

BADGE COMPETENCIES

Introduction

The Netball Australia Umpire Accreditation system is an educational and development pathway, culminating in a 4-tiered badge system – C Badge, B Badge, A Badge and the highest national award, the AA (All Australia) Badge. To receive a badge, the umpire must be rated as competent in each area of the assessable performance criteria set for the level concerned. Knowledge, skills and techniques must be demonstrated or performed to a specified standard under set conditions, as assessed by approved testers. These competencies are a continuum from basic level to expert execution.

It is important that testers are aware of the competency standards established for each badge level, and make their assessment based on the criteria provided. In addition, they must understand the distinctions between the different badge levels, and the advancement in skill and understanding that an umpire must display in order to progress.

Umpires and umpire coaches should also be familiar with the competencies required at each badge level, and should utilise the education and development programs available to them, in order to focus on improving their knowledge, skills and techniques to the required level.

To assist all involved in umpire development and assessment, Netball Australia has prepared a matrix that details the competency continuum for the 4-tiered badge system as well as competency-based assessment sheets for all badge levels.

The matrix provides a snapshot of the competencies that an umpire is required to demonstrate for each badge level in the key areas of communication and game management; positioning, vision and timing; contact; obstruction; advantage; and minor infringements.

Ratings Definitions

The level of proficiency required for each competency area has been divided into four ratings:

Not expected

Candidate is not required to demonstrate practical application of this rule and/or procedure for this badge level.

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.

COMMUNICATION AND GAME MANAGEMENT

COMPETENCY	C BADGE	B BADGE	A BADGE	AA BADGE
Conducts pre-match checks and formalities effectively.	Usually	Consistently	Consistently	Expertly
Uses firm, decisive and clearly audible voice and whistle.	Usually	Consistently	Consistently	Expertly
Uses correct terminology and hand signals to penalise infringements and manage sanctions and actions.	Usually	Consistently	Consistently	Expertly
Accurately keeps centre passes and signals goals.	Usually	Consistently	Consistently	Expertly
Manages stoppages effectively.	Sometimes	Usually	Consistently	Expertly
Manages late arrivals/failure to take the court effectively.	Sometimes	Usually	Consistently	Expertly
Addresses instances of foul play (Rule 13.2) and discipline of team officials and bench players (Rule 13.3) appropriately, using game management procedures (Rule 13.1).	Not expected	Sometimes	Consistently	Expertly
Works well with co-umpire.	Sometimes	Usually	Consistently	Expertly

POSITIONING, VISION AND TIMING

COMPETENCY	C BADGE	B BADGE	A BADGE	AA BADGE
Positions level with or slightly ahead of the ball on the Side Line; times movement to Goal Line in relation to play.	Usually	Consistently	Consistently	Expertly
Readjusts position quickly and competently when play changes direction or pace.	Sometimes	Usually	Consistently	Expertly
Uses vision to take a clear view of the court area where the ball is, and players in the immediate vicinity.	Usually	Consistently	Consistently	Expertly
Uses vision to look away from the ball; identify and acknowledge infringements behind and ahead of play.	Not Expected	Usually	Consistently	Expertly
Reaction time is appropriate to game standard, and is consistent throughout the court and the game.	Usually	Usually	Consistently	Expertly

CONTACT

COMPETENCY	C BADGE	B BADGE	A BADGE	AA BADGE
Penalises obvious instances of Contact as stated in Rules (12.2).	Usually	Consistently	Consistently	Expertly
Distinguishes between fair contest and contact that interferes.	Not Expected	Usually	Consistently	Expertly
Penalises causing contact and inevitable contact (12.2.1 and 12.2.2).	Not expected	Sometimes	Consistently	Expertly

OBSTRUCTION

COMPETENCY	C BADGE	B BADGE	A BADGE	AA BADGE
Penalises obstruction of a player in possession of the ball (Rule 11.1).	Usually	Consistently	Consistently	Expertly
Penalises obstruction of a player not in possession of the ball (Rule 11.2).	Sometimes	Usually	Consistently	Expertly
Penalises obstruction where a player defends from out of Court (Rule 11.3).	Sometimes	Usually	Consistently	Expertly

ADVANTAGE

COMPETENCY	C BADGE	B BADGE	A BADGE	AA BADGE
Awards an Advantage Goal where appropriate.	Consistently	Consistently	Consistently	Expertly
Makes sound choices between whistle decisions and use of advantage to ensure non-offending team is not disadvantaged.	Not expected	Usually	Consistently	Expertly
When applied, advantage allows the game to flow without losing control.	Not expected	Usually	Consistently	Expertly

MINOR INFRINGEMENTS

COMPETENCY	C BADGE	B BADGE	A BADGE	AA BADGE
Penalises infringements under the Footwork Rule.	Usually	Consistently	Consistently	Expertly
Penalises infringements related to playing areas (breaking, offside, wholly within centre circle, scoring a goal).	Usually	Consistently	Consistently	Expertly
Penalises infringements relating to playing the ball (including held ball and short pass).	Usually	Consistently	Consistently	Expertly
Uses “possession” call to provide clarification to players.	Not expected	Sometimes	Consistently	Expertly
Penalises over a third and untouched centre pass.	Usually	Consistently	Consistently	Expertly

SUMMARY OF COMPETENCIES FOR BADGE LEVELS

C BADGE	<ul style="list-style-type: none"> • Basic game management in order to keep game moving and maintain player safety in low to average standard matches. • Basic procedural competence (late arrivals, failure to take the court, stoppages). • Basic positioning and vision skills. • Reactions/timing appropriate for low to average standard matches. • Usually recognises and penalises obvious infringements, both major and minor. • Applies “advantage goal” so as not to disadvantage non-offending team.
B BADGE	<ul style="list-style-type: none"> • Sound game management and implementation of procedures. • Some understanding of when measures need to be taken to keep game safe (for example, overt unsportsmanlike conduct or dangerous play). • Positioning and vision are not restricted to the immediate area where the ball is or the bulk of players are, to take into account what is happening behind and ahead of play. This requirement is matched by the requirement that the candidate demonstrate basic advantage skills. • More consistent recognition of minor infringements and more refined understanding (footwork, played ball for example). • Obstruction: beginning to understand implications of rule beyond simple 0.9m defence (jump and land, standing within 0.9m and interfering with throwing/shooting action); beginning to recognise use of arms to limit movement of player without ball; obvious defending out of court. • Contact: beginning to go beyond obvious examples of interference to distinguishing fair contest from contact (understanding body movements, including recognising when a player or players cause an opponent to interfere). • Advantage: vision skills allow some recognition of context of play and some assessment of what is of advantage to the non-offending team.

A BADGE

- Detailed understanding and application of all aspects of game management, including foul play (13.2) and the actions that may be taken by umpires (13.1, 13.3).
- There is an expectation that positioning, vision and timing will be guided by play and informed by an understanding of the game context. General principles are consistently executed, including adapting positioning and vision to specific circumstances to secure best view of play.
- This in turn allows a more refined application of the Advantage Rule, which allows the game to flow without losing control or undermining the standards set for game management.
- Rule interpretations demonstrate an understanding of the rule, an attention to detail and a common sense application in the game context.
- There should be a high level of consistency across both minor and major infringements. In particular:
- Obstruction: consistently penalises all forms of 0.9m defence across court areas; consistently recognises obstruction of player without the ball; consistently identifies defending by a player who is out of court.
- Contact: consistently distinguishes between contact and contest (again, allowing the game to flow without losing control or undermining game management); accurately identifies and penalises causing contact and inevitable contact.

AA BADGE

- **The AA badge should not be seen as a “natural progression” from the A badge. It is an elite umpiring qualification reserved for candidates who display the highest levels of technical proficiency, rule understanding and game management.
- Complete understanding of all aspects of game management which allows necessary procedures to be implemented promptly and professionally when they are required; good judgment and “game sense” to ensure that the available actions are used at the right time and for the right purpose.
- Positioning, vision and timing work together to be in the best place at the right time, even when this is counter-intuitive. The umpire reads play to adapt to different paces, patterns and styles of play with minimal disruption to timing and decision-making.
- High level of decisional accuracy across major and minor infringements: makes decisions quickly and precisely, and applies them efficiently. Shows ability to prioritise correctly when multiple infringements occur.
- Demonstrates particular consistency and expertise in application of the Contact and Advantage Rule to enhance the contest and allow skilled play to occur, while maintaining control and ensuring that no team is unduly disadvantaged.

C GRADE BADGE

ASSESSABLE PERFORMANCE CRITERIA

COMMUNICATION

Uses firm, decisive and clearly audible voice and whistle.

Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up)

GAME MANAGEMENT

Conducts pre-match checks and formalities effectively.

Accurately keeps centre passes and signals goals

Shows some ability to manage stoppages and other match procedures (late arrival/ failure to take the court).

Works well with co-umpire

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

Demonstrates re-positioning to gain a clear view of the play.

Uses vision to take a clear view of the court area where the ball is, and the players in the immediate vicinity

Reaction time is appropriate to game standard and is consistent throughout the court and the game

MINOR INFRINGEMENTS

Recognise and penalise obvious infringements:

- related to playing areas.
- related to playing the ball.
- related to the footwork rule.

MAJOR INFRINGEMENTS

Recognise and penalise obvious instances of obstruction:

- player in possession of the ball
- player not in possession of the ball
- defending out of court

Recognise and penalise obvious instances of contact (Rule 12.2)

ADVANTAGE

Applies the advantage rule where an advantage goal is scored.

B GRADE BADGE

ASSESSABLE PERFORMANCE CRITERIA

COMMUNICATION

Uses firm, decisive and clearly audible voice and whistle.

Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up).

GAME MANAGEMENT

Conducts pre-match checks and formalities effectively

Accurately keeps centre passes and signals goals.

Manages stoppages and other match procedures (late arrival, failure to take the court).

Shows some ability to penalise instances of foul play and discipline team officials and bench players where appropriate.

Works well with co-umpire

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.

Readjusts position when play changes direction or pace to maintain a clear view.

Uses vision to take a clear view of the court area where the ball is, and the players in the immediate vicinity.

Uses vision to look behind and ahead of play in order to identify and acknowledge some player movements and infringements.

Reaction time is appropriate to game standard and is consistent throughout the court and the game

MINOR INFRINGEMENTS

Recognise and penalise most infringements:

- related to playing areas.
- related to playing the ball.
- related to the footwork rule.

MAJOR INFRINGEMENTS

Recognise and penalise most instances of obstruction:

- player in possession of the ball.
- player not in possession of the ball.
- defending out of court.

Recognise and penalise most instances of contact.

Shows some ability to distinguish between fair contest and contact that interferes.

Shows some ability to identify causing contact and inevitable contact.

ADVANTAGE

Shows some ability to identify when the application of advantage will enhance the flow of the game, and is preferable to awarding a sanction

Shows some understanding of the need to maintain game control when deciding whether to apply advantage or award a sanction

A GRADE BADGE ASSESSABLE PERFORMANCE CRITERIA

COMMUNICATION

Uses firm, decisive and clearly audible voice and whistle.

Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up).

GAME MANAGEMENT

Conducts pre-match checks and formalities effectively.

Manages all match procedures (late arrival/failure to take the court), including stoppages, effectively.

Penalises instances of foul play and disciplines team officials and bench players where appropriate.

Works effectively with co-umpire to ensure coverage of entire court area.

POSITIONING, VISION AND TIMING

Adapts positioning on side line and goal line to the specific circumstances to secure the best view of play at all times.

Readjusts position quickly and competently when play changes direction or pace.

Uses vision in the immediate area of play to identify and acknowledge player movements and infringements as appropriate

Uses vision to look behind and ahead of play in order to identify and acknowledge player movements and infringements as appropriate.

Reaction time is appropriate to game standard and is consistent throughout the court and the game.

MINOR INFRINGEMENTS

Recognise and penalise infringements:

- related to playing areas
- related to playing the ball
- related to the footwork rule

Shows consistency through court areas in penalising minor infringements

MAJOR INFRINGEMENTS

Recognise and penalise instances of obstruction:

- player in possession of the ball.
- player not in possession of the ball.
- defending out of court.

Recognise and penalise instances of contact, including causing contact and inevitable contact.

Shows ability to consistently distinguish between fair contest and contact that interferes.

Shows consistency through court areas in penalising major infringements.

ADVANTAGE

Makes consistently sound choices between whistle decisions and use of advantage to ensure non-offending team is not disadvantaged.

When applied, advantage allows the game to flow without loss of control.

Shows consistency through court areas in applying advantage.

AA GRADE BADGE

ASSESSABLE PERFORMANCE CRITERIA

COMMUNICATION

Uses firm, decisive and clearly audible voice and whistle.

Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up).

GAME MANAGEMENT

Conducts pre-match checks and formalities effectively.

Manages all match procedures, including stoppages, promptly and professionally.

Uses good judgment and 'game sense' to handle player and match incidents appropriately and maintain control.

Shows ability to prioritise correctly when multiple infringements occur in the game context.

Penalises instances of foul play and disciplines team officials and bench players where appropriate.

Works effectively with co-umpire to ensure coverage of entire court area.

POSITIONING, VISION AND TIMING

Adapts positioning quickly and competently to match specific circumstances, and to secure the best view of play at all times.

Reads play and adapts positioning to different pace and patterns of play with minimal disruption to timing and decision-making.

Demonstrates vision skills on horizontal and vertical planes to identify and acknowledge player movements and infringements as appropriate.

Timing of vision corresponds to speed and style of play and allows infringements behind, ahead and in the line of play to be identified and acknowledged as appropriate.

Reaction time is appropriate to game standard and is consistent throughout the court and the game.

MINOR INFRINGEMENTS

Recognise and penalise infringements:

- related to playing areas.
- related to playing the ball.
- related to the footwork rule.

Shows a high level of consistency through court areas in penalising minor infringements.

MAJOR INFRINGEMENTS

Recognise and penalise instances of obstruction:

- player in possession of the ball.
- player not in possession of the ball.
- defending out of court.

Recognise and penalise instances of contact, including causing contact and inevitable contact.

Demonstrates expertise in distinguishing fair contest from contact that interferes, in order to allow skilled play to occur.

Shows a high level of consistency through court areas in penalising major infringements.

ADVANTAGE

Makes consistently sound choices between whistle decisions and use of Advantage to enhance the contest and ensure the non-offending team is not disadvantaged.

Demonstrates expertise in applying Advantage to allow the game to flow without loss of control

Shows a high level of consistency through court areas in applying advantage.