JUNIOR NETBALL LEAGUE
青少年投球聯賽

Handbook 2026/27

Updated: Sep 2026

U10s | U12s | U14s | U19s

This competition is subvented by:

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

And organised by Netball Hong Kong China:

NETBALL HONG KONG CHINA
中國香港投球

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League Handbook

Welcome to Netball Hong Kong China, Junior League Season 2026/27. The Executive Council wishes all players, umpires, coaches and supporters an enjoyable and rewarding season.

This year we will be using these venues: **Fa Hui Park and Wong Chuk Hang Recreation Ground (**Tai Wan Shan Park** Alternative)**

This Handbook contains:

- Information on Competition Management and Administration
- NHKC Contacts
- Club Convenor Contacts
- The Code of Behaviour
- Addresses and Maps for Venues

Please familiarise yourself with the information in this Handbook and the HK Netball League By-Laws.

If you have any questions or concerns, please do not hesitate to contact Junior League Convenor – Shirley Yuen (jnlconvenor@netball.org.hk) with a copy to NHKC (NHKC@netball.org.hk).

On a League day, you may also contact any NHKC Representative at the venue.

Happy netballing!

NHKC Executive Council

JUNIOR NETBALL LEAGUE
青少年投球聯賽

2026/2027 League Key Dates 2

2026/2027 NHKC Key Contacts 2

Competition Management and Administration

Player Eligibility 3 - 4
Player/Team Registration Info, Guest players
Team Lists
Registration Team Fees and Payment
Player transfers 6
Withdrawals
Cancellation of Matches
Competition Format 7
Team managers, Coaches Responsibilities 8
Desk Duty and Timing Info 7
Equipment and Goal Posts reminder 9
Uniform and Jewellery Reminder 11
Umpire Info 11

Match Rules 12

NHKC Codes of Conduct 14 - 15

Code of Behaviour - Players
Code of Behaviour - Coaches
Code of Behaviour - Spectators
Misconduct

Venues 16 - 19

Fa Hui Park
Tai Wan Shan Park
Wong Chuk Hang Recreation Ground
International Schools Foundation
Pak Kong Soccer Pitch

Club Convenor Contacts 20

JUNIOR NETBALL LEAGUE
青少年投球聯賽

2026/27 League Key Dates

SATURDAY (OCT - DEC)	Venue	Notes
3 October	Fa Hui Park 12- 6 pm	Round Robin
10 October	Fa Hui Park 12- 6 pm	Round Robin
17 October	Fa Hui Park 12- 6 pm	Round Robin
24 October	Fa Hui Park 12- 6 pm	Round Robin
31 October	Fa Hui Park 12- 6 pm	Round Robin
7 November	Fa Hui Park 12- 6 pm	Round Robin
14 November	Wong Chuk Hang Ground 10- 4pm*	Round Robin
21 November	Fa Hui Park 12- 6 pm	Round Robin
28 November	Wong Chuk Hang Ground 10- 4pm*	Round Robin
5 December	Wong Chuk Hang Ground 10- 4pm*	Round Robin

Preliminary Match Dates (TBC)

Sunday (Feb - May)	Venue	Notes
14 February	Chinese New Year Holiday	
21 February	Wong Chuk Hang Ground 9 - 3pm	Round Robin
28 February	Wong Chuk Hang Ground 9 - 3pm	Round Robin
7 March	Wong Chuk Hang Ground 9 - 3pm	Round Robin
14 March	Wong Chuk Hang Ground 9 - 3pm	Round Robin
21 March	Wong Chuk Hang Ground 9 - 3pm	Round Robin
28 March	Easter Holiday	
4 April	Wong Chuk Hang Ground 9 - 3pm	Round Robin
11 April	Wong Chuk Hang Ground 9 - 3pm	Wet Weather
18 April	Wong Chuk Hang Ground 9 - 3pm	Semi Finals
25 April	Fa Hui Park 9 - 6 pm*	Finals
2 May	Fa Hui Park 9 - 6 pm*	Wet Weather

NOTES:
1. Draw to be confirmed a week prior to the first week of games
2. Not all dates/timing listed may be used but please be prepared to play

2026/2027 NHKC Key Contacts

JNL Team		
NHKC JNL Convenor	Shirley Yuen	jnlconvener@netball.org.hk
NHKC Vice President of Leagues	Karin Looram	vp.leagues@netball.org.hk
NHKC office	Rowena / Fanny	nhkc@netball.org.hk
JNL Umpiring	Tang Kwan Yee / Khan Murray	umpiring.hkna@netball.org.hk

Competition Management and Administration

Player Eligibility

U19s born on or after 1st Jan 2008 (10 feet post)
U14s born on or after 1st Jan 2013 (10 feet post)
U12s born on or after 1st Jan 2015 (10 feet post)
U10s born on or after 1st Jan 2017 (8 feet post or as agreed by both teams, size 4 ball)
U8s born on or after 1st Jan 2019 (6 or 8 feet post or as agreed by both teams, size 4 ball)

MALES:

U10 + U8 - any boy(s) can play.

U12 + U14

I. A maximum of 3 boys may be on court playing at any time.
II. There must only be 1 boy in each third (defence, mid court and shooting third) of the court at any time.
    i.e. GK, GD, WD (defence third) - 1x boy can only be in one of these 3 positions
    WD, C, WA (mid court third) - 1x boy can only be in one of these 3 positions
    WA, GA, GS (Shooting third) - 1x boy can only be in one of these 3 positions

U19

I. 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 check which division and age group he will be allowed to participate in based on his strength/physicality/size.
II. 2 boys will be allowed per team, with only 1 boy allowed on court at any one time.

Dispensation may be made in extenuating circumstances please contact the League Convenor - Shirley Yuen as early as possible.

Player/Team Registration info

For a player to be registered, the individual player must have;
1. Had the $275 Player registration fee paid by their club.
2. Completed the NHKC registration form (online)
   For players U18, a parent must fill and sign.
3. Only entered in one division and one age-group for one team.

*Exception - Schools entering a team 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. Please request for exemption from JNL Convenor - Shirley Yuen.

NOTES:
If the player is U18, the parent would complete the online registration and sign the disclaimer as the parent. **Club Convenors will be responsible for ensuring all registrations are completed by the Friday before the first scheduled game.** Failure to meet the requirement will result in a $200 fine per team for each and every week (accrued) until such time that these are complied. The registration and disclaimer will cover the full netball season.

GUEST AND TEMPORARY PLAYERS

Guest Players

Guest players are defined as; Players who are not registered with NHKC JNL and will need to be approved by the JNL Convenor.

- Club/Team Convenors will need to email the JNL Convenor requesting approval for the **Guest player** to play and in which team. Include the players FULL NAME, DATE OF BIRTH and NETBALL BACKGROUND**, no later than 5pm the Thursday prior to match day.**

- **Once approved**, the Guest player must complete the **Online Registration by 5pm the Friday prior to match day.** Failure to do so will require the club to pay any fee that may incur or deduction in points.

- Any **Guest Player** requests made after the deadline **(5pm the Thursday before match day) may NOT be approved.** Any players that take the court, who are not approved by the League Convenor, will be considered a Defaulting player. The penalty for the team playing the Defaulting player is a 4 point loss and a HKD100 fine.

- If the **Online Registration** is not completed by the deadline **(12pm the Friday before match day)**, such approval may be reversed. Points will be deducted if a guest player takes court without completing the appropriate procedure.The penalty for the team playing the defaulting player is a 4 point loss and a HKD100 fine.

- **On game day,** the FULL name of the **guest player** must be <u>printed clearly</u> and ticked on the scoresheet for record keeping.
  E.g. Shirley Yuen (Guest player) ✔

- The Guest Player is approved to play **two games**. This means, the guest player must register with NHKC, as a league player before they play their **third game by notifying the JNL convenor by 5pm on Thursday prior to match day**. The **updated form B** will need

to be shared with the JNL convenor and any required fees that may incur, must be paid prior to taking court.

GUEST PLAYER REQUEST - 5pm the Thursday BEFORE MATCH DAY
ONLINE REGISTRATION - 12pm the FRIDAY BEFORE MATCH DAY

Temporary Players

Temporary players are defined as players already registered in the JNL, playing for another team from within that club/team.

- A **temporary player** may play for another team, as long as the team they are temporarily playing for is in the same club and is ranked higher than their original registered team.

- On game day, the **Temporary player's** full name must be printed clearly along with their original team name and ticked off on the scoresheet for record keeping.
  E.g. Karin Looram (U14 HKFC Snowstorm) ✔

- The **Temporary player** may play **2 games** for the temporary team, with no effect. By playing a **3rd game** in the temporary team, the temporary player must move up, stay and play in that specific team they temporarily played for.

- If the **temporary player** has played 3 games, and has moved up a team, an **updated form B** will need to be shared with the JNL convenor (and any required fees that may incur, must be paid prior to taking court. **The player must then notify the JNL convenor by 5pm the Thursday before match day**.

- Any **Temporary player**, who plays in the incorrect team and does not adhere to the number of games, will be considered a Defaulting player. The penalty for the team playing the Defaulting player is a 4 point loss and a HKD100 fine.

  UPDATED FORM B - 5pm the Thursday BEFORE MATCH DAY

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:
- For U19, U14, U12 divisions, a maximum of TWELVE PLAYERS are permitted on the team list. Additional players must gain Convenor's approval.
- For U10 and U8 divisions, a maximum of FIFTEEN PLAYERS are permitted on the team list.
- The team list must include the FULL NAMES of the players in the team, playing history and date of birth.
- Team lists must be finalised by Week 2 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 down, only up.

Registration Team Fees and Payment

- Team Registration Fee: HK$300 per team
  (Cross Cheque OR Direct Transfer to HSBC 411-811375-001)
- Player Registration : $275 per player
  (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 check 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 NHKC NHKC@netball.org.hk AND JNL Convenor email hkna.jnlconvenor@gmail.com before the specified deadline.

Player Transfers

Any player wishing to transfer from one club to another club, or to go from an independent team during the season must obtain written approval from the JNL League convener and written agreement from the original club.

When determining whether to approve a transfer from one club (or an independent team) to another club (or independent team), the NHKC may (i) require the requesting player to produce evidence in support of the reason underlying their request to transfer, and (ii) take into account the following factors including, but not limited to:-

a. The requesting player's well-being which shall be the primary consideration when allowing a transfer to another club/independent team.
b. The requesting player's safety, for example, if the player is experiencing safety concerns such as harassment or bullying from team mates or coaches at their current team/club.
c. The impact of the transfer of the player on the player's current team/club and the netball community as a whole.

Any team playing a transferred player without NHKC approval will be considered to have played a default player. The offending team (i.e. the team playing a defaulting player) will be fined HK$100 and incur a 4 point penalty.

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 Junior League Convenor.

NOTE: There will be **NO REFUND** of fees if a team withdraws. Player fees are not refundable and not transferable to other players after the second game of the league season.

Cancellation of Matches

NHKC 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, NHKC Facebook page as well via the JNL Whatsapp group.

In the case of external factors that are likely to pose safety concerns (including adverse weather), the JNL Team will make 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, NHKC will endeavour to reschedule fixtures. If this is not possible, games will not be rescheduled, both teams will be awarded competition points equivalent to a **drawn game**.

Competition Format for 2026/27

Format and duration of matches	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 NHKC website. U10 Competition will play a round robin throughout the year in their requested divisions. This will be reviewed at the end of round robin. They will be playing a round 10 minute quarters. (TBC depending on weather). If a team is winning by 10 goals, the mercy rule will automatically apply, the scorers MUST stop scoring. Please state Mercy Rule next to the final score. U12 - U19 Competition will play a round robin to determine the ranking of each team. The divisions will be adjusted according to the ranking. Teams ranked top 1 or 2 will be promoted to the next division. Teams will be playing 12 minute quarters with 2-4-2 intervals or 4 minute intervals if the weather is too hot. If rescheduling forces a shorter season, NHKC may shorten game time or any other shorter length that the JNL supervisor needs to make the schedule work.
Scoring	Points system 4 for a win / forfeit 3 for a draw 2 for losing but scoring more than half your opponent's score 1 for a loss Teams will be ranked in their division and may be promoted to a higher division to restart the round robin. Goal difference will be taken into consideration should two teams draw on points. Once ranked they will go into the playoffs.
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 1st 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	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 during the match, the goals scored shall only be recorded if this happens after half time. Full competition points will be given to the winning team. NO competition points will be given to the forfeiting team. Teams MUST NOTIFY JNL Convenor and NHKC office by 12pm the day before match day. If forfeiture takes place without enough notification time, the forfeiting team will be fined $300 and required to pay the umpiring fees if appropriate.
Finals Series	Each U19, U14, U12 division will have a winner, runner-up and third place. Final series team lists must be submitted to the JNL convener 72 hours prior to both the semi final and final matches. To be eligible for the finals series, they must have played at least 3 League games for the same team. All team lists must be approved by the JNL Convener. There will be medals for these 3 teams. There will be a trophy for the winning team. Additionally, NHKC will provide the coach of EACH team TWO medals they can present to their team for all age groups: *a) Most Valuable Player* *b) Sportsmanship Award* Note: **This finals series format does not apply to U10 and U8 divisions.**

Team manager/coach responsibilities

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. **Teams that do not put away the posts will receive a one point deduction.**

It is the playing teams' responsibility to provide a scorer to score the game. At the end of the game, the scorer must bring the scoresheet back to the desk for record keeping. To avoid any disputes, NHKC strongly suggests that 1 scorer from each team stand together half way down the sideline. The final score on the score sheet will stand. **Once the scoresheet is signed by the Captain or the Scorer (declaring everything on the scoresheet to be true), no changes to the scoresheet will be allowed** unless approved by the JNL Convenor. Any changes made without notifying the convenor will result in a one point deduction. Given this, it is strongly recommended that the captains, take a photo of the score sheet prior to handing it in to the Desk, to avoid any discrepancies

Desk Duty

Clubs / teams assigned Desk Duty and will be rostered throughout the league season on a proportional basis.

It is the responsibility of the Club Convenor / Team Captains that teams are aware of their duty and to ensure that the duty is performed satisfactorily. If a club/team does not provide any representation for Desk Duty or perform it satisfactorily, the club/team will be fined HK$200 per

game and will incur a 1 point penalty. Playing is not an excuse for non-performance of Desk Duty and the fine and penalty will apply.

Desk Duty must remain at the Duty Desk for the entire time of the duty.

The Desk Duty supervisor will report/log any game related issues. Only Team Captains and umpires may approach the Duty Desk regarding current games. If the Desk Duty supervisor is a club/team representative, they cannot be called upon to deal with controversial situations.

A NHKC representative can be contacted throughout the game day if the Desk Duty supervisor needs to query any issue arising. The NHKC representative is not responsible for doing the Desk Duty.

Desk Duty/Timing Info

Desk Duty: **Timing of Games**	**Timing of U12-U19 Games Duties** ● Each game is to begin promptly ● The bell will be used at the beginning and end of each half or quarter to inform umpires to begin/end the game ● Time is to be held centrally ● Quarters are 12 minutes in length ● Intervals between quarters will be 2-4-2 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 ● Time does not stop for injury. The player concerned MUST LEAVE the court immediately. 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. ● No extra time if the game draws during league games. ● Tactical change is in play. **Timing of U10s Ranking tournament** ● Each game is to begin as promptly as possible. ● Time is to be held centrally OR may be managed by the playing teams ● Quarters are 10 minutes in length ● Interval between quarters will be 2-4-2 minutes ● Matches start and finish within the timeslot given. ● Time does not stop for injury. The player concerned MUST LEAVE the court immediately. 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.

	• Efficient rolling substitution is allowed at an inappropriate time.
Tactical change	Teams can request a tactical change immediately after a goal has been scored. This is in addition to making changes at intervals and injury time. Time will not stop. An on-court player can change playing positions with another on-court player. A player can move from the team bench to replace a player on court. Tactical changes may be made by both the requesting team and the opposing team. Teams will need to complete changes efficiently so that they are not penalised for delay. Whilst you have a right to make as many tactical changes as you like, if the number of changes becomes overly disruptive to play, the umpire can refuse to allow them, or even penalise the team for delaying play. Teams should have two sets of same coloured bibs/identical bibs to take advantage of the tactical change rule. Reference - https://netball.sport/wp-content/uploads/2024/01/Tactical-Changes-PDF.pdf

Scores and Score sheets

There will be one scoresheet per match. The scoresheets will be placed on clipboards at the designated courts or collected from the duty desk.

There will be scoresheets for the U10 + U8 age group. When the goal difference reaches 10 goals, the mercy rule is applied and scorers MUST stop scoring.

Each team is responsible for providing a scorer for their own game.

Scorers should sit/stand together on the sideline at the centre of the court to ensure the accuracy of the score. Scorers must be competent and fully understand their duty in respect of keeping the score and centre pass.

If a team cannot provide a scorer, the coach/manager/captain of the opposing team may agree to take sole responsibility for managing the scoresheet. There will be no disputes at the end of the match.

Scorers must keep a record together of the goals scored as well as the centre passes. (Team A = first centre pass team) At the end of each quarter, the umpire must mark the quarter time score and mark the last centre pass.

Coaches/team managers should tick the names of any player that TAKES the court (Played) on the scoresheet. If found to be incorrect, the offending team will incur a 1 point penalty.

Coaches/team managers must write the FULL name clearly of any temporary (and team) or guest players participating in a match. If found to be incorrect, the offending team will incur a 1 point penalty.

If a player is not named on the scoresheet and is not a temporary or guest player, the coach/team manager must ensure that this player is properly registered before they take the court and write his/her name on the scoresheet.

A team must not exceed the maximum amount of allowable registered players per team per match. If found to be incorrect, the offending team will incur a 1 point penalty. Guest players are included in the team registration numbers.

Teams should take a photo of the scoresheet before returning the sheet to the duty desk.

Scoresheets should be returned to the desk at the end of each match.

Discrepancy in the score should be resolved by the two captains before the scoresheet is signed and returned to the duty desk.

Protests to the final score will not be investigated by NHKC.

Scoresheets must not be edited or altered in any way once submitted to the desk, unless at the attention and approval of the JNL convener.

Random checks of player identification may be performed to match registration lists. If found to be incorrect, the offending team will incur a 1 point penalty.

Equipment and Goal post reminder

Equipment	Each team is to bring their own equipment, such as balls and bibs for the games. All teams are advised to BRING THEIR OWN FIRST–AID KIT and ICE and/or ICE PACKS.
Goal Posts	The height of the goal posts for the U19s, U14s and U12s competitions is 10 feet (6th hole on the goal posts). The height of the goal posts for the u10/8s competitions is 8 feet (4th hole on the goal posts or for U8s 2nd hole on the goal posts or as agreed by both teams).

Uniform/jewellery reminder

Uniforms	Playing positions must be worn by each player of a team. Shoes must be worn throughout the entire game. Spiked shoes are not allowed. The principles applicable to uniforms are that: 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 adjust to a different colour. 6. Shorts must be pocketless to avoid catching fingers. **Games must not be delayed for any reason**. Changing of uniform, cutting of nails etc must be done before the start of the game. The umpire will penalise a player in accordance with the Official World Netball Rules.. ● Players are NOT allowed to wear any items of jewellery or sharp adornments. Medical bracelets, if worn, must be taped. **Earrings CANNOT be taped.** ● **Fingernails shall be cut short and smooth.**

Umpire info

Umpiring Duties	Umpires are arranged unless specified otherwise at the time of registration. Clubs are required to pay $150/game on the day of JNL by cash. Please approach the desk when you arrive. Umpires should arrive a minimum of 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) **except** for U10s. It is the umpires' responsibility to provide their own whistle and sign the scoresheet at the conclusion of the match. The umpires have sole control of the game and the umpires' decisions are final. The captains of the playing team may bring points of umpiring before the umpire and this may only be done during the intervals of match play. 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. The umpire is deemed absent if he or she is more than 5 minutes late. **No person under the age of 14 may umpire.** **NO Coach/parent/spectator may approach or touch the umpires during the game.**

Match Rules

U19 / U14 / U12

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

U10 / U8

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.	NHKC 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.	**TIME TO PASS THE BALL:** Up to 5 seconds **STEPPING**: Shuffling on the spot to regain balance allowed without moving down the court. **GOAL POST**: U10s will play at 8 feet or lowest possible position if both teams agree. **DEFENDING**: One-on-one defence. Players may defend a shot at goal. **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, injury time or make rolling substitutions if necessary. * NHKC strongly advises the teams to have two sets of bibs of the same colour.

DISCIPLINE

The breaking of the rules set out in the Handbook, and/or the World Netball Rules and Regulation and/or any conduct contrary to the spirit of the game is not permitted.

FIRST AID

The NHKC will provide a basic First Aid Kit at each of the league venues, which will be available from the Duty Desk. Trained medical officers will NOT be on duty. Teams/players should have their own First Aid Kits.

NHKC Codes Behaviour

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 game.
3. Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking an opponent is not acceptable or permitted.
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 and if necessary, the club/team will be given a warning.
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.

JUNIOR NETBALL LEAGUE
青少年投球聯賽

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

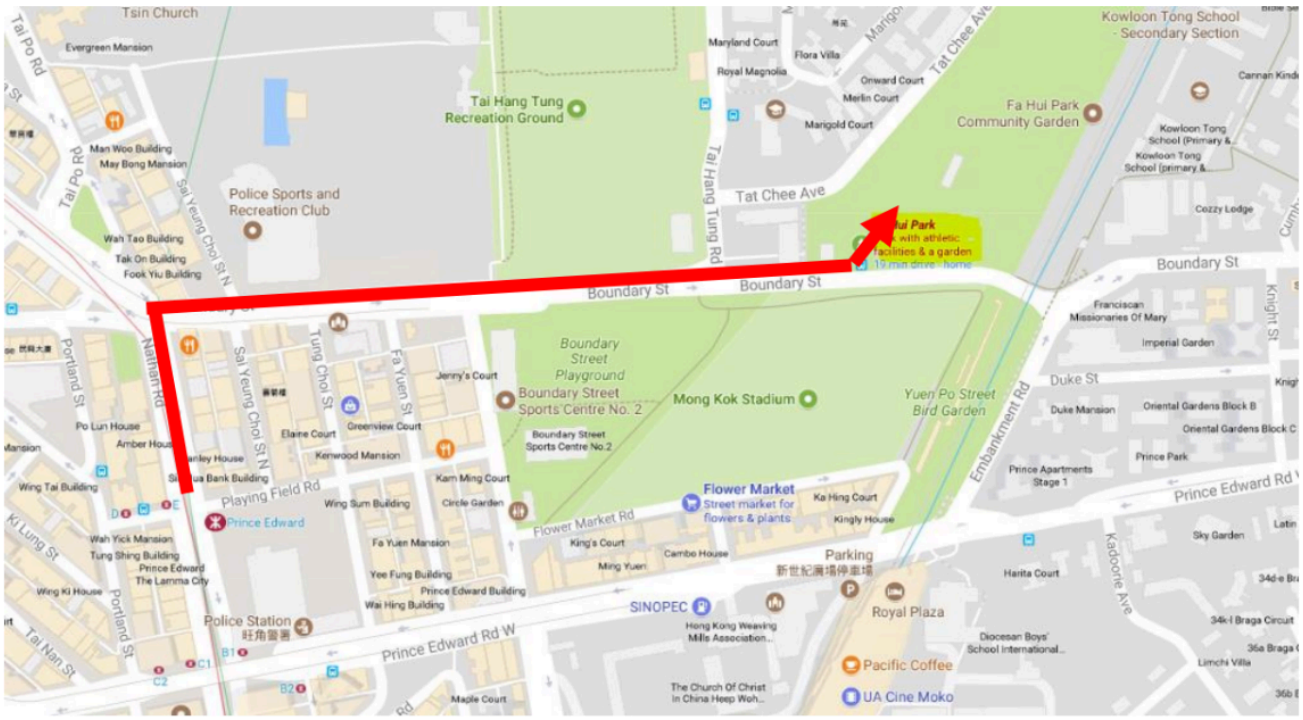
Misconduct	All persons entering the grounds are expected to follow the "Codes of Behaviour". A standard of behaviour from PLAYERS, OFFICIALS and SPECTATORS is expected and if not adhered to, action will be taken by the JNL Convenor and the Executive Committee. The Codes of Behaviour are provided in this Handbook. NHKC 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. Reports of misconduct against a team or player must be lodged IN WRITING by the umpires or Desk Duty supervisor with the NHKC within 48 hours of the match being played. The League Convenor and/or the NHKC Umpiring Convenor will (A) notify players or teams of the misconduct report; (B) endeavour to investigate the report; (C) determine if the case needs to be referred to the Disciplinary Committee. The Disciplinary Committee shall consist of the President, League Convenor and another NHKC Council member not associated with the offending club/team If the President or League Convenor is associated with the offending club/team, another member of the NHKC Executive Council will replace them on the Disciplinary Committee. Any player found guilty of disputing an umpire's decision during a match or other misconduct, may be fined or disqualified from taking part in any match under the control of the NHKC for such time as may be decided by the NHKC Disciplinary Committee.

Venues

Fa Hui Park

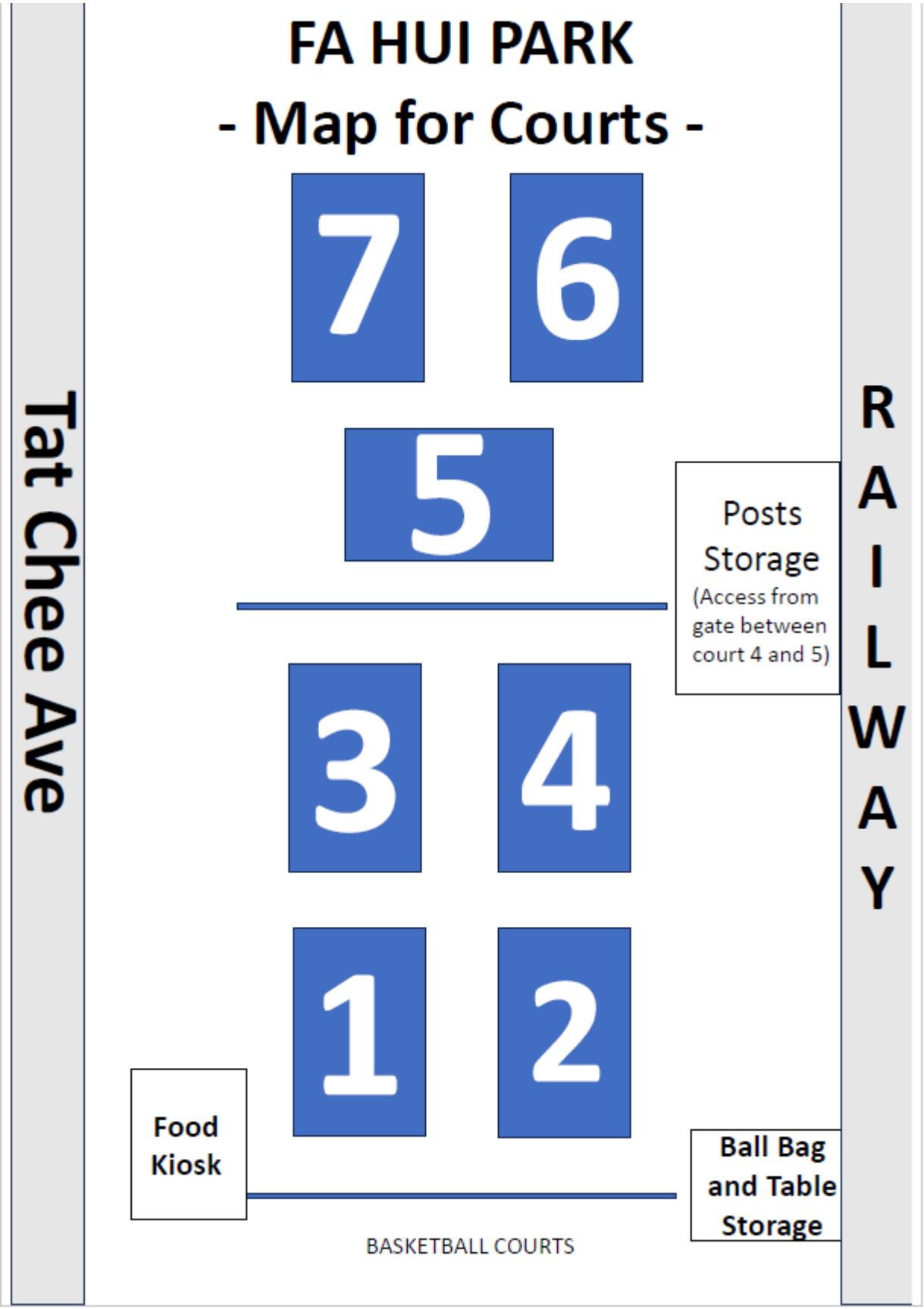
101 Boundary Street, Prince Edward, Kowloon, Hong Kong

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.



JUNIOR NETBALL LEAGUE
青少年投球聯賽

FA HUI PARK
- Map for Courts -

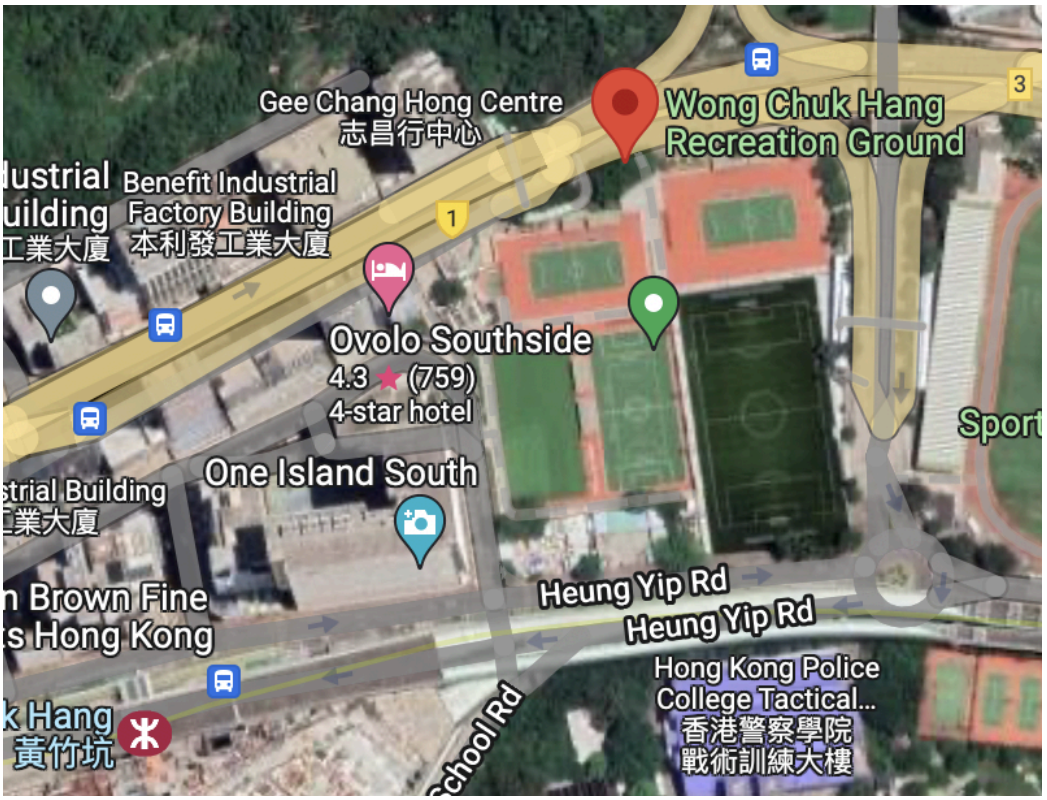


Tai Wan Shan Park

Wan Hoi St, Hung Hom, Kowloon, Hong Kong

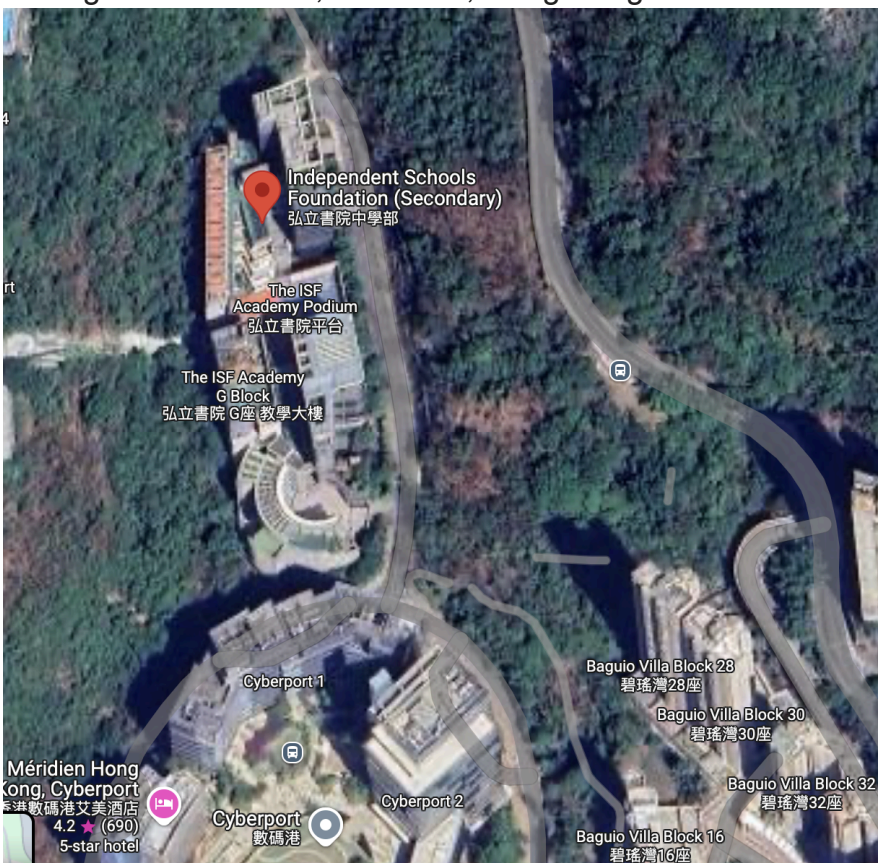
Wong Chuk Hang Recreation Ground

108 Wong Chuk Hang Road, Aberdeen (next to Ovolo Southside)



International Schools Foundation (ISF)

1 Kong Sin Wan Road, Pokfulam, Hong Kong



Pak Kong Soccer Pitch, Sai Kung

JUNIOR NETBALL LEAGUE
青少年投球聯賽

Club Convenor/Manager Contacts - 2026/2027

Club's Name	Contact Name
DB Pirates	Samantha Lewis, Thushari Wijeyekoon
HK Scottish	Emma Gregory
Hong Kong Cricket Club	Ashley Patel
Hong Kong Football Club	Veronica Arnold
HKU Sandy Bay	Caitlyn Farrell
Sai Kung Stingrays	Raquel Thomson, Shirley Yuen (Head Coach)
Sonics Netball Junior	Gabriel Chan
Valley RFC	Rebecca Miller
The ISF Academy	Iris Chan, Koey Lo Tsz Ying
Saint Pauls School	Heidi Sun
Sirens	Lisa Martin, Emily Faulkner
Shooting Stars	Valerie Ma
TKHC	Luke Moynagh