

INTERNATIONAL FEDERATION OF NETBALL ASSOCIATIONS PROTOCOLS FOR MATCH OFFICIALS

1. Umpires

- 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.
- 1.2 An umpire's clothing, including any colour trim, shall be distinct from the playing uniforms of the competing teams and preferably white or cream in colour (Rule 3.1.5).
- 1.3 IUA Umpires are entitled to wear the IFNA Umpire's badge and tracksuit.

2. Before the Match

The Umpires shall:

- 2.1 In or near the changing rooms, toss to determine who will be designated Umpire A and Umpire B for the Timekeeper's notification of 'time' using an electronic device. The Umpires advise the Timekeepers who is Umpire A and who is Umpire B. If both Umpires wear electronic devices, Umpire B's device shall be activated only if Umpire A's device malfunctions.
- 2.2 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).
- 2.3 Ensure that the Official Bench and both team benches comply with the Rules and any requirements specified by IFNA (Rules 3, 3.2 and 3.3).
- 2.4 Off the Court, inspect the players to ensure that playing uniform, jewellery, adornments and fingernails meet the requirements (Rule 1.4).
- 2.5 Encourage the Captains to toss for goal end or first Centre Pass, preferably prior to entering the competition arena and before commencing warm-up.
- 2.6 Instruct the Timekeeper 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) (d)).

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.
- 3.2 On the indication of 'time':
 - (i) Umpire A turns to make eye contact with the Timekeeper and blows the whistle while simultaneously raising one arm straight into the air (except in live televised games the start signal may be given by a television production staff member to the Umpire positioned on the opposite Side Line);
 - (ii) the Timekeeper pushes the clock to start when the whistle sounds.

INTERNATIONAL FEDERATION OF NETBALL ASSOCIATIONS PROTOCOLS FOR MATCH OFFICIALS

4 Stoppages

- 4.1 The game 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 (the umpire 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 For all stoppages, the controlling Umpire (the Umpire who stopped play):
- (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 to hold time;
 - (ii) notes the position of the ball without picking it up or holding it;
 - (iii) following the stoppage, signals the restart of play with one arm held straight in the air, makes eye contact with the Timekeeper and simultaneously blows the whistle.
- 4.3 During any stoppage, the Umpires:
- (i) maintain oversight of the Court, the players and Team Benches as well as the incident for which play was stopped;
 - (ii) ensure that no coaching takes place (advising changes of position or substitutions are not considered to be 'coaching');
 - (iii) allow both Team Managers to go to the Side Line for the purpose of rehydrating their 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.
- 4.4 During any stoppage for injury/illness or blood the Umpires:
- (i) check that all players except the injured/ill player remain on the Court;
 - (ii) allow both teams to make substitutions or team changes as permitted by the Rules (Rule 6.1.1 and Rule 7.1(v)), provided this is done within the time allowed for the stoppage (a Coach is permitted to specify these changes).

5. Stoppages for Injury or Illness

- 5.1 First injury per team, per quarter/half/ or extra time
- (i) the controlling Umpire walks to a position 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. The co-Umpire moves to an opposite position on the same Side Line in order to provide adequate visual coverage of the rest of the Court, the opposing team and its team bench. This is to ensure that all the Rules of the stoppage are being adhered to. The controlling Umpire has 'right of way';
 - (ii) the controlling Umpire checks that the injured/ill player is receiving treatment/attention from Primary Care personnel or recommences the game;
 - (iii) the Umpires allow only Primary Care personnel onto the Court to treat the injured/ill player (any designated Primary Care personnel may go onto the Court). Other players (from either team) who are injured/ill may receive

INTERNATIONAL FEDERATION OF NETBALL ASSOCIATIONS PROTOCOLS FOR MATCH OFFICIALS

treatment, but the length of the stoppage is determined by the treatment required by the player for whom play stopped;

- (iv) if the controlling Umpire has not already restarted the game, the Timekeeper notifies Umpire A when 30 seconds and 10 seconds remain of the maximum of 2 minutes allowed.

5.2 Subsequent injuries per team, per quarter/half or 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 controlling Umpire ensures that the injured/ill player leaves the Court to receive treatment within the time allowed (30 seconds). If necessary, the player may be assisted to leave the Court by Primary Care personnel;
- (iii) the Timekeeper notifies Umpire A when 10 seconds remain of the 30 seconds allowed for the player to leave the Court.

6. Umpire Called Stoppages

6.1 'Umpire called stoppages' may be for:

- (i) Blood when no on Court player has called time. In this case, 'normal injury procedures' apply (including Primary Care Personnel being allowed on Court and substitutions/team changes being permitted); or
- (ii) an emergency (eg relating to equipment, Court, weather). In this case no substitutions or team changes are allowed and no Team Official is allowed on the Court.

6.2 The Umpires decide the most appropriate positions from which to observe the Court, the players and team benches as well as the incident for which play was stopped. The 'controlling Umpire' takes right of way in position.

6.3 The Umpires decide the length of such stoppages and ensure that play is restarted as soon as possible.

6.2 Wherever possible, the Timekeepers and the Team Officials are informed at the earliest opportunity of the expected length of such a stoppage.

7. During Play

Throughout play, each Umpire:

- 7.1 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);
- 7.2 Indicates each Centre Pass immediately after each goal is scored but the controlling Umpire calls the Centre Pass;
- 7.3 Is positioned to conduct any Toss Up awarded (a Toss Up is taken by the nearer Umpire);
- 7.4 Supports the co-Umpire with eye contact, subtle appeal and response.

INTERNATIONAL FEDERATION OF NETBALL ASSOCIATIONS PROTOCOLS FOR MATCH OFFICIALS

8. End of Play

- 8.1 At the end of each quarter (including the end of the game) and on the indication of 'time' by the Timekeeper, Umpire A turns to make eye contact with the Timekeeper and blows the whistle while simultaneously raising one arm straight into the air.
- 8.2 If there is no immediate reaction from Umpire A then the Timekeeper notifies Umpire B who ends play (as in 8.1).
- 8.3 If neither Umpire responds, then the Timekeeper advises the Umpires by audible signal.

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, Umpire A confirms with the Scorers which team has the next Centre Pass to restart the game (first, second and third quarters).
- 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, Umpire A 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. Reserve Umpire

- 10.1 Before the game the Reserve Umpire ensures the electronic devices for time notification and any television microphones are sourced and given to the Match Umpires.
- 10.2 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.
- 10.3 During the game the Reserve Umpire:
 - (i) is seated beside the Official Bench;
 - (ii) remains alert and does not undertake duties not related to the game;
 - (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 or sent off the Court remains in the correct place during the period this applies.
- 10.4 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.

INTERNATIONAL FEDERATION OF NETBALL ASSOCIATIONS PROTOCOLS FOR MATCH OFFICIALS

- 10.5 After the game the Reserve Umpire ensures that electronic devices and television microphones are returned to source.

11. Whistles

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

- 11.1 Warning whistles before play is to restart:
- (i) 30 seconds - medium whistle roll;
 - (ii) 10 seconds - more urgent whistle.
- 11.2 Start of play (beginning of quarter/half or following stoppage):
slightly longer whistle than for an infringement.
- 11.3 Stoppage for injury/illness:
medium whistle roll.
- 11.4 End of quarter/game:
long whistle roll.

12. Official Bench

- 12.1 The Official Bench consists of four (4) Bench Officials (namely, two (2) Scorers and two (2) Timekeepers) and these four officials are seated together.
- 12.2 Notwithstanding this, when an additional official is responsible for an electronically operated visible scoreboard and time clock, this official may be seated beside the Bench Officials.
- 12.3 Other event officials are seated separately, apart from the Official Bench.
- 12.4 Detailed instructions are published separately for Bench Officials outlining duties.
- (i) Scorer 1 is responsible for recording the official score and all Centre Passes on the official scoresheet;
 - (ii) Scorer 2 is responsible for checking that the correct score and Centre Pass are maintained throughout the match. In the event of a tie at the end of extra time (in a match where a winner is required), Scorer 2 is responsible for displaying a visual signal to indicate this;
 - (iii) Timekeeper 1 is responsible for ensuring the playing time in each quarter is correct and for notifying Umpire A when to end the quarter. If there is no immediate reaction from Umpire A, Timekeeper 1 notifies Umpire B who ends play (refer Protocol 2.1). In the event that both electronic timers malfunction, Timekeeper 1 activates an audible signal to indicate to the umpires to end play;
 - (iv) Timekeeper 2 is responsible for maintaining a parallel timing system to ensure that the playing time is correct and to cover any possible malfunction of Timekeeper 1's clock.