

# World Netball Rule Changes

2024



# Overview

As of Round 1, Saturday 17<sup>th</sup> Feb 2024, Manningham Netball will adopt and apply all rule changes set out by World Netball in the *Rules of Netball 2024*.

The following information is provided for the purpose of informing and educating club coaches, players and officials, and may be freely circulated to your members.

## Rule changes

- Throw in
- Advantage
- Centre Pass Appeal
- Goal After Whistle
- Playing The Ball
- Short Pass
- Contact
- Game Management
- Foul Play
- Simultaneous Infringement & Toss Up Removal
- Other Important Changes
- Rolling Substitutions

# Throw In – Rule 6

The conditions applied to a player taking a throw-in have been simplified. A player taking a throw-in is no longer required to wait for all players to be on court before releasing the ball.

## CONDITIONS FOR THROW-IN

10. A player who goes out of court to retrieve a ball or to take a throw-in must be allowed back on the court at the point where the player left the court or took the throw-in.

**Sanction:** Penalty pass on court near where the player left the court.

**Terminology:** Preventing re-entry.

11. The player taking the throw-in:

- a. Stands outside the court with at least one foot within 15 cm (6 in) of the line at the point indicated by the umpire (this foot is considered the landing foot).
- b. May not step behind any offside area while holding the ball.

**Action:** Throw-in to the opposing team where the infringement occurred.

**Terminology:** Incorrect throw-in.

12. The player taking the throw-in must pass the ball:

- a. From the goal line: into the goal third.
- b. From the side line: into the nearest or adjacent third.

**Sanction:** Free pass taken in the third where ball entered incorrectly.

**Terminology:** Over a third.

13. The player taking the throw-in may not enter the court (including the lines bounding the court) until the ball has been released.

**Action:** Throw-in to the opposing team from the same position.

**Terminology:** Incorrect throw-in.

14. The ball from a throw-in must enter the court.

**Action:** Throw-in to the opposing team from the same position.

**Terminology:** Incorrect throw-in.

Click to watch the application of rule  
[https://www.youtube.com/watch?v=kYDtvjW\\_MN4](https://www.youtube.com/watch?v=kYDtvjW_MN4)

# Advantage – Rule 7



In the interests of time and match flow, advantage will be applied where the non-infringing team has a clear and real opportunity to play the ball. However, advantage can no longer be applied in instances of unfair play, unsporting behaviour and dangerous play.

## PRINCIPLES

1. A team should not be disadvantaged when an opponent infringes. The umpire will refrain from blowing the whistle for an infringement when by so doing, the non-infringing team would be disadvantaged, and will instead apply advantage and allow play to continue.
2. Advantage will be applied where the non-infringing team has a clear and real opportunity to play the ball:
  - a. To a territorial advantage (towards the non-infringing team's goal end).
  - b. To a tactical advantage (the non-infringing team is free to play the ball as they wish).
  - c. To a combination of territorial and tactical advantage.
3. The umpire will indicate that an advantage is being applied by:
  - a. Calling "advantage" and stating the infringement and playing position of the infringer/s and
  - b. Using the umpire hand signal for advantage.

## NOT TO BE APPLIED – Additional component of the rule

4. Advantage must not be applied:
  - a. To any incident of unfair play, unsporting behaviour or dangerous play.
  - b. To any other incident that would result in the immediate suspension or ordering off of the infringer.
  - c. To any incident resulting in head and/or neck contact or contact of the head and/or neck with any part of the playing enclosure including the goalpost.
  - d. To any other incident where it is suspected that a player is seriously injured.

## IF GOAL SCORED

5. If the whistle is blown for an infringement, the sanction must be awarded, except that if a goal is scored that is to the advantage of the non-infringing team, the umpire will award the goal. In signalling the goal, the umpire will call "advantage" and state the infringement and playing position of the infringer.

## Centre Pass – Rule 8

An on court is now permitted to appeal the centre pass. However, it is important to note that the appeal can only come from an on court player, not the bench or coach. The appeal must be made before the centre pass is taken. Once the centre pass is taken, any mistakes cannot be rectified.

Rule change applies to the following component of the rule;

8.5 - 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 name of the team to take the centre pass:

- a. If they disagree or are in any way unsure, the umpires must seek clarification from the scorers.
- b. If both umpires indicate the centre pass direction incorrectly, the scorers notify the umpires by electronic and/or audible means prior to the centre pass being taken.
- c. 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.

\*Note: There is a typographic error in the *Rules of Netball 2024* – the word “after” is incorrectly omitted from 8.5(a).

## Goal After Whistle – Rule 9

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 is blown after the ball has left the hands of the shooter and the shot is successful, the goal will be scored.

### SCORING A GOAL REQUIREMENTS

1. A goal is scored when the ball passes above and completely through the ring following a shot by Goal Shooter or Goal Attack from any point within the goal circle including the lines bounding the goal circle.
2. If the whistle to end a period of play or hold time 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]:
  - a. 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].
  - b. At all other times, play restarts with a penalty pass.
3. If a defending player deflects a shot for goal and the ball then passes above and completely through the ring, a goal is still scored.
4. If the ball passes completely through the ring on any other occasion no goal is scored, and play continues.
5. The umpires signal a goal has been scored by raising one arm vertically.

# Playing the Ball – Rule 11



Replayed ball is another rule that has been refreshed to clarify both how a play may gain possession of the ball, and what the player may do whilst in possession.

## GAINING POSSESSION

1. To gain possession of the ball a player may:
  - a. Catch the ball with one or both hands.
  - b. Roll the ball to oneself.
  - c. Catch the ball if it rebounds from the goalpost.
  - d. Bat the ball once, then catch it.
  - e. Bounce the ball once, then catch it.
  - f. Touch the ball in an uncontrolled manner once or more than once, then catch it.

2. A player may not fall on the ball to gain possession or gain possession of the ball while lying, sitting or kneeling on the ground.

**Sanction:** Free pass.

**Terminology:** Playing ball on ground.

3. A player may not use the goalpost as a support, including to gain or retain possession of the ball.

**Sanction:** Free pass.

**Terminology:** Using the goalpost.

## WHILE IN POSSESSION

4. A player in possession of the ball must pass or shoot for goal within three seconds.

**Sanction:** Free pass.

**Terminology:** Held ball.

5. Any player in possession of the ball may pass it with one or both hands. A Goal Shooter or Goal Attack in possession of the ball in the goal circle may pass the ball or shoot for goal.

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 – New terminology introduced

# Playing the Ball – Rule 11 Cont.

Replayed ball is another rule that has been refreshed to clarify both how a play may gain possession of the ball, and what the player may do whilst in possession.

## WITHOUT HAVING POSSESSION

7. Without having possession of the ball, a player 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.

Sanction: Free pass.

Terminology: Replayed ball.

## PROHIBITED ACTIONS

8. A player may not:
- Kick the ball.
  - Strike the ball with a fist.
  - Roll the ball to another player.
  - Pass the ball or shoot for goal while lying, sitting or kneeling on the ground.

Sanction: Free pass.

Terminology: Incorrect playing of the ball.

### **15 Incorrect playing of the ball**

*also for playing ball on ground,  
using the goalpost, replayed ball*

One hand, palm down, move  
vertically up and down in  
a bouncing action



Click to watch the application of rule  
<https://www.youtube.com/watch?v=88bXiofwV5E>



## Short Pass – Rule 12

It is a fundamental principle of netball that every pass should be capable of being legally contested. The difference between the old rule “intercept by hand” and the updated rule “deflect or intercept” is that the umpire must consider whether the defending player can make a genuine attempt.

### SHORT PASS

1. 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.

**Sanction:** Free pass where the ball is caught or touched by the receiving player of the same team.

**Terminology:** Short pass.

2. If two players from the same team gain possession of the ball in quick succession, the player who gained possession of the ball first must remain in possession and the hands of the player who gained possession of the ball second must be removed. If the player who gained possession of the ball second finishes in possession of the ball, the pass will be deemed to be a short pass.

**Sanction:** Free pass where the player who gained possession second has sole possession of the ball.

**Terminology:** Short pass.

Click to watch the application of rule

<https://www.youtube.com/watch?v=hONEXXjaV4g>

# Contact – Rule 17

A key principle of netball is equal contest and the ability of players to compete fairly for playing position and possession of the ball. The contact rule has been broken down to ensure clarity and consistency in its application.

## INTERFERENCE – Clarification

1. When attacking, defending or playing the ball, a player must not engage in physical contact with an opponent that unfairly interferes with the opponent's play, whether accidental or deliberate. This may include, but is not limited to:

- a. Pushing, tripping, grabbing, holding or leaning on an opponent.
- b. Knocking or hitting an opponent, including when shooting for goal.
- c. Hitting or placing hand/s on a ball held by an opponent.
- d. While holding the ball, pushing it into an opponent.

### Terminology: Contact.

2. To be penalised as contact, the physical contact must result in:

- a. Loss of the ball by an opponent in possession.
- b. Interference with the passing or shooting action of an opponent in possession.
- c. A change or changes in the body position of an opponent, regardless of whether the opponent is in possession, which prevents their ability to move freely and places them at an unfair disadvantage in attacking, defending or playing the ball.

### Terminology: Contact.

3. Incidental physical contact between opposing players in attacking, defending or playing the ball which does not cause interference as described in [Rule 17.2] will be deemed fair contest, and should not be penalised.

# Contact – Rule 17 Cont.

A key principle of netball is equal contest and the ability of players to compete fairly for playing position and possession of the ball. The contact rule has been broken down to ensure clarity and consistency in its application.

## CAUSING CONTACT - PLAYER IN THE AIR - Clarification

4. Regardless of whether the ball is touched or caught, a player who has jumped into the air from an on-court position must be permitted to land:
- In the same place on court.
  - In any other place on court, provided that an attacking player may not intentionally move into a stationary opponent when jumping and catching the ball.

Terminology: Causing Contact.

5. Where two or more opposing players jump into the air together in an attempt to touch or catch the ball, the player who is successful in gaining possession has priority and must be permitted to land in accordance with the trajectory of the pass, and any opponent/s must yield this landing place.

Terminology: Causing Contact.

6. An opponent must not:
- Move into the landing place of a player after that player has jumped in the air as described in [Rule 17.4] and [Rule 17.5].
  - Fail to yield the landing place of a player who has jumped into the air and gained possession after an unsuccessful attempt to touch or catch the ball as described in [Rule 17.5].

Terminology: Causing Contact.

## CAUSING CONTACT - MOVING PLAYER - Clarification

7. A player must not take up a position so near to and/or so quickly in the path of a moving opponent, that the opponent does not have sufficient time or distance, either to stop or change their direction. The time and distance that must be allowed by the player is directly proportional to the speed of the opponent.

Terminology: Causing Contact.

# Contact – Rule 17 Cont.

A key principle of netball is equal contest and the ability of players to compete fairly for playing position and possession of the ball. The contact rule has been broken down to ensure clarity and consistency in its application.

## INEVITABLE CONTACT

8. Player/s, whether moving or stationary, must not position so closely to an opponent that the opponent is unable to move at all without contacting.

Terminology: [Inevitable Contact](#).

## CONTACT ENDANGERING PLAYER SAFETY

9. In the application of this Rule, player safety is the paramount consideration. In particular, an infringement of this Rule will normally be considered as dangerous play requiring the additional delivery of a game management action under [Rule 19.11] if it involves:

- a. A player who pushes, grabs, holds, knocks or hits the arms, legs or body of an airborne opponent in a manner that puts safe landing at risk.
- b. A player who moves into the landing place of an opponent who has jumped into the air.
- c. A player who fails to yield the landing place of an opponent in possession after an unsuccessful attempt to touch or catch the ball.
- d. Any action, either unnecessarily forceful, careless, reckless or dangerous that affects the safety of another player and results in either head and/or neck contact or contact of the head and/or neck with any part of the playing enclosure including the goalpost.

### 22 Suspension

Arm held vertically  
with two fingers  
displayed



### 23 Ordering off

Hand sweeps from  
player towards their  
team bench



# Game Management – Rule 18

Cautions have now been removed. The adapted game management actions include proactive advice, an advancement down the court OR escalation; an official warning, two minute suspension and ordering off.

## GAME MANAGEMENT ACTION

6. To manage a match the umpires will, in addition to the sanction for any infringement, use any of the following actions:
- Proactive advice: a player is provided with specific feedback to change their behaviour.
  - Advance and/or escalate a sanction: a sanction may be advanced up to half a third (this may be to inside the goal circle if the infringement was in the goal third) and/or a free pass escalated to a penalty pass.
  - Issue a warning to a player: a player is warned that suspension will follow if the player continues to infringe any of the foul play rules.
  - Suspend a player: a player who is suspended takes no part in play for two minutes playing time.
  - Order a player off: a player who is ordered off takes no further part in the match. A team may replace this player after four minutes playing time.

## PROACTIVE ADVICE

13. For low-level incidents that do not compromise player safety, an umpire may provide a player with specific feedback to change their behaviour without the need to hold time.
14. The language used should be succinct and provide the player with the necessary information to adjust their behaviour.
15. The umpire may also hold time and inform the on-court captain that a player's behaviour is causing concern and needs to change and may request the on-court captain to speak to the player involved.
16. If a player needs to be spoken to more than once (including where a player has been spoken to by their captain at the umpire's request), the umpire must treat this as repeated infringing [Rule 19.1] and [Rule 19.4].

# Foul Play – Rule 19

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.

## UNFAIR PLAY

1. A player must not play unfairly even if player safety is not endangered. This includes any instance of delaying play, intentional infringing, repeated infringing, disputed ruling or intimidation. Game management action: Penalty pass which is advanced.

**Terminology: Specific description of unfair play (delaying play, intentional infringing, repeated infringing, disputed ruling or intimidation).**

2. Delaying play: A player or team must not intentionally waste time or delay play.

3. Intentional infringing: A player must not intentionally infringe any rule.

4. Repeated infringing: A player must not persist in repeatedly infringing a rule or a combination of rules. A team must not repeatedly infringe the same rule or a combination of rules.

5. Disputed ruling: A player must not dispute a ruling given by an umpire. If an umpire's call is not clearly heard a player may ask the umpire to repeat the infringement penalised or seek clarification of where a sanction or action is to be taken.

6. Intimidation: A player, either with or without the ball, must not intimidate an opponent by using behaviour designed to distract (including verbal comments) to obtain an unfair advantage. Examples of intimidation include (but are not limited to):

- a. Covering an opponent's eyes.
- b. Swiping the ball directly at an opponent's face.
- c. Making unnecessary loud or sudden noises.
- d. Stomping the ground.
- e. A player waving their arms erratically.
- f. Sledging an opponent.

## Foul Play – Rule 19 Cont.

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.

### UNSPORTING BEHAVIOUR

7. A player must not act in any way that may add hostility to a match or is contrary to accepted standards of good sporting conduct and to the integrity or image of the game.

Game management action: Penalty pass where the infringement occurred and the player is either given a warning or suspended. In a serious case the umpire will order the player off.

Terminology: Specific description of unsporting behaviour (retaliation, abusive behaviour, actions contrary to good sporting behaviour).

8. Retaliation: A player must not retaliate even if an opponent infringes the Rules of the Game.

9. Abusive behaviour: A player must not use any offensive, insulting or abusive language and/or gestures towards anyone in the playing enclosure.

10. Actions contrary to good sporting behaviour: A player must not act in a manner contrary to accepted standards of good sporting behaviour or to the integrity and image of the game.

### DANGEROUS PLAY

11. A player must not take any action, either unnecessarily forceful, careless, reckless or dangerous that could affect the safety of another player. This specifically includes (but is not limited to) any action that results in either head and/or neck contact or contact of the head and/or neck with any part of the playing enclosure including the goalpost.

Game management action: Penalty pass where the infringement occurred and the player is either suspended or in a serious case ordered off. A player must always be ordered off for intentional or highly reckless acts of dangerous play.

Terminology: Dangerous play

# Toss up Removal & Simultaneous Infringement – Rule 20

Toss ups were previously used if an infringement occurred simultaneously. NOW if a simultaneous infringement occurs the umpire will award possession to the team that last had possession of the ball immediately prior to the infringement. Any player from that team can take the ball for the restart of play, it does not need to be the player who had possession last. If the simultaneous infringement occurs in the goal circle, the goal shooter or goal attack may shoot for goal.

## SIMULTANEOUS AND MUTUAL INFRINGEMENT

1. The umpire will award possession to the team who last had possession of the ball immediately prior to that infringement in the following instances:
  - a. Two opposing players gain possession of the ball simultaneously with one or both hands.
  - b. Two opposing players send the ball out of court simultaneously.
  - c. Two opposing players are offside simultaneously and one or both touch or catch the ball.
  - d. At a centre pass, two opposing players enter the centre third before the whistle and one or both touch or catch the ball.
  - e. Two opposing players contact each other simultaneously.
  - f. Any mutual infringement.
  
2. If two opposing players enter the centre third simultaneously before the whistle is blown for a centre pass:
  - a. If neither player touches the ball they are not penalised and play continues.
  - b. If one umpire blows the whistle for a sanction and the other umpire indicates an advantage has applied, the sanction will stand.
  
3. If two opposing players enter an offside area simultaneously, if neither player touches the ball they are not penalised and play continues.
  
4. If both umpires simultaneously blow their whistles to penalise opposing teams for infringements, the infringement with the more significant sanction or action will stand according to the following order:
  - a. Any act of foul play.
  - b. Major infringement.
  - c. Minor infringement or an infringement resulting in an action being awarded. If the infringements have the same sanction or action, the decision made by the controlling umpire will stand.



# Other Important Changes

## LATE PLAYERS – RULE 3.2

During play, a minimum of five and a maximum of seven players from a team may be on the court at any time, one of whom must play as Centre. If a team has more than seven players on the court at any time, the additional player/s are immediately sent from the court and **POSSESSION IS AWARDED TO THE OPPOSING TEAM** where the ball was when play stopped.

## LATE PLAYERS – RULE 3.8

Any late player may, after advising the umpire, take the court in the vacant position/s at the next break in play. If the player fails to notify the umpire, any late player is sent from the court until the correct time for entry and **POSSESSION IS AWARDED TO THE OPPOSING TEAM** where the ball was when play stopped.

## TEAM – RULE 3.13

During an interval, clarification of any rule may be sought from the umpire by the **CAPTAIN AND/OR ANY OTHER PLAYER CONCERNED**. The umpire must provide such clarification in a way that is clearly understood.

## FOOTWORK – RULE 13.3

A player in possession of the ball may not: **FALL TO THE GROUND AND REGROUND THE LANDING FOOT**.

## INFRINGEMENTS DURING A BREAK IN PLAY – RULE 6.20

A player must not infringe: between the awarding of, and the taking of a sanction or an action. **THIS DOES NOT INCLUDE A PLAYER ENTERING AN OFFSIDE AREA TO RETRIEVE A BALL TO SET A SANCTION OR ACTION**.

## CENTRE PASS – RULE 8.10

Players must be positioned on the court and in their correct thirds when play is due to start. The infringement is **INCORRECT POSITION** and a free pass is awarded where the player was positioned incorrectly.

## OBSTRUCTION – RULE 16.5

If the player with the ball pivots on the landing foot, the nearest part of the landing foot may change and the opposing player **MUST ADJUST SO THAT THE NEAREST PART OF THEIR NEARER FOOT IS NOT LESS THAN 0.9M** (3 ft) from the nearest part of where the landing foot is now grounded.

# Introduction of Rolling Substitutions

Currently teams are only allowed to make substitutions at quarter breaks and if there is a case of an injured players. The rolling substitution will give the ability for the teams to make changes at any time during the match without halting the play.

How to use rolling substitutions:

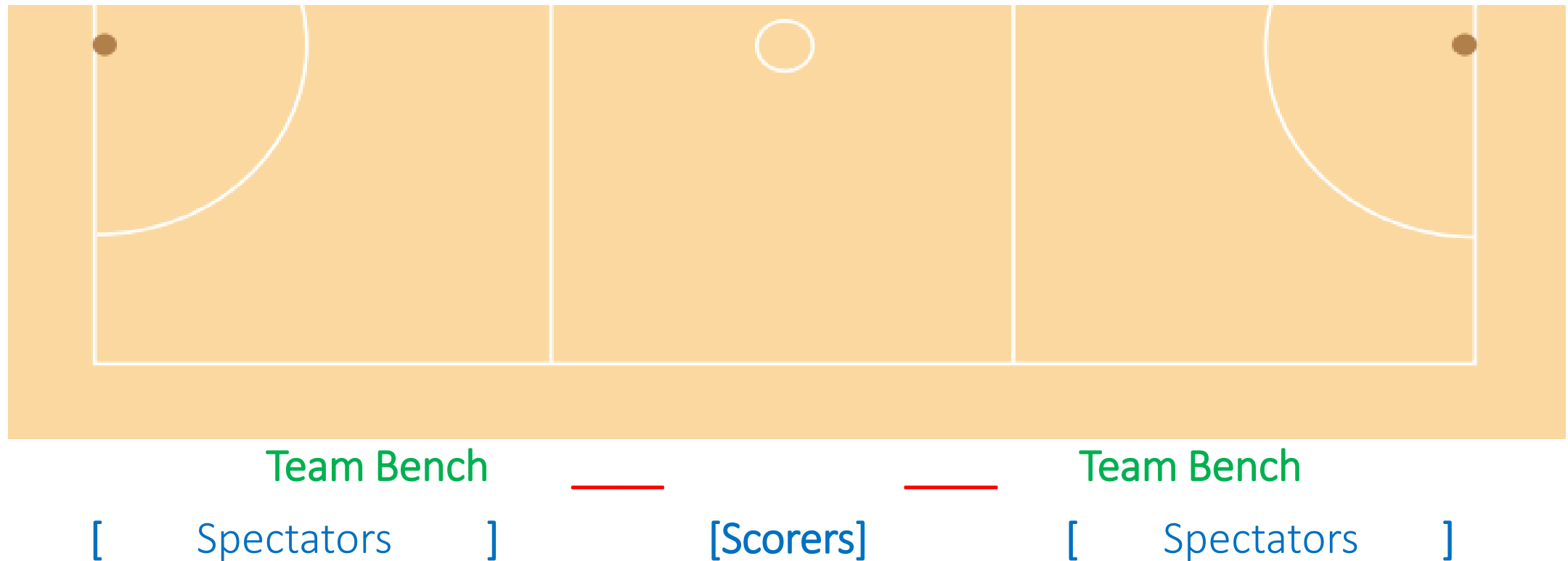
- a. The rolling substitution stands at the designated area.
- b. Before leaving the designated area, the substitute tags (with hands) the player leaving the court.
- c. Only one (1) rolling substitute per term can be made at the same time.
- d. Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised under Rule 19.2 – Delaying Play.
- e. Players must observe the offside rules as the ENTER or LEAVE the court
- f. Players must not interfere with the umpire's movement during the substitution.
- g. If a player leaves the court as a rolling substitution, and there is no player in the designated area, the replacement player is treated as a late player (as per Rule 3.8) and must wait until a break in play to enter the court.

## Further information for Players, Coaches & Clubs

- Teams are required to have two sets of bibs so that the substitution process is quick and easy as time is not held
- A substitution must be made between two players and they must be of the same position
- The substitute is to stand on the marked line as per the diagram on the next slide
- The two players involved in the substitution process must tag hands
- The offside rule still applies when exiting and entering the court

The **RED LINE** on the diagram below indicates where the substitution is to stand waiting for the player to leave the court they are replacing. A marking will be visible on the courts on game day.

For player, umpire and scorer safety, the centre third of the court surround will now only be for substitutions, scorers and umpires.



# Additional Resources

Rules of Netball 2024 Ed.

[https://netball.sport/wp-content/uploads/2023/12/10214\\_WN\\_NETBALL-RULE-BOOK-MANUAL-2023-v13-RGB-HR.pdf](https://netball.sport/wp-content/uploads/2023/12/10214_WN_NETBALL-RULE-BOOK-MANUAL-2023-v13-RGB-HR.pdf)

World Netball Information and YouTube Videos

<https://netball.sport/game/the-rules-of-netball>

Rules of Netball - Netball Australia

<https://netball.com.au/rules-netball>

**As we transition into to the updated rules, we acknowledge that there will be errors by umpires, player, coaches and officials. We ask everyone for patience and understanding as we all learn and master these changes.**