

2024 RULES UPDATE

GAME MANAGEMENT

Game management is crucial to keeping our game safe and fair.

Cautions have been removed and umpires can now advance or escalate a sanction. Normally an umpire will work through these game management actions in order unless an offence is serious enough to require a higher level of game management to be applied immediately.

CHECK OUT THE RESOURCE HUB



[EXPLAINER VIDEO](#)



[RULES OF NETBALL APP](#)



[NETFIT NZ APP](#)

GAME MANAGEMENT ACTIONS



PROACTIVE ADVICE

For low-level incidents that do not compromise player safety, an umpire can provide specific feedback to a player to change their behaviour.



ADVANCE / ESCALATE

A sanction may be advanced up to 5m. If an infringement is in the goal third, it can be advanced into the circle. A free pass may be escalated to a penalty pass, as a stand-alone action or in combination with the sanction being advanced.



WARNING

This lets a player know that if they continue to infringe the foul play rules they will be suspended.



SUSPENSION

The player will be sent from the court for 2 minutes of playing time. After 2 minutes, the suspended player may return to the court or they may be replaced with a different bench player.

*This is an important change as it means coaches have more choice, especially if they think the suspended player isn't going to be able to adjust and may end up being ordered off.



ORDERING OFF

The player must leave the court and takes no further part in the match. The suspended player may be replaced by another player after 4 minutes of playing time.

REMEMBER

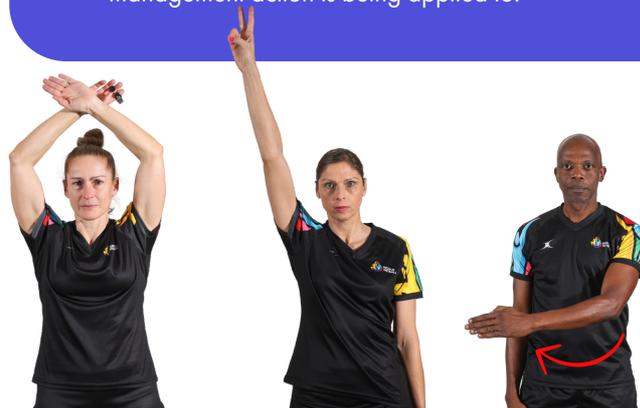
It's important to remember that umpires work as a team to control the game. Warnings, suspensions and ordering off are all immediately binding on the co-umpire.



As an example: if one umpire gives a player a warning and that player continues to infringe the foul play rules at the other umpire's end of the court, they would then suspend that player.

THE PROCESS

1. Hold time using hand signal.
2. Use the specific term & hand signal for the game management action.
3. Advise the player of the behaviour the game management action is being applied to.



WARNING
HAND SIGNAL

SUSPENSION
HAND SIGNAL

ORDERING OFF
HAND SIGNAL