



Handbook 2021 Autumn League

Updated: October 2021

Ruby | Nettas | U12s | U14s | U16s | U19s

This competition is subvented by:



康樂及文化事務署
Leisure and Cultural
Services Department

And organised by The Hong Kong Netball Association:



香港投球總會

Room 1016, Olympic House, 1 Stadium Path, So Kon Po, Causeway Bay, HK

Email: hkna@hkolympic.org Web: www.netball.org.hk

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2021/2022 League Schedule

Saturday afternoons

12:00 to 18:00	Venue	Notes
9 October	Fa Hui Park	Round robin u10, u12, u14, u16, u19
16 October	Fa Hui Park	Round robin u10, u12, u14, u16, u19
23 October	Fa Hui Park	Round robin u10, u12, u14, u16, u19
30 October	Fa Hui Park	Round robin u10, u12, u14, u16, u19
6 November	Fa Hui Park	Round robin u10, u12, u14, u16, u19
13 November	Fa Hui Park	Round robin u10, u12, u14, u16, u19
20 November	Fa Hui Park	Wet weather buffer
27 November	Fa Hui Park	Round robin u10 + semi-finals other age groups
4 December	Fa Hui Park	Round robin u10 + finals other age groups
11 December	Fa Hui Park	Wet weather buffer

NOTES:

1. Draw and league structure to be confirmed after registration deadline
2. Not all dates/timing listed may be used

2021/2022 HKNA Key Contacts

JNL Team		hkna.jnlconvenor@gmail.com
HKNA JNL Convenor	Adrian Raper	adrian@noodles.hk
HKNA President	Krystle Edwards	president.HKNA@netball.org.hk
HKNA Development Officer	Tony Tam	hknadevelopmentofficer@gmail.com
HKNA Office	Lorraine Pak	hkna@hkolympic.org
JNL Umpiring	Melanie Potgieter / Khan Murray	umpiring.hkna@netball.org.hk

Competition Management and Administration

Player Eligibility

U19s	born on or after 1st Jan 2003
U16s	born on or after 1st Jan 2006
U14s	born on or after 1st Jan 2008
U12s	born on or after 1st Jan 2010

NETTAs U10s	born on or after 1st Jan 2012
Ruby U10s	born on or after 1st Jan 2012

NOTES:

U10s any boys can play.

U12 + U14s divisions: Boys are welcome to play. However, only three boys are allowed on the court at any time and limited to one boy in the Goal Circle at each end. Can play GA or GS (not both) and GD or GK (not both).

U16s - U19s: A request must be made in advance to the Junior League Convenor for each male player. Each request will be reviewed individually by the ExCom. The decision is at the sole discretion of the ExCom and that decision will be final. Should the boy be approved to play, the ExCom will clearly state which division and age group he will be allowed to participate in based on his strength/physicality/size. 2 boys will be allowed per team, with only 1 boy allowed on court at any one time

Ruby: This division is aimed for younger or inexperienced U10s. If someone could play Nettas but the club can't get them into a team they can play Ruby.

Player Registration

For a player to be registered, the individual player must have;

1. Had the \$170 player registration fee paid by their club.
2. Completed the JNL disclaimer form
3. Only entered in one division and one age-group for one team. Except for schools entering a team who can register a player who is also playing in a different division for a club. It is the school getting this exemption so they must take responsibility to handle any schedule conflict and take care of the player's welfare.

NOTES:

- The disclaimer forms may be done online
- Team convenors will be responsible for ensuring all disclaimer forms are completed and submitted to HKNA by the Friday before the first scheduled game.
- Failure to submit team disclaimer forms by the specified deadline will result in a \$200 fine per team for each and every week (accrued) until such time that these are submitted.
- The disclaimer form will cover the full netball season, ie. Autumn 2021 and Spring 2022.
- A player who is registered for the Autumn 2021 league and paid the \$170 fee does not need to do this again for the Spring 2022 league.

Team Lists

For each team application, the Form B (Team List) must be submitted via email in EXCEL format. **If you**

have multiple teams please add additional tabs (1 per team) to the same excel file.

Emails need to be sent to the JNL convenor email, hkna.jnlconvenor@gmail.com, by the specified deadline.

NOTES:

- A maximum of TWELVE PLAYERS are allowed on the team list. Additional players must gain HKNA approval.
- U10s can include FIFTEEN PLAYERS on the team list.
- The team list includes the names of the players in the team, playing history and date of birth.
- Please submit your draft team list if you cannot confirm your team yet.
- Team lists must be finalised by Week 1 of the competition.
- Within the first 2 weeks, changes to team lists can be re-submitted without penalty
- Team list changes (either adding or changing players) AFTER Week 2 of the competition, will incur an admin fee of \$200HKD. The fee will be the same regardless of the number of changes made.
- After Week 2 of the competition, submitted players cannot be moved downwards, only up.

Registration Team Fees and Payment

- Team Registration Fee: HK\$150 per team, per competition.
(Cross Cheque OR Direct Transfer to HSBC 411-811375-001)
- Player Registration : \$170 per player for full season (Autumn + Spring Competition).
(Cross Cheque OR Direct Transfer to HSBC 178-768966-001)

**** Please note that Team Fee and Player's registration have different accounts. Please write a separate cheque for Team Fee and Players Registration. *****

*ONE CLUB/TEAM = TWO CHEQUE or TWO TRANSACTIONS (ONE for Team Fee; ONE for Player Registration)

Please post the cheque OR email receipt of transfer to HKNA hkna@hkolympic.org AND JNL Convenor email hkna.jnlconvenor@gmail.com before the specified deadline.

Hong Kong Netball Association

Room 1016, Olympic House, 1 Stadium Path, So Kon Po, Causeway Bay, Hong Kong

Tel: 25048208 Fax: 25775694

Withdrawals

When a team has withdrawn after the commencement of the season, all points and goals scored in the matches involving the team prior to its withdrawal shall be cancelled. A team shall only be considered withdrawn if notice of withdrawal has been given to the League Coordinator.

NOTE: There will be NO REFUND OF FEES if a team withdraws.

Score Sheets and Player Registration

To avoid any disagreements, it is the responsibility of both teams to have one representative scoring (or sitting next to the person scoring) the official score sheet.

The score sheets are placed on the clipboard designated to that court.

That clipboard should be put back in the centre circle of the court at the end of the game. Please tick the names of the players who took the court for each game.

If a player's name is not on the scoresheet, this means she is not registered on the team list and will need to complete the player's registration process.

Random checks of player's ID will be performed to match the team's player registration list.

Guest Players

If the guest is registered for JNL, they should be playing for the same club in a lower or younger division.
If the guest is not in JNL, they must be registered with Sportlomo and the right age.
Guest players should write their name on the score sheet for each match they play.
Guests can play two matches in a season.

Exemptions: If the guest is in JNL but from a higher division (same age) they are allowed to request an exemption if this is the only way to get a full team. Coaches should choose players of appropriate skill for the division.

Cancellation of Matches

HKNA will make a call on the cancellation of matches owing to external factors as early as possible to avoid unnecessary travel - notification will be sent via email to the clubs/schools registered email address as well as posted on the HKNA Facebook page.

In the case of external factors that are likely to pose safety concerns (including adverse weather), an announcement will be made by 9:00AM on game day if play is to be cancelled. If after 9:00AM, safety issues arise, the JNL supervisor for that day will determine a decision as soon as possible and communicate this accordingly.

Please note that owing to limited court availability, if on any assigned dates games cannot be played owing to external factors, HKNA will endeavor to reschedule fixtures. If this is not possible games will not be re-played and both teams will be awarded competition points equivalent to a **drawn game**.

Competition Format

Format	The format depends on the number of teams in each division. The format for each division is detailed on the divisional draws that are published on the HKNA website.
Match Time	<p>ALL the games will be centrally timed by the JNL match desk.</p> <p>U12s - U19s: The length of games should be 12 minute quarters with 3 mins between each quarter except half time which is 5 minutes.</p> <p>U10s The length of games should be 2 x 10 minute halves with 3 mins between each half.</p> <p>If rescheduling forces a shorter season, the games will consist of 10-12 minutes halves with 2 minutes for half time. Or any other shorter length that the JNL supervisor needs to make the schedule work.</p>
Scoring	<p>Points system</p> <p>4 for a win / forfeit</p> <p>3 for a draw</p> <p>2 for losing but scoring more than half your opponents score</p> <p>1 for a loss</p>

Team Arriving Late	If teams are running late and have less than five players available (minimum of 5 players to take the court), then at the start of the game, the opposing team will need to stand on the court in their positions and for each minute the team is late, one goal is awarded to the opposing team. If the team cannot field a team by end of 1 st quarter, then the win is awarded to the opposing team and the 'forfeiture' penalties (below) applies to the team who cannot field a team.
Forfeiture	<p>Should any team forfeit a match, full points for a win and ten (10) goals shall be credited to the opposing team. Ten goals shall be debited against the team forfeiting. However, in the event of forfeiture after commencement of a match, the goals scored shall be recorded. Full competition points will be given to the winning team. NO competition points will be given to the forfeiting team.</p> <p>Teams MUST NOTIFY Hong Kong Netball Association office at least two (2) days prior if you need to forfeit a match, that is by Wednesday 6pm. If forfeiture takes place with not enough notification time, the forfeiting team will be fined \$300.</p>
Finals Series	<p>There will be a finals series for the Autumn 2021 League. Each division will have a winner, runner-up and third place. Medals and trophies?</p> <p>Additionally, HKNA will provide the coach of EACH team TWO medals they can present to their team: a) Most Valuable Player b) Sportsmanship Award</p>

Goal Posts	<p>The height of the goal posts for the U19s, U16s, U14s and U12s competitions is 10 feet (6th hole on the goal posts).</p> <p>The height of the goal posts for the u10s competitions is 8 feet (1st hole on the goal posts). If both Ruby teams wish, they can leave the hoop at its lowest possible position.</p> <p>Teams playing in the first time slot are responsible for getting the goal posts from storage at the ground and putting them up on their designated court. Teams playing in the last time slot for that court are responsible for putting their own goal posts away at the end of the game.</p>
Equipment	Each team is to bring their own equipment, such as balls, bibs, for the games. All teams are advised to BRING THEIR OWN FIRST-AID kit and ICE and/or ICE PACKS.
Uniforms	<p>Playing positions must be worn by each player of a team.</p> <p>Shoes or boots must be worn throughout the entire game. Spiked shoes are not allowed.</p> <p>The principles applicable to uniforms are that:</p> <ol style="list-style-type: none"> 1. whenever possible, all players in a team must be in identical uniform 2. a team may wear similar but not identical dresses as long as they are the same predominant colour 3. a team may wear sports clothes instead of dresses as long as they wear the same predominant colour and they wear the same colour singlet bibs (not stick-on bibs); 4. any team without identical uniforms must contact the opposition to check what colour the latter will wear so as to avoid wearing a similar colour (including bibs); and 5. where both teams plan to wear a similar colour, the second-named team must

	<p>adjust to a different colour.</p> <p>6. shorts must be pocketless to avoid catching fingers</p> <p>Please also note:</p> <ul style="list-style-type: none"> • Players are NOT allowed to wear any items of jewelry or sharp adornments. Medical bracelets, if worn, must be taped. Earrings CANNOT be taped. • Fingernails shall be cut short and smooth, or netball gloves worn.
<p>Umpiring Duties</p>	<p>Each team shall be required to provide one suitable umpire for every round of play for a game in another timeslot. All the umpires are to report to the JNL Desk FIRST prior to start of the game. Umpires should arrive minimum five minutes before the start of the game to be checked off and also to check nails etc. The umpire CANNOT coach during the game or during the intervals (1/2 time). Therefore teams should ensure they have an umpire available for the entire game.</p> <p>It is the umpires' responsibility to provide their own whistle and check the score sheet at the conclusion of the match. The umpires have sole control of the game and the umpires' decisions are final. The captain of either team is the only one who has the right to bring points of umpiring before the umpire and this may only be done during the intervals of match play.</p> <p>NOTE: Failure to umpire shall incur a penalty – two match points and the team shall be fined \$300 for a replacement umpire. If an umpire is LATE (less than 5 minutes) and the game has started and a replacement umpire was used, then the team that the umpire is umpiring for will be charged \$150. This money will go directly to the replacement umpire. If an umpire arrives FIVE or more minutes after the commencement of the game, then she/he is deemed absent and the team that the umpire is umpiring for will be fined \$300 and deducted two match points.</p> <p>If a team requires HKNA to find an umpire to do their duty that was not previously organized, they must notify HKNA with at least 7 working days notice.</p>
<p>Desk Duty:</p> <p>Timing of Games</p>	<p>Timing of U12-U19 Games Duties</p> <ul style="list-style-type: none"> • Each game is to begin promptly • The bell should be used at the beginning and end of each half to inform umpires to begin/end the game • Time is to be held centrally • Quarters are 12 minutes in length • Interval between quarters is 3 mins except half time which is 5 minutes • 30 seconds prior to the end of each rest interval call players onto court • Time starts again as soon as the interval has elapsed • Matches start and finish on the umpires whistle • Timing does not stop for injury. For most stoppages called throughout the entire match will be of maximum of 30 seconds. The player concerned MUST LEAVE the court within those 30 seconds. For all these stoppages, time will not be added to the end of the quarter or match. Serious injury takes all the time it needs. <p>Timing of U10 Nettas+Ruby Games Duties</p> <ul style="list-style-type: none"> • Each game is to begin promptly • Time is to be held centrally

	<ul style="list-style-type: none"> • Halves are 10 minutes in length • Half time is 3 minutes • Matches start and finish on the umpires whistle • Timing does not stop for injury. For most stoppages called throughout the entire match will be of maximum of 30 seconds. The player concerned MUST LEAVE the court within those 30 seconds. For all these stoppages, time will not be added to the end of the quarter or match. Serious injury takes all the time it needs.
Covid-19 Rules	<ul style="list-style-type: none"> • Do not attend if you feel unwell or answer yes to any of the questions regarding quarantine or being in contact with a positive case of Covid-19 as per the disclaimer form • Temperatures must be checked on arrival at the venue • Everyone must wear a mask while not playing, including subs, coaches and spectators • Only 1 spectator per player allowed • Attendees must follow government guidelines (e.g. maximum groups of 4 people with 1.5 metres between groups except while on court) • No food allowed. Bring your own labelled water bottle, do not share • No shaking of hands post match
Misconduct	<p>All persons entering the grounds are expected to follow the “Codes of Behavior”. A standard of behavior from PLAYERS, OFFICIALS and SPECTATORS is expected and if not adhered to, action will be taken by the JNL Coordinator. The Codes of Behavior are provided in this Handbook. HKNA encourages fair play and believes in providing a safe and fun environment for all the players and officials. Should a person behave in a manner which would hinder the safe and fun environment for all, he/she will be asked to behave in an appropriate manner or be asked to leave the ground.</p>

Match Rules

U19 / U16 / U14 / U12

All matches shall be played in accordance with the International Netball Federation Rules of the Game currently in force at the time of the relevant match, except where specifically stated in this handbook.

U10 Nettas+Ruby Rules

1.	UMPIRING: The umpire is expected to also coach the players from both teams during the game. Please make sure the umpire knows the modified rules (see below).
2.	On the last day of each age group round robin competition, HKNA will provide the coach of EACH team TWO trophies or medals they can present to their team: a) Most Valuable Player b) Sportsmanship Award
3.	<p>TIME TO PASS THE BALL: Up to 6 seconds</p> <p>STEPPING: Shuffling on the spot to regain balance allowed without moving down the court.</p> <p>GOAL POST: U10's 8 feet or lowest possible position if both teams agree.</p> <p>DEFENDING: Try to do one-on-one defence. Players may defend a shot at goal.</p>

OBSTRUCTION: A player defending a player from the opposing team in possession of the ball must defend from a distance of 1.2 metres (4 feet).

CENTRE PASS: The initial Centre Pass will be taken by the team that won the toss and all other Centre Passes shall be taken by the team that did not score the last goal.

SUBSTITUTIONS: The game time should be evenly distributed amongst all players. A team (up to 15 players is allowed) may make unlimited substitutions at intervals or at any time during play.

1. Before entering the Court, the substitute shall tag the player leaving the Court.
2. Both the substitute and the player leaving the Court shall not interfere with the play during the substitution process;
3. Both the substitute and the player leaving or entering the Court shall observe the Offside Rule when leaving or entering the Court.

HKNA Codes of Conduct

Code of Behaviour - **Players**

1. Play by the rules.
2. Never argue with an official. If you disagree, have your captain approach the official during a break or after the competition.
3. Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking an opponent is not acceptable or permitted in any sport.
4. Work equally hard for yourself and/or your team. Your team's performance will benefit, and so will you.
5. Be a good sport. Applaud all good plays whether they be by your team or the opposition.
6. Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
7. Cooperate with your coach, team-mates and opponents. Without them there would be no competition.
8. Play for the fun of it, and not just to please parents and coaches.

Code of Behaviour - **Coaches**

1. Know the rules and ensure your players play by the rules.
2. Never argue with an official. They are there to ensure that the game is conducted fairly and according to the rules. If you disagree, approach the officials after the game.
3. Control your temper and do not tolerate acts of aggression from your players. Verbal abuse of officials or opposition players, deliberately distracting or provoking them, is not acceptable or permitted in any sport.
4. Treat all players fairly. Do not interfere, bully or take unfair advantage of any player.

5. Provide feedback to players in a manner sensitive to their needs. Avoid overly negative feedback.
6. Involve players in decisions that affect them and encourage players to respect themselves and each other.
7. Cooperate with your players, opposition coach, opposition players and officials. Without them there would be no competition.
8. Ensure the tasks that are set for training are suitable for age, experience, ability and physical conditions of the players.
9. Be aware of the power you have as coach and do not abuse that power to further your own interests at the expense of your players.

Code of Behaviour - Spectators

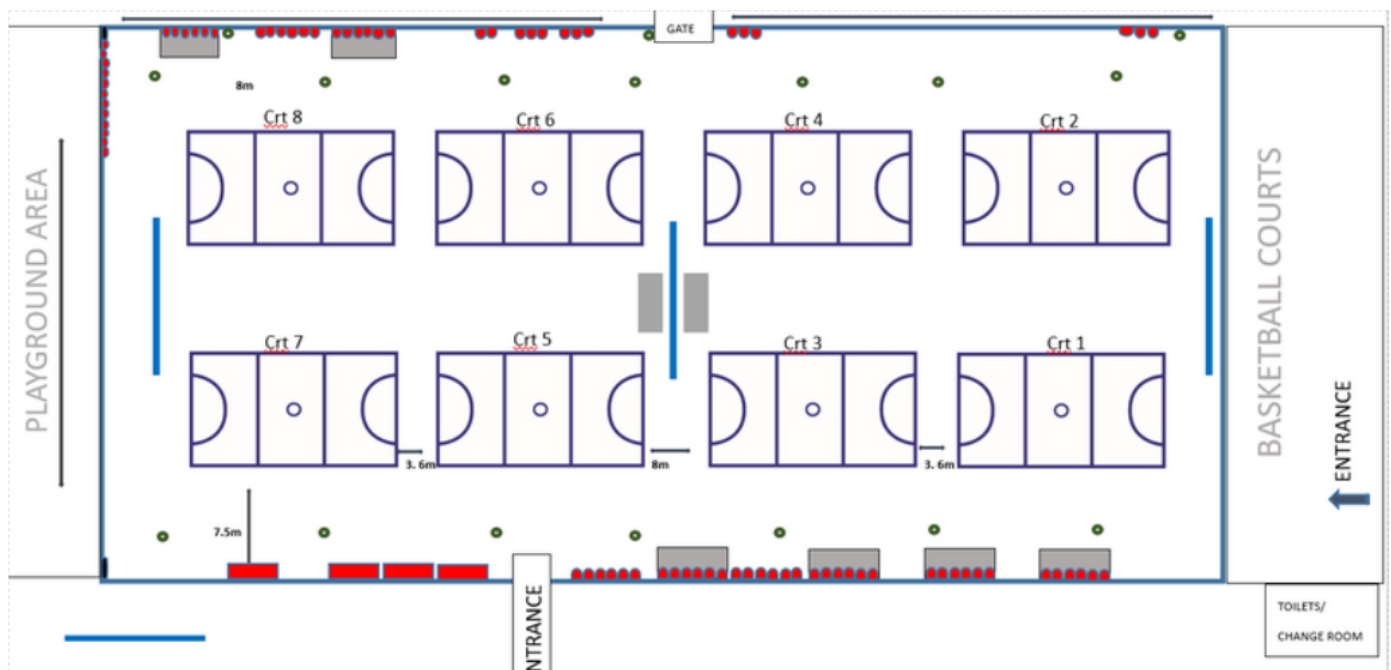
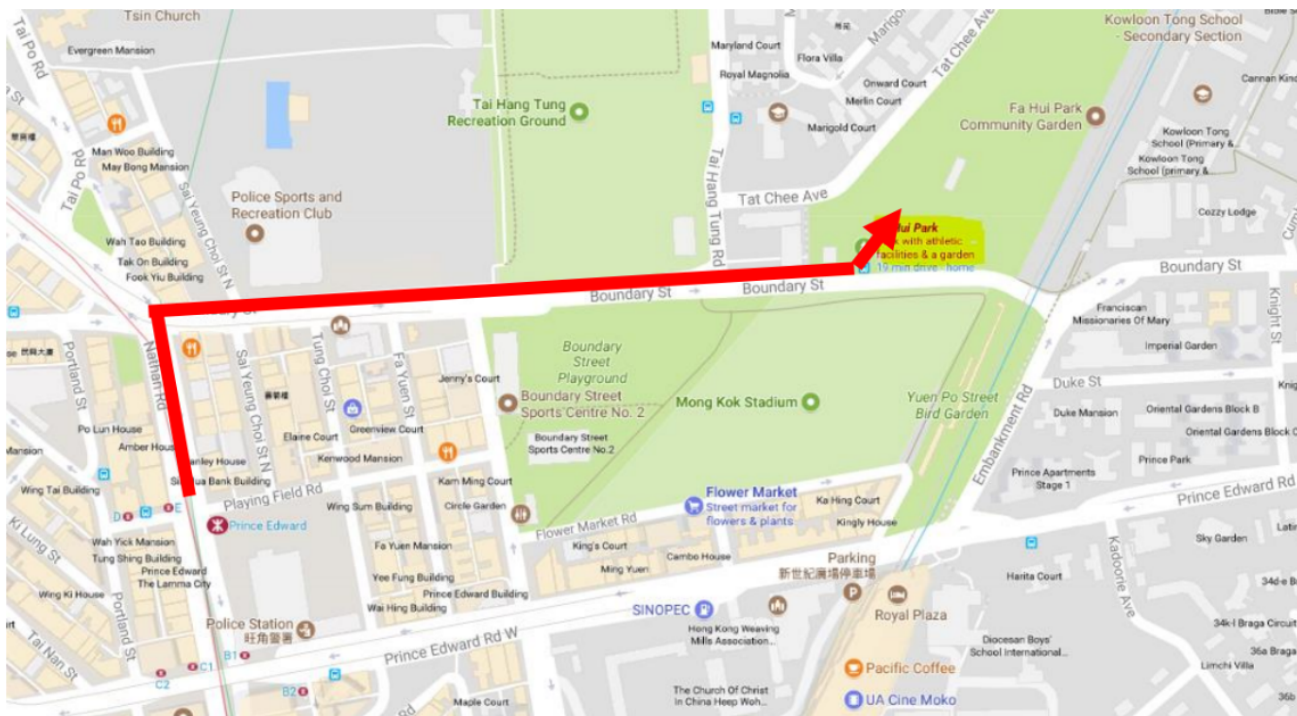
1. Remember that young people play sport for their enjoyment, not yours.
2. Applaud good performance and efforts from each team. Congratulate all participants upon their performance regardless of the game's outcome.
3. Respect officials' decisions and teach young people to do the same.
4. Never ridicule or scold a young player for making a mistake. Positive comments are motivational.
5. Condemn the use of violence in any form, be it by spectators, coaches, officials or players.
6. Show respect for your team's opponents. Without them there would be no game.
7. Encourage players to follow the rules and the officials' decisions.
8. Do not use foul language or harass players, coaches or officials.
9. Respect rights, dignity and worth of every young person regardless of gender, ability, cultural background or religion

Venues

Fa Hui Park

101 Boundary Street, Prince Edward, Kowloon, Hong Kong

Directions: Prince Edward MTR Exit A, walk along Playing Field Road, turn left to Sai Yee Street. Turn right to Boundary Street. At the pedestrian crossing, cross Boundary street. Walk past Chan's Creative School and you will see a children's playing area which leads to the entrance to Fa Hui Park.



Tai Wan Shan Park

Wan Hoi St, Hung Hom, Kowloon, Hong Kong



Club Convenor Contacts - Autumn 2021

Club's Name	Contact Name
CIS Phoenix	Connie Wong
DB Pirates	Melanie Potgieter
HK Scottish	Emma Gregory
Hong Kong Cricket Club	Dawn Bishop, Amanda Grange, Cecilia Lau
Hong Kong Football Club	Mary Vlogianitis, Rebecca Thompson
MLSA Galaxy	Amy George
Sai Kung Stingrays	Adrian Raper
SCAA Causeway Bay Netball	Anna Pinder
Sonics Unicorns	Gabriel Chan
Valley RFC	Chanelle Candy
ISF	Tang Kwan Yee