Game Management

Tuesday, January 13, 2026

Dear Members,

Some pointers to help when using game management at local and county leagues.

Setting out our position starts before the match starts as an umpire. We arrive in enough time to carry out all our checks and ensure we have done all our own preparation to start the match. We commit to

1. Umpire to the rules of netball and apply these fairly and consistently
2. We adhere to the techniques we worked on o pass our umpire award thinking about position and timing of our movement so that we are in the right place at the right time to see any infringements.
3. We ensure that we widen our vision away from the ball carrier to see off the ball infringements.
4. Using our voice and whistle, correct terminology and hand signals to ensure that our communication is clear and concise to the players, our co umpire and team benches.

By starting off using these tools we should be able to manage the game effectively and ensure that players adapt their style of play in line with the umpires judgement.

Before introducing any formal Game Management actions try the following techniques

- Change the Whistle tone
- Lengthen the time of the whistle
- Change your voice tone and perhaps be louder
- Give more eye contact to the player and sustain it
- You may want to put a slight pause in before you make your call
- Change the terminology round – “WD contact penalty pass to “
- You and your co umpire may chose to speak to the Captains to enlist their support

Remember it is the players responsibility to make the required changes to their play.

Should it be necessary to introduce formal game management techniques look at the path to use.

1. Proactive Advice – this is the first formal action and when you deliver specific advice to the player such as “ WD stay out of the circle” “WA increase your distance”

   You do not hold time and the words must be clear and concise

2. Advance – You can advance for up to half a third for repeated or intentional or behaviours. This includes escalating a sanction say from a free pass to a penalty pass.

You do not hold time and the words must be clear and concise. Indicate where you are setting the sanction and the player must stand there unless they are not allowed in the area.

3. Warning – this tells a player that if they continue to break the foul play rules they will be suspended which includes after an advancement - repeated infringing, intentional infringing and disputing rulings.

   To give a warning hold time, use the hand signal and advise the player that suspension will follow if the player continues to infringe any of the foul play rules. A player can only receive one warning in a match.

   It has been clarified that if you are giving a warning for infringements that are repeated that at the same time as this warning the play should also be advanced.
   So we are using rule 18.6 Which is the game management ladder and we have already done proactive and advance for repeated action. At the same time we also use rule 19.1 again.

4. Suspension – The player is suspended for 2 minutes, and the position is left empty unless it is C when another player on court must take the position. At the end of the 2 minutes the player can return to the position or a sub may be used. The player returns at any break in play after the 2 minutes.

   To issue the Suspension hold time, use the hand signal, advise the player the reason for the Suspension and if continues may be ordered off.

5. Ordered off – The player is ordered off and takes no further part in the game. After 4 minutes of the ordering off another player may enter the game at a break in play and the player ordered off may return to the team bench. If it was the C another player on court takes the position and after the 4 minutes returns to their original position.

   To order a player off hold time, use the hand signal and advise the player.

If an infringement happens during an interval it will be implemented at the start of the next quarter.

As Team White we work as a team, therefore,

- Any game management decisions are considered to have been jointly made and immediately bind the co umpire
- A player can on have 1 Warning and 1 Suspension
- If a player has multiple advancements or escalations the umpire must issue a warning,
- If a team has multiple advancements or escalations the umpire must issue a warning to the next infringer even if they have not had any actions against them personally.
- Any act that is endangering the safety of another player or reckless act will automatically be suspended with consideration being given if it should be an ordering off.

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