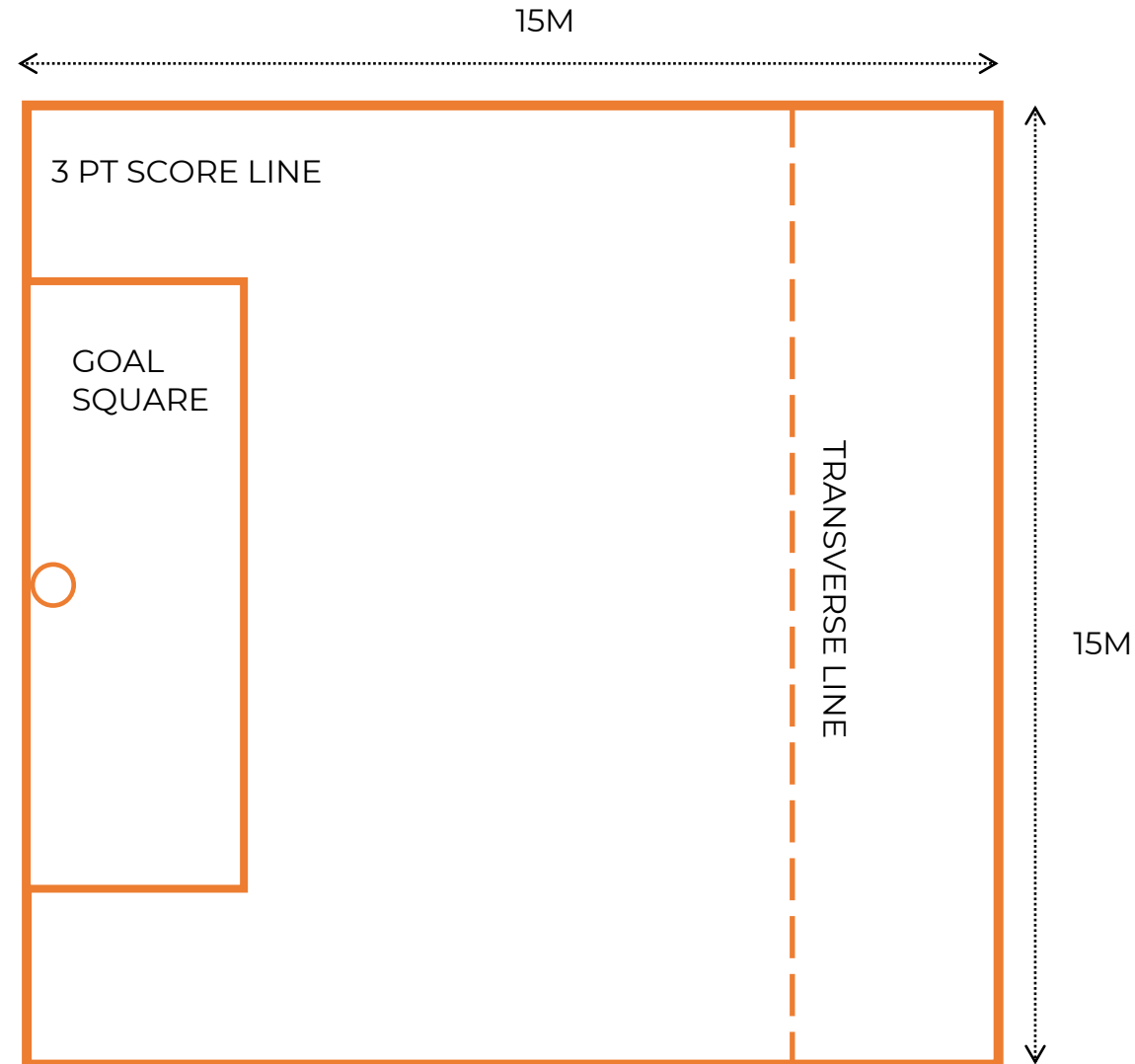


NETFEST BEACH COURT

NetFest Beach Rules are to be read in conjunction with the NetFest Rules of Competition.

If a participant has any queries in relation to the Beach Rules or NetFest Rules of Competition, they are encouraged to approach the Beach Competition Manager or Umpire Manager.



PLAY

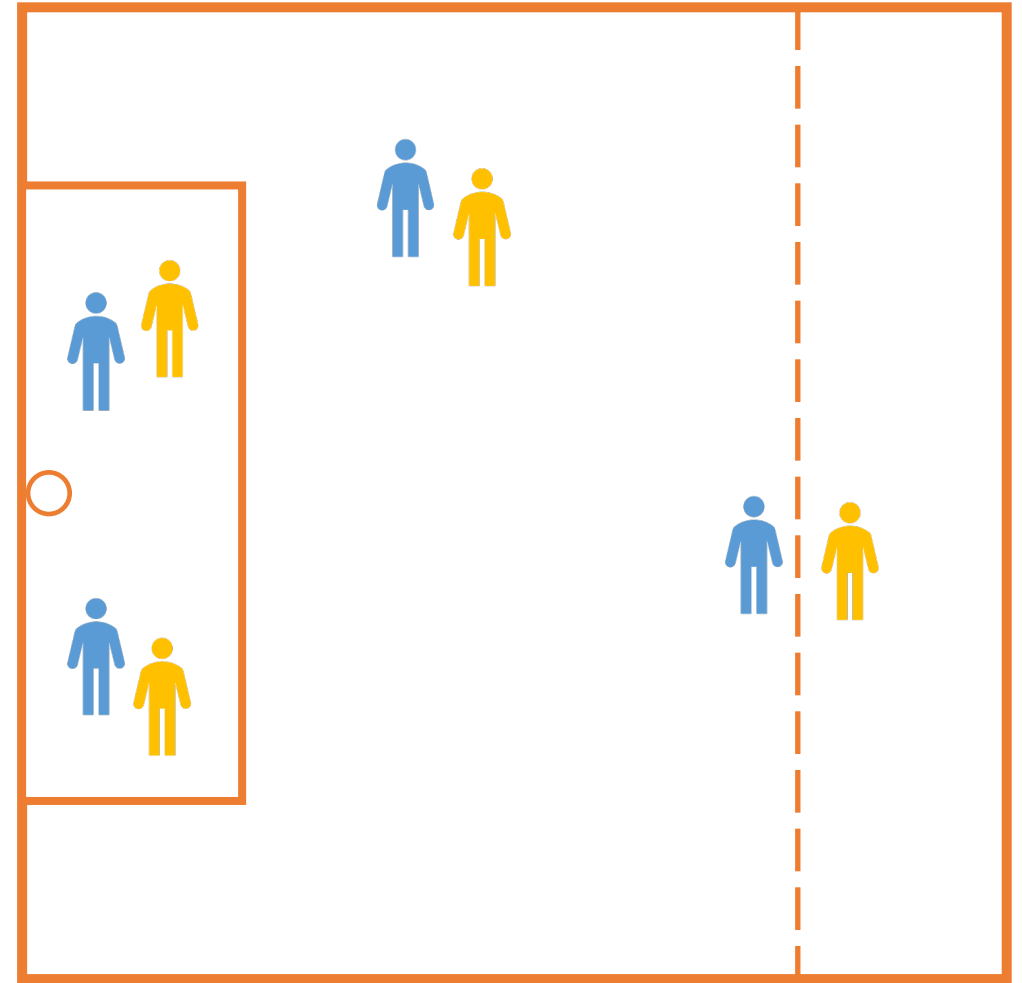
The team that wins “rock / paper / scissors” throws the ball from outside the court to a player that runs into the end third. Ball cannot be caught in the goal third as it will be a penalty of over a third.

Four players per team on the court, there are no restrictions on player positions on the court, all players are allowed in any area.

A maximum of two players per team allowed at any one time in the goal square.

Diving on the ball is permitted.

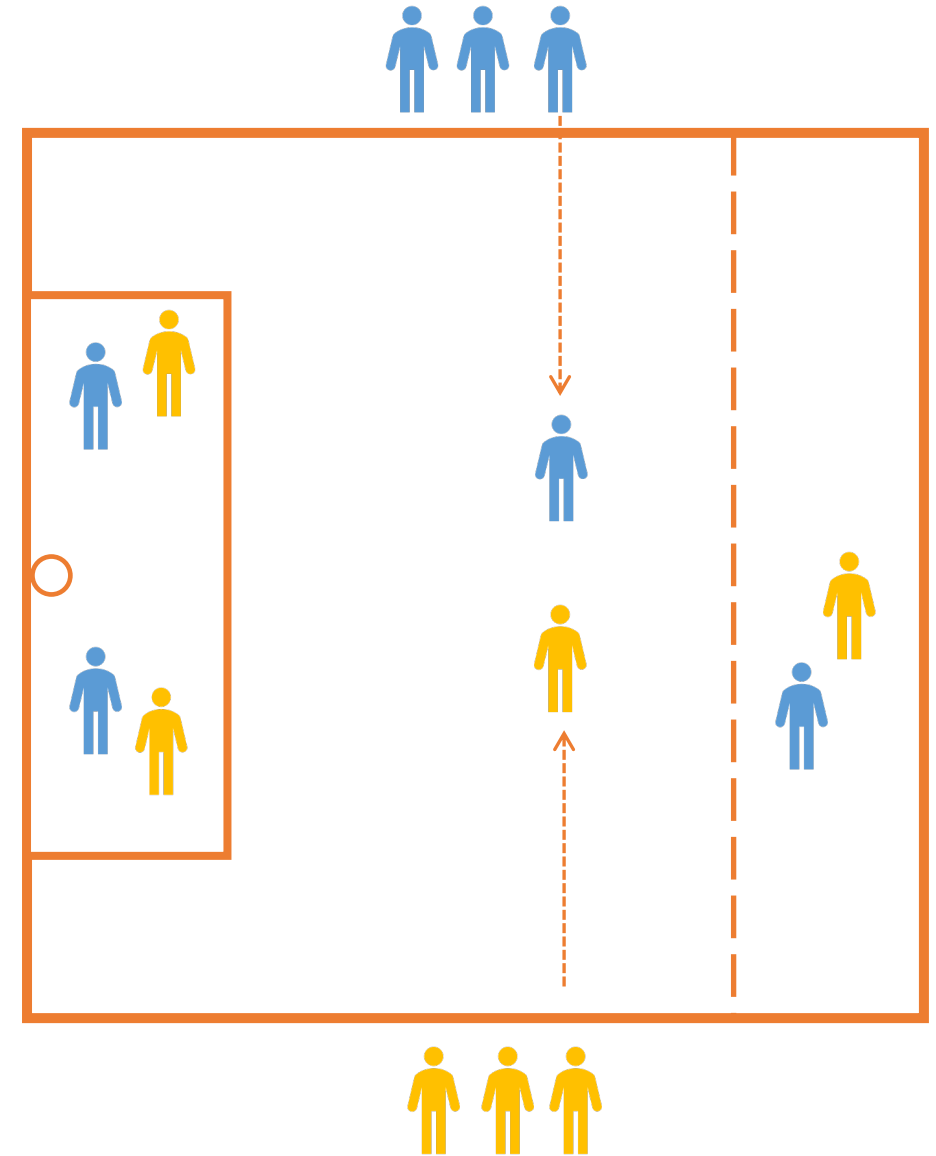
Note: If playing in a mixed team one male and one female player allowed in the goal at any one time.



TIMING AND SUBSTITUTION

Beach netball matches are 2 x 6-minute halves with a 2-half time break.

Unlimited substitutions can be made at any time during the game, matches do not stop for substitutions or injury, unless the injury is of a serious nature and the injured player cannot be moved from the court.

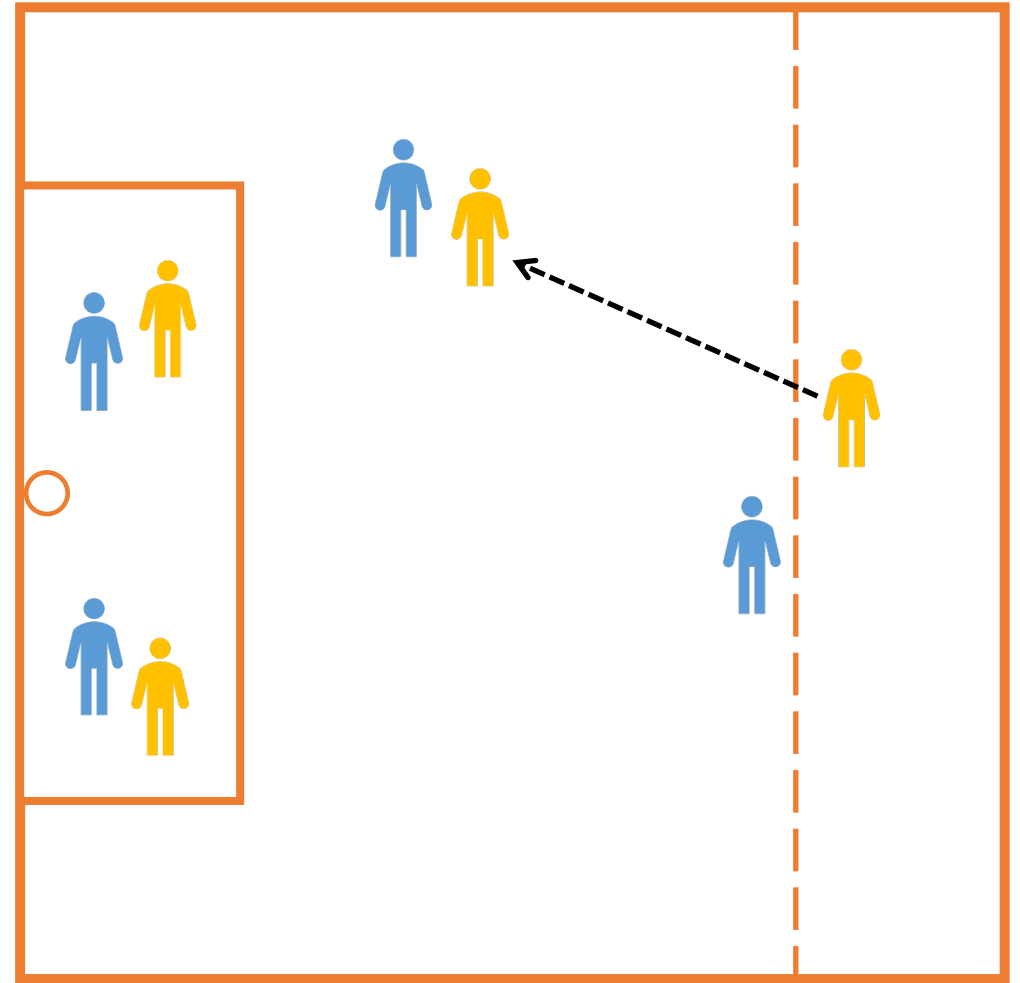


GOALS

To be eligible, each team must pass the ball across the transverse line, which then makes the ball live.

Anyone on the team can score from anywhere on the court.

3 points for outside the goal square and 1 point from within the goal square.



AFTER A GOAL OR INTERCEPT

The opposing team takes possession of the ball after a goal has been scored, from behind the goal line.

The team must pass the ball down the court and over the transverse line before they reset play to commence attack and attempt to score.

If an intercept is taken the team must pass the ball over the transverse line before attempting to score.

