

Sunday 6 November 2016 State Netball & Hockey Centre

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NETBALL VICTORIA MASTERS SUPER 725 GOMPETITION

TFAM SIZE:

- 7 players to take the court.
- · Teams can consist of no more than 12 players.
- Positions remain the same (GS, GA, WA, C, WD, GD, GK).

SUBSTITUTIONS:

- Teams can make unlimited substitutions at any time during the game and half time.
- An oncoming player must tag the player coming off the court before stepping onto the court.
 There will be a designated interchange box located in front of the team bench.
- Play will not be held for substitutions to take place.
- It is mandatory for teams to have two sets of matching bibs, to ensure players don't need to swap bibs when substitutions take place.

TIMING:

- Games will consist of 2 halves of 10 minutes.
- There will be a break of 1 minute at half time and teams will change ends.



EXTRA TIME FOR FINALS ONLY:

- If the score is tied at the end of play, players must remain on court in position.
- The first named team will take the first centre pass.
- · No power play scoring will occur in extra time.
- Play will recommence for a period of 3 minutes.
 At the end of this time, the team that is leading will win.
- If scores are still tied, play will continue until one team has a lead of two goals.

CENTRE PASS & POWER PLAY:

- The first named team will take the first centre pass and have the power play in the first half of the game.
- The second named team will take the first centre
 pass and have the power play in the second half
 of the game.

SCORING:

Goal Attacks and Goal Shooters are the only players able to shoot for goal from any zone.

- Zone 1 = 1 point shot from within the goal circle
- Zone 2 = 3 points shot (Super Shot) from outside the goal circle

*Points doubled in Power Play.