Netball Battleships!

Home Team

	1	2	3	4	5
A					
B					
C					
D					
E					

Away Team

	1	2	3	4	5
A					
B					
C					
D					
E					

Print two copies of this page, one for each player.

Cut out the player bibs and use these to mark your positions on the grid.

Home Team ⟶

GK	GD	WD	C	WA	GA	GS

Away Team ⟶

GK	GD	WD	C	WA	GA	GS

Netball Battleships!

Netball Battleships Rules

- Print two copies of the grid sheet, one for each player. Cut out the player bibs and use these to mark your positions on the grid.
  (Alternatively, draw two grids and write the player positions on the grid!)

- Position all of your players' bibs randomly on the Home Team grid with each player on one square (e.g. GK positioned on A4, GD positioned on B5 etc)
  (Remember—don't let your opponent see where you have positioned your players!)

- Take turns in guessing where your opponent has positioned their players by calling out grid points (e.g. C3)
  If you guess correctly, mark the player's position on the Away Team grid with the corresponding Away Team bib (i.e. if you guess where your opponent has positioned their GA, place the GA bib on that grid point)
  If you guess incorrectly, mark this with an X on the Away Team grid so that you know not to guess the same grid point next time!

- If your opponent guesses correctly, you should turn your player's bib over on the Home Team grid, or mark this with a tick to show that they have been successful. Mark unsuccessful guesses with an X.

- When a player's position is guessed, you must tell your opponent "You've found my………….!" (fill in the name of the player's position)

- The first player to guess where the other team is positioned is the winner!

Example:

Home Team

	1	2	3	4	5
A	C	X		WA	
B			GA		X
C	GS				GD
D			GK	X	
E	WD	X			X

Away Team

	1	2	3	4	5
A				X	
B		GA			
C					X
D	X			GD	
E		C			

Positions

GK	GOAL KEEPER
GD	GOAL DEFENCE
WD	WING DEFENCE
C	CENTRE
WA	WING ATTACK
GA	GOAL ATTACK
GS	GOAL SHOOTER