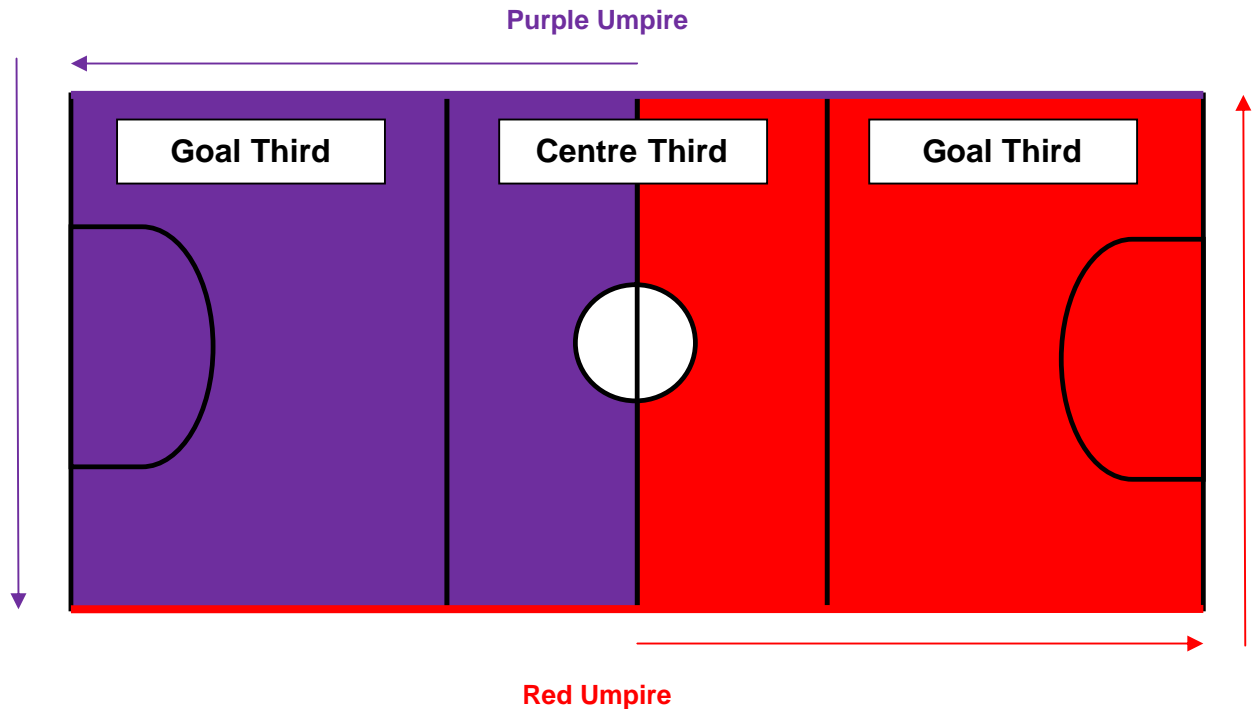


Umpiring Rules for Juniors 2009-10



The umpire controls the half of the court to their right and the **WHOLE** side line (when the ball goes out of play) on their side of the court

To start the game

The umpire starts the game with the whistle. If the team starting the game is shooting towards the red umpires half, the red umpire shall start the game, if the team starting the game is shooting towards the purple umpires half, the purple umpire shall start the game.

The centre steps into the centre circle and the umpire blows the whistle to start the game. The centre pass **MUST** be caught or touched by a player in the centre third. If the ball is not caught within the centre third, a free pass is given to the other team in the centre third.

E.g. not received free pass white team

The rules

What happened?	What is awarded?
Contact	Penalty
Obstruction	Penalty
Footwork	Free pass
Held ball	Free pass
Repossession	Free pass
Breaking	Free pass
Off side	Free pass
Over a third	Free pass
Not received	Free pass
Out of court	Throw in

1 player involved = Free Pass

E.g. footwork, repossession, breaking, held ball

2 players involved – Penalty Pass

E.g. contact, obstruction

Umpiring Rules for Juniors 2009-10

1. **Contact** = no contact is allowed in netball. A penalty is awarded if contact is made, or a penalty pass or shot if the contact is in the shooting circle
E.g Contact GK penalty pass or shot white team
2. **Obstruction** = the defender must be 1 metre away from the player with the ball. A penalty is awarded if a player is obstructing, or a penalty pass or shot if the obstruction is in the shooting circle
E.g Obstruction C penalty pass white team
3. **Footwork** = Players must land either one foot (landing foot) and then the next and can pivot on the landing foot. If they lift their landing foot and then put it back down, they have broken the footwork rule. Players can also jump and land with both feet at the same time or receive the ball whilst standing still
E.g Footwork WA free pass white team
4. **Held ball** = start counting from the moment the ball is caught – “AND ONE, AND TWO AND BLOW WHISTLE”
E.g Held ball
5. **Repossession** = 1. Catch ball, drop, catch
2. Tap ball, tap, catch
The third action is when the whistle is blown
E.g Repossession C free pass white team
6. **Breaking** = players must be behind the line on a centre pass, if they cross the line before the whistle is blown for the centre pass, the player has broken. If 2 players break at the same time, a toss up is given
E.g. Breaking GA free pass white team
7. **Off side** = if players go into an area they are not allowed in a free pass is given to the other team
Players are allowed in:-
GS – Goal third (including the goal circle)
GA – Goal third (including the goal circle) and centre third
WA – Goal third (**NOT** the goal circle) and centre third
C – Both goal thirds (**NOT** the goal circle) and centre third
WD – Goal third (**NOT** the goal circle) and centre third
GD – Goal third (including the goal circle) and centre third
GK – Goal third (including goal circle)
E.g. off side GD free pass white team
8. **Over a third** = the ball cannot be passed from one goal third to the other goal third, or from a back line pass to the centre third
E.g. over a third free pass white team
9. **Not received** = The centre pass **MUST** be caught or touched by a player in the centre third. If the ball is not caught within the centre third, a free pass is given to the other team in the centre third.
E.g. not receive free pass white team
10. **Out of court** = If the ball goes out of court, a throw in is given to the other team that did not touch the ball last

If it is a penalty, the offending player must stand next to the player taking the penalty

Umpiring Rules for Juniors 2009-10

What do you say?

What happened? → Who did it? → What is Award? → To who?

E.g. Contact GK penalty pass white team

Scoring a goal

The GS / GA must be in the goal circle to shoot and score. When a goal is scored the umpire blows the whistle. Players get back on side to re-start the game with a centre pass. The umpire who blew the whistle for the goal will blow the whistle for the centre pass.

If you are blowing the whistle for the centre pass, it is your job to look for obstruction on the C, footwork by the C and breaking of any players to your right.