

Minor rules if this rule is broken =free pass to other team

- **1.** Footwork: can only take two steps. First foot landing, second pivot. If first foot is picked up and landed= footwork.
- 2. Held ball: This means players have only three seconds between catching the ball and making a pass, any time over= Held ball.
- **3. Offside:** Each player is only allowed in certain areas of the court and if they stray out of position then they are offside.
- 4. Over a 3<sup>rd</sup>: the ball must be handled in each third of the court.
- 5. **Replay ball:** cannot bounce the ball (dribble). Replay= catch, drop and catch again.

<u>Major rules if this rule is broken =penalty pass/ shot to other</u> team & player to stand by person's side: If any of these rules are broken inside the circle by the

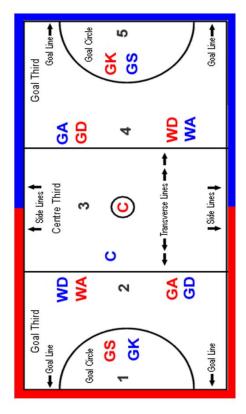
defender- shooter can take penalty pass or shot

- **1. Obstruction with ball:** must be metre away from the person WITH the ball.
- 2. Obstruction without ball: cannot have hands up to defend/ block path of a player IF they do not have the ball.
- **3.** Contact: No physical contact to be made (netball is non-contact).

**Skills:** Chest pass, bounce pass, shoulder pass, dodging, sprinting, pivot, jumping (rebounds), leaping, shooting, intercepting, Teamwork, communicating.

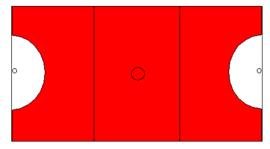
## Teams to follow in the Vitality Super Netball League:

Celtic Dragons, Saracens Mavericks, Loughborough Lighting, Manchester Thunder, Surrey Storm, Team Bath, Severn Stars, Strathclyde Sirens, Wasps Netball, London Pulse.



## Centre

Can go anywhere on the court marked red



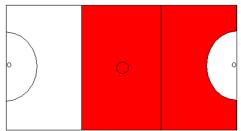
## Responsibilities:

- To distribute accurate centre passes
- Link the defence and the attack
- Work with the WA to cover the attacking circle

# Key Positioning in Netball. Where you can go & job role

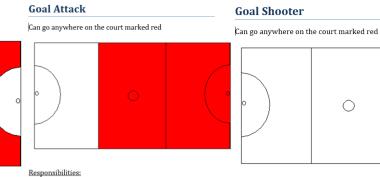
### Wing Attack

Can go anywhere on the court marked red



#### Responsibilities:

- Feed the circle accurately giving them shooting opportunities
- Land facing the goal
- o Make your last move as near the circle as possible to increase accuracy of pass
- Allow GD and WD freedom in their attacking areas



Shoot accurately from all areas of the circle and score

o Jump high both to catch a pass and to retrieve a mis-

Feed the shooter accurately or sympathetically

Work harmoniously with the centre court players

## Responsibilities:

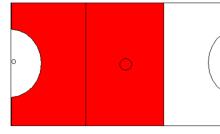
- o Shoot accurately from all areas of the circle and score
- Receive the ball facing the goal
- Jump high both to catch a pass and to retrieve a misshot

С

- Work efficiently with GA
- Defend when necessary

## Wing Defence

#### Can go anywhere on the court marked red



#### **Responsibilities:**

- Look for interceptions
- o Defend and initiate moves from interception
- o Make opponent's task more difficult by denying them prime attacking space
- Interchange with both GD, C & WA
- Work with C to cover the defending circle
- o Prevent WA opponent from feeding the circle

## Goal Defence

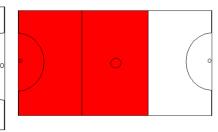
shot

#### Can go anywhere on the court marked red

Receive the ball facing the goal

Work efficiently with GS

Defend when necessary

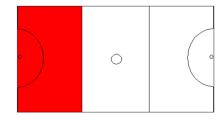


#### Responsibilities:

- Concentrate 100%
- Vary method of defence
- o Keep ball and opponent in full vision
- Position intelligently in the circle
- Initiate attacking play quickly and efficiently
- o Interchange with GK on attack and defence
- Intercept from static and moving positions Cover shots and rebounds
- Reduce the effectiveness of opponent GA

## **Goal Keeper**

#### Can go anywhere on the court marked red



#### Responsibilities:

- Concentrate 100%
- Vary method of defence
- Keep ball and opponent in full vision
- Position intelligently in the circle
- Initiate attacking play quickly and efficiently
- Interchange with GD on attack and defence
- Intercept from static and moving positions
- Cover shots and rebounds, prevent GS from scoring
- Close marking and movement in a small area
- Utilise good upward spring

