

FUTSAL RULES

- 5 players including 1 goalie
- Start with pass
- Kick in, not throw in when ball goes out of play on sides
- No goal kicks - throw into play to start
- Corner kicks
- No offsides
- 2 x 10 min halves

ULTIMATE FRISBEE RULES

- A toss decides which team throws the first pull.
- Teams/players must be in their own end zone to start
- Each point starts with throw off from the goal line.
- Players must remain in their end zone until the pull is thrown.
- After a goal is scored play stops, the scoring team stays in that end zone, throws the pull and becomes the defensive team. Meaning teams change direction of attack after each point.
- In bounds and out of bounds. A disc is inbounds when the receiving player is inside the playing field when they catch the disc and their first point of contact is inside the field.
- No running while in possession of the disc
- Ten second rule – the thrower has ten seconds to make the throw
- You score a goal if you catch the disc in the endzone that you are attacking. If you are in the air when you catch the disc your first point of contact must be in the endzone. If your foot touches the goal line it is not a goal.
- 2 x 10 min halves



Clutha District Council



**Clutha District
Youth Council**

FRIDAY NIGHT FIVES!

**- Fast 5 Netball - Futsal -
- Viperball - Ultimate Frisbee -**

FRIDAY 3 August 2018

Cross Recreation Centre, Balclutha

Year 7 & 8: 4.30pm to 6.00pm

Open section (Year 9 to adults): From 6.30pm

ENTRIES CLOSE 5pm 30 JULY 2018

Clutha District Youth Council



Clutha District Youth Council Friday Night Fives 2018

ENTRY FORM



SECTION: YEAR 7/8 _____ OPEN (YEAR 9 UPWARDS) _____ (Please ✓)

ENTRY FEE: (All teams to consist of five players on the court at any one time)
Year 7/8 Section: \$10 per team. Open Section (Year 9 - Adults): \$25 per team.

TEAM NAME:

SCHOOL/BUSINESS (if applicable):

TEAM CAPTAIN'S NAME: AGE:

ADDRESS:

EMAIL:

PHONE: (hm) (cell)

TEAM MEMBER 2 NAME: AGE:

TEAM MEMBER 3 NAME: AGE:

TEAM MEMBER 4 NAME: AGE:

TEAM MEMBER 5 NAME: AGE:

TEAM MEMBER SUB NAME: (if applicable) AGE:

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TERMS OF ENTRY

I enter at my own risk and agree to event conditions and my name/photo being used for publicity purposes. Neither the organisers, the sponsors, nor any other party associated with the event shall have any responsibility, financial or otherwise, arising out of negligence or otherwise for any direct or indirect loss or injury which might be sustained by myself from my intended or actual participation in this event, or its related activities.

SIGNATURE of Team Captain to accept conditions above:

PARENT/GUARDIAN SIGNATURE (if under 16 years)

RETURN ENTRIES & PAYMENT TO

Any Clutha District Council office, Service Centre or the Balclutha i-SITE
by Monday 30 July 2018

DATE

Friday 3 August 2018

VENUE

Cross Recreation Centre,
Glasgow Street, Balclutha

START TIME

Years 7&8: 4.30pm - 6.00pm
Open section (Year 9 - adults) 6.30pm onwards

FORMAT

A multi-sports tournament consisting of Ultimate Frisbee, Super 5 Netball, Futsal (indoor soccer) and Viperball (a cross between touch rugby and American Football). See rules below.

TEAMS & ENTRY FEES

All teams to consist of 5 people on the court at any given time.
Years 7&8: \$10 per team
Open section (Year 9 - adults): \$25 per team

PRIZES

There will be great prizes on the night plus an overall prize for the top team!

RETURN ENTRIES TO

Return entry form and payment into any Clutha District Council office, Service Centre or the Balclutha i-SITE. **Entries close Monday 30 July 2018**

FAST FIVE NETBALL RULES

- Positions on court are Goal Shooter, Goal Attack, Centre, Goal Defence and Goal Keeper.
- There are three goal scoring zones in the Court Layout diagram:
 - Zone 1 = 1 Goal Point Shot from within the goal circle - 3.5m or closer
 - Zone 2 = 2 Goal Points shot from within the goal circle - greater than 3.5m
 - Zone 3 = 3 Goal Points shot from outside the goal circle
- Goal Shooter and Goal Attack are the only players who can score goals
- Unlimited substitutions at any time during the game
- 4 x 5 min quarters
- Each team will have a power play quarter where all points are doubled

VIPERBALL RULES

- Teams onsite to start
- Starting team has ball in centre and passes it backwards to begin
- From here on there are no off sides
- Person with the ball can run as far as they want or pass the ball in any direction
- Passes must be with two hands or turnover
- When the person with the ball is touched they don't need to stop or anything, just simply pass the ball backwards (with two hands) and continue (creating a flowing game)
- If they pass FORWARD when touched it is a turnover
- When the ball is dropped it is turned over
- When the ball is turned over, the offending team drops the ball, the other team picks it up and continues the game - running or passing in any direction- (they don't have to pass back)
- To score, ball is pressed with two hands against the end wall
- To begin other team takes ball up to free throw line (on bball court lines) or similar, passes backwards and game continues
- 2 x 10 min halves