

Let's have an enjoyable afternoon!

To make for an enjoyable occasion supporters are asked to:

- Act as a positive role model to all the players.
- Remember children play sport for their own enjoyment, not for that of the spectators.
- Acknowledge good individual and team performances from all players irrespective of the team in which they play.
- Respect match officials' decisions, even if they appear to make a mistake.
- Never verbally abuse players, coaches, match officials, or fellow spectators: such behaviour can create a negative environment for players and their behaviour will often reflect this.
- Acknowledge effort and good performance rather than 'to win at all costs'.
- Verbally encourage all players in a positive manner, shouting 'for', not 'at' players.
- Encourage all players irrespective of their ability – never ridicule or scold any individual player, regardless of the team in which they play.



Hatherop Castle School

U9 NETBALL TOURNAMENT

MONDAY 18TH MARCH

2019

Programme

2.00pm —Team registration on courts

2.15pm —Start of Tournament

3.15pm —End of Tournament

3.30pm —Tea

3.45pm—Depart

Tournament Rules

A squad may consist of a maximum of **10** players.

Substitutions may be made between matches and at half-time.

A substitution may also be made if an injury occurs. In this case the substitute should go on in the position vacated by the injured player.

All teams must supply an umpire and umpire own team matches please.

Teams will play with a size 4 ball and posts at 8ft.

Matches

Each match will be 5 minutes each way. Half time is a straight turn around with the games to start on the umpire's whistle.

Competing Schools

1. Hatherop
2. Cricklade
3. St Edwards
4. Rendcomb
5. Heywod

Time	Crt 1	Crt 2	OFF
2.15	1 v 2	3 v 4	5
2.30	2 v 3	4 v 5	1
2.45	1 v 3	2 v 5	4
3.00	1 v 4	3 v 5	2
3.15	1 v 5	2 v 4	3
3.30	Match tea		

Order of play - 5 team Round Robin

Scoring

5 point for a win, 3 point for a draw, 1 point for participation.

In the event of a tie on points, places will be decided on goal difference (goals for and goals against).

If all is even, the team with the most goals scored is the winner.