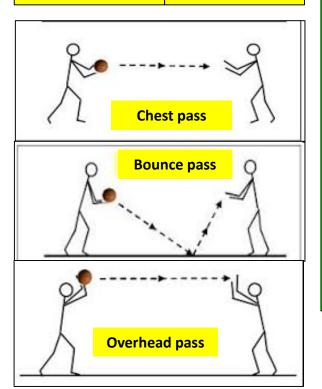
Netball Keywords

- Attack
- Defence
- Footwork
- Pass
- Interception
- Marking
- Dodging

- Position
- Receive
- Obstruction
- Contact
- Pivoting
- Shooting
- Repossession



Netball Scoring system

- To score a point the GA or GS must shoot the ball into the net and it must travel all the way through the net.
- You get 1 point for each goal.
- Each team take alternate centre passes after a goal.

Netball – Knowledge Organiser

Rules of The Game

Contact: You can't touch or push any player during the game as it is a non-contact sport, this will result in a penalty pass or if they contact you whilst you are in the shooting circle, you will get a penalty shot.

Footwork: If the player moves the landing foot or takes 3 steps with the ball, the other team gets a free pass.

Obstruction: You must be 1 metre away from the player you are marking before your arms go up and over the ball. If your defender is obstructing you before you shoot, you get a penalty shot.

3 seconds: You can only hold the ball for 3 seconds before you pass or shoot.

Centre pass: To start a game and after a goal is scored you go back to the centre pass and players must receive in the centre third.

Repossession: If a player drops the ball or bounces the ball and picks it back up again the other team gets a free pass.

Offside: If you go into a third that you are not allowed in or if any other player than GS GA GK GD go into the shooting circle the other team gets a free pass.

2 B

Netball Positions: (and who they mark)

Goal Shooter- allowed in the shooting third only (GK)

Goal attack- allowed in the shooting and centre third (GD)

Wing attack- allowed in the centre and shooting third but not the circle(WD)

Centre- allowed everywhere except the 2 circles (C)

Wing defence - allowed in the centre and defending third but not the circle (WA)

Goal defence- allowed in the defending third and the centre third (GA)

Goal keeper- allowed in the defending third only. (GS)

Netball Key skills

Footwork: When you receive the ball from another player you will land with your feet using '1,2' the first foot is your landing foot the second foot is your pivoting foot.

Pivoting: You may move around on a pivot by keeping foot number 1 on the floor, but not lifting it up, your foot number 2 can help you by moving around in a circle.