

In 2018 Netball Australia will introduce the new GO Tier for third year NetSetGo participants. Below is a table to help identify the differences in rules between the Set and Go Tiers when modified games are played (previously known as Netta A, B or C).

The age groups listed are guidelines only & Clubs should make decisions based on their knowledge of each child's ability & suitability for each competition.

	SET TIER (7-8 year olds)	GO TIER (9-10 year olds)	NETBALL 11Under/full rules
Match duration <i>(All matches are 4 x 9 minute quarters (centrally timed))</i>	4 x 8 minute qtrs. <i>Umpires to allow extra time at changeover</i>	4 x 9 minute quarters	4 x 9 minute quarters
Goal ring	2.4m high	3.05m high	3.05m high
Ball	Size 4	Size 4	Size 5
Time to pass ball	Up to 5 seconds	Up to 4 seconds	Up to 3 seconds
Short pass	Ball must be thrown (not handed) to another player <i>If 2 players from the same team gain possession of the ball in quick succession, this is NOT a short pass</i>	Ball must be thrown (not handed) to another player <i>If 2 players from the same team gain possession of the ball in quick succession, this is NOT a short pass</i>	Rule 9.5.1 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	While the usual rules for replayed ball apply, consideration must be given to the age & skill level of the players in determining whether a player has control of the ball (some fumbling should be expected & allowed)	Rule 9.4 Playing the Ball
Footwork	1-2 steps to regain balance allowed	Shuffling on the spot to regain balance allowed, without moving down the court.	Rule 9.6 Footwork
Offside	A player who moves into an incorrect playing area & self corrects should NOT be penalised for offside. Players may "play on" in the case of simultaneous offside (one player touches the ball), rather than a toss up being taken.	Usual offside rule applies, with consideration given to the age & 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.	Rule 9.7 Offside

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	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.	If a player regularly goes offside (& does not seem aware that they are breaking a rule), they should be given guidance about the correct playing area/s for their position when penalised.	
Breaking	A player who breaks on the Centre pass should NOT be penalised for 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.	Rule 8.2.1 Positioning of players for Centre Pass
Defending	Strict one on one defence. Players may NOT defend a shot at goal and MAY stand under the ring for rebounds	Strict one on one defence. Players may defend a shot at goal.	Other forms of defence may be introduced.
Obstruction	Players should be given guidance if they are obstructing (ie defending from a distance of less than 1.2m or have arms away from the body so as to limit the movement of a opponent and should NOT be penalised at the first instance. If a player regularly obstructs, even after guidance is given, they may be penalised.	A player must defend from a distance of no less than 1.2m. A player who is within 1.2m of an opponent cannot use movements that take the arms away from the body so as to limit the possible movement of an opponent.	Rule 11 Obstruction
Centre Pass	Centre pass is taken by the non-scoring team.	Alternate centre pass	Rule 8.2 Centre Pass
Substitutions	The game time should be evenly distributed amongst all players.	The game time should be evenly distributed amongst all players.	Rule 9.1 Substitutions and team changes

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	<p>A team can make unlimited substitutions at any time. Players should experience all playing positions over the course of the program/season.</p>	<p>A team can make unlimited substitutions at any interval. Players should experience all playing positions over the course of the program/season.</p>	
Penalty Pass	<p>Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing.</p>	<p>Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing.</p>	<p>Rule 7.1.3 Conditions for Penalty Pass</p>
Advantage	<p>The advantage rule should NOT be applied, with the exception of advantage goal.</p>	<p>The advantage rule should NOT be applied, with the exception of advantage goal.</p>	<p>Rule 7.2 Advantage</p>
Game Management/Coaching	<p>Game Management section does NOT apply. The Coach may enter the field of play to provide players with immediate feedback as required. If the game is one side, coaches should use any means necessary to ensure a good experience for all players. This could include:</p> <ul style="list-style-type: none"> • Rotation of players into positions they don't usually play. • Rest more skilled players 	<p>Game Management section does NOT apply. The Coach may move along the sideline (but NOT interfere with the Umpire) to provide players with immediate feedback as required. If the game is one side, coaches should use any means necessary to ensure a good experience for all players. This could include:</p> <ul style="list-style-type: none"> • Centre pass is taken by non-scoring team. • Rotation of players into positions they don't usually play. • Rest more skilled players 	<p>Rule 13 Game Management Rule 5.1 Team</p>



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Awards & Scoring	No scores should be kept & no finals are played. No best & fairest awards should be awarded.	Scores may be kept but no ladder produced; no finals are played. No best & fairest awards should be awarded.	Scores may be kept but no ladder produced; no finals are played. No best & fairest awards should be awarded.
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The procedure for making a substitution during play is:

- Before entering the court, the substitute shall tag the player leaving the court.
- Both the substitute and the player leaving the court shall not interfere with the play during the substitution process.
- Both the substitute and the player leaving the court shall observe the Offside rule when leaving or entering the court.
- Players should be substituted into either attack positions or defence positions for the duration of the game.

Scoring:

Scores may be kept but no ladder produced. No finals matches should be played. Each participant in the competition should be given a memento of participation e.g. a medal.