

CWNA UMPIRES SECTION

GAME MANAGEMENT

The Rules of the game state that Netball is an exciting, fast and skillful game of fair contest, which should be played with the core values of equal opportunity, fair play and respect for an opponent's skill and safety.

Adherence to the rules is the responsibility of players, coaches and umpires. Players are responsible for complying with the Rules and participating safely in a sporting and fair manner. Coaches are responsible for ensuring compliance with the Rules as well as understanding both sporting behaviour and safe practices. Umpires are responsible for applying the Rules impartially, consistently and with fairness.

It is the sole responsibility of players to respond to rulings made by the umpires and adjust their play accordingly.

It is fair to expect in a match that from time to time an umpire's voice, whistle/advantage call may go unnoticed by some players. If following an infringement umpires feel they need to deliver a stronger message which players will note, this can be assisted in a number of ways including:

- Change in whistle tone/volume/length
- Change in voice tone/volume – calm but firm
- Sustained eye contact
- Tactical pause – ensures you get the player's attention
- State playing position first – followed by infringement/sanction (e.g. Centre, Contact, Penalty Pass)
- Body language (e.g. soft arm gesture with hand out and palm extended while setting a sanction can communicate 'stop that now thank you' to a player)

INFORMAL ADVICE

Umpires should have a range of expressions they can use to indicate to players they need to change their behaviour without the need to hold time. This would apply to low-level incidents and should only be used when the Rules do not require a specific consequence for Foul Play infringements. Examples of expressions to advise players to adjust their play when a Caution is not the most appropriate action:

- 'Your distance is fine but you are hitting the ball' – this gives the player the necessary information to change their behaviour. Compare this with 'tidy up GK' – using general phrases such as 'tidy up' is ineffective and should be replaced by specific statements.
- Use short, clear instructions.
- Do not use phrases such as 'no more' or 'stop' which could be misinterpreted as a formal game management measure.
- Calling 'Time' to speak to players. Holding time adds a degree of seriousness when there is a pattern of infringing by a team or when opposing players are both pushing the boundaries of fair play and good sportsmanship.



CWNA UMPIRES SECTION

GAME MANAGEMENT

FORMAL GAME MANAGEMENT

Rule 13.2 outlines that foul play is anything a player does within the field of play that is contrary to the letter and spirit of the Rules of the Game or does not meet accepted standards of good sportsmanship. There are specific consequences listed for unfair play, dangerous play and misconduct that umpires must apply and enforce in addition to the relevant sanction. Rule 13 states that a player who is infringing any part of the foul play rule (13.2) will be disciplined and Rule 13.1 outlines the game management actions that umpires use for instances of Foul Play:

1. Caution
2. Warning
3. Suspend a player
4. Order a player off

Normally an umpire will work through these actions in the order indicated unless an offence is serious enough to require a higher level of game management. For each game management action, the umpire must hold 'time', use clear and consistent language along with the correct hand signal so everyone is aware of the action taken.

ADVANCING THE PENALTY

- This game management action of advancing the penalty may only be used for Delaying play
- An umpire can only advance the Penalty pass within the half they control and then the co-umpire may advance the Penalty pass further (up to half a third in total)

CAUTION

- Ensure the word 'caution' is used and the player is advised of the behaviour for which the caution is being given.
- A caution signals to a player that the behaviour specified needs to change and repeated offences may result in further disciplinary action being taken if they infringe again .
- A caution is not binding on the co-umpire.



Hold Time



Caution

CWNA UMPIRES SECTION

GAME MANAGEMENT

If a player accumulates cautions for different instances of foul play, an umpire should seriously consider escalating this to a warning as the player is not adjusting the behaviour.

WARNING

- Ensure the word 'warning' is used and the player is advised of the behaviour for which the warning is being given and that they will be suspended if the behaviour continues
- A warning would not normally be the first step unless the incident is serious enough to require this.
- If the warning is for intentional or persistent infringing, be clear about what exact infringement/s have led to the warning.
- There is no such thing as a 'first Warning'! Only one Warning is given and acted on if there is any further instances of Foul Play
- Following a warning, if the same player commits a further act of foul play that in itself justifies a warning, the umpire would suspend the player
- Rule 13.1(ii) makes it clear that a warning is considered to have been made jointly by the two umpires and is binding on the co-umpire. The umpires may quickly confer before deciding on the action to be taken. It is important that the co-umpire is aware that a warning has been given and the reasons for it.



Warning

SUSPENSION

- Although the suspension of a player is relatively rare, umpires should not hesitate to use this when appropriate.
- If a warning has already been given, a suspension must follow if further foul play infringing occurs.
- In the case of dangerous play or misconduct, a player may be suspended without a warning if the umpire considers this action is justified.
- Ensure the word 'suspension' is used and the player is advised of the behaviour for which the suspension is being applied .
- The suspension is for 2 minutes. The timekeepers should advise when this is complete and the player can retake the court.
- A suspended player is able to join the rest of the team during an interval but not during any stoppages.

CWNA UMPIRES SECTION

GAME MANAGEMENT

SUSPENSION CONT'

- Rule 13.1(ii) makes it clear that a suspension is considered to have been made jointly by the two umpires and is binding on the co-umpire.
- The umpires may quickly confer on-Court before deciding on the action to be taken. It is important that the co-umpire is aware of the reasons for the suspension.
- A player can only be suspended once. Following a suspension, any further act of foul play committed by that player (including during the suspension period) will be treated as continued misconduct and the player is ordered off.



Suspension

ORDERING OFF

- The umpire may order a player off the court for a deliberate act of dangerous play or continued misconduct.
- This would normally follow a suspension but the umpire may order a player off if they consider the action is justified.
- Ensure the words 'ordering off' are used and the player is advised of the behaviour/s for which the ordering off is being applied
- The player is sent to the team bench for the remainder of the match
- Given the seriousness of this consequence and the inevitable impact on the potential outcome of the match, umpires may quickly confer on-Court with each other before finalising this action.



Ordering Off

Rules
Net

