



Supershot Round Rules

Supershot will run for the last 5 minutes of each quarter, signalled by the sound of an Air-horn.

The umpire or "Supershot Official" will signal a Supershot is awarded through holding two arms in the air.

The Supershot worth 2pts will be awarded only when successful goals are taken from the Supershot zone (as marked out by chalk).

Shooters must gain possession and remain wholly within the Supershot zone for the duration of their possession to be awarded a super shot. Contact outside the Supershot zone will render the goal a normal goal. Contact outside the Supershot zone includes but is not limited to leaning on the ball in the 1pt zone, landing astride the line, or temporarily placing a foot on the ground in the 1pt zone).

When penalties are awarded in the circle, umpires will indicate which zone it is to be taken from. If a penalty can be taken from either zone the umpire will allow the non-offending player to choose the zone by saying '1 or 2'.

Scorers will mark the scoresheet with a / across the number with one / for a single point scored as normal and will place X X across 2 numbers for a Supershot awarded.

Scorers must stand with each other throughout the game as normal.

"Supershot Officials" in our 10's, 11's and 12's games will be positioned at either end, on the sideline adjacent to a Supershot circle. Before the game begins, they should make themselves known to Team Coaches and Managers.

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