

UMPIRING PATHWAY

Sit Online Umpiring Exam
(see club website for link)

A pass of 70% or more is required for obtaining a C Badge.
A pass of 80% or more is required for obtaining a B Badge.

Participate in the HATS Program where you will run alongside an experienced umpire (typically at an early timeslot)

Usually after one season of HATS, you may then become a team umpire, mentored and reviewed by WNA umpire trainers.
Team umpires are normally paired with an experienced umpire on court.
This position is paid by the club.

Complete the Level 1 Umpiring course

Potential to become a badged umpire
(first C badge, then B badge)
Also known as panel umpires, this position is paid by WNA.

UMPIRING ACCREDITATION

C Badge Assessment:

Pre-requisites:

Current financial Netball Victoria Member;
Theory pass mark of 70% or higher;
Current Level 1 Umpiring course.

Practical Test:

Local Game - 4 x 15 min. quarters (or equivalent i.e 6 x 10 min. quarters)

- Have reasonable control.
- Have good knowledge of the rules.
- Have a voice and whistle that are loud and clear.
- Have efficient announcement of decisions.
- Have good coverage of the court.
- Show good application of all general rules.
- Apply contact and obstruction consistently.
- Have efficient centre passes.
- Show awareness of the Advantage Rule and apply it, for example 'Advantage Goal'

B Badge Assessment:

Pre-requisites:

Current financial Netball Victoria Member;
Theory pass mark of 80% or higher;
Current Level 1 Umpiring course.

Practical Test:

Local Game - 4 x 15 min. quarters (or equivalent i.e 6 x 10 min. quarters)

- Have good control of the game.
- Have detailed knowledge of the rules.
- Have a voice and whistle which are easily heard.
- Make clear and precise decisions.
- Have a very effective coverage of the court.
- Show clear application of contact and obstruction.
- Apply the Advantage Rule consistently.
- Penalise all other infringements.
- Ensure correct and efficient centre pass.

A Badge Assessment:

Pre-requisites:

Current financial Netball Victoria Member;
Theory pass mark of 90% or higher;
Current Level 2 Umpiring and Rules In Action courses.

Practical Test:

State League Game - 4 x 15 min. quarters

- Have excellent game control.
- Have a clear and detailed knowledge of the rules and interpretations.
- Show an excellent overview of the court and cooperation with the other umpire to give full coverage of the game.
- Be able to ensure that the game proceeds at the speed and level of the competition.
- Not be susceptible to external influences.
- Apply contact and obstruction rules together with all other general rules with precision and accuracy.
- Apply the advantage rule with skill.
- Maintain speed and efficiency for centre passes and throw ins.
- Handle toss ups effectively.
- Have ultimate control of all players and officials through correct procedures.