

ENGLAND NETBALL



Match Protocols for Umpires

Umpires are Officials of the game, not of a team.

NB. Any colour trims on umpires' clothing should be different from the colours of the competing teams

Before the match

- **Inspect the court and its surrounds to ensure that the playing surface is safe, with adequate run off and the goal posts, nets padding ball etc comply with the specifications in the Rules of Netball**
- *Ensure that both Team Benches comply with the Rules and Regulations*
- Inspect the players' uniforms, jewellery adornment and fingernails to ensure safety
- **Encourage the Captains to toss as soon as possible**
- **Toss for ends as soon as the Captains have notified of the result of their toss**
- *If there is a Timekeeper confirm that they need to notify umpire with 30 seconds and 10 seconds prior to the start of the match and whistle accordingly - this is the procedure during all quarters and half time. If there are no Timekeepers then the timing is handled by the Umpires in the same way.*

Whistle Protocols

- **Both whistles are warnings and only blown if the teams are not on court**
- **30 second whistle is whistle roll**
- **10 second whistle more urgent**
- **Usual/normal whistle for all decisions including goals scored**
- **To start and end play, with one arm straight in the air, there is a longer (sustained roll) whistle blow**

During Play

- **Work closely with co-umpire by being in position and ready for an appeal at all times (along the sideline and just beyond the transverse line of the co-umpire)**
- **Indicate each Centre Pass immediately after each goal is scored**
- **Position to be able to conduct a Toss Up if that decision is given and you are the nearer umpire (along the sideline and just beyond the transverse line of the co-umpire)**
- **Consistent and appropriate use of signals to enhance communication between the umpires and the players. Signals to be meaningful re-creations of what the umpire is penalising**
- **Setting of penalties to be accompanied by clear signals indicating what the Penalty is for, to which team it is being awarded and which player, if any, is being stood out of play. (Players must take on total responsibility when involved in a Penalty (beside and away and not in front etc.))**
- **Support the other umpire with eye contact – subtle appeal and subtle response**

Injury or Illness

- **After 'on court' player calls 'time', verify reason for request (ask "WHY") time is given for injury and illness only**
- **Hold time, with arm held straight in the air, whistle blown;**
- **Walk away immediately from the injury area along the side line to a centre thirds transverse line (Umpire controlling the injury has 'right of way') (see enclosed for additional information)**
- **Co-umpire walks to the diagonally opposite intersection in order to be in a position to provide adequate visual court coverage**
- **Ensure that drink bottles are kept off the court (as a safety measure)**
- **Players may go to the sidelines for refreshments**
- **Ensure that the injured/ill player is receiving treatment/attention from medical personnel or the game is to recommence**
- **Ensure the injured/ill player is involved in the substitutions or team changes, if any are made, by that team**
- **Note where the ball is, without needing to pick it up and hold it**
- **Notify 30 seconds and 10 seconds and whistle accordingly**

Intervals

- **Meet with co-umpire mid court and walk off court together**
- **While walking off, verify next Centre Pass with each other**
- **At appropriate time, blow 30 seconds and 10 seconds whistle and then move into position for the re-start of match**

Match Ending

- **blow long whistle roll immediately the Timekeeper calls 'time'**
- **hold arm straight up in the air**

Reserve Umpires

- **Be ready to go on court if needed (little or no time should be lost during the change over)**
- **Keep Centre Passes at all times: same as on court umpires**
- **Be aware of the surrounds of the court and the needs of the umpires on court**
- **Respond to either or both as required**
- **Look after match umpires during the intervals e.g. fill drink bottles as required.**