

# NetSetGO Brush Farm



NetSetGO netball is for six (6), seven (7), eight (8) and nine (9) year old players.

NetSetGO netball is non-competitive and is a learning experience for each player.

10 year old players play competition rules.

A Division with 6 teams plays three rounds; round 14 and 15 will be half games in the last week (19 August 2023).

Divisions affected are 9 WHITE and 9 RED.

## GAME TIMETABLE / DURATION OF GAMES

The duration of all games at Brush Farm are as follows:

Quarters	10 minutes
Quarter & three quarter time	2 minutes
Half time	3 minutes

All modified games are played on the grass courts at Brush Farm and shall start at the time set down in the Handbook.

**The Club Secretary of any team from Brush Farm  
that is forfeiting must notify Lila Larsen on 0450 452 304  
as well as the opposing team's Club Secretary**

PRESENTATIONS ARE HELD FOLLOWING  
THE COMPLETION OF THE FINAL ROUND

There are no semi-finals, finals or grand finals.

## FIXTURES

Can be accessed online:

- Via the Day Comp Handbook <https://www.ernanetball.com.au/daycompetition>
- Direct to PlayHQ <https://www.playhq.com/netball-australia/org/eastwoodryde-netball-association/erna-day-competition-2023/bbc0f47b>

## SCORE SHEET

Registered players names will be pre-recorded on the score sheet.

Names of players not participating in the game must be crossed off.

Score sheets are used to record each player's position for each quarter for Modified 6, 7, 8 and 9 year games.

From Round 8 (24<sup>th</sup> June) all 9 year modified games commence scoring. Scores are recorded for the second round but are not published and no ladder produced.

All goals scored must be crossed off on the numbers at the bottom of the sheet.

# Rule Modifications for NetSetGo Netball

Rules for ERNA modified netball games. These rules vary slightly from those on the NetSetGO! Website.

Rule	7 - 8 Years	9 Years
<b>Match Duration</b>	<ul style="list-style-type: none"> <li>4 x 10 minute quarters</li> </ul>	
<b>Goal Post</b>	<ul style="list-style-type: none"> <li>2.4 m high (grass courts)</li> </ul>	
<b>Ball</b>	<ul style="list-style-type: none"> <li>Size 4</li> </ul>	
<b>Time to Pass</b>	<ul style="list-style-type: none"> <li>Up to 5 seconds</li> </ul>	<ul style="list-style-type: none"> <li>Up to 4 seconds</li> </ul>
<b>Short Pass</b>	<ul style="list-style-type: none"> <li>Ball must be thrown (not handed) to another player.</li> <li>If 2 players gain possession of the ball in quick succession, <u>this is not considered a short pass.</u></li> </ul>	
<b>Replayed Ball</b>	<ul style="list-style-type: none"> <li>A player who fumbles while gaining possession <u>will not be considered to have replayed the ball.</u></li> <li>A player may bat or bounce the ball up to 2 times (i.e. 1 extra than full rules) to gain possession.</li> </ul>	<ul style="list-style-type: none"> <li>Full rules for replayed ball apply (i.e. can only bat/bounce the ball once to gain possession), however consideration must be given to the age and skill level of the players in determining whether they had control – i.e. some fumbling should be expected and allowed.</li> </ul>
<b>Footwork</b>	<ul style="list-style-type: none"> <li>1-2 steps to regain balance is allowed</li> </ul>	<ul style="list-style-type: none"> <li>Shuffling on the spot to regain balance allowed, without moving down the court</li> </ul>
<b>Offside</b>	<ul style="list-style-type: none"> <li>A player who moves into an offside area and self-corrects <u>should not be penalised for offside.</u></li> <li>Players should be given guidance if they move into offside areas and not be penalised in the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised.</li> </ul>	<ul style="list-style-type: none"> <li>Players who regularly go offside (and appear unaware they are breaking the rules) should be given guidance about the playing area/s for their position when penalised.</li> </ul>
<b>Breaking</b>	<ul style="list-style-type: none"> <li>Players should be given guidance if they break on a centre pass and <u>should not be penalised.</u></li> </ul>	<ul style="list-style-type: none"> <li>Players should be given guidance if they break on a centre pass and <u>should not be penalised in the first instance.</u></li> <li>If a player regularly breaks, even after guidance is given, they may be penalised.</li> </ul>
<b>Defending</b>	<ul style="list-style-type: none"> <li>Strict one-on-one defence.</li> <li>Players may <b>not</b> defend a shot at goal.</li> </ul>	<ul style="list-style-type: none"> <li>Strict one-on-one defence.</li> <li>Players may defend a shot at goal.</li> </ul>
<b>Obstruction</b>	<ul style="list-style-type: none"> <li>Players must defend from a distance of no less than 1.2 m (4 ft)</li> <li>Players should be given guidance if they are obstructing and should not be penalised in the first instance</li> <li>If a player regularly obstructs, even after guidance is given, they may be penalised</li> </ul>	<ul style="list-style-type: none"> <li>Players must defend from a distance of no less than 1.2 m (4 ft)</li> <li>A player that is within 1.2 m of an opponent cannot use movements that take the arms away from the body so as to limit the possible movement of an opponent (i.e. not take part in play until the ball is released).</li> </ul>
<b>Centre Pass</b>	<ul style="list-style-type: none"> <li>Centre pass is taken by the non-scoring team</li> </ul>	<ul style="list-style-type: none"> <li>Alternating centre pass.</li> </ul>
<b>Penalty Pass</b>	<ul style="list-style-type: none"> <li>A player taking a penalty pass must stand in the correct position and wait for the offending player to move at least 1.2m (4ft).</li> </ul>	
<b>Advantage</b>	<ul style="list-style-type: none"> <li>The advantage rule should not be applied, except in the case of advantage goal.</li> </ul>	

**Note:** Teams change ends at each quarter as per “Rules of Netball, International Netball Federation” 2020 Edition

## **SUBSTITUTIONS**

The game time should be evenly distributed amongst all players.

A team (up to 10 players is recommended) may make unlimited substitutions at intervals or **at any time during play**.

The procedure for making a substitution during play is:

- Both the substitute & the player leaving the court shall not interfere with the play during the substitution process.
- The Player leaving the court should be off the court before the substitute takes the court.

Players should experience all positions **over the course of the season**.

If a club has more than one team in the same modified division, interchange of players between teams is allowed.

## **AWARDS & SCORING**

Per Competitions Policy section 13.13

- No scores are recorded for modified netball for 6, 7 and 8 year olds.
- No scores are recorded for modified netball for nine (9) year old teams for the first round (7 weeks). Scores are recorded for the second round, but no ladder produced.

No Finals matches should be played.

Each participant will be given a memento of participation on completion of the last game.

## **UMPIRING**

NetSetGo netball is "Umpire Your Own".

For 6, 7, 8 and 9 year games only one umpire is required which is usually the Coach of the team.

**Each team will umpire one half – with the first named team taking the first half.**

- Umpires umpiring modified netball games should use simple language and explain their decisions.
- Umpires should adopt an encouraging and pleasant manner to ensure an open and free flowing game particularly in the setting up of penalties and throw-ins.
- Umpires should use common sense to ensure that the 'spirit of the game' is not lost by overcalling the game.

## **WHAT AN UMPIRE WEARS (for 10 years games)**

- Preferably whites (as set out in the Rules of Netball)
- White shorts may be worn by female umpires at ERNA however, ERNA Representative Umpires are required to wear white SKIRTS when representing our Association.
- Registered club uniforms or club tracksuits or combinations thereof are acceptable but not encouraged. In this case, a white shirt should be worn over the top of the registered uniform.
- Bike pants may be worn if they are the same or similar colour as the skirt (i.e. white) and do not exceed the length of the skirt.
- Note: Jeans are not permitted. Appropriate footwear is essential.

## **UNIFORMS**

No player shall be allowed to take the court in any Association fixture unless wearing the registered uniform of the club for which she/he is playing.

There is one exception, in the event that a player's uniform or positional patch is blood stained (during the game ONLY) that player may retake the court in non-uniform clothing.

All 6, 7, 8, 9, 10 year players (NetSetGO), no matter what time slot, are able to wear a registered uniform undershirt and/or registered tracksuit pants under their playing uniform if needed.

Hats – no hard-brimmed hats can be worn during play – only soft brimmed hats/visors are permissible.

## **JEWELLERY AND NAILS**

Quoted from "Rules of Netball, International Netball Federation" 2020 Edition

Rule 5.1.1 (iv) Players may not wear anything that could endanger themselves or other players, specifically:

- (a) No adornment or jewellery may be worn other than a wedding ring which must be covered with tape.
- (b) A medical alert bracelet may be worn provided it is covered with tape.
- (c) Fingernails must be short and smooth.
- (d) Hair must be suitably tied back.