



<b>NetSetGo 9 YEARS</b>	
RULE	
Match duration	4 x 15 minute quarters
Goal post	2.4m
Ball	Size 4
Time to pass ball	Up to 4 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. A player may bat or bounce the ball up to 2 times to gain possession.
Footwork	Shuffling on the spot to regain balance allowed, without moving down the court.
Centre Pass	Alternate centre pass.
Offside	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). 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.
Breaking	Players should be given guidance if they break on the centre pass and should not be penalised at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised
Defending	Strict one-on-one defence. Players <b>may not</b> defend a shot at goal.
Obstruction	Players should be given guidance if they are obstructing (i.e. defending from a distance of less than 1.2m 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. If a player regularly obstructs, even after guidance is given, they may be penalised)
Substitutions	The game time should be evenly distributed amongst all players. A team can make unlimited substitutions. Players should experience all positions over the course of the season.
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.
Advantage	The advantage rule should not be applied, with the exception of advantage goal.
Game Management	Ensure all spectators, equipment and drink bottles are moved away from the sidelines and goal lines
Coaching	If the game is one-sided, umpires/coaches should use any means necessary to ensure a good experience for all players. This could include rotating players into new positions or resting more skilled players.
Awards and scoring	Scores may be kept but no ladder produced; no finals are played. No best and fairest awards should be awarded
Score Cards	The team listed first on the score card should collect the score card. Players names are printed on the score card and the manager should cross out or add players not listed. Managers and umpires from each team should sign the score card.
<b>UMPIRE/COACH</b>	
Umpire	Each team needs to provide an umpire who will umpire/coach for the entire game.
Attire	Umpiring attire or Club uniform (White tops help the players to identify the umpire/coach)
Communication	Whilst it is good to let a game flow, the players are here to learn. Correcting and coaching during the game is critical to their development.
Safety	When umpiring, coaches should limit the amount of time they are on the court, stay on their sidelines and only come on court to correct if necessary.
Hand signals	When umpiring using hand signals will assist in the players transition to full rules.