you do not need to be a badged umpire to assist your club with its umpiring duties

7's, 8's & 9's all play MODIFIED or nettaNetball umpire your own team

EACH TEAM IS REQUIRED TO PROVIDE THEIR OWN UMPIRE

umpiring nettaNetball

"The rules for nettaNetball are primarily for umpires rather than the coaches. Umpires of netta must be flexible, easy going people, with a desire to help children enjoy and learn from the game"

umpires should:

- use simple language and explain decisions
- umpire according to the skill level of the players
- adopt the role of the teacher/ umpire rather than a rule enforcer
- adopt an encouraging manner to ensure the game is free flowing
- use common sense to ensure the 'spirit of the game' for children is not lost by overcalling the game
- netta umpires will find they spend the majority of the game on the court with the players

NETBALL AUSTRALIA

NETTA NETBALL RULES

Netta Netball Rules

What Rules of Netball are different for Netta Netball?

RULE	NETBALL	NETTA NETBALL
Match Duration	4 x 15 minute quarters.	4 x 10 minute quarters.
Goal Post	3.05 metres (10 feet) in height.	2.4 metres (8 feet) in height.
Ball	Size 5 of composite leather or all leather.	Size 4 of composite leather or all leather.
Time to pass the ball	Up to 3 seconds.	Up to 6 seconds.
Stepping	Strict application of footwork rules.	Shuffling on the spot allowed to gain balance before throwing, without moving down the court.
Defending	A variety of defending tactics employed.	Strict "one on one" defence Undefended shot for goal.
Obstruction	A player defending a player from the opposing team in possession of the ball must defend from a distance of 0.9m (3 feet).	A player defending a player from the opposing team in possession of the ball must defend from a distance of 1.2 metres (4 feet).
Obstruction/Contact	A player who obstructs or contacts a player from the opposing team must stand out of play whilst the penalty pass or shot is taken.	A player who contacts or obstructs will not be stood out of play. The umpire will blow the whistle for the infringement but will allow the player to continue after a brief explanation.
Substitutions	A team may make unlimited substitutions in any one game at 1/4, 1/2 and 3/4 time intervals, or during an injury time.	A team of up to 12 players may make unlimited substitutions at 1/4, 1/2 and 3/4 time intervals. All playing positions are rotated at the end of each quarter. Each player should experience every playing position. All players must play a minimum of two quarters.
Awards & Scoring		Scores should not be recorded. No final matches should be played. Each participant in the competition should be given a memento of participation, eg. certificate of participation award.

All other rules of Netball apply to Netta Netball. Please refer to the Netball Coaching Manual.

Contact your Member Organisation

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NT 08 8942 2241 VIC 03 9321 2222 **QLD** 07 3848 6330 **WA** 08 9286 5800



MODIFIED RULES APPLIED BY UMPIRES ON NETTABALL GAMES

The modification of our netball game has brought about significant changes in equalizing the opportunity for all children to enjoy EVEN PARTICIPATION. In the best interest of these developing players the umpiring committee recommends using experienced umpires. First time learner umpires should not be used on these games.

The umpire's role in Nettaball cannot be understated. It is one of the most important areas of our sport. The manner in which a child is tutored, nurtured and encouraged must be of the most exemplary standard. At BHSNA the Nettaball age range is 7yrs, 8yrs and 9yrs (excluding 9 Grade who play according to normal rules EXCEPT they must use a Size 4 BALL).

UMPIRES MUST

- adopt an encouraging and pleasant manner to ensure an open and free-flowing game
- use simple language and explain their decision
- apply rules according to the skill level of the players
- adopt the role of teacher-umpire rather than rules enforcer

UMPIRES MUST

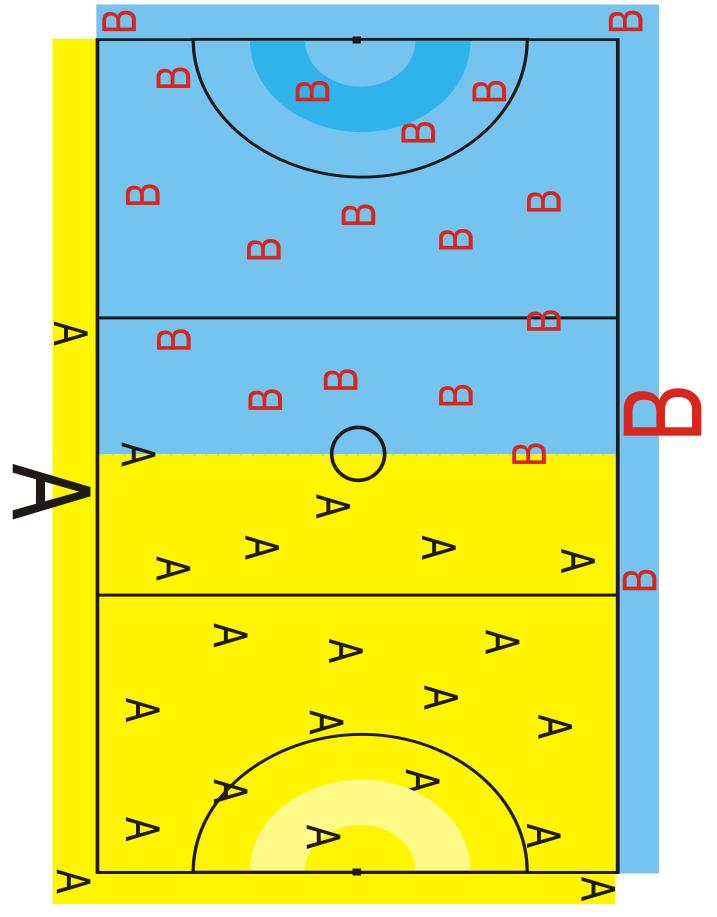
- penalise contact and obstruction and ensure the penalty is set up correctly even through the infringer is not to stand 'out of play'.
- the offender is simply placed 1.2m (4 ft) away from her opponent and allowed to participate in the normal fashion.
- At BHSNA they are permitted to attempt to defend the shot PROVIDING they are 1.2m (4 ft) from their opponent.

UMPIRES ALLOW

- minimum shuffling after catching and before throwing i.e. shuffling on the spot to gain balance without moving down the court.
- up to 6 seconds for the ball to be thrown after catching.
- only "one-on-one" defence.
- a player to defend an opponent with or without the ball from a distance of 1.2m (4 ft).
- Throw-In to be retaken if foot is placed on the line but umpire should correct player's stance.
- An offside player who is not involved with play, is not to be penalized. Simply remind player where she should stand.

COACHES and ADMINISTRATORS ROLE

- 1. Provide non-competitive games i.e. no recorded scores, no finals
- 2. Each player to receive a certificate of participation
- 3. To endeavour to supply Goal Posts 2.6m (8 ft)
- 4. To use a Size 4 Ball
- 5. Allow up to 12 players be registered in each team
- 6. Ensure all players participate for at least 2 quarters
- 7. Ensure all players rotate evenly during the course of the competition
- 8. Play four quarters of 10 minutes duration



The umpire is always right! And they always umpire to their right! First whistle for a centre pass is from the umpire whose half has the direction of play, all other centres are controlled by the umpire who had the goal scored in their half. Change your hair band after each goal to keep track of centre passes