

## **Role of the Umpire**

Remember that your job as an umpire is to ensure that the game is played fairly under the ***Rules of the Game***.

## **Umpire's Equipment**

**Hairband or Ring** – use a hairband or ring on your hand to keep track of which team has the next centre pass. After each goal is scored (no matter what team scores) change the hairband/ring to the other hand. The centre pass is then given to the team having the goal end the umpires hairband/ring is on. At the end of the quarter, do not change the hand the hairband/ring is on. (unless the centre pass was not taken before time was called)

**Whistle** – A finger whistle is recommended, but any whistle will do. Just remember to keep your whistle at your side when not being used. You need to blow your whistle with short sharp blasts. The only exception to this is at the end of the quarters when whistle is blown longer. Make sure the players and the other umpire can hear it.

**Voice** – Make every effort to project your voice across the whole of the court when making decisions and calling the centre pass after a goal etc. Do not just talk to the players in and around an infringement that you have penalised. Try to keep your voice firm but friendly. Make sure your instructions are simple and clear.

**Hand signals** – Learn the correct hand signals and use them. This will help players, coaches and the other umpire understand your calls.

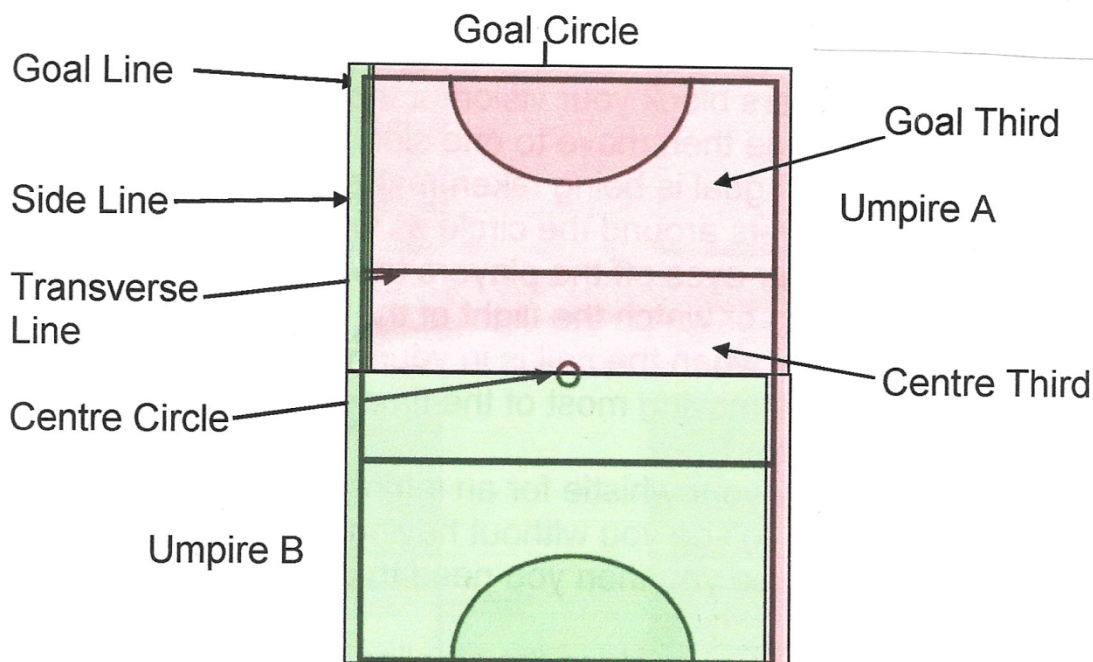
**Official Rules** – get a copy of the Rules of Netball and read it.

**Clothing** – Neat presentation, wear your Corrimal netball shift with either a plain white top or Corrimal umpiring shirt (2<sup>nd</sup> year umpires only) and comfortable sports shoes. You will be provided with an Umpire in Training vest each week for your first year of umpiring.

## What you need to do on Game Day before the game is to start.

1. Sign in at the Umpires Duty Room.
2. Introduce yourself to the other umpire. Agree on which side to umpire.
3. Check that the court looks to be safe.
4. Check the players for :
  - a. Uniforms
  - b. Jewellery (no earrings allowed, not even taped)
  - c. Correct Length Fingernails
  - d. Adornments
5. Check that there is a scorer with the scoresheet. If the games are not centrally timed, check there is a timer. (scorer is usually from the home team and timer from the away team and they should stand together on the sidelines of the centre third of the court) The coaches and parents on the sideline should remain stationary.
6. Be ready in your sideline position to start the game when the time signal sounds.

## The Court



Remember – the lines on a netball court are “IN”.

## Areas of Control

Each umpire controls the same half of the court and the whole side line on the side they are standing and the goal/baseline for the entire game.

Umpires are responsible for making calls in their area of control and should not make call when the play is in the other umpire's area of control. (only rule on throw ins along the full length of the sideline)

## Positioning

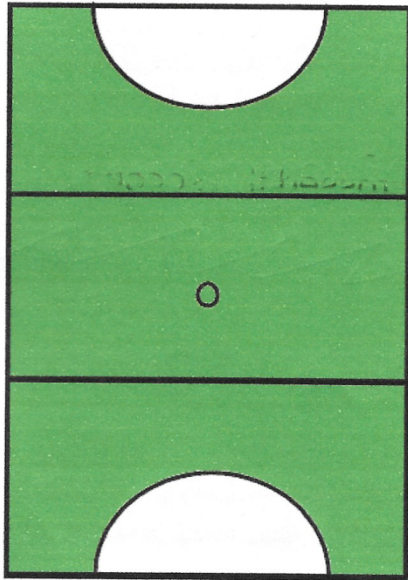
**Positioning/Movement** : Positioning and movement are very important factors there is no set position to be in but the following might assist you.

- Know your area of responsibility.
- Be in the right spot to see all the players in your area.
- Try not to be too far ahead of play.
- Try not to be too far behind the play.
- Make sure you can see between the attacker with the ball and the defender.
- Make sure you can see all the other players.
- Do not let players block your vision (if they do and you can not see everyone then move to one side of the play)
- Whilst a shot at goal is being taken make sure that you stand at the Goal/Baseline so you can see all the players around the circle as well as those inside.
- Do not take your eyes off the players to watch the ball going through the ring or watch the flight of the ball.
- Remember that when the ball is in your half of the court you will probably be moving most of the time – so when the ball moves you move.
- When you blow your whistle for an infringement the player should be able to see you without having to turn a full circle. If they cannot see you then you need to check your positioning.
- When you are moving along the side line or the base line try to face the court at all times. Do not turn your back on the court (particularly when waiting for a player to get the ball ready to take the throw-in) as this could mean you might miss some 'on court infringements'.
- Do not get into the habit of just walking away from the goal line after a goal is scored or if the ball is intercepted in the goal circle and then thrown quickly into the centre third. You must try very hard to keep up with the play not only when it moves into your attacking half but when it starts to leave the goal third. You keep up with it until it goes into the other umpires half.

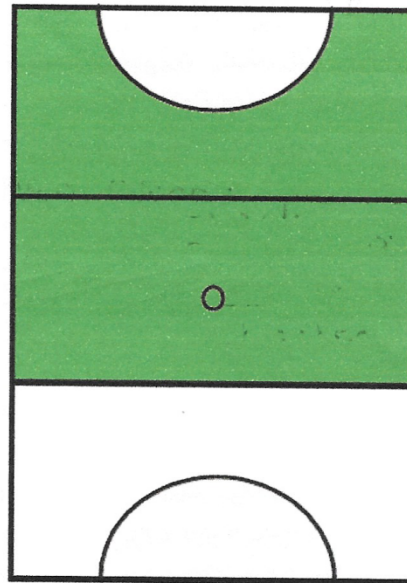
## Areas of Play for the Players on the Court

As an umpire you need to know what areas of the court different players are permitted to play in. The below drawings show the court areas and the positions in those areas.

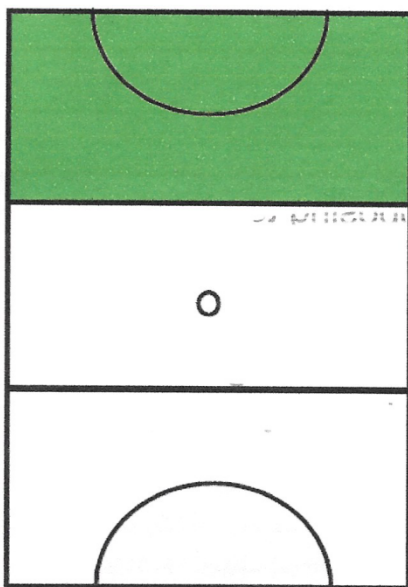
Centre



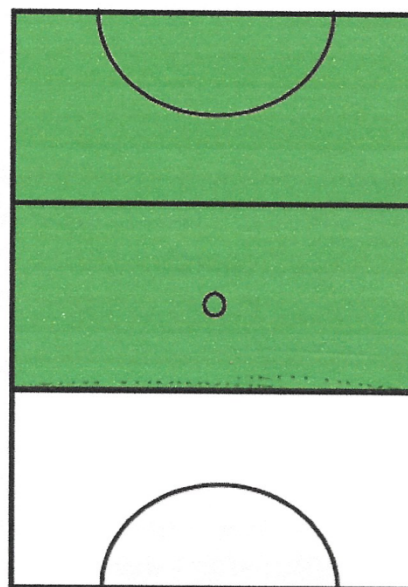
Wing Attack/Wing Defence



Goal Shooter/Goal Keeper



Goal Attack/Goal Defence



## Basic Rules of the Game.

All umpires should have a copy of the Rules of Netball book. The explanations below highlight the rules that all umpires must know to get them started and the penalties for any infringements.

### Offside

A player is offside when they enter an area with or without the ball in which they are not allowed. A player can reach for or lean on a ball in an offside area.

The penalty for offside is a *Free Pass* to the other team taken where the infringement occurs.

Hand Signal – Hand move in upward arc from left to right at abdominal height.

### Out of Court

A ball is out of court when it is carried or touches the ground or anything in contact with the ground out of court. On the line is counted “IN” as they are part of the court and the goal posts are “IN”.

The last team to have touched the ball is deemed to have caused the ball to go out of court. The penalty for Out of Court is a *Throw In* to the other team.

Note : a player must address the line before throwing the ball in, standing within 15cm of the line but must not be touching or have any part of the foot on or over the line.

Hand Signal – Hand outstretched downwards with a bent arm towards line where throw in to be taken.

### Centre Pass

The game commences with the first centre pass taken at the umpires whistle. The centre must have one foot wholly within the circle before the whistle is blown. After each goal is scored, a new centre pass is taken alternatively by the centre players from each team, irrespective of who scored the goal.

The centre pass must be caught by a player standing within the centre third, or who lands within the centre third. A player (other than the centres) may not enter the centre third until the whistle is blown.

The penalty is a *Free Pass* by the opposing team in the goal third where the infringement happens.

This is called breaking and the penalty is a *Free Pass* to the opposing team in the centre third where the player crossed the line

Hand Signal – Hand outstretched towards the goal line in direction of play.

### **Untouched Centre Pass**

If the Centre passes the ball from the Centre Pass and it goes over the transverse line untouched by any player, the opposing team is awarded a *Free Pass* in the goal third where the ball passed over the line.

Hand Signal – pointed finger and hand moving left to right in an upward arc.

### **Over a Third**

The ball cannot be thrown over a complete third without being touched by a player in that third. A *Free Pass* is awarded to the opposing team in the third where the player gained possession once the ball passed the second transverse line. i.e. Thrown from one Goal Third to the other Goal Third.

This includes baseline throw ins, if the ball is untouched by a player in the Goal Third and caught by a player in the Centre Third, this is also deemed to be Over a Third. A *Free Pass* is awarded to the opposing team in the centre third where the player gained possession of the ball.

Hand Signal – hand moves in an upward arc from left to right at chest level.

### **Scoring a Goal**

A goal is scored when a Goal Shooter or Goal Attack, within the Goal Circle throws the ball completely through the goal ring. If a whistle for the end of time for a quarter is blown before the ball goes completely through the goal ring, then the goal does not count.

Except in the case of a *Penalty Pass* or *Shot*, where the shooter is permitted to take the shot.

Hand Signal – Raise arm in air.

## **The Goal Post**

A player cannot use the goal post to spin off, push off, steady themselves or regain balance.

The penalty for this is a *Free Pass* to the opposing team unless the defending team has committed the offence while a player is shooting. In this case it is a *Penalty Pass/Penalty Pass or shot*.

## **Playing the Ball**

A player who has possession of the ball may not bounce or release the ball and regain possession of the ball (replay it). If a player does not catch the ball cleanly, it may be bounced once to gain possession or batted or bounced to another team mate.

The penalty is a *Free Pass* to the opposing team.

A player cannot :

- Punch, roll, kick or fall on the ball.
- Gain or pass the ball in any way while lying, sitting or kneeling on the ground.
- Use the goal post as a way to regain balance or as a support while stopping the ball from going out of court.

## **Replay**

After throwing the ball, a player cannot play it again until it is touched by another player, or rebounds off the goal post. A player also cannot catch the ball in both hands and fumble/drop or bounce the ball and regather the ball.

The penalty is a *Free Pass* to the opposing team.

Hand Signal – hold hands parallel and move from left to right.

## **Short Pass**

There must always be room for an opposing player to move in between the hands of the thrower and those of the receiver when passing. Passes that do not have this room are called Short Passes. Also if two players from the same team catch the ball simultaneously and one player lets go this is also counted as a Short Pass. If a player from the opposing team also has a hand on the ball, possession is given to that player/team.

The penalty is a *Free Pass* to the opposing team.

Hand Signal – Hold hands parallel about 10cm apart, move from left to right.

## Held Ball

A player must pass the ball or shoot for goal within three seconds of receiving the ball. The timing starts from when the player gains possession of the ball.

The penalty is a *Free Pass* to the opposing team.

Hand Signal – Raise one arm with 3 middle fingers outstretched.

## Contact

A player cannot accidentally or deliberately come into contact with another player or the ball in a way that impedes their play. For example, pushing, charging, tripping, throwing the body against an opponent or using the ball to push or contact an opponent. Players must not hold an opponent, nor keep their elbows against another player.

The penalty is a *Penalty Pass/Penalty Pass or Shot* to the opposing team.

Hand Signal – One arm outstretched with hand out flat and tap forearm with other hand.

## Obstruction

A player with arms extended cannot defend a player with the ball when closer than 0.9m (3 feet). This distance is measured from the first landed foot of the attacking player to the nearest foot of the defending player.

A player may stand closer to an opponent without the ball provided their arms are not extended, but a player may not use intimidating actions against an opponent with or without the ball.

A player may not be positioned so close to a player with the ball that it interferes with the throwing or shooting action of the player (when within the 3 feet allowed) This is regardless of whether or not an attempt is being made to defend.

If the attacking player lessens the distance in their throwing or shooting action, then the defending player is not considered to be obstructing because it was the attacking player and not the defending player who shortened the distance.

### Hand Signals

On player with Ball – hands held parallel about 10-15cm apart, don't move.

On player without the ball – arm spread away from the body pointing downwards.

The Penalty is a *Penalty Pass/Penalty Pass or Shot* to the opposing team.



## Footwork (Stepping)

### a. One-Foot Landing

When a player lands on one foot they may step with the other foot, lift the landing foot, but must throw the ball before re-grounding the lifted foot.

### b. Two-Foot Landing

If a player catches the ball and lands on both feet simultaneously, they may step in any direction with one foot, lift the other foot but must throw the ball or shoot before re-grounding this foot. They may pivot on one foot, stepping in any direction with the other foot as often as they wish. Once the pivot foot is lifted they must throw the ball before re-grounding this foot. They may jump from both feet onto either foot, or step and jump but must throw the ball or shoot before re-grounding either foot.

The penalty for stepping is a *Free Pass* to the opposing team.

Hand Signal – moving hands in an up and down motion, slowly and deliberately.

## Sanctions/Penalties

There are five types of Sanctions/Penalties for infringements in netball :

1. Free Pass
  2. Penalty Pass
  3. Penalty Pass or Shot
  4. Throw in
  5. Toss up
- 
1. Free Pass –A free pass is awarded for infringements on the court involving one player. The pass is taken where the infringement occurred by any player who is allowed in the area. The offending player does not have to stand beside the thrower taking the pass, out of play.  
If the free pass is awarded in the goal circle, the shooter may only pass the ball, not shoot for goal.
  2. Penalty Pass – a penalty pass is awarded for contact, intimidation and obstruction infringements. The pass is taken where the infringement occurred, except if it places that at a disadvantage. Any player who is allowed to be in the area can take the pass or shot.

The penalised player is to stand “out of play”, the ball can be played before the player is in the “out of play” position but this player cannot make any attempt to take part in play or defend the player with the ball. This includes directing play, until the ball has left the throwers hands. Also the player throwing the ball must be in the correct position before playing the ball.

If a Penalty is given to a Goal Attack or Goal Shooter in the goal circle they are awarded a “Penalty Pass or Shot”. The penalty shot on goal is still taken after the whistle for the end of the quarter and goal awarded if successful.

3. Penalty Pass or Shot – As Above.
4. Throw-In – When the ball goes out of court, it is thrown-in by an opponent of the team in the court that was last to touch it. The player taking the throw-in should place one or both feet within 15cm of the line, but not on the line, at the point where the ball crossed the line and make sure all other players are on the court before throwing the ball.
5. Toss Up – A toss-up is used to put the ball in play in situations such as, simultaneous contact by opposing players or if the umpire cannot decide who last touched the ball out of court.

The two players stand 0.9m (3 Feet) apart, facing each other and their own goal end. Their arms should be straight with hands by their sides. Once in position, they must not move until the umpire has tossed it up from just below shoulder height of the shorter player, and blown the whistle. The ball may be caught or batted except directly at an opponent.

A goal shooter or goal attack may shoot for goal from a successful possession at a toss up.

### **Where is a Penalty taken from?**

Where penalties are taken from is simple; they are taken from the spot where the infringement occurred.

For Example :

- a. Ball is passed untouched from one goal third to the 2<sup>nd</sup> goal third. The Penalty is taken from the 2<sup>nd</sup> goal third where it crossed over the transverse line.
- b. A Centre obstructs the Wing Defence. The penalty is taken from where the Centre was standing.

- c. A Wing Attack contacts the Goal Defender. The penalty is taken from where the Goal Defender was standing.

The ball must be played from the position the umpire indicates that the infringement occurred. If the ball is not played from the correct position the whistle should be blown and the player playing the ball must return to the correct position and play the ball again.

### **Advantage**

There are times when an umpire will call *Advantage* and allow play to proceed without blowing the whistle when an infringement occurs. A beginner umpire will not be expected to call *Advantage* except in the case of a successful shot at goal when a defender has an infringement.

For example :

A Goal Keeper is defending closer than the 3 feet and the Goal Shooter shoots.

The umpire has blown the whistle for Obstruction, but the shot goes in.

The umpire should call "Advantage Goal" and play should continue with a centre pass.

### **Blood/Injury Policy**

An umpire is required to call time when no "on court" player has called time and the umpire observes that a player is bleeding or there is blood on the court, ball or any other player. Play may be stopped for up to 30 seconds and the bleeding player must leave the court. The player can be replaced or the position left vacant. If the player is replaced the injured player can return at the next break (quarter, half time break) provided the blood has been dealt with. If the position is left the vacant and the blood has been properly dealt with the player can return to the court at the next break in play, centre or throw in, as directed by the umpire.

If a player is otherwise injured it is up to that player or another player in that team to call time. Once time is called that player has to leave the court immediately and play can be stopped for up to 30 seconds. Then the rules above also apply.

Only the coach/primary care giver can enter the court to assist when time is called.

The other team can also make positional changes in the 30 second stop in play for injury.