

NAME: _____

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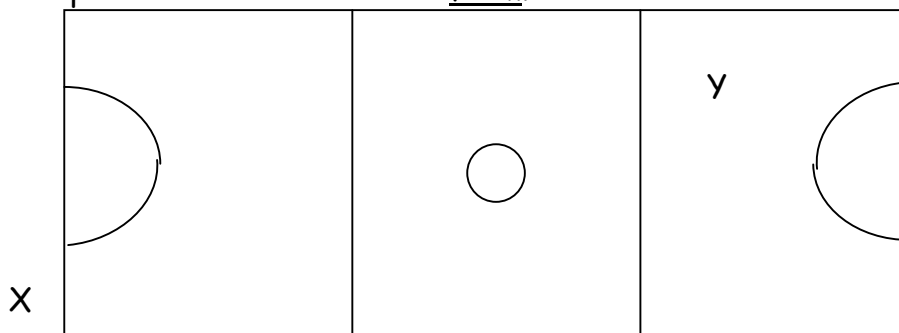
NETBALL THEORY COMPETITION

WEEK SIX

Rule 13.5.2 Over a Third

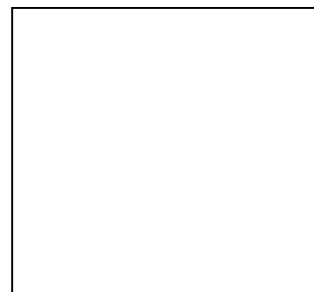
1.6 In your own words, explain what 'over a third' means.

2.6 Using the court diagram, show where the ball would need to have travelled to be 'over a third' - X and Y mark the two places where the passes have been thrown from.



Remember: to judge whether a throw is 'over a third' you must watch to see where the player's first grounded foot is for both the passer and the receiver. This is why it is important for umpires to be watching what is happening over the whole court, not just their own half.

Draw the signal for over a third. →



Rule 14 - Footwork

3.6 There are things that a player may and may not do with their feet while in possession of the ball. List three of each.

A Player may:	A Player may not:
a)	d)
b)	e)
c)	f)
g) What penalty is awarded?:	

Draw the signal for stepping. →

