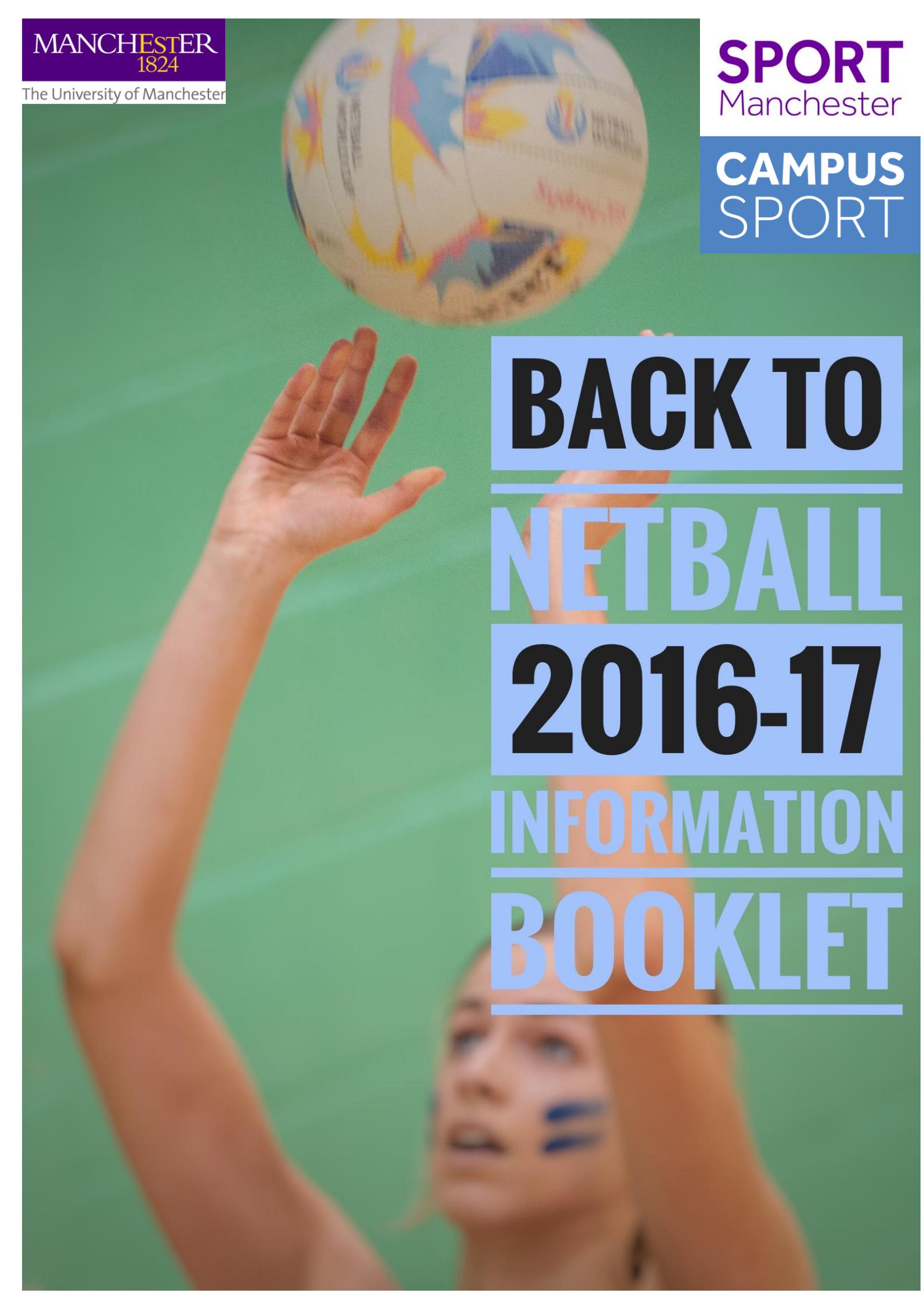


MANCHESTER
1824

The University of Manchester

SPORT
Manchester

CAMPUS
SPORT



BACK TO
NETBALL
2016-17
INFORMATION
BOOKLET

Contents

Welcome

General Information

Rules and Conduct

The Captain's Responsibilities

Umpiring

Calendar

Useful Contacts

Get Involved!

Safety



CAMPUS
SPORT

Welcome...



Hello and welcome to this year's Campus Sport Programme. Campus Sport activities are focused on providing an easy way for our staff and students to take part in sport at a level that suits you. Our very popular leagues provide an opportunity to be part of a team playing regular fixtures in a range of sports. We also have Our FREE participation programmes; Hall Sport includes many fitness based activities including supported training for users of the residential gyms. This offer is exclusively for students living in Halls. To register for over 30 hours of free sport please visit our website <http://www.sport.manchester.ac.uk/sport/hall/>

Our other new FREE programme called SPORTICIPATE and offers drop in sessions in a range of sports and activities. We are also planning some large scale SPORTICIPATE events and Learn To beginner sessions throughout the year. To register please visit the website. <http://www.sport.manchester.ac.uk/sport/sporticipate/>

The SPORT Office staff are on hand if you have any questions about sport, health and fitness opportunities at the University and there is a wealth of information available online also at www.manchester.ac.uk/sport so there are no excuses for not getting involved!

The Tuesday 'Back to Netball' league is now renamed division 3. Chemistry Netball won the league developing their 2nd place finish in 2015. We are keen to develop this league so please offer your thoughts and feedback throughout the year. The decision to name it Division 3 will help bring it more in line with the Wednesday league and introduce promotion and relegation.

I hope you enjoy taking part in our netball league this year and look forward to seeing you around in the near future. Please feel free to use the details in the back of this handbook to contact me by phone or email or drop into the SPORT Office.

Best of luck with your season,

Andy Ellison
Sport Development Officer (Campus Sport)



SPORT: Manchester – Purple and Proud!

General Information

All games will be played at the Sugden Sports Centre, Grosvenor Street, M1 7HL. Each team will be issued a set of fixtures that will ensure they play every team in their division.



Registration and Insurance

All players must be current students or staff members and have to be registered (£1 per player – this charge is included in the team registration fee). You will be issued with a team registration form, and you must register a minimum of 12 players – none of which may be registered with another team in the league. Any player you wish to add to your team after the initial submission of the player registration form will be charged £2 per player.

Players can only play for the team which they are registered with. When teams have multiple teams in the leagues, 2 registration forms must be filled out, and players may only play for the team in which they are registered. Neither playing up nor playing down is permitted, to ensure the divisions remain fair.

No ringers are permitted. A ringer is defined as a person who plays for the Athletic Union BUCS teams. Players from the development teams are permitted.

Times

Matches will take place at 6.30pm, 7.30pm, 8.30pm and 9.30pm. A 55 minute slot is allocated to matches, which includes time for a 5 minute warm-up. Please ensure this is carried out and your team is ready to play at 35 minutes past the hour.

Games are 40 minutes long, and will be played as four quarters of 10 minutes. Umpires will allocate appropriate times for breaks between quarters, and may alter the timings of the last quarter to ensure the match finishes on time. This is up to the umpires' discretion.

If a player is injured, they may call 'time' to stop the clock on the match. Injury time is limited to just 5 minutes if it is needed, as games cannot run over.

Cancelled Matches and Failure to Show

If a team cancels a match less than 24 hours before the match, or fails to show up to a match, the team will be charged £10 to cover umpires fees. A team that has cancelled or failed to show may approach the team which they were due to play and suggest organising a rematch for a later date; however the opposing team does not have to accept. If the match is not reorganised, a walkover score of 20-0 will be awarded to the opposing team. Teams who cancel matches or fail to show may also be charged the court hire for the hour (£25). If a team is more than 10 minutes late, it is up to the opposing team to decide whether they want to reorganise, play a shorter match, or receive a walkover score.

Equipment

Netballs and bibs are provided for the league and will be distributed before play by the league coordinator. Please return them after your match. If you want to use your own netball, please agree with the other team and the umpires before commencing play.

End of the match

Each team is required to nominate a player of the match from the opposition and inform the umpires of their choice. The player with the most 'player of the match' awarded to them will receive an award at the end of the season. Umpires will fill out a score card, and will require a signature from both team captains.

Points will be awarded as below:

- 3 points for a win
- 1 point for a draw
- 0 points for a loss
- 1 point for a no show/late arrival

Scores and division tables will be available on the Sport Pad website via the web address to the right.

The year finishes with an end-of-season awards evening, which all players, managers, coaches, captains, officials and supporters are welcome to attend.

First Aid

First aid for the league is provided by the sports centre, who will have trained staff on hand to treat any injuries and/or to refer injured persons for further treatment at a medical establishment – report to the reception desk for assistance. Ensure an accident report form is filled in by the sports centre staff.

Please endeavour to warm up sufficiently before you play as this significantly reduces the risk of injury!

Rules and Conduct

The Campus Sport league will be played according to England Netball rules and laws. Players should be aware that umpires may issue warnings or even dismiss players from the court for any offence committed or conduct broken, and that SPORT will uphold any such disciplinary action.

Conduct

SPORT expects all individuals and teams involved in sport to participate showing sportsmanship, respect, consideration and appreciation towards their opponents, team-mates, officials and staff at all times. Under no circumstances should you react in a violent manner, nor use any form of foul or abusive language. Individuals signing the player registration form are agreeing to abide by this code of conduct and will accept that any deviation from this code of conduct will result in disciplinary action being taken by The University of Manchester. Please ensure you behave in a professional and responsible manner at all times.

Persons under the influence of alcohol or other intoxicating substances are not permitted to participate in sport activities at the University nor are these substances permitted on University Sports Ground. Such action is a breach of Health and Safety policy and of the SPORT insurance policy terms and as such will result in disciplinary action by The University of Manchester.

Rules

The following is a summary of the rules of netball which applies to all teams in the league

Rules (summary)

1. Teams are allowed 7 players on the court at any one time. Substitutes are only allowed for injured players or between quarters.
2. Netball is a non-contact sport
3. Play starts from the centre circle
 - a. Only the centres (C) can be in the centre third of the court at the centre pass until the whistle is blown. The first pass of the match must be received in the centre third.
 - b. The ball must not be through over a third of the court without being touched
 - c. The landing foot must not be lifted and then placed back down before the ball is released
 - d. It is the umpires discretion as to when a player has the ball in control with respect to replaying the ball.
 - e. Players must be 3ft (90cm) away when marking the ball
 - f. Only the goal attack (GA) and goal shooter (GS) can score from within the D
 - g. Only the goal defence (GD) and goal keeper (GK) can defend the goal in the D
4. For safety reasons, no jewellery (excepting medical bands, which must be taped down securely and brought to the umpire's attention) or inappropriate clothing or footwear is allowed to be worn when playing. We cannot allow piercings to be taped up; they must be removed before players are allowed on court.
5. Nails should be short and smooth. The umpires will check players' nails, along with their jewellery, prior to the game. Players in breach of rules 4 and 5 will be asked to leave the court so that the game may be started and will return to the court only under the umpire's agreement
6. All players must be registered
7. The decision of the umpire is always final on all issues during the game
8. Full England Netball rules can be purchased via the website www.england-netball.co.uk

Common umpiring phrases and when they are used:

“Penalty pass to [colour/team]”

Used when a player was not 3-feet away when they marked the ball (obstruction) or when a play has caused a contact. The player who was penalised must remain still (and quiet!) beside the player taking the penalty pass until the ball has been thrown.

“Penalty pass or shot to [colour/team]”

Used when the above occurs in the attacking D. The attacking players are able to shoot for goal if they wish. The offending player is confined to the restrictions above.

“Free pass to [colour/team]”

Used when a player has committed a minor infringement, such as a foot fault or replaying the ball. The player who was penalised is free to both move and mark as normal. If a free pass is awarded in a team’s attacking circle, the attacking players cannot shoot for goal.

“Sideline/Backline pass to [colour/team]”

Used when the ball goes out of court from either the sideline or the backline. The umpires will observe who made contact with the ball last and award the pass to the opposition team.

“Toss-up between [two players]”

Used when there has been simultaneous contact between two players or if the umpire is uncertain as to what happened, such as when a ball has gone out of court but it is not clear which player touched it last.

“Over a third, free pass to [colour/team]”

Used if the ball is thrown over a whole third without touching a player in any way. The free pass is taken in the furthest third behind the point where the ball crossed the dividing line – although if the ball has passed through the goal third without player contact the pass is taken as a backline pass.

“Not received, free pass to [colour/team]”

Centre pass was not received in the centre third. The free pass is taken in the centre third where the ball crossed the dividing line.

“Incorrect throw/foot fault, sideline/backline pass to [colour/team]”

Used if a player takes a sideline or backline pass and their foot is on or over the line – the sideline or backline is then awarded to the opposing teams

“Penalty not set, free pass to [colour/team]”

Used if a player has not taken their team’s penalty pass or free pass from the spot the umpire indicated – it is good practice to always check with the umpire before you take a penalty, free, side or back line pass!! A free pass is then awarded to the opposing team.

“Advantage contact/obstruction against [player]”

Used if a defending player has caused either an obstruction or a contact, but it has not affected play and the ball was successfully passed on by the attacking player. This ensures play can continue without stopping unnecessarily but is used to acknowledge a player has caused an offence.



The Captain's Responsibilities

As a captain, you are responsible for ensuring your team has all of the information necessary to take part in the league.

Prior to games:

- Make sure all of your players are registered – to do so they must be listed on your team's player registration form
- Make sure your players all know where they are going for a game, especially for those who have no played before or if matches have been reorganised at a different location. It is a good idea to meet somewhere and travel to and from each game as a team, especially for personal safety on dark nights
- Make sure players know the date and time of your match
- Make sure your players have a have your contact details so that, in the event of a problem, they are able to contact you
- Read any information provided on the league website, by email from the Sport Development Officer or the league coordinators to keep yourself and your team informed
- Ensure you have appointed a vice-captain in case you are unavailable for a game or have to leave. Make sure the vice-captain knows the rules and code of conduct outlined in this booklet

At a match:

- Notify the league coordinator when your team has arrived, hand in your match fees, and ask for a set of bibs, if required
- Make sure your team is not courtside until the previous game has ended. It is safer and easier for all teams to meet either in reception or on the balcony.
- The captains of each team must toss a coin for the first centre pass (the winner may choose to take the first centre pass or may choose the direction to play in).
- Together with the opposition captain, notify the umpires which colour bibs each team is in and which team is taking the first centre pass
- ensure your players treat each other, their opposition and, of course, the umpires with respect – as a captain you must accept a degree of responsibility for your players' behaviour

After a game:

- Hand back to the league coordinator any equipment (i.e. bibs/balls) you have borrowed
- Communicate your team's choice for player of the match for the other team with the umpires
- Along with the umpires, check the score filled in on the score card is correct and sign the score card.

The league has a website which includes a league table for each campus league so you can check your progress throughout the year. You can find this site at the address to the right. Check this each time you play to make sure your score has been recorded correctly and notify the Sport Development Officer for Campus Sport of any corrections.

Above all, we hope that all players, teams and officials enjoy the league and we will work together throughout the year to ensure this

If you have any questions or problems at any point about any aspect of SPORT at The University of Manchester, please get in touch with a member of SPORT staff, our details are towards the back of this booklet



Umpiring

SPORT will be running an umpiring course on Saturday 3rd October 2015, before the league begins. If any players are interest in umpiring please contact the Sport Development Officer for Campus Sport, or let the League Coordinator know. No previous experience is necessary, just enthusiasm – this looks great on a CV and even pays a little!

The umpiring rota will be arranged by the league coordinator each week via email, where you will be asked your availability for the upcoming week.

If players do not want to attend the umpiring course, they can be trained by experienced umpires or the league. However whilst they are being trained the umpiring fees will go to the experience umpire. But don't worry as training usually takes just 1 or 2 matches!!

Umpiring Cards

Below is an example of what umpiring cards look like and how to use them to score:

Campus Sport Netball League 2015-16	
Geography (blue)	Allen Hall (red)
<p>Mark the goals with numbers i.e. 1 2 3 4 5</p> <p>Between quarters and halves carry the score down and continue adding to this number in the next quarter/half.</p> <p>5</p>	<p>O E (won the coin toss for first centre)</p> <p>1 2 3</p> <p>3</p>
<p>5</p> <p>Time was called mid-play so evens and odds are swapped for this half – Geography will take the first centre pass in the second half because total goals are 8 = even (E) number.</p>	<p>E O</p> <p>3</p>

Score Cards

The first name on the fixture list will be the home team. It is up to the umpires to fill out the score cards at the end of each match and hand it in to the League Coordinator.

Division	<i>Tuesday League</i>		Date:		Time:	
Home Team				v.	Away Team:	
Scores	Home:		Away:		<i>Please use this space for any notes you wish to add about the game:</i>	
Winning team						
Player of the match	Home:		Away:			
Umpires (please print)	<i>Name:</i>		<i>Name:</i>			
Captains (please print)	<i>Name: & Team:</i>		<i>Name: & Team:</i>			

In the event of a walkover please indicate on the scorecard the team that failed to show; please do not include the 20-0 scoreline, this will be added automatically.

Preseason Checklist

Item	Due	Done?
Register/pay for your team's entry	03/10/16	
Attend the Captain's meeting	04/10/16	
Return the player registration form	10/10/16	
Check all details are correct in online software	04/10/16	
Give fixtures list to all players	07/10/16	
Check details for first game of the season with your team	07/10/16	

Campus Sport Netball League Calendar 16/17

Date	Time	Activity	Venue
04/10/16	5.30pm–6.30pm	Campus Sport Forum 1 – Captains meeting	Sugden Centre (<i>above reception</i>)
04/10/16	6.30-8.30pm	Umpire taster session	Sugden Centre
11/10/16 – 13/12/16	6.30pm-10.30pm	League (semester 1)	Sugden Centre
w/c 03/10/16 – w/c 27/03/17	Part of SPORTICIPATE	Free Netball participation sessions	Armitage & Sugden
21/01/17 – 28/03/17	6.30pm – 10.30pm	League (semester 2)	Sugden Centre
Semester 2 (tbc)	10am – 5pm	Tournament	Sugden Centre
March/April 2017	N/A	Campus Sport Forum 2: <i>League feedback process</i>	<i>online</i>
w/c 08/05/17 (tbc)	doors 7.30pm	Presentation Evening	tbc

* Sport Forum 1 – Captains meeting

This forum will take place before the league commences. The aim of this forum is to:

- Meet the other captains
- Meet the League Coordinator
- Have an introduction to the league
- Go over rules, fixtures and captain contact details

Every captain must attend the meeting and ensure that correct contact details are submitted. This ensures the coordinators are able to easily contact all teams. If you cannot attend, please send your vice-captain or another team member.

**Sport Forum 2

This period will take place towards the end of the league and will be an online evaluation that all players will have the opportunity to complete.

The aim of this process is to evaluate:

- Equipment
- Umpiring
- Fixtures
- Results
- Facility access
- Communication
- Website
- Changes required for the next academic year

Useful Contacts 2016-17

Campus Sport			
Name	Position	Telephone	E mail
Andy Ellison	Sport Development Officer, Campus Sport	0161 27 55991 07768122236	campus.sport@manchester.ac.uk
Amy Major	Division 1&2 Coordinator	07794 580018	campusnetball@manchester.ac.uk
Ler Yin Lin	Division 3 Coordinator	07754 100375	campusb2netball@manchester.ac.uk
Sugden Sports Centre		0161 3064026	

SPORT Office <i>(office hours 9.30am-4.30pm Mon-Fri)</i>			
Name	Position	Telephone	E mail
Reception		0161 2754962	
Gail Heathcote-Milner	Sport Development Officer, Health and Fitness	0161 2755985	health.fitness@manchester.ac.uk
Ellen Stephenson	Assistant Sport Development Officer,	0161 2756988	sportsvolunteer@manchester.ac.uk

The SPORT Office is situated on campus in William Kay House (top floor), opposite the Students' Union. If you have any problems with access to the office please phone for advice.

SPORT Head Office

William Kay House
333 Oxford Road,
Manchester
M13 9PG

Sugden Sports Centre

114 Grosvenor Street
Manchester
M1 7HL

Get Involved!

For further information about how to get involved with coaching or volunteering within sport, please contact:

Assistant Sport Development Officer
Ellen Stephenson

sportsvolunteer@manchester.ac.uk

0161 27 56988



