New INF Rules – Valid 1st September 2016

These **MUST** be read in conjunction with the new 2016 rule book

SETNA **WILL NOT** be adopting the following new/amended rules

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| **The team** | Removed *old* 4.1 The game is for single sex competition |
| **3.1.1** | Court surface should be wooden (preferably sprung) |
| **3.3 (i) (c)** | Ball – pressure of ball added |
| **4.1 (i)** | The interval between the first-second and third-fourth quarters is 4 minutes. Half time is 12 minutes. If event organiser and both teams agree half-time may be 8 minutes |
| **4.2(i) & (ii)** | Extra time:  Before a match starts the event organiser may advise whether extra time will be played in event of a tie at full-time and the length of each half. At end of full-time there is an interval of 4 minutes. Extra time consists of two halves not exceeding 7 minutes each, with a half-time interval of 1 minute |
| **5.1.2 (i)** | A team may have up to five team officials, these will include a coach and at least one primary care person  The captain is no longer listed as a team official |
| **5.1.2 (ii)** | Primary care person/s:  Required to wear identification  Advise umpires if player cannot leave court in 30 seconds  Must not have any other role |
| **5.2.2** | Reserve umpire role defined, including reserve umpire supervises suspended player |
| **5.3.1** | Scorers:  Remove reference to scorer 1  Record any changes of players and/or positions  Record goals scored for each team as well as any unsuccessful shots  Record any official warning, suspension and/or ordering off  Signal any centre pass taken immediately after stoppage  Notify umpires if wrong centre pass is indicated |
| **6.1.1** | If they disagree the umpires seek clarification from the scorer. In the event that both umpires indicate the centre pass direction incorrectly, the scorer notifies the umpires.  Umpire controlling the centre pass penalises any infringements by Centre taking the centre pass and any opponent defending the Centre |
| **8.1.1** | If a team has fewer than 5 players present when play is due to start, 30 seconds is allowed for additional players to arrive. If a team does not arrive within 30 seconds, the team forfeits the match. The sanction for a team arriving late is a penalty pass which is advanced to the transverse line nearer the goal end of the non-infringing team.  If a team delays taking the court after a stoppage, the umpires penalise the team for delaying as soon as play resumes. Sanction: Penalty pass that may be advanced |
| **9.3.1** | All stoppages for illness/injury or blood on a player are now 30 seconds and the player concerned must leave the court.  Primary Care person/s may advise the Umpire if the player cannot be removed safely in 30 seconds and umpires will extend the stoppage time.  If position is left vacant, a player or substitute may take the court during an interval, during another stoppage for injury/illness/blood or after a goal is scored (in this last case the player must play in the vacant position) |

SETNA **WILL** be adopting the following new/amended rules

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| 1 | | | Rules are for international play  Variations may be made locally for players of different levels or to meet other conditions. Responsibility of players, coaches, umpires, controlling bodies. Rules are in several different languages  Copyright statement |
| 2 | | | Definitions included. |
| 3 | | | New court terminology - Field of play, court surround, playing enclosure, bench zone, zone for media and other technical officials |
| 3.2 | | | Goalposts and padding – tidy up of current rule |
| 5.1.1 (iv) (d) | | | Players: In addition to the current requirements regarding jewellery or adornments, a further one has been added that players’ hair must be suitably tied back |
| 5.1.1(v) (c) & (d) | | | Role of Captain defined:  Umpires may request the captain to speak to any on-court player/s whose behaviour is causing concern. If the captain is not on the court, an on-court captain will be advised to the umpires |
| 5.2 (i) (a) | | | The match officials wear clothing that is distinct from the teams’ playing uniforms. (AG suggestion PREFERABLY WHITE) |
| 5.2.1 | | | Umpires: choice of ends is still random but defined differently (umpire winning the toss controls the side line nearer the official bench and the goal end to the right when facing the court)  No whistle for successful goal (signal: arm in air)  Cooperative relationship between umpires |
| 6 | | | Match procedures; Umpires – Centre Pass, During Play, Out of Court, Toss up, Stoppages, Game management.  Team Official procedures specified. |
| 6.1.1 | | | Umpire procedures for Centre Pass:  The first centre pass in each quarter/half is started by the umpire controlling the goal end of the team taking the centre pass.  During a quarter/half the centre pass is started by the umpire controlling the goal end where the last goal is scored. Immediately a goal is signaled, both umpires indicate the direction of the next centre pass. |
| 6.1.2 | | | The umpires signal a goal has been scored by raising one arm vertically |
| 6.1.3 | | | No whistle is required if it is clear the ball is out of court |
| 6.1.4 (ii) | | | Before taking a toss up the umpire ensures players are correctly positioned |
| 7 | | | Terminology: Sanctions includes free pass & penalty pass; throw in & toss up treated as ‘actions’ not sanctions |
| 7.1.3 (iv) | | | Once a player taking a penalty pass is in the correct position, the player may either choose to play the ball immediately or wait for the infringer to stand out of play. Covers situation where infringer is replaced before a penalty pass is taken |
| 7.2 | | | Umpires shall, in addition to calling ‘advantage’, state the infringement and indicate with a hand signal |
| 8.2.1 | | | Centre pass: one foot wholly in centre circle |
| 8.2.2 | | | Centre Pass  Advantage rule may be applied if opposing team catches the ball in the goal third or  after catching the ball in the air, lands with feet astride the transverse line |
| 8.3.1 | | | Now defined only as ‘ball out of court’ (previously this was plus ‘player out of court’) Clarification as to who put ball out of court |
| 8.3.2 | | | Clarifies player leaving the court without the permission of the umpire.  If player is Centre, one player must immediately move to play as Centre. |
| 8.4.1 (i) (a) | | | Throw in - replaces ‘immediately behind’ by a measurement for greater clarity (within 6 inches) |
| 8.5.2 | | | Toss up: Umpire responsible for ensuring players are correctly positioned |
| 8.5.3 | | | Toss up: If a player bats the ball directly at another player, the sanction has been changed to a free pass (in line with a similar offence added to 9.4.1 Methods of Playing the Ball) |
| 9.3 | | Umpires hold time for injury/illness upon appeal from an on-court player or for blood (either umpire may stop play)  Umpires may hold time for an emergency or such other circumstances as they consider appropriate  In extreme circumstances and in consultation with event organiser, the umpires may decide to abandon a match | |
| 9.3.2 | | Umpires may hold time, extend an interval or abandon a match (in consultation with event organisers) | |
| 9.4.1 | | Playing the Ball:  A player may not throw or bat the ball deliberately at another player  A player who falls to the ground while holding the ball, must first regain footing (but must not infringe the footwork rule)  A player may not use the goal post to regain balance or as a support to recover the ball | |
| 9.5.1 | | Redefines ‘short pass’ – currently judged by where both sets of hands are at the time when ball is released; now the rule takes into account the passage of the ball as it moves from the hands of the thrower to those of the receiver | |
| 10.2(ii)(b) | | Shot at Goal: A defending player may not –   cause the goalpost to move so as to interfere with a shot at goal and cause it to miss   deflect a ball on its downward path towards the ring, including touching the ball up through the net  A defending player may be within 3 feet of an opponent with the ball provided no effort is made to intercept or defend the player with the ball **and/or** there is no interference with the throwing or shooting action of this player  A player who is within 0.9 m of an opponent may not, whether attacking or defending, use movements that take the arms away from the body so as to limit the possible movement of an opponent, except as required | |
| 12.1 | Contest’ and ‘contact’ defined | | |
| 12.2 | More detailed delineation of ‘interference’ and moving into a player’s space | | |
| 13 | Game Management:  Discipline section revamped to provide a clearer structure for umpires to use & to help players & coaches to understand the likely consequences of certain behaviours including:  Actions that may be taken by Umpires – a structured approach to various occurrences of ‘foul play’:   Penalise with a sanction   Caution a player   Issue an official warning to a player   Suspend a player for 2 minutes   Order a player off  Official warning, suspending a player, ordering off a player is considered to have been made jointly by the two umpires and is binding on the co-umpire  Foul Play defined and includes Unfair play, Dangerous play, Misconduct  Unfair play: intimidation shifted to this section from Obstruction and retaliation included  Advancing a sanction is restricted to ‘delaying play’  Discipline of team officials and bench players specified  Delaying play is considered Foul Play – a penalty pass is awarded and sanction is advanced | | |
| 14 | New hand signals have been added: Throw in from goal line (attacking team), Goal scored, Goal not scored, Incorrect playing the ball, Intimidation, Official warning, Suspension, Ordering off  Some hand signals have been revised: Start of play, Hold time, Incorrect entry (ie offside, ‘breaking’), Contact | | |
| 15 | Variations in the rules can occur for matches at other levels (but will not normally change the way the Game is played on the court). Variations include - teams, equipment, time, match & technical officials, matches for young players | | |