

Beginner Protocols and Techniques

Beginner Umpires should be familiar with the following Protocols and be able to demonstrate them at an appropriate level.

BEFORE THE MATCH

- Inspect the Players' uniforms, jewelry, adornments, hair and fingernails to ensure safety.
- Encourage the captains to toss for ball or goal as soon as possible. Ensure the scorer is made aware of the result.

INJURY/ILLNESS

- After an on court Player requests "time" the Umpire may stop the game. The Umpire should ask the Player why a stoppage is needed if it is not apparent. Time is called by the Umpire not the Player. The Player should request time from the controlling Umpire.
- Notify to hold time; whistle using hand signal for time. Note: during Calgary league games, the clock does not stop for injury because of time constraints.
- All Players must be removed promptly from court and may return at the next interval or Center Pass after checking with the Umpire.
- In the case of injury, no treatment (i.e. ice, strapping, etc.) is to be administered on court and any Player requiring treatment should do so after they have been helped off court.
- If there are no subs and an injured Player's position is left empty while that Player receives treatment off court, they may return to the game after a goal is scored.
- Ensure the injured/ill Player is involved in the substitutions or Team changes, if any are made by their team.
- Allow the other team to make Team changes and or substitutions, even if the team who asked for the stoppage makes no changes.
- Coaching is permitted during any stoppage. Stoppages may be called for injury, illness, blood or emergency. In the case of a stoppage for emergency no substitutions or changes are permitted by either team.
- If the stoppage was for blood, ensure all dirty clothing is removed and the ball is clean – same rules apply for injury as blood.
- During a stoppage, Players who are not involved in substitutions/changes may not leave the court. They are permitted to go to the edge of the court for hydration, which can only be provided by the team Manager.

DURING PLAY

- Both Umpires indicate each Center Pass immediately after each goal is scored.
- The controlling center is responsible to manage any actions the center circle and their half of the court. The other umpire is responsible to manage players in their half of the court.
- Work with your co-Umpire when play is in the Goal Third by moving along sideline to the Transverse line.

INTERVALS

- In Calgary league – all of the intervals are 2 minutes.
- To start and stop play, hold one arm in the air and blow a sustained whistle roll
- Meet co-Umpire mid-court and verify the next Center Pass with each other and the Scorer.
- Allow the Captain of either team to approach for clarification of any rule at an interval or after the game.

POSITIONING

- Keep level with or slightly ahead of the ball
- Stay off the court except to take a Toss Up, or to get back quickly for the Center Pass.
- When play is in the other Umpires goal third, position yourself close to the other Umpires Transverse line
- Move quickly behind the Goal line as the ball enters the Goal circle
- When you aware a defensive throw in, position yourself level with the top of the goal circle on the side line.

MOVEMENT

- When play is advancing at a moderate speed, utilize side stepping keeping your shoulders square to the court.
- When there is a quick advance of play, turn and run.

VISION

- Focus on the Player with the ball and the opponents who are defending the Player. As you become more experienced you will be able to widen your field of vision.

CONTROL AND COMMUNICATION

- Confident, focused manner for the duration of the game.
- Clear, loud whistle and voice. The whistle is blown when; starting or re-starting play, penalizing infringements, a goal is scored, the ball goes out of court, or the ball is released at a Toss-up.
- Make decisions in your own half of the court, **NOT** in the other Umpire's half.
- Make out of court rulings for the complete length of your own Side Line and Goal Line.
- Conduct Toss ups in the closest half of the court divided length ways. Always conduct Toss ups in your own Goal Circle.
- Demonstrate fundamentals when setting penalties.
- Develop appropriate terminology.

HAND SIGNALS

- Use beginner Hand signals; Time, Center Pass, Throw In, Penalty (direction), Footwork. Advance to; Offside, Breaking, Over a third, Held ball, Toss up, Short Pass, Contact, Obstruction

SETTING PENALTIES

- Indicate where the penalty is to be taken, point and vocalize. Do **NOT** enter the court.
- State the infringement, the penalty and which team takes it
- Signal the direction of play while keeping your shoulders square to the court.

BEGINNER DECISIONS

- Demonstrate a reasonable level of consistency
- Demonstrate a reasonable knowledge of the Official Rules of Netball
- Penalize **obvious** infringements of the minor rules such as Offside, Breaking, Replayed Ball, Held Ball, Over a third.
- Penalize **obvious** infringements of the rules governing Scoring a goal
- Penalize **obvious** footwork
- Penalize **obvious** Obstruction
- Penalize **obvious** Contact
- Show awareness that the Throw In is being taken in the correct place and infringements at the Throw In are penalized
- Typically award the correct penalty in accordance with the ruling given.