

MODIFICATIONS TO THE OFFICIAL NETBALL RULES

for Players with Moderate Learning Disability

These modifications have been approved by England Netball's Disability Development Group, Coaching Committee and Umpiring Committee.

- **Players aged 12 and over should play 7-a-side Netball with the modifications as summarised below. Rule Book references and additional guidance for coaches and umpires are shown in Appendix A.**
- **Games will be of 4 quarters of 8 minutes with breaks of 3 minutes except at half-time when it will be 5 minutes;**
- **Tournament play will consist of matches of 2 halves of 10 minutes with 5 minutes at half time. PLEASE NOTE, however, that for the National Learning Disability Championship 2006, matches will be of two halves of 7 minutes, not 10 (subject to the number of entries);**
- **The direction of play will change at half time only;**
- **Held ball - 4 seconds replaces 3 seconds throughout these rules;**
- **Footwork – players may pivot on either foot. Players may shuffle their feet to stop and / or to regain balance, as long as no progress is made down the court;**
- **Throw-in – the umpire must ensure that all players are on court and say 'Play';**
- **Repossession - if the ball is dropped, the same player will be allowed to repossess the ball once;**
- **Offside – the offside rule will only be used if it affects play, irrespective of who is in possession of the ball.**
- **Substitution – in addition to normal substitutions, each team may make one additional substitution in each period of play, after a goal is scored or when the ball goes out of play, to bring off a player whose concentration or behaviour has broken down;**
- **Coaches do not have to stay in their designated technical area throughout the game but may give reminders and support to their players from just outside the court;**
- **Contact – some players may be restricted in observing the rule because of their disability; if this is the case, umpires should demonstrate practical understanding (common sense) whilst ensuring the health and safety of other players is observed.**
- **The use of padded posts is recommended.**



Appendix A
MODIFICATIONS TO THE OFFICIAL NETBALL RULES
for Players with Moderate Learning Disability

Details for Coaches and Umpires

<i>Rule Ref</i>	
2.1	<u>Duration of the Game</u> 4 quarters of 8 minutes with intervals of 3-5-3 minutes. Change ends at half time only
2.2	2 halves of 10 minutes with 5 minutes at half time for tournament play.
3.1.6	Officials (v) or to clarify where a penalty is to be taken. (xi) and, if considered necessary, may remind players taking the penalty rules concerning the Penalty, eg “Free Pass – pass the ball – no whistle”
3.2	Umpires should call the team having the next centre pass and call the score.
3.4	Team Officials may assist the Umpires by reminding their players to get back on-side if they move to a prohibited court area but are not affecting play.
3.4.2	Coaches do not have to stay in their designated technical area throughout the game and may give reminders and support to their players from just outside the court.
3.5	A designated Team Official – Manager or Coach – may approach an Umpire at an interval and request that an explanation of the interpretation of any rule which is obviously causing players concern is given to the teams.
6.	<u>Substitutions</u> In addition to the normal substitutions, each team may make one additional substitution in each period of play, after a goal is scored or when the ball goes out of play, to bring off a player whose concentration or behaviour has broken down.
7.1	<u>Stoppages</u> (i).... after a call for time by an on-court player or a designated Team Official.
9.1.1	<u>Offside</u> (see rule 3.4 above) An Umpire should not penalise a player if there is no advantage to the non-offending team but 3.4 allows a Team Official to tell players to move to a ‘correct’ area of the court.
11.1	<u>Positioning of Players at Start of Play</u> If necessary, Umpires may remind Centres to stand wholly within the centre circle at the start of play.
11.3	If necessary, Umpires may give <u>one</u> reminder to other players that they must be in the appropriate goal third. Thereafter Team Officials can be ‘on hand’ to remind players, who are liable to forget this rule.
12.2.1	<u>Start of Play</u> 4 seconds and obeying the modified footwork rule (see rule 14)

13.1	<u>Playing the Ball</u> (viii) 4 seconds
13.3 4 seconds
13.4	may not ...(iv) drop the ball and replay it more than once
14.	<u>Footwork</u> Umpires should allow players to move their landing foot once to regain balance but NOT to make progress down the court. If a long stride is taken with the landing foot the player would be expected to move this foot back nearer to the other foot before passing. Some shuffling on the spot should be allowed and players may pivot on either foot. When taking a penalty, the full footwork rule should be observed as these are taken from a static position, so no assistance with balance should be required.
15.1	<u>Scoring a Goal</u> (iii) Umpires remind the GA or GS that they may shoot.
15.2	Umpires remind GA or GS that they must pass.
16.	<u>Obstruction</u> While the full rule will be used, coaches should advise their players to defend the ball with their arms stretched upwards, or to make one jump to defend the pass or shot (some players will be able to do both). Umpires should verbally discourage players who infringe the full ruling, as some may have difficulty understanding (it is not necessary to blow the whistle every time the rule is infringed). Players' judgement of distance may not be sound and although not attempting to defend, they may frequently position themselves so close to an opponent that they interfere with the movement of that player or cause them to make contact.
17.	<u>Contact</u> Some players may be restricted in observing the rule because of their disability; if this is the case, umpires should demonstrate practical understanding (common sense) whilst ensuring the health and safety of other players is observed.
18.	<u>Penalties</u> At all penalties the Umpires must be prepared to assist the player preparing to take the penalty.
18.1.2 4 seconds
18.2	If a player from an 'incorrect' area goes to take the penalty, the Umpire will assist the team by stating the players eligible to take it.
18.3.2	Umpires may remind the penalised player of the rule.
18.4. 2	The Umpire will be responsible for ensuring that all players are on court and that the player taking the 'Throw-in' is at the correct place. Indication that play may recommence is made by the Umpire calling 'Play'.
21.1.1	<u>Failure to take the Court</u> The Umpire there are 60 seconds remaining.