



Umpiring at Gosford Netball Association



1. Welcome

Umpiring is an integral part of our game. Umpires provide the opportunity for everyone to play the game in a safe, fair and enjoyable environment. Everyone has a role to play in ensuring that we create a culture at Gosford where our umpires are a respected part of our netball community.

At Gosford we encourage umpires to meet each other at the start of the game, stay together at the quarter and half time breaks, and to thank each other at the completion of the match.

Umpires at Gosford should abide by the Netball Australia Umpires Code of Behaviour.

1. Umpire in accordance with the Official Rules of the Game.
2. Treat all players, coaches, match official and other umpires with respect.
3. Place the safety and welfare of the players above all else.
 - Ensure the court and its surrounds are compliant with the rules.
 - Take appropriate action to manage dangerous play.
4. Maintain a high standard of personal behaviour at all times.
5. Be a positive role model through behaviour and personal appearance projecting a favourable image of netball and umpiring at all times.
6. Be courteous, respectful and open to discussion and interaction.
7. Maintain or improve your current performance level and seek continual improvement.

2. Dress Code and Equipment for Umpires

A neatly presented umpire looks professional and in control of the game. Umpires at GNA should wear full whites or club uniform with white shirt when umpiring games. If you need to wear warm clothing please wear white.

- Whites – shorts, tracksuit pants or skirt and white polo or jacket
- Club uniform – tracksuit or playing dress with white shirt (preferably collared) over the top

Leggings, hoodies and sportswear (that are not a club uniform) are not allowed. Suitable footwear must be worn. Preference is for umpires to be dressed in white and many clubs invest in their umpires and provide them with a white shirt.

Each umpire is responsible for bringing their own equipment to the game. As a minimum they will need a whistle, rule book and a hairband/ring to keep track of centre passes. Rule books can be downloaded for free or purchased from the Netball Australia online shop or the GNA Umpires Room (GNA generally has them available for sale at \$18).

The best whistle is the ACME Thunderer. They are loud, crisp and clear and also last for a long time, so well worth the investment. GNA Umpires Room generally has them available for sale at \$20 (much cheaper than sports stores).

3. Getting Started

It is a requirement of umpiring at GNA that you have completed the Beginner Umpire or Experienced Netballer Umpire Program (whichever is applicable), have a current Rules of Netball and are registered with an affiliated club. The easiest way to register for either of these courses is to login via the MyNetball App. Check with your Club Umpire Convenor if you have any questions about when these courses are.

If you are bringing your experience from another association, just let your Club Umpire Convenor know and we can do the relevant reference checks.

Once you meet these criteria, advise your Club Umpire Convenor of your availability for Saturday timeslots and they will assign based on club allocations and umpire availability. Your Club Convenor will advise umpires of the timeslot allocated and GNA Umpire Co-ordinator allocates umpires to matches at each timeslot.

Umpires are encouraged to join the 'GNA Umpires' Facebook page for information, courses available and umpiring opportunities that become available.

Beginner Umpire Program: is designed for the beginner umpire to prepare them to commence umpiring and provide basic knowledge to manage a junior game and the confidence to blow the whistle and make decisions.

Experienced Netballer Umpire Program: is designed for the netballer that has experience with the game as either a player or coach but is now looking to be involved as an umpire. This course aims to prepare them to commence umpiring and provide basic knowledge to manage either a junior or senior game. Participants need to be 25 years or older, have a theory pass and minimum 5 years' experience in netball as either coach or player.

4. Saturday Routine

- Make sure you have your umpire gear before you leave the house – white shirt, white skirt/shorts or club uniform; whistle; hair band or ring to track Centre Passes; water bottle
- Check the timeslot you have been assigned by your Club Umpire Convenor.
- Ensure you leave enough time to find a park to be able to report to Umpires Room at least 15 to 20 mins before your allocated timeslot.
- Report to the Umpires Room at least 15 – 20 min before your timeslot to find out what court you have been allocated to. You are able to check-in at any time prior to this but as there are sometimes changes, it is important to listen for announcements.
- To observe COVID protocols, umpires must remain at the Umpires Tent until 5-10 mins before their timeslot.
- Umpires walk to assigned court with their co-umpire at the designated time.
- Umpires meet each other in the middle of the court, agree Centre Pass and stay together on the Side Line away from teams and spectators.
- Umpires are NOT required to sign the scoresheet.
- Any concerns or issues please see someone at the Umpires Room to report it as soon as possible that it occurs.

7. Match Protocols for GNA Competitions

Umpires are Officials of the game, not of a team. Wherever possible umpires should wear white attire. If club uniform is worn, a white shirt should be worn over the top.

Before the match

- Check in at the GNA Umpire room
- Inspect the court and its surrounds to ensure that the playing surface is safe, that the goal pads are in place and the ball comply with the specifications in the Rules of Netball
- Inspect the players' uniforms, jewellery adornment and fingernails to ensure safety – the fingernail check should be done VISUALLY, DO NOT touch the player's hands/fingers
- Encourage the Captains to toss as soon as possible
- Toss for end with co-umpire as soon as the Captains have notified of the result of their toss
- Identify that each team has a Scorer and that they sit/stand together in the centre of the sideline.

Whistle Protocols

- Both whistles are warnings and only blown if the teams are not on court (usually used during Finals series):
 - 30 second whistle is whistle roll
 - 10 second whistle more urgent
- Usual/normal whistle for all decisions
- To start and end play, with one arm in the air angled toward the goal end taking the pass, 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
- Consistent and appropriate use of hand signals to enhance communication between the umpires and the players. Signals to reflect the Netball Australia Rule book.
- Setting of sanctions to be accompanied by clear signals indicating what the Sanction 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 Sanction – beside and away and not in front, talking, etc.)

Injury or Illness

- After 'on court' player calls 'time', verify reason for request (ask "WHY" so you know WHO it is for) time is given for injury and illness only. Time can be called by any Umpire but protocol is that the decision to stop play should be made by the Umpire controlling play (i.e. play is in that Umpire's half).
- Hold time, signal to scorer/timekeeper as per Rule Book, medium whistle blown;
- The injured/ill Player that time was called for **MUST** leave the court within 30 seconds. Both teams may make team changes or substitutions.
- Note where the ball is, without needing to pick it up and hold it

Intervals

- Meet with co-umpire at centre circle and verify next Centre Pass with each other

Match Ending

- blow long whistle roll immediately the hooter sounds for 'time'