

International Rules Changes Agreed at Congress November 2007

**This document contains ONLY those rules that
have changed**

**For a complete set of International Rules
please refer to the Rules Book
(available from England Netball from June/July 2008)**

**These rules will be implemented for all England
Netball domestic competition from 1st
September 2008**

**For International competition, the IFNA rules
changes are implemented from March 2008**

**INTERNATIONAL FEDERATION OF NETBALL ASSOCIATIONS
OFFICIAL RULES OF NETBALL REVISED 2007
INDEX**

Section IV — Penalties

Rule 18: Awarding Penalties

18.3 Penalty Pass/ Shot

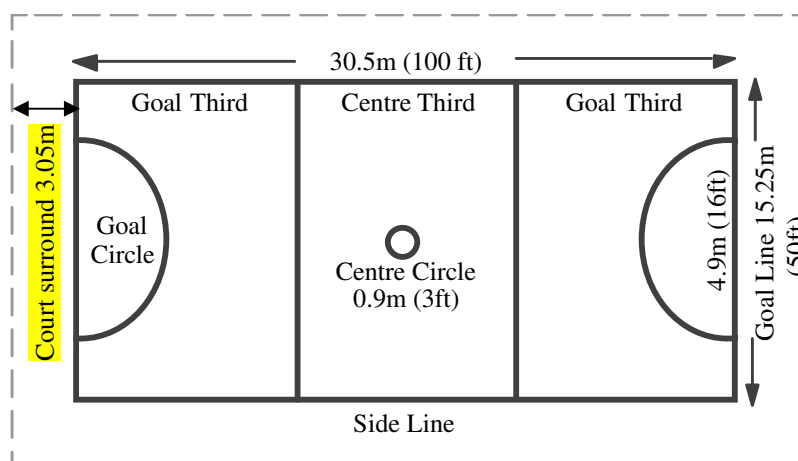
To be implemented by Aylesbury District Netball League by umpires using the terminology penalty pass or shot when awarding a penalty if it is applicable.

Section I – ORGANISATION OF THE GAME

RULE 1: EQUIPMENT

1.1.3 A semi-circle with a radius of 4.9 m (16 feet) and with its centre at the mid-point of the Goal Line shall be drawn in each Goal Third. This shall be called the Goal Circle.

Note: Dotted line removed from 4.9m Goal circle radius



1.1.5 All lines are part of the Court and shall be 50 mm (2 inches) wide, preferably white and clearly visible.

1.1.6 For Matches held indoors, the Court shall preferably be a sprung wooden floor.

Note: Deleted reference to International matches

This may not always be implemented by Aylesbury District Netball League as the league is governed by the facilities available in Aylesbury sports venues.

1.2 Goalposts

1.2.1 A Goalpost which shall be vertical and 3.05 m (10 feet) high shall be placed at the mid-point of each Goal Line. A metal ring with an internal diameter of 380 mm (15 inches) shall project horizontally 150 mm (6 inches) from the top of the post, the attachment to allow 150 mm (6 inches) between the post and the near side of the ring. The ring shall be of steel rod 15 mm (5/8 inches) in diameter, fitted with a net, which shall be preferably white, clearly visible and open at both ends. Both ring and net are part of the Goalpost.

Padding used on the Goalpost shall be preferably white and not be more than 50 mm (2 inches) thick and shall start at the base of the Goalpost and extend the full length of the post.



- 1.2.2 The Goalpost which shall be 65 mm – 100 mm (2.5 inches - 4 inches) in diameter should preferably be inserted into the ground or sleeved beneath the floor. The Goalpost shall be placed so that the back of the Goalpost is at the outside of the Goal Line.

Note: (i) Deleted reference to square posts– 65mm- 100 mm (2.5 inches – 4 inches) square

(ii) Deleted reference to metal bases- or may be supported by a metal base which shall not project on the Court.

(iii) Deleted reference to International matches – For International matches the Goalpost will preferably be inserted into the ground or sleeved beneath the floor.

This may not always be implemented by Aylesbury District Netball League as the league is governed by the facilities available in Aylesbury sports venues.

1.4 Players

- 1.4.1 Suitable sports footwear may be worn. They shall be of lightweight material. Spiked soles are not allowed.

To be implemented by Aylesbury District Netball League

RULE 2: DURATION OF GAME

- 2.1 The game shall consist of four quarters of fifteen (15) minutes each, with an interval of three (3) minutes between the first-second and third-fourth quarters. Teams shall change ends each quarter.

The half time interval shall be either:

(i) five (5) minutes; or

(ii) ten (10) minutes.

This is to be decided by the Competition/Event Organiser, prior to the start of that competition/event.

- 2.4 Time held for a stoppage must be played in that quarter or half of the game (refer Rule 7). When a Penalty Pass / Shot is awarded and not taken before the whistle is blown to end a quarter or half, the player shall be allowed to take the penalty [refer Rule 15.1 (v)].

2.5 Procedure for extra time where a winner is required:

(i) There shall be a two (2) minute interval at the end of full time. Substitutions and/or team changes are permitted;

(ii) Extra time of two halves of seven (7) minutes each shall be played. Teams change ends at half time without an interval. No substitutions and/or team changes are permitted. The Centre Pass is taken by the team entitled to the next Centre Pass;

(iii) In the event of a tie remaining at the end of extra time, a visual signal shall be used to indicate that play shall continue until one team has a two (2) goal advantage.

This will not be implemented by Aylesbury District Netball League.

RULE 3: OFFICIALS

The Match Officials are: Umpires, Scorers and Timekeepers.

The two (2) Scorers and the two (2) Timekeepers shall constitute the Official Bench (refer Rule 3.2 and 3.3).

The Team Officials are: Coach, Manager, Captain and up to three (3) other personnel, at least one (1) of whom must be a Primary Care Person who is

qualified to diagnose **and** treat injury and/or illness (for example Doctor or Physiotherapist).

The Team Officials and up to five (5) players, not on Court, shall constitute the Team Bench.

This will not be implemented by Aylesbury District Netball League with the exception of introducing scorers to Premier and Division 1 games from September 2008

3.1 Umpires

3.1.1 There shall be two Umpires and preferably a Reserve Umpire who shall be seated beside the Official Bench. The two Umpires shall have control of the game and give decisions. They shall umpire according to the Rules and decide on any matter not covered by the Rules (refer Rule 19). The decisions of the Umpires shall be final and shall be given without appeal.

3.1.5 Umpires shall wear clothes that are preferably white or cream in colour. Suitable sports footwear shall be worn.

3.1.6 Each Umpire: -

- (iv) shall give decisions for the Throw In for one Goal Line and for the whole of one Side Line. The Umpire responsible for the Throw In is responsible for making decisions related to infringements by the player throwing in and that player's defending opponent/s. If the penalty is awarded in the other Umpires area, the Umpire responsible for that half of the Court, resumes control immediately the penalty has been set;

3.3 Timekeepers

3.3.1 There shall be two Timekeepers who shall:-

- (i) (d) notify the Umpires when there are thirty (30) seconds and ten (10) seconds remaining prior to the start of the game, the end of an interval or a stoppage. During any subsequent stoppage for Injury or illness as per Rule 7.1 (iv), the Timekeepers are only required to notify the Umpires when ten (10) seconds remain prior to the end of this stoppage.

3.4 Team Officials

3.4.2 From the Team Bench coaching is allowed while play is in progress. Coaching is also allowed during intervals (refer Rules 2.1 and 2.2) but not allowed during any Stoppage (refer Rules 7.1, 7.2 and 7.3). Team Officials and bench players may not indulge in inappropriate comments or behaviour, including moving up and down the Side Lines or along the Goal Lines during play (refer Rules 20 (iv) and 20.1.2).

PENALTY for Rule 3.4.2

*Free Pass to the opposing team where the ball was when play was stopped.
The Umpire may, in addition to any penalty awarded, warn a player and/or Team Official whose comments and/or behaviour are considered inappropriate in any way (refer Rules 20 (iv) and 20.1.2).*

To be implemented by Aylesbury District Netball League

RULE 4: THE TEAM

4.3 A team **must** take the Court if there are at least five (5) players present, one of whom must play Centre (refer Rule 21).

To be implemented by Aylesbury District Netball League

RULE 7: STOPPAGES

No coaching is permitted during any Stoppage (refer Rules 7.1, 7.2 and 7.3) by any Bench Team Official or bench player (refer Rule 3). However, the Team Manager may approach the players at the sideline for the purpose of providing rehydration.

7.1 Injury or Illness

- (i) Play may be stopped for injury or illness, after a call for time by an on Court player.
The decision to stop play and when to stop play shall be at the discretion of the Umpire.
- (ii) To stop play the Umpire shall blow the whistle to signal the Timekeepers to hold time.
- (iii) The first stoppage for each team in each quarter or half (refer Rule 2.1 and 2.2) shall be up to two (2) minutes from when time is held to decide whether an injured or ill player is fit to continue. This decision shall be left to the Primary Care personnel. No other Team Official from the Bench is permitted on Court.
- (iv) For each subsequent stoppage for each team, the injured or ill player must leave the Court and has thirty (30) seconds to do so. The injury or illness must be treated Courtside and not on the Court. The injured or ill player may be substituted or the position may be left vacant [refer Rule 7.1(viii)].
- (v) During a stoppage for injury or illness both teams may make substitutions and/or team changes if desired. **However, in this case the injured or ill player for whom play was stopped must be involved in that team's substitutions and/or team changes (refer Rule 6.1.1).**
- (vi) To restart play the Umpire shall signal the Timekeepers and blow the whistle for play to be resumed.
- (vii) The game is continued from the spot where the ball was when play was stopped other than when: -
 - (a) the ball is out of Court, in which case a Throw In is taken;
 - (b) the Umpire is unable to say who was in possession of the ball, or the ball was on the ground when play was stopped, in which case a Toss Up is taken between any two opposing players allowed in that area, where the ball was when play was stopped;
 - (c) the stoppage is due to Obstruction or Contact, in which case a Penalty Pass / Shot is awarded where the infringer was standing, except where this places the non-offending team at a disadvantage, when the penalty shall be taken where the obstructed or contacted player was standing.
- (viii) After a stoppage for injury or illness, when no substitution is made for a player unable to resume play, the injured or ill player or a substitute may not enter the game while play is in progress but, after notifying the Umpire, may take the Court: -
 - (a) immediately after a goal has been scored. In this case the player or the substitute must play in the playing position left vacant;
 - (b) at a stoppage for injury or illness (refer Rules 7.1 and 7.2);
 - (c) immediately following an interval.

PENALTY for Rule 7.1(viii)

Free Pass to the opposing team where the ball was when play was stopped. The player concerned shall leave the Court until the next goal is scored or until the next interval.

7.2 Blood Policy

- (iii) The Umpire shall decide the length of time for the stoppage and shall ensure that play is restarted as soon as possible. Normal injury procedures shall

apply as per Rules 7.1(v), 7.1(vii) and 7.1(viii). Other than Primary Care personnel, no other Team Official from the Bench is permitted on Court.

7.3 Emergencies

- (i) An Umpire may stop play for any extraordinary circumstance which may be deemed an emergency. This may include: -
 - (a) the equipment; or
 - (b) the Court; or
 - (c) the weather.
- (ii) To stop play the Umpire shall blow the whistle and signal the Timekeepers to hold time.
- (iii) The Umpire shall decide the length of time for the stoppage and shall ensure that play is restarted as soon as possible [refer Rule 7.1(vii)]
- (iv) No substitutions or team changes permitted during this stoppage. No Team Official from the Bench (refer Rule 3) is permitted on Court.
- (v) To restart play the Umpire shall signal to the Timekeepers and blow the whistle for play to be resumed.

To be implemented by Aylesbury District Netball League

SECTION II – AREAS OF PLAY

RULE 9: OFFSIDE

9.1 One Player Offside

- 9.1.2 A player may reach over and take the ball from an offside area or may lean on the ball in an offside area [refer Rule 13.1(ix)] provided no physical contact is made with the ground in the offside area.

To be implemented by Aylesbury District Netball League

RULE 10: OUT OF COURT

- 10.6 A player who has left the Court to retrieve a ball or to take a Throw In must be permitted direct re-entry to the Court.

PENALTY for Rule 10.6

Penalty Pass / Shot to the opposing team where the infringer was standing.

To be implemented by Aylesbury District Netball League

SECTION III — CONDUCT OF THE GAME

RULE 12: START OF PLAY

12.1 Organisation for the Start of Play

- 12.1.1 The Umpire shall blow the whistle to start and restart play.
- 12.1.2 The pass made by a Centre in response to the Umpire's whistle at the start and restart of play shall be designated a Centre Pass (refer Rule 13.3).
- 12.1.3 Play shall be started, and restarted after every goal scored, and after each interval, by a Centre Pass taken alternately throughout the game by the two Centres.
- 12.1.4 If at a Centre Pass, the ball is still in the Centre's hands when the Umpire's whistle is blown to signal the end of a quarter or half and provided no infringement by that team has been penalised, that team will take the Centre Pass after the interval.

To be implemented by Aylesbury District Netball League

RULE 13: PLAYING THE BALL

- 13.5 If two (2) opposing players gain possession of the ball in quick succession, the Umpire shall call "Possession" and indicate the player who first caught the ball. Play shall continue with this player in possession of the ball.

13.6 Passing Distances

13.6.1 Short Pass

- (i) On the Court: at the moment the ball is passed there must be room for a third player to move between the hands of the thrower and those of the receiver.
- (ii) At the Throw In: at the moment the ball is passed there must be room on the Court for a third player to move between the hands of the thrower and those of the receiver.

PENALTY for Rule 13.6.1

Free Pass to the opposing team where the ball was caught.

13.6.2 Over a Third

- (i) The ball may not be thrown over a complete Third without being touched or caught by a player who, at the time of touching or catching the ball is standing wholly within that Third, or who lands with the first foot, or both feet, wholly within that Third.
- (ii) A player who lands with the first foot wholly within the correct Third is judged to have received the ball in that Third. The subsequent throw shall be considered to have been made from the Third in which the player first landed.
- (iii) A player, who lands on both feet simultaneously with one foot wholly within the correct Third and the other in the incorrect Third, shall be penalised.

PENALTY for Rule 13.6.2

Free Pass to the opposing team taken just beyond the second line that the ball has crossed, except where the ball thrown from the Centre Third passes out of Court over the Goal Line, when a Throw In shall be taken immediately behind the point where the ball crossed the line.

RULE 15: SCORING A GOAL

- 15.1 A goal is scored when the ball is thrown or batted over and completely through the ring by Goal Shooter or Goal Attack from any point within the Goal Circle including the lines bounding the Goal Circle.
- (v) If the whistle for an interval or 'time' is blown after a Penalty Pass / Shot has been awarded in the Goal Circle, the Penalty Pass / Shot shall be taken (refer Rule 2.4).
- 15.3 A defending player may not cause the Goalpost to move so as to interfere with the shot at goal.

PENALTY for Rule 15.3

Penalty Pass / Shot to the opposing team to be taken: -

- (i) *from where the infringer was standing unless this places the non-offending team at a disadvantage;*
- (ii) *if the infringer was out of Court, on Court near the point where the infringer was standing.*

To be implemented by Aylesbury District Netball League

RULE 16: OBSTRUCTION

16.5 Intimidation

PENALTY for Rule 16.1 to 16.5

Penalty Pass / Shot where the infringer is standing unless this places the non-offending team at a disadvantage, when the penalty shall be taken where the obstructed player was standing.

16.6 Defending a Player who is out of Court:

PENALTY for Rule 16.6.1

Penalty Pass / Shot on Court near the point where the infringer began the defending action.

16.6.2 A player who goes out of Court to take a Throw In or collect a ball must be allowed back into the area of play at the point where the player left the Court or took the Throw In. Any opponent attempting to prevent the player from re-entering the Court is penalised.

PENALTY for Rule 16.6.2

Penalty Pass / Shot where the infringer was standing.

16.7 Defending a Player from Out of Court:

PENALTY for Rule 16.7.1

Penalty Pass / Shot on Court near the point where the infringer was standing.

RULE 17: CONTACT

PENALTY for Rule 17.1 to 17.2

Penalty Pass / Shot where the infringer is standing unless this places the non-offending team at a disadvantage, when the penalty shall be taken where the contacted player was standing.

To be implemented by Aylesbury District Netball League

SECTION IV— PENALTIES

RULE 18: AWARDING PENALTIES

During a game the Umpires may award the following penalties unless the Advantage Rule applies [refer Rule 3.1.6 (viii)]: -

- Free Pass
- Penalty Pass
- **Penalty Pass / Shot**
- Throw In
- Toss Up

In addition, the Umpires may decide on any matter not covered by the Rules (refer Rule 3.1.1) or not in the spirit of the game (refer Rules 19 and 20).

18.1 Setting Penalties

18.1.1 All penalties, with the exception of the Toss Up, are awarded to a team. The penalty may be taken by any member of the team allowed in the area.

18.1.2 **In taking the penalty the player must:**

- take up the position clearly directed and indicated by the Umpire before playing the ball (refer Rules 3.1.6 (xi), 18.3.1 and 19.2); and
- throw the ball within three (3) seconds (refer Rule 13.3); and
- obey the Footwork Rule which applies as though the foot placed at the point indicated is equivalent to the landing foot in a one foot landing or to receiving the ball with one foot grounded.

18.3 Penalty Pass/Shot

18.3.1 A Penalty Pass/Shot is awarded to a team for all major infringements of the Rules:

- Obstruction (refer Rule 16);

- (ii) Contact (refer Rule 17);
- (iii) When a defending player causes the Goalpost to move so as to interfere with the shot at goal (refer Rule 15.3).

The penalty shall be taken by any player allowed in the area where the infringer was standing unless this places the non-offending team at a disadvantage. Both the player taking the penalty and the offending player/s must take up the positions clearly directed and indicated by the Umpire (refer Rules 3.1.6 (xi), 18.1.2, 18.3.2 and 19.2) before the player taking the penalty may play the ball (refer Rule 13.3).

18.3.2 The penalised player **must** stand beside and away from the player taking the penalty so as not to impede this player in any way. The penalised player may not move or attempt to take part in play either physically or verbally until the ball has left the hands of the thrower.

If the infringer moves or attempts to take part in play, either physically or verbally, before the ball has left the thrower's hands, the penalty shall be retaken by that thrower unless the **Penalty Pass/Shot** is successful or advantage applies.

- 18.3.3 (i) An attempt to intercept the **Penalty Pass/Shot** may be made by any opposing player other than the offender.
- (ii) If an opponent obstructs or contacts the thrower during the taking of the **Penalty Pass/Shot**, a **Penalty Pass/Shot** shall be awarded where the subsequent infringer was standing unless this places the non-offending team at a disadvantage.
- (iii) Both the original and subsequent offenders **must** stand beside and away from the player taking the penalty. The penalised players may not move or attempt to take part in play either physically or verbally until the ball has left the hands of the thrower.

18.4 Throw In

- (vii) throw the ball into the nearest Third of the Court from behind a Goal Line, or the nearest or adjacent Third from behind a Side Line

PENALTIES for infringements occurring at the Throw In

- 2. For (vii) a penalty is awarded as for the Rules governing a ball being thrown over a third without being touched (refer Rule 13.6.2).

18.5 Toss Up

18.5.6 The ball may be caught, or may be batted in any direction except directly at the opposing player.

PENALTY for Rule 18.5.6

Penalty Pass/Shot to the opposing team where the infringer was standing.

To be implemented by Aylesbury District Netball League

SECTION V — DISCIPLINE

RULE 19: RESPONSIBILITIES OF PLAYERS AND TEAM OFFICIALS

Breaking the Rules and/or employment of any action not covered by the wording of the Rules, in a manner contrary to the spirit of the game, is not permitted (refer Rules 3.1.1 and 3.4.2). This may include persistent infringing of one rule or of several rules in combination.

19.1 Breaking the Rules:-

- (a) between the scoring of a goal and the restart of play;

- (b) between the ball going out of Court and the Throw-In;
- (c) between the awarding and taking of any penalty on Court;
- (d) during a Stoppage.

PENALTY for Rule 19.1

Immediately play restarts, the Umpire shall penalise the infringement by awarding a Free Pass, a Penalty Pass, a Penalty Pass/Shot or Throw In, as appropriate to the situation, provided the non-offending team is not placed at a disadvantage. In (b) and (c) above the Umpire may penalise the infringement immediately it occurs.

To be implemented by Aylesbury District Netball League

RULE 20: WARNING, SUSPENSION AND ORDERING OFF

20.1 Warning

20.1.1 If a player continues to infringe after earlier penalties, or the Umpire considers the normal penalty (including advancing of the penalty) is insufficient, the Umpire may issue a warning to the player concerned.

20.1.2 A warning may be given to a player and/or Team Official whose comments and/or behaviour are considered inappropriate in any way (refer Rule 3.4.2).

20.1.3 In the event that any further breach occurs in the Court area controlled by the Umpire who did not issue the warning, this Umpire may take any action considered appropriate, including suspension of the player concerned. In such a case, the warning given may be considered to have been made jointly by the two (2) Umpires.

To be implemented by Aylesbury District Netball League

RULE 21: FAILURE TO TAKE THE COURT

21.1 A team (refer Rule 4.3) must take the Court when requested to do so by the Umpires.

The Umpire shall notify the teams when there are thirty (30) seconds and ten (10) seconds remaining prior to:

- (a) the start of the game; and
- (b) the end of an interval.

21.2 At the ten (10) seconds notification the teams shall move to their playing positions for the start or restart of play;

21.3 The teams must be on Court and be in position ready for the start or restart of play.

PENALTY for Rule 21.3

(i) If a team fails to take the Court by the start or restart of play, the Umpire shall penalise for deliberate delaying of play (refer Rule 19.2).

(ii) if a team fails to take the Court within one (1) minute of the designated time for the start or restart of play (refer Rule 2), the Umpires shall award the game to the non-offending team.

To be implemented by Aylesbury District Netball League