

B BADGE PRACTICAL ASSESSMENT SHEET NETBALL AUSTRALIA

Candidates for the 'B' badge should demonstrate sound game management to maintain control and player safety; umpiring techniques which enable recognition of infringements behind and ahead of play, and the beginnings of application of the advantage rule; more consistent recognition and finer understanding of minor and major infringements; and some ability to distinguish between fair contest and contact that interferes with play.

To successfully pass the B 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 given to the individual to upload to Netball Learning.

KEY

SOMETIMES:

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

USUALLY:

Candidate shows intermedial 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:	Association/League:		
Netball learning email:			
DOB:	Assessment Date:		
Pre-requisites: Rules of Netball Exam Mark:	Exam Date:	Course: Foundation Umpire Course:	

Assessable Performance Criteria	Level of Proficiency	Competent		Comments
		YES	NO	
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)	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
GAME MANAGEMENT				
Conducts pre-match checks and formalities effectively.	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
Accurately keeps centre passes and signals goals	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
Manages stoppages and other match procedures (late arrival, failure to take the court).	USUALLY	<input type="radio"/>	<input type="radio"/>	
Shows some ability to penalise instances of foul play and discipline team officials and bench players where appropriate.	SOMETIMES	<input type="radio"/>	<input type="radio"/>	
Works well with co-umpire	USUALLY	<input type="radio"/>	<input type="radio"/>	
POSITIONING, VISION AND TIMING				
Positions level with or slightly ahead of the ball on the sideline; times movement to goal line in relation to play.	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
Readjusts position when play changes direction or pace to maintain a clear view.	USUALLY	<input type="radio"/>	<input type="radio"/>	
Uses vision to take a clear view of the court area where the ball is, and the players in the immediate vicinity.	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
Uses vision to look behind and ahead of play in order to identify and acknowledge some player movements and infringements.	USUALLY	<input type="radio"/>	<input type="radio"/>	
Reaction time is appropriate to game standard and is consistent throughout the court and the game	USUALLY	<input type="radio"/>	<input type="radio"/>	

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Assessable Performance Criteria	Level of Proficiency	Competent		Comments
		YES	NO	
MINOR INFRINGEMENTS				
Recognise and penalise most 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"/>	
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. 	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
	USUALLY	<input type="radio"/>	<input type="radio"/>	
Recognise and penalise most instances of contact.	CONSISTENTLY	<input type="radio"/>	<input type="radio"/>	
Shows some ability to distinguish between fair contest and contact that interferes.	USUALLY	<input type="radio"/>	<input type="radio"/>	
Shows some ability to identify causing contact and inevitable contact.	SOMETIMES	<input type="radio"/>	<input type="radio"/>	
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	USUALLY	<input type="radio"/>	<input type="radio"/>	
Shows some understanding of the need to maintain game control when deciding whether to apply advantage or award a sanction	USUALLY	<input type="radio"/>	<input type="radio"/>	
GENERAL COMMENTS				

BADGE AWARDED YES <input type="checkbox"/> NO <input type="checkbox"/> 		Name	Email address	Badge
	Tester 1:			
	Tester 2:			