

2 Definitions **(Additions and modifications)**

CONGRESS 2023 Item 10(b)

Alternating possession: a method of awarding a free pass to a team for simultaneous infringements.

Concussion: as defined in the latest *Consensus Statement on Concussion in Sport*.

Foul play: anything a player does within the field of play that is contrary to the letter and spirit of the Rules of the Game or does not meet accepted standards of fair play, good sporting conduct and/or ethical and moral behaviour. It includes unfair play, unsporting behaviour and dangerous play.

Good sporting behaviour **(replaces Good sportsmanship):** level of behaviour that meets generally accepted ethical standards in sport, including playing by the Rules, self-discipline, self-control and respecting opponents and officials.

Independent doctor: a neutral doctor arranged by the event organiser who is qualified in sports medicine and is both legally permitted and insured to administer concussion protocols consistent with the latest *Consensus Statement on Concussion in Sport*.

Player safety: the condition of being protected from foreseeable risk of injury or harm to health and wellbeing.

Possession: player who either holds the ball with one or both hands or who has one or both hands on the ball while it is on the ground.

Primary care person: team official who is qualified to diagnose and treat injury or illness.

Sledging: deliberately insulting or verbally intimidating an opposing player.

Team doctor: additional primary care person who is qualified in sports medicine acting expressly in a medical capacity and is both legally permitted and insured to administer concussion protocols consistent with the latest *Consensus Statement on Concussion in Sport*.

Trajectory: the path that the ball follows once it is passed, from the hands of the passer to those of the receiver.

Yield: to give way to an opposing player in the air.

5.1.1 Players

- (iv) 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) Any other adornment worn must be securely covered with tape and/or padding.
 - (d) Medical devices may be worn provided they are securely covered with tape and/or padding.
 - (e) Player monitoring devices may be worn provided they are secured within the playing uniform.
 - (f) Fingernails must be short and smooth.
 - (g) Hair must be suitably tied back (for example in a ponytail, plait or braided) and free from any adornment.

- (v) Role of captain:
 - (a) Before the match starts, the captains toss. One of the captains tosses a coin and the other captain calls.
 - (b) The winner of the toss decides whether to have the first centre pass or to choose a goal end. The loser of the toss will have the first free pass under the procedures for alternating possession for any simultaneous infringement.
 - (c) The captains will notify the official bench of the result of the toss.
 - (d) The captain (or any other player) has the right to approach the umpires during an interval for clarification of any rule and umpires must provide such clarification in a way that is clearly understood. Any player/s for whom the clarification is relevant may also be present.
 - (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).
 - (g) The umpires may request the on-court captain to speak to any on-court player/s whose behaviour is causing concern.

5.1.2 Team Officials (Full replacement)

- (i) A team may have up to five team officials. These will include a coach and at least one primary care person.

- (ii) A team may have a sixth team official only if that role is a team doctor who is qualified in sports medicine acting expressly in a medical capacity and legally permitted and insured to administer concussion protocols consistent with the latest *Consensus Statement on Concussion in Sport*.

- (iii) A primary care person:
 - (a) Must be qualified to diagnose and treat injury or illness.
 - (b) Must wear identification as specified by the event organiser (for example an arm band).
 - (c) Must not have any other roles (including as a player).
 - (d) Is permitted on the court during a stoppage for injury/illness of a player or blood issues.
 - (e) In extreme circumstances where player safety is endangered, may enter the court while play is in progress.
 - (f) 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.

5.3.1 Scorers

- (ii) During the match the scorers:
 - (a) Record any changes of players and/or positions.
 - (b) Record goals scored for each team as they occur as well as any unsuccessful shots.
 - (c) Keep a record of the centre pass taken by each team.
 - (d) Call the centre pass if appealed to by an umpire.
 - (e) Signal the direction of any centre pass to be taken immediately after a stoppage.
 - (f) Notify the umpires if a wrong centre pass is indicated [Rule 6.1.1 (iv) (b)].
 - (g) Record any warning, suspension and ordering off.
 - (h) Maintain the alternating possession arrow signal for simultaneous infringements including reversing the direction of the arrow when a simultaneous infringement occurs and/or teams change ends following the end of a period of play.
 - (i) Signal the direction of any free pass under the procedures for alternating possession in the event of a simultaneous infringement.

6.1.4 Procedures for Alternating Possession (all references to Toss Up to be deleted)

- (i) For a simultaneous infringement the umpire will check the direction of the alternate possession arrow on the official bench and award a free pass to the team indicated to be taken where the infringement occurred.

7.2 Advantage (Full replacement)

- (i) A team should not be disadvantaged when an opponent infringes. The umpire will refrain from blowing the whistle for an infringement when by so doing, the non-infringing team would be disadvantaged, and will instead apply advantage and allow the game to continue.
- (ii) Advantage will be applied where the non-infringing team has a clear and real opportunity to play the ball:
 - (a) To a territorial advantage (towards the non-infringing team's scoring end).
 - (b) To a tactical advantage (the non-infringing team is free to play the ball as they wish).
 - (c) To a combination of territorial and tactical advantage.
- (iii) Advantage must not be applied:
 - (a) To any incident of unfair play, unsporting behaviour or dangerous play.
 - (b) To any other incident that would result in the immediate suspension or ordering off of the infringing player.
 - (c) To any incident resulting in head and/or neck contact or contact of the head and/or neck with the court.
 - (d) To any other incident where it is suspected that a player is seriously injured.

In such instances, the infringement must be penalised by the umpire immediately as it occurs, and the required game management action must be delivered.

- (iv) The umpire will indicate that an advantage is being applied by:
 - (a) Calling "advantage" and stating the infringement and playing position of the infringing player/s and
 - (b) Using the umpire hand signal for advantage [Appendix B].
- (v) 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 infringing player.

8.5 Alternating Possession (all references to Toss Up to be deleted)

An alternating free pass is taken to restart play when:

- (i) Two opposing players gain possession of the ball simultaneously with one or both hands.
- (ii) Two opposing players send the ball out of court simultaneously or the umpire is unable to determine which player touched it last.
- (iii) Two opposing players are offside simultaneously and one or both touch or catch the ball [Rule 9.7.1 (ii) (b)].
- (iv) At a centre pass, two opposing players enter the centre third before the whistle and one or both touch or catch the ball.
- (v) Two opposing players contact each other simultaneously.
- (vi) After a stoppage, the umpires are unable to determine which player had the ball or the ball was on the ground when play stopped.

9.1 Substitutions and Team Changes (Full replacement)

- (i) Both teams have the right to make substitutions and/or team changes:
 - (a) During an interval.
 - (b) When play is stopped for injury/illness or blood issues.
- (ii) An on-court player may ask an umpire to hold time during a period of play to be immediately substituted:
 - (a) The player must leave the court without delay.
 - (b) The substitute must take up their position on court without delay.
 - (c) No other substitutions and/or team changes are permitted.
- (iii) The number of substitutions and/or team changes is unlimited during a match provided the players used are those named for the match.

9.3 Stoppages

- (i) The umpires hold time for injury/illness upon appeal from an on-court player, primary care person or independent doctor.
- (ii) The umpires hold time when they notice *active bleeding* or an *open wound*.
- (iii) The umpire may hold time for an emergency or such other circumstances as they consider appropriate.
- (iv) During a stoppage:
 - (a) For injury/illness of a player or blood issues: all players not affected or being substituted remain on the court.
 - (b) In an emergency or other circumstances: the umpires decide whether the players leave the court or not.

Sanction: Free pass on court near where the player left the court. If multiple players left the court the umpire will decide where the free pass is to be taken.

- (v) Play restarts from where the ball was when play stopped:

- (a) If the ball was out of court play restarts with a throw in.
- (b) If an infringement was signalled before play was held play restarts with the sanction awarded.
- (c) If the ball was on the ground or the umpire is unable to say which team had possession of the ball, play restarts under the procedures for alternating possession.
- (d) If a player was in possession of the ball when time was held by the umpire, any player from that team allowed in the area may have possession of the ball for the restart of play.
- (vi) In extreme circumstances and on the instruction of the event organiser, the umpires may abandon a match if the safety of players and/or officials is considered to be at risk.

9.3.1 Injury/Illness or Blood (Full Replacement)

- (i) The umpires hold time for injury/illness when requested by an on-court player.
- (ii) A primary care person or independent doctor may ask the umpire to hold time, or an umpire may hold time without a request being made in the event there is:
 - (a) Head and/or neck contact with a player.
 - (b) Contact of the head and/or neck of a player with the court.
 - (c) Any other serious injury including potential concussion.
- (iii) In extreme circumstances where player safety is endangered, a primary care person or independent doctor may enter the court while play is in progress. Either umpire will then immediately hold time.
- (iv) The umpires hold time if they notice any player who is *actively bleeding* or has an *open wound*.
- (v) In all circumstances above, the player concerned must leave the court within 30 seconds and receive any treatment off the court. The timekeepers advise the umpires when 10 seconds remain.
- (vi) Only primary care person/s are permitted on the court to assess the player's medical condition. They may ask for further assistance from the independent doctor before assisting the player from the court.
- (vii) If the primary care person/s or independent doctor advise the umpires that the player concerned cannot be removed safely within 30 seconds, the umpires will extend the time for the player to leave the court.
- (viii) The umpires may authorise other persons (including team officials) to assist the player to leave the court if needed.
- (ix) Any other player with blood on their body or clothing who is not *actively bleeding* may leave the field of play to have this cleaned within the time allowed for the stoppage by the umpires without the need to be substituted. However, any clothing that becomes blood-stained must be replaced and this may occur away from the playing enclosure.
- (x) If there is blood on the ball it should be swapped and any blood on the court must be cleaned as directed by the event organiser before play restarts.

- (xi) During the stoppage both teams may make substitutions and/or team changes, provided these are completed within the time allowed for the stoppage by the umpires.
- (xii) If no substitution is made for the injured/ill player, or for a player who is *actively bleeding* or has an *open wound*, play may resume with the position left vacant. If the player is the Centre and no substitution is made, one player must move to play as Centre to allow the match to continue.
- (xiii) If the position has been left vacant the player concerned or a substitute may not enter the match while play is in progress.

Sanction: The player is sent from the court until the correct time for entry. Penalty pass where the ball was when play was stopped. No player is required to stand out of play for the penalty pass.

- (xiv) If the position has been left vacant the player concerned or a substitute may return to the court at the next break in play (after a goal is scored, during a stoppage or interval, when a sanction is awarded, or throw in is taken). If the player concerned was originally the Centre at the time of the stoppage they must return to the Centre position and any player who moved to play as Centre returns to the previous playing position.

9.5.1 Short Pass (Full replacement)

- (i) When a player passes the ball, the resulting trajectory of the ball must measure at least 0.9m / 3 ft before it is caught or touched by a player of the same team.
Sanction: Free pass to the opposing team where the ball is caught or touched by a player of the same team.
- (ii) If two players from the same team gain possession of the ball in quick succession, the hands of the second player must be removed or the pass will be deemed to be a short pass.
Sanction: Free pass to the opposing team where the players gained possession.
- (iii) If two opposing players gain possession of the ball in quick succession, the umpire calls 'possession', indicating the player who caught the ball first and allows play to continue. The hands of the other player must be quickly removed, or they shall be penalised for Contact [Rule 12.1(i)].

10.1 Requirements for scoring a goal

A goal is scored when the ball is thrown or batted above and completely through the ring by the Goal Shooter or Goal Attack from any point within the goal circle including the lines bounding the goal circle.

- (i) If the whistle to end play or to 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.

12. Contact (Full replacement)

Sanction for contact infringements: *Penalty pass where the infringer was standing, unless this places the non-infringing team at a disadvantage, when the penalty shall be taken where the infringed player was standing.*

12.1 Interference

- (i) When attacking, defending or playing the ball, a player must not engage in physical contact with an opponent that unfairly interferes with the opponent's play, whether accidental or deliberate. This may include, but is not limited to:
 - (a) Pushing, tripping, grabbing, holding or leaning on an opponent.
 - (b) Knocking or hitting an opponent, including when shooting for goal.
 - (c) Hitting or placing hand/s on a ball held by an opponent.
 - (d) While holding the ball, pushing it into an opponent.
- (ii) To be penalised as contact under the Rules of Netball, the physical contact must result in:
 - (a) Loss of the ball by an opponent in possession.
 - (b) A change or changes in the body position of an opponent which limits their ability to move freely and places them at an unfair disadvantage in attacking, defending or playing the ball.
- (iii) Incidental physical contact between opposing players in attacking, defending or playing the ball which does not cause interference as described in (ii) above will be deemed fair contest, and should not be penalised.

12.2 Causing Contact**12.2.1 Player in the Air**

- (i) Regardless of whether the ball is touched or caught, a player who has jumped into the air from an on-court position must be permitted to land:
 - (a) In the same place on court.
 - (b) In any other place on court, provided that an attacking player may not intentionally move into a stationary opponent when jumping and catching the ball.
- (ii) Where two or more opposing players jump into the air together in an attempt to touch or catch the ball, the player who is successful in gaining possession has priority and must be permitted to land in accordance with the trajectory of the pass, and any opponent/s must yield this landing place.

- (iii) An opponent must not:
 - (a) Move into the landing place of a player after that player has jumped in the air (see (i) and (ii) above).
 - (b) Fail to yield the landing place of a player who has jumped into the air and gained possession after an unsuccessful attempt to touch or catch the ball (see (ii) above).

12.2.2 Moving Player

- (i) A player must not take up a position so near and or so quickly into the path of a moving opponent, that the opponent does not have sufficient time or distance, either to stop or change their direction. The time and distance that must be allowed by the player is directly proportional to the speed of the opponent.

12.2.3 Inevitable Contact

- (i) Player/s, whether moving or stationary, must not position so closely to an opponent that the opponent is unable to move at all without contacting.

12.3 Simultaneous Contact

- (i) If two opposing players contact simultaneously, a free pass will be taken under the procedures for alternating possession.

12.4 Contact Endangering Player Safety

In the application of this Rule, player safety is the paramount consideration. In particular, an infringement of this Rule will normally be considered as dangerous play requiring the additional delivery of game management action under Rule 14 if it involves:

- (i) A player who pushes, grabs, holds, knocks or hits the arms, legs or body of an airborne opponent in a manner that puts safe landing at risk.
- (ii) A player who moves into the landing place of an opponent who has jumped into the air.
- (iii) A player who fails to yield the landing place of an opponent in possession after an unsuccessful attempt to touch or catch the ball.
- (iv) Physical contact that unfairly interferes with an opponent's play, resulting in head and/or neck contact, or contact of the head and/or neck with the court.

13. Game Management (Full replacement)**13.1 Introduction**

- (i) 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.
- (ii) Players on the court are responsible for complying with the Rules of the Game and are expected to respond to rulings by the umpires and adjust their play accordingly. Similar requirements apply to team officials and bench players.
- (iii) The requirement of players, team officials and bench players to behave in a manner consistent with good sporting behaviour extends throughout the entire match including intervals, stoppages and when the ball is both in and out of play.
- (iv) A player who infringes any part of the foul play rule [Rule 14] must be specifically disciplined with the prescribed game management sanction.
- (v) The game management action applied will be proportionate to the seriousness of the behaviour concerned, having regard to the principles of fair play and sporting behaviour and the paramount consideration of player safety.

13.2 Game Management actions

13.2.1 To manage a match the umpires will, in addition to the sanction for any infringement, use any of the following actions:

- (i) Proactive advice: a player is provided with specific feedback to change their behaviour.
- (ii) Advance and/or escalate a sanction: a sanction may be advanced up to half a third (this may be to inside the goal circle if the infringement was in the goal third) and/or a free pass escalated to a penalty pass.
- (iii) Issue a warning to a player: a player is warned that suspension will follow if the player continues to infringe the foul play rule.
- (iv) Suspend a player: a player who is suspended takes no part in play for 2 minutes playing time.
- (v) Order a player off: a player who is ordered off takes no further part in the match. A team may replace this player after 4 minutes playing time.

13.2.2 Any game management action must be applied in the same period of play that the infringement occurred. If the infringement occurred during an interval, the game management action must be applied immediately the next period of play commences.

13.2.3 Normally an umpire will work through these actions in the order indicated unless an offence is serious enough to require a higher level of game management to be applied immediately.

13.2.4 A decision to give a warning, to suspend a player or order a player off will be considered to have been made jointly by both umpires and is binding on the co-umpire.

13.2.5 To give a warning, suspension or ordering off, the umpire will:

- (i) Hold time and signal to the official bench, using the appropriate umpire hand signal [Appendix B].
- (ii) Use the specific term 'warning', 'suspension' or 'ordering off'.
- (iii) Advise the player of the behaviour for which the action is being applied.

13.2.6 The co-umpire may hold time if an act of foul play is observed that is not seen by the controlling umpire and a sanction has not already been awarded for an infringement. Such cases should be limited to serious actions which require a warning, suspension or ordering off.

- (i) The co-umpire will immediately blow the whistle to hold time.
- (ii) The controlling umpire will make the final decision about any action to be taken and will restart play.

13.3 Proactive advice

13.3.1 For low-level incidents that do not compromise player safety, an umpire may provide a player with specific feedback to change their behaviour without the need to hold time.

13.3.2 The terminology used should be succinct and provide the player with the necessary information to adjust their behaviour.

13.3.3 The umpire may also hold time and inform the on-court captain that a player's behaviour is causing concern and needs to change and may request the on-court captain to speak to the player involved.

13.3.4 If a player needs to be spoken to more than once (including where a player has been spoken to by their captain at the umpire's request), the umpire must treat this as repeated infringing.

13.4 Advance and/or escalate a sanction

13.4.1 An umpire may:

- (i) Advance a sanction up to half a third (this may be to inside the goal circle if the infringement was in the goal third) without the need to hold time.
- (ii) Escalate a free pass to a penalty pass, as a stand-alone action or in combination with the sanction being advanced.

- 13.4.2 Where the sanction advanced is a penalty pass, the infringer stands out of play at the new position. If this is in an offside area the infringer moves to the edge of this area.
- 13.4.3 In deciding whether it is appropriate to advance and/or escalate a sanction, the umpire shall have regard to all of the circumstances, including the seriousness of the behaviour concerned and the principles of fair play and sporting behaviour.
- 13.4.4 Advancing and/or escalating a sanction would not usually be appropriate for infringements that endanger player safety unless the infringement also involved the delaying of play. In this instance, the umpire may advance and/or escalate the sanction in combination with other appropriate game management action, again having regard to the seriousness of the behaviour concerned, the principles of fair play and sporting behaviour, as well as the paramount consideration of player safety.
- 13.4.5 If an individual player has multiple advanced and/or escalated sanctions, the umpire must issue a warning.
- 13.4.6 If a team has cumulative advanced and/or escalated sanctions, the umpire must issue a warning to the next infringing player for that team.

13.5 Warning

- 13.5.1 If a player does not change their behaviour following proactive advice from an umpire or an advanced and/or escalated sanction, the umpire will issue a warning to the player.
- (i) Where appropriate a warning may be given in instances of unfair play [Rule 14.1], even if no earlier game management actions have been taken.
 - (ii) A warning must be given in all instances of unsporting behaviour [Rule 14.2].
 - (iii) Only one warning may be given to a player in a match.

13.6 Suspension

- 13.6.1 The umpire will suspend a player following a warning if the player continues to engage in unfair play and/or unsporting behaviour.
- 13.6.2 Where appropriate the umpire may suspend a player for unfair play or unsporting behaviour even if no warning has been given.
- 13.6.3 The umpire must suspend a player in instances of dangerous play unless the action concerned involves intentional or highly reckless acts of dangerous play that endanger player safety and are sufficiently serious to warrant immediate ordering off.
- 13.6.4 Only one suspension may be given to a player in a match.

- 13.6.5 A player who is suspended must immediately leave the court and while off the court the suspended player is seated at the umpires' bench under the supervision of the reserve umpire.
- 13.6.6 No substitute is permitted and the suspended player's position is left vacant unless this player is the Centre. In this case one player must move to play as Centre during the suspension period.
- 13.6.7 The suspension period of 2 minutes playing time begins when play recommences.
- 13.6.8 Once the suspension period has been completed, either the suspended player or a substitute may return to the court at the next break in play (after a goal is scored, during a stoppage or interval, when a sanction is awarded, or throw in is taken). Either the suspended player or a substitute returns to the original playing position of the suspended player and any player who moved to play as Centre during the suspension returns to the previous playing position.
- 13.6.9 A suspended player may join the team during any interval that occurs during the suspension but must return to the umpires' bench when play resumes.

13.7 Ordering off

- 13.7.1 The umpire will order a player off the court following a suspension if the player continues to infringe any of the foul play rules.
- 13.7.2 Where appropriate an umpire may order a player off the court even if no suspension has been given. This must be the case for intentional or highly reckless acts of dangerous play that endanger player safety.
- 13.7.3 A player who is ordered off must immediately leave the court and take no further part in the match. The player reports to the appropriate team officials on the team bench and may not re-enter the field of play.
- 13.7.4 No substitute is permitted and the player's position is left vacant for a period of 4 minutes playing time which begins when play recommences, unless the player is the Centre. In this case one player must move to play as Centre and the position of this player is left vacant for the 4-minute period.
- 13.7.5 At the end of the 4-minute period, a substitute may return to the court at the next break in play (after a goal is scored, during a stoppage or interval, when a sanction is awarded, or throw in is taken). The substitute returns to the original playing position of the ordered off player and any player who moved to play as Centre during the 4-minute period returns to the previous playing position.

13.8 Discipline of Team Officials and Bench Players

13.8.1 During play team officials and bench players must remain at the team bench, except that bench players may leave the team bench for a valid reason (such as to warm up).

Sanction: Free pass to the non-infringing team taken where the ball was when play was stopped. If the ball was out of court the free pass is taken on court in line with where the ball was out of court.

13.8.2 During a match (including intervals, stoppages and when the ball is both in and out of play) team officials and bench players may not:

- (i) Criticise the umpires or their decisions.
- (ii) Use offensive, insulting or abusive language and/or gestures.
- (iii) Use excessive noise or interruption.
- (iv) Encourage foul play by on-court players.

Sanction: Penalty pass to the non-infringing team taken where the ball was when play was stopped or where play was due to restart. If the ball was out of court the penalty pass is taken on court in line with where the ball was out of court. No player is required to stand out of play for the penalty pass.

13.8.3 Either umpire may penalise such behaviour. In addition, a warning may be issued to a specific person or to all team officials and bench players of the team concerned. A decision to give a warning will be considered to have been made jointly by both umpires and is binding on the co-umpire.

13.8.5 In the event that team officials and/or bench players do not respond to a warning, the umpire requests the event organiser to remove them from the playing enclosure for the remainder of the match (including any contact with the team during intervals and stoppages).

13.8.6 In a serious case, the umpire may request the event organiser to remove a person from the playing enclosure for the remainder of the match (including any contact with the team during intervals and stoppages) without a previous warning.

14. Foul play (New Rule - Previously part of Rule 13)**14.1 Unfair play**

A player must not play unfairly even if player safety is not endangered. This includes any instance of delaying play, intentional infringing, repeated infringing, disputed ruling or intimidation.

Sanction: *Penalty pass which is advanced.*

- (i) **Delaying play:**
A player may not intentionally waste time or delay play.
- (ii) **Intentional infringing:**
A player must not intentionally infringe any rules.
- (iii) **Repeated infringing:**
A player must not persist in repeatedly infringing a rule or a combination of rules. A team must not repeatedly infringe the same rule or a combination of rules.
- (iv) **Disputed ruling:**
A player may 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 is to be taken.
- (v) **Intimidation:**
A player, either with or without the ball, may not intimidate an opponent by using behaviour designed to distract (including verbal comments) to obtain an unfair advantage.

Examples of intimidation include (but are not limited to):

- (a) Covering an opponent's eyes.
- (b) Swiping the ball directly at an opponent's face.
- (c) Making unnecessary loud or sudden noises.
- (d) Stomping the ground.
- (e) A player waving their arms erratically.
- (f) Sledging an opponent.

14.2 Unsporting behaviour

A player must not act in any way that may add hostility to a match or is contrary to accepted standards of good sporting conduct and to the integrity or image of the game.

Sanction: Penalty pass where the infringement occurred and the player is either given a warning or suspended. In a serious case the umpire will order the player off.

- (i) **Retaliation:**
A player must not retaliate even if an opponent infringes the Rules.
- (ii) **Abusive behaviour:**
A player may not use any offensive, insulting or abusive language and/or gestures towards anyone in the playing enclosure.
- (iii) **Actions contrary to good sporting behaviour:**
A player must not act in a manner contrary to accepted standards of good sporting behaviour or to the integrity and image of the game.

14.3 Dangerous play

14.3.1 A player must not take any action, either unnecessarily forceful, careless, reckless or dangerous that could affect the safety of another player. This specifically includes (but is not limited to) any action that results in either head and/or neck contact or contact of the head and/or neck with the court.

Sanction: Penalty pass where the infringement occurred and the player is either suspended or in a serious case ordered off. A player must always be ordered off for intentional or highly reckless acts of dangerous play.

- 14.3.2 When an umpire is considering whether a suspension or ordering off is more appropriate, they should consider the following factors (which are not exhaustive):
- (i) Was the action intentional, reckless or avoidable?
 - (ii) Did the action have a low or high impact on player safety?
 - (iii) Was the action at low or high speed, on the ground or in the air?
 - (iv) Was the action low or high force?
 - (v) Did the action occur while stationary or moving?