

**Rules Proposals**

Rule Heading	Sub Rule number	Sub Rule Heading	Current Rule	RAP suggested Rule	Rationale
3. 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.	Include at 3.1.1 (vi) - "... area they outline. Therefore, a player is not offside or out of court if their foot is on a line, provided that no part of their foot crosses that line into an offside or out of court area. Expand and bullet point examples for transverse line, goal circle, centre circle and side line.	Tidy up to confirm to all players and umpires how foot placement on and around lines should be umpired.
3. TECHNICAL SPECIFICATIONS	3.2	Goalposts	3.2 (ii) A horizontal ring made of steel rod.....	Goal ring specifications: the rule should specify (i) that the ring is curved; and (ii) the width of the actual ring material (in addition to diameter)	Current wording says "steel rod"; this implies curved surface, but there is room for interpretation and width of the ring should be specified
4. 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.	Separate out the 2 parts of the existing clause so that it is clear that umpires whistle stops play. And then the umpire advises the teams of extended time to allow for a penalty that has already been released or a penalty pass that is awarded before the whistle to end time.	To be very clear of umpires jurisdiction and specifically what starts and ends a match (which is required for managing possible issues arising and any appeals).
5. MATCH PERSONNEL	5	Match personnel	none	Add rule 5.3.3 to refer to event organiser and their responsibilities	Some decisions relating to emergencies during a match are referred to the event organiser; list these responsibilities in the new rule 5.3.3.
5. 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 <b>available</b> the umpires will award the match to the opposing team.	(a) If a team does not have 5 players <b>on court</b> the umpires will award the match to the opposing team. Update rule 8.1 (ii) A team must take the court if there are at least five players available, one of whom must play as centre.	The team may have players available but at least five must be on court.
5. 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.....	(ii) (b) While play is in progress, if a team has more than 7 players on the court, additional players are immediately sent from the court. Sanction: <b>Free pass</b> . If the infringing player delays leaving the court, the player will be penalised for delaying play.	If there are more than 7 players on court while play is in progress, instruct player to leave the court and change the sanction to a free pass rather than a penalty pass. Note: When players come on court to swap bibs at a stoppage, changes can happen quickly on court and the sanction will not apply.
5. MATCH PERSONNEL	5.1.1	Players	5.1.1 (iv) (d) Hair must be suitably tied back.	Rewrite the rule regarding jewellery, adornments and medical aids. Refer to word document for new wording.	By clarifying the way in which hair can be secured and also indicating it should be free from any adornment (beading or metal clasps etc) provides a definitive guide to work from.
5. MATCH PERSONNEL	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.	Update the role of captain. Refer to word document for new wording.	The captain in elite matches is often required for media duties at breaks and may be the player involved in the rule being questioned. Another leader in the squad might be more available and better placed to approach the umpires. Umpires need to be clear who the captain and on-court captain are.
5. MATCH PERSONNEL	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	Rewrite the rule regarding jewellery, adornments and medical aids. Refer to word document for new wording.	Some players wear religious items which they will not remove. As the rule already states that a wedding ring may be worn, but must be covered with tape, then this should also apply to other religious items which will not be removed. The umpire must check the tape on the wedding ring to ensure that it is covered appropriately, and this would be exactly the same for other religious items. Medical devices should be allowed to be worn as long as they are padded and covered. None of the items may be worn if they present a danger to any player.
5. MATCH PERSONNEL	5.1.2	Team Officials	5.1.2 Team Officials	Update the rule regarding team officials to include team doctor. Refer to word document for new wording.	Health and safety of players. Update team officials, to include a 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. No other person may sit in this additional position on the bench except for the team doctor.
5. 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.	Add - Umpires are expected to mirror the level of respect they want to receive from players.	Netball is a growing sport and to in order to continue to increase the profile of our game we must treat everyone with respect and in a manner in which they would like to be dealt with.
5. MATCH PERSONNEL	5.2.1	Umpires	5.2.1 ..... Their decisions are final and are given without appeal.	..... Their decisions are final and are given without appeal during the match.	The WN event disciplinary regulations state that appeals may be submitted post match and referred to the event disciplinary panel. The rules need to allow for such an appeal. These could include foul play not seen and other decisions that had a direct impact on the outcome of a match (score). The decision of the umpire cannot be appealed post match.
5. MATCH PERSONNEL	5.2.1	Umpires	None	Add for clarity to 5.2.1 that umpires match jurisdiction starts and ends on an umpires whistle (and extending for penalty).	Require clarity of when an umpires jurisdiction actually ends.
5. MATCH PERSONNEL	5.3.2	Timekeepers	None	5.3.2 Add 'Notify the umpires when 10 seconds remain prior to the end of an extended time'	Umpires will need to know when extended time is nearly up so that they can advise the players

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Rule Heading	Sub Rule number	Sub Rule Heading	Current Rule	RAP suggested Rule	Rationale
6. MATCH PROCEDURES	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:	Immediately a goal is signalled both umpires indicate the direction of the next centre pass, and the controlling umpire calls the name of the team to take the pass:	Provides more clarity to teams on court, and communication to the bench officials is clearer, mitigating the risk of an incorrect centre pass.
6. MATCH PROCEDURES	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.	Add to the rule - On appeal from an on court player <b>prior to the centre pass being taken</b> , the umpires will check with the scorers and confirm the centre pass and update Appendix A match guidelines	Every effort must be taken to ensure that the correct team takes the centre pass and on court players are normally aware of who should take the centre pass.
6. MATCH PROCEDURES	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.	6.1.5 (ii) notifies the players when 10 seconds remain prior to the end of a stoppage.	Remove 'where appropriate' as umpires should always notify players
7. SANCTIONS	7.2	Advantage	7.2 Advantage	Update the rule regarding Advantage. Refer to word document for new wording.	Advantage could be applied more to allow a more free flowing, fan friendly style of netball. The rule is an alternative to blowing for a sanction and can apply to most infringements. Note: Educational resources will be developed by RAP.
8. CONTROLLING PLAY	8.1.1	Failure to take the court	8.1.1 Failure to take the court and 9.2 Late Players	Streamline Failure to take the court and Late Players rules. The management of "failure to take the court" and "late players" needs to be consistent in terms of sanction and who is required to stand out of play. Consider whether "late players" should be grouped with "failure to take the court" rather than with "substitutions" and "stoppages". Consider whether late players should be allowed to enter the court at an appropriate break in play. Could a late player who enters at the wrong time remain on court after being penalised for incorrect entry (they stand out of play when penalised for the incorrect entry and then remain on court)?.	Review and streamline failure to take the court and Late Players
8. CONTROLLING PLAY	8.1.1	Failure to take the court	8.1.1 Failure to Take the Court (i) If a team does not have five players present at the start of a quarter/ half, the umpires will wait up to 30 seconds for additional player/s to arrive: (a) If the team takes the court within 30 seconds: the offending team will be penalised immediately following the whistle for the centre pass	(i) if a team does not have five players <b>on court</b> at the start of a .....(continue with the rule as written)	A team may have more than 5 players present, but not on court ready to play.
8. CONTROLLING PLAY	8.1.1	Failure to take the court	8.1.1 Failure to take the Court (ii) Captain is cautioned	Failure to take the court is delaying play and should be dealt with under Game management. Cautions will be removed.	The Game Management rule will be rewritten and cautions are being removed. The penalty is advanced - the sanction is treated as a delaying of play
8. CONTROLLING PLAY	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.	Delete intentional ii) At a centre pass, before the whistle is blown to end the quarter/half, the centre pass will be ruled not to have been taken if: (c) an infringement by the opposing team has been penalised and the penalty pass has not been taken.	If an infringement by the opposing team is penalised and the penalty has not been taken when the whistle is blown to end the quarter, then the centre pass should be ruled not to have been taken whether the infringement was intentional or not.
8. CONTROLLING PLAY	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.	Update the rule regarding toss up and replace with alternating procedure for simultaneous infringements. Refer to word document for new wording.	Delete all references to toss up and replace with alternating signal on score bench for simultaneous infringements. 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.
8. 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.	Delete - Ensures all other players are on the court before releasing the ball.	There are a number of issues relating to the application of this rule that unnecessarily add to its complexity and make it very hard to umpire. It is a rule that some umpires deliberately avoid penalising where there is no clear disadvantage to the non-infringing team. 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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Rule Heading	Sub Rule number	Sub Rule Heading	Current Rule	RAP suggested Rule	Rationale
8. CONTROLLING PLAY	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	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 <b>This does not include a player entering an offside area to retrieve a ball to set a sanction, throw-in or toss up.</b>	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.
9. DURING THE MATCH	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.	Time is held and player is instructed to leave the court until the correct time for entry. If the non-infringing team is in possession of the ball play continues from where the ball was when play was stopped. Otherwise the sanction is a free pass where the infringement occurred which is where the player entered the court.	The penalty is that the player who has entered the court at the incorrect time is sent from the Court and the team is playing short one player until the correct time to re-enter. Note: Failure to take the court and late players will be streamlined.
9. DURING THE MATCH	9.2	Late Players	(iii) If the position has been left vacant the late player may, after advising the umpire, take the court immediately after; (a) a goal has been scored (in this case the late player must play in the position left vacant. (b) A stoppage for injury/illness or blood. (c) An interval (iv) If the position has been left vacant the late player may not enter the match while play is in progress. Sanction: For (i), (ii), (iii), (iv): the player is sent from the court until the correct time for entry. <b>Penalty Pass</b> 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 court for the penalty	Combine (iii) and (iv) to form new (iii) (iii) If the position has been left vacant the late player may not enter the match while play is in progress but may, after advising the umpire, take the court immediately after: (a) A goal has been scored (in this case the late player must play in the position left vacant. (b) A stoppage for injury/illness or blood. (c) An interval Sanction: For (i), (ii), (iii): The player is sent from the court until the correct time for entry. If the non-infringing team is in possession, play restarts from where the ball was when play was topped. Otherwise the sanction is a <b>Free Pass</b> where the infringement occurred which is where the player entered the court. (which may be advanced if it is seen to be delay ) to the opposing team where the ball was when play was stopped.	The player has infringed the rule, and has not affected the play of another player. It is not an infringement of contact or obstruction of a player. In addition the infringing player has already been sanctioned so an innocent player should not be penalised. Note: Failure to take the court and late players will be streamlined.
9. 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	In extreme circumstances a match may be delayed, postponed or abandoned. This is the decision of the event organiser. Add a definition of event organiser to person with ultimate responsibility for the organisation of the match /competition.	The decision to abandon a match at International level rests with the event organiser and not the umpire. The existing clause could be moved to variations for other levels of play
9. DURING THE MATCH	9.3	Stoppages	Stoppages	Update the rule regarding substitution, to allow a player to request a substitution. Refer to word document for new wording.	Allow a player to request a substitution to prevent unethical use of injury time and speed up the game; At an elite level, the addition of this rule would 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 would allow coaches to better rotate their teams to accommodate greater participation. This rule proposals has been trialled for 2 years in an elite competition.
9. DURING THE MATCH	9.3.1	Injury/illness or blood	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 or 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. (viii) 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.	Update the rule regarding management of blood. Refer to word document for new wording.	Based on medical advice there is a need to review the blood management rule. Remove the requirement for multiple players who have blood on them to leave the court when they are not themselves bleeding. This can simply be cleaned. Amend requirements for 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 can occur outside the playing enclosure to ensure privacy.

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9. 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	Add more detail: Duration of stoppage for injury illness is umpires decision but other emergencies are not solely the umpires decision but made in conjunction with the event organiser. Umpire advises the length of stoppage to co-umpire, team officials of both teams and technical officials for extended time for injury / illness or blood. Extending injury/illness or blood does not require an additional whistle as time is already held. Refer to event delay, postponement and cancellation policy for other extensions. The umpires and event organiser will decide whether the extended time requires players to return to their team benches or remain on court	Update rules and match guidelines to advise process and refer to event delay, postponement and cancellation policy in event regulations.
9. DURING THE MATCH	9.4.1	Methods of playing the ball	9.4.1 Methods of playing the ball	Refer to word document for definition of possession.	To provide clarity that hand/s on a ball on the ground is possession.
9. DURING THE MATCH	9.4.1	Methods of playing the ball	9.4.1 Methods of Playing the ball. After releasing the ball, a player may not replay the ball until it has been touched by another player or it rebounds from the goalpost	A player who has possession of the ball may not touch the ball again after releasing it before the ball has been touched by another player, or rebounds off the goalpost.	Clarify wording of rule to assist in umpiring replayed ball.
9. DURING THE MATCH	9.4.1	Methods of playing the ball	9.4.1 Methods of Playing the Ball (viii) (a) A player may not: (a) Gain possession of the ball while lying, sitting or kneeling on the ground (b) Throw or play the ball while lying, sitting or kneeling on the ground.	Rewrite the playing the ball rules to simplify and state a player may or a player may not... Define Tip (uncontrolled action) Bat (controlled action), roll, bounce and add to definitions. Sanction: Free pass where the infringement occurred.	Provide clarity and consistency. And clearly state what a player can do whilst on the ground. Currently gain possession implies you can bat the ball whilst on the ground as long as you don't end up with possession
9. 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.	Rewrite the short pass rule. Refer to word document for new wording.	In addition to the current rule, clarify what should happen if the second player fails to remove their hand(s) or if the ball comes loose in the process of the hand(s) being removed -sanction for 9.5.1 (iii)
9. DURING THE MATCH	9.5.1	Short pass	9.5.1 (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 with a hand as it moves from the hands of the thrower to those of the receiver.	Rewrite the rule regarding short pass. Refer to word document for new wording.	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. Reinstate equality for all players to attack and defend. The principle is to ensure that every pass is contestable.
9. 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.	(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. A player may enter an offside area to retrieve a ball for the setting of a sanction or a throw in.	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.
9. DURING THE MATCH	New rule	Umpires simultaneously penalise an infringement	Umpires simultaneously penalise an infringement	<i>Suggested new rule for simultaneous infringements by opposing team players penalised by umpires:</i> When both umpires <b>simultaneously</b> penalise opposing teams the more significant sanction will stand as follows: (i) If one umpire penalises a minor infringement, and the other penalises a major infringement, the sanction for the major infringement stands. (ii) If one umpire penalises a minor or major infringement and the other umpire penalises an infringement requiring game management action (refer rule 13), the infringement requiring game management stands. (iii) If both umpires penalise infringements of equal significance (both minor infringements or both major infringements), the decision by the controlling umpire will stand.	This occurs relatively frequently, notably at the centre pass. There is currently no ruling as to how this is managed and usually results in the dominant umpire's infringement being penalised. RAP will consider this proposal and cross check with simultaneous infringements by opposing players and offside rule
10. 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.	Update the rule regarding scoring a goal at end of period of play. Refer to word document for new wording.	To reward the shot that was successfully made in the last seconds of the game regardless of the flight time of the ball. Easier for the umpires to judge. 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.
10. SCORING A GOAL	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.	Update the sanction to state that if shot is successful the umpire will signal a goal and call advantage, infringement	Clarification that advantage is applied and goal is scored and terminology to be used.
11. OBSTRUCTION	11	Obstruction	11 Sanction for obstruction infringements: Penalty Pass where the infringer is standing unless this places the non-offending team at a disadvantage	Sanction: Penalty Pass where the infringer is standing unless this places the non-infringing team at a disadvantage, when the penalty shall be taken where the obstructed player was standing	Provides greater clarity and instruction on where the Penalty should be taken

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11. OBSTRUCTION	11.1	Obstruction of a player in possession of the ball	11.1 Obstruction of a player in possession of the ball	Add that a defending player must move 3 feet away from nearer foot when a player with the ball pivots	To provide clarity that a defending player must move 3 feet away from nearer foot of player in possession of the ball if the player pivots.
11. OBSTRUCTION	11.1	Obstruction of a player in possession of the ball	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	From the nearest part of the nearer foot of the nearer player on the ground (this could be either defending player) before, during and after the lift while the opposing player still has possession of the ball	To provide clarity in relation to obstruction when a player lifts a player from the same team in order to defend
11. 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,	A player who is within 0.9 m (3 ft) of an opponent (measured between the nearest part of the nearer feet on the ground) may not, whether attacking or defending, use movements that take the arms away from the body <b>so as to prevent the movement of an opponent</b> , except as required for natural body stance.	Umpires at all levels find it hard to equate possible movement with an actual movement and the rule would be applied more consistently if the word possible was removed and limit changed to prevent
12. CONTACT	12	Contact and contest	12 Sanction: Penalty Pass where the infringer is standing unless this places the non-infringing team at a disadvantage.	Rewrite the rule regarding contact. Refer to word document for new wording.	Sanction: Penalty Pass where the infringer is standing unless this places the non-infringing team at a disadvantage, when the penalty shall be taken where the contacted player was standing. This provides clarity.
12. CONTACT	12.1	Contact and contest	Contact and contest, interference, moving into a player's space and inevitable contact	Rewrite the rule regarding contact. Refer to word document for new wording.	Required for player safety. Rewrite / expand on the contact and contest rule and explicitly outline the Game Management sanction to apply for contact with a players neck or head and/or causing contact resulting in a player falling and hitting their head or neck on the court. Define what is meant by player safety. Define interference. Expand on causing contact and moving into a players space and inevitable contact.
13. GAME MANAGEMENT	13	Game Management	Game Management	Rewrite the Game Management rule to simplify and streamline. Refer to word document for new wording.	Too complex and is not being applied consistently (or at all) by umpires
<b>Rule book layout and minor amendments</b>					
1. 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.	Request a replacement statement from WN	Update to reflect inclusivity
1. INTRODUCTION	1	Introduction	INF publishes the rules ....	Use WN branding throughout the rules book	WN branding rather than INF
2. DEFINITIONS	2	Definitions	Team change: when players on court change playing positions.	Change the definition, to cover; when one or more player/s on court change playing positions. Also update the Technical Officials manual	For the benefit of Technical Officials, statisticians, performance analysts, etc. it should be possible to quantify the team changes made. This is currently unclear. Possible scenarios include: a) two players swapping positions; b) three players rotating positions; or c) a substitution involved as part of one or more team changes.
2. DEFINITIONS	2	Definitions	Definitions	Definitions will be reviewed as part of the rules review and additional definitions added as required including tidy up of definition of Major and Minor (consequential to contact and GM changes). Add definition for RAP, rebound and a pass considering throwing the ball against the post as opposed to a rebound and putting the ball on the ground and dropping the ball	Add additional definitions as required when writing updated rules text and for updated short pass rule
3. TECHNICAL SPECIFICATIONS	3.3	Ball	International Netball Federation	New image of ball with world Netball and PSI details	WN branding. Psi depends on whether ball is 2 or 3 ply, whether playing indoors or outdoors, considering a hot or cold climate
5. MATCH PERSONNEL	5.2.1	Umpires	5.2.1 (ix) Umpires may hold time ..... any on-court <b>player/s</b> whose behaviour is causing concern.	(ix) Umpires may hold time ..... any on-court <b>player/s</b> whose behaviour is causing concern.	Correct spelling mistake. Replaced by new Game management rule.
5. MATCH PERSONNEL	5.2.2	Reserve Umpire	5.2.2 Reserve Umpire	add (v) Observes the captains' toss and umpires' toss.	Already covered in match guidelines but add to the rules for clarity.
6. MATCH PROCEDURES	6.1.6	Procedures for Game Management	6.1.6 (ii) Procedures for game management	The controlling umpire will ensure the co-umpire is aware of the action taken and the reason for it. Define how this will happen in match guidelines.	Appendix A Match Guidelines will be updated to clarify how co-umpire is aware of action and reason
7. 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.....	Throughout the rule book the use of consistent wording should be applied for exactly where sanctions are taken e.g. Free Pass - where the infringement occurred inside the centre circle	Consistency through rule book in what words are used for where all sanctions are taken. Having consistency in placement of setting of an infringement ensures clarity of instruction and direction to players and improves communication techniques. This can then be taught and applied by umpires consistently. 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 (Rule 13.1.1 (i)).
7. SANCTIONS	7.1.3	Conditions for Penalty Pass	7.1.3 Conditions for Penalty pass (iv) Terminology 'taken' on a sanction	Add to match guidelines with consideration for when this should be used e.g. when a shot has been released as whistle is blown	It is being overdone in situations where it is clearly unnecessary and this is causing confusion

Rules Proposals

Rule Heading	Sub Rule number	Sub Rule Heading	Current Rule	RAP suggested Rule	Rationale
7. SANCTIONS	7.2	Advantage	7.2 Advantage	Update the rule regarding Advantage. Refer to word document for new wording.	Clarification on what the umpire should say / signal when an infringement has occurred on a goal scored. Update rule advantage and guidelines. Umpires should say "advantage infringement (e.g. obstruction) " and signal for goal scored.
8. CONTROLLING PLAY	8.1	Organisation for start of play	8.1 (i) (b) Organisation for start of play	Add sanction to 8.1 (i) (b). Free pass where player was positioned incorrectly.	Sanction required
8. CONTROLLING PLAY	8.3.2	Player outside the court	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.	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 or blood.	Add for consistency 'a stoppage for injury/illness or blood'
8. 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...	A player whether attacking or defending having no contact with the ball may.....	Make it clear that both attacking and defending players may leave the court for repositioning
8. 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 ...	Expand actions allowed (throw, bat, bounce, tip)	Clarification
8. 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	Rule 8.4.1 Action: Requirements for taking a Throw In (f) Throw in to the opposing team where the infringement occurred	Consistency of wording
8. 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. <b>Action: Throw in to the opposing team where the infringement took place</b>	(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. <b>Sanction: Throw in to the opposing team at the original throw in point.</b>	(e) For a player entering the court, the infringement took place on the court. A throw in could not be awarded where the infringement took place. The throw in was incorrectly taken so the opposing team should take the throw in. (f) A player taking a throw in from behind an offside area, has taken it incorrectly (similar to an incorrectly taken Centre pass) and so the opposing team should take the throw in from the original throw in point. Update the offside rule to say a player who is outside the court in possession of the ball and who steps behind an area that would be offside to them on the court is offside.
9. DURING THE MATCH	9.7	Offside	9.7 (ii) Sanction: Free pass where the player made physical contact with the ground in an offside area.	Sanction: Free pass where the infringement occurred (in the offside area)	Consistent language and application of where sanction is to be taken as per Rule 7.1.1
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	None	Update match guidelines in relation to replacement of ball	Changing match ball should not be umpires decision. Some of the match guidelines are Umpire role (separate role list) Look at the guideline in relation to the ball - change to a minimum of 2 match balls which have to be approved and checked by the umpires before the match starts. Ideal is to have speed and keep momentum going.
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	Match Guidelines	Do not keep saying "taken" when a penalty is taken quickly, only when it's appropriate e.g. when a shooter takes a penalty quickly, shoots for goal, the shot misses, and then expects the penalty to be set.	Include in match guidelines for clarification
APPENDIX A: MATCH GUIDELINES	Appendix A	Match guidelines	Match guidelines	Update Match guidelines	Update match guidelines to reflect rules changes and wherever possible move text to rules rather than guidelines.
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	Rule 13 13 (vi) Game Management Typing Error - - the word PLAY (paly)	Correct paly to play	Spelling error
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	Match guidelines Rule 13 (vi) Second paragraph under Hold time to speak to players. Incorrect spelling of play - paly	Correct paly to play	Spelling error
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	None	Procedure for taking the centre pass toss between two teams. Should home team toss and away team call or vice versa. What if there is a third person who does the toss (i.e. a competition winner) who calls?	For clarity. Include this in the rules book or have better cross referencing from rule to match guidelines.
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	APPENDIX A: MATCH GUIDELINES	Bring the area dealing with blood in line with the new blood management policy.	Match Guidelines will be updated
APPENDIX A: MATCH GUIDELINES	Appendix A	Match Guidelines	Match Personnel (v) (b) ...a long whistle.. (c) ... a medium whistle roll	(v) (b) change to a short whistle (c) change to a long whistle (with no roll required) (a) and (d) to remain at they presently are	Keep it simple. No need for all these variations. People identify quite easily the difference between long and short
APPENDIX A: MATCH GUIDELINES	Appendix A	Match guidelines	Match guidelines	No additional whistle is needed for umpire extending time at an injury	Recent interpretation needs to be added

Rule Heading	Sub Rule number	Sub Rule Heading	Current Rule	RAP suggested Rule	Rationale
APPENDIX B: UMPIRE HAND SIGNALS	Appendix B	Umpire Hand signals	Hand signals	Add more signals to the current list including: 1) Not Set (Player not in the correct position when taking the penalty) 2) Delaying play (not taking the court timely or taking the centre pass) 3) Late Arrival entering the court at the incorrect time 4) Re-entering the court after throw-in or retrieving the ball out of court 5) Gain possession incorrectly (Fall on the ball to gain possession)	Include more hand signals for completeness
APPENDIX B: UMPIRE HAND SIGNALS	Appendix B	Umpire Hand signals	Appendix B: Umpire Hand Signals, 19 Contact	Exceptionally re-enactment of the infringement may be used and current rules allow this. Update Match guidelines to include that re-enactment may be used exceptionally	Assists in the communication to the players / coaching staff as to the action that is being penalised and hence enable them to adjust
APPENDIX C: UMPIRE TERMINOLOGY	Appendix C	Appendix C: Umpire Terminology	Appendix C: Umpire Terminology, 9.6 Footwork	Exceptionally umpires may use further description - footwork, e.g. Stepping/Drag/slide/Hop. Add this to guidelines.	Helps to communicate the infringement to players
APPENDIX C: UMPIRE TERMINOLOGY	Appendix C	Appendix C: Umpire Terminology	Appendix C Umpire Terminology	Check that all infringements have a sanction listed and add additional terminology in appendix C	Clarification and consistency
APPENDIX C: UMPIRE TERMINOLOGY	Appendix C	Appendix C: Umpire Terminology	Appendix C Terminology 'taken' on a sanction	If whistle is blown for an infringement as a goal is scored, terminology is advantage, infringement and signal goal	No need to say goal as signal indicates this
APPENDIX C: UMPIRE TERMINOLOGY	Appendix C	Appendix C: Umpire Terminology	Appendix C Umpire Terminology	If infringement is close to the transverse line, state the specific third where pass is to be taken from e.g. goal third, centre third	Clarification
Rules book	None	None	None	Apply WN style guide standards throughout the rules book e.g. digits, weights, measurements	Apply WN style guide standards throughout the rules book
Rules book	None	None	None	Have all rules indexed consistently (for ease of reference)	Some rules don't have reference numbers which makes it difficult to reference consistently. WN will provide a style guide for font, numbering, use of digits or words etc
<b>Rules trials</b>					
5. MATCH PERSONNEL	5.2	Match Officials	5.2 Match officials	Trial Match Officials will wear a 2 way ear piece to communicate with Technical Officials	To improve communication between match and technical officials including checking players who have been, warned etc
5. MATCH PERSONNEL	5.2.1	Umpires	5.2.1 (iv) Each umpire controls and gives decisions for one half of the court.....	RAP propose that a trial is undertaken to look at different division of the court and umpire responsibility. This to be undertaken and outcomes made available in time for next rules review cycle (2025). Members to be invited to undertake a trial.	To give greater flexibility and vision to a pair of umpires rather than limiting half the court to the vision and judgment of just one umpire.
None	Technology	Technology	No rule	Trial use of technology within matches to support umpires i.e. link to each other and to technical officials	RAP recommend to WN that a working group is set up to investigate use of technologies for officials.