

Baulkham Hills Shire Netball Association Limited

(trading as Baulkham Hills Netball)



UMPIRE PROCEDURES

VERSION 4

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Netball umpiring isn't really about enforcing rules. It's an integral part of the Australian netball community. 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.

Umpire Code of Behaviour

In addition to Netball Australia's General Code of Behaviour, umpires must meet the following requirements with regard to their conduct during any activity held by or under the auspices of Netball Australia, Member Organisations or Affiliates in their role as an umpire. This does include our Saturday Winter competition; Representative Carnivals and all NNSW Competitions.

- 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:
 - Ensuring the court and its surrounds are compliant with the rules.
 - 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.

Role of the Umpire on the Game

"Umpiring is a volunteer service – a fact frequently overlooked or taken for granted by players and spectators, who readily criticise 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 from Maureen Boyle

The Importance of the Rules of Netball

"When players play to the Rules of Netball, the umpire's role is less evident" *Quote from Chris Burton*

It is important for all umpires to study and learn the Rules of Netball and undertake the Netball Rules Theory Examination regularly especially when they are updated. The rules are written unambiguously and cover all aspects of the game along with clarifying notes. This examination is available online, 24 hours per day and once passed is valid for 4 years. The current Rules of Netball publication can be uploaded onto your mobile phone or a hard copy can be purchased through your local Association. The Rules are based on the core values of equal opportunity, fair play and respect for any opponent's skills and safety. Umpires have a responsibility to apply the Rules of the Game without fear or favour.

National Umpire Framework

The National Umpire Development Framework is the overarching document for all national badges and national information. To view in its entirety please click on the link below.

<https://netball.com.au/sites/default/files/2020-02/National-Umpire-Development-Framework-2020-Edition-pdf>

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.

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. The only pre-requisite badge level is an A Badge before testing for an AA Badge. 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.

National C, B, A Umpire Accreditation Updating Requirements

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

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.

Netball Australia requires an umpire to reach the 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.

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

Updating Activities

- 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 in specific situations such as camps, carnivals etc.
- The 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.

Netball Australia Online Education Courses

How to Enrol / Access MyNetball

To view and access the available online courses, please take the following steps:

1. Log in to MyNetball using your MyNetball ID (if you don't have a MyNetball ID, click on "New to MyNetball" at login MyNetball and register free of charge)
2. Click Learning > Online Learning
3. Click Browse available learning
4. Scroll through the Full Datalogue and select the relevant course (NB: Accredited Courses charge a fee, other courses/modules are free)
5. Click the red enrol button
6. Once enrolled, click the red launch button

Baulkham Hills Framework

Baulkham Hills Netball Association adheres to the referred National Umpire Development Framework in the preparation and assessment of candidates for national level badges. All National testing is coordinated by the Baulkham Hills Umpire Convenor.

The association club convenors adhere to the framework below in the preparation and assessment of association badge levels. Such badges are not recognized outside of this association.

Pathways	Assessment		Qualification Attained
	Theory Pass	Practical & Testers	
Participation in rules discussion & workshops.	Red Award Assessment Pass	Club provides minimum 4 hours tuition	Red Certificate
Coaching/Mentoring. Practice umpiring at appropriate level.	Club manages practical training with an umpire coach over 4-6 sessions. Participant will have passed this component when considered ready for a competition game.		Blue Certificate
Attend umpire development programs.	Presented upon completion of a min. of 4 low grade <u>competition</u> games with umpire coach in attendance		White Certificate
Self-reflection. Individual development.	Prerequisite: 70% Rules of Netball Theory	Junior C game [min.of 2 qtrs] Tester: Green Badge with 2 years experience	Green Badge
Prerequisite: Foundation Umpire Course	Prerequisite: 70% Rules of Netball Theory	Senior C game [min.of 2qtrs] Tester: Gold Badge with 2 years experience	Gold Badge

Umpire Pathway

Club Development

- ✓ Club identifies and mentors
- ✓ Junior and Senior introduction to umpire development programs
- ✓ Develops umpiring skills on club assigned games
- ✓ Completes online learning (Foundation Education Course and Rules Theory Pass 70%)

Talent Identified Umpires

- ✓ Ongoing club development
- ✓ Works with BHSNA senior umpires
- ✓ Opportunity for selection into Western Sydney Academy Umpire Program
- ✓ Opportunities for representative selections, training games, carnivals
- ✓ Highly talented umpire recognition and reward

National C Awarded

- ✓ Access to Rookies and National C Camps
- ✓ Access to Junior State Titles, Masters Titles
- ✓ Access to nominate for NNSW competitions (Summer Comp, Metro League)
- ✓ Access to Umpire Development Programs

National B Awarded

- ✓ Access to National B Camp
- ✓ Access to be invited to Metro League
- ✓ Access to Senior State Titles
- ✓ Access to Umpire Development Programs
- ✓ Complete Elite Umpire Education Course

National A Awarded

- ✓ Netball Australia requirements managed by Netball NSW
- ✓ Access to elite level NSW competitions
- ✓ Access to Netball Australia umpire development program

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

Development Overview

BHN Saturday Winter and Spring Social Competitions offers umpires a variety of grades that cater for all levels of umpires from beginner through to elite.

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

Elite Umpires

NNSW	Premier League & Metro League competitions for talented national badged umpires
PATHWAY program (new)	Talented umpires invited to umpire A1 during Saturday competition
Senior State Titles	For current national badges who attend one rep carnival prior
Training	PL: Monday night @ Blacktown Leisure Centre with GWS Fury teams ML: Week nights @ Blacktown Leisure Centre & Bella Vista Primary School

Senior National Umpires

Senior State Titles	For current national badges who attend one rep carnival
Junior State Titles	For current national badges who attend one rep carnival
Master State Titles	For current national badges who attend one rep carnival
Representative Training	Conducted weeknights
Representative Carnivals	Conducted on Sundays. Coaching umpires attend. Respond to invitation sent by email or contact BHN Umpire Convenor.
Selections	All umpires are welcome, respond to email invitation.
TOP program	Talented umpires Invited to umpire games during the Saturday competition. Coaching provided.
TAIL program	Experienced umpires volunteer to help umpire & educate 10 year old players in the rules of netball.

Junior National Umpires

Junior State Titles	For current national badges who attend one rep carnival prior.
Western Sydney Academy	For umpires 13-18yrs. Apply direct to WSAS by end of September.
Representative Training	Conducted Tuesday/Thursday nights
Representative Carnivals	Sundays in Sydney regions. Coaching umpires provided. Respond to invitation from BHN Umpire Convenor. All umpires are welcomed.
Selections	All umpires are welcome, respond to email invitation

Developing Umpires

Red Award	Theory Education sessions, conducted by clubs
Blue Award	Practical Education sessions @ Blue Award Gala Day held pre-season
White Award	Recognition of Practical Ability (usually 4-6 competitive games)
Green level [junior]	Testing arranged by Club Umpire Convenor
Gold level [senior]	Testing arranged by Club Umpire Convenor
National level	Testing arranged by BHN Umpire Convenor
Selections	Selections 11 years development squad

Recognition and Reward

Acknowledging your umpires’ achievements is one way to maintain their interest and enthusiasm whilst learning, and helps to retain your umpire base. The aim of an award 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

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.

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

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

Your Role

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

Responsibilities:

- Maintain good rules knowledge and encourage your members to do the online rules theory examination.
- Attend district umpiring meetings to ensure you remain up-to-date.
- Organise the Red Award to be run annually with follow-up Blue Award practical coaching.
- Offer rules discussions and practical sessions for all club members; include coaches and managers.
- Arrange support person for learner umpires, until the umpire feels confident to umpire by themselves.
- Learn the assessable performance criteria for district badges and educate your testers to adhere to them.
- Identify talented umpires and seek advice from the umpires' committee on their management.

Competition Day

- Liaison often and early with your Club Registrar to obtain accurate team lists.
- 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.
- Arrange support for your learner umpires ie a sideline buddy or mentor. This is one of the most important tasks you do. A green or gold badge from last year can buddy a new umpire and would learn and grow in confidence from the experience.
- Support your umpires by ensuring your club responds quickly if they need you. If you know a game needs extra control, allocate a more experienced umpire on the game or provide club support on the sideline.
- *The game should not start until both umpires are present.* In senior grades the team that fails to provide an umpire must use one of their 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 arrange a swap. 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 your 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! Boost their confidence early and you will be amazed at their positive response and improved performance. The candidate is not to be told they are being tested.
- Have fun with your umpires and remain enthusiastic!
- **Remember, preparation is the key!**



Association Umpire Practices

Control of the Game

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

As per the Rulebook only Team Captains may seek clarification of a rule before or during intervals and at the completion of the game. Other players may attend with their Team Captain. Team Captains should be identified prior to the commencement of the game.

Umpires are fully supported for actions they undertake to remain in control of a game at all times 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 action; 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.**

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

Stoppage Rule

Stoppages for Injury/Illness or Blood are followed as per Rule 9. The injured/ill or player with blood MUST leave the court within 30 seconds of time being held, unless exceptional circumstances prevail. **Treatment is undertaken 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.

Dress Code (preferred)

Female	White skirt and top or registered club playing uniform. A white umpire top over registered club playing uniform is encouraged but is not mandatory.
Male	White shorts and top.
All	May wear a white or club tracksuit top during inclement weather. When wearing white umpires must wear white/neutral underwear. Religious headdress is permitted. Shirts/top being tucked in is preferred.

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.

Eligibility

National accreditation is valid for 4 years. National badge holders must follow accreditation procedures outlined by NNSW to retain their accreditation.

Gold Badged umpires must complete the Foundation Education 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.

Association Umpire Practices continued

Umpire Fixture

Whichever type of umpire fixture is used, it is always based on one umpiring duty for each team playing. 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 during the Winter Competition.

Whichever fixture is used, clubs are responsible for developing and providing umpires who meet the standard of play and who control the game for the benefit of all players on the court.

Umpires must sign on at Umpire’s Control before going to the court but are not required to sign the score sheet. Umpires can approach the scorers and ask that their names be written on the scoresheet if they so wish.

Semifinals, Finals and Grand Finals

During the finals 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 reach semifinals. Therefore they are required to submit , 7 umpires available to umpire in the morning & 7 umpires available to umpire in the afternoon. Clubs who do not cover their semifinal teams will be 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 semi-finals.

Clubs semi-final quota should be met by 5pm, Saturday, Round 13.

Following Round 13, Clubs are advised how many of their umpires have nominated and their availability. If the club has not provided enough umpires, they will have one extra week to fill the vacancies.

Final semi-final quota must be in, no later than 5pm, Saturday, Round 14 otherwise fines are imposed.

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

Final series umpire allocations are sent to club convenors on Mondays. Convenors are required to inform their umpires of their timeslot, check they are still available and then confirm with the Association Convenor that their umpires are available. Reserve umpires are also allocated and must present on time.

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

Identify – Retain - Reward.

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

Please note that Steps 1-5 below are under the administration of the Club Umpire Convenor. The value of a Club Umpire Convenor can never be 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 Badges 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 the Foundation Education Course and is achieved when the candidate meets the assessable performance criteria as shown on the Gold Testing form. Mentor support from club or association may be required when the umpire progresses upwards towards 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 Testing form. Mentor support should be ongoing for the first season or until the umpire feels confident alone 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.

Step 2 – Blue Award

The Blue Award is achieved by learning how to apply the rules at short training games. A coaching umpire must be in attendance to guide and support the learner umpire. It is quite normal for at least 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

<http://bhsna.nsw.netball/com.au>

Allocating Umpires to Games

Generally Following a Successful Badging

National B	Allocate to any grade
National C	Allocate to any grade except A1
Gold	Allocate to any junior grade plus start umpiring Senior grades
Green	Allocate to any Junior B grade and start working towards Junior A

Qualification of Umpire to be Allocated on Masters / Opens / 21yrs&U / 17yrs&U Games

A grades	Allocate National B badge for A1, National C for other A grades
B grades	Allocate Gold with a current theory
C grades	Allocate Green with current theory, beginner umpire nearing assessment
D grades	Allocate beginner umpire with support person

NB: Unqualified umpires (16 years and below with no theory pass and no badge) should not be placed on senior grades.

Qualification of Umpire to be Allocated on 15 years, 14 years, 13 years Games

A grades	Allocate Green, 2 years' experience
B grades	Allocate Green, 1 year experience
C grades	Allocate White Award working towards next level
D grades	Allocate beginner umpire with support person.

NB: Beginner umpires must be turning at least 12 years of age in their first year of umpiring and should be accompanied by a mentoring umpire with 2 years umpiring experience.

Qualification of Umpire to be Allocated on 12 years, 11 years

A grades	Allocate minimum of Green with mentor
B grades	Allocate White Award working towards next level, with mentor
C/D grades	Allocate Unbadged beginner umpire with support person.

Qualification of Umpire to be Allocated on 10 years Games

Club Convenors are always tempted to place their beginner umpires on the 10 years age division. It is recommended that a beginner umpire be placed on 11 years age group. Your 10 years teams' coaches and players will progress faster with consistent umpiring enabling them to learn the rules more quickly. Place your more experienced umpires on these games and you will better equip these players for the future. Remember that standard rules apply without any modification on 10 years players ie footwork, contact and obstruction rules applied consistently.

Qualification of Umpire to be Allocated on 7 years, 8 years and 9 years Games

Preferred National or District badged umpires holding NSG Blue.

NetSetGo umpires 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. Their role is to help the young player learn by moving the ball around as much as possible whilst playing by the rules.

Testing Umpires

National Badging is managed by the Association Umpire Convenor. Club Umpire Convenors organize Gold and Green assessments. Please check below before badging:

- ✓ Is the candidate a registered member? If not, make sure they do register as a non-playing member.
- ✓ Does the candidate have the prerequisites for the badge level?
- ✓ Is the candidate ready? If unsure, ask another umpire to screen and provide feedback to you.
- ✓ Is a tester available? Your tester should be positive throughout the session whether successful or not.
- ✓ Select a suitable game relevant to the badge level and age of candidate.
- ✓ Use of 'C' grade games for district badge testing is recommended.
- ✓ The candidate should never be told they are to be tested, no matter what age they are.
- ✓ The candidate should feel comfortable with someone watching them, just like their support person.

Age of Umpire Being Tested

18yrs and above: C grade game in Masters/Opens/21yrs&Under
 17yrs and 16yrs: C grade game should be no higher than 15B
 15yrs and below: C grade game one age division lower.

Examples are: umpire aged 15yrs needs 14C game
 umpire aged 14yrs needs 13C game
 umpire aged 13yrs needs 12C game
 umpire aged 12yrs needs 11C game

If your club does not have the necessary grade and you cannot organise a swap with another club then it is recommended you drop down one age division but move up one grade higher ie 15yrs candidate can be tested on a 13B if your club does not have a 14C grade team.

If an umpire aged 12yrs is to be tested you use 11 years age division. The 10 years age division is not to be used for testing purposes. Check with umpiring committee if you are unsure.

Tester

- Your tester should have held the same badge level for 2 years and utilise the badge standards. Use the Gold or Green Testing Sheet for the process of testing, as it provides guidance on the assessable criteria.
- At the end of the game if the candidate is successful the tester provides immediate feedback. [An immediate recognition of their achievement is of utmost value.](#) "Congratulations, you have been awarded your Gold/Green 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 the 'sandwich system', positive/negative/positive to ensure your candidate leaves the court feeling successful.
- If the candidate is not being awarded the badge, simply turn the session into a full 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.
 - In the umpire's control room print the candidate's name/club/badge in the BADGE book provided on desk inside the room. Seek assistance from committee if you are not sure.
 - From the badge containers GOLD/GREEN take the relevant badge. Please only take the number of badges you need for that day. If the testing is unsuccessful, simply return the badge and cross the name out the same day. This is an honour system that works well.
 - If candidate is successful, congratulate them and present their Green or Gold badge, there and then.
 - Maintain a club record of your umpires' achievements to pass forward to the next umpire convenor.
 - Clubs can formally recognise and reward successful umpires on their achievements publicly at presentation days by providing them with a certificate in front of the whole club as this action provides motivation for others to aspire to do the same.

Tool Kit

The forms below are great tools which will help you help your umpires to gain confidence and subsequently improve their umpiring. Included are:

- ✓ Terminology – helps your learner umpires use correct terminology from the start
- ✓ Positioning, Timing, Vision – is the basis for good positioning and movement
- ✓ Gold Assessment Sheet
- ✓ Green Assessment Sheet
- ✓ NetSetGo rules – for all coaches/managers and umpires of our 7, 8 and 9 years players.

Terminology [Refer Appendix C: Umpire Terminology \(p.89\) Rule Book](#)

CENTRE PASS is signaled immediately following a goal and called whilst the umpire runs back for the next C pass

POSITIONED INCORRECTLY is used when the Centre taking the Centre Pass does not have their feet positioned correctly. **FREE PASS** where the infringement occurred (ie outside the C circle)

BREAKING is used when a player moves early into the Centre third prior to the Centre Pass whistle being blown. **FREE PASS** where the infringement occurred (ie in the C third)

UNTOUCHED is used when the ball is caught by the attacking team in the Goal Third instead of the Centre Third. **FREE PASS** in the Goal Third where the infringement occurred

CONTACT **PENALTY PASS** where infringer was standing, Infringer to stand beside and away

CONTACT Causing **PENALTY PASS** where infringer was standing, infringer to stand beside and away

CONTACT Inevitable **PENALTY PASS** where infringer was standing, infringer to stand beside and away

CONTACT Simultaneous **TOSS UP** taken where infringement occurred

FOOTWORK to be used instead of Stepping, **FREE PASS** where the infringement occurred

DRAG is used when the landed foot is dragged along the ground, **FREE PASS** where the infringement occurred

In all other situations **FOOTWORK** is to be used instead of Hopping, Incorrect Pivot

Over-a-Third used when the ball crosses two lines without being touched. **FREE PASS** where the ball crossed the second line or a **THROW IN** where ball crossed a boundary line.

THROW IN [Club name] **THROW IN** used when the ball lands outside the court or touches a person/object standing outside the court or a player in possession of the ball steps out of court.

OBSTRUCTION of a Player in Possession of the Ball Obstruction, **PENALTY PASS** awarded where the infringer was standing, the infringer must stand beside and away and take no further part in play until the ball has been released.

OBSTRUCTION of a Player NOT in Possession of the Ball Obstruction, **PENALTY PASS** awarded where the infringer was standing, the infringer must stand beside and away and take no further part in play until the ball has been released.

STANDING BESIDE AND AWAY When a player stands beside and away they are not permitted to move or speak until the pass has been made. They cannot touch or interfere with 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.

Tool Kit

Position, Vision and Timing

The principles of umpiring well are:

POSITION	Umpire to be in line with play or just slightly ahead (be patient on that sideline)
VISION	W O E W = look WIDE O = look OFTEN E = look EARLY
TIMING	Move off just before release of pass, to arrive as pass is received.

Decisions	Instantaneous, learn the rules and apply them quickly or use the Advantage call
Stance	Umpire to remain square to the court, ie shoulders open towards the court area
Watch	The Catch (1 or 2 hands) The Land (1 foot landing or 2 feet landing) The Distance (90cm between Attacker's nearer foot to Defender's nearer foot)

Common Faults

Position If the umpire is turning their head 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 apex of the positioning 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 to stand 0.5m away from sideline and 1-2m back from the goal line which improves their view of 8 players.

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 to view.

If the umpire is only penalizing 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.

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 the next C pass is also completely acceptable.



GOLD TESTING FORM



GOLD badge candidate should demonstrate basic control and be competent on assessable criteria. The candidate should have a current theory pass and be dressed as per the district umpire's dress code. If the candidate is assessed as competent a 'tick' is used in the relevant column. If the candidate has not reached competency an 'X' should be used. Additional comments may be included under the General Comments column. Testers must be mindful that not all assessable competencies have to be attained for a Gold Badge. If the area of concern simply requires improved rules knowledge or a coaching session, 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 immediately.

Name:

Club:

MyNetball ID:

Date:

Court:

Grade:

Theory Mark & Year:

Date of Foundation Education Course:

Assessable Performance Criteria	Competent		General Comments
	Yes	No	
Game Management (sometimes)	✓	✗	
Checks court & equipment; fingernails; jewellery; uniform; adornments off the court in cooperation with co-umpire. Signals and keeps C passes accurately & signals goals. Shows some ability to manage stoppages ie ball on court, injury time. Not expected to penalise foul play and to discipline team officials/bench players.			
Communication (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)	✓	✗	
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 demonstrates 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 is appropriate to game standard and is consistent over the whole court and throughout the game			
Minor Infringements (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)	✓	✗	
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)	✓	✗	
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 TESTING FORM



Green badge candidate should demonstrate basic control & be reasonably competent on basic assessable criteria. The candidate should hold a current theory pass and be dressed as per the district umpire's dress code. If the candidate is assessed as competent a 'tick' is used in the relevant column. If the candidate has not reached competency an 'X' should be used. Additional comments may be included under General Comments. Testers must be mindful that not all assessable criteria have to be attained for a Green Badge. If the area of concern simply requires improved rules knowledge or a coaching session, 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 immediately.

Name:

Club:

MyNetball ID:

Date:

Crt/Grade:

Prerequisite Theory Mark/Year:

Assessable Performance Criteria	Competent		General Comments
	Yes	No	
Game Management (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)	✓	×	
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)	✓	×	
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 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)	✓	×	
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 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 Rules

Children should be taught the proper rules of Netball from the very beginning of their netball journey (with the exception of rules like 90cm [3 ft] where there is a noted difference for participants in NetSetGO levels). The modified rules should be used by umpires as they umpire the game and allow for participants to learn and refine skills while experiencing success.

Umpires please note:

- Even when umpiring NSG games an Umpire’s duty of care involves checking court area and players’ nails, jewellery and adornments. Keep it safe for them and yourself.
- Umpires divide the court in the usual way & blow their whistle loudly to stop play when an infringement occurs.
- They 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 the 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.
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.

Area	7 years and 8 years – SET Tier	9 years – GO Tier
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.
 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 email you back.

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