

Aylesbury and District Netball League - Umpiring Protocols.

Please see below a few notes to keep in mind and help you whilst umpiring in the league.

- **Advantage:** Please try to use the advantage rule to keep the flow of the game as much as possible. You should make an early decision as to whether the infringement impedes the play? If not play the advantage and without blowing your whistle and say for example **ADVANTAGE OBSTRUCTION WA** and allow the play to continue.
- **Contact/Contest:** The difference between the two is generally decided by the intent of the players, i.e. if both players intention is to catch/intercept the ball then that is **contest** and play should continue regardless of any contact between players. If however 1 player makes no attempt to go for the ball and hits her opponent then that is **contact**. Basically if 2 players going for a ball collide equally then its **contest** but if a player contacts her opponent on the way to get the ball then that is **contact**. It is a tough decision to make but please try to allow contesting.
- **Possession:** If two players have their hands on the ball then decide who contacted the ball first and without blowing the whistle say possession and that players position i.e. **POSSESSION GA**.
The opposing player should take their hands off the ball and play can continue. If the player doesn't react then blow your whistle for contact on the ball and award a penalty to the non infringing team.
- **Persistent Infringements:** If you feel that any player is persistently infringing i.e. Contact, Obstruction etc and making no attempt to change her game, then you should deal with the situation in the following way.
Firstly blow your whistle call **persistent Infringement** and advance the ball a sensible distance up the court, the offending player must remain in their original position.
- **Injury Time:** A player must ask the umpire for injury time, the first injury time for each team in each ¼ is up to 2 minutes long, any further injury time for the same team in the same ¼ is a 30 sec injury time and the injured player must leave the court immediately and the play continues. If however a sub is ready to come straight onto court within the 30 seconds then the can do so if not the injured player or sub can re enter the court after a goal has been scored.
Please keep in mind that due to time restraints within the league there is a maximum of 5 minutes per game allowed for injury time so please keep an eye on that too.

- **Injury Time (Umpires):** Once injury time has been called and time stopped then both umpires are to retreat to the end of their nearest team bench (Which could mean moving across the court) to ensure that no coaching takes place. If no treatment is given or as soon as treatment has finished injury time is over and should be indicated by blowing the whistle and saying, **Injury time over**. A second whistle re starts the game whilst in communication with the timers.

Rule 6.1.1. Both teams have the right to make substitutions and/or team changes either

- a) at an interval

- b) when play is stopped for injury or illness. However, in this case the injured/ill player for whom play was stopped must be involved in that teams substitutions and/or team changes.

- **Team Benches:** An area for team benches has been decided for each venue and a diagram is available to check on the ADNL website. Umpires please make sure that only players and officials of the teams are on the team bench also coaching **is** allowed but only from the team bench area.
- **Umpires Attire:** As per EN rules please try your best to wear White or Cream whilst umpiring and not your playing kit. This can get confusing for the teams playing especially if your kit is a similar colour to that of the teams on court.
- **Scoring Table:** Please make sure that the scoring table/area is kept away from the team benches, rota duty table/area and supporters.
Please remember that only the scorers should be at the scoring table/area and that no friends/team mates should join or distract them during the game.
- **Scoring Discrepancies:** The two scorers should be in control of the score and should agree the score at all times, if for whatever reason they don't agree then the umpires can have an input with regard to whose centre pass it is next which may shed some light on the scoring discrepancy. If agreement can't be reached then a line should be drawn under the score and start from scratch and then send the card into the committee along with a note explaining what has happened. If the score is agreed but the centre pass seems to be wrong then simply change the odds and evens around and carry on with the game. At no time should any player or coach etc have any input into resolving the issue.

- **During Play:** Work closely with co-umpire by being in position and ready for an appeal at all times (along the sideline and just beyond the transverse line of co-umpire). Indicate each centre pass immediately after each goal is scored, Consistent and appropriate use of signals to enhance communication between the umpires and the players. Signals to be a meaningful re-creation of what the umpire is penalising. Setting of penalties 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 (beside and away and not in front etc), Support the other umpire with eye contact – subtle appeal and subtle response
- **Intervals:** Meet with co-umpire mid court and walk off court together, While walking off, verify next centre pass with each other
- **Match Ending:** Blow long whistle and call 'time', Hold arm straight up in the air.

We hope that you find these bullet points helpful and if you would like any further clarification please contact the umpiring sub committee on:

adnlumpiring@hotmail.co.uk