NETBALL UMPIRING  THE BASICS

(A brief demonstration may be viewed on YouTube. Follow the link from the CNC website)

When you arrive at the court:

Make Sure

- You have your own whistle (whistles can be purchased from CNC)
- You pick up the score card from the office
- Both teams have a pink team card, you must fill in the score, sign the cards and return to the office with the score card after the game.
- Both teams provide a scorer who must stand together on the sideline for the entire game.

The first team named on the score card will stand to the right of the scorers the other team to the left of the scorers. These areas are their “team bench” where reserve players and team officials (coach & manager) stand for the entire game, they cannot run up and down the sideline.

Spectators should be asked to stand on the opposite sideline.

Check that no jewellery is being worn and that fingernails are short. Players may wear a wedding ring or medical alert bracelet but these must be taped.

Games start and end with the hooter, there is no time taken for injuries in the Christchurch Netball Centre Competition.

Games are 4 x 10 minutes quarters.
What you control

- Always umpire “to your right” from the centre circle
- The court is divided across the court from sideline to sideline through the centre circle
- You umpire your half of the court, all of 1 sideline and 1 goal line.
- At the start if each quarter you blow the whistle to start the game when the centre pass is going your way.
- You blow the whistle to restart play after a goal has been scored in your half.
- You run with the play of the ball right down to your goal end.
- You never blow for an infringement in the other umpire’s half.

How Do I Know Who Has The Centre Pass?

The easiest way to remember who has the centre pass is to hold your whistle (or a hair tie around your wrist) in the hand of the side that has the next centre pass, i.e: hold your whistle in your right hand if the team on “your” side of the court has the next centre pass and vice versa.
Where You Stand and Move to

Blow your whistle:

- Loudly
- Sharply
- Confidently

- Move up and down the court with the flow of the game.
- Be where the ball is and where you can see what is happening
- Move to get a better view.

When the ball is in your umpires half, watch the game, support each other. Do not blow your whistle for infringements in your co umpires half.

Ruling The Infringements

- Blow the whistle immediately an infringement occurs and state the infringement and who did it eg. Stepping WA.
- State the penalty ie. Free pass or penalty pass.
- A penalty pass (or pass or shot) is awarded for contact and obstruction. All other infringements are a free pass.
- At a penalty pass (or pass or shot) the offending player must stand beside or away.
- It is up to the umpire to ensure that free or penalty passes are taken where the infringement occurred.

Remember

- Umpires work together as a team.
- Do your best for all players on the court.
- Umpire as you would like to be umpired if you were a player.
- Above all enjoy the game.
SCORING – “ODDS AND EVENS” – WHAT IT MEANS!
(For the purpose of this exercise the team names are A and B)

Start of Game
TEAM A has won the toss and takes the first centre pass, pencil an E (evens) in the first box below their name on the score card.

Team A will always have the pass during the first quarter when the total of goals scored is an even number.

TEAM B will be O (odds). Pencil the “O” in the box underneath their name on the scorecard. After the first goal, Team B has the next centre pass, eg, score is 1/0 = odds. Team B will always have this pass during the first quarter, when the total of goals scored is an odd number.

Another simple method is to keep a hair tie on the hand facing the team’s goal who threw the centre pass. After each goal is scored change to the other hand and indicate with that hand whose pass it is.

RE-STARTING AFTER ¼, ½ AND ¾ TIME
There are two possibilities – if the score is say 10-8

1. If a goal was scored prior to the end of the quarter and the next centre pass had not been thrown –
   In this case the centre pass in the second half will remain the same, ie. Team A on “evens” and Team B on “odds”
   Example – score 10-8 = 18
   First pass in the second quarter is Team A. Team A remains “evens”, Team B on “odds” or

2. The ball is in play when the whistle goes to end the quarter –
   In this case CHANGE the “odds” and “evens”. Team A will change to “odds”. Team B to “evens” giving Team B the next centre pass. Pencil these changes in the square boxes below those you wrote in for the first quarter. Example – score 10-8
   The ball was in play from Team A’s centre pass (following the 18th goal), so in order to keep with alternative passes the odds and evens are changed thus giving Team B which is now on “evens” the first centre pass after the interval.

3. If, close to the end of the quarter, after the whistle has been blown the ball has NOT left the centres hands the pass is deemed to have not been taken.