EHNA 2025 GO RULES

GOAL POST:FUIOFFSIDE RULES:UsuBALL SIZE:5CENTRE PASSES:AlterSUBSTITUTIONS:The unl of tPENALTY PASS:Play play app	15 minute quarters, 3min quarter breaks and 5 minute half time break JLL HEIGHT 3.05metres high sual offside rule applies, with consideration given to the age and skill level of the players. ternating each team e game time should be evenly distributed amongst all players. A team can make limited substitutions at any time. Players should experience all positions over the course the season. ayer taking the penalty pass must stand in the correct position and wait for the offending ayer to stand out of play before passing the ball. The advantage rule should not be uplied, with the exception of advantage goal cores may be kept but no ladder produced; no finals are played
OFFSIDE RULES:UsuBALL SIZE:5CENTRE PASSES:AlterSUBSTITUTIONS:The unt of tPENALTY PASS:Play play app	sual offside rule applies, with consideration given to the age and skill level of the players. ternating each team e game time should be evenly distributed amongst all players. A team can make ilimited substitutions at any time. Players should experience all positions over the course the season. ayer taking the penalty pass must stand in the correct position and wait for the offending ayer to stand out of play before passing the ball. The advantage rule should not be uplied, with the exception of advantage goal
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SCORING/LADDERS: Sco	
pla any	e coach may move along the sideline (but not interfere with the umpire) to provide ayers with immediate feedback as required If the game is one-sided, coaches should use by means necessary to ensure a good experience for all players. This could include: • otation of players into positions they don't usually play • Rest more skilled players
rath awa	ayers may "play on" in the case of simultaneous offside (One player touches the ball), ther than a toss up being taken. If a player regularly goes offside (and does not seem vare that they are breaking the rules), they should be given guidance when being malised.
	ayers should be given guidance if they break on the centre pass and should not be malised in the first instance
a d give mo	rict one-on-one defence. Players may defend a shot at goal. A player must defend from distance of no less than 1.2m. If a player regularly obstructs, even after guidance is yen, they may be penalised. A player who is within 1.2m of an opponent cannot use ovements that take the arms away from the body so as to limit the possible movements of opponent and should be penalised.
TIME TO PASS BALL: The	e ball must be passed within 3 seconds
	all 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.
of t sho	hile the usual rules for replay apply, consideration must be given to the age and skill level the players in determining whether a player has control of the ball (i.e., some fumbling ould be expected and allowed). A player may bat or bounce the ball up to 2 times to gain ossession.
	2 steps to regain balance allowed Shuffling on the spot to regain balance allowed, without oving down the court

COACHES AND SUPPORTERS PLEASE REMEMBER THAT THESE PLAYERS ARE JUST STARTING THE FULL RULES OF NETBALL AND ENCOURAGE THEM AS MUCH AS YOU CAN TO CREATE GOOD SPORTSMANSHIP AND HARMONY IN THE PLAYERS