

Baulkham Hills Shire Netball Association Limited

(trading as BHN)



UMPIRE PROCEDURES

VERSION 5

Adopted: 21 February 2022

CONTENTS

Introduction

Rules of Netball	3
Impact of the Umpire	3
Umpire Code of Behaviour	3

Framework

National Framework	4
National Umpires – Updating your Accreditation	4
Netball Protocols of Whistle Blowing	5
BHN Framework - Association Badges	5
BHN Umpire Pathway	6
BHN Development Options	7
BHN Recognition and Reward	8

Club Convenors

Your Role as the Club Umpire Convenor	9
BHN Umpire Practices	10-11
Identify and Promote	12
Allocating Umpires to Games	13
Candidates' Assessment Preparation	14
Testing	14
Testers	14

Tool Kit

Coaching Beginner Umpires	15
Terminology	15
Common Faults - Position, Vision, Timing	16
Correct Use of Whistle	16
NetSetGO Rules Information	17-18
Gold Testing Template	19
Green Testing Template	20
NetSetGO Testing Template	21

Legend

BHN – Baulkham Hills Shire Netball Association
NA – Netball Australia
NNSW – Netball New South Wales

Rules of Netball

The Rules of Netball are based on the CORE VALUES of
EQUAL OPPORTUNITY, FAIR PLAY and
RESPECT for an OPPONENT'S SKILL and SAFETY.

It is the responsibility of umpires to apply the Rules of the Game with impartiality, fairness and consistency.

It is the responsibility of **players** to ensure that they are physically and technically prepared in a manner that enables them to play the Game, comply with the Rules and participate safely in a sporting and fair manner. This includes responding to rulings made by the umpires and adjusting play accordingly.

It is the responsibility of those who **coach** the Game to ensure that players are prepared in a manner that ensures compliance with the Rules of the Game as well as an understanding of both sporting behavior and safe practices.

It is the responsibility of **controlling bodies** at all levels to ensure that the Game is conducted and developed in accordance with disciplined and sporting behaviour.

Impact of the Umpire

Netball umpiring isn't just about rules application. Umpires help keep the game safe, fair and fun for everyone. Not to mention developing personal skills like communication, resilience and leadership. Netball umpiring is also a great pathway into the world of professional sport. There are plenty of opportunities, plus clear development systems for those wanting to officiate at the highest level.

Umpiring is a volunteer service – a fact frequently overlooked or taken for granted by players and spectators, who readily criticize the umpire for decisions and rarely offer praise. The importance of umpiring upon the maintenance of a good standard of play can never be stressed too strongly. However outstanding the players, however effective the coaching, in the long run it is the efficiency of the umpiring which influences the standard of play. Even lower standard teams with little or no coaching can improve with consistently good umpiring. An umpire is an integral part of the game and can make or mar a game. The enjoyment of the games depends on the efficiency and manner of the umpire. [Quote Maureen Boyle]

Umpire Code of Behaviour

An umpire must meet the following requirements with regard to their conduct during any activity held by or under the auspices of Baulkham Hills Netball, Netball NSW or Netball Australia.

- Umpire in accordance with the Official Rules of the Game.
- Treat all players, coaches, bench officials and other umpires with respect.
- Place the safety and welfare of the players above all else, including by:
 - o Ensuring the court and its surrounds are compliant with the rules.
 - o Taking appropriate action to manage dangerous play.
- Maintain a high standard of personal behaviour at all times.
- Be a positive role model through behaviour and personal appearance projecting a favourable image of netball and umpiring at all times.
- Refrain from conduct which could be regarded as sexual harassment, discrimination, bullying or victimisation.
- Be courteous, respectful and open to discussion and interaction with other netball participants.
- Maintain or improve your current performance level and seek continual improvement.
- Be honest and do not allow your qualifications/accreditation to be misrepresented.

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National Framework

The National Umpire Development Framework (2020) shows the overarching process for all national badges. The full document is located at both Netball NSW and Netball Australia websites. It is used to address all areas of preparation and testing for National badges.

Assessment is based on the Rules of Netball Theory Examination and Practical Evaluation through a testing process on assessable criteria. The culmination of this accreditation system leads to practical assessment in a 4-tiered system of badges: C, B, A and the highest national award the AA (All Australia).

It is not essential to proceed sequentially through each badge level. No age restrictions apply to candidates for any badge level. Candidates may be tested up to twice in any calendar year for the same badge level.

The Netball Australia Umpire Accreditation System is an educational pathway based on Netball Australia Umpiring Courses (Foundation and Elite), ongoing professional development and practical umpiring instruction through an experienced umpire coach system.

Netball Australia Framework

Prerequisites		Game Required	Testers Level	Qualification Gained
Education Course	Theory Pass			
Elite Course	90% Theory Pass	Premier League or equiv., 14 players, 4x15 mins.	AA Badge, 2 x National A minimum	National A Accreditation lasts 4 yrs (80pts & re-endorsement]
Foundation Course	80% Theory Pass	Local Snr A grade, 14 players, 4x15 mins.	National A & National B minimum	National B Accreditation last 4 years [40 pts]
Foundation Course	70% Theory Pass	Local Snr B grade, 14 players, 4x10-12-15 mins.	National B & National C minimum	National C Accreditation lasts 4 years [20 pts]

National Umpires - Updating Your Accreditation

Level	Update Requirements
A Badge	Attain 'AA' badge within four years of the achievement date OR complete 80 points in 4 years.
B Badge	Attain 'A' badge within four years of the achievement date OR complete 40 points in 4 years.
C Badge	Attain a higher badge within four years of the achievement date OR complete 20 points in 4 years.

50% of the required updating should be completed through on court umpiring. Practical umpiring can be undertaken at any level and may occur on a regular basis (weekly, fortnightly) or camps, carnivals etc.

Successful completion of the Rules of Netball Theory Exam (pass mark as required for the badge being updated) is a mandatory updating requirement for all badge levels.

The remaining updating must come from professional development activities, many of which are offered free.

ON COURT umpires are required to complete a series of tasks over a four-year period following their successful attainment of any Netball Australia A, B, C badge. Netball Australia recommends that all umpires who attain their badge (become accredited) continue to upgrade their knowledge, skills and competencies.

Netball Australia requires an umpire to reach a specified number of points of updating activity to remain accredited at the relevant badge level. In the case of the A badge, an umpire must successfully complete the practical assessment in addition to the required points to be updated.

The updating program aims to raise the overall quality of umpires within netball by ensuring they are provided with ongoing education and development opportunities covering areas such as:

- Keeping abreast of the latest information on developments within netball.
- Rules knowledge and current interpretations.
- Having access to the most up-to-date techniques and skills related to umpiring.

National Umpires - Updating your Accreditation continued..

OFF COURT umpires are required to hold a current Netball Theory Pass. Netball NSW offers **registered** national badges a way of being available to test, coach and umpire for their club and association. These umpires may not officiate in any NSW or Netball Australia organised competition but an OFF COURT status allows these umpires the opportunity to assist their clubs each Saturday by umpiring, coaching, testing and participating in the semi-finals. **A win-win situation for the off court umpire.**

Netball Australia FEES as from January 2022

Rules of Netball theory Examination	\$ 12.50*	*Slight Increase + 2hrs to complete
Foundation Umpire Education Court	\$ 45.00*	*Slight increase from \$40.00
Elite Umpire Education Course	\$145.00	*Must already hold B badge
Badged Umpire Camps (B,C, Rookies)	\$ 95.00	
Accreditation Fee	\$ 25.00	*New fee

Updating Your Learning

National Learning is transitioning to again become available to all registered members of Netball Australia. More information to come in the months ahead.

Baulkham Hills Framework - Association Badges and Fees

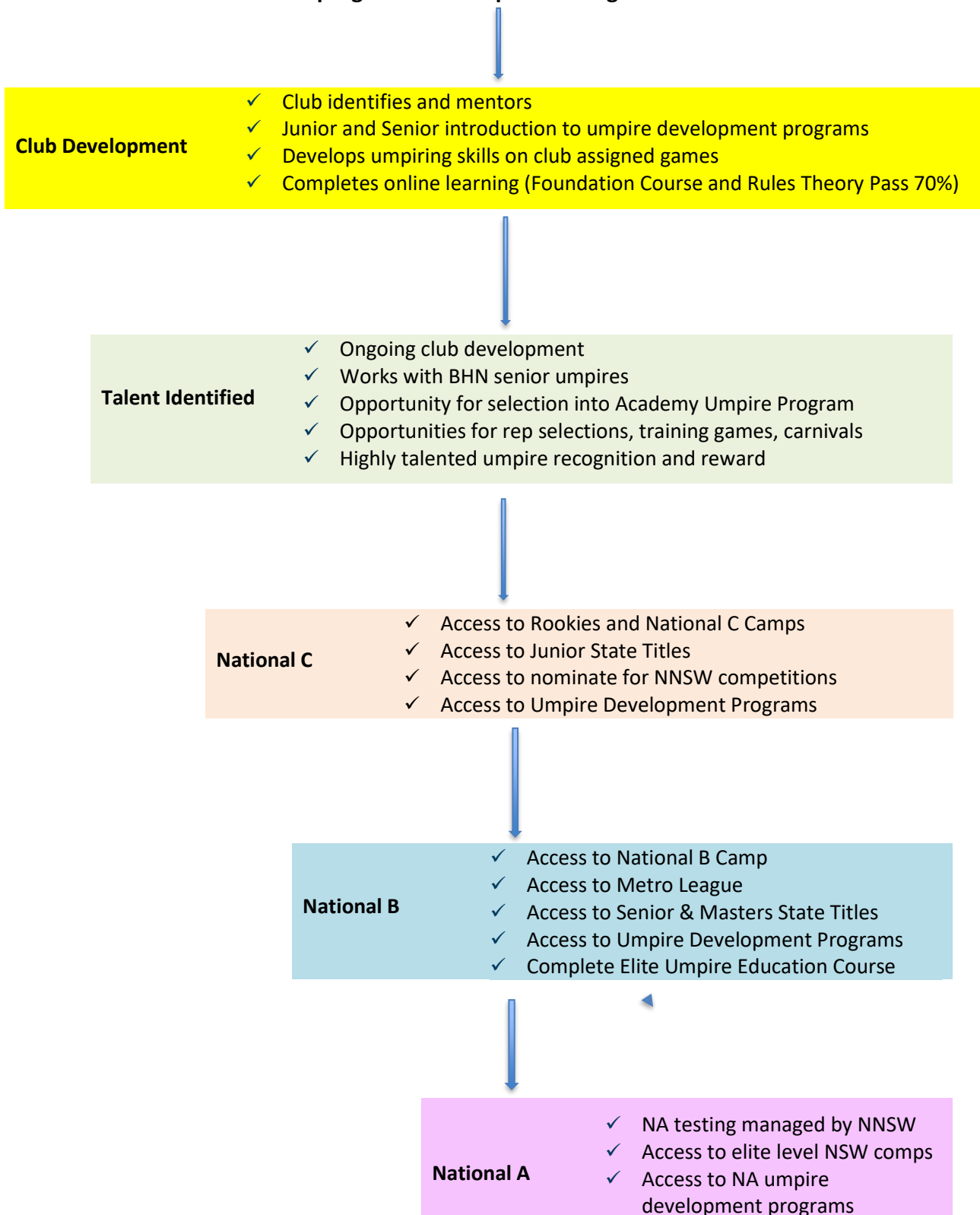
Association club convenors should adhere to the framework below when preparing and assessing candidates for association badge levels.

NB: BHN badges are not recognized at other association within Australia.

Pathways	Preparation and Assessing			Qualification Attained
	Theory	Practical	Tester/Coach	
Prerequisite: Foundation Umpire Course	Rules of Netball Theory Pass min. 70%	Local Senior low grade game	Gold badge with 2 yrs experience (minimum)	Gold Badge \$7.50
Participation in rules discussion & workshops. Coaching/Mentoring. Practice umpiring at appropriate level. Attend umpire development programs. Self-reflection. Personal development (fitness).	Rules of Netball Theory Pass min. 70%	Local Junior low grade game	Green badge with 2 yrs experience (minimum)	Green Badge \$7.50
	White Award Competency	Completion of 4 Junior low grade game	Umpire coach attends every game	White Certificate No cost
	Blue Award Practical Component	Club provides learning coaching on 4-6 games.	Current coaching umpires	Blue Certificate No cost
	Red Award Assessment Pass	Club provides min 4 hrs tuition	National Badge holder	Red Certificate No Cost

BHN Umpire Pathway

The framework and pathway work, so Club Umpire Convenors are encouraged to progress their umpires through them.



BHN Development Options

BHN Competitions offers umpires a variety of grades that cater for all levels of umpires from beginner through to elite. Coaching umpires are provided by clubs and/or association whenever possible on the majority of the development programs below.

Personal **This is up to you!**

Fitness It is your responsibility to be fit and healthy, ready to officiate at each level of game. Attain and/or maintain your badge accreditation & rules currency via online courses.

Elite Umpires Development

NNSW	Targeted Umpire Group focuses on National B umpires offering them development sessions and activities to assist their progression to National A.
NNSW	Developing Umpire Group targets umpires aged 17-22 yrs of age to encourage their Retention and further development. Maximum 3 umpires for each association.
BHN	Identify talented umpires to nominate them to Premier League and/or Metro League Competitions.
PATHWAY	Specific umpires invited to umpire A1 during Saturday competition, mentoring provided.
TOP	Specific umpires invited to umpire high grade games during Saturday competition with mentoring provided.
State Titles	For current national badges who attend one rep carnival prior.
Elite Training	PL: Monday night @ Blacktown Leisure Centre with GWS Fury teams ML: Differing week nights @ Blacktown Leisure Centre & Bella Vista Primary School

Senior National Umpires

Fitness Program	conducted Sunday morning pre-season (January to March) at Kellyville
Rep Training	Conducted weeknights
Rep Carnivals	Conducted on Sundays. Coaching umpires attend.
Rep Selections	Involved Senior and Junior players, all umpires are welcome. Coaching umpires attend.
TAIL program	Experienced umpires volunteer to umpire & educate 10 year old players in the rules.

Junior National Umpires

WSAS	For umpires 15-17yrs. Apply directly to WSAS invitation by end of September.
Rep Training	Conducted Tuesday/Thursday nights @ Kellyville courts
Rep Carnivals	Sundays in Sydney regions. Coaching umpires provided. Respond to email invitation.
Selections	All umpires are welcome!

Developing Association Umpires via their Clubs

Gold badge	Testing arranged by Club Umpire Convenor
Green badge	Testing arranged by Club Umpire Convenor
White Award	Recognition of practical ability managed by Club - usually 4-6 competitive games
Blue Award	Practical education session @ Blue Award Gala Day held pre-season
Red Award	Theory education session, conducted by club

Developing Umpires via BHN Umpiring Committee

- Pathway & Top programs: Selected umpires officiate on Saturday Winter games with mentoring throughout the season.
- Selected talent identified umpires are encouraged to attend representative carnivals for intensive umpire coaching.
- Talent identified umpires are groomed towards National badges with testing arranged by BHN Umpire Convenor.

Recognition and Reward

Acknowledging your umpires' achievements is one way to maintain their enthusiasm and interest whilst learning and helps to retain your umpire base. The aim of both club and association recognition is to:



- ✓ Encourage people to enjoy umpiring
- ✓ Develop a sense of achievement leading to positive self-concepts
- ✓ Develop an interest and desire to continue participation in umpiring
- ✓ Encourage those who wish to continue to refine their skills
- ✓ Provides recognition of an achievement level

Club Recognition is very important to young aspiring umpires. Whilst you have a large audience at your presentation day, you may wish to present these attainment certificates to your successful candidates.

National A/B/C Certificates	Location: BHN Website under the Umpiring TAB – Pathways – Templates
Gold/Green Certificates	Location: BHN Website under the Umpiring TAB – Pathways – Templates
Red/Blue/White Certificates	Location: BHN Website under the Umpiring TAB – Pathways - Templates

The Spirit of Umpiring Award

Is a recognizable role model to aspiring umpires

Demonstrates ability to identify potential and takes an active role in the development of such potential

Encourages umpires to develop a better understanding of their impact on the game and to foster a mutual respect with players and coaches

Encourages umpires to work together to promote the spirit of umpiring

Recipient decided by the current holder of this award and the BHN Umpires' Convenor

Most Outstanding Junior Umpire

Age of umpire up to and including 17 years

Clubs and/or any member may nominate candidates

To have excellent presentation, manner and attitude

Demonstrates good rules knowledge and technical skills

Most Improved Junior Umpire

Age of umpire up to and including 17 years

Clubs and/or any member may nominate candidates

To have improved their presentation, manner and attitude

Demonstrates development in rules knowledge and technical skills

Umpiring Service Award – All Ages

Clubs and/or any member may nominate candidates.

Umpire to be active throughout the season

Umpire to attend carnivals (where applicable)

Umpire to have high standard of presentation (i.e. dress, attitude)

Most Valued NetSetGo Umpire

Clubs and/or any member may nominate candidate

Demonstrates their ability to act as umpire educator rather than rules enforcer

Children relate and respond positively to this umpire

Grand Final Certificate

Recognition of achievement and participation

Honorarium

Umpires may receive an honorary payment for carrying out umpiring duties for the Association.

Your Role as the Club Umpire Convenor

To affiliate with BHN every club must have an Umpire Convenor. The Club Umpire Convenor is the association's point of contact for all umpiring matters. The Club Convenor may, or may not, hold a National badge. The club umpire convenor plays a principal leadership role within a club by establishing the tone and standard of umpiring from junior through to senior. Identifying talented umpires early and encouraging them to participate within the umpiring framework and pathways offered provides great benefit to your club and helps to improve the standard of your club teams. Your role is vital to the smooth running of the competition and is very rewarding.

Qualifications Needed:

- ✓ A sense of humour and an open mind
- ✓ An understanding family
- ✓ Enthusiasm and a willingness to learn
- ✓ Organising ability and good communication skills
- ✓ A practical umpiring badge and a current theory pass will help
- ✓ Good rules knowledge is essential – keep your Rule Book with you at all times

Responsibilities:

- Maintain good rules knowledge & encourage all your members to do the online rules theory exam regularly.
- Attend association umpiring meetings to ensure you remain up-to-date.
- Organise the Red Award annually with follow-up Blue Award for practical coaching.
- Offer rules discussions and practical sessions for all club members; include your coaches and managers.
- Arrange support person for learner umpires, until the umpire feels confident to umpire by themselves.
- Learn the assessable performance criteria for Gold/Green badges & educate your testers to adhere to them.
- Identify talented umpires and seek advice from the umpires' committee on their management.
- Liaise with your Club Registrar to obtain accurate team lists so you can identify your umpires early.

Competition Day

- Allocate umpires to each game and provide a list for the sign-on area. Your list should be available before your club's first game of the day. Keep a copy on hand and make sure another club official also has a copy.
- Your most important task is to arrange support for your learner umpire ie a sideline buddy or mentor. A green or gold badge can buddy a new umpire and would learn and grow in confidence from the experience.
- Respond quickly and support your umpire if they need you. If you know a game will need extra control, allocate a more experienced umpire on the game or provide club support on the sideline.
- ***Ensure your umpires know that the game should not start until both umpires are present at the court. Umpire should send a spectator to umpires' room or control.***
- In senior grades the team that fails to provide an umpire must use one of their on-court players if a volunteer umpire is not located swiftly. Note that once the game begins the 'late' arriving umpire cannot replace your volunteer (unless the volunteer umpire is injured or ill.)
- Liaise early with other club convenors to organise swaps. Always make sure your club umpire knows they are umpiring for another club and also list the swapped game on your weekly club allocation list. Note that when swapping umpires, the original club will receive the fine if "swapped" umpire does not arrive.
- Liaise often and early with the umpires' committee to help identify talent. Don't leave it until the Saturday to seek assistance as they will not have the time to help. Use generic email address – bhumpires@gmail.com
- Don't leave testing for Gold/Green until the last few weeks. Test early! The candidate is not to be told they are being tested. Boost their confidence early and you will be amazed at their positive response and improved performance.
- Have fun with your umpires and remain enthusiastic!

Remember, preparation is the key!



BHN Empire Practices

Control of the Game

BHN competitions are conducted under a 'zero tolerance' approach where all members, players, coaches and managers are expected to behave according to the Rules of Netball; BHN Policies & Procedures & Codes of Behaviour. Complaints are managed under the MPP-Complaint Management Process.

Adornments & Jewellery: Umpires' decision is based on the current rule. Their decision is supported by the Umpire Committee and Executive. Club coaches/managers must also uphold this rule.

Query of a rule: Team Captains may seek clarification of a rule before/during intervals or at the end of the game. Other players may attend with their Team Captain. Team Captains should be identified to umpires prior to the commencement of the game in case Game Management processes are needed.

Game Management processes are to be followed. Umpire/s complete the "BHN Incident Report" on the back page of the scoresheet when necessary. All Incident Reports are scrutinized and followed up by the Incident Tribunal.

Umpires are fully supported for all actions undertaken to remain in control of a game and maintain safety for all players entrusted into their care. Such actions may include blowing whistle more loudly; speaking slower and clearer; asking players to adjust their actions; holding time; cautioning player/s and advising them to cease a specific action. **Players are expected to adjust their play if so requested.** Umpires should confer before deciding on the action to be taken as when one umpire takes an action it is binding on the other umpire.

Stoppage Rule

Stoppages for Injury/Illness/blood are followed as per the Rules. The injured/ill or player with blood MUST leave the court within 30 seconds of time being called, unless the injured player cannot be moved. Treatment is provided OFF the court. The Primary Care Provider (in junior games normally the Manager) is permitted on court to assist the player to leave the court area. It is customary practice when a player calls for an injury stoppage for the Umpire to ask the player, "What for?"

Preferred Umpire Dress Code

- Female White skirt/white shirt or registered club playing uniform. **The white top should be tucked into the skirt.** White club provided umpire top may be worn over the registered club playing uniform. This is encouraged but is not mandatory as not all clubs provide a white umpiring shirt.
- Male White shorts/top or the wearing of club provided white umpiring shirt.
- All May wear a white or club tracksuit top during inclement weather. When wearing white umpires should also wear white underwear. Religious headdress is permitted.

Well Being

If your umpire plays they should **not** umpire more than 2 games each Saturday. If umpire does not play they should only umpire up to 2 games in the morning and 2 games in the afternoon, with a break between games. If you use them too often, you are setting them up to fail. **Please NOTE Club Umpire Convenors.**

Currency

Accreditation for national badges is 4 years. Nationals must follow accreditation procedures outlined by Netball Australia to retain their currency. Refer to page 4 of this document for further details.

Gold Badged umpires must complete the Foundation Course and hold a current theory pass to retain their qualification level.

Umpires aged under 17 years should not be placed on senior grades unless they hold a current National or Gold level badge.

Umpires to be 12 years of age before being placed on a junior game. A 'sideline buddy' should be allocated weekly until the umpire feels confident enough to do a game on their own.

BHN Umpire Practices continued

Umpire Fixture

Whichever type of umpire fixture is used, it is always based on one umpiring duty for each club team playing that day. For example, a club with 10 teams playing in the morning and 10 teams playing in the afternoon are required to supply 10 umpires in the morning and 10 umpires in the afternoon.

“Umpire Your Own” means that the club must provide an on-court umpire when and where their team is playing.

“Neutral” means that the club must provide an on-court umpire on a different court and/or different time to when their team is playing.

BHN use “Umpire Your Own” allocation style during the Winter Competition up to the final series when “neutral” umpiring is allocated.

Whichever fixture is used, clubs are responsible for developing and providing umpires who meet the standard of their players and who control the game for the benefit of all players on the court without “fear or favour”.

Umpires must sign on at Umpire’s Control before going to the court but are not required to sign the score sheet. If they wish, umpires can approach the scorers and ask that their names be printed on the scoresheet, by the scorers prior to the start of the game.

Semifinals, Finals and Grand Finals

During the final series clubs must submit current umpires of National or Gold badge level equivalent to the number of club teams reaching semifinals. For example, club **A** has 7 junior + 7 senior teams reaching semis. Therefore they are required to submit, 7 umpires available for morning timeslots & 7 umpires available for afternoon timeslots. Clubs who do not meet this requirement are fined.

Refer to the current Fees, Fines & Payments schedule.

Notification that nominations are open for the finals series is distributed to all clubs and appears on BHN Facebook page. An online form is completed by individual umpires when volunteering. Please note that only current National and Gold Badges are eligible to umpire semifinals. Green badges are not eligible, as in the main, they do not yet have the experienced required.

Clubs semifinal umpire quota should be met by 5pm, Saturday, Round 13.

After Round 13, Clubs are quickly advised club umpires who have nominated and their availability. If the club has not provided enough umpires, they will have one extra week to fill the vacancies or be fined.

Monetary fines are imposed on clubs who fail to provide the correct number of umpires. Any fine imposed will need to be paid on Saturday (Semifinal day.) The fine is \$55 per missing umpire.

Final series umpire allocations are sent to club convenors on the Monday of semis. Convenors need to inform their umpires of the timeslot they are umpiring, check they are still available and then confirm with the BHN Convenor that their umpires are available. Reserve umpires are also advised and must present on time.

If any change is required club convenors contact the BHN Umpire Convenor via bhumpires@gmail.com as soon as possible so the change or replacement can be made. A Club Convenor is obliged to replace the missing umpire with one of the same calibre or higher.

Identify and Promote

To help educate and promote umpiring as a worthwhile venture the following steps act as a guide to development. Remember, each umpire progresses at their own pace and should never be in competition with another club umpire.

Please note that Steps 1-5 below are under the administration of the Club Umpire Convenor.

The value of a Club Umpire Convenor is never underestimated. The red award participant of tomorrow could be your National badge within a couple of years.

Step 8 – All Australia Badge: under Netball Australia Framework and administration

Step 7 – National A: under the administration of Netball New South Wales

Step 6 – National B and C: under the administration of BHN Association Umpire Convenor

Step 5 – Gold Badge

A Gold Badge candidate should hold a Rules of Netball Theory Pass and have completed the Foundation Course. A gold Badge is achieved when the candidate meets the assessable performance criteria as shown on the Gold Test Template. Mentor support from association/club is required when the umpire progresses beyond the Gold Badge upwards towards a higher qualification.

Step 4 – Green Badge

A Green Badge candidate should hold a Rules of Netball Theory Pass and is achieved when the candidate meets the practical assessable performance criteria as shown on the Green Test Template. Mentor support should be ongoing for the first season or until the umpire feels confident to be solo on a game.

Step 3 – White Award

The White Award is achieved when the umpire has completed at least 4 low grade junior games with supporting umpire in attendance every game, for the whole game.

Step 2 – Blue Award

The Blue Award is achieved by learning how to apply the rules on short training games. A coaching umpire must be in attendance to guide and support the learner umpire. It is quite normal for at least 4-6 sessions to be concluded before the member is ready for a competitive game.

Step 1 – Red Award

The Red Award publications are located on our website <http://bhsna.nsw.netball.com.au> under the Umpiring tab. Arrange to conduct the sessions with an experienced club umpire. Members from 10 years of age will benefit from undertaking the Red Award and it helps improve their play.

Reward

Certificates are available under the Umpiring Tab at the BHN Website

<https://www.baulkhamhillsnetball.com.au/>

Allocating Umpires to Games

Competition Grades in 2022

Open	Senior players turning 17 years and above in the year of play
Reserve	Combined Senior & Junior players turning 23-22-21-20-19-18-17 years in the year of play
Intermediate	Combined Senior & Junior players turning 19-18-17-16-15 years in the year of play
Juniors	Junior players turning 14-13-12-11-10 years in the year of play
NetSetGO	Beginner players turning 9-8-7 years of age in the year of play

Generally Following Badging Club Umpire Convenors should allocate as below:

National A/B	Allocate to any grade
National C	Allocate no higher than Open A2 grade
Gold	Allocate no higher than Open C grade
Green	Allocate no higher than Junior B grade

Senior Open Grades

A grades	Minimum National A/B for A1, National C for all other A grades
B grades	Minimum National C
C grades	Minimum Gold
D grades	Allocate beginner umpire with a current theory pass and support person
NB:	Unqualified umpires should not be placed on senior grades.

Reserve / Intermediate Grades

A grades	Minimum National badge
B grades	Minimum National C
C grades	Minimum Gold
D grades	Allocate beginner umpire with a current theory pass and support person
NB:	Unqualified umpires should not be placed on Reserve grades.

14years and 13years Junior Grades

A grades	Minimum Gold qualification with experience
B grades	Minimum Green qualification
C grades	Minimum Green qualification
D grades	Allocate beginner umpire with a current theory pass and support person

12years and 11years Junior Grades

A grades	Allocate Gold
B grades	Allocate Green
C grades	Allocate White
D grades	Allocate beginner umpire with a current theory pass and support person
NB:	Beginner umpires turning 12 years of age with a rules theory pass and accompanied by an "experienced buddy" can be placed on C and D grades.

10years Junior Grade (GO Tier)

Nationals Clubs are always tempted to place their beginner umpires on the 10 years grade and yet these players need the most experienced umpires a club can allocate. Your 10 years players will progress faster with consistent experienced umpiring enabling them to learn the rules more quickly. Your coaches will appreciate the consistency of the umpiring and will note the improvement in their players. Standard rules apply without modification ie footwork, contact and obstruction are to be applied consistently. Your true beginner umpire should not be placed on this age group.

NetSetgo: 7years, 8years (SET Tiers) and 9years (GO Tier)

National or NSG badged umpire or experienced umpire NetSetGo umpires should approach these games as a rules educator and not a rules enforcer. It is important that they have good training in the proper application of NetSetGo modified rules and know and understand the difference between ages with the modified rules. Their role is to help the young player learn by providing them with access to move the ball around as much as possible whilst playing their game.

Candidate's Assessment Preparation

Please make sure before testing that your candidate.....

- ✓ is registered? If not, make sure they register as a non-playing member.
- ✓ has the prerequisites for the badge level?
- ✓ ready? If unsure, ask another umpire to watch and provide feedback to you.

Please organize the following.....

- ✓ availability of tester who will remain positive throughout the session (whether successful or not.)
- ✓ select a suitable game relevant to the badge level and age of candidate
- ✓ collect the relevant badge (Gold / Green) from Umpires' control room prior to testing.

Please ensure the candidate will have a positive experience by.....

- ✓ never telling the candidate they are to be badged, no matter the candidate's age.
- ✓ having a person watch or coach to the badge level previously, as per your normal practice.
- ✓ providing positive comments when presenting the badge at the end of the game. The candidate will never forget it.

Testing

NO assessment for a badge is to be done on 10 year old grades.

Unsure of what grade to use for testing, check page 13.

National Badge Testing

BHN Umpire Convenor arranges assessment/panellists using the national templates provided by NA and in accordance with the National Umpire Development Framework. A local game is selected to test for C or B badge – that is, the game has a sufficient level of skill that allows an umpire to display the required competencies of the badge.

BHN Gold Testing

Club Umpire Convenor arranges assessment & uses the Gold testing template located in this publication. Select a local game that allows the candidate to demonstrate they have control and met the competencies listed. The grade selection should be no higher than Open 'C' grade. The age of the candidate should be taken into account when deciding on the game to be used. For junior members '14C' grade should be used.

BHN Green Testing

Club Umpire Convenor arranges assessment & uses the Green testing template located in this publication. Select a junior local game no higher than 'C' grade level, usually 2 years below the candidate's playing age. The game selected should allow the candidate to demonstrate very basic skills of loud whistle, loud voice, simple terminology and basic hand signals. Confusing the major infringements may be expected and the differences should be explained.

BHN Blue Testing

Club Umpire Convenor arranges assessment using the NSG Blue test template located in this publication. Select a NetSetGO game where the candidate demonstrates the correct modified rulings determined by the players' age. The candidate should demonstrate a commonsense approach and enjoy the game along with the players. The candidate's role is one of education and not rules enforcement. They should be encouraging the players to do their best to play to the modified rules that apply to their age group.

Testers

- Tester should be current and have held the badge for 2 years.
- The tester provides immediate feedback at the end of the game. "Congratulations, you have been awarded your badge." Hand them the badge then and there. Ask them if they have a moment to listen to some comments on their performance and either provide immediate feedback or arrange a suitable time to do so.
- When providing constructive feedback use of the 'sandwich system' (positive/negative/positive tips) ensures your candidate leaves the court feeling successful and proud of their achievement.
- If the candidate is not being awarded the badge, simply turn the session into a coaching session and provide the feedback they need to be successful the next time you watch them. They will not know the difference and therefore will not be disappointed and feel that they have failed. Provide them with the feedback sheet so they can check it later to know what they did well and what they need to improve.
- Clubs should formally recognise and reward successful umpires on their achievements publicly at presentation days by providing them with a certificate in front of their whole club as this action provides motivation for others to aspire to follow their example.

Toolkit

The following forms are great aids for mentors. By applying them, mentors and beginner umpires gain confidence and improve their skill development.

- ✓ **Coaching Beginner Umpires:** be positive, provide achievable steps, keep it simple
- ✓ **Terminology:** using correct words helps your beginner umpire gain confidence
- ✓ **Positioning, Timing, Vision:** a guide for best viewing spots to make good decisions
- ✓ **Correct Use of Whistle:** Netball Australia protocol for whistle blowing
- ✓ **NSG Rules Information:** handouts for your umpires
- ✓ **BHN badge templates:** assessable criteria for each level of badge will help the tester

Coaching Beginner Umpires

1. Be positive. Provide constructive feedback ie great whistle, players heard your whistle and stopped.
2. Keep your tips simple. Make sure the learner umpire understands what you have asked them to do. Demonstrate if necessary, or ask them to tell you what you have asked them to do.
3. Don't waste too much time on umpire mistakes, rather accentuate their positive decisions or provide a guide to prevent further mistakes or discuss what the rule actually means.
4. Give your learner umpire your full attention, when watching and when in discussion with them.
5. End your session with the POSITIVE SANDWICH – 1 positive tip, 1 negative critiqued, 1 positive tip
6. Ask them to practice more and you can't wait to see them in action again.

Terminology

Preferred Terminology	Sanction Awarded
Centre Pass	Is called & signaled when the umpire is running back for their next Centre pass; the co-umpire also signals the next Centre pass.
Centre Pass Errors:	
Positioned Incorrectly	Free Pass is awarded where the infringement occurred (ie outside the Centre circle).
Breaking	Free Pass is awarded where the infringement occurred (ie in the Centre third).
Untouched Centre	Free Pass is awarded where the infringement occurred (ie in the Goal third)
Contact) Causing Contact) Inevitable Contact)	Penalty Pass is awarded where the infringer was standing. Infringer to stand beside and away and take no further part in play until the pass is released.
Simultaneous Contact	Toss Up is taken where infringement occurred & both players positions are called
Footwork (In all other situations)	Free Pass is awarded where the infringement occurred. i.e. Hopping or Incorrect Pivot, Footwork terminology is to be used.
Drag	Free Pass is awarded where the infringement occurred & use of Drag is permitted
Over-a-Third	Free Pass is awarded where the ball crossed the second line.
Throw In	Throw In is called and awarded where the ball crossed the boundary line and landed out of court.
Obstruction of Player with or without the ball	Penalty Pass is awarded where the infringer was standing. The infringer must stand beside and away and take no further part in play until the ball is released.
Out of Play	When a player stands beside and away they are not permitted to move or speak until the pass has been made. They cannot interfere or touch the player taking the penalty pass. If they do, the whistle is blown and the penalty pass is retaken unless it is successful and advantage goal is awarded.
Time	Is called when an Injured/ill on-court player calls for stoppage time. The umpire should ask "What for?" Is called when 'blood' appears on a player and that player must leave the court.

Position, Vision and Timing

The principle of seeing the errors players make are simple. The umpire needs to be in the best spot to see what is happening and Umpires should never guess.

POSITION Umpire to be in line with play or just slightly ahead (be patient on that sideline)

VISION W = look WIDE O = look OFTEN E = look EARLY

TIMING Move off just before release of pass, to arrive as pass is received.

Decisions To be instantaneous, learn the rules and apply them quickly or use Advantage call

Umpire Stance Umpire to remain square to the court, ie shoulders open towards the court area

See the Catch 1 or 2 hands

See the Land 1 foot landing or 2 feet landing

Judge Distance 90cm between attacker's landed foot to defender's nearer foot

Common Fault – UMPIRE POSITIONING

- If the umpire is turning their head backwards to watch play then they are either TOO FAR AHEAD on the sideline or they are not SQUARE to the court and therefore are not at the top of the triangle.
- Behind the goal circle a stationary stance approx. 1-2m either side of the goal post affords an umpire good viewing of the action being undertaken in the goal circle.
- Umpire should stand approx. 1m away from sideline and 1-2m back from the goal line to improve their view of 8 players.

Common Fault - VISION

- Umpires must not only look wide across and down the court but they must also move their eyes upwards and downwards to see the catch, the land and the defender's position without moving their head excessively. Excellent footwork and obstruction calls are made if the umpire moves their eyes only to view.
- If the umpire is only penalising infringements occurring as the ball is being caught and not ahead or behind play they are not looking off play and need to practice W.O.E. on slower graded games until the process of checking ahead of play becomes a natural part of their umpiring.
- Umpires who always keep their eyes on the ball will always be late to the goal circle as the ball moves much faster than they do. Also they may miss the first infringement and incorrectly penalise the second infringer/infringement.

Common Fault – TIMING

- If the umpire arrives at the goal line whilst play is still at the transverse line, they are mistiming their run to the goal line and they need to re-position back to the sideline.
- If the umpire arrives at the goal line after the goal has been scored, they are also mistiming their run to the goal line or simply not moving fast enough.
- This umpire must make a quicker decision or move quicker to the goal line.
- Cutting the corner of the court is completely acceptable and usually necessary to arrive in a timely manner behind the goal circle.
- Cutting into the court area to return to the Centre third to blow and call the next C pass is also completely acceptable.

Correct Use of Whistle

30 secs before play	Medium Whistle Roll	No hand signal
10 secs before play	Long Whistle Roll	No hand signal
Starting Play	Long Whistle	With Hand Signal
Stop Play for Infringement	Medium Whistle Roll	With Hand Signal
Restarting play after goal	Medium Whistle Roll	With Hand Signal
Stoppage [Injury/Blood]	Medium Whistle Roll	With Hand Signal
Restart play after Stoppage	Medium Whistle Roll	With Hand Signal
Ending Play	Long Whistle Roll	No hand signal

“Woolies” NetSetGO Rules Information

How Does NetSetGO Work?

Woolies NetSetGO is Australia’s official starter program for girls and boys aged 5-10. It’s a chance to learn the netball basics, get outside and make some friends. For a lot of kids, this is the first time they’ll pick up a netball. It’s a learning experience and a lot of fun. It is important to remember that kids aren’t just small adults. Their bodies are still developing and we don’t want to make things too difficult at this early age. The rules and equipment have been modified to help kids play more easily and enjoy the game.

What’s the big difference between Set and GO?

There are a few differences. The netball skills get a little more challenging, the kids start learning some basic strategy, and we encourage GO participants to use higher goal posts (if there are up to it). **Set** is for 7 to 8 year-olds. It’s a bit more netball-focused. You’ll play practice matches, learn to pivot and work on those lightning passes. **GO** is for 9 to 10 year-olds. You’ll build on the fundamentals, play modified netball matches, and run some more advanced drills.

Children should be taught the proper rules of Netball from the very beginning of their netball journey with a few exceptions. Modified rules should be used by umpires to allow participants to learn and refine their skills whilst experiencing success.

Umpires please note:

- Keep it safe for participants and yourself. Even when umpiring NSG games an Umpire’s duty of care involves checking court area and players’ nails, jewellery and adornments.
- Umpires divide the court in the usual way & blow their whistle loudly to stop play when an infringement occurs.
- You umpire the same sideline the whole game, make sure the teams change ends at the end of each quarter.
- Umpires should be prepared to stop the game for injury/blood and not wait for an on-court player to call time.
- A common sense approach must be applied at all times towards all players.

Area	7 years and 8 years – SET Tier	9 years – GO Tier
Goal Post/ Ball	2.4m (8ft) high /Size 4	2.4m (8ft) – 3.05m (10ft) high /Size 4
Time to pass ball	Up to 5 seconds , count starts when ball is caught [Held Ball, Free Pass]	Up to 4 seconds , count starts when ball is caught [Held Ball, Free Pass]
Short Pass	<ul style="list-style-type: none"> • Ball must be thrown (not handed) to another player [Free Pass] • If 2 players from the same team gain possession of the ball in quick succession, this is not considered a short pass. 	<ul style="list-style-type: none"> • Ball must be thrown (not handed) to another player [Free Pass] • If 2 players from the same team gain possession of the ball in quick succession, this is not considered a short pass.
Replayed Ball	<ul style="list-style-type: none"> • A player who fumbles while gaining possession of the ball will not be considered to have replayed the ball. • A player may bat or bounce the ball up to 2 times to gain possession. 	<ul style="list-style-type: none"> • While the usual replayed ball rules apply, consideration must be given to the age & skill level of the players in determining whether a player has control of the ball (some fumbling is expected & allowed).
Footwork	1-2 steps to regain balance allowed.	Shuffling on spot to regain balance allowed, without moving down the court.
Centre Pass	Centre pass is taken by non-scoring team.	Alternate centre pass as per normal rules.
Offside	<ul style="list-style-type: none"> • A player who moves into an incorrect playing area and self-corrects should not be penalised for offside. • Players may “play on” in the case of simultaneous offside (one player touches the ball), rather than a toss-up being taken. • Players should be given guidance if they move into offside areas and should not be penalised at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised. 	<ul style="list-style-type: none"> • The usual offside rule applies, with consideration given to the age and skill level of the players. • Players may “play on” in the case of simultaneous offside (one player touches the ball), rather than a toss-up being taken. • If a player regularly goes offside (and does not seem aware that they are breaking the rules), they should be given guidance about the correct playing area/s for their position when penalised.

Area	7 years and 8 years – SET Tier	9 years – GO Tier
Breaking	A player who breaks on the centre pass should not be penalised for breaking.	<ul style="list-style-type: none"> • Players should be given guidance if they break on the centre pass and should not be penalised at the first instance. • If a player regularly goes offside, even after guidance is given, they may be penalised.
Defending	<ul style="list-style-type: none"> • Strict one-on-one defence. • Players may not defend a shot at goal. 	<ul style="list-style-type: none"> • Strict one-on-one defence. • Players may defend a shot at goal.
Obstruction	<ul style="list-style-type: none"> • Players should be given guidance if they are obstructing (ie. defending from a distance of less than 1.2m [4ft]) or have arms away from the body so as to limit the movement of an opponent and should not be penalised in the first instance. • If a player regularly obstructs, even after guidance is given, they may be penalised. 	<ul style="list-style-type: none"> • A player must defend from a distance of not less than 1.2m [4ft]. • A player who is within 1.2m [4ft] of an opponent cannot use movements that take the arms away from the body so as to limit the possible movement of an opponent.
Substitution	<ul style="list-style-type: none"> • Game time should be evenly distributed amongst all players. • A team can make unlimited substitutions at any time. • Players should experience all positions over the course of the season. 	<ul style="list-style-type: none"> • Game time should be evenly distributed amongst all players. • A team can make unlimited substitutions at any time. • Players should experience all positions over the course of the season.
Penalty Pass	Player taking the penalty pass must stand in the correct position & wait for the offending player to stand out of play before passing.	Player taking the penalty pass must stand in the correct position & wait for the offending player to stand out of play before passing.
Advantage	The advantage rule should not be applied, with the exception of advantage goal.	The advantage rule should not be applied, with the exception of advantage goal.
Manage Game	Game management section does not apply.	Game management section does not apply.
Coach's Obligations	The coach may move along the sideline but not behind the goal line to provide player with immediate feedback but may not interfere with the umpire's movement. If the game is one-sided, coaches should use any means necessary to ensure a good experience for all players ie rotate players into positions they don't usually play; resting skilled players.	The coach may move along the sideline but not behind the goal line to provide player with immediate feedback but may not interfere with the umpire's movement. If the game is one-sided, coaches should use any means necessary to ensure a good experience for all players ie rotate players into positions they don't usually play; resting skilled players.

Test your knowledge of modified rules by doing the NetSetGO Rules Theory test before you attempt the practical test. It won't take you long.

This is the short URL to gain access to the online test
<https://forms.gle/mpXwdaWEFsNnD6SJ7>

Once completed, email bhumpires@gmail.com and advise you have completed the test and would like to know your result. The BHN Convenor will mark your test and advise you of your result.



GOLD TEMPLATE



Name:

Club:

Registration No.:

Date:

Court:

Grade:

Theory Mark & Year:

Date of Foundation Education Course:

GOLD badge candidate should show basic control and be competent on assessable criteria. The candidate should have a current theory pass, foundation course and be dressed appropriately. 'Tick' if candidate is competent under Yes column. 'X' indicates when the candidate is not competent. Additional comments may be included under the General Comments column. Testers must be mindful that not all assessable competencies are required for a Gold Badge. If the area of concern simply requires a coaching session to fix, arrangements should be made for this to be done. When successful the completed assessment form together with GOLD Badge should be handed to the candidate at the end of the game.

Assessable Performance Criteria	Competent		General Comments
	Yes	No	
Game Management (sometimes)	✓	×	Sometimes
Checks court; balls; fingernails; jewellery; uniform; adornments off the court in cooperation with co-umpire. Signals Goals and keeps C passes accurately. Shows some ability to manage stoppages ie ball on court, injury time. Not expected to undertake processes on foul play or to discipline team officials/bench players.			
Communication (usually)	✓	×	Usually
Uses audible voice and loud whistle so players respond. Uses correct terminology/hand signals to penalise infringements & manage sanctions (Free Pass/Penalty Pass) & actions (Throw In/Toss Up)			
Position, Vision and Timing (sometimes)	✓	×	Sometimes
Positions level with or slightly ahead of the ball on the side line; times movement to goal line in relation to play. Not expected to demonstrate re-positioning to gain a clear view of the play. Uses vision to take a clear view of the court area where the ball is and the players in the immediate vicinity. Reaction time should be appropriate to game standard and is consistent over the whole court and throughout the game			
Minor Infringements (sometimes)	✓	×	Sometimes
Recognizes and penalise obvious footwork infringements ie stepping Recognizes and penalise obvious playing areas rule infringements ie offside Recognizes and penalise obvious playing the ball infringements ie held			
Major Infringements (sometimes)	✓	×	Sometimes
Obstruction – recognizes and penalise obvious obstruction on a player with or without possession of the ball. Not expected to penalise obvious obstruction by the player defending from out of court. Contact – recognizes and penalise obvious instances of contact in relation to pushing, holding or leaning; knocking or hitting a player including when shooting for goal; placing hands on the ball held by an opponent; pushing the ball into an opponent.			
Advantage (sometimes)	✓	×	Sometimes
Applies the advantage rule when an advantage goal is scored. Not expected to apply advantage in any other situation.			

Strengths:

Area/s to be improved:

Badge Awarded:

Tester:



GREEN TEMPLATE



Name:

Club:

Registration No.:

Date:

Crt/Grade:

Prerequisite Theory Mark/Year:

GREEN badge candidate should show basic control and sometimes be competent on assessable criteria. The candidate should have a current theory pass and be dressed appropriately. 'Tick' if candidate is competent under Yes column. 'X' indicates when the candidate is not competent. Additional comments may be included under the General Comments column. Testers must be mindful that not all assessable competencies are required for this badge. If the area of concern simply requires a coaching session to fix, arrangements should be made for this to be done. When successful the completed assessment form together with GREEN Badge should be handed to the candidate at the end of the game.

Assessable Performance Criteria	Competent		General Comments
	Yes	No	
Game Management (sometimes)	✓	×	Sometimes
Checks court and equipment. Usually checks players off the court for nails, jewellery, adornments with co-umpire. Signals and keeps centre passes accurately & signals goals. Not expected to show ability to manage stoppages except to stop the game when a ball from another game enters the playing area & makes it unsafe. Not expected to penalise foul play and to discipline team officials/bench players.			
Communication (sometimes)	✓	×	Sometimes
Usually voice and whistle is loud enough that players hear and stop. Uses correct terminology ie Free Pass, Penalty Pass, Throw in. Uses hand signals to communicate better with players.			
Position, Vision and Timing (sometimes)	✓	×	Sometimes
Will have a clear view of the court area only where the ball is located. Will try to remain level with or slightly ahead of the ball on the side line and should try to reach the goal post when ball is in goal circle. Not expected to have re-positioning skills to gain a clear view of the play. Not expected to react quickly but as appropriate to game standard and tries to be consistent throughout the court and for the whole game.			
Minor Infringements (sometimes)	✓	×	Sometimes
Sometimes recognizes and penalise obvious footwork infringements i.e. stepping. Not expected to always recognize & penalise obvious playing areas rule infringements [offside]. Not expected to always recognize & penalise obvious playing the ball infringements [held, replayed]			
Major Infringements (sometimes)	✓	×	Sometimes
Obstruction – recognizes and penalise obstruction when a player is in possession of the ball (distance). Rarely recognizes obstruction when a player not in possession of the ball or if a player defends from out of court. Contact – recognizes and penalise obvious contact such as 'hand/s on the ball' and 'pushing a player' out of the way. Not expected to recognize or penalise a player pushing the ball into an opponent.			
<i>Candidate may confuse obstruction and contact in their effort to control the game and provide player safety. This misinterpretation should not prevent the awarding of this badge if other criteria accomplished. Provide clear explanation to candidate of the difference between these two rules.</i>			
Advantage (sometimes)	✓	×	Sometimes
Sometimes will apply the advantage when an advantage goal is scored. Not expected to apply advantage in any other situation.			

Strengths:

Area/s to be improved:

Badge Awarded:

Tester:



NetSetGO TEMPLATE



Name:

Club:

Registration No.:

Date:

Crt/Grade:

NSG Theory Mark:

An NSG badge candidate should demonstrate an ability to educate players in an enjoyable manner. It is acceptable that extra terminology is used to ensure players gain a clearer understanding of the rule. The candidate should hold an NSG theory pass and be dressed as per the district umpire’s dress code. A perfect display is not expected but an unbiased display towards all players is essential.

Assessable Performance Criteria	Competent		General Comments
	Yes	No	
Game Management (usually)	✓	X	Usually
Checks court to ensure it is safe for all players esp post padding. Checks players nails, jewellery, adornments and hair tied back. Signals goals scored & next Centre pass. Manages stoppages when injury/illness or blood is apparent			
Is the candidate applying rules for the correct age group?			
Manner & Attitude (usually)	✓	X	Usually
Most important aspect for the awarding of this qualification. Is the umpire explaining the rules using a caring educative approach?			
Communication (usually)	✓	X	Usually
Are players responding to the umpire’s whistle? Are players responding to the umpire’s voice/terminology? Is umpire using basic hand signals to support their words?			
Position, Vision and Timing (usually)	✓	X	Usually
Is the umpire trying to be in the best position to view infringements?			
Minor Infringements (Free pass) (usually)	✓	X	Usually
Is the umpire consistent when penalising infringements relating to: Playing areas (offside, breaking) Playing the Ball (held, replayed) Footwork infringements (gaining too much ground) Is the umpire showing players how to set up for Throw In correctly?			
Major infringements (Penalty Pass) (usually)	✓	X	Usually
Obstruction: Is the umpire educating players to move back [2 big steps] and give the attacking player room to pass the ball ?			
Contact: Is the umpire educating the players not to hold onto their opponent or to push through their opponents? Players must also be taught that they are not allowed to grab the ball once an opponent already has possession. Is interfering contact being explained to players?			
Are the rules being applied for the correct age group?			Usually
Advantage is not called unless an advantage goal occurs.			

Strengths:

Area/s to be improved:

Badge Awarded:

Tester: