

A BADGE PRACTICAL ASSESSMENT SHEET

NETBALL AUSTRALIA

Candidates for the 'A' badge should demonstrate a detailed understanding and application of all aspects of game management. There is an expectation that positioning, vision and timing will be guided by play and informed by an understanding of the game context, which allows for a more refined application of advantage.

Rule interpretations should demonstrate an understanding of the rule, an attention to detail and common sense in application. There should be a high level of consistency across both minor and major infringements, with only minor errors observed. With regard to contact, this includes distinguishing between fair contest and contact that interferes, and identifying and penalising causing contact and inevitable contact.

To successfully pass the A 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, with a copy sent 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.

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Name:	Association/League:		
Netball Learning Email Address	Date:		
Pre-requisites:	Rules of Netball Exam:	Date:	Course: Elite Umpire Course <input type="checkbox"/>
Mark:			

Assessable Performance Criteria	Level of Proficiency	Competent YES NO	Comments
COMMUNICATION			
Uses firm, decisive and clearly audible voice and whistle.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up).	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
GAME MANAGEMENT			
Conducts pre-match checks and formalities effectively.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Manages all match procedures (late arrival/ failure to take the court), including stoppages, effectively.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Penalises instances of foul play and disciplines team officials and bench players where appropriate.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Works effectively with co-umpire to ensure coverage of entire court area.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
POSITIONING, VISION AND TIMING			
Adapts positioning on sideline and goal line to the specific circumstances to secure the best view of play at all times.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Readjusts position quickly and competently when play changes direction or pace.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Uses vision in the immediate area of play to identify and acknowledge player movements and infringements as appropriate.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Uses vision to look behind and ahead of play to identify and acknowledge player movements and infringements as appropriate.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Reaction time is appropriate to game standard and is consistent throughout the court and the game.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
MINOR INFRINGEMENTS			
Recognise and penalise infringements: <ul style="list-style-type: none"> related to playing areas related to playing the ball related to the footwork rule 	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Shows consistency through court areas in penalising minor infringements	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	

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Assessable Performance Criteria	Level of Proficiency	Competent YES NO	Comments
MAJOR INFRINGEMENTS			
Recognise and penalise 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. 	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Recognise and penalise instances of contact, including causing contact and inevitable contact.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Shows ability to consistently distinguish between fair contest and contact that interferes.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Shows consistency through court areas in penalising major infringements.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
ADVANTAGE			
Makes consistently sound choices between whistle decisions and use of advantage to ensure non-offending team is not disadvantaged.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
When applied, advantage allows the game to flow without loss of control.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
Shows consistency through court areas in applying advantage.	CONSISTENTLY	<input type="radio"/> <input type="radio"/>	
GENERAL COMMENTS			



	Name	Email address	Badge	Endorsed Tester Y/N
Tester 1:				
Tester 2:				
Tester 3:				