

Netta Rules

The rules for NETTA are primarily for umpires rather than coaches. Umpire of NETTA must be flexible, easygoing people with a desire to help children enjoy and learn the game.

UMPIRES SHOULD:

- Use simple language and explain decisions
- Umpire accordingly to the skill level of the players
- Adopt the role of teacher/umpire rather than rule enforcer
- Adopt an encouraging and pleasant manner to ensure an open and free flowing game
- Use common sense to ensure that the 'spirit of the game' for children is not lost by overcalling the game
- Netta umpires will find they spend the majority of the game on the court with the players.

WDNA encourages the coaches of the 7 years and the 7/8 years to be the umpires of these games as they are the teachers. These umpires help both teams whilst the game is in progress. Only one coach/umpire per team is allowed on the court during the game. E.g. Team 1 supplies the umpire he/she is the coach/umpire for that team and the only person from that team allowed on court. Team 2s coach is also allowed on court. Over the years we have found that it is in the best interest of the players that one umpire, umpires the game. Either one umpire umpires the whole game or one teams umpire/coach umpires the first half and the other teams umpire/coach umpires the second half. The two coaches should discuss this before the start of play. Remember we are here to help the children learn, this game is non competition. Learner umpires or umpires who are not familiar with Netta rules should not be umpiring these games. Coaches are not allowed on court in the 8/9 divisions. Two umpires per game are required.

8/9 Blue is also non comp but these players play full rules. Score books are required and used for grading purposes. Coaches are encouraged to give all players the opportunity to play all positions during the year. Week's 1-8 posts are down weeks 9-16 posts are up.

Equipment:

Rules have been modified so that children will get the most enjoyment and satisfaction from playing netball.

1. Goal posts adjusted to 2.4m (8ft height). Size 4 ball of composite leather or all leather.
2. After catch the ball throw within 6 seconds
3. Allow shuffling on the spot to gain balance before throwing without moving down the court
4. Strict one to one defence play
5. A player may defend an opponent with the ball from a distance of 1.2m (4 ft).
6. A team of up to 12 players may interchange at $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ intervals.

7. All players to play a minimum of 2 quarters.
8. Do not stand out of play for contact, but explain the contact rule (this rule does not apply to 8/9 maroon)
9. Don't stand out of play for obstruction, but move player back to correct distance (this rule does not apply to 8/9 maroon)
10. Defence may not defend shot for goal. This makes it easier to score goals using the correct technique (this rule does not apply to 8/9 maroon)
11. No scores are kept this is a non comp. Scores are kept for 8/9 maroon solely for grading purposes.
12. All players must play at least 2 different positions each week
13. All players must experience all playing positions throughout the course of the year.