



Jimboomba Netball Association

Net Set Go Policy

Non-Competitive Program for 5–10-year-olds

- 1.1 This document has been developed in consultation with the Netball Australia NSG (Net SetGo) Rules and JNA codes of conduct. Unless otherwise specified, the Rules of Netball (International Netball Federation) will apply.

2. NSG Benefits:

- 2.1 Participation in a safe learning environment.
- 2.2 Development of motor skills and confidence through fun non-competitive games.
- 2.3 Fun for all participants, regardless of ability.
- 2.4 Social interactive learning.
- 2.5 Increased junior participation and lifelong involvement in an active lifestyle.
- 2.6 The opportunity to participate with their friends.
- 2.7 Netball skills developed in modified matches.

Competition Information:

- 1.1 **5 years and 6 years** - NSG (Net) program providing netball related motor skills with fun music, dance and games.
- 1.2 **7 years and 8 years** - NSG (Set Mod B) - modified netball on grass courts with 8-foot goal posts (see table in Section 8).
- 1.3 **9-10 years** – NSG (Go Mod A 2) - non-competitive games on full size courts with 10-foot goal rings and modified rules (see table in Section 8).
- 1.4 **9-10 Years** – NSG (Go Mod A 1) – non-competitive games on full size courts with 10-foot goal rings and modified rules (see table in Section 8).

Grading:

- 1.1 The first four rounds of the season will be classed as grading.
- 1.2 Scores, including attempts at goal, will be kept for all NSG divisions during the grading weeks to facilitate the grading review process.



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Umpiring:

- 1.3 JNA umpiring policy states, “each club is to supply their own umpire for each team in the Saturday Competition”. There will be two umpires officiating each NSG Game.
- 1.4 The umpire will:
 - 1.4.1 Provide rule clarification to players on both teams (only in their area of control)
 - 1.4.2 Provide positive feedback and encouragement to players on both teams during the game (only in their area of control).
 - 1.4.3 Allow children to learn and develop their skills.
 - 1.4.4 Umpire with empathy and allow greater leeway with the rules for new participants.

Coaching:

- 1.5 Coaches and umpires should meet prior to the game and agree upon the level of coaching to be provided during the game and their roles in directing the players from both teams.
- 1.6 If the game is one sided, coaches and umpires are encouraged to make changes to ensure that all players have an enjoyable experience. This may include rotation of players, providing additional guidance to the team that requires assistance and showing leniency in the application of the rules.
- 1.7 Coaches may move along the sideline of the NSG courts (Courts 11-14) to direct the players but must not interfere with the free movement of the umpire.
- 1.8 Coaches should remain in the Coaches’ box at the end of the courts on the full-sized courts (Courts 1– 10).

Spectators:

- 1.9 Spectators of NSG (Net) games are to be in the ‘Spectators’ area which is the grassed area off the courts, along the sidelines.
- 1.10 Spectators of NSG (Set) games are not to be behind the goal lines at the ends of the courts.
- 1.11 Spectators are allowed to support and encourage players in a positive manner.

Spectators are not allowed to make any remarks contrary to the Rules of the Game and JNA codes of Conduct, towards the Umpire and her/his decisions, the Coach or any players.



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Rule	NSG (Mod B) - 7-8 years	NSG (Mod A2) - 9 years -10 years	NSG (Mod A1) – 9-10 years
Match Duration	4 x 10 min quarters 3min break at quarter time, 5 min break at half time. Scorer is responsible for timing the games.	4 x 12 min quarters 3min break at quarter time, 5 min break at half time. Will be increased to 15 min quarters during the season.	4 x 12 min quarters 3min break at quarter time, 5 min break at half time. Will be increased to 15 min quarters during the season.
Court	Full size grass courts	Full size Flexi pave courts	Full Size Flexi pave courts
Goal Post	2.4 m (8 feet) in height	3.05 m (10 feet) in height	3.05 m (10 feet) in height
Ball	Size 4 ball	Size 5 ball	Size 5 ball
Number of Players	7: GS, GA, C, WA, WD, GD, GK	7: GS, GA, C, WA, WD, GD, GK	7: GS, GA, C, WA, WD, GD, GK
Time to pass the ball	Up to 5 seconds	Up to 4 seconds. As per Rules of netball - up to 3 seconds from R8	Up to 4 seconds. As per Rules of netball - up to 3 seconds from R8
Short Pass	The 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	The 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.	The 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.
Replay 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 the possession. After a shot at goal the ball must touch some part of the post, including the net, or another player before the ball can be regained.	Consideration must be given to the age and skill level of the players in determining whether a player has control of the ball (i.e. – some fumbling should be expected and allowed). After a shot at goal the ball must touch some part of the post, including the net, or another player before the ball can be regained.	Consideration must be given to the age and skill level of the players in determining whether a player has control of the ball (i.e. – some fumbling should be expected and allowed). After a shot at goal the ball must touch some part of the post, including the net, or another player before the ball can be regained.
Footwork	One to two steps allowed to regain balance.	Minor shuffling on the spot to gain balance, without moving down the court. Rule 9.6 Footwork (Rules of Netball Page 51) from R10	Minor shuffling on the spot to gain balance, without moving down the court. Rule 9.6 Footwork (Rules of Netball Page 51) from R10
Offside	Players should be given guidance if they move into offside areas and should not be penalized at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalized.	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 they are penalized.	Rule 9.7 Offside (Rules of Netball Page 53)
Breaking	A player who breaks on the Centre pass should not be penalized for breaking.	Players should be given guidance if they break on the Centre pass and should not be penalized at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalized.	Players should be given guidance if they break on the Centre pass and should not be penalized at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalized.
Defending	Strict one on one defense. Undefended shot for goal	A variety of defending tactics may be employed. The shot at goal may be defended.	A variety of defending tactics may be employed. The shot at goal may be defended.
Obstruction	A player defending a player from the opposing team in possession of the ball must defend from a distance of 1.2 m (4 feet)	A player defending a player from the opposing team in possession of the ball must defend from a distance of 1.2 m (4 feet) Rule 11 Obstruction (Rules of Netball Page 57) 3 feet from R6	A player defending a player from the opposing team in possession of the ball must defend from a distance of 1.2 m (4 feet) Rule 11 Obstruction (Rules of Netball Page 57) 3 feet from R6

Obstruction/ Contact	A player who obstructs or contacts will not be stood out of play. The umpire will blow the whistle for the infringement but will allow the player to continue after a brief explanation.	A player who obstructs or contacts will not stand out of play. The umpire will blow the whistle for the infringement but will allow the player to continue after a brief explanation. A player who obstructs or contacts will be stood out of play as per Rules of Netball from R4	A player who obstructs or contacts will not be stood out of play. The umpire will blow the whistle for the infringement but will allow the player to continue after a brief explanation. A player who obstructs or contacts will be stood out of play as per Rules of Netball from R4
Substitutions	The game time should be evenly distributed amongst all players. Players should experience all positions over the course of the program/season. Position rotation to ensure that players play at least two different positions in each game. Use the JNA Player Rotation Guide.	The game time should be evenly distributed amongst all players. Players should experience all positions over the course of the program/season. Position rotation to ensure that players play at least two different positions in each game.	The game time should be evenly distributed amongst all players. Players should experience all positions over the course of the program/season. Position rotation to ensure that players play at least two different positions in each game.
Advantage	The advantage rule should not be applied, with the exception of an advantage goal.	The advantage rule should not be applied, with the exception of an advantage goal.	The advantage rule should not be applied, with the exception of an advantage goal.
Rules of Netball	All other rules will follow the Rules of Netball.	All other rules will follow the Rules of Netball.	All other rules will follow the Rules of Netball.
Awards and Scoring	Scores & ladders will not be kept in the non-competitive age groups and no finals played.	Scores will be kept for grading rounds. Scores will be kept on paper for non-grading rounds in the non- competitive age groups and no finals played or ladders produced.	Scores will be kept for grading rounds. Scores will be kept on paper for non-grading rounds in the non-competitive age groups and no finals played or ladders produced.
Coaching	The umpire may enter the field of play to provide players with immediate feedback as required. The coach may walk the sideline but not the goal line to give assistance to players. If the game is one-sided, coaches/umpires should use strategies to ensure a good experience for all players. <u>Examples:</u> <ul style="list-style-type: none"> • <i>Rotation of players</i> • <i>More lenient application of rules for the lower scoring team.</i> 	Coaches are to remain in the coaches' box at the end of the court. If the game is one-sided, coaches should use strategies to ensure a good experience for all players. <u>Examples:</u> <ul style="list-style-type: none"> • <i>Rotation of players</i> • <i>More lenient application of rules for the lower scoring team.</i> 	Coaches are to remain in the coaches' box at the end of the court. If the game is one-sided, coaches should use strategies to ensure a good experience for all players. <u>Examples:</u> <ul style="list-style-type: none"> • <i>Rotation of players</i> • <i>More lenient application of rules for the lower scoring team.</i>
Game Management	Game management section does not apply	Game management section does not apply	Game management section does not apply



Jimboomba Netball Association Net Set Go Player Rotation Guide

9 Players	GS	GA	WA	C	WD	GD	GK	OFF
Player 1	Qtr 4	Qtr 3	Qtr 2	Qtr 1				
Player 2	Qtr 3	Qtr 2	Qtr 1					Qtr 4
Player 3	Qtr 2	Qtr 1		Qtr 4				Qtr 3
Player 4	Qtr 1		Qtr 4	Qtr 3				Qtr 2
Player 5					Qtr 1	Qtr 2	Qtr 3	Qtr 4
Player 6					Qtr 4	Qtr 1	Qtr 2	Qtr 3
Player 7					Qtr 3	Qtr 4	Qtr 1	Qtr 2
Player 8				Qtr 2		Qtr 3	Qtr 4	Qtr 1
Player 9		Qtr 4	Qtr 3		Qtr 2			Qtr 1
8 Players	GS	GA	WA	C	WD	GD	GK	OFF
Player 1	Qtr 4	Qtr 3	Qtr 2	Qtr 1				
Player 2	Qtr 3	Qtr 2	Qtr 1	Qtr 4				
Player 3	Qtr 2	Qtr 1	Qtr 4	Qtr 3				
Player 4	Qtr 1	Qtr 4	Qtr 3	Qtr 2				
Player 5					Qtr 1	Qtr 2	Qtr 3	Qtr 4
Player 6					Qtr 4	Qtr 1	Qtr 2	Qtr 3
Player 7					Qtr 3	Qtr 4	Qtr 1	Qtr 2
Player 8					Qtr 2	Qtr 3	Qtr 4	Qtr 1
7 Players	GS	GA	WA	C	WD	GD	GK	OFF
Player 1	Qtr 4	Qtr 3	Qtr 2	Qtr 1				
Player 2	Qtr 3	Qtr 2	Qtr 1	Qtr 4				
Player 3	Qtr 2	Qtr 1	Qtr 4	Qtr 3				
Player 4	Qtr 1	Qtr 4	Qtr 3	Qtr 2				
Player 5					Qtr 1	Qtr 2 & 4	Qtr 3	
Player 6					Qtr 2 & 4	Qtr 3	Qtr 1	
Player 7					Qtr 3	Qtr 1	Qtr 2 & 4	