



PENRITH DISTRICT NETBALL ASSOCIATION INC

NETSETGO (COMPETITION) BY-LAWS

1. NetSetGo teams may register a maximum of twelve (12) players per team. It is recommended that up to 10 players form each team.
2. No player may take the court until their cards and photos have been stamped with the Association's seal.
3. a) NetSetGo (competition) age groups are 7 & 8 years of age as determined by the age of the player in the year of play.
b) A NetSetGo (competition) player is ineligible to play more than two years above their age as at 31 December in the year of play. The minimum age is 6 years.
4. When Clubs have more than one team in either the 7 & 8 years age groups, players may interchange between teams in those age groups.
5. Teams will score as per normal rules. No semi-finals, finals or grand-final matches to be played.
6. Players registered in the NetSetGo (competition) cannot play in full rules grades.
7. a) Players should experience all positions over the course of the season.
b) The game time should be evenly distributed amongst all players
c) Defending. Strict one-on-one defence. Players may defend a shot at goal.
d) Obstruction. A player must defend from a distance no less than 1.2m (4ft).
e) Penalty Pass If a player contacts or obstructs, a penalty pass or shot is awarded to the other team. The defending player who has contacted or obstructed is not made to stand out of play. Umpire will award penalty pass or shot by placing the player at 4' and allow the player to defend the pass or shot or go for rebound.
f) Ball shall be size 4.
g) Players shall be allowed 5 seconds to throw or to shoot goals.
h) Footwork. Players shall be able to shuffle to gain their balance but not to make a forward motion.
i) Substitutions. A team may make unlimited substitutions at intervals or at any time during play. The procedure for making a substitution during play is:
 - a. Before entering the court, the substitute shall tag the player leaving the court.
 - b. Both the substitute and the player leaving the court shall not interfere with the play during the substitution process;
 - c. Both the substitute and the player leaving the court shall observe the Offside Rule when leaving or entering the court.
 - d. Players should be substituted into either only attack positions or only defence positions for the duration of the game.
j) 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.

- 8 Umpires: One badged umpire to umpire 7 & 8 years age group each game, or an unbadged umpire may umpire NetSetGo provided they have at least 12 weeks' umpiring experience. Application may be made to the Umpire Convenors for exemption, if required. Two appropriately-qualified stand-by umpires to be allocated each week and must report to Control 5 minutes before commencement of game.
- 9 Coaches: Club coaches are permitted to move up and down the side line whilst coaching.