of extra time will be played. If the game is still tied, the game will continue until one team has a two-goal advantage. Please note the clock will continue to run after the 5-minute extra time until a winner is found.

## U13

### Format

#### Day 1

- The tournament will be played as a **round robin** over one day.

#### Day 2

- The top 6 teams will go into a **round robin league** to play for the **Cup**.
- The bottom 5 teams will go into a **round robin league** to play for the **Trophy**.

### Scoring

- Each team must provide a scorer that will stand at the halfway point of the court together. Scores must be checked and agreed.
- Winning captain will return the scorecard to the scorer's table.

### Point allocation and final placing

- Win = 5 points  
Draw = 3 points  
Loss but more than 50% of score = 1 point.

*In the event of a points tie between schools placed in 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup>, the result of the head to head between the schools in question will decide the final placing. If the head to head was a draw, a 1 x 7 minute deciding game will determine the placings.*

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This will follow the same format as the tournament. In the event of a draw, an additional 5 minutes of extra time will be played. If the game is still tied, the game will continue until one team has a two-goal advantage. Please note the clock will continue to run after the 5-minute extra time until a winner is found.