

## Match Protocols for Umpires

- NOTES:**
1. Umpires are **Officials of the game**, not of the team.
  2. Umpires are responsible for deciding whether or a match can start.
  3. Umpires clothing colour must be different to the competing teams.

### Whistle protocols for use at $\frac{1}{4}$ , $\frac{1}{2}$ , $\frac{3}{4}$ and full time, and injury restart

- Both whistles are warnings and only blown if the teams are not on court.
- 30 second whistle is whistle roll.
- 10 second whistle more urgent.
- Usual/normal whistle for all decisions.
- To start and end play, with one arm straight up in the air.

### Before the match

- Inspect the court and its surrounds to ensure that the playing surface is safe for players and umpires, with adequate run off and the goal posts, nets padding ball etc comply with the specifications in the Rules of Netball.
- If one or both umpires are in doubt, they must abandon the match and advise the team officials and league officials of the decision. The exception is in a Tournament where the Tournament Referees can override the umpires and take ownership of any Duty of Care issues that may arise.
- Ensure that both Team Benches comply with the Rules and Regulations
- Inspect the players' uniforms, jewellery adornment and fingernails to ensure safety. It is the **players responsibility** to ensure they have suitable playing attire, including shoes suitable for the court surface.
- Confirm with the team officials that all their players are affiliated to England Netball.
- Encourage the Captains to toss as soon as possible
- Toss for ends as soon as the Captains have notified of the result of their toss
- If there is a Timekeeper confirm that they need to notify umpire with 30 seconds and 10 seconds prior to the start of the match and whistle accordingly - this is the procedure during all quarters and half time. If there are no Timekeepers then the timing is handled by the Umpires in the same way.

### During play

- If adverse weather conditions affect the court surface or make play dangerous, stop the game and discuss with the team managers on the advisability of continuing. It may be possible to restart within a short space of time and common sense should prevail.
- Work closely with the co-umpire by being in a position and ready for an appeal at all times (along the side line and just beyond the transverse line of the co-umpire).
- Indicate each centre pass immediately after each goal is scored

- If having to keep the score, call the centre pass first, followed by the score, leading team score first.
- Position to be able to conduct a toss up if that decision is given and you are the nearer umpire, but not in the shooting circle.
- Consistent and appropriate use of signals to enhance communication between the umpires and the players. Signals to be meaningful re-creations of what the umpire is penalising.
- Setting of sanctions to be accompanied by clear signals indicating what the Penalty is for, to which team it is being awarded and which player, if any, is being stood out of play. Players must take on total responsibility when involved in a Penalty and stand beside and away and not in front etc.
- Support the co-umpire by eye contact as appropriate.

### Intervals

- Meet with co-umpire mid court and walk off the court together.
- Whilst walking off, verify next Centre Pass with each other, checking with Scorers if relevant.
- At appropriate time, blow 30 second and 10 second whistle and move into position for the re-start of the match.

### Match Ending

- Blow long whistle immediately the Timekeeper calls 'time'.
- Hold arm straight up into the air.

### Injury or Illness

- After an on-court player calls 'time', verify the reason for the request – ask WHY?. Only stop the game if you are satisfied that it is an injury or illness, or that there is a safety issue involved. Remember the injured/ill player has just 30 seconds to be treated or leave the court.
- Note where the ball is, without needing to pick it up and hold it.
- Hold time, with arm held straight in the air, whistle blown.
- Walk away from the injury area to the nearest intersection line and do not get involved with the injury. This is a team manager's responsibility.
- Players may go to the sidelines for refreshment, **but not leave the court**. Ensure drink bottles are kept off the court area for safety reasons. Players may also practice shooting and go into offside areas until the end of the injury time is notified by the umpires.
- Ensure the injured/ill player is receiving treatment/attention from team's medical personnel or manager.
- Ensure the injured/ill player is involved in any substitutions or team changes, if any are made, by that team.
- Notify 10 seconds and whistle to restart the game, ensuring that safety of the players is met, particularly if the injured/ill player cannot be moved within the allotted time of 30 seconds.

NOTE: The above information has been taken from the INF Match Protocols:  
<https://www.EnglandNetball.co.uk/make-the-game/officiating/make-the-gameofficiatingrules-updates/inf-match-protocols/>