

The Netball South Canterbury Executive would like to improve the standard of our umpiring for the coming season by encouraging a Basic Umpiring Standard as set out below:

PROTOCOLS FOR UMPIRING – Court 3 onwards:

- Appropriate clothing (club colours) and shoes must be worn. Have your own whistle (preferably hand whistle) and elastic band. Whistles are available at the office
- Arrive at the court 10 minutes before the game is due to start
- Inspect players' uniforms, jewellery and fingernails. No jewellery is to be worn, a taped wedding ring and medic alert bracelet only
- Encourage captains to toss for ends/Centre Pass and receive notification from captains of the result
- At the two minute warning bell from the office, teams must finish their warm up, clear the court, and then from the sideline be prepared to take the court
- Make sure the sideline is clear with team bags being placed at the northern end of the court. Inform supporters to leave a clear pathway for you to umpire
- Ensure a representative from both teams stand together with one taking the scorecard, this ensures there is no dispute of results
- Whistle to be blown loud throughout the entire game with calls being made loud and clear. Be confident in your calls
- Refer to the basic umpiring rules – books available from the office

Members of the Umpires Group will be out on the courts this season to encourage and assist umpires to achieve these Protocols. We would encourage all coaches and managers of teams to include umpire training as part of their coaching sessions.

If you require assistance, please contact Steph Waud, Umpire Convenor via the office.

While we are trying to lift our umpiring standards we do expect:

Respect for our umpires at all times. Any inappropriate sideline or court behaviour from teams and spectators will not be tolerated – this could result in further action being taken.

BASIC UMPIRING

Here are a few very basic umpiring rules:

WHERE AND WHAT PART OF THE COURT DO I UMPIRE FROM?

Games are umpired by two umpires who stand on opposite sides of the court (outside the court lines). Always umpire 'to your right' from the centre circle. You are also umpiring the entire sideline of the court on your side of the court. You run with the play of the ball right down to 'your' goal end.

WHO BLOWS THE WHISTLE FOR THE CENTRE PASS?

The whistle is blown for each centre pass by the umpire who had a goal scored in 'their' goal end prior to the next centre pass.

HOW DO I KNOW WHO HAS THE CENTRE PASS?

The easiest way to remember who has the centre pass is to hold your whistle (or a hair tie around your wrist) in the hand of the side that has the next centre pass, ie: hold your whistle in your right hand if the team on 'your' side of the court has the next centre pass and vice versa.

WHAT ARE THE PENALTIES FOR INFRINGEMENTS?

- Free pass
- Penalty pass
- Penalty pass or shot
- Throw in
- Toss up

A FREE PASS IS AWARDED FOR:

- Offside
- Over a third (ball must be touched by a player in each third of the court)
- Stepping
- Held ball (when the ball is held for more than 3 seconds)
- Replayed ball

WHERE AND WHO TAKES A FREE PASS:

The free pass is awarded to the team where the infringement occurred and the pass can be taken by any player allowed in that area

A PENALTY PASS IS AWARDED FOR:

- Contact (with the ball or player)
- Obstruction (being within .9m of the player with the ball)

WHERE AND WHO TAKES A PENALTY PASS:

- The player who infringes must stand beside and away from the passer and cannot move or talk until the ball has been released
- The pass is taken by any team member allowed in the area where the infringement occurred

PENALTY PASS OR SHOT:

If contact or obstruction by the defenders occurs in the goal circle, a penalty pass or shot is awarded where the infringer was standing



POINTS TO HELP WITH POSITION, VISION & TIMING (PVT)

Position:

- In line with if not slightly ahead of play and follow around behind the Goal Circle with an attempt to get into the best position possible.
- Show knowledge of repositioning to ensure a clear view of play
- No Umpire shall be on court except to take a toss up.
- Where the ball is and where the players are (or where the traffic is) will dictate position.
- Keep Body open to court, but not too square, a **slight** body angle.

Vision:

- Look long & early – Look down into circle and be able to state where the shooter is positioned.
- Look wide – where is the ball going next – and after that (Breaststroke with eyes.)
- Look often in case anything changes.
- Scanning – is not just looking but seeing – **See all 8 players.**
- Vision should not be too high or low but around chest height.
- Good vision means you are in a position that you only require slight head movement to see all play.

Timing:

- Move in relation to play – be on Goal Line with arrival of the ball.
- Readjust if player and the ball readjust.
- Have ability to change speed and direction.
- Good position and scanning will assist with knowing when to move and where to move to.



PROTOCOL CHECK SHEET

Umpire: _____

Game: _____

Date: _____

Before the Game			Injury or Illness	Quarter
Inspects court/surrounds (within 30 min of start)			Verifies 'stop request' from on-court player	
Ensures team benches & tables comply			Advises TK: medium roll, arm, eye contact	
Inspects players' uniforms, fingernails etc			Walks away to nearest intersection	
Encourages captains to toss for ends/Centre Pass			Co-umpire: diagonally opposite; eye contact	
Tosses for northern end following captains' toss			Ensures drink bottles off court	
Instructs TK to notify 30 & 10 sec warnings			Ensures player receiving treatment	
Whistles 30 sec warning*			Ensures substitutions correctly made	
Whistles 10 sec warning*			Notes position of match ball	
Moves into position, places ball in Centre Circle			Promptly restarts if injury is > than 2 mins	
Intervals & Game End	Q	Q	Or Whistles 30 sec warnings	
Ends play: long roll, arm in air, faces TK			Whistles 10 sec warnings	
Meets co-umpire, walk off together			Restarts play correctly	
While walking, verifies next Centre Pass			Injury or Illness	Quarter
Advises Scorers of next Centre Pass			Verifies 'stop request' from on-court player	
Whistles 30 sec warning*			Advises TK: medium roll, arm, eye contact	
Whistles 10 sec warning*			Walks away to nearest intersection	
Moves into position			Co-umpire: diagonally opposite; eye contact	
During Play	Q	Q	Ensures drink bottles off court	
Starts play: long roll, arm, faces TK			Ensures player receiving treatment	
Works with co-umpire, ready for appeal			Ensures substitutions correctly made	
Indicates C Pass immediately after goal			Notes position of match ball	
Positions correctly for Toss Ups			Promptly restarts if injury is > than 2 mins	
Supports co-umpire with eye contact			Or Whistles 30 sec warnings	
End: long whistle, arm, faces TK			Whistles 10 sec warnings	
<i>* whistle not required if all players on court</i>			Restarts play correctly	

