



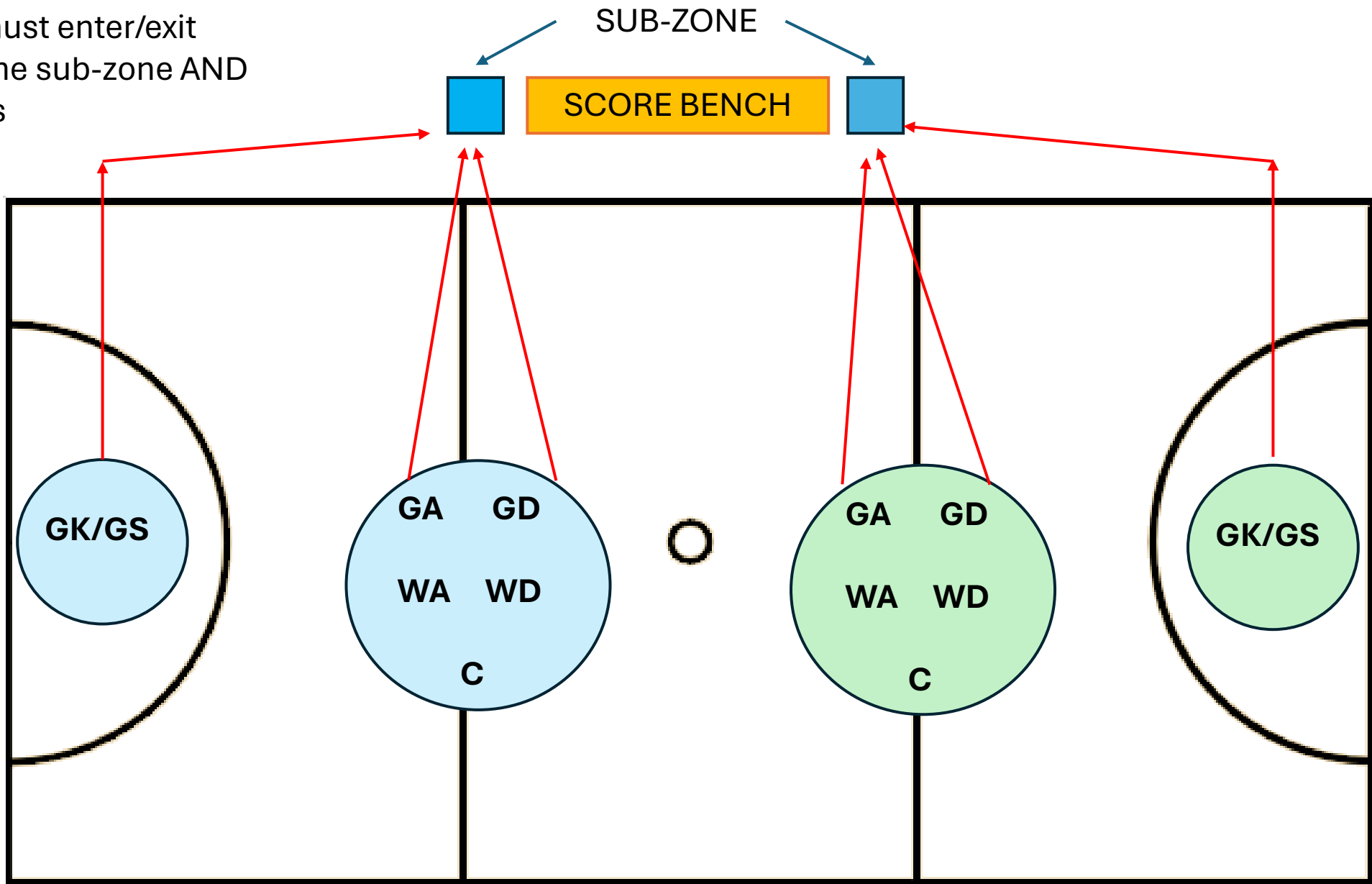
Netball Rules Update

20th March 2024

Introduction of rolling substitutions

- No time held – rolling subs can happen at ANY time (players can perform as they please)
- The game doesn't stop
- On-court positions can't be changed
- Single substitution only
- Multiple substitutions are not allowed
- Multiple sets of bibs are required – no changing bibs
- Infringements that may occur include: Offside, interference with an umpire, late player, delaying play (and these are BY-LAWS not INF Rules)
- Any umpire can make a call for infringements during rolling subs (e.g. offside if controlling umpire hasn't seen it occur)

Players must enter/exit through the sub-zone AND tap hands



Scoring & Timekeeping

Supplementary scoresheets are required for rolling subs.

Coaches are required to complete rolling subs forms and submit to score bench



Rolling substitution

Position (please circle):

GS GA WA C WD GD GK

Player off (full name):

Player on (full name):

These are for rolling subs only – not quarter break changes or substitutions.

The away team scorer and home team scorers are responsible for rolling subs recording. These forms need to be submitted to the League with official score sheets.



POSITION TRACKING FORM

Details	Round	1	Date	13/06	Grade	A GRADE
CLUB						
First Name	Last Name	Quarter 1	Quarter 2	Quarter 3	Quarter 4	
Lauren	Bruty	GA/-				
Stella	Geljon			GS/-/GA		
Stacey	Edge	-/GA		GA/-		
Isabella	Stevens		C/-			
Jemma	Mirabella				-/GD	
Tayla	Banham	C/-/C	-/WA/-/C			
Olivia	Ashby				GD/-/GK	
Chelsea	Castles	-/C/-				
Abbey	Wiltshire			-/GS		
Sarah	Augustine				-/GK	
Maggie	Harris		WA/-			

Timekeeping

There are FOUR clocks on the score bench. They all need to be set according to their purpose



GAME CLOCK

10 or 15 mins



INJURY CLOCK

30 sec



BREAK CLOCK

2, 3 or 4 mins



**SUSPENSION /
ORDER OFF CLOCK**

2 or 4 mins



Update the Rules of Netball App on your phone

Each 2 x hard copy rule books

Role of the Captain | Rule 3

The captain **and/or** any player concerned may approach an umpire for a rule clarification.

Clarification = a question about a rule, not a comment on a decision or a request to 'look out for things'

Match Officials | Rule 4

Either umpire may hold time for injury/illness of a player or for blood, an emergency or other extreme circumstance or foul play.

**It does not need to be the controlling umpire that holds time.
Use common sense to ensure play is unnecessarily disrupted.**

Throw In | Rule 6

Just like any other sanction, the player taking the throw-in can play the ball as soon as they are in position **without waiting**.

You do not have to wait for all players to be on court.

Coaches: Consider advising your players not to retrieve the ball for the opposition on a throw-in.



**WORLD
NETBALL**

2024 RULE UPDATE

THROW-IN

Centre Pass Checks | Rule 8

Immediately after a goal is signalled, both umpires and the reserve umpire indicate the direction of the next centre pass, and the controlling umpire calls the names of the team to take the centre pass:

- On appeal from an on-court player **prior to the centre pass being taken**, the umpires will check with the scorers and confirm the correct team to take the next centre pass.
- It is important to note that the appeal can **only come from an on-court player**, not the bench or coach and the appeal must be made before the centre pass is taken. **Once it's taken it is too late.**

If the centre passes are mucked up, we play on regardless.

Centre Pass | Rule 8.10

Players must be positioned on the court and in their correct thirds when play is due to start.

TERMINOLOGY: **Incorrect position**

ACTION: **Free pass where the infringement occurred**

Scoring a goal | Rule 9

If the whistle to end a period of play is blown **after the ball has left the hands** of the goal shooter or goal attack and the shot is successful, the goal will be scored.

If the shot is unsuccessful but there is an infringement under rule 9.7 (e.g. interference with the post, or deflection on the downward path):

- If this occurs at the end of a period of play, play will be extended for the penalty pass to be taken including any subsequent infringements at that penalty pass or under rule 9.7
- At all other times, play restarts with a penalty pass.

<https://youtu.be/RfPna2X94dw>



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2024 RULE UPDATE

GOAL AFTER WHISTLE



STOPPAGES | Rule 10

BLOOD RULE

Any other player with blood on their body or clothing who is not actively bleeding may leave the field of play have this cleaned within the time allowed for the stoppage by the umpires without the need to be substituted. However, any clothing that becomes blood-stained must be replaced within the time allowed for the stoppage by the umpires, and this may occur away from the playing enclosure.

Use common sense to allow this to occur and be reasonable in the amount of time you allow for this to happen – UMPIRES TIME, NO 30 second clock

STOPPAGES | Rule 10

Umpires may also, without seeking a request from on-court players, hold time for serious head or neck injury or a suspected concussion.

Playing the ball | Rule 11

Under Rule 7.6 after having possession and releasing the ball, a player may not touch the ball again before it touches another player or it rebounds from the goalpost.

SANCTION: Free pass

TERMINOLOGY: **Repossession** (no change to hand signal – image 14)



Playing the ball | Rule 11

Under rule 11.7 playing the ball without having possession:

TERMINOLOGY: **Replayed Ball**

SANCTION: Free Pass

HAND SIGNAL: **new**

Under rule 11.8 prohibited actions (kicking, striking with a fist, rolling the ball or passing while on the ground)

TERMINOLOGY: **Incorrect playing of the ball**

SANCTION: Free pass

HAND SIGNAL: **new**





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2024 RULE UPDATE

**PLAYING
THE BALL**

SHORT PASS | Rule 12

When a player passes the ball, there must be sufficient space on the court for an opposing player to be able to **deflect or intercept** the ball as it moves from the hand of the passer to that of the receiver.

The difference between the old rule “**intercept by a hand**” and the updated rule ‘**deflect or intercept**’ is that the umpire must consider whether the defending player can make a genuine attempt, considering not just a hand, but a hand connected to an arm and body.

SHORT PASS | Rule 12

The interpretation of a short pass when the ball is passed on to the post by a player and then caught by the same player has not changed.

There must be sufficient space on the court and **in particular at a throw in** for an opposing player to be able to deflect or intercept the ball, **as it moves from the hands to the post and back to the hands again.**

The POST is like a player.



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2024 RULE UPDATE

SHORT PASS

Toss Up

Has been removed as a rule



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2024 RULE UPDATE

TOSS UP REMOVAL

Simultaneous infringements | Rule 20

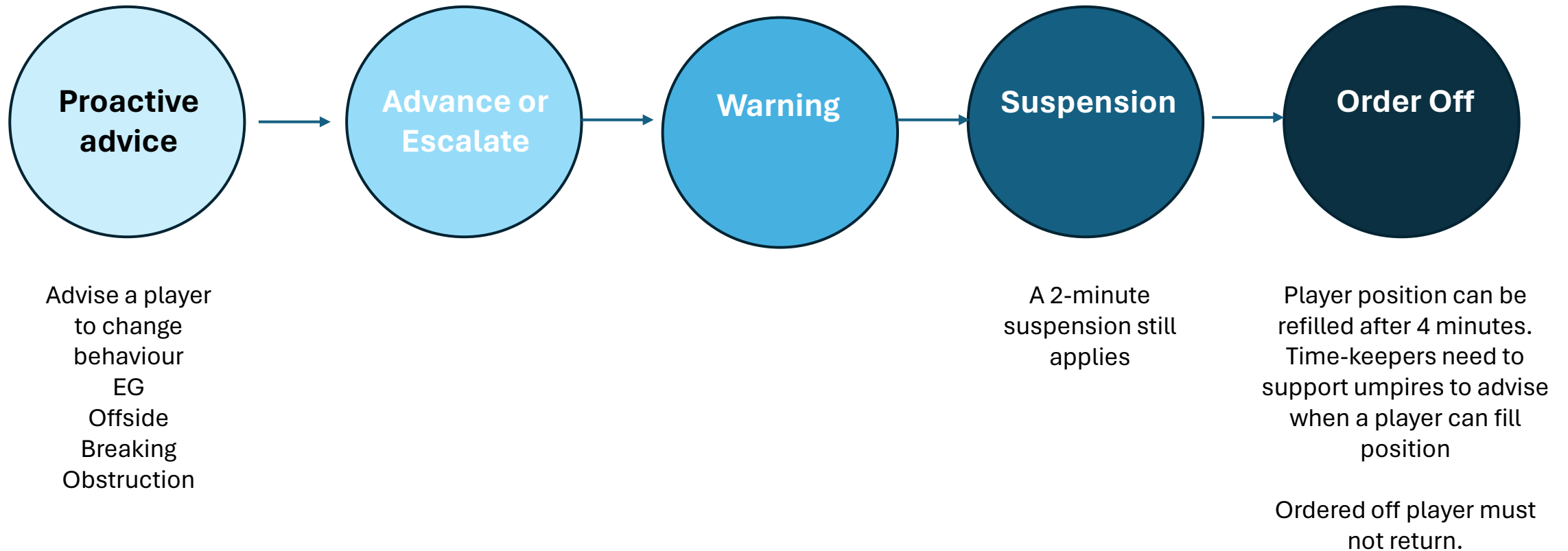
The umpire will award possession to the team who last had possession of the ball immediately prior to that infringement.

IN ACTION:

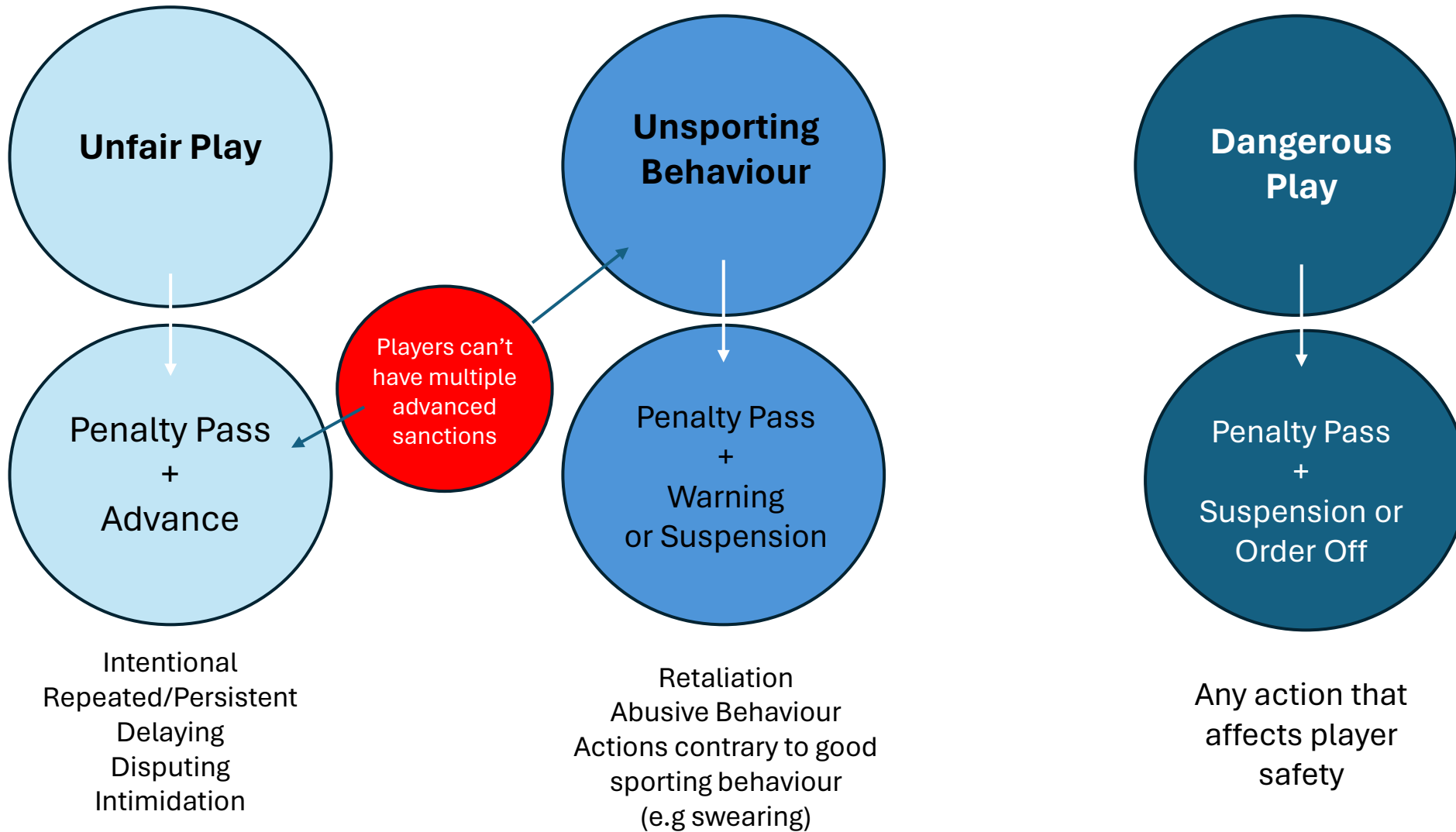
- Two opposing players gain possession of the ball simultaneously with one or both hands.
- At a centre pass, two opposing players enter the centre third before the whistle and one or both touch or catch the ball.
- Any other mutual infringement.
- The call is POSSESSION and free pass is awarded back to the team that last had possession. A whistle is required.
- E.G Whistle, Double Break WA/WD – POSSESSION AVOCA (any player can take the free pay where the infringement occurred)
- It is expected this will be used as often as we would have seen a toss up- not very often!

Game management | Rule 18


CAUTION IS GONE



Foul Play | Rule 19



Game management



Pro-active advice

Low-level incidents that do not compromise player safety
Provide feedback around behaviours/actions that need to change
Language should be succinct and provide enough detail so player can adjust
Only give **one piece** of proactive advice
Work with co-umpire to advance or escalate if required



Advance Escalate

Advance = move a sanction **up to half-a-third** and infringing player stands out of play
Work with the co-umpire if required to advance into the other umpires half if required
Escalate = take a free pass to a penalty pass, as a stand alone or in combination with a sanction being advanced

Multiple advance/escalations = **MUST** issue a warning (this applies to the whole team as well)

Game management



Suspension

A 2-minute suspension still applies

Suspended player goes directly to the nominated suspension area at the score bench and they are not allowed to talk to a coach/team bench

Suspended player can join team bench during an interval (if their suspension runs over an interval break)

Suspended player or a **substitute player** can return to the court at **any break in play** after their 2-minute time is up.



Order Off

Ordered-off player reports initially to the umpires bench and is seated under the supervision of the reserve umpire

The position is left vacant for 4 minutes

The team bench is notified at the end of 4 minutes by timekeeper that any other player may be subbed onto the court at any break in play and returns to the original playing position.

The ordered off player can return to the team bench at the end of 4 minutes, but must not re-enter the field of play.

Ordered off player can join the team bench during an interval (if their ordered-off period runs over an interval break)