

Five Dock All Saints Netball Club



FDAS Beginner Umpires Course Summary

Common sense, Consistency, Control, Confidence & Communication

Equipment:

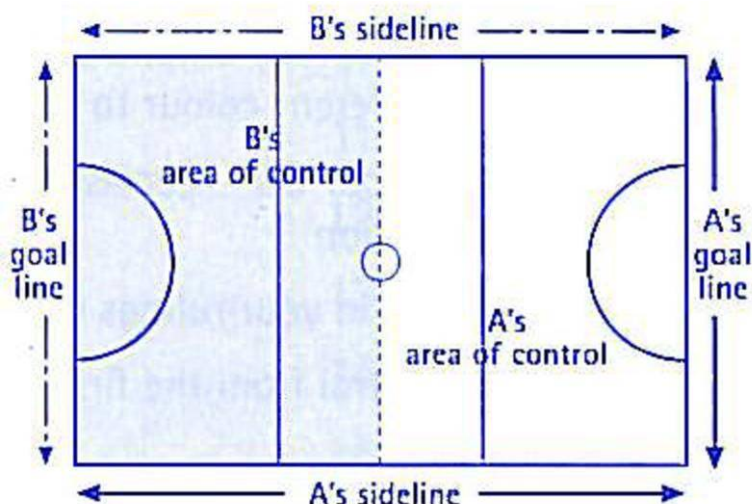
- Whistle
- Elastic band
- Water
- Suitable running shoes
- Club uniform / club shirt and tracksuit pants / whites

Before a game:

1. Sign in – at least 15 minutes before the game is due to begin
2. Find your court – check goal posts and rings, puddles, etc.
3. Find your teams
 - UMPIRING TEAM – find your runner, introduce yourself to other umpire, and decide on a side.
 - 2 PLAYING TEAMS – check nails (short and rounded), jewellery; ask the PLAYERS to do a toss and report back to you.
4. Find your officials – make sure someone can score/take time
5. Warm up – be prepared to run at least as much as the players!

Know your zone

Each umpire is responsible for half of the court, one sideline and one goal line. You will need to monitor the play on court of your half as well as throw ins on your whole sideline and goal line.



During a game:

Blow your WHISTLE:

- TO START PLAY (to begin a quarter / for a centre pass / after injury time)
- TO STOP PLAY (to end a quarter / after a goal is scored / if a player calls for injury time)



- TO AWARD A THROW IN (where the ball crossed the line / to the team who DID NOT touch it last)
- TO CONDUCT A TOSS UP (when 2 opposing players catch ball simultaneously / must be taken between THOSE TWO PLAYERS)
- TO AWARD A FREE PASS (where the infringement occurred)
 - Stepping
 - Offside
 - Held ball
 - Short pass
 - Replay
 - Over a third
 - Untouched (centre pass)
 - Breaking (centre pass)
 - Not on side (centre pass)
- TO AWARD A PENALTY PASS (where the infringement occurred)
 - Contact (or Contact on the ball)
 - Obstruction
 - Intimidation
- TO AWARD A PENALTY PASS OR SHOT (within the goal circle / where the infringement occurred)
 - Contact (or Contact on the ball) [in the circle (to the shooting team)]
 - Obstruction [in the circle (to the shooting team)]

Q: Who's turn to blow their whistle?

A: The umpire in control of the play – You are responsible for making calls in your half and along your sideline and goal line. For a centre pass, the umpire who blew for the goal scored will blow to restart the centre.

DON'T blow your whistle

- To call 'first possession' when two players are touching the ball.
 - If you do blow, call contact on the ball
- For 'advantage' calls

Use a LOUD CLEAR VOICE

Indicate using HAND SIGNALS

RUN to stay in best view of the play

After a game:

1. Sign off the scoreboard!!
2. Cool down
3. Thank your Umpiring team

Other Resources:

- Your Netball NSW Rulebook
- FDAS Website – Umpiring handbook
- NetSetGo Rules:
 - http://nsw.netball.com.au/wp-content/uploads/sites/4/2015/03/NetSetGO_Rules_2015-1.pdf
- Official Rules of Netball:
 - http://netball.com.au/wp-content/uploads/2013/08/1_269837.pdf
- Certified umpires – Have a question? Talk to your umpire, runner, or another umpire from the club or association, we are happy to answer your questions!