



## **NetSetGo Guidelines**

### **NetSetGo A**

1. NetSetGo A plays competition rules in preparation for divisional competition.
2. Time to pass the ball three (3) seconds.
3. Size 5 balls to be used during game time.
4. Defense methods aside from one on one may be introduced.
5. Four (4) ten-minute (10) quarters make up a game.
6. Players are required to have played all seven (7) positions (GS, GA, WA, C, WD, GD, GK) within the season.
7. Goal post height is 3.05m.
8. Coaches are not allowed to enter the court during game time (Coaches are to stand in the allocated coaching boxes located on the opposite corners to the umpires running baseline as per divisional competition rules).
9. Scores may be kept, but no ladder produced, and no Finals are played.
10. Parents under no circumstances are to give direction or guidance to their child or the team during training sessions or games. However, to support in a positive manner is encouraged.



## **NetSetGo B**

1. NetSetGo B plays modified competition rules in preparation for divisional competition.
2. Time to pass the ball four (4) seconds.
3. Size 4 balls to be used during game time.
4. Strict one on one defense.
5. Players may shuffle to keep balance with the ball.
6. If a player regularly goes offside and or obstructs less than 1.2m (and does not seem aware they are breaking the rules) they should be given guidance about the correct playing areas and distance for their position when penalised.
7. Four (4) ten-minute (10) quarters make up a game.
8. Players are required to have played all seven (7) positions (GS, GA, WA, C, WD, GD, GK) within the season.
9. Goal post height is 2.4m to 3.05m (requests to WNA to have posts raised).
10. Coaches are allowed to make unlimited substitution, however, must not interfere with and should not go offside whilst performing the substitution.
11. Coaches are not to enter the court during game time (Coaches are to stand in the allocated coaching boxes located on the opposite corners to the umpires running baseline as per divisional competition rules, however if the game is one-sided coaches/umpires should use any means necessary to ensure a good experience for all players).
12. Scores may be kept, but no ladder produced, and no finals are played.
13. Parents under no circumstances are to give direction or guidance to their child or the team during training sessions or games. However, to support in a positive manner is encouraged.



## **NetSetGo C**

1. NetSetGo C plays modified rules.
2. Time to pass the ball six (6) seconds.
3. Size 4 balls to be used during game time.
4. Center pass is taken by the non-scoring team.
5. Strictly one on one defense.
6. Distance from the player with the ball is four (4) feet.
7. Players should be given guidance if they move into either offside area, breaking or obstructing distances of 1.2m and should not be penalised.
8. Players may take 1 -2 steps to gain balance with the ball.
9. Four (4) ten-minute (10) quarters make up a game.
10. Players are required to have played all seven (7) positions (GS, GA, WA, C, WD, GD, GK) within the season.
11. Goal post height is 2.4m.
12. No scores should be kept, and no finals are played.
13. Parents under no circumstances are to give direction or guidance to their child or the team during training sessions or games. However, to support in a positive manner is encouraged.
14. Coaches are allowed to make unlimited substitution, however, must not interfere with and should not go offside whilst performing the substitution where possible.



## Coaching Requirements for NetSetGo

### NetSetGo A and B

Coaches of NetSetGo A and B are to be 16 yrs. and above, have completed the Foundation course and the umpire's exam. They are also required to be supported by an adult 18yrs and above.

### NetSetGo C

Coaches must be 18 yrs. and above and have completed the Foundation course.

## Umpiring Requirements for NetSetGo

### NetSetGo A and B

Umpires of NetSetGo A and B are to be at a minimum WNA Intermediate badge and 16 yrs. or above (umpires are encouraged to recognise if players are not understanding infringements to take the time to explain them).

### NetSetGo C

Umpiring of NetSetGo C is encouraged to be performed by coaches of each team. Coaches are to guide not only their own team, however the opposing team also. This gives all players a better understanding of how the game is played.

**Please Note:** In the event NetSetGo A and B are combined, the guidelines of NetSetGo B will apply.