

MDNA 2024 RULE CHANGES

This is a more in-depth coaches guide to the 2024 Rule Changes.





ROLLING SUBSTITUTIONS

At Mountain District Netball Association, we are implementing **Rolling Substitutions** over Tactical Changes.

How It Works

When a new player wants to come on court, they go to the **Substitutions Box** (scorer's hut/ bench) and wait till the player they are replacing comes off court. They then **tag each other and quickly swap bibs** before the new player enters the court.

Typically, Rolling Substitutions require teams to have two sets of bibs, and does not allow players to swap bibs between themselves. **At MDNA, we are allowing bibs to be quickly swapped between the player leaving and entering the court.** The longer the substitution takes, the longer your team will be down a player on court.



ROLLING SUBSTITUTIONS

At Mountain District Netball Association, we are implementing **Rolling Substitutions** over Tactical Changes.

The Specifics

The player entering the court **cannot go offside**, and the **substitution cannot interfere with the umpire**, else a free pass is awarded to the opposing team.

The **game doesn't stop, one substitution** is made at a time, and **no on-court only player substitutions** can be made.



CONTACT

This is a rule **refresh** rather than a rule change.

Interference

A player must not engage in physical contact that **unfairly interferes with an opponent's play.**

Interference is an action that results in:

- The loss of ball by an opponent who has possession.
- Interferences with the passing or shooting action of an opponent who has possession.
- A change in the body position of an opponent, regardless of whether the opponent is in possession of the ball, which limits their ability to move freely and places them at an unfair disadvantage in attacking, defending or playing the ball.



CONTACT

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Causing

Moving Player

A player must not take up a position so near to or so quickly in the path of a moving opponent that the opponent does not have enough time or space, either to stop or change direction. This is dependent on the speed of the opponent.

Player in the Air

- A player can jump and land in their own space or any vacant space on court.
- A player cannot jump into a stationary opponent.
- A player cannot move into the landing space of an opponent who has jumped.

Right of Way

When two players jump in the air to contest, the player who gains possession has “right of way” and must be **given space to land**, relative to where the ball was travelling.

A player who does not yield the space will be penalized, and no other player may move into the landing space.



PLAYING THE BALL

This is a rule **refresh** rather than a rule change.

To gain possession you can...

- Catch the ball with one or both hands.
- Roll the ball to oneself.
- Catch the ball if it rebounds from the goalpost.
- Bat the ball once, then catch it.
- Bounce the ball once, then catch it.
- Touch the ball in an uncontrolled manner once or more than once, then catch it.

Without possession you can...

- Bat or bounce the ball to another player.
- Bat the ball once, and then either bat or bounce the ball to another player.
- Bounce the ball once, and then either bat or bounce the ball to another player.
- Touch the ball in an uncontrolled manner once or more than once, and then either bat or bounce the ball to another player.



SHORT PASS

When a player passes the ball there must be sufficient space on the court for an opposing player to be able to **deflect or intercept** the ball as it moves from the hands of the passer to those of the receiver.

This means umpires will be judging whether a **genuine attempt to intercept or deflect** the ball could be made.

ADVANTAGE

This rule has not changed, but has been 'refreshed' to include greater principles for application, to help ensure that a **team is not disadvantaged** when an opponent infringes, and allows the **match to continue smoothly**.

THROW IN

The player taking the throw-in can play the ball as soon as they are in position without waiting, **even if not everyone is on the court!**



GOAL AFTER WHISTLE

In the past, the ball had to pass completely through the ring before the whistle to be counted as a goal.

Now, if the whistle to end play (or to hold time) is blown **after the ball has left the hands of the shooter** and the shot is successful, the goal will be scored.

CENTER PASS CHECKS

If a team believes that the center pass is being signaled incorrectly, an **on-court player or the scorers** (not the bench or a coach) may appeal to the umpires **before the center pass** is taken. Once the center pass is taken, any mistakes cannot be rectified.

If a center pass is appealed, the **umpire will check with the Live scorers** to confirm the correct center pass.



TOSS UP REMOVAL

Toss ups are no longer part of the game! If a simultaneous infringement occurs, the umpire awards **possession to the team that last had the ball**, where it was when play stopped.

Any player from that team may take the ball for the restart of play (it does not have to be the player who had the ball last). If it is in a team's goal circle, the GS or GA may **shoot for goal**.

Please note this only applies to situations where a toss-up would have been previously used, and is **different from a situation where possession is called as a clarification**.



OTHER MINOR CHANGES

- **Timing of Late Players:** any late player may, after advising the umpire, take the court in the vacant position/s at the next break in play.
- **Rule Clarifications by Players:** during an interval, clarification of any Rule may be sought from the umpires by the captain and/or any other player concerned.
- **Collecting the Ball from an Offside Area:** a player may enter an offside area to retrieve a ball to set a sanction or action.
- **Falling to the Ground:** a player in possession of the ball may not fall to the ground and reground the landing foot.



OTHER MINOR CHANGES

- **Obstruction with a Lifted Player:** an opposing player may attempt to deflect or intercept the ball or defend a player in possession of the ball while being lifted by another opposing player, provided there is a distance of not less than 0.9 m (3 ft) measured on the ground from the nearest part of the landing foot of the player with the ball to the nearest part of either opposing player's nearer foot in contact with the ground.
- **Adjusting Defending Distance when a Player Pivots:** if the player with the ball pivots on the landing foot, the nearest part of the landing foot may change and the opposing player must adjust so that the nearest part of their nearer foot is not less than 0.9 m (3 ft) from the nearest part of where the landing foot is now grounded.



USEFUL RESOURCES

- [MDNA 2024 Rules Update](#)
- [2024 Rules of Netball Summarised](#)
- [2024 Rules of Netball Rulebook](#)
- [Educational Resources and Videos](#)

If you have any further questions, or would like further clarification on the rules, please speak to the Umpiring Team (Jenny Madden, Karen Bennett, Alyssa Giuliano or Lyn Shepherd) on Saturday's, or email **umpiring@mdnanetball.com.au**