

New Rule Reference	New rule / rule change
Rules book and sequence	New Rules book and new sequence
The team	Removed <i>old</i> 4.1 The game is for single sex competition
Section 1 Introduction	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
Section 2 Definitions	Definitions included.
Section 3 Technical Specifications	New court terminology - Field of play, court surround, playing enclosure, bench zone, zone for media and other technical officials
3.1.1	Court surface should be wooden (preferably sprung)
3.2	Goalposts and padding – tidy up of current rule
3.3 (i) (c)	Ball – pressure of ball added
Section 4 Match Duration	
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
Section 5 Match Personnel	
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
5.1.2 (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 (i) (a)	The match officials wear clothing that is distinct from the teams' playing uniforms
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
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
Section 6 Match Procedures	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 signalled, both umpires indicate the direction of the next centre pass.

	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
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
Section 7 Sanctions	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
Section 8 Starting Play	
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 <i>after a stoppage</i> , the umpires penalise the team for delaying as soon as play resumes. Sanction: Penalty pass that may be advanced
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)
Section 9 During the Match	
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
9.3.1	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)
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
Section 10 Scoring a Goal	
10.2(ii)(b)	Shot at Goal: A defending player may not – <ul style="list-style-type: none"> • 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

Section 11 Obstruction	
	<p>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</p> <p>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</p>
Section 12 Contact	
12.1	Contest' and 'contact' defined
12.2	More detailed delineation of 'interference' and moving into a player's space
Section 13 Game Management	<p>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':</p> <ul style="list-style-type: none"> • Penalise with a sanction • Caution a player • Issue an official warning to a player • Suspend a player for 2 minutes • Order a player off <p>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</p>
Section 14 Hand Signals	<p>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</p> <p>Some hand signals have been revised: Start of play, Hold time, Incorrect entry (ie offside, 'breaking'), Contact</p>
Section 15 Variations for Other Levels of Play	<p>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</p>