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## Officials Technical Group

### Preliminary Table Officials Course

Herts Netball Association Pilot Scheme

(Based on England Netball Table Officials Resource – Pages 6 & 7)

**This Herts Netball course is designed to start participants in Local Leagues on the path to becoming National Table Officials, and to cover the requirement of Herts Netball Leagues to provide Table Officials for all their matches.**

#### 1. MATCH REQUIREMENTS

Each match requires:

- 2 umpires
- 2 scorers (one from each team)
- 1 timer, who can be the scorers.

#### 2. SCORERS EQUIPMENT

Match score card (1 each), to be marked up prior to the match commencing.

2 pencils each (sharpened), preferably with a rubber in case of errors, **not pens**, as they are not suitable in wet weather.

For each outdoor match, water proof score cards are recommended if wet weather.

Clip board to hold score card and timer, if possible.

#### 3. TIMEKEEPING EQUIPMENT

Two **count down** stopwatches, with clips on back, if possible

A 3<sup>rd</sup> timepiece is recommended for injury timing, unless umpires are prepared to time this stoppage.

#### 4. KNOWLEDGE AND SKILLS REQUIRED FOR SCORER AND TIMEKEEPER

To be able to keep a match score card accurately, using **numbers** for goals scored.

To have a knowledge of the rules, with particular reference to the start and end of the match, intervals (i.e. **3 mins ¼ and ¾ and 5 mins ½ time**), scoring a goal, and stoppages (injury **2 mins first occurrence, 30 secs subsequent per quarter, per team**).

To manage 2 or 3 countdown stopwatches with interval timing.

To manage timekeeping if a stoppage occurs.

To have an understanding of, and be able to recognise umpiring hand signals.

To be able to concentrate.

To be accurate.

To be completely impartial and will not show any favouritism to either team by way of support or encouragement.

To remain Scorer/timekeepers throughout the whole match – unless an emergency arises.

Scorers should not swap during the match.

The two scorers must stand together preferably on the centre line of the court, behind the sideline, and behind the umpires movement area. If the sidelines are restricted, then an alternative position is on the backline corner away from the umpire.

It would be useful to have a knowledge and understanding of umpire protocols (ask your League OTG representative for these).

#### 5. DEALING WITH STOPPAGES

Know how long the League allows for quarter, half and three quarter intervals.

Set the 2<sup>nd</sup> stop watch to the quarter time, and arrange for one scorer to hold the main timer, the other to hold the 2<sup>nd</sup> timer.

When the umpires start the match by the whistle, activate the main stop watch.

If an umpire stops the match by a whistle, the main stopwatch should be stopped. Remember, it is the umpire who stops the match, not the players, coaches or supporters. This is particularly relevant for injury stoppages.

Restart the main timer when indicated by the umpire.

For injury or illness timing on outdoor matches, it may be better for the umpires to time the stoppage. For indoor matches, the 3<sup>rd</sup> time piece should be activated with the countdown on 30 seconds and 10 seconds as before.

When the end of a quarter is blown by the umpire, the 2<sup>nd</sup> or interval timer should be activated. Count down the 30 seconds and 10 seconds is the responsibility of the interval time keeper. Remember to reset the 2<sup>nd</sup> or interval timer to 5 or 3 minutes as required.

## 6. PRIOR TO THE MATCH

The Scorers/timekeepers will make themselves known to the umpires, who will direct them to where to stand – usually on the sideline opposite the centre circle, but not impeding the path of the umpire.

One Scorer/timekeeper will be nominated to call the score after each goal, for the whole game.

They will mark which team has the first centre pass using ‘evens’

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The other scorer will confirm the score to the caller quickly, who will call loudly to the court, if agreed.

## 7. DURING THE MATCH

The timekeeper will start and stop the stopwatch as directed by the umpire.

At the end of each quarter, the timekeeper will move behind the nearest umpire at approximately 10 seconds and call time on zero. The difficulty here is that the scorer/timekeeper also has to account for goals whilst counting down, and their main task is to record goals jointly.

Both scorers will register goals scored for both teams as they occur, and check the next centre pass that is indicated by the umpires is correct.

At each interval, the scorers will communicate with each other and the umpires, to ensure that the centre pass is correct and who will take the first centre pass of the next quarter.

At quarter, half-time and three quarter intervals, the timekeeper with the second stopwatch will start timing the interval as soon as the time for the end of the quarter is blown by the umpires whistle. Umpires will be notified of the 30 seconds, and if requested, the 10 seconds before the restart.

There are three situations where common sense has to be applied on notifying time:

- (a) Central Venue outdoors,
- (b) Single court outdoors,
- (c) Single court indoors.

## 8. AT THE END OF THE MATCH

The scorers will check their score cards and agree the final score.

The scorers will ask the umpires to sign both score cards and then pass the score cards onto the relevant personnel for completion.

## 9. DISTRACTIONS

Bad weather.

Player substitutes and supporters standing close to the Scorers/timekeepers – they should be on the ‘team bench’ designated by the umpire.

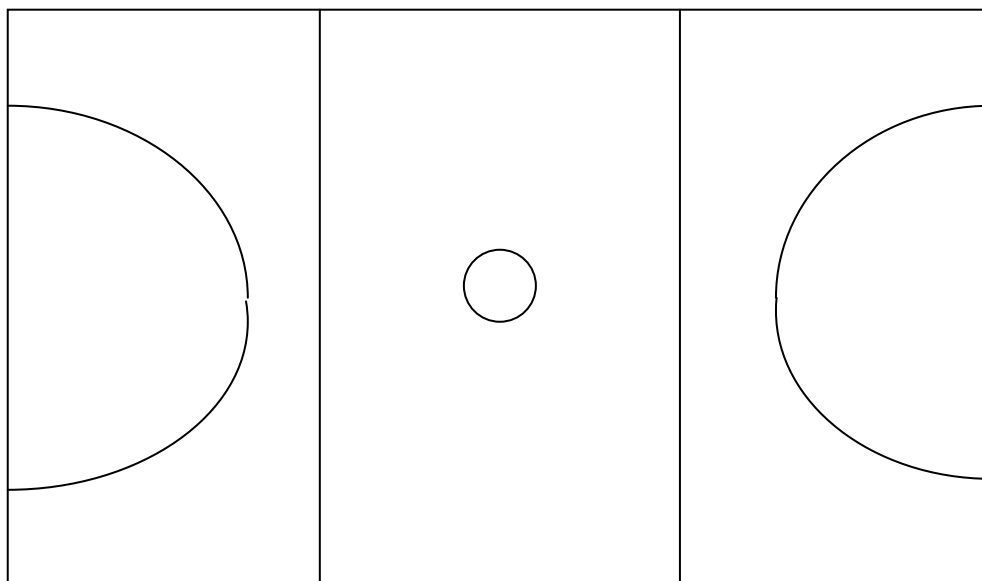
Vision blocked by the movement and positioning of the umpire.

Closeness of other courts.

Background noise – e.g. traffic, shouting, etc.

## Court positions for Scorers/timekeepers

**XX** (ideal position)



**XX**  
(alternative  
position)

## Score Card
