



Umpiring/Officiating

A game of netball has two umpires. They have specific areas on the court to officiate in. There are many rules or infringements they will penalise players for eg obstruction, contact, footwork, ball handling, over a third, off side, held ball, short passes, ball not received in the centre third.

Alongside these rules, they will use hand signals to identify them and a whistle to enforce them.

The game should run smoothly and quickly, no substitutes are allowed in netball unless there is an injury, or it is a scheduled break in play.

The team taking the centre pass alternates after each goal is scored.

If a free pass is given, then the player penalised is free to mark another. If a penalty pass is given, then the penalised player must stand by the side of the player taking the penalty pass.

NETBALL UMPIRING GUIDE

Positioning
Umpire the half court to your right and the entire sideline.

Red = Umpire A
Green = Umpire B

All of the lines are "in".

Try to stay with/slightly ahead of play. Have a clear view of the ball and players.

To start, toss a coin between the captains. The winner decides whether to choose who has first centre pass OR which goal to shoot in to (centre pass is normally chosen). The other captain will then choose which goal to shoot in to (or who has first centre pass, if not chosen).

1st Centre Pass – you blow the whistle if the attacking team are playing into your half (to your right). After the first centre pass, every time a goal is scored in your half you whistle for the next centre pass. Possession for centre passes alternates between the teams, regardless of who scores.

For every centre pass the attacking C must step into the centre circle before the whistle is blown.

PENALTIES	OTHER INFRINGEMENTS	OTHERS
Serious infringement by one player against another, i.e.: Contact Obstruction A penalty pass or penalty shot/pass (in the circle) is awarded where the infringement occurred against the infringing player and she/he must stand there "out of play" until the penalty is taken. Any (onside) player can take the penalty.	or infringement by a player alone, i.e.: Footwork Offside Replayed ball Held ball (3 seconds) Over a third Pass not received in the centre third Short pass A free pass is awarded where the infringement occurred and the infringing player does not have to stand "out of play". (Pass only, no shots.) Any (onside) player can take the free.	Award a turnover to the other team if a penalty or free pass is not taken from the correct spot – "not set".
Throw-in: when the ball goes out over the sideline/backline, throw-in to the other team. Any (onside) player can take the throw-in, with her/his foot up to the line. Footwork rules apply. Toss up: awarded when, e.g. there is simultaneous contact/possession between two players or the umpire couldn't see who last touched the ball out of court. The two players involved face each other, 0.9m apart, with hands by their sides. Umpire tosses the ball to shoulder height of the shorter player and blows the whistle. Substitutions only at the end of a quarter/half-time, unless there is an injury.		

SUBJECT:

UNIT:



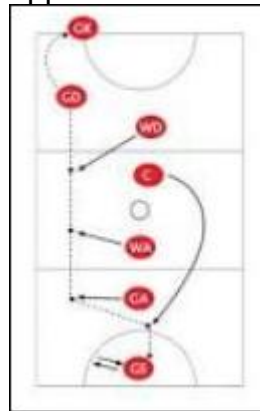
Defending

Marking is used to prevent your opponents from gaining an advantage. It can be man-to-man, sometimes zonal and also in the form of blocking. Tipping is also a good skill to have as it will enable you to intercept and if advanced tipping is achieved, you can touch the ball to players on your team.



Set Pieces and Patterns of Play

Centre pass strategies, side line passes and back line passes, all have the ability to gain your team some vital passages of play. If executed well, they help you outwit opponents and master your defending skills.



Key Words

Attack: Attack in netball involves players keeping possession and passing the ball across the centre and goal third to the shooting circle, also known as the D or semi-circle.

Defend: There are three stages of defending in netball; marking the opposing player, marking the ball and marking the zone. The aim of defending is to create an interception and become the attacking team.

Obstruction: You must stand one meter away from the opposition with the ball, otherwise you will be called by the umpire for obstruction and the opposition will receive a penalty pass. You will have to stand by their side, out of the game, until they play this pass.

Outwitting your opponent: to get an advantage over a player by using tactics.

Accuracy: To play precisely or correctly e.g. your passes must be timed accurately when passing into space.

Set Pieces/Tactics: Strategies adopted to increase the successful patterns of play from a dead ball starting point eg centre pass, sideline ball.

Footwork: When in position of the ball, you must not move the foot you landed on when you first received the ball. If you move your landing foot, the opposition will receive a free pass.

Umpiring: To be in charge of the game. There are normally two umpires in netball with their designated areas to officiate in.