

FREMANTLE NETBALL ASSOCIATION

Set & Go Division Rules 2022



The following rules will be adopted for the Set & Go competition divisions of NetSetGO at FNA for 2022

RULE	Set Tier (e.g Set Blue, Set Red, etc)	Go G Tier (e.g. Go G1, Go G2, etc.)	Go F Tier (e.g. Go F1, Go F2, etc.)
Age	Turning 7 & 8 years old	Turning 9 years old	Turning 10 years old
Match Duration	4 x 10-minute quarters	4 x 10-minute quarters	4 x 10-minute quarters
Goal Post	2.4 m high (low)	2.4m high (low)	3.05m high (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	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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 	Usual rules for replayed ball apply, consideration given to age and skill of the players. Some fumbling should be expected and allowed.	Usual rules for replayed ball apply.
Footwork	1-2 steps to regain balance allowed	Usual footwork rule applies	Usual footwork rule applies
Offside	<ul style="list-style-type: none"> A player who moves into an incorrect playing area and 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 being taken 	<ul style="list-style-type: none"> Usual offside rule applies If a player regularly goes offside (and does not seem aware of the rule), they should be given guidance about the correct playing areas for their position when penalised. 	<ul style="list-style-type: none"> Usual offside rule applies If a player regularly goes offside (and does not seem aware of the rule), they should be given guidance about the correct playing areas for their position when penalised.
Breaking	A player who breaks on the centre pass should not be penalised for breaking	Usual rule applies A player should be given guidance if they break on the centre pass and should not be penalised in the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised.	Usual rule applies
Defending	<ul style="list-style-type: none"> Strict one-on-one defence Players may not defend a shot at goal 	<ul style="list-style-type: none"> Strict one-on-one defence Players may defend a shot at goal (from 1.2m) 	<ul style="list-style-type: none"> Strict one-on-one defence 0.9m Players may defend a shot at goal

Obstructing	<ul style="list-style-type: none"> • 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. They should not be penalised at the first instance) • If a player regularly obstructs, even after guidance, they may be penalised 	<p>A player must defend from a distance of no less than 1.2m</p> <p>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</p>	Usual Rules apply
Centre Pass	Centre Pass is taken by the non-scoring team	Alternate Centre Pass	Alternate Centre Pass
Substitutions	<ul style="list-style-type: none"> • The game time should be evenly distributed amongst all players • A team can make unlimited substitutions at any time • Players should experience all positions over the course of the season 	<ul style="list-style-type: none"> • The game time should be evenly distributed amongst all players • Players should experience all positions over the course of the season 	<ul style="list-style-type: none"> • The game time should be evenly distributed amongst all players • 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	Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing	Usual Rules apply
Advantage	The advantage rule should not be applied, with the exception of advantage goal	The advantage rule should not be applied, with the exception of advantage goal	The advantage rule should not be applied, with the exception of advantage goal
Game Management	Game Management section does not apply	Game Management section does not apply	Game Management section does not apply
Coaching	<p>The coach may enter the field of play to provide players with immediate feedback as required, provided this does not interfere with the flow of the game. If the game is one-sided, 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 usually do not play • Rest more skilled players 	<p>The coach may move along the sideline (but not interfere with the umpire) to provide players with immediate feedback as required</p> <p>If the game is one-sided, coaches can use the following to ensure a good experience for all players.</p> <ul style="list-style-type: none"> • Rotation of players into positions they usually do not play • Rest more skilled players 	Each team is allocated a team bench where team officials and bench players are located during play. Bench players may leave the team bench for a valid reason such as to warm up
Awards and Scoring	<ul style="list-style-type: none"> • Scores will be kept but no ladder will be published • No Finals are played • No Fairest & Best Awards are awarded 	<ul style="list-style-type: none"> • Scores will be kept but no ladder will be published • No Finals are played • No Fairest & Best Awards are awarded 	<ul style="list-style-type: none"> • Scores will be kept but no ladder will be published • No Finals are played • No Fairest & Best Awards are awarded