

## Appendix 3 – Extracts from the Rules of the Game concerning “Passive play”

### Current version

### New version

7:12 When a tendency to passive play is recognised, the forewarning signal (hand signal no. 17) is shown. This gives the team in possession of the ball the opportunity to change its way of attacking in order to avoid losing possession. If the way of attacking does not change after the forewarning signal has been shown, ~~or no shot on goal is taken~~, then a free throw is called against the team in possession (see Clarification No. 4).

In certain situations the referees can call a free throw against the team in possession also without any prior forewarning signal, e.g. when a player intentionally refrains from trying to utilize a clear scoring chance.

7:12 When a tendency to passive play is recognised, the forewarning signal (hand signal no. 17) is shown. This gives the team in possession of the ball the opportunity to change its way of attacking in order to avoid losing possession. If the way of attacking does not change after the forewarning signal has been shown, **the referees can whistle for passive play at any moment. If no shot on goal is taken by the attacking team after a maximum of 6 passes, then a free throw is called against this team (13:1a, procedure and exceptions see Clarification No. 4, section D).**

**The decision by the referees about the number of passes is a decision on the basis of their observation of facts under the principle of Rule 17:11.**

In certain situations the referees can call a free throw against the team in possession also without any prior forewarning signal, e.g. when a player intentionally refrains from trying to utilise a clear scoring chance.

## Appendix 3 – Extracts from the Rules of the Game concerning “Passive play”

### Current version

### New version

#### Clarification No. 4

##### D. After the Forewarning Signal has been shown

After showing the forewarning signal, the referees should allow the team in possession of the ball some time to change their action. In this regard, the skill level in different age and performance categories must be taken into account.

The team forewarned should thus be allowed the possibility to prepare a targeted attacking action towards the goal.

If the team in possession does not make a recognizable attempt to get into position to take a shot on goal, then one of the referees decides that this is passive play (Rules 7:11-12). (~~See also below the ‘Decision-making criteria after showing the forewarning signal’.~~)

#### Remark:

~~Passive play should not be whistled during a forwards movement with a chance for a shot on goal, or when the player with the ball gives an indication that he is about to try to take a shot.~~

#### Clarification No. 4

##### D. After the Forewarning Signal has been shown

After showing the forewarning signal, the referees should allow the team in possession of the ball some time to change their action. In this regard, the skill level in different age and performance categories must be taken into account.

The team forewarned should thus be allowed the possibility to prepare a targeted attacking action towards the goal.

If the team in possession does not make a recognisable attempt to get into position to take a shot on goal (decision-making criteria see D1 and D2), then one of the referees decides that this is passive play at the latest when no shot on goal is executed after 6 passes (7:11-12).

The following actions are not considered as passes:

- If an attempted pass cannot be controlled due to a penalised foul by a defending player.
- If an attempted pass is deflected by a defending player out over the side line or the outer goal line.
- A throwing attempt that is blocked by the opponent.

## Appendix 3 – Extracts from the Rules of the Game concerning “Passive play”

### Current version

### New version

#### *Decision-making criteria after showing the forewarning signal:*

##### D1. The attacking team:

- no clear increase in pace;
- no targeted action towards the goal;
- 1-on-1 actions where no spatial advantage is achieved;
- delays when playing the ball (e.g., because the passing routes are blocked by the defending team).

##### D2. The defending team:

- the defending team tries to prevent an increase in pace or a targeted attacking action, through correct and active defensive methods.
- ~~passive play must not be called, if an aggressive defense interferes in the attacking flow through constant fouls.~~

#### *Decision-making criteria after showing the forewarning signal:*

##### D1. The attacking team:

- no clear increase in pace;
- no targeted action towards the goal;
- 1-on-1 actions where no spatial advantage is achieved;
- delays when playing the ball (e.g., because the passing routes are blocked by the defending team).

##### D2. The defending team:

- the defending team tries to prevent an increase in pace or a targeted attacking action, through correct and active defensive methods.
- if the defending team tries to interrupt a pass sequence of the attacking team by committing infractions in accordance with Rule 8:3, this behaviour has to be consistently punished progressively.

##### D3. Notes concerning the maximum number of passes

###### D3a. Before the execution of the 6<sup>th</sup> pass:

- If the referees decide a free throw or a throw-in to the attacking team when the forewarning signal has been shown, it does not interrupt the count of passes.

## Appendix 3 – Extracts from the Rules of the Game concerning “Passive play”

Current version

New version

- Similarly if a pass or a shot on goal is blocked by a court player of the defending team and the ball goes to the attacking team (even as a goalkeeper throw), it does not interrupt the count of passes.

D3b. After the execution of the 6<sup>th</sup> pass:

- If a free throw, a throw-in (or a goalkeeper throw) is awarded to the attacking team after the 6<sup>th</sup> pass, the team has the possibility of combining a throw with one additional pass to finish the attack.
- The same applies if the throw executed after the 6<sup>th</sup> pass is blocked by the defending team and the ball is directed to an attacking player or passes the side line or the outer goal line. In this case, the attacking team has the possibility of finishing the attack by making one additional pass.