

SACPSSA NETBALL CARNIVALS



GUIDELINES FOR UMPIRING THE GAME OF NETBALL

I'll assume you have a good amount of experience with the game of Netball, so this information will focus on the rules that you should be focused on and the important aspects of being an umpire.

The key things to remember are:

- The students you're umpiring will have a mixed amount of experience. Some will be experienced netball players while others are likely to be quite inexperienced.
- The carnival is designed to offer the students both an enjoyable and learning experience centred around the game of Netball.
- Your role is as much as a **teacher** as it is as an umpire.
- Therefore – where you feel it's helpful to pause the game for a short moment to teach a particular aspect – always do so – especially if an error is occurring repeatedly.
- If the students you've umpired leave your court having had fun and having learnt a

little more about how to play Netball, you've done an excellent job!

- Concentration must be on the game therefore umpires should not be eating, using phones, etc, while umpiring a game.

BASIC NETBALL RULES

Key points:

- **Offside** - To begin the centre pass, the centre must start in the centre circle and everyone else must be behind the 3rd lines.
- **Offside** - Players must stay in their allocated area.
- **Over a Third** - The ball must not be thrown over a 3rd without being touched. This includes the centre pass, where the ball is not allowed to leave the centre 3rd without being touched.
- **Held Ball** - The ball is to be held no longer than 3 seconds.
- **Obstruction** - The defender must defend from 3 feet.
- **Contact** - A player is not to contact another player including through the ball.
- **Stepping** - No stepping allowed i.e. If the player lifts their grounded foot, they must throw the ball before placing their grounded foot back on the ground.
- **However** in the case of less experienced players i.e.. Yr 3/4, adaptations can be

made eg. 4 second hold, defending from 4 feet, etc.

- In the case of a game getting rough / out of hand, be quick and loud with the whistle and stand your ground on your call. Rough games can become dangerous quickly.

UMPIRING POSITIONING

- There should be 2 umpires per game, 1 from each team. Umpires to umpire half a court each, from the centre circle to the goal line. Umpire should be moving along the sideline with the ball.

VOICE

- Your voice is an important part of your umpiring technique.
- In the case of inexperienced teams, remind students of 3 second hold and 3 feet, etc.
- Give the reason as to why you have blown the whistle. In the case of inexperienced players, they may need more explanation.
- Keep your voice instructive and fun – authoritative without being “bossy”.

WHISTLE

Use whistle to start the game, call any violations and when a goal has been shot. This means that the ball goes back to the centre pass.

CENTRE PASSES

Centre pass alternates with each goal. It is good to use a rubber band / hair band, to help keep track of which team is due to start with the ball.

We hope you enjoy your time as an umpire at the SACPSSA Netball carnival.

We thank you for your generosity in helping us provide an enjoyable learning experience for our students.