



**NETBALL**  
NEW ZEALAND

## ***NZ B UMPIRE AWARD & ENDORSEMENT REPORT***

**UMPIRE'S DETAILS:**

Name:

Address:

Zone:

Email:

**PRE-REQUISITES:**

Either: Zone/ NZ C Award held

Date gained:

Or: IUA/NZ A/NZ B/NZ Award held

**FITNESS LEVEL:**

Date gained:

**GAME DETAILS:**

Teams:

Date:

Venue/Event:

Assessors:

Signatures:

**RESULT:**

**NZ B AWARD**

**NZ B ENDORSEMENT**

## SECTION 1: MANAGING THE GAME

1.1 PROTOCOLS		Result
Achieved	Almost always used correctly.	
1.2 STOPPAGES AND GAME MANAGEMENT		
Achieved	Mostly maintains good control and tone throughout the game.	
Achieved	Most game management and stoppages dealt with skilfully, quickly and appropriately.	
Achieved	Almost all sanctions and actions are set correctly with clear communication.	
Achieved	All hand signals used correctly.	
Not Achieved = Needs greater consistency		
SECTION 1 RESULT		<b>ACHIEVED</b>
<i>For <b>ACHIEVED</b> all categories must be <b>Achieved</b></i>		

## SECTION 2: UMPIRING TECHNIQUES

2.1 Positioning and Timing		Result
Achieved	Movements mostly relate well to the game.	
Achieved	Readjusts position effectively when play dictates most of the time.	
Not Achieved = Often not in relation to the game.		
2.2 Vision		
Achieved	Shows the ability to look long, wide, early, often (sweep scan) most of the time	
Not Achieved = Lack of Vision often skills affects decisions		
SECTION 2 RESULT		<b>ACHIEVED</b>
<i>For <b>ACHIEVED</b> all categories must be <b>Achieved</b></i>		

## SECTION 3: DECISIONS

3.1 MINOR INFRINGEMENTS		Result
Achieved	Most infringements correctly ruled.	
Not Achieved = Several errors/inconsistencies.		
SECTION 3.1 RESULT		<b>ACHIEVED</b>
<i>This section must be <b>Achieved</b>.</i>		
3.2 MAJOR INFRINGEMENTS		Result
Contact Achieved	All aspects of Contact rule applied accurately, most of the time.	
Contact Not Achieved	= Several errors/inconsistencies;	
Obstruction Achieved	All aspects of Obstruction rule applied accurately, most of the time.	
Obstruction Not Achieved	= Several errors/inconsistencies.	
SECTION 3.2 RESULT		<b>ACHIEVED</b>
<i>For <b>ACHIEVED</b> all categories must be <b>Achieved</b></i>		
3.3 ADVANTAGE		Result
Achieved	Mostly applies advantage to enhance play.	
Not Achieved = Several errors/inconsistencies. (voice and signal)		
SECTION 3.3 RESULT		<b>ACHIEVED</b>
<i>This section must be <b>Achieved</b></i>		

## ANALYSIS OF UMPIRE'S PERFORMANCE

Strengths:

Areas to Improve:

Additional Comments:

*Comments about the game standard or other general comments may be made here.*

## RESULTS SUMMARY

Section	Achieved	Not Achieved
1 Managing the Game		
2 Umpiring Techniques		
3.1 Minor Infringements		
3.2 Major Infringements		
3.3 Advantage		
<b>RESULT: All sections must be ACHIEVED</b>		

This Report must be completed and forwarded within 7 days of assessment to Zone office.

Please refer to the Community Umpiring Manual for procedures on sending a report document to NNZ.