



# MATCH PROTOCOLS FOR UMPIRES (2016)

These Protocols outline the procedures to be used by umpires  
in conjunction with  
the Rules of Netball (2016)  
as applied within  
South Australian United Church Netball Association (SAUCNA)

They are presented in four separate sections  
reflecting the four different competition environments  
that exist within the Association....

1. CENTRAL COURTS
2. SUBURBAN COURTS
3. MODIFIED RULES
4. SUMMER NIGHT (Minor Round)

Version 3

August 2017

(change to Modified Rules Finals Draws)

Acknowledgement:

This publication is derived from the "Match Protocols for Umpires" issued by Netball Australia - 2016



# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> CITY COURTS

### SECTION 1 -- For application at CITY COURTS (WINTER SEASON)

These Protocols outline the procedures to be used in conjunction with the Rules of Netball (2016) as applied within South Australian United Church Netball Association (SAUCNA) at its City Courts.

*[for finals matches in SAUCNA Modified Rules grades played at City Courts, see the accompanying document – Match Protocols for Umpires (2016) >>>> Modified Rules]*

#### RULE 3. TECHNICAL SPECIFICATIONS

1. SAUCNA prepares the playing area and the goalposts. [Rules 3.1–3.3].
2. The Home team is responsible for fitting the goal post protectors [*Winter By-law 18 para 2*].
  - a. Before a match the umpires inspect the field of play and the goalposts to check they conform to the Rules and provide a safe environment for play [Rules 3.1, 3.2]
3. The Home team must provide a ball. The Visiting team may provide a ball. [*Winter By-Law 18 para 1*]
  - a. These balls must meet all the specifications stated and be in a good condition [Rule 3.3]:
  - b. The umpires shall inspect the match balls, and the ball used for the first half shall be the ball presented by the team that wins the toss for first pass/choice of ends. [Winter By-Law 7]

#### RULE 4. MATCH DURATION

1. SAUCNA match durations are.. 15 minute quarters, 3 minutes break after first and third quarters, and 5 minutes at half time [Rule 15.3] [*Winter By-Law 6 para 4*].
2. In the event that Finals matches end in a draw, two additional halves of 7 minutes shall be played after a 2 minute break. [SAUCNA By-Law 16 para 6]
3. Should a final match (other than Modified Rules – see separate document) remain tied after the extra time the game will continue until one team leads by 2 goals at which time the White Card Scorer will advise the umpires.
4. During an interval the umpires should not leave the playing environment.

#### RULE 5. MATCH PERSONNEL

1. The match officials are two umpires appointed by SAUCNA.

The match officials shall wear clothing that is distinct from the teams' playing uniforms and suitable sports footwear [Rule 5.2 (i) (a)].
2. The umpires must check in at the clubrooms and, where possible, should meet at the clubhouse and approach the courts together.
3. Prior to the match the umpires check the players on court to ensure they meet all requirements [Rule 5.1.1 (iv)].
  - a. Umpires should ensure players are not wearing any adornments or jewellery.

This prohibition *includes* pierced skin jewellery (open or taped)
  - b. Umpires should be satisfied that hair is suitably tied back so as not to provide a hazard or distraction for other players on the court.

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4. The captains toss for choice of first centre pass or goal end.  
The toss may be conducted anywhere in the court environment and the captains shall then advise the umpires of the result. [Rule 5.1.1 (v) (a)].
5. After the captains have tossed, the umpires toss for goal end [Rule 5.2.1 (i)]
6. Before play commences the umpires check:
  - a. Players meet the requirements for play [Rule 5.1.1 (i)] and the teams can be easily distinguished on the court (if necessary the home team will be required to wear bibs that distinguish them more easily or, if available, an alternative uniform) [*Winter By-Law 4 para 4*]
  - b. Primary care persons are wearing appropriate identification [Rule 5.1.2 (ii) (b)]
  - c. Who is the on-court captain for each team
  - d. Scorers are ready to commence their duties [Rules 5.3.1 (i) & (ii) (b-g)].
    - i. The Home team scorer shall score on a white card which is the official card, and
    - ii. The Visiting scorer shall score on a blue card which is the check card.  
[*Winter By-Law 13*]
  - e. Timekeepers are ready to commence their duties [Rules 5.3.2].
    - i. The Home team timekeeper shall time the playing periods, and
    - ii. The Visiting team shall time intervals and stoppages [*Winter By-Law 17 para 1*], and any 'Send-Off' (2 minute) periods.

### RULE 6. MATCH PROCEDURES

1. An umpire's whistle starts and stops play [Rule 5.2.1 (ii)] as follows:
  - a. To instruct the timekeeper to commence timing (at the beginning of a period of play or to restart play after a stoppage) – long whistle [with hand signal 1]
  - b. During play (for an infringement, a tossup, to restart play after a goal or, when needed, to indicate the ball is out of court) – medium whistle [with hand signal as appropriate]
  - c. To instruct the timekeeper to hold time – medium whistle roll [with hand signal 2]
  - d. To end a period of play – long whistle roll.
2. Throughout a match both umpires immediately indicate the team to take a centre pass [hand signal 3]. The controlling umpire calls the centre pass.
  - a. If the umpires disagree the umpire nearer the official bench checks the centre pass with the scorer (time may be held while a check is made) [Rule 6.1.1 (iv) (a)].
  - b. If both umpires indicate the centre pass incorrectly, the scorer notifies them so a check can be made - notification must be made before the centre pass whistle has been blown.
  - c. Process:
    - i. Scorers to confirm incorrect Centre Pass.
    - ii. Scorers to notify the closest umpire.
    - iii. If notification provided prior to Centre Pass being taken, umpires to hold time and seek clarification from Official Bench.
    - iv. If the Centre Pass is taken before notification can be made, note this on the Score Card by circling the Centre Pass where the difference occurred and continue in the pattern

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- that the Umpires have indicated. Draw this to the attention of the Umpires at the end of the quarter.
- d. If time is held immediately after a goal has been scored, the scorer will indicate the direction of the centre pass to restart play.
  - e. The umpires may request a 'centre pass check' from the scorer as required.
3. When the ball goes out of court the umpire controlling the side/goal line indicates the direction of the team to take the throw in [hand signal 3 or 4] and calls which team has been awarded the throw in.
  4. For any stoppage:
    - a. Either umpire may hold time as appropriate. If a player is shooting for goal the shot may be completed before play is stopped, unless circumstances require time to be held urgently.
    - b. During a stoppage, both umpires remain on their respective side lines unless the situation requires a different course of action. The team bench side umpire moves back to the side line to manage the stoppage. The co-umpire moves to an appropriate position on their sideline or goal line to assist if required.
    - c. For other stoppages [Rule 9.3.2] the co-umpire may cross the court, depending on the reason for the stoppage.
    - d. For injury/illness/blood stoppages the official bench-side umpire advises the timekeeper the nature of the stoppage and the player involved.
  5. At the end of each period of play:
    - a. The Home Timer must follow the nearest umpire with 10 seconds of play left in each quarter and call "TIME" when the quarter ends. [*Winter By-Law 17 para 1*]
    - b. This umpire will immediately whistle to end play which ends play unless it is to be extended for a penalty pass to be taken [Rules 4.1 (iii) & 7.1.3 (iii)].
    - c. In this case the umpire will advise the players that play is being extended for the sanction to be taken. (If the timekeeper has advised the non-controlling umpire, that umpire will refrain from blowing the whistle until the outcome of the extended time is complete.)
      - i. The protocol is as follows:
        1. Umpire blows whistle to penalise infringement (will occur before notification of time).
        2. Timekeeper advises umpire of time. Umpire does not blow whistle.
        3. Umpire sets sanction as per normal protocol.
        4. If goal is successful, umpire raises arm to indicate goal scored (hand signal 7) and uses long whistle roll to indicate end of period of play.
        5. If goal is unsuccessful, either umpire uses long whistle roll to indicate end of period of play.
    - d. The umpires meet mid-court, and while walking off the court together check the next centre pass with each other then check with the scorer.

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### RULE 7. SANCTIONS

1. When penalising an infringement the umpire:
  - a. States the infringement and the sanction, together with the appropriate hand signal. In the case of a contact infringement, the umpire may add a brief verbal descriptor to indicate the nature of the contact eg 'contact – knees', 'contact – on ball', 'contact – holding'
  - b. Indicates where the sanction is to be taken.
2. For Rule 7.1.3 (iv) 3 seconds is measured from the time BOTH players are in position.

### RULE 8. STARTING PLAY

1. Where there is less than 5 players present for one (or both) teams, the umpires will allow up to 15 minutes grace period before starting the match.  
The match must commence once there are at least 5 players for each team. [*Winter By-law 6 para 1*]
2. Warning whistles are given prior to the start of play:
  - a. 30 seconds before play – medium whistle roll
  - b. 10 seconds before play – long whistle roll.
3. At the beginning of each quarter, the umpire crossing the court to the other sideline will carry the ball and hand it to the Centre taking the centre pass (if the player is on the court) or place it on the ground in the centre circle

### RULE 9. DURING PLAY

1. Stoppages for Injury/illness or blood [Rule 9.3.1]:
  - a. If an on court player requests time to be held the umpire asks 'why?' If the reason relates to injury/ illness or blood, time is held.
  - b. Whilst either umpire may hold time as appropriate for injury/illness or blood [Rule 5.2.1 (vi)], the protocol is that the decision to stop play should be made by the Umpire controlling play (i.e. play is in that Umpire's half).
  - c. To stop play, the Umpire:
    - i. signals the holding of time (hand signal 2), face the Timekeeper and simultaneously blows the whistle – medium whistle roll.
    - ii. notes the position of the ball without picking it up or holding it.
  - d. Primary care person/s may come onto the court to assess the player's injury/illness and to assist the player from the court. The player concerned must leave the court and play restarts **within** 30 seconds (the timekeeper warns the umpire when 10 seconds remain).

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- e. If the injury/illness is such that the player cannot be moved safely from the court within 30 seconds the primary care person/s alert the nearer umpire and advise the action that is appropriate. The umpire should ask the primary carer 'do you need help to move them?' The umpires also remain alert for the need to check if a delay appears likely. The umpire decides how long time is held but endeavours to restart play as soon as possible.
  - f. Either umpire holds play when blood is seen on a player, the ball or the court. If blood is on the player or the player's clothing, the player must leave the court within 30 seconds and may not return to the court until this has been cleaned or clothing replaced. For blood on either the ball or the court, time is held until this has been cleaned. Alternatively the ball may be replaced. In addition, any other players with blood on them are also required to leave the court to be cleaned and/or clothing replaced. Time will not normally be given to clean up players on the court. However, in the event that several players are affected, the umpires may decide to take whatever action they deem appropriate.
  - g. During a stoppage for injury/illness or blood, team officials and bench players may move onto the court surround so players may receive coaching and/or hydration.
2. Other stoppages [Rule 9.3.2]:
- a. For all other stoppages, the decision to hold play and the length of the stoppage is at the discretion of the umpires (either umpire may act as appropriate).
  - b. It is important that consistent standards are used when deciding whether to hold time or not. Loss of playing time is equally important at any time during a match, not just in the final minutes of a closely contested match.
  - c. The co-umpire may hold play if an act of foul play is observed that is not seen by the controlling umpire [Rule 5.2.1 (vi)] – refer section 13 for more details.

### AFTER PLAY

1. At the conclusion of a match,
  - a. umpires shall inspect the score cards and ensure:
    - i. Players who competed in the match are listed on the card
    - ii. Players whose names were initially listed but did not take the court are crossed off
    - iii. The name of any player suspended during the match is recorded legibly  
[*Winter By-law 2 para 6*]
    - iv. Both cards have been signed by the captains of both teams
    - v. The final scores on the 2 cards agree
      1. In the event that the scores differ, advise the scorers that the white card is the official card and that represents the result of the match
      2. Ensure that the scores on the white card are not altered retrospectively.
  - b. Umpires shall print their names and sign both cards



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### RULE 13. GAME MANAGEMENT

Players are expected to play the Game in such a way that they comply with the Rules and participate safely in a sporting and fair manner [refer Section 1 Introduction]. Umpires have a responsibility to ensure this is done. The foul play rule [Rule 13.2] outlines specific behaviours that will require the umpire to act.

1. Rule 13.1 provides a structured set of actions for umpires. These actions range from 'caution' (for less serious offences and usually as a first step) to 'ordering off' (for a serious offence).  
The controlling umpire:
  - a. Will usually apply the actions listed in the order shown (but may decide to apply a more serious action if appropriate).
  - b. For a caution, an umpire does not need to hold time and may do so as the sanction is awarded or when applying the advantage rule.  
For example, 'Advantage intimidation Goal Keeper - this is a caution'.
  - c. Will hold time in order to speak to the player/s concerned.
  - d. Must clearly specify the concern and, if appropriate, any actions that will follow if the behaviour is not corrected.
  - e. May confer with the co-umpire before deciding the action to be taken.
  - f. May ask the captain to speak to any player/s concerned [refer Rule 5.1.1 (v) (c)]. Unless the incident warrants immediate action by an on-court captain, the umpire(s) should wait for either an interval or stoppage to speak to the captain. If the incident warrants immediate action, then the umpire is to hold time, speak to the captain(s) and allow time for the captains to relay the message back to any player/s concerned.
2. If a player receives an official warning, is suspended or ordered off, the umpire indicates this to the official bench and the co-umpire by using the appropriate hand signal. If necessary, the controlling umpire may hold time to inform the co-umpire of the reasons for this action or alternatively advise the co-umpire at the interval or next stoppage.
3. The co-umpire may hold play if an act of foul play is observed that is not seen by the controlling umpire. Such cases should be limited to 'serious actions' (i.e. those that require an official warning, suspension or ordering off). The co-umpire provides details to the controlling umpire and recommends to the controlling umpire the action that should be taken.
4. A suspended player is under the control of the interval (Visiting team) timekeeper. When the time has elapsed interval timekeeper will stand with the suspended player and indicate to the player when to re-enter the court. If it is the Centre player, the controlling umpire will hold time to allow the player to return to their original playing position.
5. In the event that team official/s or bench player/s do not respond to the actions outlined in Rule 13.3 (ii) (a) and (b), the umpire will request the SAUCNA management to remove them from the playing enclosure for the remainder of the match (including any contact with the team during intervals).



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### SECTION 2 -- For application at SUBURBAN COURTS

These Protocols outline the procedures to be used in conjunction with the Rules of Netball (2016) as applied within South Australian United Church Netball Association (SAUCNA) for matches at Suburban Courts.

*[for matches played under SAUCNA Modified Rules grades, refer to the accompanying document – Match Protocols for Umpires (2016) >>>> Modified Rules]*

*[for finals matches at Suburban courts refer to the accompanying document – Match Protocols for Umpires (2016) >>>> Central Courts]*

#### PLAYER LIMITATIONS

1. SAUCNA matches played at Suburban Courts (excluding SAUCNA Modified Rules matches) are limited to the age grades --- 15 and under, 13 and under & 11 and under.  
As such the players are ALL children and Rule 15.5 allows variations from the rule book appropriate to the level of the competition. Whilst SAUCNA does not specify any specific changes for these grades, the application of Rule 13 needs to be adjusted to suit this environment – refer to the final paragraph in this document.
2. The umpires shall be cognisant at all times of the player's level of maturity, and communicate with them appropriately.

#### RULE 3. TECHNICAL SPECIFICATIONS

1. The Home club prepares the playing area and the goalposts. [Rules 3.1–3.3].
2. The Home team is responsible for fitting the goal post protectors [*Winter By-law 18 para 2*].
  - a. Before a match the umpires inspect the field of play and the goalposts to check they conform to the Rules and provide a safe environment for play [Rules 3.1, 3.2]
3. The Home team must provide a ball. The Visiting team may provide a ball. [*Winter By-Law 18 para 1*]
  - a. These balls must meet all the specifications stated and be in a good condition [Rule 3.3]:
  - b. The umpires shall inspect the match balls, [*Winter By-Law 7*], and the ball used for the first half shall be the ball presented by the team that wins the toss for first pass/choice of ends.

#### RULE 4. MATCH DURATION

1. SAUCNA match durations are.. 15 minute quarters, 3 minutes break after first and third quarters, and 5 minutes at half time [Rule 15.3] [*Winter By-Law 6 para 4*].
2. In the event that Finals matches end in a draw, two additional halves of 7 minutes shall be played after a 2 minute break. [*SAUCNA By-Law 16 para 6*]
3. Should a semi- or preliminary final match remain tied after the extra time the game will continue until one team leads by 2 goals at which time the White Card Scorer will advise the umpires.

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### RULE 5. MATCH PERSONNEL

1. The match officials are two umpires appointed by the Home club.  
The match officials shall wear clothing that is distinct from the teams' playing uniforms and suitable sports footwear [Rule 5.2 (i) (a)].
2. Prior to the match the umpires check the players on or near the court to ensure they meet all requirements [Rule 5.1.1 (iv)].
  - a. Umpires should ensure players are not wearing any adornments or jewellery  
This prohibition *includes* pierced skin jewellery (open or taped)
  - b. Umpires should be satisfied that hair is suitably tied back so as not to provide a hazard or distraction for other players on the court.
3. The captains toss for choice of first centre pass or goal end.  
The toss may be conducted anywhere in the court environment and the captains shall then advise the umpires of the result. [Rule 5.1.1 (v) (a)].
4. After the captains have tossed, the umpires toss for goal end [Rule 5.2.1 (i)]
5. Before play commences the umpires check:
  - a. Players meet the requirements for play [Rule 5.1.1 (i)] and the teams can be easily distinguished on the court (if necessary the home team will be required to wear bibs that distinguish them more easily or, if available, an alternative uniform) [*Winter By-Law 4 para 4*]
  - b. Primary care persons are wearing appropriate identification [Rule 5.1.2 (ii) (b)]
  - c. Who is the on-court captain for each team
  - d. Scorers are ready to commence their duties [Rules 5.3.1 (i) & (ii) (b-g)].
    - i. The Home team scorer shall score on a white card which is the official card, and
    - ii. The Visiting scorer shall score on a blue card which is the check card.  
[*Winter By-Law 13*]
  - e. Timekeepers are ready to commence their duties [Rules 5.3.2].
    - i. The Home team timekeeper shall time the playing periods, and
    - ii. The Visiting team shall time intervals and stoppages [*Winter By-Law 17 para 1*]

### RULE 6. MATCH PROCEDURES

1. An umpire's whistle starts and stops play [Rule 5.2.1 (ii)] as follows:
  - a. To instruct the timekeeper to commence timing (at the beginning of a period of play or to restart play after a stoppage) – long whistle [with hand signal 1]
  - b. During play (for an infringement, a tossup, to restart play after a goal or, when needed, to indicate the ball is out of court) – medium whistle [with hand signal as appropriate]
  - c. To instruct the timekeeper to hold time – medium whistle roll [with hand signal 2]
  - d. To end a period of play – long whistle roll.
2. Throughout a match both umpires immediately indicate the team to take a centre pass [hand signal 3]. The controlling umpire calls the centre pass.

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- a. If the umpires disagree the umpire nearer the official bench checks the centre pass with the scorer (time may be held while a check is made) [Rule 6.1.1 (iv) (a)].
  - b. If both umpires indicate the centre pass incorrectly, the scorer notifies them so a check can be made - notification must be made before the centre pass whistle has been blown.
  - c. Process:
    - i. Scorers to confirm incorrect Centre Pass.
    - ii. Scorers to notify the closest umpire.
    - iii. If notification provided prior to Centre Pass being taken, umpires to hold time and seek clarification from Official Bench.
    - iv. If the Centre Pass is taken before notification can be made, note this on the Score Card by circling the Centre Pass where the difference occurred and continue in the pattern that the Umpires have indicated. Draw this to the attention of the Umpires at the end of the quarter.
  - d. If time is held immediately after a goal has been scored, the scorer will indicate the direction of the centre pass to restart play.
  - e. The umpires may request a 'centre pass check' from the scorer as required.
3. When the ball goes out of court the umpire controlling the side/goal line indicates the direction of the team to take the throw in [hand signal 3 or 4] and calls which team has been awarded the throw in.
4. For any stoppage:
- a. Either umpire may hold time as appropriate. If a player is shooting for goal the shot may be completed before play is stopped, unless circumstances require time to be held urgently.
  - b. During a stoppage, both umpires remain on their respective side lines unless the situation requires a different course of action. The team bench side umpire moves back to the side line to manage the stoppage. The co-umpire moves to an appropriate position on their sideline or goal line to assist if required.
  - c. For other stoppages [Rule 9.3.2] the co-umpire may cross the court, depending on the reason for the stoppage.
  - d. For injury/illness/blood stoppages the official bench-side umpire advises the timekeeper the nature of the stoppage and the player involved.
5. At the end of each period of play:
- a. The Home Timer must follow the nearest umpire with 10 seconds of play left in each quarter and call "TIME" when the quarter ends. [*Winter By-Law 17 para 1*]
  - b. This umpire will immediately whistle to end play which ends play unless it is to be extended for a penalty pass to be taken [Rules 4.1 (iii) & 7.1.3 (iii)].
  - c. In this case the umpire will advise the players that play is being extended for the sanction to be taken. (If the timekeeper has advised the non-controlling umpire, that umpire will refrain from blowing the whistle until the outcome of the extended time is complete.)
    - i. The protocol is as follows:
      1. Umpire blows whistle to penalise infringement (will occur before notification of time).
      2. Timekeeper advises umpire of time. Umpire does not blow whistle.

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3. Umpire sets sanction as per normal protocol.
  4. If goal is successful, umpire raises arm to indicate goal scored (hand signal 7) and uses long whistle roll to indicate end of period of play.
  5. If goal is unsuccessful, either umpire uses long whistle roll to indicate end of period of play.
- d. The umpires meet mid-court, and while walking off the court together check the next centre pass with each other then check with the scorer.

### RULE 7. SANCTIONS

1. When penalising an infringement the umpire:
  - a. States the infringement and the sanction, together with the appropriate hand signal. In the case of a contact infringement, the umpire may add a brief verbal descriptor to indicate the nature of the contact eg 'contact – knees', 'contact – on ball', 'contact – holding'
  - b. For Penalty Passes awarded to the attacking team in the Shooting Circle, it may be necessary to add "or shot" for younger players [Rule 15.4 (iii)]
  - c. Indicates where the sanction is to be taken.
2. For Rule 7.1.3 (iv) 3 seconds is measured from the time BOTH players are in position.

### RULE 8. STARTING PLAY

1. Where there is less than 5 players present for one (or both) teams, the umpires will allow up to 15 minutes grace period before starting the match [*Winter By-law 6 para 1*].  
Additionally teams and umpires are requested to give consideration to those opposing teams and players which could experience difficulties in travelling to/from/between suburban locations.  
[*Winter By-law 6 para 3*]  
The match must commence once there are at least 5 players for each team. [*Winter By-law 6 para 1*]
2. Warning whistles are given prior to the start of play:
  - a. 30 seconds before play – medium whistle roll
  - b. 10 seconds before play – long whistle roll.
3. At the beginning of each quarter, the umpire crossing the court to the other sideline will carry the ball and hand it to the Centre taking the centre pass (if the player is on the court) or place it on the ground in the centre circle

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## >>>>> SUBURBAN COURTS

### RULE 9. DURING PLAY

1. Stoppages for Injury/illness or blood [Rule 9.3.1]:
  - a. If an on court player requests time to be held the umpire asks 'why?' If the reason relates to injury/ illness or blood, time is held.
  - b. Whilst either umpire may hold time as appropriate for injury/illness or blood [Rule 5.2.1 (vi)], the protocol is that the decision to stop play should be made by the Umpire controlling play (i.e. play is in that Umpire's half).
  - c. To stop play, the Umpire:
    - i. signals the holding of time (hand signal 2), face the Timekeeper and simultaneously blows the whistle – medium whistle roll.
    - ii. notes the position of the ball without picking it up or holding it.
  - d. Primary care person/s may come onto the court to assess the player's injury/illness and to assist the player from the court. The player concerned must leave the court and play restarts **within** 30 seconds (the timekeeper warns the umpire when 10 seconds remain).
  - e. If the injury/illness is such that the player cannot be moved safely from the court within 30 seconds the primary care person/s alert the nearer umpire and advise the action that is appropriate. The umpire should ask the primary carer 'do you need help to move them?' The umpires also remain alert for the need to check if a delay appears likely. The umpire decides how long time is held but endeavours to restart play as soon as possible.
  - f. Either umpire holds play when blood is seen on a player, the ball or the court. If blood is on the player or the player's clothing, the player must leave the court within 30 seconds and may not return to the court until this has been cleaned or clothing replaced. For blood on either the ball or the court, time is held until this has been cleaned. Alternatively the ball may be replaced. In addition, any other players with blood on them are also required to leave the court to be cleaned and/or clothing replaced. Time will not normally be given to clean up players on the court. However, in the event that several players are affected, the umpires may decide to take whatever action they deem appropriate.
  - g. During a stoppage for injury/illness or blood, team officials and bench players may move onto the court surround so players may receive coaching and/or hydration.
2. Other stoppages [Rule 9.3.2]:
  - a. For all other stoppages, the decision to hold play and the length of the stoppage is at the discretion of the umpires (either umpire may act as appropriate).
  - b. It is important that consistent standards are used when deciding whether to hold time or not. Loss of playing time is equally important at any time during a match, not just in the final minutes of a closely contested match.
  - c. The co-umpire may hold play if an act of foul play is observed that is not seen by the controlling umpire [Rule 5.2.1 (vi)] – refer section 13 for more details.



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## >>>>> SUBURBAN COURTS

### AFTER PLAY

1. At the conclusion of a match,
  - a. umpires shall inspect the score cards and ensure:
    - i. Players who competed in the match are listed on the card
    - ii. Players whose names were initially listed but did not take the court are crossed off
    - iii. Both cards have been signed by the captains of both teams
    - iv. The final scores on the 2 cards agree
      1. In the event that the scores differ, advise the scorers that the white card is the official card and that represents the result of the match
      2. Ensure that the scores on the white card are not altered retrospectively.
  - b. Umpires shall print their names and sign both cards

### RULE 13. GAME MANAGEMENT

Players are expected to play the Game in such a way that they comply with the Rules and participate safely in a sporting and fair manner [refer Section 1 Introduction] and at this level a serious responsibility rests on team coaches and managers. Umpires have the ultimate responsibility to ensure this is done, but as detailed below, this may be very difficult to achieve.

Whilst Rule 13 provides a structured set of actions to be taken for behavioural offenses, matches on suburban courts are limited to 15 year old players and it is not envisaged that the structures laid down for 'moderate' to 'serious offenses' will either be required or appropriate for children of these ages.

Suburban court match management is compounded by:

1. The umpire(s) may only be slightly older, or even the same age, as the players
2. On any given day, there may not be any club official present to manage an "out-of-hand" situation either on, or off, the court, leaving a young umpire in an intolerable situation.

If an unacceptable behavioural incident occurs, the most senior home club adult person present shall confer with the umpire(s), and should the umpire(s) be unable through age or maturity to control the situation, shall manage the situation with the relevant coach(es).

Some players at the upper end of the age range may be sophisticated, athletic and aggressive, and there may be a case to issue cautions and perhaps warnings, but umpires should ensure that situations do not develop into extreme behaviour and *should absolutely avoid ever invoking the "send-off" action.*

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUBURBAN COURTS

1. Accordingly the protocol for Match Management by umpires of these grades in SAUCNA is :
  - a. Umpires shall communicate with players extensively to ensure that unacceptable behaviour is avoided as much as possible. This may include the use of:
    - i. The use of a caution delivered as part of a normal call  
For example, 'Intimidation Goal Keeper - this is a caution'.
    - ii. The Umpire may hold time to carefully explain the issue.
    - iii. In an extreme case may issue an Official Warning
  - b. After the match the umpires shall retire to a secluded location and document a record of the events as they recall them and forward this to the Home club's Secretary.





# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> MODIFIED RULES

### SECTION 3 -- For application with MODIFIED RULES

These Protocols outline the procedures to be used in conjunction with the Rules of Netball (2016) as applied within South Australian United Church Netball Association (SAUCNA) for matches using SAUCNA Modified Rules for very young players.

#### PLAYER LIMITATIONS

1. SAUCNA matches played with Modified Rules are limited to the age grades --- "8 and under" & "9 and under".  
As such the players are ALL very young children and Rule 15.5 allows variations from the rule book appropriate to the level of the competition.
2. The umpires shall be cognisant at all times of the player's level of maturity, and communicate with them appropriately.

#### RULE 3. TECHNICAL SPECIFICATIONS

1. The Home club prepares the playing area and the goalposts. [Rules 3.1–3.3].
2. The Home team is responsible for fitting the goal post protectors  
[*Winter By-law 18 para 2*] & [*Summer By-law 8*]
  - a. Before a match the umpires inspect the field of play and the goalposts to check they conform to the Rules and provide a safe environment for play [Rules 3.1, 3.2]
3. The Home team must provide a ball. The Visiting team may provide a ball. [*Winter By-Law 18 para 1*]
  - a. These balls shall be size 4 and be in a good condition [Rule 3.3] [*SAUCNA Modified Rules – 'Ball'*]
  - b. The umpires shall inspect the match balls [*Winter By-Law 7*], and the ball used for the first half shall be the ball presented by the team that wins the toss for first pass/choice of ends.

#### RULE 4. MATCH DURATION

1. SAUCNA Modified Rules match durations are.. 12 minute quarters, 3 minutes break after first and third quarters, and 5 minutes at half time [Rule 15.3] [*SAUCNA Modified Rules – 'Duration'*].
2. SAUCNA Modified Rules Summer Minor Round match durations are.. 12 minute quarters, 1 minutes break after first and third quarters, and 3 minutes at half time  
[*SAUCNA Modified Rules – 'Duration'*], [*SAUCNA Summer By-law 10*].
3. In the event that Finals matches end in a draw, two additional halves of 6 minutes shall be played after a 2 minute break. [*SAUCNA By-Law 16 para 6*]
4. Should a semi- or preliminary final match remain tied after the extra time the game will continue until one team scores the next goal at which time the White Card Scorer will advise the umpires.
5. Should a grand final match remain tied after the extra time both teams will be declared Joint Premiers.

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> MODIFIED RULES

### RULE 5. MATCH PERSONNEL

1. The match officials for minor round matches are two umpires appointed by the Home club.  
[SAUCNA Winter By-Law 17 para 1]  
The match officials for finals rounds matches are two umpires appointed by SAUCNA.  
The match officials shall wear clothing that is distinct from the teams' playing uniforms and suitable sports footwear [Rule 5.2 (i) (a)].
2. Prior to the match the umpires check the players on or near the court to ensure they meet all requirements [Rule 5.1.1 (iv)].
  - a. Umpires should ensure players are not wearing any adornments or jewellery  
This prohibition *includes* pierced skin jewellery (open or taped)
  - b. Umpires should be satisfied that hair is suitably tied back so as not to provide a hazard or distraction for other players on the court.
3. The captains toss for choice of first centre pass or goal end.  
The toss may be conducted anywhere in the court environment and the captains shall then advise the umpires of the result. [Rule 5.1.1 (v) (a)].
4. After the captains have tossed, the umpires toss for goal end [Rule 5.2.1 (i)]
5. Before play commences the umpires check:
  - a. Players meet the requirements for play [Rule 5.1.1 (i)] and the teams can be easily distinguished on the court (if necessary the home team will be required to wear bibs that distinguish them more easily or, if available, an alternative uniform) [Winter By-Law 4 para 4]
  - b. Primary care persons are wearing appropriate identification [Rule 5.1.2 (ii) (b)]
  - c. Who is the on-court captain for each team
  - d. Scorers are ready to commence their duties [Rules 5.3.1 (i) & (ii) (b-g)].
    - i. The Home team scorer shall score on a white card which is the official card, and
    - ii. The Visiting scorer shall score on a blue card which is the check card.  
[Winter By-Law 13]
  - e. Timekeepers are ready to commence their duties [Rules 5.3.2].
    - i. The Home team timekeeper shall time the playing periods, and
    - ii. The Visiting team shall time intervals and stoppages [Winter By-Law 17 para 1]

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> MODIFIED RULES

### RULE 6. MATCH PROCEDURES

1. An umpire's whistle starts and stops play [Rule 5.2.1 (ii)] as follows:
  - a. To instruct the timekeeper to commence timing (at the beginning of a period of play or to restart play after a stoppage) – long whistle [with hand signal 1]
  - b. During play (for an infringement, a tossup, to restart play after a goal or, when needed, to indicate the ball is out of court) – medium whistle [with hand signal as appropriate]
  - c. To instruct the timekeeper to hold time – medium whistle roll [with hand signal 2]
  - d. To end a period of play – long whistle roll.
2. Throughout a match both umpires immediately indicate the team to take a centre pass [hand signal 3]. The controlling umpire calls the centre pass.
  - a. If the umpires disagree the umpire nearer the official bench checks the centre pass with the scorer (time may be held while a check is made) [Rule 6.1.1 (iv) (a)].
  - b. If both umpires indicate the centre pass incorrectly, the scorer notifies them so a check can be made - notification must be made before the centre pass whistle has been blown.
  - c. Process:
    - i. Scorer to confirm incorrect Centre Pass.
    - ii. Scorer to notify the closest umpire.
    - iii. If notification provided prior to Centre Pass being taken, umpires to hold time and seek clarification from Official Bench.
    - iv. If the Centre Pass is taken before notification can be made, note this on the Score Card by circling the Centre Pass where the difference occurred and continue in the pattern that the Umpires have indicated. Draw this to the attention of the Umpires at the end of the quarter.
  - d. If time is held immediately after a goal has been scored, the scorer will indicate the direction of the centre pass to restart play.
  - e. The umpires may request a 'centre pass check' from the scorer as required.
3. When the ball goes out of court the umpire controlling the side/goal line indicates the direction of the team to take the throw in [hand signal 3 or 4] and calls which team has been awarded the throw in.
4. For any stoppage:
  - a. Either umpire may hold time as appropriate. If a player is shooting for goal the shot may be completed before play is stopped, unless circumstances require time to be held urgently.
  - b. During a stoppage, both umpires remain on their respective side lines unless the situation requires a different course of action. The team bench side umpire moves back to the side line to manage the stoppage. The co-umpire moves to an appropriate position on their sideline or goal line to assist if required.
  - c. For other stoppages [Rule 9.3.2] the co-umpire may cross the court, depending on the reason for the stoppage.
  - d. For injury/illness/blood stoppages the official bench-side umpire advises the timekeeper the nature of the stoppage and the player involved.

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> MODIFIED RULES

5. At the end of each period of play:
  - a. The Home Timer must follow the nearest umpire with 10 seconds of play left in each quarter and call "TIME" when the quarter ends. [*Winter By-Law 17 para 1*]
  - b. This umpire will immediately whistle to end play which ends play unless it is to be extended for a penalty pass to be taken [Rules 4.1 (iii) & 7.1.3 (iii)].
  - c. In this case the umpire will advise the players that play is being extended for the sanction to be taken. (If the timekeeper has advised the non-controlling umpire, that umpire will refrain from blowing the whistle until the outcome of the extended time is complete.)
    - i. The protocol is as follows:
      1. Umpire blows whistle to penalise infringement (will occur before notification of time).
      2. Timekeeper advises umpire of time. Umpire does not blow whistle.
      3. Umpire sets sanction as per normal protocol.
      4. If goal is successful, umpire raises arm to indicate goal scored (hand signal 7) and uses long whistle roll to indicate end of period of play.
      5. If goal is unsuccessful, either umpire uses long whistle roll to indicate end of period of play.
  - d. The umpires meet mid-court, and while walking off the court together check the next centre pass with each other then check with the scorer.

### RULE 7. SANCTIONS

1. When penalising an infringement the umpire:
  - a. States the infringement and the sanction.
  - b. Uses simple language and explain decisions.
  - c. Indicates where the sanction is to be taken.
  - d. Adopts an encouraging and pleasant manner, particularly in setting up sanctions and throw ins.
  - e. Uses common sense to ensure the 'spirit of the game' is maintained [*SAUCNA Modified Rules – 'Umpires'*]
  - f. For Penalty Passes awarded to the attacking team in the Shooting Circle, it may be necessary to add "or shot" for younger players [Rule 15.4 (iii)]
2. For Rule 7.1.3 (iv) 3 seconds is measured from the time BOTH players are in position.

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> MODIFIED RULES

### RULE 8. STARTING PLAY

1. Where there is less than 5 players present for one (or both) teams, the umpires will allow up to 15 minutes grace period before starting the match [*Winter By-law 6 para 1*].  
Additionally teams and umpires are requested to give consideration to those opposing teams and players which could experience difficulties in travelling to/from/between suburban locations.  
[*Winter By-law 6 para 3*]  
The match must commence once there are at least 5 players for each team. [*Winter By-law 6 para 1*]
2. Warning whistles are given prior to the start of play:
  - a. 30 seconds before play – medium whistle roll
  - b. 10 seconds before play – long whistle roll.
3. At the beginning of each quarter, the umpire crossing the court to the other sideline will carry the ball and hand it to the Centre taking the centre pass (if the player is on the court) or place it on the ground in the centre circle

### RULE 9. DURING PLAY

1. Stoppages for Injury/illness or blood [Rule 9.3.1]:
  - a. If an on court player requests time to be held the umpire asks 'why?' If the reason relates to injury/ illness or blood, time is held.
  - b. Whilst either umpire may hold time as appropriate for injury/illness or blood [Rule 5.2.1 (vi)], the protocol is that the decision to stop play should be made by the Umpire controlling play (i.e. play is in that Umpire's half).
  - c. To stop play, the Umpire:
    - i. signals the holding of time (hand signal 2), face the Timekeeper and simultaneously blows the whistle – medium whistle roll.
    - ii. notes the position of the ball without picking it up or holding it.
  - d. Primary care person/s may come onto the court to assess the player's injury/illness and to assist the player from the court.
  - e. If the umpire deems that the match will be able to continue quickly the player may be treated on court, but in any case the match must resume within one minute.  
[*SAUCNA Modified Rules – 'Injury Time'*]
  - f. If common sense dictates that the player should leave the court to be treated (or comforted) then the player concerned must leave the court and play restarts **within** 30 seconds as per the Rule 9.3.1 requirements.
  - g. If the injury/illness is such that the player cannot be moved safely from the court within 30 seconds the primary care person/s alert the nearer umpire and advise the action that is appropriate. The umpire should ask the primary carer 'do you need help to move them?' The umpires also remain alert for the need to check if a delay appears likely. The umpire decides how long time is held but endeavours to restart play as soon as possible.
  - h. Either umpire holds play when blood is seen on a player, the ball or the court. If blood is on the player or the player's clothing, the player must leave the court within 30 seconds and may not

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> MODIFIED RULES

return to the court until this has been cleaned or clothing replaced. For blood on either the ball or the court, time is held until this has been cleaned. Alternatively the ball may be replaced. In addition, any other players with blood on them are also required to leave the court to be cleaned and/or clothing replaced. Time will not normally be given to clean up players on the court. However, in the event that several players are affected, the umpires may decide to take whatever action they deem appropriate.

- i. During a stoppage for injury/illness or blood, team officials and bench players may move onto the court surround so players may receive coaching and/or hydration.

### 2. Other stoppages [Rule 9.3.2]:

- a. For all other stoppages, the decision to hold play and the length of the stoppage is at the discretion of the umpires (either umpire may act as appropriate).
- b. It is important that consistent standards are used when deciding whether to hold time or not. Loss of playing time is equally important at any time during a match, not just in the final minutes of a closely contested match.

### AFTER PLAY

#### 1. At the conclusion of a match,

- a. umpires shall inspect the score cards and ensure:
  - i. Players who competed in the match are listed on the card
  - ii. Players whose names were initially listed but did not take the court are crossed off
  - iii. Both cards have been signed by the captains of both teams
  - iv. The final scores on the 2 cards agree
    1. In the event that the scores differ, advise the scorers that the white card is the official card and that represents the result of the match
    2. Ensure that the scores on the white card are not altered retrospectively.
- b. Umpires shall print their names and sign both cards

### RULE 13. GAME MANAGEMENT

Sanctions for behavioural breaches are not appropriate for these grades

In the unlikely event that an unacceptable incident arises, the player shall be referred to the coach for management at the next scheduled interval.

After the match the umpires shall retire to a secluded location and document a record of the events as they recall them and forward this to the Home club's Secretary.



# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUMMER NIGHT

### SECTION 4 -- For application in SUMMER NIGHT

These Protocols outline the procedures to be used in conjunction with the Rules of Netball (2016) as applied within South Australian United Church Netball Association (SAUCNA) for the Summer Night Competition at Central Courts Minor Round matches

*[for finals matches of the Summer Night competition refer to the accompanying document – Match Protocols for Umpires (2016) >>>> Central Courts (Winter Season)]*

**Noting** that the match duration will be as declared for that particular season/night]

#### RULE 3. TECHNICAL SPECIFICATIONS

1. SAUCNA prepares the playing area and the goalposts. [Rules 3.1–3.3].
2. The Home team is responsible for fitting the goal post protectors [*Summer By-law 8 para 1*].
  - a. Before a match the umpires inspect the field of play and the goalposts to check they conform to the Rules and provide a safe environment for play [Rules 3.1, 3.2]
3. The Home team must provide a ball. The Visiting team may provide a ball. [*Summer By-Law 9 para 1*]
  - a. These balls must meet all the specifications stated and be in a good condition [Rule 3.3]
  - b. The umpires shall inspect the match balls, and the ball used for the first half shall be the ball presented by the team that wins the toss for first pass/choice of ends. [*Summer By-Law 9*]

#### RULE 4. MATCH DURATION

1. During the minor round matches are centrally timed
2. “Time out” cannot be called for individual matches, but for necessary stoppages, the umpire will simply “Stop Play” and deal with the issue as promptly as possible having in mind that any such stoppage is time lost to the match.

In this context, the issue of deliberately delaying play must be managed vigorously with sanction and advanced penalty pass.

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUMMER NIGHT

### RULE 5. MATCH PERSONNEL

1. The match officials for minor round matches are two umpires – one appointed by each competing team. The match officials for finals rounds matches are two umpires appointed by SAUCNA. The match officials shall wear clothing that is distinct from the teams' playing uniforms and suitable sports footwear [Rule 5.2 (i) (a)].
2. Prior to the match the umpires check the players on court to ensure they meet all requirements [Rule 5.1.1 (iv)].
  - a. Umpires should ensure players are not wearing any adornments or jewellery  
This prohibition *includes* pierced skin jewellery (open or taped)
  - b. Umpires should be satisfied that hair is suitably tied back so as not to provide a hazard or distraction for other players on the court.
3. The captains toss for choice of first centre pass or goal end.  
The toss may be conducted anywhere in the court environment and the captains shall then advise the umpires of the result. [Rule 5.1.1 (v) (a)].
4. After the captains have tossed, the umpires toss for goal end [Rule 5.2.1 (i)]
5. Before play commences the umpires check:
  - a. Players meet the requirements for play [Rule 5.1.1 (i)] and the teams can be easily distinguished on the court (if necessary the home team will be required to wear bibs that distinguish them more easily or, if available, an alternative uniform) [*Winter By-Law 4 para 4*]
  - b. Primary care persons are wearing appropriate identification [Rule 5.1.2 (ii) (b)]
  - c. Who is the on-court captain for each team
  - d. Scorers are ready to commence their duties [Rules 5.3.1 (i) & (ii) (b-g)].
    - i. The Home team scorer shall score on a white card which is the official card, and
    - ii. The Visiting scorer shall score on a blue card which is the check card.  
[*Winter By-Law 13*]
  - e. Timekeepers (at Finals Round matches only) are ready to commence their duties [Rules 5.3.2].
    - i. The Home team timekeeper shall time the playing periods, and
    - ii. The Visiting team shall time intervals and stoppages [*Winter By-Law 17 para 1*], and any 'Send-Off' (2 minute) periods.
  - f. There are no Timekeepers required for minor round matches

### RULE 6. MATCH PROCEDURES

1. An umpire's whistle starts and stops play [Rule 5.2.1 (ii)] as follows:
  - a. As soon as practical after the siren that indicates the timing period has begun at the beginning of a period of play – long whistle [with hand signal 1]
  - b. During play (for an infringement, a tossup, to restart play after a goal or, when needed, to indicate the ball is out of court) – medium whistle [with hand signal as appropriate]
  - c. As soon as practical after the sounding of the end of period – long whistle roll.

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUMMER NIGHT

2. Throughout a match both umpires immediately indicate the team to take a centre pass [hand signal 3]. The controlling umpire calls the centre pass.
  - a. If the umpires disagree the umpire nearer the official bench checks the centre pass with the scorer (time may be held while a check is made) [Rule 6.1.1 (iv) (a)].
  - b. If both umpires indicate the centre pass incorrectly, the scorer notifies them so a check can be made - notification must be made before the centre pass whistle has been blown.
  - c. Process:
    - i. Scorers to confirm incorrect Centre Pass.
    - ii. Scorers to notify the closest umpire.
    - iii. If notification provided prior to Centre Pass being taken, umpires are to stop the match and seek clarification from Official Bench.
    - iv. If the Centre Pass is taken before notification can be made, note this on the Score Card by circling the Centre Pass where the difference occurred and continue in the pattern that the Umpires have indicated. Draw this to the attention of the Umpires at the end of the quarter.
  - d. If the stoppage is immediately after a goal has been scored, the scorer will indicate the direction of the centre pass to restart play.
  - e. The umpires may request a 'centre pass check' from the scorer as required.
3. When the ball goes out of court the umpire controlling the side/goal line indicates the direction of the team to take the throw in [hand signal 3 or 4] and calls which team has been awarded the throw in.
4. There is no provision for "Holding Time" during minor round matches
  - a. Umpires can "Stop Play" at their discretion using their whistle (but not calling "Time") [Summer By-Law 10 para 3]
  - b. For injuries requiring 'time' to be held in Finals matches – refer to the detailed procedures set down in the associated document [*Match Protocols for Umpires (2016) – items 9.1 & 9.2*]
5. At the end of each period of play:
  - a. Upon hearing the central timing signal the umpire will immediately whistle to end play which ends play unless it is to be extended for a penalty pass to be taken [Rules 4.1 (iii) & 7.1.3 (iii)].
  - b. In this case the umpire will advise the players that play is being extended for the sanction to be taken.
    - i. The protocol is as follows:
      1. Umpire blows whistle to penalise infringement (will occur before sounding of the siren).
      2. Siren sounds. Umpire does not blow whistle.
      3. Umpire sets sanction as per normal protocol.
      4. If goal is successful, umpire raises arm to indicate goal scored (hand signal 7) and uses long whistle roll to indicate end of period of play.
      5. If goal is unsuccessful, either umpire uses long whistle roll to indicate end of period of play.

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUMMER NIGHT

### RULE 7. SANCTIONS

1. When penalising an infringement the umpire:
  - a. States the infringement and the sanction, together with the appropriate hand signal. In the case of a contact infringement, the umpire may add a brief verbal descriptor to indicate the nature of the contact eg 'contact – knees', 'contact – on ball', 'contact – holding'
  - b. Indicates where the sanction is to be taken .
2. For Rule 7.1.3 (iv) 3 seconds is measured from the time BOTH players are in position.

### RULE 8. STARTING PLAY

1. A warning siren is sounded 3 minutes prior to the start of play
2. As soon as the 'start siren sounds' the umpire shall blow the whistle to start the game
3. No provision is made for late arrivals and accordingly after 30 seconds if a team is not available to start, Rule 8.1.1.(b) applies and the match is awarded to the opposition.
4. At the beginning of each quarter, the umpire crossing the court to the other sideline will carry the ball and hand it to the Centre taking the centre pass (if the player is on the court) or place it on the ground in the centre circle

### RULE 9. DURING PLAY

1. Stoppages for Injury/illness or blood [Rule 9.3.1]:
  - a. There is no provision for "Holding Time"
  - b. For instances of injury/illness/blood either umpire can "Stop Play" at their discretion using their whistle (but not calling "Time") [*Summer By-Law 10 para 3*]
  - c. If an on court player requests time to be held the umpire asks 'why?' If the reason relates to injury/ illness or blood, play is stopped (elapsed time of the quarter continues).
  - d. Whilst either umpire may stop play as appropriate for injury/illness or blood [Rule 5.2.1 (vi)], the protocol is that the decision to stop play should be made by the Umpire controlling play (i.e. play is in that Umpire's half).
  - e. For injury/illness the relevant sections of Rule 9.3.1 shall apply and the stoppage shall be limited to 30 seconds (umpires's estimate)
  - f. For blood the relevant sections of Rule 9.3.1 shall apply and the stoppage ended as quickly as practical
  - g. Primary care person/s may come onto the court to assess the player's injury/illness and to assist the player from the court.
  - h. If the injury/illness is such that the player cannot be moved safely from the court within 30 seconds the primary care person/s alert the nearer umpire and advise the action that is appropriate. The umpire should ask the primary carer 'do you need help to move them?' The umpires also remain alert for the need to check if a delay appears likely. The umpire decides how long time is held but endeavours to restart play as soon as possible.



# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUMMER NIGHT

- i. Either umpire holds play when blood is seen on a player, the ball or the court. If blood is on the player or the player's clothing, the player must leave the court within 30 seconds and may not return to the court until this has been cleaned or clothing replaced. For blood on either the ball or the court, time is held until this has been cleaned. Alternatively the ball may be replaced. In addition, any other players with blood on them are also required to leave the court to be cleaned and/or clothing replaced. Time will not normally be given to clean up players on the court. However, in the event that several players are affected, the umpires may decide to take whatever action they deem appropriate.
  - j. During a stoppage for injury/illness or blood, team officials and bench players may move onto the court surround so players may receive coaching and/or hydration.
2. Other stoppages [Rule 9.3.2]:
- a. For all other stoppages, the decision to hold play and the length of the stoppage is at the discretion of the umpires (either umpire may act as appropriate).
  - b. It is important that consistent standards are used when deciding whether to hold time or not. Loss of playing time is equally important at any time during a match, not just in the final minutes of a closely contested match.

### AFTER PLAY

1. At the conclusion of a match,
  - a. umpires shall inspect the score cards and ensure:
    - i. Players who competed in the match are listed on the card
    - ii. Players whose names were initially listed but did not take the court are crossed off
    - iii. Both cards have been signed by the captains of both teams
    - iv. The final scores on the 2 cards agree
      1. In the event that the scores differ, advise the scorers that the white card is the official card and that represents the result of the match
      2. Ensure that the scores on the white card are not altered retrospectively.
  - b. Umpires shall print their names and sign both cards

# MATCH PROTOCOLS FOR UMPIRES (2016)

## >>>>> SUMMER NIGHT

### RULE 13. GAME MANAGEMENT

Players are expected to play the Game in such a way that they comply with the Rules and participate safely in a sporting and fair manner [refer Section 1 Introduction]. Umpires have a responsibility to ensure this is done. The foul play rule [Rule 13.2] outlines specific behaviours that will require the umpire to act.

1. Rule 13.1 provides a structured set of actions for umpires. These actions range from 'caution' (for less serious offences and usually as a first step) to 'ordering off' (for a serious offence). The controlling umpire:
  - a. Will usually apply the actions listed in the order shown (but may decide to apply a more serious action if appropriate).
  - b. For a caution, an umpire does not need to hold time and may do so as the sanction is awarded or when applying the advantage rule. For example, 'Advantage intimidation Goal Keeper - this is a caution'.
  - c. Will stop play in order to speak to the player/s concerned.
  - d. Must clearly specify the concern and, if appropriate, any actions that will follow if the behaviour is not corrected.
  - e. May confer with the co-umpire before deciding the action to be taken.
  - f. May ask the captain to speak to any player/s concerned [refer Rule 5.1.1 (v) (c)]. Unless the incident warrants immediate action by an on-court captain, the umpire(s) should wait for either an interval or stoppage to speak to the captain. If the incident warrants immediate action, then the umpire is to
  - g. hold time, speak to the captain(s) and allow time for the captains to relay the message back to any player/s concerned.
2. If a player receives an official warning, is suspended or ordered off, the umpire indicates this to the official bench and the co-umpire by using the appropriate hand signal. If necessary, the controlling umpire may stop play to inform the co-umpire of the reasons for this action or alternatively advise the co-umpire at the interval or next stoppage.
3. The co-umpire may stop play if an act of foul play is observed that is not seen by the controlling umpire. Such cases should be limited to 'serious actions' (i.e. those that require an official warning, suspension or ordering off). The co-umpire provides details to the controlling umpire and recommends to the controlling umpire the action that should be taken.
4. A suspended player remains under the control of the umpire on the court side of the scorers and will direct the player to stay with the scorers during the suspension. The home team scorer shall time the two minutes of the suspension. When advised by the scorer that the time has elapsed, the umpire will allow the suspended player to re-enter the court at the first break in play.
5. If it is the Centre player, the controlling umpire will hold time to allow the player to return to their original playing position. In the event that team official/s or bench player/s do not respond to the actions outlined in Rule 13.3 (ii) (a) and (b), the umpire requests the event organiser to remove them from the playing enclosure for the remainder of the match (including any contact with the team during intervals).