

TAB FOR TRAINING & EDUCATION

## Training and Education

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### MATCH PROTOCOLS FOR NETBALL UMPIRES

Updated May 2008

- 1.1. Umpires are Officials of the Game**, not of a team. It is therefore inappropriate that they wear team tracksuits or march behind teams.

An umpire's clothing, including any colour/colour trim, shall be distinct from the playing uniforms of the competing teams and in accordance with the Rules preferably white or cream in colour

IUA Umpires are entitled to wear their IFNA badge and tracksuit whenever they umpire.

#### **1.2. Before the Match**

The Umpires shall:

- 1.2.1 In or near the Change Rooms, toss to determine who will be designated Umpire A or Umpire B for the Timekeeper's notification of 'Time' using an electronic device. If both Umpires wear an electronic device the Timekeepers will be advised who is Umpire 'A' or 'B'.
- 1.2.2 Inspect the Court, its surrounds and the match equipment to ensure that:
- the playing surface and its surrounds are safe with correct run-off areas;
  - the Goalposts, nets, padding and ball meet the specifications stated in the Rules of Netball.
- 1.2.3 Ensure that both Team Benches and the Official Bench comply with the Rules and Regulations.
- 1.2.4 Inspect the players to ensure the requirements of the Rules of Netball are met in relation to playing uniform, jewellery, adornments and fingernails.
- 1.2.5 Encourage the Captains to toss for ends/Centre Pass preferably prior to entering the competition arena and before commencing warm-up and notify the umpires of the result.
- 1.2.6 Instruct the Timekeeper to notify 30 seconds and 10 seconds where required and 10 seconds only where it is required.

#### **1.3. Start of Play**

At the beginning of each quarter:

- 1.3.1 The Umpire crossing the Court to the other Sideline carries the ball and hands it to the Centre taking the Centre Pass (if the player is on the court) or places it on the ground in the Centre Circle. The Umpire then turns and backs away to the designated Sideline.
- 1.3.2 On the indication of 'time' by the Timekeeper, the Umpire turns to face the Timekeeper and blows the whistle while simultaneously raising one arm straight into the air.

#### **1.4. Stoppages for Injury or Illness**

*First injury per team, per quarter or half*

- 7.4.1 After an 'on-court' player calls 'time', the controlling Umpire verifies the reason for the request (the Umpire may need to ask 'WHY').
- 7.4.2 The Umpire signals the holding of time, with one arm held straight in the air, turning quickly to face the Officials Bench to make eye contact with the Timekeeper and simultaneously blowing the whistle to 'Hold Time'.
- 7.4.3 The controlling Umpire walks to a position on the Team Bench Side Line so they have a clear view of the injury area and one of the team benches (preferably the

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team of the injured/ill player). The co-Umpire walks to an opposite position on the same Side Line in order to provide adequate visual coverage of the Court and players and the opposing team bench. This is to ensure that all the Rules of the stoppage are being adhered to. Umpire controlling the injury has 'right of way'.

- 1.4.4 Only allows the Primary Care Personnel of the team for whom play has stopped on to the court to treat the injured/ill player and allows the Team Manager to go to the Side Line for the purpose of rehydrating the players. No coaching is allowed during injury stoppages.
- 1.4.5 The Umpire ensures that the injured/ill player is receiving treatment/attention from medical personnel or recommences the game.
- 1.4.6 The Umpire notes the position of the ball without picking it up or holding it.
- 1.4.7 Both Umpires shall ensure that drink bottles are kept off the court (as a safety measure); players may go to the Side Line to rehydrate.
- 1.4.8 If any substitutions or team changes are made, the Umpire ensures these are made in accordance with the Rules.
- 1.4.9 To recommence play, the Umpire turns slightly towards the Timekeeper to make eye contact, raises one arm straight into the air and simultaneously blows the whistle.

### **Subsequent injuries**

- 1.4.10 Refer 4.1, 4.2 & 4.3 above
- 1.4.11 The Timekeeper will notify the umpire when 10 seconds remains of the 30 seconds allowed for the player to leave the court.
- 1.4.12 At the end of the 30 seconds, the umpire will restart play ensuring that the injured player has left the court, that any team changes and/or substitutions have been made and/or that the injured player's position has been left vacant, and may be filled by the injured or any other substitute player, under the 'late player' rule.
- 1.4.13 That the other team has made any such team changes or substitutions they wish in the correct time frame (30 seconds) also.
- 1.4.14 The time allowed for Umpire called stoppages is determined by the umpire e.g. for blood, (when no on court player has called time) and all usual injury procedures are followed in this instance;  
  
and for any Emergency (facilities, weather or equipment) where no substitutions and team changes are allowed and no team official is allowed on court but both teams are informed as soon as possible the length of the time for this stoppage.

### **1.5. During Play**

Throughout play, each Umpire....

- 1.5.1 works closely with the co-Umpire by being positioned and ready for an appeal. (along the Sideline and just beyond the Transverse Line of the co-Umpire).
- 1.5.2 indicates each Centre Pass immediately after each Goal is scored but the controlling umpire calls the Centre Pass
- 1.5.3 is positioned to conduct any Toss Up awarded; a Toss Up is taken by the nearer Umpire.
- 1.5.4 supports the co-Umpire with eye contact, subtle appeal and response.

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### 1.6. End of Play

At the end of each quarter (including the end of the game):

- 1.6.1 Umpire A is the first Umpire signalled by the Timekeeper and responds as follows:
  - Blows a long whistle roll
  - Holds one arm straight in the air
  - Turns to face the Timekeeper
- 1.6.2 If there is no immediate reaction from Umpire A then Umpire B is notified.
- 1.6.3 Should neither Umpire respond then the Reserve Umpire is alerted and immediately ends play (as noted in 6.1).

### 1.7. Intervals

- 1.7.1 At the end of each of the four quarters the two Umpires meet mid-court and walk off the Court together.
- 1.7.2 While walking off, the Umpires verify the next Centre Pass with each other. When the Umpires reach the Official Bench, Umpire A tells the Scorers which team has the next Centre Pass to restart the game.
- 1.7.3 Umpires will need to recheck the court and its surrounds at an appropriate time before the end of the interval, if there has been activity on court during that interval, to ensure a safe playing arena.
- 1.7.4 When indicated to do so by the Timekeeper, Umpire A will blow 30 seconds and 10 second whistles (if either team is **not** on court) and then move into position for the restart of the match.

### 1.8. Reserve Umpire

- 1.8.1 The Reserve Umpire is seated beside the Official Bench during the game. The Reserve Umpire remains alert throughout the game and does not undertake duties other than those detailed below or related to the game. The Reserve Umpire must be ready to take the court at any time in the event of injury/illness to either of the Match Umpires. Any changeover should ideally involve no disruption to the game but in an extreme case, the very minimum time disruption.
- 1.8.2 Before the game: the Reserve Umpire ensures the electronic devices for time notification or any television microphones are sourced and given to the Match Umpires. Similarly, the Reserve Umpire ensures these devices are returned to the source after the game.
- 1.8.3 Throughout the game: the Reserve Umpire keeps the Centre Passes and, immediately a goal is scored, **clearly** signals the direction of the pass.
- 1.8.4 During intervals the Reserve Umpire supports the Match Umpires by ensuring full drink bottles, towels etc are available.
- 1.8.5 At all times the Reserve Umpire is aware of the surrounds of the Court and the needs of the Umpires on Court, responding to either as required.
- 1.8.6 At the end of each quarter, or extra time in the case of a drawn game requiring a result, the Reserve Umpire is ready to end the game with a whistle should the electronic devices fail.

### 1.9 Whistles

The following whistles are used to distinguish from the whistle blown for an infringement:

1.9.1 Warning whistles at 30 seconds and 10 seconds before play is to restart:

- 30 seconds **medium whistle roll**
- 10 seconds **more urgent whistle**

1.9.2 Start of play (beginning of quarter, following stoppage):

- **slightly longer whistle than for an infringement**

1.9.3 Stoppage for injury/illness:

- **medium whistle roll**

1.9.4 End of quarter/game:

- **long whistle roll**

## Netball New Zealand Rules Committee

### a. Procedures and Information

- Up to six people will form the NNZ Rules Committee. The Committee will consist of the NNZ Umpire Coordinator, National Umpires Squad Coach, one representative from the NZ Umpires Panel, two representatives from the NZ Theory Group and one representative from the National Umpire Squads.
- NNZ will confirm the appointments in March following the selection process. The appointments shall be for a period of two years.
- The four representatives will be selected at the first meeting of each group in the year of selection
- The Umpire Coordinator will be the convenor of the Rules Committee.
- The NNZ Rules Committee's role is to consider and respond to rules queries and, if further consultation is required, forward queries to the International Rules Committee.
- The convenor must communicate rules answers to NNZ and to the Regions
- NNZ to consult with the NNZ Rules Committee when appointing a NZ Representative on the International Rules Committee.

### Umpire Coaching Development

#### a. Procedures and Information

- Netball New Zealand encourages coaching of all umpires to assist umpires to move quickly and knowledgeably through the Awards
- Netball New Zealand encourages all umpires to see the value in receiving coaching before being assessed
- NNZ provides coaching at the high performance level with the Umpire Squad structure and the Talent Identification process
- Regions are required as part of the Coaching and Assessment Framework to provide coaching for umpires at the NZ and Regional level. The Regional Umpires Panels will provide this coaching
- New Zealand will run annual workshops for representative(s) from each Regional Panel to assist them with their planning and programmes
- Regions are encouraged to select squads for their umpires within the Region e.g. Under 23 Squad, TID umpires,
- Centres are required as part of the Coaching and Assessment Framework to provide coaching for umpires at Centre Level. The Centre Umpires Panel will provide this coaching.
- Centres are encouraged to select squads of umpires within their Centre e.g. TID Centre Umpire Squad & a Young Umpires Squad
- Schools are a great place to find enthusiastic umpires of the future and many students would welcome practical coaching to assist them to begin on this career
- The Young Umpires programme will assist Centres and Schools to provide a comprehensive coaching programme for these umpires.
- The Panels are encouraged to use the modules in the NNZ Level 1 Introduction to Umpiring, Level 2 Centre, Level 3 Regional and Level 4 NZ Umpires Coaching Programmes.
- Coaches must identify the learning styles of the participants to enhance their learning
  - Written
  - Oral
  - Visual
  - Practical/action

#### b. Netball New Zealand Responsibilities

- New Zealand Level Coaching Programmes are available from Netball Regions on CD and on the NNZ web
- The programmes are to be administered by Regions and Centres.
- Level 1 Introduction to Umpiring Coaching programme 2008
- Level 2 The Centre Umpire Coaching Programme updated 2008
- Level 3 The Regional Umpire Coaching Programme updated 2008
- Level 4 The New Zealand Umpire Coaching Programme 2008
- The Young Umpires programme can be purchased from Sports Distributors Ltd
- From time to time NNZ will provide other resources such as Umpire Skills on DVD

#### c. Netball New Zealand Umpire Coaching Guide

- The Umpire Coaching Guide table will assist Umpire Panels to identify skills required for each level



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# Umpire Coaching Development Guide

	TRAIN TO LEARN	TRAIN TO UMPIRE	TRAIN FOR INTER COMPETITION
	Introductory	Centre	Regional New Zealand International
<b>Umpire principle</b>			
<b>FOUNDATION SKILLS</b>			
<b>Movement skills</b>	<ul style="list-style-type: none"> <li>running</li> <li>stopping</li> <li>sideslip</li> </ul>	<ul style="list-style-type: none"> <li>change of direction</li> <li>body control</li> </ul>	<ul style="list-style-type: none"> <li>change of pace</li> </ul>
<b>Ball Skills</b>	<ul style="list-style-type: none"> <li>toss up technique</li> </ul>	<ul style="list-style-type: none"> <li>play from toss up</li> </ul>	
<b>Rule knowledge</b>	<ul style="list-style-type: none"> <li>footwork rules</li> <li>position rules -offside over 1/3, throw in</li> <li>centre pass</li> <li>ball rules – held, replay, short</li> <li>interference rules - contact, obstruction</li> </ul>	<ul style="list-style-type: none"> <li>pre-game rules</li> <li>interference rules</li> </ul>	
<b>Protocols</b>	<ul style="list-style-type: none"> <li>Before a game</li> <li>During a stoppage</li> <li>During play</li> <li>During an interval</li> <li>At end of the match</li> <li>Working with co umpire</li> </ul>	<ul style="list-style-type: none"> <li>Whistle Protocols</li> </ul>	<ul style="list-style-type: none"> <li>Reserve Umpires</li> </ul>

		TRAIN TO LEARN		TRAIN TO UMPIRE		TRAIN FOR INTER COMPETITION	
		Introductory	Centre	Regional	New Zealand	International	
Umpire principle							
<b>CONTROL</b> Rule interpretation				Understanding differing playing styles			↑
Rule application	Developing feel for the game	Understanding advantage rule	Understanding players' actions and desired outcomes	Accuracy of rule interpretation			↑
			Understanding team tactics				↑
			Understanding player Skill level				↑
			Understanding contact, contest, obstructions with or without the ball & advantage and apply consistently				↑
<b>Consistency</b> <b>Accuracy</b>	fairness, neutrality	Applying rules consistently & accurately no matter if defensive or attacking player					↑
		Understanding impact rules can have on flow of game					↑
		Reading feel of game timing					↑
<b>Communication</b>	Facilitate the game	Withstanding pressure					↑
	- Projection of voice						↑
	- Tone of voice						↑
	- Hand signal recreate the infringement						↑
	- Eye contact						↑
	- Assisting players to play within the rules						↑
	- Approachable, open, can listen, can interact						↑
	- Concentration 'in the moment'						↑

		TRAIN TO LEARN		TRAIN TO UMPIRE		TRAIN FOR INTER COMPETITION	
Umpire principle	Introductory	Centre	Regional	New Zealand	International		
<b>DECISION MAKING</b>							
<b>Timing</b>	Timing of movement Clear & decisive calls						
<b>Vision</b>	Scanning Knowing what you need to see						
<b>Positioning</b>	When to move Where to move	Seeing body part of all players early adapting to physical restrictions					
<b>Reading options</b>		Control of position Angles of vision Anticipating play Anticipating turnover on play Reading game styles Reading speed of play Reading use of space Reading cues Adapting to suit conditions					
<b>Self analysis</b>	use of mentor	use of umpiring diary Peer coaching use of video self – analysis sports coding					

## Fitness Testing

### a. Procedures and Information

- All New Zealand Umpires who are wishing to be assessed and/or to be appointed to NNZ events are required to have a current pass in the Multi stage test (Beep) and undertake the Umpire RHET testing as outline in the Fitness Testing Protocols (Appendix y)
- All Regional Umpires are required to pass the multi stage test (Beep) and undertake the Umpire RHET testing as outlined in the Fitness Testing Protocols prior to be screened for the NZ Qualifying Test
- The multi stage test must be carried out and verified by approved qualified fitness personnel (Appendix x)

### b. Netball New Zealand Responsibilities

- Advise the Regions of all dates relating to the fitness testing
- Provide the Fitness Testing Protocols and the Fitness Testing Administration (Appendix y)
- Provide a generic fitness programme

### c. Regions Responsibilities

- Provide a fitness programme including multi stage testing for all New Zealand umpires in their Region.
- Appoint approved qualified fitness personnel to carry out this programme and testing.
- Return Fitness Testing Panel Notification Form to NNZ by March 1 (Appendix x)
- Maintain a data base of fitness results and send the accumulated results to NNZ at the set times

### d. Fitness Tester Responsibilities

#### i. Duties of Fitness Testers

- Test umpires according to the Testing Protocols in the Fitness Testing Administration (Appendix y)
- Provide and update fitness programmes for the umpires as requested by the Region.
- Provide test result data as requested by the Region

#### ii. Qualifications required for Fitness Testers

- The tester must hold a Degree, Diploma or Certificate in Physical Education, Sport, Recreation, Exercise or Leisure Studies from a Tertiary Institution

## Umpiring Resources

Netball New Zealand has the following umpiring resources available. These resources with a product code are available from Sports Distributors Ltd. [www.sportsdistributors.co.nz](http://www.sportsdistributors.co.nz). For further information, a full list of resources and current price list please check the NNZ website.

Product Code	Resource
NB 390	Facing the Challenges in Umpiring
NB 378	International Rule Book
NB 376	Netball The Rules Explained Update: Excellence Manual. Each Region will be given 1 hard copy and the complete manual is on the NNZ Web - Umpiring
NB 398	Young Umpires programme
NB 385	Umpires Log Book
NB	NZ Umpire Key Performance Report
NB	Regional Umpire Key Performance Report
NB	Centre Umpire Key Performance Report
	Level 1 NNZ Introduction to Umpiring Coaching programme*
	Level 2 NNZ Centre Umpire Coaching Programme*
	Level 3 NNZ Regional Umpire Coaching Programme*
	Level 4 NNZ New Zealand Umpire Coaching Programme*
	Posters – Obstruction

\* These are available on the NNZ web and the Region has a copy on CD

Many Regions and Centres have developed some excellent theory and practical resources. Please make individual contact or contact Umpire Co-ordinator for further information.