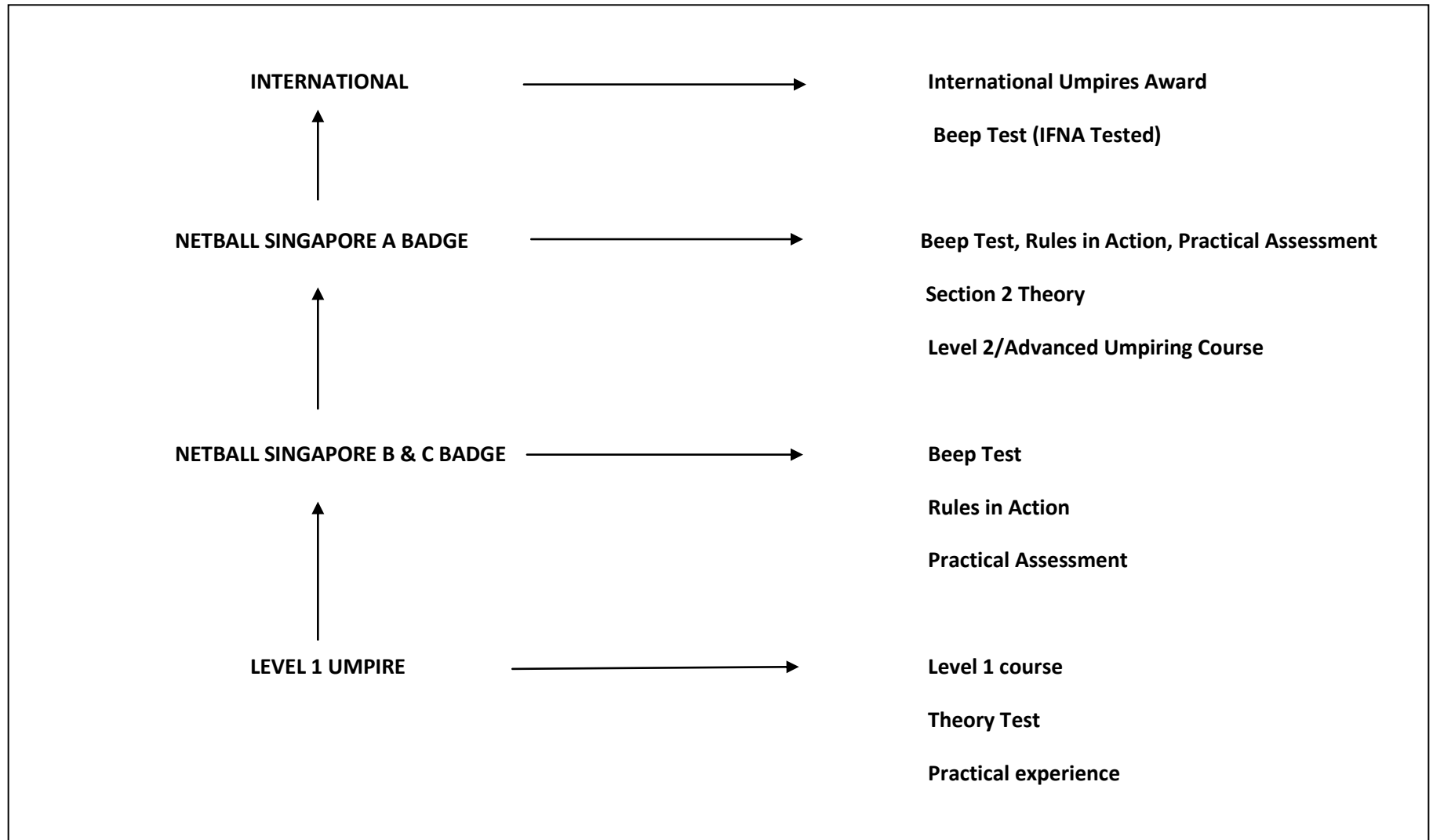


Netball Singapore
Umpiring
Pathways & Accreditation

Amended June 2009

NETBALL SINGAPORE UMPIRE ACCREDITATION PATHWAY



GOALS

To have umpires, and testers, umpire coaches, presenters who understand and apply the official rules of the game in a professional and competent manner

- To have a pathway for umpires which is seen as fair and transparent
- To have umpires, testers and umpire coaches who are able to achieve their potential at the highest possible level
- To increase the number of accredited umpires at all levels
- To have umpires who are rated amongst the best in the world
- To have elite umpires who are role models so that umpiring is seen as a sporting career

NATIONAL ACCREDITATION SYSTEM

- 1 The system is a pathway based on Netball Singapore's
 - Level 1 Umpiring Course
 - Theory Exam
 - Rules in Action Units
 - Level 2/Advanced Umpiring Course
 - Practical umpiring coaching through an experienced mentoring system
 - Practical assessment

- 2 The accreditation system, for those who choose, leads to practical assessment in a 3 tiered system of badges, namely C, B, and A.

- 3 Umpires can only be assessed for badge level once per year unless the testing panel makes a recommendation to be reassessed within that time. This also applies to endorsements.

- 4 Theory Exam result is valid for 6 years.

- 5 Candidates may retake Theory Exam up to 5 times per year (dependant on the number of exams NS sets per year). The most recent exam mark is the result considered current.

- 6 All badge umpires have to seek endorsement every 6 years (IUA Umpires as stated by IFNA). To be endorsed the badge holder must go through all the same steps as for a new badge assessment. i.e. attend Rules in Action, current Theory pass, Beep Test, practical assessment.

Any umpire who does not have their badge endorsed or a new badge awarded shall be known as a **Netball Singapore Award** Umpire and shall be paid in Netball Singapore events at the rate of a Level 1 Umpire.

- 7 Umpires are awarded a Badge based on performance i.e. umpires can go straight to B badge without first attaining their C badge. However they cannot go straight to an A badge.

LEVEL 1 UMPIRING COURSE

Duration:	Rules Theory	4 hours
	Theory Exam	1.5 hours
	Practical Experience & Coaching	4 hours

Cost: \$85 (includes Theory Test fee)

- Rule Book provided

Purpose:

- To develop confident knowledgeable umpires
- To provide teachers, coaches and players with an understanding of umpiring
- To identify talented umpires for future coaching

Syllabus:

- Rules – the key rules will be covered – 4 hours
- Practical Application, with coaching, in an approved Netball Singapore event-3 4 hours
- Theory Exam –. 1.5 hours

No. of Participants/Presenters:

- Minimum 10, Maximum 16
- 1 Presenter if less than 12, 2 presenters if 12 or more

Special Notes:

- Level 1 is for Umpires to learn and gain confidence in a supportive environment.
- Presenters appointed by Netball Singapore.
- Minimum age -12 years old
- A full Level 1 certificate will be awarded at the completion of the course i.e. after passing the theory and completing the practical application). If a participant only attends the course and passes the theory test they may be awarded an attendance certificate, if requested.
- Talented Umpires will be identified during the course and coached towards badging
- If an umpire has not become badged after two years they will have to redo Level 1 before applying for badging. In exceptional circumstances the Game Development Manager may grant an extension.
- **It is intended that people completing the Level 1 will be ready to umpire. They will be allocated games according to their ability.**

LEVEL ONE COURSE PRESENTERS

- Presenters will be appointed by Netball Singapore.
- They will have a current Theory pass and a minimum of C Badge experience. (i.e. they might not be a current badge holder but have been in the past). Emphasis will be on ability to deliver the course content in an interesting way
- They will be trained as Presenters through workshops and/or practical on the job training
- They must be available to present at least 2 courses a year if requested
- Presenters will be regularly monitored for quality of presentation and knowledge of course content. This will include: course participants feedback forms, peer observation, Game Development Manager observations

THEORY TEST

Duration: 1.5 hours

Cost: \$5 per test (except when completed after attending the Level 1 course as that course fee includes the Theory test)

Purpose:

- to provide an opportunity for teachers, players, coaches and umpires to test their knowledge of the rules
- to test the knowledge of umpires wishing to be badged

Section	Remarks
Section 1	<ul style="list-style-type: none">▪ Netball Singapore sets dates for Theory Tests▪ At least 5 dates per year▪ Same exam paper for same day sitting▪ Up to 5 different test papers – Papers A, B, C, D, E▪ Marked by Netball Singapore Technical staff▪ Passing mark – 70%<ul style="list-style-type: none">- C Badge requires 70% pass, B Badge 80%, <p>The most recent test mark is the result considered current.</p>
Section 2	<ul style="list-style-type: none">▪ May be used as education paper for NSL umpires (<i>not badge related</i>)▪ Passing mark for A Badge – 90%▪ Exam Papers to be marked by Netball Singapore appointed marker.▪ Exams dates will be set by Netball Singapore

Passes in both exams are valid for 6 years from the date of sitting the exam.

Netball Singapore will appoint suitable supervisors for the Theory Exam

RULES IN ACTION

Duration: 3 hours

(Either 1 session x 3 hrs / 3 sessions x 1 hour)

Cost: \$10 per unit

Purpose: to provide updated knowledge to umpires, players and coaches

Presenters: Presenters appointed by Netball Singapore – IUA or A Badge umpires, or A/B Badge Testing Panel members

Unit	Modules	Description
Unit 1	Procedures and Protocols Penalty setting & hand signals * Cater to various groups accordingly (Umpires, coaches, players)	<ul style="list-style-type: none"> ▪ Before game, during game and after game ▪ Discipline ▪ Start of game / Questions
Unit 2	Minor Infringements (this may vary according to the current needs of the umpires group)	<ul style="list-style-type: none"> • Centre Pass • Stepping ▪ Replay
Unit 3	Major Infringements	<ul style="list-style-type: none"> ▪ Contact ▪ Obstruction

Suggested Resources:

1. Use DVD
2. Stop watches
3. 3-ft Rules
4. Vision games

** Engage course participants so that they are active and involved*

HOW DO YOU GET A BADGE?

Assessment Fee: \$20

C Badge:

- 1) 70% pass on Section 1 Theory Exam
- 2) Complete Level 1 Umpire Course
- 3) Attend 3 units of Rules in Action in preceding 12 months. Alternatively have attended the Level 1 course (4 hours) in the previous 12 months
- 4) Beep Test Result of 7 within previous 3 months
- 5) Screened and Coached by a Tester at least once in the month preceding practical assessment.
- 6) Practical Assessment
 - a. 1 game (4x15 mins)
 - b. Minimum School B Division or National League Division 4-6.
 - c. Assessed as per KPI sheet.
 - d. Assessors unanimous in decision.

B Badge:

- 1) 80% pass on Section 1 Theory Exam
- 2) Complete Level 1 Umpire Course
- 3) Attended 3 Rules in Action Units in preceding 12 months
- 4) Beep test result of 7.5 within previous 3 months
- 5) Screened and Coached by a Tester at least twice in 6 weeks preceding the practical assessment
- 6) Practical Assessment
 - a. 1 game (4x15 mins)
 - b. Minimum Schools A Division or National League Division 2.
 - c. Assessment as per KPI sheet.
 - d. Assessors unanimous in decision.

A Badge:

- 1) 90% pass on Section 2 Theory Exam
- 2) Attended 3 Rules in Action units in 12 months preceding application.
- 3) Complete Level 2 /Advanced Umpiring Course
- 4) Beep Test result of at least 8 within previous 3 months
- 5) Must be coached by any A Badge holders (Singapore or other) or A/B Panel member at least twice in 12 months preceding practical assessment.
- 6) Practical Assessment
 - a. 1 game (4x15 mins)
 - b. Minimum National League division 1 or NSL match
 - c. Assessment as per KPI sheet
 - d. Assessment decision must be unanimous

**** Matches must be of standard to meet KPI's set i.e. it must be possible for umpires to achieve KPI's within the match being badged on.***

INTERNATIONAL UMPIRES AWARD

Umpires who hold the Netball Singapore A Badge, and who are identified as talented, may be recommended to be trained for the International Umpires Award.

TESTERS

Testers for Badging

There will be two Umpire Testing Panels.

The Netball Singapore A and B panel will assess all B badge umpires and in conjunction with an IUA will assess A Badge umpires. Recommended total group be a maximum of 5.

The Netball Singapore C Panel will assess all C Badge umpires.

The Game Development Manager will be an automatic appointment to both panels.

Qualifications required for A and B Panel:

A tester must hold at least two of these qualifications

- Current IUA or NS A/A endorsed or B/B endorsed umpire
- Have assessed within last 2 years
- Assisted with feedback to umpires i.e. been on a panel, at NSL, Asian Champs, Nations Cup or similar level events within last 3 years
- International umpiring experience within last 2 years i.e. Asian Champs, Nations Cup, Australia or NZ Age Group or Open Championships
- Umpired at NSL within last 2 years

Qualifications for C Badge Panel

A tester must hold at least one of these qualifications

- A current C badge holder within last 4 years
- Coached umpires, as NS appointee, within last 2 years
- Been an assessor in last 4 years

A Tester will only be appointed to one panel. However A/B panel members may be appointed to assess C Badges if required. Preference should be given to C Panel members where possible.

The C Panel is seen as a pathway to the A/B panel

How to Become a Tester

- Netball Singapore will advertise for applicants every two years and make appropriate appointments for two years. Current Testers may reapply. NS may invite appropriate people to accept appointment. Reviews will be undertaken after one year.
- There will be an A/B panel of testers and a C Panel.
- Completed the 3 Rules in Action units within past 2 years
- Attend coaching and testing course and be approved as suitable following the course. This may include a practical assessment
- Be available to assist with umpire coaching and testing as required
- Complete two assessment games as a Learning Observer if required. (This position will not be paid)
- Testers will be appointed to panels based on: experience, previous level of attainment, panel experience. If there are not suitable applicants then a panel will not be appointed.

Testers Updating requirements:

- Complete the 3 Rules in Action Units during the appointment period
- Attend updating courses as required by Netball Singapore
- During period of appointment hold a current Section 1 Theory pass (at least 70%)
- Complete at least 2 assessments a year

Skills required to be a Tester

It would be expected that members of the testing panels would:

- Impart up-to-date umpiring knowledge
- Analyse an umpire's performance and pinpoint strengths and weaknesses
- Empower umpires by questioning rather than telling
- Communicate in a constructive and honest manner
- Make decisions which are detached and impartial
- Foster and encourage individuality in umpiring performance, which contributes to positive enjoyment of the game by the player and umpire.

- Be an effective team member, responsible for setting processes and carrying them out in a timely manner
- Exercise duties in a professional manner and maintain confidentiality as required.

Testing Panels

Testing Panels will be allocated to each umpire who applies to be assessed for a badge.

The decision to award any badge must be unanimous.

Testing Panel comprises of:

A Badge assessments/endorsements:

- 3 NS Testers from A and B Panel one of whom must be an IUA. If no NS person has an IUA then an IUA from another country will be on the panel.

Or

- If an umpire is umpiring internationally, they may be assessed by a panel at that fixture as agreed with hosts if suitable panel available.
- No more than one Tester on the panel for an A badge candidate may be below A badge level

B Badge assessments/endorsements:

- 3 NS testers from A and B panel.
- If an umpire is umpiring internationally they may be assessed by a panel at that fixture, as agreed with hosts if suitable panel available.

C Badge assessments/endorsements

- 2 NS Testers from C Badge Panel (or A/B panel)

Who gets tested?

- Umpires who are recommended by NS
- Umpires who request to be tested

When is testing done:

1. At any suitable events in Singapore

2. At international events (e.g. International Schoolgirls Challenge, Australian National League) in liaison with Game Development Manager & International Member Organisation (MO)

UMPIRE COACHES/MENTORS

Netball Singapore encourages coaching of all umpires to assist umpires to move quickly and knowledgeably through the accreditation system

Netball Singapore will organise Umpire Coaches/Mentors for all level of Umpires, whenever possible, from suitable personnel.

Skills Required to be a Coach/Mentor

- Able to provide relevant feedback to umpires
- Communicate in a constructive and honest manner
- Empower umpires by questioning rather than telling

Badging Resumes

Umpires are responsible for ensuring the game is played in accordance with the rules. They should demonstrate a rapport with players and team officials to enhance the playing of the game in a fair and reasonable manner.

A Badge

Candidates for A Badges should show understanding of the finer points of:

- Procedure and protocols
- Control of general infringements
- Terminology
- Interpretation of the rules
- Reading play
- Positioning
- Extensive, but common sense application of Advantage Rule
- Maintaining concentration throughout the game
- Recognizing the intention of a player's action
- Consistency

B Badge

Candidates for B Badges should show understanding of the finer points of:

- Procedures
- Control of general infringements
- Terminology
- Interpretation of Rules
- What a player's body can do
- Positioning
- Application of the Advantage Rule

C Badge

Candidates for C Badges should possess control, reasonably umpire the minor infringements, penalize all obvious contacts and obstruction and display knowledge of the Advantage Rule.

KEY PERFORMANCE INDICATORS

A Badge

Voice

- Firm and decisive, generally heard easily

Manner

- Firm, confident but pleasant

Whistle

- Should be loud, sharp and clear

Dress

- Umpires shall wear clothes distinct from those of the players and preferably white or cream in colour. Suitable shoes shall be worn

Fitness

- Has excellent coverage of the court for the entire game

Positioning

- At least level with, if not just ahead of , the ball
- Good positioning and quick re-positioning when play switches, is most important at this level
- Moving to get a better view is essential
- When play is in their area candidates should be in position to view the area ahead of the play as well as where the ball is
- No umpire shall be on court except to take a toss up

Control

- Uses correct terminology which helps the players by keeping the game flowing
- Efficiency in procedures and control of general infringements are expected
- Sound rule interpretations and an element of common sense in the application of the same must be shown
- Ensures the game proceeds at the expected speed and level of the competition
- Makes no decision if not in a position to see clearly (being able to read the play complements positioning)

- Is not susceptible to external influences e.g. spectators
- Has ultimate control of all players and officials through correct procedures and protocols
- Has excellent game control
- Co-operates with the other umpire to give full coverage of the game

Terminology

- Uses correct terminology at all times

Decisions

- Consistency is important at any level. Candidates must achieve a high success rate for all major infringements.
- An immediate and continued display of:
 - Where to look
 - When to look
 - What to look for
- At “A” level it is expected that the candidate has the ability to penalize infringements ahead of play and to either acknowledge or penalize infringements behind play, whichever is the most appropriate action at the time
- The advantage Rule must be correctly applied with skill at all times so that the play may be allowed to flow without the candidate losing control
- The use of signals helps with the speed and the flow of the game. To help players position quickly candidates should display well executed hand signals to indicate all infringements
- Candidates must show understanding between just applying the rule and showing that they can understand the rule and apply it with a degree of common sense for the situation and with precision, accuracy and consistency.

Obstruction

- Candidates at this level are expected to be highly proficient in the recognition of obstruction and demonstrate a high degree of skill in the application of appropriate decisions, particularly “Advantage”.

Contact

- It is expected that the candidate react with either a decision or an ‘advantage’ call to most incidents of contact which interfere with an opponent’s play.

- At this level an umpire should show an in depth understanding of the difference between contact and contest and umpire accordingly
- It is important at this level for a candidate to demonstrate a common sense understanding of all the rules and their application. Candidates must show a feel for the game
- There should be a very professional approach to the game and all its aspects.

B Badge

Pre-Match responsibilities

- Before the start of play check that the court, its surrounds, goalposts and the ball conform to the Rules and;
- Off the court – inspect players for uniforms, jewellery, adornments and the correct length of fingernails

Voice

- Firm and decisive, generally heard easily

Manner

- Confident and pleasant

Whistle

- Crisp and clear

Dress

- Umpires shall wear clothes distinct from those of the players and preferably white or cream in colour. Suitable shoes shall be worn

Fitness

- Has good coverage of the court for the entire game

Positioning

- At least level with, if not just ahead of, play
- Good positioning and quick re-positioning when play switches is most important at this level
- Moving to get better view is essential
- No umpire shall be on court except to take a toss up.

Control

- Use of the correct terms which assists the players and keeps the game flowing. Incorrect terms confuse the players and the umpire
- Efficiency in procedures and control of general infringements are expected
- Sound rule interpretations and an element of common sense in the application of the same must be shown.

Terminology

- Use of correct terminology for penalties

Decisions

- **Consistency** is important at any level and especially under pressure
- An immediate and continued display of
Where to look
When to look
What to look for
- At 'B' level the candidate is expected to show some ability to penalize infringements ahead of play and either acknowledge or penalize behind play, whichever is the most appropriate action
- The Advantage Rule must be correctly applied so that play may be allowed to flow without the candidate losing control
- Use signals as per the Rule Book
- Candidates must show the beginnings of understanding between applying the rule and showing they can understand the rule and apply it with a degree of common sense and feeling for the situation

Obstruction

- A candidate at this level will be expected to show sound skills in the recognition and application of this infringement and rule

Contact

- At this level a candidate is expected to show a more comprehensive knowledge and application of this infringement and the rule than would be expected of a C Badge umpire
- Candidates will show a level of co-operation and teamwork with their co-umpires when and where applicable, particularly in borderline areas of control

- Candidates will be unaffected by external influences e.g. spectators
- It is expected there will be an understanding of 'fair contest' between two players i.e. legal or illegal body movements of two players

C Badge

Pre-Match responsibilities

- Before the start of play check that the court, its surrounds, goalposts and the ball conform to the Rules and;
- Off the court – inspect players for uniforms, jewellery, adornments and the correct length of fingernails

Voice

- Firm and decisive, generally heard easily

Manner

- Confident and pleasant

Whistle

- Crisp and clear

Dress

- Umpires shall wear clothes distinct from those of the players and preferably white or cream in colour. Suitable shoes shall be worn

Fitness

- Has good coverage of the court for the entire game

Positioning

- Level with or just a little ahead of play and following around behind the goal circle although not always in the best possible position.
- Show knowledge of re-positioning to ensure a clear view of play.
- No umpire shall be on court except to take a toss up.

Control

- A candidate being tested at this level must be able to demonstrate that they are in control of the game before they can umpire effectively. Therefore, the basic umpiring techniques of good positioning; clear, crisp whistle blowing; firm, confident manner and able to be heard calls need to be displayed.
- As umpires progress in standard to this level these umpiring techniques will be supported by sound basic decisions which compliment the standard of the game

Terminology

- Should be using correct terminology

Decisions

Consistency is important at any level. An umpire worth of a C Badge should be able to:

- Recognize stepping in all its forms
- Display a range of knowledge of the other minor rules such as "held ball", "offside", "over a third", etc
- Conduct a toss up, if applicable, in accordance with the Rule Book
- Penalize all obvious Obstruction
- Penalize all obvious Contact, certainly the clear examples of those listed in the Rule Book.
- Demonstrate an awareness of the Advantage Rule and its application and apply this on all occasions where Advantage Goal is scored
- Call each Centre Pass. Error or doubt can be forgiven, provided the umpire checks with the scorer and appropriate instructions are given to scorers and timekeepers
- Call and indicate when the Throw In is to be taken and show awareness of possible infringements on court and at the Throw In.
- Demonstrate good knowledge of general rules together with reasonable consistency of their interpretation
- Show understanding of hand signals

This is a beginner badge ONLY. Testers should not expect a perfect display

UMPIRE CODE OF BEHAVIOUR

Umpires must meet the following requirements with regard to conduct during any activity held by Netball Singapore

1. Treat all players with respect at all times.
2. Accept responsibility for all actions taken. Exercise reasonable care to prevent injury by ensuring players play within the rules. Reasonable care consists of advising the players of illegal body movements, showing due diligence in detecting infringements and penalising rule breakers.
3. Place the safety and welfare of the players above all else. Although it is the responsibility of umpires to ensure that the playing conditions are safe, it shall be done in consultation with the event convener. If no such person is present, you should make a decision as to whether the match should commence or continue due to adverse conditions, safe environment or foreseeable dangers.
4. Umpires must be impartial and maintain integrity in their relationship with other umpires, players and coaches.
5. Avoid situations which may lead to a conflict of interest.
6. Be courteous, respectful and open to discussion and interaction.
7. Value the individual in sport. Ensure the players have the opportunity for discussion with you after the match.
8. Seek continual self-improvement through study, performance appraisal and regular updating. Maintain or improve your current badge level and seek continual improvement.
9. Encourage inclusiveness and access to all areas of officiating
10. Be a positive role model in behaviour and personal appearance by maintaining the highest standards of personal conduct and projecting a favourable image of netball and umpiring at all times.
11. Refrain from any form of personal abuse towards players. This includes verbal, physical and emotional abuse. Be alert to any forms of abuse directed towards the players from other sources while they are playing.
12. Refrain from any form of harassment towards players. Treat all players fairly within the context of their sporting activities, regardless of gender, race, place of origin, athletic potential, colour, sexual orientation, religion, political beliefs, socio-economic status, and other conditions.
13. Show concern and caution towards ill and injured players. You should enforce the blood rule and apply procedures regarding ill or injured players according to the rule book. Common sense must be applied in all cases.

LEVEL I UMPIRE COURSE

The Level I Umpire Course provides an introduction to the basic techniques and knowledge required of a netball umpire. It is a prerequisite for all levels of practical testing.

Course Outline

- Being an Umpire
- Rule Book/ Whistle/ Voice/ Hand Signals
- Areas of Control
- Keeping the Centre Pass
- Preliminaries of the game
- Areas of Play
- Positioning and Vision
- Centre Pass
- Playing the Ball
- Over A Third
- Passing Distance
- Footwork
- Scoring a Goal
- Substitutions /Team Changes
- Stoppages
- Obstruction
- Contact
- Penalties
- Discipline
- Practical Session – Making Decisions On the Move
-

LEVEL 2 UMPIRE COURSE

The Level 2 Advanced Umpire Course has been designed to provide further development of umpiring skills, techniques, and increase understanding of the procedures and protocols of a higher level of umpiring. It may also include umpire coaching and assessing.

The course will be presented by An IUA.

It shall be at least 8 hours duration.

The topics will be decided by the Netball Singapore Game Technical Manager and the Presenter at the time of the course.

It is expected they will be current topics of interest facing umpires, issues requiring attention in general and topics which will assist umpires in reaching the highest level in Umpiring.

DEFINITIONS

Endorsement	Re Testing of Badge Umpires (every 6 years)
Presenters	Persons trained and appointed by Netball Singapore to present courses e.g. Level 1, Level 2, Rules in Action
Testers	People appointed by Netball Singapore to assess candidates for badging
Testers Panel	The group of Testers appointed to assess a candidate for badging
Umpire Coaches	Experienced umpires who coach potential badge candidates. They may also coach Talented Beginner Umpires. Some will also be Testers.