

**U16 Seeding Tournament**  
**14<sup>th</sup> Sept 2025**  
**Rules**

World Netball rules shall apply, with the following additions and exceptions:

**1. REGISTRATION**

- 1.1. Registration from 0845 onwards.
- 1.2. The maximum number of players allowed in a squad is twelve (12)
- 1.3. Squad lists to be presented to the recorder's/referee's table on registration.
- 1.4. Players shall be aged over 11 but under 16 at midnight on 31 August and affiliated to England Netball before the tournament commences.
- 1.5. Once the Tournament has commenced and a player has been named on a Registration Form, they cannot transfer to another team once they have played.

**2. BALLS AND BIBS**

- 2.1. Each team must provide a size five (5) netball, which must be clearly marked for identification purposes.
- 2.2. All players must wear positional bibs and teams must have a spare set in a different colour in case of a clash of colours.
- 2.3. In the event of a clash of colours, a toss of a coin between the two captains shall decide which team retains their original colours.

**3. CENTRAL TIMING**

- 3.1. Central timing, normally sounded by a hooter, shall be used, but matches shall start and finish on the Umpires whistle.
- 3.2. The hooter shall sound at half time to indicate change of ends, and play shall restart immediately on the umpires' whistle.
- 3.3. Match duration shall be as indicated on the playing schedule.
- 3.4. Teams must clear the court quickly at the end of a match to allow the next match on court.

**4. START OF PLAY AND LATE ARRIVALS**

- 4.1. Captains should toss for centre pass well before the start of each game.
- 4.2. All teams must be on court, in position and ready to play, at the time and on the court stated in the playing schedule.
- 4.3. No team may start a game with less than five (5) players.
- 4.4. Any team late on court shall forfeit the match points.
- 4.5. The forfeited points shall be awarded to the team on court, in position and ready to play at the correct time.
- 4.6. The match may be played, and the Umpires must record on the result card the name of the team who arrived late before the match is played.

**5. SUBSTITUTION AND TEAM CHANGES**

- 5.1. At the half-time end-change, substitutions/team changes may be made by both teams providing they take place immediately.
- 5.2. During play, Tactical Changes (2024 Rules of Netball) are permitted, but time is not held, and these cannot be made within the last 30 seconds of a period of play. The 30-second period remaining shall be indicated visually by the scorers.

**6. INJURY, ILLNESS AND BLEEDING**

- 6.1. Normal injury rules shall apply except:
  - The umpire shall hold play and the injured player shall leave the court immediately and may be substituted at the same time.
  - Time shall not be stopped, and no extra time shall be allowed for injury or illness.
  - The opposition may not substitute at this time, although playing positions may be changed if desired.
  - If the Team Officials indicate that a player's injury is critical i.e. head, neck or back, or if it appears that it is a critical injury and she will be better left on court for medical attention, the Umpire must note the time lost during treatment and report to the Tournament Referees who will adjudicate.

- For minor blood injuries a sticking plaster could be applied without the need to stop play.
- 6.2 Teams are to provide their own first aid kit for minor injuries. It is the responsibility of the team officials to have first aid dressings available at the side of the court.
- 6.3 If an umpire is injured during a game play may be stopped by either umpire, preferably at an interval or after a goal has been scored, and the Tournament Referees notified, and they shall decide on how to manage the situation.

## **7. TEAM BENCH**

- 7.1. The location of the Team Benches shall be indicated by the Umpires/Tournament referee.  
Do not change ends at half time.
- 7.2. The Team Officials, in addition to the five players not on court, shall constitute the 'Team Bench'. The Umpires for each game shall be informed as to who is the Primary Carer.
- 7.3. The Team Officials and bench players may not move up and down the side lines or along the goal lines outside the court during play.
- 7.4. Coaching is only permitted from the Team Bench.

## **8. UMPIRES & SCORERS**

- 8.1 Each team to provide a qualified umpire (minimum C award or approved Into award) to fulfil their umpiring obligations as shown on the schedule.
- 8.2 Each team to provide a competent scorer for each match they play.

## **9. RESULTS**

- 9.1 Captains must check the final score card. The Scorers to take the results cards to the recorders table. Score cards are not required to be signed.
- 9.2 The result card represents the official score of the match and once the result card has been submitted, no dispute can be lodged.
- 9.3 If a Team Captain is not in agreement with the final score, the Team Manager must advise their opponents, and both Scorers shall report as soon as possible to the Tournament Referees.
- 9.4 Match points shall be awarded as follows:
  - 5 points for a win
  - 3 points for a draw
  - 1 point to the losing team if scoring over 50% of the goals scored by the winning team.
- 9.5 In the event of a tie on points, goal average shall decide placings (goals for divided by goals against).
- 9.6 If goal average is tied then goal difference shall be applied (the difference between goals for and goals against).
- 9.7 If goal difference is tied, the result of the group match between the two teams shall be the decider.
- 9.8 In the event of a further tie, the team with the most goals shall be adjudged the winner.
- 9.9 Best Runner-Up across all the groups shall be decided in this order:
  - Runner-Up with highest number of points (or highest ratio if different number of games played i.e., total points divided by number of games).
  - If same number of points, then team with highest goal average.
  - If goal average is tied, then goal difference shall be applied.
  - If goal difference is tied, then the team having scored the most goals.
  - In the event of a further tie, the Tournament Referee(s) shall decide the method to determine the best Runner-Up.
- 9.10 Semi-finals and Finals (if played) – in the event of a draw at full time play shall continue without a break, until the next goal is scored.