

Rules Review 2023 Current text & updated rules text, updated 15th November 2023 (Sequenced by new rule number)

Current rules text 2020 edition				New rules text 2024 edition					
Current Rule Number and Heading	Sub Rule number	Sub Rule Heading	Current rule text	New rule number	New rule heading	New sub-rule number/s	New sub rule heading	New rule text	Comment
TECHNICAL SPECIFICATIONS	3.2	Goalposts	3.2 (ii) A horizontal ring made of steel rod.....	1	Technical Specifications	1.14.	Goalposts	1.14 b. A curved horizontal metal ring made of steel rod 15 mm (5/8 in) in diameter with an internal diameter of 380 mm (15 in).	Updated to clarify that the steel rod must be curved and 15mm (5/8 in) in diameter
TECHNICAL SPECIFICATIONS	3.3	Ball	International Netball Federation	1	Technical Specifications	1.15. & 1.16.	Ball	1.15. New image of WN ball and 1.16 Match balls may be rotated throughout the match as stipulated by the event organiser prior to the start of the match.	New image of WN ball and clarification that the event organiser confirms how match balls should be rotated prior to the start of the match
MATCH DURATION	4.1	Match Length	4.1 (iii) A period of play..... the umpire will blow the whistle to end the period of play and advise the players that time is being extended for the penalty pass to be taken.	2	Time	2.3.	Match Length	2.3. A period of play must not exceed the specified playing time, except that if a team is awarded a penalty pass in its attacking goal circle before the timekeeper signals the end of play: a. The umpire will blow the whistle to end the period of play and b. Advise the players that time is being extended for the penalty pass to be taken including any subsequent infringements at that penalty pass or under [Rule 9.7].	To confirm the process to be used when a penalty is awarded in an attacking goal circle before the timekeeper signals the end of play and the procedure for any subsequent infringements on that penalty and/or a defender causing the post to move to interfere with the shot at goal and /or a defender deflecting a ball on its downward flight towards the ring, including touching the ball up through the net
MATCH PERSONNEL	5.1	Team	5.1 (ii) (a) During a match, a minimum of five and a maximum of seven players from a team may be on the court at any one time, one of whom must play as Centre. (a) If a team does not have 5 players available the umpires will award the match to the opposing team.	3	Team	3.2.	Members	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. a. If a team does not have five players available at any time, the umpires will award the match to the opposing team.	To clarify the umpire action if a team does not have 5 players available to take the court at any time during a match
MATCH PERSONNEL	5.1	Team	5.1 (ii) (b) If a team has more than 7 players on the court, additional players are immediately sent from the court. Sanction: Penalty pass.....	3	Team	3.2.	Members	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. b. 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. If the additional player/s delay leaving the court, the umpire will penalise the team for delaying play [Rule 19.1] and [Rule 19.2].	To clarify the umpire action if a team has more than 7 players on court during play
MATCH PERSONNEL	8.1.1	Failure to take the court	8.1.1 Failure to take the court and 9.2 Late Players	3	Team	3.4 - 8	-Failure to take the court - Late Players	Refer to new rule: 3. Team 3.4-7. Failure to take the court	Failure to take the court and Late Players rules have been streamlined
MATCH PERSONNEL	8.1.1	Failure to take the court	8.1.1 Failure to take the Court (ii) Captain is cautioned	3	Team	3.7.	Failure to take the court	3.7. If a team delays taking the court after a stoppage when requested by the umpires, the umpires penalise the team for delaying play [Rule 19.1] and [Rule 19.2] as soon as play restarts. If play was due to restart with a centre pass, the sanction is awarded immediately following the whistle for the centre pass.	If a team delays taking the court after a stoppage, this is treated as delaying play and the penalty is advanced. Note: In the updated rules, the captain is not cautioned as cautions have been removed from Game Management.

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MATCH PERSONNEL	9.2	Late Players	9.2 Sanction for (i), (ii), (iii), (iv): The player is sent from the court until the correct time for entry. Penalty pass to the opposing team where the ball was when play was stopped and an infringing team player allowed in the playing area stands out of play for the penalty. 9.3.1 (x) Sanction: The player is sent from the court until the correct time for entry. Penalty pass where the ball was when play was stopped and a player from the infringing team allowed in the area stands out of play for the penalty.	3	Team	3.8.	Late Players	3.8. Action: <i>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.</i>	Defines the action to be taken when a player has entered the court at an incorrect time
CONTROLLING PLAY	5.1.1	Players	5.1.1. (iv) Players may not wear..... (a) No adornment or jewellery may be worn other than a wedding ring which must be covered with tape. (b) A medical alert bracelet may be worn provided it is covered with tape 5.1.1 (iv) (d) Hair must be suitably tied back	3	Team	3.12.	Players	3.12. Players may not wear anything that could endanger themselves or other players, specifically: a. No body piercings including earrings may be worn. b. No adornment that may endanger player safety may be worn. c. No communication devices may be worn. d. Any other adornment worn must be securely covered with tape and/or padding. e. Medical devices may be worn provided they are securely covered with tape and/or padding. f. Player monitoring devices may be worn provided they are secured within the playing uniform. g. Fingernails must be short and smooth. h. Hair must be suitably tied back (for example in a ponytail, plait or braided) and free from any adornment.	Updated rule for jewellery, adornments , medical aids, monitoring devices, finger nails and hair
CONTROLLING PLAY	5.1.1	Players	5.1.1 (v) (b) The captain has the right to approach the umpires during an interval for clarification of any rule. Any player/s for whom the clarification is relevant may accompany the captain.	3	Team	3.13.	Players	3.13. Role of captain: a. Before the match starts, the captains toss on the field of play. The captain for the first named team tosses a coin and the other captain calls (unless specified otherwise by the event organiser). b. The winner of the toss decides whether to have the first centre pass or to choose a goal end. If the winner of the toss decides to choose the first centre pass, the opposing captain must choose a goal end and vice versa. c. The captains will notify the official bench and umpires of the result of the toss. d. During an interval, clarification of any Rule may be sought from the umpires by the captain and/or any other player concerned. The umpires must provide such clarification in a way that is clearly understood. e. In the event that the captain is not on the court, an on-court captain will be advised to the umpires. f. The on-court captain must wear identification as specified by the event organiser (for example an arm band or patch on their playing uniform).	Updated rule to define the process for the coin toss, who may approach an umpire during an interval for clarification of any rule and identification to be worn by on-court captain

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DURING THE MATCH	5.1.2	Team Officials	5.1.2 Team Officials	3	Team	3.14. & 3.15. & 3.16. & 3.17.	Team Officials	<p>3.14. A team may have up to five team officials. These will include a coach and at least one primary care person.</p> <p>3.15. A team may have a sixth team official only if that role is a team doctor.</p> <p>3.16. A primary care person:</p> <p>a. Must wear identification as specified by the event organiser (for example an arm band).</p> <p>b. May enter the court during a stoppage for injury/illness of a player or blood.</p> <p>c. In extreme circumstances where player safety is endangered, may enter the court while play is in progress.</p> <p>d. Must advise the umpires if a player is too ill/injured to be removed from the court within 30 seconds and/or if further assistance is required.</p> <p>e. May advise the reserve umpire that they wish to stop play to facilitate the substitution of any on-court player due to a suspected concussion.</p> <p>3.17. A team official from either team may request to observe the umpires' toss [Rule 4.5].</p>	With consideration to player safety and welfare, team officials includes an additional primary carer (team doctor - a medically qualified doctor acting expressly in a medical capacity and capable of administering concussion policy protocols) who may sit on the team bench and wear identification. No other person may sit in this additional position on the bench except for the team doctor. A team official from either team may request to observe the umpires' toss
Match Guidelines				4	Match Officials	4.5.	Umpires	4.5. After the captains have notified the umpires of the result of the toss for goal end or first centre pass, the umpires toss for goal end. The umpire winning the toss controls the side line nearer the official bench and the goal end to the right when facing the court and the other umpire controls the opposite side line and goal line. Each umpire controls the same half of the court throughout the match.	Moved from Match Guidelines
Match Guidelines	5.2.1	Umpires	5.2.1 An umpire's whistle: (a) Starts and ends each quarter/half	4	Match Officials	4.6. & 2.3.	Umpires	<p>4.6. An umpire's whistle:</p> <p>b. Starts and ends each period of play.</p> <p>2.3. A period of play must not exceed the specified playing time, except that if a team is awarded a penalty pass in its attacking goal circle before the timekeeper signals the end of play:</p> <p>a.</p> <p>The umpire will blow the whistle to end the period of play and</p> <p>b. Advise the players that time is being extended for the penalty pass to be taken including any subsequent infringements at that penalty pass or under [Rule 9.7].</p>	Updated to clarify that the umpires whistle starts and ends each period of play and denotes the end of the umpire's jurisdiction for the match. Any issues arising after the umpire has blown the whistle to end the match must be handled through the WN event disciplinary manual appeals/complaints process
MATCH PERSONNEL	6.1.5	Procedures for stoppages	Procedures for stoppages 6.1.5 (ii) where appropriate notifies the players when 10 seconds remain prior to the end of a stoppage.	4	Match Officials	4.6.	Umpires	<p>4.6. An umpire's whistle:</p> <p>e. Is only required to indicate when the ball or a player is out of court if it is not clear.</p> <p>g. Notifies the players when 10 seconds remain prior to the end of a stoppage.</p>	Removed 'where appropriate' as umpires should always notify players and clarify that a whistle is only required to indicate when the ball or player is out of court if it is not clear
				4	Match Officials	4.13.	Umpires	4.13. Either umpire may hold time for injury/illness of a player or blood, an emergency or other extreme circumstances, or for foul play. If a player is shooting for goal the shot may be completed before this occurs unless circumstances require time to be held urgently.	Added for clarity (and partial text moved from match guidelines)

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MATCH PROCEDURES	5.2.2	Reserve Umpire	5.2.2 Reserve Umpire	4	Match Officials	4.14.	Reserve Umpire	4.14. Refer to new rule and responsibilities of Reserve umpire which now includes: e. Supervises an ordered-off player during the ordered-off period and advises the player when the ordered-off period has elapsed. h. Advises the umpires if the independent concussion observer or primary care person/s wish to stop play to facilitate the substitution of any on-court player due to a suspected concussion.	The Rule relating to the Reserve umpire responsibilities has been updated
				5	Technical & Event Officials	5.1 & 5.2.	Detailed duties	5.1. Umpires must be aware of the specific duties and applicable detail of technical official responsibilities as outlined in the <i>World Netball Technical Officials Manual</i> . This includes the recording of any warning, suspension or ordering off. 5.2. Umpires should also be familiar with the relevant aspects of both the <i>World Netball Event and Commercial Operations Manual</i> and <i>World Netball Event Disciplinary Regulations</i> .	Amended to include umpire awareness of the relevant aspects of the World Netball Technical Officials Manual, World Netball Event and Commercial Operations Manual and World Netball event Disciplinary Regulations
MATCH PERSONNEL	5.3.2	Timekeepers	5.3.2 (v) Notify the umpires when 10 seconds remain prior to the end of a stoppage for injury/illness or blood	5	Technical and Event Officials	5.7.	Timekeepers	5.7 e. Notify the umpires when 10 seconds remain prior to the end of a stoppage for injury/illness of a player, blood, or emergency.	Updated timekeepers responsibilities to notify the umpires when 10 seconds remain prior to the end of a stoppage for injury/illness of a player, blood or emergency
MATCH PERSONNEL	5.3.2	Timekeepers		5	Technical and Event Officials	5.7.	Timekeepers	5.7.g Time the ordered-off period of four minutes playing time for an ordered-off player and advise the reserve umpire when the time has elapsed.	Updated timekeepers responsibilities to notify the reserve umpire when the 4 minute playing time for an ordered-off player has elapsed
MATCH PERSONNEL	5	Match personnel	Event organiser and responsibilities are not included in the current rules book	5	Technical & Event Officials	5.8. & 5.9.	Event Organiser	5.8. Prior to a match, the event organiser: a. Issues accreditation to those persons who may enter the playing enclosure during a match. b. Prepares the playing enclosure, the goalposts and match balls to the specifications stated. c. Arranges and designates an independent concussion observer. d. Stipulates how the match balls may be rotated during the match. e. Confirms the procedures to be followed if blood is on the court or ball. f. Confirms the length of the half-time interval. g. Determines if extra time is to be played if the scores are tied at full-time (and the length of each half). h. Confirms the identification to be worn by the on-court captains and primary care person/s. i. Advises the umpires of the means of notification by the scorers in the event both umpires indicate the centre pass incorrectly. 5.9. During a match, the event organiser: a. Decides on the length of a stoppage for any emergency in conjunction with the umpires and whether or not the players may leave the court. b. Removes any team official and/or bench player from the playing enclosure following a request by the umpire. c. Invokes any event delay, postponement or cancellation policy, if required. d. Instructs the umpires to abandon a match if the safety of	Definition of the role of the event organiser in relation to the match (prior to and during the match)

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DURING THE MATCH	9.3	Stoppages	9.3 (iii) In extreme circumstances and in consultation with the event organiser, the umpires may decide to abandon a match if the safety of players and/or officials is considered to be at risk	5	Technical and Event Officials	5.9.	Event Organiser	5.9. During a match, the event organiser: c. Invokes any event delay, postponement or cancellation policy, if required.	Defines that the decision to abandon a match at International level rests with the event organiser and not the umpire
SANCTIONS	7.1.1	Conditions for all sanctions	7.1.1 Sanctions are awarded to a team and may be taken by any player allowed in the area. The player taking the sanction must: (i) Take up the position indicated by the umpire as follows: (a) For a free pass: the position is where the infringement occurred. (b) For a penalty pass: the position is where the infringer was standing unless.....	6	Sanctions and Actions	6	- Sanctions and Actions - Types - Conditions for Free Pass - Conditions for Penalty Pass - Conditions for Throw-In - -Possession - Conditions For All Sanctions and Actions - Infringements During A Break In Play	6. Sanctions and actions have been defined under rule 6. And the sanction or action is further defined under each rule together with terminology to be used	Sanctions and actions are described in Rule 6. Sanctions and actions have been updated to provide consistency in placement of setting of an infringement to ensure clarity of instruction and direction to players and to improve communication. Examples: in the centre circle, near the transverse line. If a player deliberately or repeatedly takes a sanction from the incorrect position, the player will be penalised for delaying play
CONTROLLING PLAY	7.1.3	Conditions for Penalty Pass		6	Sanctions and Actions	6.7.	Conditions for a Penalty pass	6.7. A player who is correctly positioned to take a penalty pass may choose to play the ball before the penalty has been set. a. The umpire may call "taken" sparingly where it is necessary to clarify that a player has chosen to play the ball immediately (for example when a shot has been released after the whistle has been blown to penalise a major infringement).	Added advice to umpires to use the word 'taken' sparingly
CONTROLLING PLAY	8.4.1	Requirements for taking a throw in	Rule 8.4.1 Action: Requirements for taking a Throw In (f) Throw in to the opposing team where the infringement took place	6	Sanctions and Actions	6.13.	Conditions for Throw-In	6.13. Action: <i>Throw-in to the opposing team from the same position.</i>	Consistency of wording with rest of rules book
CONTROLLING PLAY	8.4.1	Requirements for taking a throw in	8.4.1 Requirements for Taking a Throw In (i) (b) Ensures all other players are on the court before releasing the ball.	6	Sanctions and Actions	6.11.	Conditions for a Throw-In	6.11. Deleted clause - Ensures all other players are on the court before releasing the ball.	Deleted the clause - ensure that all other players are on the court before releasing the ball. There are a number of issues relating to the application of the rule that add unnecessary complexity and make it very hard to umpire. Examples: At a goal line throw-in, the controlling umpire may be administering the throw-in, however a player up the other end of the court may be trying to gain a better position moving around the goal post and they are out of court when the pass is made. An opposition player may deliberately step outside of the court at a throw in force a turn over so their team gains possession

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CONTROLLING PLAY	8.4.1	Requirements for taking a throw in	8.4.1 (i) (e) (f) Requirements for taking Throw In (i) The player taking the throw in: (e) May not enter the court (including the lines bounding the court) until the ball has been released. (f) May not step behind any offside area while holding the ball. Action: Throw in to the opposing team where the infringement took place	6	Sanctions and Actions	6.11-13.	Conditions for Throw-In	6.11. 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. 6.12. 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. 6.13. 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.	Clarification of sanctions and actions at a Throw-In
	8.3.1	Ball out of court	8.3.1 Ball Out of Court (iii) If the ball is caught simultaneously by two opposing players, either of whom lands or is standing wholly or partly outside the court, a toss-up is taken on court between the players concerned.	6	Sanctions and Actions	6.15. 6.16. 6.17.	Possession	6.15. During a match the umpires may award possession of the ball to a team. If this is in the goal circle, a Goal Shooter or Goal Attack may either pass or shoot for goal. 6.16. 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. 6.17. 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].	All references to toss up have been deleted and replaced with possession (awarded by the umpire). The toss up has become a dying skill because it is used infrequently. Neither players or umpires are well trained on how to do a toss up and when they are used the toss up is often not well applied
				6	Sanctions and Actions	6.18.	Conditions for all Sanctions and Actions	6.18. Any player taking a sanction or action must also observe the rules for playing the ball [Rule 11] and passing distances [Rule 12] once it has been set.	Defines what a player must do when taking a sanction or action
CONTROLLING PLAY				6	Sanctions and Actions	6.19.	Conditions for all Sanctions and Actions	6.19. Any player taking a sanction or action must obey the footwork rule [Rule 13] once it has been set. The foot placed at the point indicated is considered as equivalent to a 'one-foot landing'.	Defines what a player must do when taking a sanction or action
Sanctions	8.6	Infringements when the ball is not in play	8.6 A Player must not infringe when the ball is not in play. This includes (i) Between the ball going out of court and throw in being taken (ii) Between the awarding and taking of a sanction or a toss up (iii) Between the scoring of a goal and the taking of a centre pass (iv) During a stoppage	6	Sanctions and Actions	6.20.	Conditions for all Sanctions and Actions	6.20. A player must not infringe when the ball is not in play. This includes: b. 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.	Updated to allow a player to go into an offside area to retrieve the ball to take a sanction or action in order to speed up play
SCORING A GOAL	7.2	Advantage	7.2 Advantage	7	Advantage	7.1. - 7.5.	-Principles Not to be applied - If goal scored	7. Refer to new rule 7 Advantage	The advantage rule has been updated. Advantage should be applied more to allow a more free flowing, fan friendly style of netball

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SANCTIONS	10.2	Requirements for taking a shot	10.2 (ii) A defending player may not: (a) Cause the goalpost to move so as to interfere with a shot at goal (b) Deflect a ball on its downward flight towards the ring, including touching the ball up through the net. Sanction Penalty pass. If shot is successful the goal is scored.	7	Advantage	7. 5.	If Goal Scored	7.5. 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.	Clarification that advantage is applied and goal is scored and terminology to be used
				8	Centre Pass	8.2.	Principles	8.2. Both umpires should check the correct centre pass with the scorers at the start and end of each period of play. Either umpire may hold time during play to check the correct centre pass with the scorers.	Added to provide clarity and to avoid an incorrect centre pass being taken
				8	Centre Pass	8.3.	Principles	8.3. The first centre pass in each period of play is started by the umpire controlling the goal end of the team taking the centre pass. The umpire crossing the court takes the ball to the centre of the court before moving to the side line.	Confirms that the umpire crossing the court takes the ball to the centre of the court before moving to the side line.
	6.1.1	Procedures for centre pass	6.1.1 (iv) Procedures for Centre pass Immediately a goal is signalled both umpires indicate the direction of the next centre pass: (a) If they disagree the umpires seek clarification from the scorer. (b) In the event that both umpires indicate the centre pass direction incorrectly, the scorer notifies the umpires using an audible sound.	8	Centre Pass	8.5.	Principles	8.5. Immediately 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.	Updated procedure at a centre pass to avoid an incorrect centre pass being taken. Additionally an on-court player may appeal the centre pass before it is taken
MATCH PROCEDURES	8.2	Centre pass	8.2 (ii) At a centre pass, before the whistle was blown to end the quarter/half, the centre pass will be ruled not to have been taken if: (c) an intentional infringement by the opposing team has been penalised and the penalty pass has not been taken.	8	Centre Pass	8.7.	Principles	8.7. At a centre pass, before the whistle is blown to end a period of play, the centre pass will be ruled not to have been taken if: a. The ball is still in the Centre's hands and no player from that team has been penalised. b. The ball is knocked out of the Centre's hands by an opponent. c. Any infringement by the opposing team has been penalised and the sanction has not been taken.	At a centre pass, if an infringement by the opposing team is penalised and the penalty has not been taken when the whistle is blown to end the period of play, then the centre pass will be ruled not to have been taken whether the infringement was intentional or not
				8	Centre Pass	8.16.	Controlling the Centre Pass	8.16. A player from the team taking the centre pass may not b. Touch or catch the ball in the air then land either wholly or partly outside the court, or..... Sanction: Free pass in goal third by the transverse line where the player was in contact with the ground in the goal third or near to where the player landed out of court.	Additional clause added for clarity

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SCORING A GOAL	10.1	Requirements for scoring a goal	10.1. A goal is scored when the ball is thrown or batted above 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. (ii) If a player other than Goal Shooter or Goal Attack throws or bats the ball through the ring no goal is scored and play continues.	9	Scoring a Goal	9.1. & 9.4.	Requirements	9.1. 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. 9.4. If the ball passes completely through the ring on any other occasion no goal is scored and play continues.	To provide clarity
SCORING A GOAL	10.1	Requirements for scoring a goal	10.1 (i) If the whistle to end play or to hold time is blown before the ball has passed completely through the ring no goal is scored.	9	Scoring a Goal	9.2. & 9.7.	Requirements	9.2. 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. 9.7. A defending player may not: a. Cause the goalpost to move to interfere with a shot at goal. b. Deflect a ball on its downward flight towards the ring, including touching the ball up through the net. Sanction: Penalty pass. If a shot is successful, the goal is scored. Terminology: Interference with shot.	Scoring a goal rule has been updated to reward the shot that was successfully made in the last seconds of the game regardless of the flight time of the ball and this is easier for the umpires to judge. Also defined what happens if there is an infringement on the shot and the shot is unsuccessful [Rule 9.7]
				9	Scoring a Goal	9.6.a.	Taking a Shot	9.6. In taking a shot at goal the player must: a. Have no physical contact with the ground outside the goal circle including while catching or touching the ball. The player may lean on the ball in the goal third outside the goal circle or may roll the ball or pick it up from this area, provided the player makes no physical contact with the ground outside the goal circle.	Added for clarification and for consistency

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DURING THE MATCH	9.3	Stoppages	Stoppages (for substitution)	10	Stoppages	10.2 - 4.	Substitutions and Team Changes	<p>Both teams have the right to make substitutions and/or team changes:</p> <p>a. During an interval.</p> <p>b. When play is stopped for injury/illness of a player or blood.</p> <p>10.2. Both teams may make tactical changes immediately after a goal has been scored following a request from an on-court player to hold time for this purpose, ensuring that:</p> <p>a. The umpire is clear the request is for a tactical change and not for injury/illness of a player or blood.</p> <p>b. Any on-court players leave the court or change playing positions without delay.</p> <p>c. Any substitutes take up their position on court without delay.</p> <p>d. All team officials including primary care persons remain at the team bench.</p> <p>e. The umpire is able to restart play quickly so the momentum of the match is not affected.</p> <p>10.3. If undue time is taken by either team to complete substitutions and/or team changes, the infringing team will be penalised for delaying play [Rule 19.1] and [Rule 19.2]. For a tactical change, this will be immediately following the whistle for the next centre pass.</p> <p>10.4. The number of substitutions and/or team changes is unlimited during a match provided the players used are those named for the match. However, if the number of requests for tactical changes becomes frivolous the umpires may refuse the request and/or penalise the infringing team for delaying play [Rule 19.1] and [Rule 19.2].</p>	Stoppage rules updated to allow a player to request a tactical change to prevent unethical use of injury time and speed up the game; At an elite level, the addition of this rule will make the sport more viewer friendly and reduce instances of time being held for "injury time" in a match. At a community level, this rule will allow coaches to better rotate their teams to accommodate greater participation. This rule proposals has been trialled for 2 years in an elite competition
DURING THE MATCH	9.3.1	Injury/illness or blood	<p>9.3.1 Injury/Illness or Blood (i) The umpires hold time for injury-illness upon appeal from a on-court player or for blood (a) For injury/illness of a player or blood: all players not affected or being substituted remain on the court (ii) The umpires hold time for blood when noticed or for injury/illness when requested by an on-court players(iii) The player concerned must leave the court within 30 seconds and receive any treatment off the court. (vi) Any other players with blood on them and/or their clothing must leave the court and have the blood stained clothing replaced and blood cleaned off their body, before play restarts.</p>	10	Stoppages	10.5. - 10.22.	<p>- Procedures</p> <p>- Injury/Illness of a player or Blood</p>	10.5. - 10.22. Refer to Procedures and new rule for stoppages and Injury/illness of a player or blood	Based on medical advice the blood management rule has been rewritten. The requirement for multiple players who have dried blood on them to leave the court has been removed. Amended requirements for dry blood on player's clothing to mirror other sports (i.e., small amounts of dry blood is not a concern). If a change of clothing is required, this may occur outside the playing enclosure to ensure privacy

Current Rule Number and Heading	Sub Rule number	Sub Rule Heading	Current rule text	New rule number	New rule heading	New sub-rule number/s	New sub rule heading	New rule text	Comment
DURING THE MATCH	9.3.2	Other stoppages	9.3.2 Other stoppages (ii) The umpires decide the length of such a stoppage and ensure play restarts as soon as possible	10	Stoppages	10.23-26.	Emergencies	10.23. The umpires may hold time or extend an interval in the event of the serious injury/illness of a player, injury/ illness of a match official or technical official, an issue with the court, goalposts or ball, the weather or technical equipment or in other extreme circumstances. 10.24. The umpires in conjunction with the event organiser decide the length of such a stoppage and ensure play restarts as soon as possible. 10.25. The umpires may sparingly hold time if there is going to be a material loss of playing time (for example the ball leaving the playing enclosure). Otherwise, playing time should not be stopped including when an umpire is awarding an infringement that is not foul play, or where the court or ball has incidental moisture on it which is not impacting play. 10.26. If required, the event organiser may invoke any delay, postponement or cancellation policy. In extreme circumstances they may also instruct the umpires to abandon a match if the safety of players and/or officials is considered to be at risk.	Updated the Emergency rule to define the process to be applied by the umpires and the role of the Event Organiser and reference to the event delay, postponement and cancellation policy
DURING THE MATCH	9.4.1	Methods of playing the ball	9.4.1 Methods of Playing the ball (1) to (viii)	11	Playing the Ball	11.1-8.	-Gaining Possession -While in Possession -Without Having Possession -Prohibited Actions	Refer to new rule 11 Playing the Ball	Playing the Ball rule has been rewritten to provide clarity (including repossession and replayed ball)
DURING THE MATCH	9.5.1	Short pass	9.5.1 Short Pass (iii) If two opposing players gain possession of the ball in quick succession, the umpire calls 'possession', indicates the player who caught the ball first and allows play to continue.	12	Passing Distances	12.1-2.	Short Pass	12.1. 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. 12.2. 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.	The short pass rule has been rewritten as the current wording of the rule "sufficient space for an opposing player to intercept the ball with a hand" renders the short pass rule almost redundant. The principle is to ensure that every pass is contestable. The sanction for a short pass is a free pass where the ball is caught or touched by the receiving player of the same team. In addition clarified what should happen if two players from the same team gain possession of the ball in quick succession
DURING THE MATCH	9.7	Offside	9.7 (i) A player is offside when the player enters a court area not designated for that player's position. This applies whether the player has contact with the ball or not.	14	Offside	14	Requirements	14.1. A player is offside when the player enters a court area not designated for that player's position except when solely to retrieve a ball to set a sanction or action [Rule 6.20]. This applies whether the player has contact with the ball or not.	The Offside rule has been updated to allow a player to go into an offside area to retrieve the ball to take a Sanction or Action in order to speed up play
TECHNICAL SPECIFICATIONS	3.1	Court	3.1.1 (vi) No clear definition as whether if a players foot is touching a line (but not over) if they are considered in play or out of court/offside etc.	14	Offside	14.1.	Offside	14.1.A player is not offside, if any part of their body is in contact with, but not over, the line bounding the court area designated for that player's position.	Updated to clarify that an on-court player is not offside if they have any part of their body on but not over the line bounding the court area for their playing position

Current Rule Number and Heading	Sub Rule number	Sub Rule Heading	Current rule text	New rule number	New rule heading	New sub-rule number/s	New sub rule heading	New rule text	Comment
CONTROLLING PLAY	8.3.2	Player outside the court	8.3.2 Player Outside the Court (i) A player may jump from a position inside the court and throw or bat the ball before landing ...	15	Out of Court	15.5. & 15.6.	Player Outside the Court	15.5 5. A player is not out of court when any part of their body is on but not over any part of the goal line or side line. 15.6. A player may jump from a position inside the court and pass or shoot the ball before landing outside the court.	Clarification that a player who has any part of their body on but not over the side lines or goal lines is not out of court. A player may jump from inside the court and pass or shoot the ball before landing outside the court. Pass definition is action of a player throwing, batting or bouncing the ball to a player, dropping the ball or putting the ball on the ground and removing their hands
CONTROLLING PLAY	8.3.2	Player outside the court	8.3.2 (ii) Player Outside the Court A player having no contact with the ball may move into the court surround...	15	Out of Court	15.7.	Player Outside the Court	15.7. A player having no contact with the ball, whether attacking or defending, may move into the court surround provided this is solely for the purpose of repositioning back onto the court.	Clarification that both attacking and defending players may leave the court for repositioning
CONTROLLING PLAY	8.3.2	Player outside the court	A player who leaves the field of play without the permission of the umpire may not be replaced.The player may, after first reporting to the umpire, return to the court immediately after: 8.3.2 (v) (b) a stoppage for injury/illness.	15	Out of Court	15.9.	Player Outside the Court	15.9. A player who leaves the field of play without the permission of the umpire will be treated as a late player [Rule 3.8].	Procedure for a player who leaves the field of play without the permission of the umpire re-entering the court is treated as a late player [Rule 3.8]
CONTROLLING PLAY	8.3.3	Defending a player from out of court	Sanction: Penalty pass taken on the court close to where the infringer was standing.	15	Out of Court	15.10.	Defending from out of court	15.10. Sanction: Penalty pass taken on the court near to where the infringer was standing.	Sanction changed to 'near' and not 'close to'
OBSTRUCTION	11	Obstruction	11 Sanction for obstruction infringements: Penalty Pass where the infringer is standing unless this places the non-infringing team at a disadvantage	16	Obstruction	16	Sanction for obstruction infringements	16. Sanction for obstruction infringements: <i>Penalty Pass where the infringer was standing unless this places the non-infringing team at a disadvantage, in which case the penalty will be taken where the obstructed player was standing.</i>	Updated to provide greater clarity and instruction on where the Penalty should be taken
OBSTRUCTION	11.1	Obstruction of a player in possession of the ball	11.1 Obstruction of a player in possession of the ball does not specifically mention a defender lifting another player from same team to defend a shot at goal and where the obstruction is measured from	16	Obstruction	16.1. and 16.2.	Player in possession of the Ball	16.1. An opposing player may attempt to deflect or intercept the ball or defend a player in possession of the ball, provided there is a distance of not less than 0.9 m (3 ft) measured on the ground from the nearest part of the landing foot of the player with the ball to the nearest part of the opposing player's nearer foot in contact with the ground. 16.2 An opposing player may attempt to deflect or intercept the ball or defend a player in possession of the ball while being lifted by another opposing player, provided there is a distance of not less than 0.9 m (3 ft) measured on the ground from the nearest part of the landing foot of the player with the ball to the nearest part of either opposing player's nearer foot in contact with the ground.	Updated to provide clarification in relation to obstruction and also a player being lifted by another player
OBSTRUCTION	11.1	Obstruction of a player in possession of the ball	11.1 Obstruction of a player in possession of the ball	16	Obstruction	16.5.	Player in possession of the Ball	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 0.9 m (3 ft) from the nearest part of where the landing foot is now grounded.	Clarification that a defending player must move 3 feet away from nearer foot of a player in possession of the ball if the player pivots.
OBSTRUCTION	11.2	Obstruction of a player not in possession of the ball	11.2 At the moment the rule talks about arm(s) taken away from the body to limit possible movement,	16	Obstruction	16. 9.	16.9. Player not in Possession of the Ball	16.9. A player who is within 0.9 m (3 ft) of an opponent (measured between the nearest part of the nearer foot on the ground) may not, whether attacking or defending, use movements that take the arms away from the body so as to prevent the movement of an opponent, except as required for natural body stance.	Updated the rule as umpires at all levels find it hard to equate 'possible' movement with an 'actual' movement. The word 'possible' has been removed and 'limit' changed to 'prevent'
CONTACT	12	Contact and contest	12 Sanction: Penalty Pass where the infringer is standing unless this places the non-infringing team at a disadvantage.	17	Contact	17	Sanction for contact infringements	17. Sanction for contact infringements: <i>Penalty Pass where the infringer was standing unless this places the non-infringing team at a disadvantage, in which case the penalty will be taken where the contacted player was standing.</i>	Provide greater clarity and instruction on where the Penalty should be taken

Current Rule Number and Heading	Sub Rule number	Sub Rule Heading	Current rule text	New rule number	New rule heading	New sub-rule number/s	New sub rule heading	New rule text	Comment
CONTACT	12.1	Contact and contest	Contact and contest, interference, moving into a player's space and inevitable contact	17	Contact	17	-Interference - Causing Contact - Player in the Air - Causing Contact - Moving Player - Inevitable Contact - Contact Endangering Player Safety	Refer to new rule 17 - Contact	The Contact rule has been rewritten with consideration to player safety. The new rule explicitly outlines interference, causing contact on a player in the air, causing contact on a moving player, inevitable contact and contact endangering player safety
GAME MANAGEMENT	13	Game Management	Game Management	18	Game Management	18	-Principles - Game Management Actions - Proactive Advice - Advance and/or Escalate a Sanction - Warning -Suspension -Ordering Off - Discipline of Team Officials and Bench Players	Refer to new rule 18 - Game Management	The Game Management rule has been rewritten as the current rules are complex and Game Management is not being applied consistently by umpires
MATCH PERSONNEL	5.2.1	Umpires	5.2.1 The Umpires control a match accordingly to the Rules and decide any matter not covered by them. Their decisions are final and are given without appeal.	18	Game Management	18.1.	Principles	18.1. The umpires apply the Rules of the Game fairly, communicate clearly and maintain a calm, decisive control while ensuring that player safety is the paramount consideration. In all interactions with players and team officials during the match, umpires will act respectfully in accordance with standards of good sporting behaviour and must not criticise or coach any player or team.	Netball is a growing sport and to continue to increase the profile of our game we must treat everyone with respect and in a manner in which we would like to be dealt with
GAME MANAGEMENT	13.2	Game Management	Game Management	19	Foul Play	19	-Unfair Play - Unsporting Behaviour - Dangerous Play	Refer to new rule 19 - Foul Play	New rule Foul Play has been defined including Unfair play, Unsporting Behaviour and Dangerous Play
MATCH PERSONNEL	5.2.1	Umpires	5.2.1 Their decisions are final and are given without appeal.	19	Foul Play	19.5.	Unfair play	19.5. 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.	Any player who disputes a decision by the umpire will be disciplined with the prescribed game management action (Rule 18.1)

Current Rule Number and Heading	Sub Rule number	Sub Rule Heading	Current rule text	New rule number	New rule heading	New sub-rule number/s	New sub rule heading	New rule text	Comment
CONTROLLING PLAY	8.5	Toss Up	Toss up is taken for Simultaneous infringements and after a stoppage when the umpire is unable to determine which player had the ball or the ball was on the ground when play stopped	20	Simultaneous and Mutual Infringements and Stoppages	20 and 10.8.d	Procedure	Refer to new rule 20 for Simultaneous and mutual infringements and rule 10.8.d Stoppages Procedures	A new rule has been written for Simultaneous and Mutual Infringements (to replace the Toss Up). Rule 10.8.d. If the ball was on the ground or the umpire is unable to say which team had possession of the ball, possession of the ball is awarded to the team who last had possession of the ball immediately prior to the stoppage and any player from that team allowed in the area may restart play
APPENDIX D: Variations for other levels of play	D	Variations for other levels of play	Variations for other levels of play	21	Variations for Other Levels of Play	21	-Principles -Rule 1. Technical Specifications Rule 2. Time -Rule 3. Team -Rule 4. Match Officials Rule 5. Technical Officials	21. Variations for other levels of play has been updated and included as Rule 21	Variations for other levels of play has been updated and included as Rule 21
DEFINITIONS	2	Definitions	Definitions	Definitions	Definitions	Definitions	Definitions	Refer to new definitions	Definitions updated and additional definitions added
INTRODUCTION	1	Introduction	1 "While Netball developed first as a game predominantly played by women and girls, it is now played by boys and girls, women and men.	Foreword	Foreword	Foreword	Foreword	Refer to new foreword	New foreword written to replace Introduction to describe netball, core values, WN jurisdiction in relation to rules and English as definitive text and other languages
Appendix A: Match Guidelines	A	Match guidelines	Match guidelines	Match Guidelines	Match Guidelines	Match Guidelines	Match Guidelines	Match guidelines have been incorporated in rules	Match guidelines have been included with the rules and Appendix A has been deleted
Appendix B: Umpire Hand Signals	B	Umpire Hand Signals	Umpire Hand Signals	Umpire hand signals	Umpire hand signals	Umpire hand signals	Umpire hand signals	Umpire Hand Signals have been updated and additional hand signals added.	Umpire Hand Signals have been updated and additional hand signals added. These are included in the section headed Umpire Hand Signals
Appendix C: Umpire Terminology	C	Umpire Terminology	Umpire Terminology	Umpire terminology	Umpire terminology	Umpire terminology	Umpire terminology	Umpire Terminology has been added throughout the rules book with the relevant rule	Terminology has been updated and included with the relevant rule and Appendix C has been deleted