



netball
VICTORIA

BEGINNER UMPIRE RESOURCE



Umpires are an integral part of the netball community. They help keep the game safe, fair and fun for everyone, all while developing personal skills like communication, resilience and leadership.

This resource briefly outlines the rules, covering infringements commonly faced by beginner umpires. Please refer to the Rules of Netball book for a more in-depth explanation of the rules.

STARTING THE GAME

WHAT DOES AN UMPIRE NEED TO HAVE?



Whistle



Centre pass band/
indicator



Rules of
Netball book



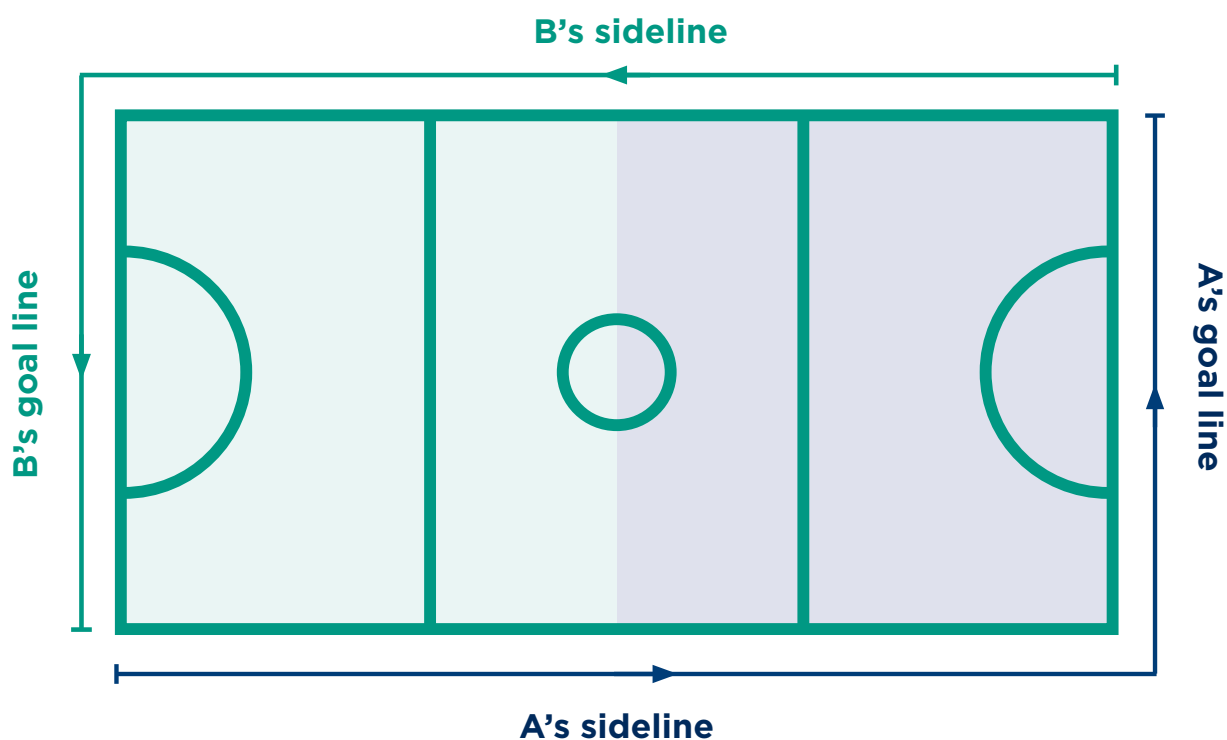
Appropriate attire
and footwear

WHAT DOES AN UMPIRE NEED TO CHECK BEFORE THE GAME?

- Court and surrounding area
- Goal posts and ball
- Players' nails, jewellery and uniform
- Which team has first centre pass
- Decide with co-umpire your area of control

AREAS OF CONTROL

Each umpire controls and makes decisions for one half of the court, including the goal line in their half and the entire length of the sideline.



YOUR WHISTLE

An umpire's whistle should be crisp, clear blasts, and is blown to:



START EACH QUARTER

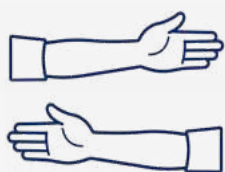
Blown by the umpire whose area of control the ball is going into

END EACH QUARTER

Blown by the umpire whose area of control the ball is in

HOLD AND RESTART TIME

Blown by the umpire whose area of control the ball is in



CENTRE PASS

Blown by the umpire whose end the last goal was scored in

PENALISE AN INFRINGEMENT

Blown by the umpire whose area of control the infringement occurred in

OUT OF COURT

Blown by the umpire responsible for that side line or goal line (if needed)



PLAYING THE GAME

CENTRE PASS

Play starts with a centre pass at the start of each quarter and after every goal is scored, alternating between teams



SCORING A GOAL

For a goal to be scored, the ball must pass above and completely through the ring, following a shot by either the Goal Shooter or Goal Attack from any point within the goal circle

OUT OF COURT

The ball is out of court if it touches the ground, or a person or object in contact with the ground outside the court. A throw-in is awarded to the team who did not touch the ball last before it went out of court

WHAT ACTIONS DOES AN UMPIRE NEED TO DO FOLLOWING A GOAL?

- A** - Hold **ARM** vertically to indicate goal
- B** - Change your centre pass indicator **BAND**
- C** - **CHECK** centre pass direction with your co-umpire
- D** - Indicate **DIRECTION** of centre pass using your hand signal
- E** - **EXPLAIN** verbally which team has the next centre pass

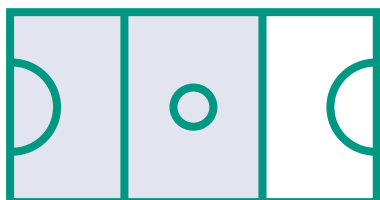


COURT POSITIONS



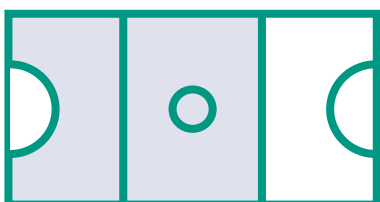
GS - GOAL SHOOTER

Goal Shooter is only allowed in the attacking goal third, including the goal circle.



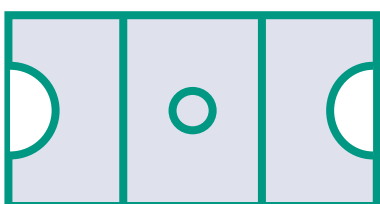
GA - GOAL ATTACK

Goal Attack is allowed in the centre and attacking thirds, including the goal circle.



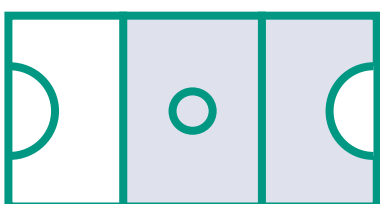
WA - WING ATTACK

Wing Attack is allowed in the centre and attacking thirds, but not the goal circle.



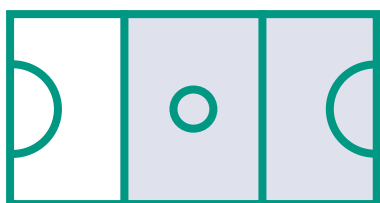
C - CENTRE

Centre is allowed in all thirds but not in either goal circle.



WD - WING DEFENCE

Wing Defence is allowed in the centre and defensive thirds, but not the goal circle.



GD - GOAL DEFENCE

Goal Defence is allowed in the centre and defensive thirds, including the goal circle.



GK - GOAL KEEPER

Goal Keeper is only allowed in the defensive goal third, including the goal circle.

INFRINGEMENTS AND SANCTIONS

An infringement occurs when a rule is broken and is penalised by the umpire.

- **Minor infringements** involve 1 player
- **Major infringements** involve 2 players from opposing teams

Sanctions and actions are what an umpire awards when an infringement occurs, and can be taken by any player allowed in that playing area.

- **Free passes** are awarded for minor infringements, where the infringement occurred
- **Penalty passes** are awarded when a major infringement occurs, where the infringer was standing. The infringing player stands 'out of play'
- **Throw-ins** are awarded when the ball goes out of play, and are awarded to the team who didn't touch the ball last before it went out of court

WHAT ACTIONS DOES AN UMPIRE NEED TO DO TO PENALISE AN INFRINGEMENT?

- Blow the whistle
- State the infringement and the infringing players position
- Use the relevant hand signal
- State the sanction or action and the team it is awarded to
- Indicate where the penalty is to be taken

MAJOR INFRINGEMENTS



OBSTRUCTION

When defending, a player must be 0.9m (3 feet) away from the player with the ball.

This distance is measured from the landing foot of the player with the ball to the nearest foot of the defender.



CONTACT

Players may not interfere with the opponent's play, accidentally or deliberately, through pushing, tripping, holding, hitting or knocking.

A player cannot hit or place their hand on a ball that is held by an opponent.

MINOR INFRINGEMENTS



BREAKING

At a centre pass, all players, apart from the Centres, must start in their respective goal third and not enter the centre third until the whistle has been blown to start play.



UNTOUCHED

A centre pass must be touched or caught by a player who is standing or lands in the centre third.



FOOTWORK

When a player catches the ball, the first foot to touch the ground is 'landing foot'. The player may pivot or lift the landing foot, but must release the ball before it is re-grounded.



HELD BALL

A player in possession of the ball must pass or shoot for goal within 3 seconds.



REPOSSESSION

After having possession and releasing the ball, a player may not touch the ball again before it touches another player or it rebounds from the goalpost.



REPLAYED BALL

A player may bat or bounce the ball once before catching it or directing it to another player. The ball may not be kicked, punched, rolled or thrown when a player is on the ground.



SHORT PASS

A pass must leave enough space for an opponent to attempt to deflect or intercept. If it's too close between the thrower and catcher, it is a short pass.



OVER A THIRD

The ball must be touched in each third of the court. If it 'skips' a third, this is over a third.



OFFSIDE

A player is offside when they enter a court area not allowed for that player's position. Offside can be penalised whether or not the player has possession of the ball.

POSITIONING

Umpire positioning is very important to best see the play in your area of control.

Umpires should be level with, or slightly ahead (1-2 steps) of, the player with the ball at all times.



Where should an umpire stand?

AT A CENTRE PASS

Halfway between the centre circle and the transverse line in your area of control.

TRANSITIONING DOWN THE COURT

In line with the ball or 1-2 steps ahead. Umpires can sidestep, jog or sprint to stay with play.

ON THE GOAL LINE

Between the ball and the goal post, standing square on to the court.

AT A THROW-IN

On the attacking side of the player taking the throw-in, 1-2 steps ahead of the ball.

WHEN PLAY IS IN CO-UMPIRES AREA OF CONTROL

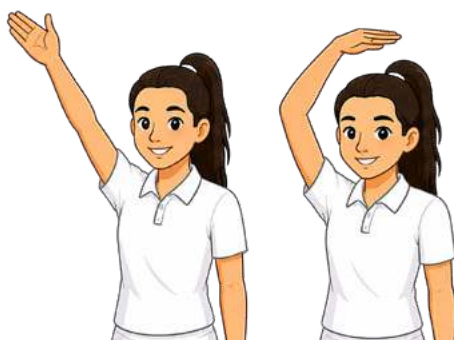
At the transverse line, standing square on to the court.



HAND SIGNALS

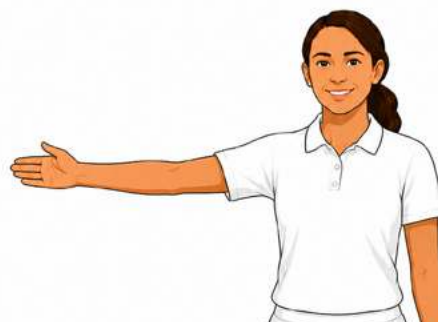
Hand signals are an important communication tool for umpires to clearly communicate to players and the bench any decisions or actions made. Umpires need to use hand signals when starting play, after a goal is scored, when penalising an infringement or indicating a throw-in.

Important hand signals for beginner umpires to know are:



START/RESTART PLAY

Arm held high, angled towards goal end of team with centre pass



DIRECTION OF PASS

Arm outstretched to side pointing to goal end of team with pass



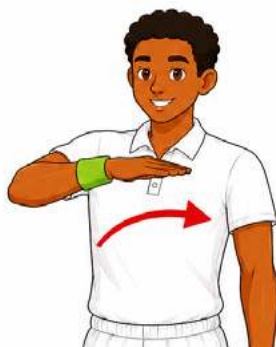
THROW IN

Arm angled down, pointing to where the ball crossed the line



GOAL SCORED

Arm held vertically



OFFSIDE / BREAKING / OVER A THIRD / UNTOUCHED

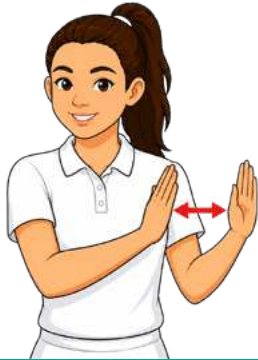
Hand traces medium upward arc in direction of incorrect position or area



HELD BALL

Arm held vertically with three fingers displayed

HAND SIGNALS



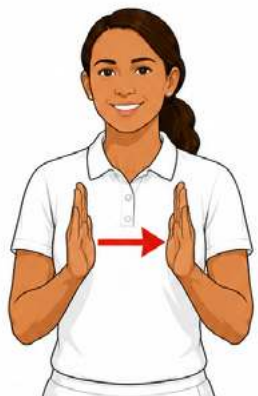
REPOSSESSION

Hands, palms inward a short distance apart, twist from side to side in a parallel motion



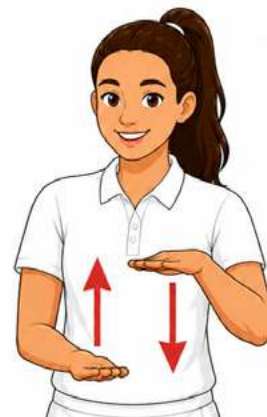
REPLAYED BALL

One hand, palm down, move vertically up and down in a bouncing action



SHORT PASS

Hands, palms inward a short distance apart, one hand moves towards the other held stationary



FOOTWORK

Hands, palms down, move vertically up and down in opposite directions



OBSTRUCTION

Hands, palms inward, held short distance apart



CONTACT

Hand, palm facing down, taps opposite forearm

GREEN BAND INITIATIVE

The Green Band initiative is part of Netball Victoria's ongoing commitment to creating a safe, supportive, and respectful environment for all members of our netball community, especially our young umpires and coaches.

The program empowers umpires under the age of 18, by providing them with green bands and scrunchies, to enhance visibility and promote empathy and respect from players, coaches, and spectators.

WHY?

- » Safeguards umpires **under 18 years old** and raises awareness of Child Safe Standards.
- » Promotes **respect** and empathy towards young officials.
- » Encourages **positive sideline behaviour**, ensuring a welcoming environment for all.

HOW?

- » Umpires **under 18 years old** wear a green band or scrunchie during matches.
- » Umpire Supervisors and Court Supervisors oversee sideline behaviour and **provide support**.
- » The program works in tandem with Netball Australia's Safeguarding Children and Young People policy.

By clearly identifying young umpires and coaches, we can better protect them from negative sideline behaviour and support their growth as officials. We can **band together** to make a difference and foster a respectful netball community.



CHILD SAFE PRACTICES



WORKING WITH CHILDREN CHECK

People in positions of Responsibility and authority such as coaches and umpires should have a valid and current Working with Children Check.



ADHERING TO ROLE BOUNDARIES

Persons in positions of responsibility and authority must not engage in activities or seek contact with young people outside of usual netball programs, events or activities.



SUPERVISION

Young people should never be unsupervised, and you will ensure they are in a safe environment and protected from external threats.



POSITIVE GUIDANCE

Young people should be treated fairly and respectfully. It is not okay to treat them in a manner that is degrading, cruel, frightening or humiliating.



USE OF LANGUAGE AND TONE OF VOICE

Young people should be encouraged. It is never okay for them to experience discriminatory, racist, sexist, belittling, negative, threatening, or sexual behaviour.



USE OF ELECTRONIC OR ONLINE COMMUNICATION

Any communication directly to young people should be associated with delivering a netball activity, such as advising training is cancelled. Where possible a parent or carer should also be included.

CHILD SAFE PRACTICES



PHOTOGRAPHS OF CHILDREN

Young people have the right not to be photographed, and it should only be done so with theirs and a parent or carer's permission. It should also be done in the presence of other adults.



PHYSICAL CONTACT WITH CHILDREN

Any physical contact must be appropriate to the delivery of a netball activity, such as when appropriately correcting technique. No contact should be initiated if it is against a young person's wishes.



GIFT GIVING

Young people should not be receiving gifts from you or others in positions of responsibility unless parents/carers or other responsible adults have been made aware of any gift given.



UMPIRE ACCREDITATION

The C Badge Umpire Accreditation is the first level of national accreditation. Umpires wanting to progress to their C Badge will need to complete two online courses as well as gain experience through practical umpiring.

- Foundation Umpire Course
- Rules of Netball exam (minimum 70% pass mark)

After completing the two courses, umpires will need to complete a practical assessment, organised through a Netball Victoria affiliated association or league, to achieve the accreditation.

