

UMPIRES ASSESSMENT



Please circle: Where NS = Not Sighted / R = Rarely / U = Usually / C = Consistent / E = Expertly

Name:	Date:					
Centre:	Event:					
Current Level:	Testers:					
Time, Round, Court & Grade:						
<u>COMPETENCY</u>	<u>LEVEL ACHIEVED</u>					
COMMUNICATION AND GAME MANAGEMENT	Please circle NS/R/O/A/E					
Pre match checks are conducted: - Nails and jewellery - Equipment (ball and remote ready - Nets and courts	R	U	С	E		
Voice was decisive and clear.	R	U	С	E		
Whistle was used effectively throughout the game.	R	U	С	E		
Used correct terminology and hand signals complimented the infringements being called.	R	U	С	E		
Controlled and indicated centre passes.	R	U	С	E		
Managed blood bin/injury: - Checked player - Checked equipment - Knew the rules and was able to transition between blood bin/injury	R	U	С	E		
Addressed any form of descent, foul play or dangerous play and utilised the appropriate penalty including escalating if required.	NS R	U	С	E		
POSITIONING AND VISION						
Moved quickly back into position and squared off to the net at the centre circle for centre passes.	R	U	С	E		
Moved into open spaces to allow clear vision down the court.	R	U	С	E		
Scanned to take in all play and players with and without the ball.	R	U	С	E		
Used vision to look down the court to sight early infringements.	R	U	С	E		
Penalties were applied or advantaged was used in a timely manner that was consistent throughout the game.	R	U	С	E		
MINOR INFRINGEMENTS						
Stepping was identified and penalised.	R	U	С	E		
Playing area infringements were identified and penalised including: - Breaking - Offside - Not wholly within goal circle	NS R	U	С	E		

Playing the ball penalties were identified and penalised including: - Held ball - Replayed ball - Short pass	NS	R	U	С	E
Penalties were identified for over a third and incorrect centre pass infringements.	NS	R	U	С	E
NET ABUSE					
Net abuse was identified and penalised setting the penalty correctly with the player on the net side and making no forward movement before the release of the ball.	R		U	С	E
TOSS UPS					
Was able to award and correctly control toss ups when: - Ball hit the umpire and impeded play/players - Ball became dead/left playing area	NS	R	U	С	E
MAJOR INFRINGEMENTS					
Recognised and penalised contact, including controlling the penalty.	R		U	С	E
Was able to identify between fair contest and what interfered, including controlling the penalty.	R		U	С	E
Identified penalties for causing contact and dangerous play and dealt with players accordingly.	NS	R	U	С	E
Penalised obstruction consistently throughout the court regardless of if the player had possession of the ball, including controlling the penalty.	R		U	С	E
Identified and penalised holding/pinning/causing contact/obstruction, including controlling the penalty.	NS	R	U	С	E
ADVANTAGE					
Applied the advantage rule consistently throughout the game to allow the game to flow without losing control and penalising/impacting the non-offending team.	R		U	С	E
FEEDBACK SUMMARY:					
GENERAL COMMENTS:					
LEVEL ACHIEVED:					
TESTERS SIGNATURES:					