



Summary of Main Rules Changes Specific for Teams

INTERNATIONAL NETBALL FEDERATION (INF)

The new rules will be implemented from 1st September 2016 for all domestic competition in England.

Stoppages for illness/injury or blood: All stoppages for illness/injury or blood are 30 seconds; **the player concerned must leave the court.** For more serious injuries, umpires may extend the time.

Centre Pass: For a centre pass, the Centre must stand **with at least one foot wholly** inside the centre circle (line is part of circle). The other foot may be in the air, wholly or partially in the centre circle or outside it. If both umpires indicate the centre pass direction incorrectly, the scorer notifies the umpires.

Penalty Pass: Once a player taking a penalty pass is in the correct position, the player may either choose to play the ball **immediately or wait for the infringer** to stand out of play. The three seconds starts when the infringer is in place.

Defending a Shot: A defender may not deflect a shot at goal on its downward path towards the ring

Playing the Ball: A player may not throw/bat the ball deliberately at another player

Short Pass: has been more clearly defined to state an opposing player must be able to intercept as the ball moves from the hands of the thrower to those of the receiver.

Intervals: The interval between first-second and third-fourth quarters is 4 minutes. Halftime is 12 (or 8) minutes.

Contact and Contest: The rule now clarifies differences between 'contact' and 'contest'.

Game Management: The Discipline section has been redrafted to provide a clearer structure including:

Advancing a penalty – is now related to delaying play ONLY.

Actions that may be taken by umpires is more clearly defined and will usually apply in order below:

- **Caution** – umpire advises player that a specified behaviour needs to change
- **Official warning** – umpire advises player that a further breach will result in suspension
- **Suspension** – player is suspended from play for 2 minutes
- **Ordering off** – player is sent from the court for the remainder of the match.

Team Officials: Teams may have up to 5 team officials including a coach and at least one primary care person (who must be qualified, wear identification and must not have any other role). The captain is no longer listed as a 'team official'.

There must be a named on-court captain.

Throw In: The player taking a throw in must have **at least one foot within 15 cm** (6 in) of the line.

Court and Goalpost: New terms introduced including 'field of play', 'playing enclosure' and 'bench zone'. The upright part of the goalpost is referred to as a pole (to distinguish it from 'goalpost').

Scoring a Goal Signal: The umpire indicates a goal is scored by raising one arm vertically (**no whistle**).

Out of Court: **No whistle** is needed unless it is unclear the ball is out.

Umpire 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 (i.e. 'breaking') and Contact