## NetSetGo Rules

| Rule | Set Tier (8-9 years) |
| :---: | :---: |
| Match Duration | $4 \times 10$ minute quarters |
| Goal post | 2.4 m high |
| Ball | Size 4 |
| Time to pass ball | Up to 5 seconds |
| Short pass | Ball must be thrown (not handed) to another player. If two players from the same team gain possession of the ball in quick succession, this is not considered a short pass. |
| Replayed ball | A player who fumbles while gaining possession of the ball will not be considered to have replayed the ball. <br> A player may bat or bounce the ball up to 2 times to gain possession. |
| Footwork | 1-2 steps to regain balance allowed. |
| Offside | A player who moves into an incorrect playing area and self-corrects should not be penalised for offside. <br> Players may "play on" in the case of simultaneous offside (one player touches the ball), rather than a toss up being taken. <br> Players should be given guidance if they move into offside areas and should not be penalised at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised. <br> - A player is offside if any part of their BODY touches the ground BEYOND the line bounding their own area of play. <br> - ON the line is NOT offside |
| Defending | Strict one-on-one defence. <br> Players may not defend a shot at goal. |
| Obstruction | Players should be given guidance if they are obstructing, i.e. defending from a distance of less than 1.2 m or have arms away from the body so as to limit the movement of an opponent and should not be penalised at the first instance. <br> If a player regularly obstructs, even after guidance is given, they may be penalised. |
| Centre pass | Centre pass is to be taken by the non-scoring team |
| Substitutions | The game time should be evenly distributed amongst all players. Players should experience all positions over the course of the program/season. <br> Substitutions should be made at game breaks except for injury/illness or blood. |


| $4 \times 10$ minute quarters |
| :--- |
| $2.4 \mathrm{~m}-3.05 \mathrm{~m}$ high |
| Size 4 |
| Up to 4 seconds |
| Ball must be thrown (not handed) to another player. |
| If two players from the same team gain possession of the ball |
| in quick succession, this is not considered a short pass. |
| While the usual rules for replayed ball apply, consideration must |
| be given to the age and skill level of the players in determining |
| whether a player has control of the ball (i.e. some fumbling should |
| be expected and allowed). |

Free pass to the opposing team where the infringement occurred.
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Umpire blows the whistle and explains the infringement. Penalty pass/penalty pass or shot is awarded to the non-offending team.
Shuffling on the spot to regain balance allowed
without moving down the court.
Usual offside rule applies, with consideration given to the age and skill level of the players
Players may "play on" in the case of simultaneous offside (one player touches the ball), rather than a toss up being taken.

If a player regularly goes offside (and does not seem aware that they are breaking the rules), they should be given guidance about the correct playing area/s for their position when penalised

## Strict one-on-one defence.

Players may defend a shot at goal
A player must defend from a distance of no less than 1.2 m
A player who is within 1.2 m of an opponent cannot use movements that take the arms away from the body so as to

## Alternate centre passes

The game time should be evenly distributed amongst all players. Players should experience all positions over the course of the program/season.
Substitutions should be made at game breaks except for
injury/illness or blood.

## Penalty

 limit the possible movement of an opponent
## NetSetGo Rules [cont.]

| Rule | Set Mier (8-9 years) | Co Tier (10 years) | Penalty |
| :---: | :---: | :---: | :---: |
| Penalty pass | Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing. | Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing. |  |
| Advantage | The advantage rule should not be applied, with the exception of advantage goal. | The advantage rule should not be applied, with the exception of advantage goal. |  |
| Game management | Game management section does not apply. | Game management section does not apply. |  |
| Coaching | The coach may move along the sideline (but may not interfere with the umpire) to provide players with immediate feedback as required. | The coach may move along the sideline (but may not interfere with the umpire) to provide players with immediate feedback as required. |  |
|  | If the game is one-sided, coaches should use any means necessary to ensure a good experience for all players. This could include: <br> - Rotation of players into positions they don't usually play. <br> - Rest more skilled players. | If the game is one-sided, coaches/umpires should use any means necessary to ensure a good experience for all players. This could include: <br> - Centre pass is taken by non-scoring team. <br> - Rotation of players into positions they don't usually play. <br> - Rest more skilled players. |  |
| Out of court | The ball is out of court if it touches the ground outside the court or a person or object that is touching the ground outside the court. | The ball is out of court if it touches the ground outside the court or a person or object that is touching the ground outside the court. | The player taking the throw in: <br> - Both the held ball and footwork rules apply. <br> - The umpire may direct the player to where the throw in shall be taken. |
|  | On the line is not out of court. | On the line is not out of court. |  |
| Untouched centre pass | The Centre Pass must be caught or touched in the Centre Third, by a player with both feet in the Centre Third. | The Centre Pass must be caught or touched in the Centre Third, by a player with both feet in the Centre Third. | Free Pass to the opposing team taken in the Goal Third where the ball crossed the transverse line. |
| Offside | A player is offside if any part of their BODY touches the ground BEYOND the line bounding their own area of play. <br> ON the line is NOT offside | A player is offside if any part of their BODY touches the ground BEYOND the line bounding their own area of play. <br> ON the line is NOT offside | Free pass to the opposing team where the infringement occurred. |
| Over a third | The ball cannot pass over a complete third without being touched or caught. | The ball cannot pass over a complete third without being touched or caught. | Free pass to the opposing team where the infringement occurred. |
|  | It cannot pass over 2 transverse lines or over both a transverse line and goal line. | It cannot pass over 2 transverse lines or over both a transverse line and goal line. |  |
| Contact | Contact occurs when an opposing player knocks or bumps an opponent in a manner that interferes with play. <br> Contact can be deliberate or accidental. | Contact occurs when an opposing player knocks or bumps an opponent in a manner that interferes with play. <br> Contact can be deliberate or accidental. | Umpire blows the whistle and explains the infringement. Penalty pass/penalty pass or shot is awarded to non-offending team. |
|  |  |  | Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing. |
| Playing the ball | A player may not: <br> - Deliberately fall on the ball to gain possession. <br> - Gain possession or throw the ball while lying, sitting, or kneeling on the ground. <br> - Roll the ball to another player. <br> - Kick or punch the ball. | A player may not: <br> - Deliberately fall on the ball to gain possession. <br> - Gain possession or throw the ball while lying, sitting, or kneeling on the ground. <br> - Roll the ball to another player. <br> - Kick or punch the ball. | Free pass to the opposing team where the infringement occurred. |
| Awards and scoring | No scores should be kept and no finals are played. No best and fairest awards should be awarded. | Scores may be kept but no ladder produced; no finals are played. No best and fairest awards should be awarded. |  |

