



# Indoor Netball Federation of Queensland



## Umpire Framework Matrix

NS = Not Sighted / R = Rarely / U = Usually / C = Consistently / E = Expertly

<b>Competency:</b>	<b>Level Achievable:</b>			
<b>COMMUNICATION AND GAME MANAGEMENT</b>	Super League Endorsement	State 1	State 2	State 3
Pre match checks are to be conducted: <ul style="list-style-type: none"> <li>- Nails and jewellery</li> <li>- Equipment (ball and remote ready)</li> <li>- Nets and courts</li> </ul>	C	C	C	E
Voice to be decisive, loud and clear.	U	U	C	E
Whistle is to be used effectively throughout the game.	U	U	C	E
Uses correct terminology and hand signals to compliment the infringements being called.	R	U	C	E
Controls and indicates correct centre passes.	C	C	E	E
Manages blood bin/injury: <ul style="list-style-type: none"> <li>- Checking player</li> <li>- Checking equipment</li> <li>- Knowing the rules and being able to transition from blood bin to injury</li> </ul>	U	U	C	E
Addresses any form of descent, foul play, or dangerous play and utilises the appropriate penalty including escalation where required.	U	U	C	E
<b>POSITIONING AND VISION</b>	Super League Endorsement	State 1	State 2	State 3
Moves quickly back into position and squares off to the net at the centre circle for the centre passes.	U	U	C	E
Moves into open spaces to allow clear vision down the court.	U	U	C	E
Scans to take in all play and players with and without the ball.	R	U	C	E
Uses vision to look down the court to sight early infringements.	R	U	C	E
Penalties are applied or advantage is used in a timely manner that is consistent throughout the game.	U	U	C	E
<b>MINOR INFRINGEMENTS</b>	Super League Endorsement	State 1	State 2	State 3
Stepping is identified and penalised.	U	C	C	E
Playing area infringements are identified and penalised including: <ul style="list-style-type: none"> <li>- Breaking</li> <li>- Offside</li> <li>- Not wholly within goal circle</li> </ul>	U	U	C	E
Playing the ball penalties are identified and penalised: <ul style="list-style-type: none"> <li>- Held ball</li> <li>- Replayed ball</li> <li>- Short pass</li> </ul>	U	U	C	E
Penalises over a third and incorrect centre pass infringements.	U	U	C	E

		State 1	State 2	State 3
<b><u>NET ABUSE</u></b>	Super League Endorsement			
Identify and penalise net infringements setting the penalty correctly with the player out of play on the net side and ensuring the player makes no forward movement before release of the ball.	U	U	C	E
<b><u>TOSS UPS</u></b>	Super League Endorsement			
Be able to award and correctly control toss ups effectively: <ul style="list-style-type: none"> <li>- Ball hitting umpire and impeding play/players</li> <li>- Ball becoming dead/leaving the playing are</li> </ul>	U	U	C	E
<b><u>MAJOR INFRINGEMENTS</u></b>	Super League Endorsement			
Recognise and penalise contact including controlling the penalty to ensure there is no forward movement before the release of the ball.	U	U	C	E
Be able to identify between fair contest and what interferes including controlling the penalty to ensure there is no forward movement before the release of the ball.	U	U	C	E
Identify penalties for causing contact and dangerous play and deal with players accordingly.	U	U	C	E
Penalise obstruction consistently throughout the court regardless of if the player has possession of the ball, including controlling the penalty to ensure there is no forward movement before the release of the ball.	U	U	C	E
Identify penalties for holding/pinning/causing contact/obstruction, including controlling the penalty to ensure there is no forward movement before the release of the ball.	U	U	C	E
<b><u>ADVANTAGE</u></b>	Super League Endorsement			
Apply the advantage rule consistently throughout the game to allow the game to flow without losing control and penalising or impacting the non-offending team.	R	U	C	R

### **Key**

- Not Sighted = The competency was not sighted or did not occur during the examination.
- Rarely = The umpire shows a basic level of knowledge and application. They demonstrate the ability to apply these skills on occasion.
- Usually = The umpire shows an intermediate level of knowledge and application. They demonstrate the ability to apply these skills most times during the game.
- Consistently = The umpire shows an advanced level of knowledge and application. They demonstrate the ability to apply these skills to a high standard across a broad range of situations.
- Expertly = The umpire shows detailed and extensive knowledge of the rules and their application. They apply these skills to an expert level in all situations including complex and unusual scenarios.