

# 2024 RULES UPDATE

## FOUL PLAY

Foul play - not cool in our books!

Foul play has been spilt into three categories which attract increasingly serious game management action.

**1 UNFAIR PLAY**  
Delaying play.  
Intentional infringing.  
Repeated infringing.  
Intimidation.  
Disputed ruling by a player.



**PENALTY PASS WHICH IS ADVANCED**

A penalty pass is awarded, which is advanced up to half a third (5m).



**2 UNSPORTING BEHAVIOUR**  
Retaliation.  
Abusive behaviour.  
Any actions contrary to good sporting behaviour.



**PENALTY PASS + WARNING OR SUSPENSION**

A penalty pass is awarded where the infringement occurred & the player is either given a warning or suspended. In a serious case the player will be ordered off.



**3 DANGEROUS PLAY**  
Players must not take action that could affect the safety of another player.



**PENALTY PASS + SUSPENSION OR ORDERING OFF**

A penalty pass is awarded where the infringement occurred & the player is either suspended or ordered off. Players must always be ordered off for intentional or highly reckless dangerous play.



## PLAYER RESPONSIBILITY

There is a strong emphasis on the seriousness of dangerous play, which is why it goes straight to a suspension or ordering off. This puts increased responsibility on players to use good judgment in making decisions on court and understanding that they will be held accountable for actions that might result in the injury of an opponent.

By the time the umpire takes the action, the incident has already happened, and it is too late – but having a more serious consequence hopefully has a deterrent effect and makes that player, and others, reconsider their behaviour for next time.

CHECK OUT THE RESOURCE HUB



[EXPLAINER VIDEO](#)



[RULES OF NETBALL APP](#)



[NETFIT NZ APP](#)

