

INTERNATIONAL NETBALL FEDERATION PROTOCOLS FOR UMPIRES

(revised June 2012)

1. Umpires

- 1.1 An Umpire's clothing shall be distinct from the playing uniforms of the competing teams and preferably white or cream in colour (Rule 3.1.5).

2. Before the Match

The Umpires shall:

- 2.1 inspect the Court, its surrounds and the match equipment to ensure that:
- (i) the playing surface and its surrounds are safe with correct run-off areas (Rule 1.1);
 - (ii) the Goalposts, nets, padding and ball meet the required specifications (Rules 1.2 and 1.3);
 - (iii) the Umpire Alert Units are functioning.
- 2.2 ensure that the Official Bench and both Team Benches comply with the Rules and any requirements specified by INF (Rules 3, 3.2 and 3.3).
- 2.3 off the Court, inspect all players to ensure that playing uniform, jewellery, adornments and fingernails meet the requirements (Rule 1.4).
- 2.4 check the Captains have tossed for choice of goal end or first Centre Pass (the Captains are required to notify the Umpires and Scorers of the result Rule 3.5.1). The toss will usually be taken in the changing area but may be taken on the Court when requested by the event organiser. In cases where it is not practicable for Umpires and/or Scorers to be present at the toss, it is suggested that the result is conveyed to them by a designated person such as the Reserve Umpire.
- 2.5 toss for goal end after the Captains have tossed and advised the result (Rule 3.1.4). The toss will preferably be taken in the Umpires' changing area. The winner takes the end that has previously been 'designated as the northern end' (to avoid confusion it is suggested that the end to the right of the Official Bench is designated as the 'northern end' i.e. the Umpire winning the toss is positioned on the Side Line beside the Official Bench).
- 2.6 check that the Timekeeper is aware to notify 30 seconds and 10 seconds where required and to notify 10 seconds where it is the only warning required [Rule 3.3.1 (i) (c)].
- 2.7 check with event officials regarding the length of the half-time interval and whether the match may end in a draw or must be played to a winner (refer Rule 2.5 for procedures for extra time).

3. Start of Play

At the beginning of each quarter:

- 3.1 The Umpire crossing the Court to the other Side Line 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 moves to the designated Side Line.

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- 3.2 On the indication of 'time' the Umpire commencing play makes eye contact with the Timekeeper and blows the whistle while simultaneously raising one arm straight into the air.

4. Stoppages

- 4.1 The match may be stopped for:

- (i) injury/illness after a call for 'time' by an 'on Court' player - the controlling Umpire verifies the reason for the request before deciding whether to stop play or not (may need to ask 'why?' - Rule 7.1); or
- (ii) incidents relating to blood policy or emergencies (Rules 7.2 and 7.3).

- 4.2 The decision to stop play should be made by the Umpire controlling play (i.e. play is in that Umpire's half). To stop play, the Umpire:

- (i) signals the holding of time, with one arm held straight in the air, makes eye contact with the Timekeeper and simultaneously blows the whistle; if the stoppage is not for injury or illness, an additional signal will usually follow this signal to indicate the stoppage is for blood, emergency etc (refer Rules - Hand Signals);
- (ii) notes the position of the ball without picking it up or holding it.

- 4.3 During any stoppage, the Umpires:

- (i) work together to maintain oversight of the Court, the players and Team Benches as well as the incident for which play was stopped;
- (ii) allow Team Officials from both teams to go to the Side Line for coaching and allow bench players to approach the Side Line if coaching occurs;
- (iii) allow Team Officials from both teams to go to the Side Line for the purpose of hydrating players but ensure that drink bottles are kept off the Court;
- (iv) ensure play restarts as soon as conditions are correct and within any time limits that govern the stoppage (if play is to recommence with a Centre Pass the Umpire should first check with the Scorer the team to take this – the Scorer should indicate this with an arm signal).

- 4.4 At the end of the stoppage:

- (i) the controlling Umpire signals the restart of play with one arm held straight in the air, makes eye contact with the Timekeeper and simultaneously blows the whistle;
- (ii) in the event that play will restart with a Centre Pass, a visual check should also be made with the Scorer to ascertain the Centre Pass is correct – a verbal check may also be made if necessary.

5. Stoppages for Injury or Illness

- 5.1 During any stoppage for injury/illness:

- (i) the Umpires check that all players except the injured/ill player remain on the Court;
- (ii) allow both teams to make substitutions and/or team changes as permitted by the Rules [Rule 6.1.1 and Rule 7.1(iv)], provided this is done within the time allowed for the stoppage.

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- 5.2 When play stops for first injury per team, per quarter/half/extra time:
- (i) both Umpires walk to a position outside the half they control on the **team bench Side Line** in order to have a clear view of the injury area together with one of the teams and its team bench;
 - (ii) the controlling Umpire checks that the injured/ill player is receiving treatment/attention from the team's Primary Care Person/s or recommences play;
 - (iii) other players from either team who are injured/ill may also receive treatment from Primary Care Person/s during the stoppage, but the length of the stoppage is determined by the treatment required by the player for whom play stopped;
 - (iv) if play has not restarted, the Timekeeper notifies the Umpire/s when 30 seconds and when 10 seconds remain (of the maximum of 2 minutes allowed).
- 5.3 When play stops for subsequent injuries per team, per quarter/half/extra time:
- (i) both Umpires remain on their respective Side Lines during the stoppage and they work together to ensure that conditions are correctly maintained;
 - (ii) the Umpire/s ensure that the injured/ill player leaves the Court as soon as possible and within 30 seconds permitted;
 - (iii) the Timekeeper notifies the Umpire/s when 10 seconds remain of the 30 seconds allowed for the player to leave the Court.

6. Stoppages for Blood

- 6.1 The Umpire stops play when blood is advised by a player or noticed by an Umpire. The Umpire also signals to the Timekeeper that the stoppage is for blood (Rules - Hand Signals).
- 6.2 The Umpires together determine the most appropriate position from which to observe the Court, the players and team benches as well as the incident for which play was stopped. Normally both will move to positions on the team bench Side Line (as for 2 minute injury/illness stoppage) but may remain on their respective sides if it is considered that the stoppage is likely to be brief in duration.
- 6.3 During a stoppage for blood the Umpires:
- (i) check that all players except any directly affected by the blood remain on the Court;
 - (ii) allow Primary Care Person/s onto the Court to attend only to any player/s requiring treatment for blood;
 - (iii) ensure that the Court and/or any equipment affected is cleaned by event officials;
 - (iv) allow any player/s directly affected by the blood to be substituted if necessary and ensure no other team changes or substitutions are made.
- 6.4 If play has not restarted, the Timekeeper notifies the Umpire/s when 30 seconds and when 10 seconds remain (of the maximum of 2 minutes allowed).

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7. Stoppages for Emergencies

- 7.1 The Umpires decide the length of such stoppages and ensure that play is restarted as soon as possible.
- 7.2 Wherever possible, the Timekeepers and the Team Officials are informed at the earliest opportunity of the expected length of such a stoppage.

8. During Play

Throughout play, each Umpire:

- 8.1 works closely with the co-Umpire by being positioned and ready for an appeal (along the Side Line and just beyond the transverse line of the co-Umpire);
- 8.2 indicates each Centre Pass immediately after each goal is scored but the controlling Umpire calls the Centre Pass;
- 8.3 is positioned to conduct any Toss Up awarded (a Toss Up is taken by the nearer Umpire);
- 8.4 supports the co-Umpire with eye contact, subtle appeal and response.

9. Intervals

- 9.1 At the end of each quarter/half the two Umpires meet mid-court and walk off the Court together.
- 9.2 While walking off, the Umpires verify the next Centre Pass with each other. When the Umpires reach the Official Bench, they confirm with the Scorers which team has the next Centre Pass to restart the game. (It is considered good practice to re-check the Centre Pass when returning to the Court.)
- 9.3 If there has been any activity on the Court during the interval, the Umpires recheck the Court and its surrounds at an appropriate time before play restarts to ensure a safe playing arena.
- 9.4 When indicated to do so by the Timekeeper, the Umpire on the Official Bench side blows 30 seconds and 10 seconds whistles (if either team is **not** on court) and then moves into position for the restart of match.

10. End of Play

- 10.1 At the end of each quarter/half (also any period of extra time) the Timekeeper indicates 'time' by pressing both Umpire Alert Units simultaneously.
- 10.2 The controlling Umpire immediately turns to make eye contact with the Timekeeper, while simultaneously blowing the whistle and raising one arm straight up in the air; in the event that a Penalty Pass/Shot has been awarded, the player shall be allowed to take the penalty (refer Rule 2.4).
- 10.3 If the controlling Umpire does not respond promptly, the co-Umpire follows the same steps to signal the end of play.

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- 10.4 If neither Umpire responds promptly, then the Timekeeper advises the Umpires by audible signal.
- 10.5 If the venue set-up does not permit both Umpire Alert Units to be activated simultaneously, the Umpire on the Score Bench side of the Court will be alerted first to end play.
- 10.6 If any discipline action has been taken during the match (i.e. a player has been suspended/sent off or a team official has been excluded from the area), the Umpire must ensure that Discipline Form has been completed and signed for each player or bench official before leaving the Court area.

11. Reserve Umpire

- 11.1 Before the match the Reserve Umpire ensures the Umpire Alert Units and any television microphones are sourced and given to the Match Umpires.
- 11.2 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.
- 11.3 During the match the Reserve Umpire:
 - (i) is seated on the Umpires' Bench (located beside the Official Bench);
 - (ii) remains alert and does not undertake any duties other than those directly related to the match;
 - (iii) is ready to take the Court at any time in the event of injury/illness to either of the Match Umpires (any changeover should be made with minimum disruption to the match);
 - (iv) ensures any player who is suspended from play is seated on the Umpires' Bench and, when notified by the Scorer/Timekeeper/Bench Manager, advises the player that the period of suspension has concluded;
 - (v) ensures any player ordered off the Court returns to the appropriate team bench.
- 11.4 During an interval the Reserve Umpire:
 - (i) looks after the Match Umpires by ensuring full drink bottles, towels etc are available;
 - (ii) maintains observation of the Court if the Match Umpires leave the Court.
- 11.5 During a stoppage the reserve Umpire may offer hydration to the Match Umpires.
- 11.6 After the match the Reserve Umpire ensures that Umpire Alert Units and television microphones are returned to source.
- 11.7 The Reserve Umpire may assist with or undertake duties delegated by the Match Umpires; these may include checking the Court and/or equipment (including the Umpire Alert Units) prior to the match or during an interval and being present when the Captains toss (to be advised of the result).

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12. Whistles

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

12.1 warning whistles before play is to restart:

- (i) 30 seconds - medium whistle roll;
- (ii) 10 seconds - more urgent whistle;

12.2 start of play (beginning of quarter/half or following stoppage):

slightly longer whistle than for an infringement;

12.3 stoppage for injury/illness:

medium whistle roll;

12.4 end of quarter/game:

long whistle roll.

13. Official Bench

Detailed instructions for Bench Officials are published separately in the INF Bench Officials Manual.

13.1 The Official Bench consists of two (2) Scorers and two (2) Timekeepers who are seated together.

13.2 Any other event officials must be seated separately, apart from the Official Bench.