



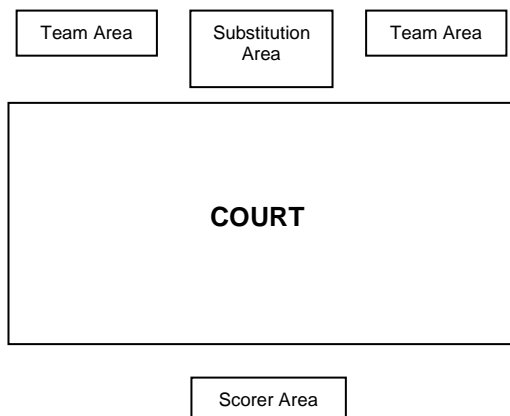
The Kent Netball Tournament 2018

FAST NET FACTS



Here are some guidelines to the key differences between traditional netball and Fast Net. These notes must be read in conjunction with the event Rules.

THE COURT



NB: This diagram is to be used as an indication only. An identified area for each team / scorer / substitutions will be determined prior to the beginning of the tournament.

CENTRE PASSES

- The team winning the toss takes the first Centre Pass in the first and third quarters.
- The team losing the toss takes the first Centre Pass in the second and fourth quarters.
- After a goal is scored, the game restarts from a Centre Pass taken by the team who conceded the last goal.

SUBSTITUTION

- Unlimited 'rolling' substitutions are allowed for each team while play is in progress.
- Substitutions should be initiated by holding up the positional Fast Net Substitution Card.
- Players must observe the Offside rule when leaving or entering the court.
- No more than 7 players are allowed on court at any time.
- No duplicate positions allowed on court.

SCORING A GOAL

- A GA or GS may shoot for goal from any point on the court within their designated playing areas.
- A successful shot from inside the Goal Circle will score 1 goal.
- A successful shot from outside the Goal Circle will score 2 goals.
- If a GS or GA lands outside the Shooting Circle then steps inside to shoot, the shot is considered to have been taken from **inside**.
- If a GS or GA lands inside the Shooting Circle then steps outside to shoot, the shot is considered to have been taken from **outside**.
- If a GS or GA lands astride the Shooting Circle line, the shot is considered to have been taken from **inside**.
- If an infringement occurs in the Shooting Circle whilst the GA or GS is preparing to shoot from outside, the penalty is taken from **outside**.
- Umpires do not blow their whistle on a goal, instead they raise one hand for 1 goal and two hands for 2 goals.

DEFENDING A SHOT

- If a defending player who is standing **inside** the Goal Circle obstructs, contacts or causes the goalpost to move while the GS or GA is taking a shot from **outside** the Goal Circle, the Penalty Pass / Shot is taken from **outside** the Goal Circle where the GS or GA was standing.

POWER PLAY

- Each team will select 1 quarter as their Power Play.
- Each goal scored during that team's Power Play quarter is doubled.
- Both teams may choose the same quarter for Power Play.
- A team member must notify the Scorer of the Power Play quarter before the quarter commences.
- The Scorers shall acknowledge that Power Play is activated by announcing Power Play as teams and umpires take to the court.

MORE INFORMATION

- Visit <http://www.worldnetballseries.com>