	Netsetgo for 8 8 9yr olds	- 2016
	SOME NETSETGO UMPIRING DO'S	
UMPIRING	Do divide the court correctly as per the normal rules when umpiring Netsetgo Netball	Don't coach while umpiring (ie: during the game; at intervals is acceptable)
	Do blow the whistle to stop play if an infringement occurs Do offer a brief explanation of what has been done wrong when an infringement occurs (this may involve going onto the court)	Don't change sides during the game Don't change umpires during the game
	Do make sure that teams change ends at the end of each quarter amd rotate centre passes after a goal is scored	(rotate centre passes)
THE PLAYERS	Do make sure that all Netsetgo players play all positions over the season (MWNA Policy)	Don't change all positions at the end of each quarter
	Do allow the team to borrow/lend players rather than play short Do allow some shuffling to gain balance	Don't allow shuffling forward
FOOTWORK	Do award a free pass to the opposing team if players shuffle forward	-
HELD BALL	Do award a free pass to the opposing team if the ball is held for more than 5 seconds	
DEFENDING/	Do award a penalty pass/penalty pass or shot, if players are defending closer than 120cm (4 feet)	Don't allow players to put their arms up to defend if they are closer than 120cm (4 feet) away from the player throwing the ball.
OBSTRUCTION	Do demonstrate how far 120cm (4 feet) is, as 'two big steps' away.	Players MAY have arms up to get a rebound
	Do allow shots for goal to be defended - from 120cm	Don't stand players 'out of play' for obstruction
CONTACT	Do apply the normal rules and award a penalty pass / penalty pass or shot to the opposing team if players contact	Don't stand players 'out of play' for contact
THROW INS	Do apply the normal rules and award a throw in to the opposing team when the ball goes out of court	Don't allow players to put their foot on the line when throwing in- award a throw in to the other team
	Do show players where to stand with their foot up to the line	Don't allow players to stand more than 15cm behind the line - award o throw in to other team
FALLING ON THE BALL	Do apply the normal rules and award a free pass to the opposing team if players fall on the ball to gain possession	Don't allow players to fall on the ball to gain possessions (as per normal rules) award a free pass to the other team
OFFSIDE	Do apply the normal rules and award a free pass to the opposing team in the offside area	
OVER A THIRD	Do apply the normal rules and award a free pass to the opposing team over the second crossed line	
TOSS UPS	Do apply the normal rules and award a toss up for simultaneous possession and infringements	
	Do make quick decisions and award 'possession' if one team clearly has 'first possession'	
	DO HAVE LOTS OF FUN	ļ