

## CROYDON NETBALL LEAGUE

### Umpire Protocols

#### Prior to the Match.

- Arrive on time.
- Dress appropriately. (White or colours distinct from the players)
- Be Prepared. (Whistle, Score pad, Timer)
- Check Court and Equipment. (Posts, Net, Ball, Court Surface, run off)
- Inspect Players (Jewellery, Nails, Kit, Hair, Gloves, Head Coverings)
- Ensure Teams toss for Centre pass. Umpires toss for ends.
- Warm Up.
- Check Timekeepers/Scorers know what is required. (Stand together, Notify umpire of 30sec/10secs to time)
- Notify players for start of game - 2minute whistle, then 30 seconds, finally 10 seconds.

#### During the Match

- Work with the other Umpire (eye contact)
- Indicate the Centre Pass
- Be Fit to cover the court and back line in their area of play.
- Be available for an appeal from the other Umpire or a Toss-up.
- Retain the Match ball at the end of each quarter.
- Check the scores and centre pass at the end of each quarter, with other umpire and scorers. Complete paperwork. record any issues. (It is NOT the umpire's responsibility to check Team details)

#### Stoppages Rule : 9.3

Time may be taken for an injury, illness or Emergency. In CNL injury is 30 seconds per incident.

- By a Player on court
- By an Umpire

#### Player call for Time. Injury illness or Blood.

- If it is not evident then ask WHY?
- Blow Whistle and signal to Timekeepers/Scorers to take time – 30 seconds.
- Maintain oversight of the Court and players
- Injured player may receive treatment by primary carer. (in CNL this may be a player)
- **The player concerned MUST leave the court. (within 30 secs)**
- Players may go offside to get refreshments or Coaching, BUT must NOT leave the court.
- Teams may make substitutions. (As per rule 9.1) or leave the position vacant until after a goal, interval or further stoppage. Player must advise umpire when ready to resume play if position is left vacant.
- Keep players informed of Time remaining.
- Re- start Play promptly. Signal to Timekeepers/Scorers to start time. Blow Whistle.

#### Umpire Call for Time.

This may be for a Blood injury not noticed by a player or an Emergency like weather conditions or a problem with the court.

- Blood injury. Start time 30 seconds, but be flexible and allow the time necessary to dress wound suitably. **The player Must leave the court.** Check Ball, Court and Players Kit for Blood. Extended time may be allowed if requested by a team member or if the umpire deems it necessary.
- Manage incident as above.
- Keep Players informed of Time and Re-Start play promptly (as above)
- Play stopped for adverse weather conditions may only be Re-Started if it is Safe to do so.
- Injury to an Umpire may require the game to be re-scheduled unless a reserve is present.

### **Raising umpiring standards**

- During the season, you could be observed by the Mentoring Support Group and given feedback whilst umpiring a CNL game. Feedback is usually received either verbally or in written format and sometimes both.

### **Umpire development**

- At any time during the season you may be offered suggestions for improvement and development of your umpiring.
- The Committee will expect these observations to be addressed for the benefit of the League and Players and ultimately your umpiring progression/ability.
- Whilst addressing any recommendations Umpires could be scheduled on lower level games and depending on how you get on will depend on what future games you will be allocated to.

CNL

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