

WELSH NETBALL'S GUIDE TO THE INF NEW RULES

From September 2016 all domestic competition in Wales will be played in line with the International Netball Federation (INF) new rules.



STOPPAGES

The Old Rule

For injury/illness/blood on a player, the 1st stoppage in each quarter was up to 2 minutes and the player concerned could continue to play when the match restarted. Additional stoppages in the same quarter were 30 seconds. All blood stoppages were up to 2 minutes.

The New Rule

All injury/illness/blood stoppages are now 30 seconds. The injured player must leave the court. If a position is left vacant, the player may return at specified times in the game.



TAKING A THROW IN

The Old Rule

The player must have placed one or both feet immediately behind the line.

The New Rule

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



PENALTY PASS

The Old Rule

The player taking a penalty pass had to wait until the infringer was standing out of play. A player who did not wait until the penalty was 'set' was penalised.

The New Rule

Once a player taking a penalty pass is in the correct position, the player may choose to either play the ball immediately or wait for the infringer to stand out of play.



GOAL SCORED/OUT OF COURT

The Old Rule

The umpires would have blown their whistle when both events happened.

The New Rule

The umpire indicates a goal has been scored by raising one arm vertically. There will be no whistle after a goal is scored or when a ball is clearly out of court.



CENTRE PASS

The Old Rule

Previously the Centre was penalised if any part of either foot was on the ground outside of the centre circle.

The New Rule

Centre to have at least one foot wholly within the centre circle.



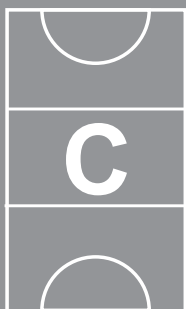
DEFENDING A SHOT AT GOAL

The Old Rule

There was no specific rule for this.

The New Rule

A defender may not deflect a shot at goal on its downward path towards the ring (this includes touching the ball up through the net).



ON COURT CAPTAIN

The Old Rule

The Captain was the team official. To help manage a game, an on-court Captain may be requested by the umpires to speak to player/s whose behaviour is causing concern.

The New Rule

A team must always have an on court Captain. If the original Captain leaves the court the umpires must be told of the replacement on court Captain. Umpires may then stop the game to speak with the nominated on court Captain if they feel that the player/s behaviour is causing concern. The Captain is then given time to speak to the player/s concerned.



GAME MANAGEMENT

The Old Rule

The umpire determined the length of any suspension.

The New Rule

Foul Play – This has been defined and includes unfair play, dangerous play and misconduct. Intimidation is now included as 'unfair play'. To manage a match, umpires may have a quiet word with a player, apply the normal sanction or take the following actions.

CAUTION:
an umpire advises that a specified behaviour needs to change.

OFFICIAL WARNING:
a further breach will result in suspension.

SUSPENSION:
suspended from play for 2 minutes playing time.

ORDERING OFF:
sent from the court for the remainder of the match.

ADVANCING A PENALTY:
is now related to delaying play ONLY.



PLAYING THE BALL

The Old Rule

INF have now provided clarification on this rule.

The New Rule

A play may not throw/bat the ball deliberately at another player. The umpire will decide if an action is deliberate or accidental



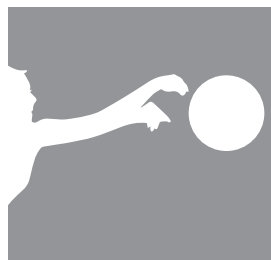
PRIMARY CARER

The Old Rule

INF have now provided clarification on this rule.

The New Rule

All teams must now identify a primary care person and make this person known to umpires before the match starts. Requirements for primary carers will vary depending on levels of play, please check your competition regulations.



SHORT PASS

The Old Rule

It stated that, 'at the moment' the ball is passed there must be room for a third player to move between the hands of the thrower and the hands of the receiver.

The New Rule

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.



CONTACT/CONTEST

The Old Rule

Further clarity has been given on the old rule between the contact and contest, and interference has been specified.

The New Rule

Players may come into physical contact with each other as they strive for the ball. If they do not interfere with each other's play or use their bodies to gain an unfair advantage, it is deemed to be contest and play continues.



PLAYER'S HAIR

The Old Rule

There was no specific rule for this in the Rule Book.

The New Rule

Hair should be suitably tied back whilst participating in netball, and any hair accessory used should not pose any risk to any individual.



UMPIRES WORK COOPERATIVELY

The Old Rule

An umpire gave decisions for only one half of the court (except for side line decisions and when taking a toss up).

The New Rule

The umpires can now work cooperatively and may appeal to each other for decisions. Whilst division of the court remains unchanged, the co-umpire may stop the game for injury/illness/blood (or other reasons) or for issues relating to game management.



DELAYING PLAY

The Old Rule

INF have given clearer guidance on dealing with 'advancing' as previously it was any action deemed appropriate by the umpire, and not just a free pass.

The New Rule

Delaying play (either accidentally or deliberately) is considered foul play – in some cases it could affect the outcome of the match. A penalty pass is awarded and the sanction is advanced.