

C BADGE PRACTICAL ASSESSMENT SHEET NETBALL AUSTRALIA

Candidates for the 'C' badge should display a basic grasp of game management skills, umpiring techniques and practical application of the rules to penalise obvious infringements. This is an **ENTRY-LEVEL BADGE ONLY** and testers should not expect a perfect display.

To successfully pass the C Badge Practical Assessment, umpires must be rated as competent on all aspects of the assessable performance criteria. Testers only need to write a comment if the umpire has not achieved competency for a particular performance criteria. If the **ASSESSMENT DECISION** is **COMPETENT**, additional comments may be made in the General Comments section.

If the **ASSESSMENT DECISION** is **NOT YET COMPETENT**, the Testers need to outline the **ACTION PLAN** discussed with the umpire. The action plan statement should identify further training, development or assessment needs to assist the umpire to reach the competency standard. Completed assessment forms are to be sent to the respective Member Organisation, which will send a copy to the umpire.

KEY

SOMETIMES:

Candidate shows basic level of knowledge of rules and procedures, and demonstrates ability to apply skill in obvious situations.

USUALLY:

Candidate shows intermediate level of knowledge of rules and procedures, and demonstrates ability to apply skill at most times in the game context.

CONSISTENTLY:

Candidate shows advanced level of knowledge of rules, procedures and match protocols, and demonstrates ability to apply skill to a high standard across a broad range of situations.

EXPERTLY:

Candidate shows detailed and extensive knowledge of rules, procedures and match protocols; and applies skill to an expert level in all game situations, including complex and unorthodox scenarios.

NETBALL AUSTRALIA

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Name:	Member Organisation:
MyNetball ID Number:	Date:
Pre-requisites: Theory Exam: Mark: Year: Course: Foundation Umpire Course	

Assessable Performance Criteria	Level of Proficiency	Competent YES NO	Comments
COMMUNICATION			
Uses firm, decisive and clearly audible voice and whistle.	USUALLY		
Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up)	USUALLY		
GAME MANAGEMENT			
Conducts pre-match checks and formalities effectively.	USUALLY		
Accurately keeps centre passes and signals goals	USUALLY		
Shows some ability to manage stoppages and other match procedures (late arrival/ failure to take the court).	SOMETIMES		
Works well with co-umpire	SOMETIMES		
POSITIONING, VISION AND TIMING			
Positions level with or slightly ahead of the ball on the side line; times movement to goal line in relation to play	USUALLY		
Demonstrates re-positioning to gain a clear view of the play.	SOMETIMES		
Uses vision to take a clear view of the court area where the ball is, and the players in the immediate vicinity	USUALLY		
Reaction time is appropriate to game standard and is consistent throughout the court and the game	USUALLY		
MINOR INFRINGEMENTS			
Recognise and penalise obvious infringements: <ul style="list-style-type: none"> related to playing areas related to playing the ball related to the footwork rule 	USUALLY		

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Assessable Performance Criteria	Level of Proficiency	Competent YES NO	Comments
MAJOR INFRINGEMENTS			
Recognise and penalise obvious instances of obstruction: <ul style="list-style-type: none"> player in possession of the ball. player not in possession of the ball. defending out of court. 	USUALLY SOMETIMES SOMETIMES		
Recognise and penalise obvious instances of contact (Rule 12.2):	USUALLY		
ADVANTAGE			
Applies the advantage rule where an advantage goal is scored.	CONSISTENTLY		
GENERAL COMMENTS			



	Name	MyNetball ID Number	Badge
Tester 1:			
Tester 2:			