



KNA Summary of New Rules

Please note we are only highlighting the major changes affecting us at Association level. A full copy of the Rules of Netball can be accessed via the Rules of Netball app or from:

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

ROLLING SUBSTITUTIONS:

1. **Netball NSW is implementing Rolling Substitutions across their competitions in place of Tactical Changes [Rule 10.2]. KNA has also made this decision for association play.** 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.
2. The rolling substitution stands at the designated area off court. At KNA this designated spot will be on both sides of the court in line with the centre circle and marked with a **X**.
3. Before leaving the designated area, the substitute tags (with hands) the player leaving the court. **Only 1 rolling substitution per team can be made at a time.**
4. Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised under Rule 19. **Teams are required to have 2 sets of bibs of the SAME colour, however they can be a combination of pull over and/ or velcro.**
5. Players must observe the offside rules as they enter/leave the court. In the event a player goes offside the player will be penalised under Rule 14.
6. 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 unless this places the non- infringing team at a disadvantage when advantage will be applied.
7. 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 Rule 3 and can enter at a "break in play" (after a goal, during a stoppage/ interval or when a sanction or action is awarded).

TOSS UP:

No more toss ups.

In the case of simultaneous or mutual infringements, possession will be awarded to the team who last had possession of the ball immediately prior to that infringement, where the ball was when play stopped.

If two opposing players gain possession of the ball in quick succession during play, the umpire may allow play to continue by calling "possession" and indicating the team and playing position of the player who gained possession of the ball first so they can play the ball. The hands of the opposing player must be quickly removed, or they will be penalised for contact [Rule 17.1].

THROW IN:

The player taking the throw in, no longer has to wait for all players to be on court.

SHORT PASS:

Rule 12 has been updated to clarify the 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.

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.

SCORING A GOAL:

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 [Rule 9.2].

FOUL PLAY:

There have been updates to how umpires are to handle unfair play, unsporting behaviour and dangerous play [Rule 18]. **Cautions have been removed.** Umpires are required to award a penalty pass accompanied by advanced penalties, warnings, suspensions and ordering off, of players as required.

BLOOD:

Players who are bleeding, have an open wound or blood-stained clothing must still leave the court.

Players with dried blood on them no longer need to leave the court. They are permitted to quickly clean off the blood while other players and the ball are being checked for blood, then remain playing when play restarts. Blood-stained clothing must be replaced within the umpire's stoppage for time.

Previously the ball could be cleaned if blood was found on the ball, now the ball must be replaced. **Both teams are required to provide a game ball at the beginning of the game.** Umpires will select one to use, the other must remain within easy access in case of blood on the ball during the game.

Any player may approach and umpire regarding rule clarification.