



Welcome to Ku-Ring-Gai NetSetGo Carnival

With respect to the 7 and 8 year old teams all these will be played according to the NSW NetSetGo rules, It will be umpire-your-own and one umpire per game. Before the game begins teams will decide who umpires the first half and who umpires the second half.

Goal Post -	If enough courts with posts rings will be fitted with NetSetGo Hoops. If the ball goes thru either ring a goal is scored and will be followed by a centre pass
Ball -	Size 4
Time to Pass the Ball -	5 seconds
Stepping -	Shuffling on the spot to regain balance allowed without moving down the court. Please note this will depend on the skills of the players a little progress down the court at this is allowed. Common Sense please umpires
Defending	Strict “one-on-one” defence. Players may defend a shot at goal.
Obstruction -	A player must defend from a distance no less than 1.2m (4 ft).
Substitutions -	The game time should be evenly distributed amongst all players. A team (up to 10 players is recommended) may make unlimited substitutions at intervals or at any time during play.
	Players should experience all positions over the course of the program/season as this is a carnival it will be up to the coaches to decide on playing positions
Centre Pass -	The initial Centre Pass will be taken by the team that won the toss and all other Centre Passes shall be taken by the team that did not score the last goal
Scoring -	Scores may be kept but no ladder produced. If you wish to use score sheets they can be provided at the complex on request.