

2016 RULES OF NETBALL CHANGES IN DETAIL

RULE REFERENCE

NEW RULE / RULE CHANGE

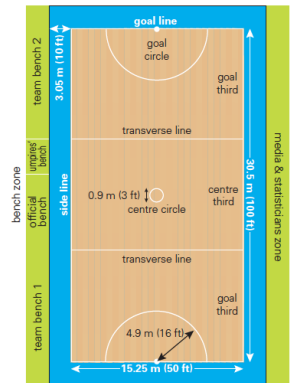
SECTION 2: DEFINITIONS

- Definitions included

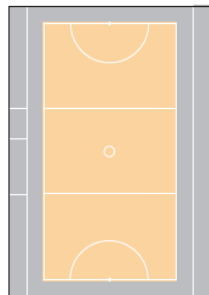
SECTION 3: TECHNICAL SPECIFICATIONS

3.1 COURT AND RELATED AREAS

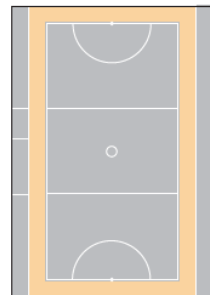
- New court terminology: court surround (3.1.2), field of play (3.1.3), playing enclosure (3.1.4), bench zone, zone for media and other technical officials.
- 3.1.1: Court surface should be wooden (preferably sprung)
- 3.2: Goalposts and padding – tidy up of current rule
- 3.3 (i) (c) Ball – pressure of ball added



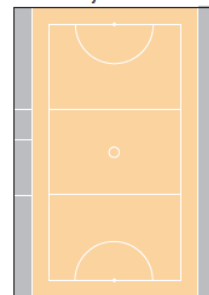
Court



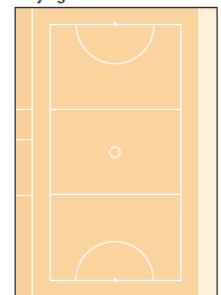
Court Surround



Field of Play



Playing Enclosure



SECTION 4: MATCH DURATION

4.1 MATCH LENGTH

- The interval between the first-second and third-fourth quarters is now 4 minutes. Half time is 12 minutes. If event organiser and both teams agree half time may be 8 minutes.

4.2 EXTRA TIME

- Before a match starts the event organiser may advise whether extra time will be played in event of a tie at full time and the length of each half. At end of full time there is an interval of 4 minutes. Extra time consists of two halves not exceeding 7 minutes each, with a half-time interval of 1 minute.

SECTION 5: MATCH PERSONNEL

5.1.1 PLAYERS

- **(iv) (d) Players:** In addition to the current requirements regarding jewellery or adornments, a further one has been added that players' hair must be suitably tied back.
- **(v) (b) Role of captain:** The captain has the right to approach the umpires during an interval for clarification of any rule. Any player/s for whom the clarification is relevant may accompany the captain.
- **(v) (c) Role of captain:** Umpires may request the captain to speak to any on-court player/s whose behaviour is causing concern. If the captain is not on the court, an on-court captain will be advised to the umpires.
- **(v) (d) Role of captain:** In the event that the captain is not on the court, an on-court captain will be advised to the umpires.

RULE REFERENCE

NEW RULE / RULE CHANGE

SECTION 5: MATCH PERSONNEL (CONTINUED)

5.1.2 TEAM OFFICIALS

- **5.1.2 (i):** A team may have up to five team officials, these will include a coach and at least one primary care person. The captain is no longer listed as a team official.
- **5.1.2 (ii):** Primary care persons: Required to wear identification. Advise the umpire if a player cannot leave court in 30 seconds. Must not have any other role.

5.2.1 UMPIRES

Changes to terminology, roles and clothing.

- **5.2 (i) (a):** The match officials wear clothing that is distinct from the team's playing uniform.
- **5.2.1 (i):** The choice of goal ends for the umpire winning the toss is still random but defined differently. The umpire winning the toss controls the side line nearer the official bench and the goal end to the right when facing the court.
- **5.2.1 (ii):** An umpire's whistle is no longer required to signal a successful goal. Rather the signal is one arm up in the air.
- **5.2.1 (iii):** The umpires work co-operatively and may appeal to each other for decisions. An umpire must be ready for such an appeal at all times.

5.2.2 RESERVE UMPIRE

- Reserve umpire role defined, including reserve umpire supervises suspended player.

5.3.1 SCORERS

- Additional role has been added and all roles now provided within rule book.

SECTION 6: MATCH PROCEDURES

6.1 UMPIRE PROCEDURES

- **6.1.1 (v):** Procedures for a Centre Pass: The umpire controlling the centre pass is responsible for penalising any infringements by the Centre taking the centre pass and any opponent defending the centre in possession of the ball (if a sanction is awarded in the co-umpire's half, the co-umpire assumes control once it is set).
- **6.1.2 (i) (c):** Procedures during Play: The umpires signal a goal has been scored by raising one arm vertically.
- **6.1.3 (i):** Procedures for Out of Court: No whistle is required if it is clear the ball is out of court.
- **6.1.4 (ii):** Procedures for a Toss Up: before taking a Toss Up, the umpire ensure players are correctly positioned.

SECTION 7: SANCTIONS

7.1 TYPES OF SANCTIONS

Change in terminology:

- Penalties will now be referred to as sanctions. During the match, the umpire may penalise an infringement by awarding two types of sanctions: The free pass, and the penalty pass.
- Throw ins and toss ups are now considered actions taken by the umpire, rather than penalties awarded.
- A free pass is awarded for minor infringements, where the infringement occurred. There is no change to what infringements a free pass is awarded for, or where the free pass is taken.
- A penalty pass is awarded for major infringements, such as contact and obstruction, and is taken where the infringer was standing, unless this places the non-offending team at a disadvantage.
- A player who is awarded a penalty pass in the goal circle may choose to either shoot for goal or pass the ball to another player.

RULE REFERENCE

NEW RULE / RULE CHANGE

SECTION 7: SANCTIONS (CONTINUED)

7.1.3 CONDITIONS FOR PENALTY PASS

- When setting a penalty pass, the umpire, the infringing player, and the non-offending player all have responsibilities.

Responsibilities of the umpire

- As per rule 6.1.2., the umpire's responsibilities when penalising an infringement remain unchanged. They need to: blow the whistle, state the infringement and the sanction given, and use hand signals to support the decision by clearly indicating where the sanction is to be taken.

Responsibilities of the infringer

- The changes to this rule do not remove the requirement for a player who is sanctioned to stand out of play.
- 7.1.3 (i):** The infringer **must** stand out of play. This means the infringer must move quickly to the position indicated, stand beside but away from the player taking the penalty pass so as not to impede that player, remain in this position and not move or take any part in play (including verbal comments) until the ball has been released.

Responsibilities of the non-offending player

- The rule has been changed to provide an option for the player taking the penalty to either pass the ball immediately, or to wait for the infringer to stand out of play. However, they cannot play the ball unless they have taken up the correct position indicated by the umpire.
- 7.1.3 (iv):** Once the player taking a penalty pass is in the correct position, the player may choose either to play the ball **immediately** or to wait for the infringer to stand out of play. If the player chooses to play the ball immediately:
 - The infringer may not take part in play until the ball has been released or make any attempt to intercept the penalty pass.
 - The penalty pass will be retaken if the infringer interferes with it.
 - If an infringer is substituted or changes positions before a penalty pass is taken, the player who takes the position of the penalised player stands out of play.
- If the non-offending player chooses to wait for the infringer to stand out of play, the three seconds will not commence until both the player taking the penalty and the infringer were in the correct position indicated by the umpire.

SECTION 8: START OF PLAY

8.1 ORGANISATION FOR START OF PLAY

- 8.1.1 (i) (a): Failure to take the Court:** If a team has fewer than 5 players present to when play is due to start, 30 seconds is allowed for additional players to arrive. If a team does not arrive within 30 seconds, the team forfeits the match. The sanction for a team arriving late is a penalty pass which is advanced to the transverse line nearer the goal end of the non-infringing team.
- 8.1.1 (ii): Failure to take the Court:** If a team delays taking the court after a stoppage, the umpires penalise the team for delaying as soon as play resumes. Sanction: Penalty pass that may be advanced unless it disadvantages the non-infringing team – the whistle is blown to start play then the infringement is penalised.

8.2 CENTRE PASS

Change to the way in which the Centre now needs to be in the centre circle. The Centre no longer has to have both feet wholly within the centre circle prior to the whistle being blown for the centre pass.

- 8.2.1 (i): Positioning of players for Centre Pass:** The Centre in possession of the ball stands with at least one foot wholly within the centre circle.

2016 RULES OF NETBALL

CHANGES IN DETAIL

RULE REFERENCE

NEW RULE / RULE CHANGE

SECTION 8: START OF PLAY (CONTINUED)

- **8.2.2 (vi): Controlling the Centre Pass:** The umpire may apply advantage and allow play to continue if a player from the opposing team catches the centre pass in the goal third or after catching the ball in the air lands with feet astride the transverse line.

8.3 OUT OF COURT

- **8.3.2 (v): Player Outside the Court:** A player who leaves the field of play without the permission of the umpire may not be replaced. If this player is the Centre, one player must immediately move to play as Centre. The player may, after first reporting to the umpire, return to the court immediately after:
 - a) a goal has been scored (in this case the player must play in the vacant position).
 - b) A stoppage for injury/illness.
 Or
 - c) An interval

8.4 THROW IN

Replaces 'immediately behind' by a measurement for greater clarity (within 6 inches).

- **8.4.1 (i) (a): Requirements for taking a Throw In:** The player taking the throw in stands outside the court with at least one foot within 15 cm (6 inches) of the line at the point indicated by the umpire (this foot is considered 'the landed foot').

8.5 TOSS UP

- **8.5.3 (i): Outcome of a Toss Up:** Either player may catch the ball or bat it in any direction except directly at another player.

SECTION 9: DURING THE MATCH

9.3 STOPPAGES

- Blood is now dealt with under the same rule as injury/illness and the first injury time in each quarter per team has been removed. All injury/illness/blood time is now the same and players have up to 30 seconds to leave the court. The injured player must leave the court and the position either left vacant or replaced.
- In extreme circumstances and in consultation with event organiser, the umpires may decide to abandon a match.
- Primary Care person/s may advise the umpire if the player cannot be removed safely within 30 seconds and umpires will extend the stoppage time.
- If the position is left vacant, a player or substitute may take the court during an interval, during another stoppage for injury/illness/blood or after a goal is scored (in this last case the player must play in the vacant position).

9.4 PLAYING THE BALL

- **9.4.1 (v):** A player who falls to the ground while holding the ball must regain footing before playing the ball and release it within 3 seconds of first catching it.
- **9.4.1 (vi):** A player may not use the goalpost to regain balance or as a support to recover the ball.

9.5 SHORT PASS

Removes reference to short pass 'on court' and at a 'throw in' and redefines the rule.

- **9.5.1 (i):** When a player passes the ball there must be sufficient space for an opposing player on the court to be able to **intercept** the ball as it moves from the hands of the thrower to those of the receiver.
- **9.5.1 (ii):** If two players from the same team gain possession of the ball in quick succession, the second player's hands must be removed or it will be deemed to be a short pass.

2016 RULES OF NETBALL CHANGES IN DETAIL

RULE REFERENCE

NEW RULE / RULE CHANGE

SECTION 9: DURING THE MATCH (CONTINUED)

- **9.5.1 (iii):** If two opposing players gain possession of the ball in quick succession, the umpire calls 'possession', indicates the player who caught the ball first and allows play to continue.

9.6 FOOTWORK

The definitions section includes a specific definition of what a pivot is:

- A pivot is a movement where the player with the ball swivels on either the heel or the ball of the landing foot, without gaining any ground.

SECTION 10: SCORING A GOAL

10.1 REQUIREMENTS FOR TAKING A SHOT

- **10.1 (ii) (b):** A defending player may not deflect a ball on its downward flight towards the ring, including touching the ball up through the net.

SECTION 11: OBSTRUCTION

11 OBSTRUCTION

New wording has been added in terms of what is considered 'natural body stance'.

- Natural body stance is being stable and upright, whether standing or moving; it may include slight arm movements for stability or momentum.
- **11.2 (ii): Obstruction of a player not in possession of the ball:** A player who is within 0.9m (3 feet) of an opponent (measured between nearer feet on the ground) may not, whether attacking or defending, use movements that take the arms away from the body so as to limit the possible movement of an opponent, except as required for natural body stance.

SECTION 12: CONTACT

12.1 CONTACT AND CONTEST

- Contact and Contest has now been defined.
- More detailed delineation of 'interference' and moving into a player's space.

SECTION 13: GAME MANAGEMENT

- Discipline section revamped to provide a clearer structure for umpires to use and to help players and coaches to understand the likely consequences of certain behaviours including: Actions that may be taken by umpires – a structured approach to various occurrences of 'foul play'.
 - o Penalise with a sanction
 - o Caution a player
 - o Issue an official warning to a player.
 - o Suspend a player for 2 minutes
 - o Order a player off.
- Official warning, suspending a player, ordering off a player is considered to have been made jointly by the two umpires and is binding on the co-umpire.
- Foul play defined and includes unfair play, dangerous play, and misconduct.
- Intimidation has been moved under unfair play and retaliation has been added.
- Advancing a sanction is restricted to 'delaying play' only.
- Discipline of team officials and bench players is now specified.
- Delaying play is considered foul play and a penalty pass is awarded and the sanction is advanced.



2016 RULES OF NETBALL CHANGES IN DETAIL

RULE REFERENCE

NEW RULE / RULE CHANGE

SECTION 14: UMPIRE HAND SIGNALS

HAND SIGNALS

- New hand signals have been added. Throw In from goal line (attacking team), Goal scored, Goal not scored, incorrect playing the ball, Intimidation, Official warning, Suspension, Ordering off.
- Some hand signals have been revised: Start of play, Hold time, Incorrect entry (e.g. offside, breaking), Contact.
- The principle of recreating the action no longer applies, and the hand signals within the Rule Book are the only ones to be used to indicate an infringement.
- In the case of a contact infringement, the umpire may add a brief verbal description to indicate the nature of the contact. For example, contact - knees, contact - on the ball, contact - holding.

SECTION 15: VARIATIONS FOR OTHER LEVELS OF PLAY

- Variations in the rules can occur for matches at other levels (but will not normally change the way the Game is played on the court).
- Variations include – teams, equipment, time, match and technical officials, matches for young players.

QUESTIONS?

rules@netball.com.au