

2024 Rules and how they work at Inner West



GOAL AFTER THE WHISTLE

in the past, the ball had to pass completely through the ring before the whistle to be counted as a goal.

Now, if the whistle to end play (or to hold time) is blown after the ball has left the hands of the shooter and the shot is successful, the goal will be scored.

PLAYING THE BALL (REPLAY)

Replayed ball is another rule that has been “refreshed”, to greater clarify both how one may gain possession of the ball, and what one can do while in possession.

To gain possession, a player may:

- Catch the ball with one or both hands.
- Roll the ball to oneself.
- Catch the ball if it rebounds from the goalpost.
- Bat the ball once, then catch it.
- Bounce the ball once, then catch it.
- Touch the ball in an uncontrolled manner once or more than once, then catch it

Without possession, a play may:

- Bat or bounce the ball to another player.
- Bat the ball once, and then either bat or bounce the ball to another player.
- Bounce the ball once, and then either bat or bounce the ball to another player.
- Touch the ball in an uncontrolled manner once or more than once, and then either bat or bounce the ball to another player.



SHORT PASS

It is a fundamental principle of netball that every pass should be capable of being legally contested.

The updated rule states that 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 hands of the passer to those 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.



THROW IN

Players no longer have to wait for all players to be on court before taking the throw-in.



CONTACT

The updated contact rule clarifies the difference between the two types of contact penalty – interference and causing (both as a moving player and player in the air) – to ensure greater understanding and application in the moment.

The update also makes clear the necessity of “right of way” and landing space. When two players jump in the air to contest, the player who gains possession has “right of way” and must be given space to land, relative to where the ball was travelling. A player who does not yield the space will be penalised, and no other player may move into the landing space.

PLAYER SAFETY

World Netball has made changes and clarifications to rules regarding player safety, to ensure injury incidents – particularly head and neck injuries and suspected concussions – are taken seriously by players, coaches and umpires.

The new rule clarifies that as well as umpires holding time for injury or illness following a verifiable request by an on-court player, they may also hold time without a request being made if there is an obvious or serious injury which would include an injury to the head or neck and/or suspected concussion.

The player safety adjustments also include an amendment to the blood rule, stating that players with dried blood on them are no longer required to be substituted, and are now permitted to clean up quickly and continue playing.

However, players who are bleeding, have an open wound or bloodstained clothing still must leave the court (and be substituted).

FOUL PLAY

Foul play and resulting penalties have been split into three categories which attract increasingly serious game management action.

The three new categories are unfair play, unsporting behaviour and dangerous play. Each category results in a varied form of a penalty pass, as well as the ability to advance, warn, suspend or order off depending on the seriousness of the action.

This puts increased responsibility on players to use good judgment in making decisions on court and understanding that they will be held accountable for actions that might result in the injury of an opponent.

GAME MANAGEMENT

Cautions have been removed and umpires can now advance or escalate a sanction. Adapted game management actions include proactive advice, an advancement down the court or escalation from a free pass to a penalty, an official warning, two-minute suspension and ordering off.

As in the past, warnings, suspensions and ordering off are all immediately binding on the co-umpire. As an example: if one umpire gives a player a warning and that player continues to infringe at the other umpire’s end of the court, they would then suspend that player.

ROLLING SUBSTITUTION

While play is in progress, any team may choose to use rolling substitutions provided the rolling substitution is performed with players on the team bench who have been named on their team sheet.



- (a) The rolling substitution stands in line with the Centre Circle.
- (b) Before leaving the designated area, the substitute tags (with hands) the player leaving the court.
- (c) Only 1 rolling substitution per team can be made at a time.
- (d) Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised with a free pass to the other team. Teams must have a 2nd set of bibs to use rolling subs.
- (e) Players must observe the offside rules as they enter/leave the court. This means the player needs to come off the court in their area and walk off court to tag the player coming on. Sanction: Free pass where ball was when play stopped
- (f) Players must not interfere with the umpire's movement during the substitution, in the event a player interferes with an umpire: Sanction: Free pass where ball was when play stopped
- (g) If a player leaves the court as a rolling substitution and there is no player at the designated area, the replacement player will be treated as a late player under the rules and can enter at a "break in play"

TOSS UP REMOVAL

A toss up was previously used if an infringement occurred simultaneously. However, due to improved umpire education and training, the use of toss ups has become much less frequent and umpires are instead, correctly, penalising the infringement that occurred first.

If a simultaneous infringement occurs the umpire awards possession to the team that last had possession of the ball, where the ball was when play stopped.

Any player from that team may take the ball for the restart of play. It does not have to be the player who had the ball last. If it is in the team's goal circle, the goal shooter or goal attack may shoot for goal.

ADVANTAGE

The wording around the advantage rule has been adapted, and includes greater principles for application to allow umpires to ably apply and execute successfully.

This will help ensure a team will not be disadvantaged when an opponent infringes, and allow the match to continue smoothly, without interruptions.

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