Shine the light

Date: Tuesday 16th July, Time: 09.00 to 11.00

Venue: ACC Liverpool, Room 12

Presenters:

Cheryl Danson [INF Rules Advisory Panel (RAP) Chair / International Umpires’ Award Testing Panel (ITP)]

Heather Gleadall [International Umpires’ Award Testing Panel (ITP)]
Shine the light - Rules

WELCOME and Introductions
Shine the light - Rules

Reference Documents

• INF netball rules 2018 edition
• INF Match protocols dated January 2018
• INF RAP Rules interpretations published on INF website – www.netball.sport
Shine the Light - Rules

Objective:
To explore some of the rules that are frequently applied incorrectly with different interpretations and application across the netball world

Outcome:
A clearer understanding of the rules and interpretations
The session will also discuss the rules that participants would like to change in the future.
Shine the Light - Rules

The rules session will cover:

- Centre pass
- Footwork
- Playing the ball
- Passing distance
- Stoppages
- Setting penalties
- Contact and contest
- Obstruction
- Which rules are difficult to understand and which rules would you like to be changed?

Q and A
Shine the Light – Centre Pass

The Rule 8.2.1 Positioning of players for Centre Pass
The Centre in possession of the ball stands with at least one foot wholly within the centre circle

8.2.2 Controlling the Centre Pass

When the whistle is blown to start play, the Centre in possession of the ball may step outside the centre circle but must obey the footwork rule. If when the whistle is blown:

(a) Only one foot was wholly inside the centre circle, this foot will be considered the landing foot

(b) Both feet were wholly inside the centre circle, the foot not moved first will be considered the landing foot
Rule 8.2.1 Positioning of players for Centre Pass

(iii) All other players are in their respective goal thirds and are free to move but must not enter the centre third until the whistle has been blown to start play.

(iv) If two opposing players enter the centre third simultaneously before the whistle is blown:

(a) Neither makes contact with the ball
(b) Either player touches or catches the ball...
(c) One umpire blows for a sanction and other indicates advantage...
Shine the Light – Centre Pass

**Player not in correct playing position at centre pass** – advantage or delaying?

- There is no change from the previous rule. The umpire should not blow the whistle for the centre pass until **all** players have been able to return to their appropriate thirds.
- If they appear to be **slow** to do so, the umpire can do any of the following:
  - instruct them to hurry up and get in their position
  - blow for the centre pass (and indicate advantage, if this is applicable) and have a ‘quiet word’ to advise them to hurry up
  - if necessary, penalise the player for delaying play (especially if they have already been advised to hurry up). **Note: Delaying play carries an automatic caution so ensure that this sanction is warranted**

Normally the umpire would not blow the whistle for the centre pass until all players have been able to return to their playing positions.
Pivot - definition

A movement where the player with the ball swivels *either* on the heel *or* on the ball of the landing foot while this maintains contact with the original landing position.
Shine the Light – Playing the ball

**Possession definition** - Player holds the ball with one or both hands

**Rule 9.4.1** Methods of Playing the Ball

(i) To **gain possession** a player may .............

(ii) A player who has possession of the ball may...and may not ..........

(d) After releasing the ball, **may not replay** the ball until it has been touched by another player or it rebounds from the goalpost
Shine the Light – Passing distance

9.5.1 Short Pass

(i) 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.

(ii) If two players from the same team gain possession of the ball in quick succession, the second player’s hands must be removed or it will be deemed a short pass.
The Rule 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.

A Possession call is made without blowing the whistle. If you need to blow the whistle then a possession call is not appropriate. If the call is given in a timely manner the player should immediately remove their hands from the ball.

**What if the second player does not remove their hand/s from the ball?**
Shine the Light – Stoppages

The rule 9.3 and 9.3.1 and 9.3.2

Umpires hold time for injury/illness or blood when appealed to by on-court player
All players not affected remain on court

In extreme circumstances the umpires may hold time without a request being made
What is extreme?
Who leaves the court?

Player concerned must leave the court and receive any treatment off the court; up to 30 seconds is allowed for play to restart
Primary carer/s are allowed on court to assess the player’s medical condition and to assist the player from the court
On primary carer/s advice the umpires will extend the time for the player to leave the court
Umpires may authorise other persons (including team officials) to help the player leave the court

Blood on ball or court must be cleaned and any blood stained clothing replaced before play restarts
Other stoppages examples – Retrieving the ball, serious injury/illness of a player,
Umpires may hold time for an emergency (umpire decision and whether players leave the court)
Umpires decide the length of time for the stoppage
Shine the Light – Stoppages

The rule 9.3 Stoppages

Discussion: So what can go wrong? – examples

Protocols relating to stoppages:
Refer to INF Match protocols published January 2018
Rule 9. During play
Rule 7.1.1 Conditions for all sanctions
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:

For a free pass: the position is where the infringement occurred
For a penalty pass: the position is where the infringer was standing unless this disadvantages the non-infringing team
Shine the Light – Setting penalties

Penalty pass

When awarding a sanction the umpire indicates the correct position. If a player takes a free pass or penalty pass from an incorrect position what sanction is awarded and what is the terminology used?

Discussion:

• Penalty set is ..?
• When may the player take the penalty?
• What happens if penalty is taken from the wrong position?
• What if infringer moves?
• What if infringer is not in position?
• What if infringer attempts to take part in play or attempts to intercept the penalty pass
• Discuss 2 shots at goal
Shine the Light – Setting penalties

Umpire may escalate to game management if required

13.2.1 Unfair Play

(i) Delaying play

A player may not intentionally waste time or delay play

Sanction: **Penalty pass which is advanced** (unless the non-offending team is disadvantaged) and the player is cautioned

13.2.3 Misconduct

(i) Dissent with an umpire

A player may not dispute a ruling given by an umpire or direct any offensive, insulting or abusive language and/or gestures at 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 where a sanction is to be taken.**
Shine the Light – Contact & Contest

The Rule 12.1

Contact & Contest

When attacking, defending or playing the ball, opposing players may come into physical contact with each other. Provided the players do not interfere with each other’s play or use their bodies to gain an unfair advantage over their opponent, it is deemed to be ‘contest’ and play continues.

‘Contact’ occurs when a player’s actions interfere with an opponent’s play whether these are accidental or deliberate.

Physical contact happens throughout a match so we must use the rule to help us decide what contact to penalise and what is contest
Shine the Light – Contact & Contest

**Interference** may occur in the following ways:

- Physical contact using any part of the body to *limit an opponent’s ability to move freely* (including pushing, tripping, holding, leaning on an opponent)
- **Knocking or hitting a player** including when shooting for goal
- **Placing hand/s on the ball held by an opponent**
- **Hitting the ball held by an opponent** or removing it from an opponent’s possession
- While **holding the ball pushing it into an opponent**
Shine the Light – Contact & Contest

The Rule 12.2.1

Moving into a player’s space

A player causes contact by:

- Landing in a place already occupied by an opponent before the movement began
- Moving into the path of an opponent who is committed to a particular landing space
Shine the Light – Contact & Contest

The Rule 12.2.2
Inevitable contact
Player/s whether moving or stationary, **may not position so closely to an opponent** that this player is unable to move without contacting

Questions: At what point is inevitable contact penalised?
Is this consistently applied?

The Rule 12.2.3
Simultaneous contact
If two opposing players **contact simultaneously** a toss up is taken between the two players concerned

Question: How often have you seen this happen / penalised?
Discussion:

What is interference with an opponent’s play?
What actions interfere with an opponent’s play?
What is using the body to gain an unfair advantage over an opponent?
How do we know what has interfered?
What about a fake pass – is this interference?
What are the signs that a player has been contacted?
Shine the Light – Contact & Contest

The signs
- Player not in control of the ball
- Body not balanced
- Not able to control footwork
- Loss of power
- Loss of speed
- Injured as a result
- Loss of composure
- Others?
VIDEO CLIPS

Now watch these video clips. For each one decide if there was a contact infringement or if it was contest, considering:

➢ Interference with an opponent’s play
➢ Actions that interfere with an opponent’s play
➢ Using the body to gain an unfair advantage over an opponent
➢ The signs that a player has been contacted
Shine the Light – Obstruction

The Obstruction rule comprises

• Rule 11.1 Obstruction of a player in possession of the ball
• Rule 11.2 Obstruction of a player not in possession of the ball
• Rule 11.3.1 Defending a player from out of court
• Rule 11.3.2 Defending a player who is out of court

The obstruction rule looks simple so what are the main issues with application of the rule?
Shine the Light – Obstruction

Rule 11.1
Of a player in possession of the ball
  • Observation of 3 feet
  • Measured from landed/landing foot to nearer foot of defender
  • A defender may defend and land within 3 feet provided this does not interfere with the shooting or passing action

Rule 11.2
Of a player not in possession of the ball
  • A player may momentarily signal for a pass or to indicate the intended direction of a movement
  • May not (whether attacking or defending) use movements that take arms away from the body so as to limit the possible movement of an opponent, except as required for natural body stance
Shine the Light – Obstruction

Rule 11.3.1 Defending a player from out of court
• A player who is standing outside the court may not attempt to defend a player on the court whether that player has the ball or not

Rule 11.3.2 Defending a player who is of court
• A player may defend a player who has chosen to go out of court provided
  • the defending player does not leave the court
  • the defending player does not leave own playing area
  • the defending player does not obstruct the player (Rule 11.2 (ii))
Shine the Light - Rules

Which rules are difficult to understand?

Which rules would you like to be changed?