



POINTS TO HELP WITH POSITION, VISION & TIMING (PVT)

Position:

- In line with if not slightly ahead of play and follow around behind the Goal Circle with an attempt to get into the best position possible.
- Show knowledge of repositioning to ensure a clear view of play
- No Umpire shall be on court except to take a toss up.
- Where the ball is and where the players are (or where the traffic is) will dictate position.
- Keep Body open to court, but not too square, a **slight** body angle.

Vision:

- Look long & early – Look down into circle and be able to state where the shooter is positioned.
- Look wide – where is the ball going next – and after that (Breaststroke with eyes.)
- Look often in case anything changes.
- Scanning – is not just looking but seeing – **See all 8 players.**
- Vision should not be too high or low but around chest height.
- Good vision means you are in a position that you only require slight head movement to see all play.

Timing:

- Move in relation to play – be on Gaol Line with arrival of the ball.
- Readjust if player and the ball readjust.
- Have ability to change speed and direction.
- Good position and scanning will assist with knowing when to move and where to move to.



PROTOCOL CHECK SHEET

Umpire:

Game:

Date:

Before the Game		Injury or Illness	Quarter
Inspects court/surrounds (within 30 min of start)		Verifies 'stop request' from on-court player	
Ensures team benches & tables comply		Advises TK: medium roll, arm, eye contact	
Inspects players' uniforms, fingernails etc		Walks away to nearest intersection	
Encourages captains to toss for ends/Centre Pass		Co-umpire: diagonally opposite; eye contact	
Tosses for northern end following captains' toss		Ensures drink bottles off court	
Instructs TK to notify 30 & 10 sec warnings		Ensures player receiving treatment	
Whistles 30 sec warning*		Ensures substitutions correctly made	
Whistles 10 sec warning*		Notes position of match ball	
Moves into position, places ball in Centre Circle		Promptly restarts if injury is > than 2 mins	
Intervals & Game End	Q Q	Or Whistles 30 sec warnings	
Ends play: long roll, arm in air, faces TK		Whistles 10 sec warnings	
Meets co-umpire, walk off together		Restarts play correctly	
While walking, verifies next Centre Pass		Injury or Illness	Quarter
Advises Scorers of next Centre Pass		Verifies 'stop request' from on-court player	
Whistles 30 sec warning*		Advises TK: medium roll, arm, eye contact	
Whistles 10 sec warning*		Walks away to nearest intersection	
Moves into position		Co-umpire: diagonally opposite; eye contact	
During Play	Q Q	Ensures drink bottles off court	
Starts play: long roll, arm, faces TK		Ensures player receiving treatment	
Works with co-umpire, ready for appeal		Ensures substitutions correctly made	
Indicates C Pass immediately after goal		Notes position of match ball	
Positions correctly for Toss Ups		Promptly restarts if injury is > than 2 mins	
Supports co-umpire with eye contact		Or Whistles 30 sec warnings	
End: long whistle, arm, faces TK		Whistles 10 sec warnings	
* whistle not required if all players on court		Restarts play correctly	

