



INTERNATIONAL
NETBALL
FEDERATION

INTERNATIONAL UMPIRES AWARD

Guidelines for Testers

1.0 International Umpires' Award (IUA)

The IUA is the highest award for umpiring Netball. It recognizes a standard of elite performance and signifies the ability of an umpire to control international matches. The award is gained by a practical assessment.

1.1 Current IUA

An IUA is 'current' if his/her most recent test was passed not more than four years previously. A badge is presented to an umpire when s/he first gains an IUA and a certificate is awarded for each successful test.

1.2 Non-Current IUA

An IUA who has either failed a test or not passed a test within four years shall be listed as 'non-current' for a period not exceeding eighteen months at which time their IUA status will lapse.

2.0 Endorsement of IUA

An umpire who is either a 'current IUA' or a 'non-current IUA' may have the award renewed ('endorsed') by passing an IUA test and shall be considered 'current' for four years from the date of passing this test.

3.0 Prerequisites for Testing

3.1 Fitness Requirement

An umpire undertaking an IUA test must meet the fitness standard specified by INF, namely:

- 9.1 on the Multi-Stage Fitness Test (Beep/Bleep/20m Shuttle Run Test); or
- Level 15 on the Yo-Yo Intermittent Recovery Test Level 1.

3.2 Initial Test/s

An umpire who does not hold an IUA award, must also meet the following criteria:

- hold the highest national/regional umpiring qualification of a member country/region; and
- be screened as 'ready for testing' (refer Section 4).

If an umpire is not listed on the current INF 'Fit to Umpire' register at the date of the IUA test, 10 days is allowed for registration. In this case, the result of the IUA test may be conveyed to the umpire but it will remain provisional pending fitness registration.

3.3 Endorsement Test

An umpire seeking endorsement must be listed on the current INF 'Fit to Umpire' register when tested. In addition, a 'non-current' IUA umpire must be screened before being tested.

4.0 Screening

4.1 Screening Process

Screening is a process where an umpire is observed on matches of a suitable standard to assess his/her readiness to undertake an IUA test. This will involve:

- at least one member of the International Testing Panel (ITP) observing the umpire (it is recommended at least two ITP members are used where possible); and
- observation of between 2 and 4 matches, although one full match may be used if the umpire's performance justifies this.

Cadets and umpire-coaches working at regional or national levels may advise an ITP member of an umpire who should be observed.

4.2 Who requires to be screened?

An umpire who is not a 'current IUA' will require screening before being tested in order to assess their readiness for testing. This includes:

- an umpire who does not hold an IUA award; or
- an umpire who is a 'non-current IUA'.

4.3 Advice regarding Screening

It is at the discretion of the ITP member/s involved in the screening as to whether the umpire is advised of the recommendation or not. A screening recommendation remains 'live' for up to six months of playing season relevant to the umpire.

5.0 Requirements for Tests

5.1 International Testing Panel (ITP)

INF appoints a panel of qualified and experienced persons to undertake testing for the award. Although ITP members are spread over different regions, they are authorised to test worldwide.

5.2 Who conducts the test?

Two ITP members shall conduct a test and must undertake no other duties during the test. Thus if two umpires are tested on the same game, two separate sets of testers will be required. The testers are required to watch the entire match, unless the standard of the match is deemed inadequate or the umpire is unable to complete the match because of illness/injury, in which case the test should be aborted and a new test may be scheduled.

5.3 Test game

A test will consist of one match (minimum of 60 minutes play). The match must be a fast, competitive game of a standard that will test the umpire's skill level and indicate his/her ability to control international matches. As a guideline, the match standard is defined as being between two teams ranked in the top ten in the world, provided it meets the above requirements. This extends to include some 'approved events' (see Section 5.4). It is the responsibility of the testers to determine if the match provides a suitable standard of play or not.

5.4 Scheduling of Tests

- Although it is desirable that umpires are tested in their own country, this is not a requirement.
- Where umpires are officiating regularly in events of a suitable standard it is likely tests will be arranged on these events. [This would include matches in the ANZ Championships (ANZC) as well as selected matches in the English Superleague (ESL) and other leagues of a similar standard.]
- For other umpires, INF will locate suitable international games (usually as part of a test series or tournament).
- A test may be scheduled at any time up to eighteen months before or after the expiry date of the previous test pass.

6.0 Assessment Standards

6.1 Criteria for Assessment

Assessment is based on graded performance standards in eight competency areas. Grades range from 1 (high level of performance) to 4 (low level of performance). Competencies are:
(1) Position & Timing (2) Vision (3) Game Management & Protocols (4) Contact (5) Obstruction (6) Advantage (7) Minor Infringements (8) Communication & Penalties.

6.2 Agreement of Testers

When determining grades, the two testers must come to mutually agreed conclusions.

6.3 Pass Standard

To gain an IUA pass, an umpire's grade total must not exceed 18. If an umpire fails a test, at least 6 months must elapse before a further test may be taken (except as outlined in Section 6.4).

6.4 Recommendation for Additional Test

If an umpire fails a test but gains a grade total of 19 or 20, a further test will be recommended. The recommendation is based on the expectation that the umpire could improve his/her performance to a pass level. Each test stands alone, thus feedback is given after the first test and a report provided.

7.0 Reporting

7.1 Verbal Feedback

At the end of a test game, the result must be conveyed to the umpire. Verbal feedback, delivered in an appropriate manner, should be constructive, honest and helpful.

7.2 Test Report

Within seven days of the test, the testers must forward an electronic report to the umpire and INF Secretariat. Both testers must agree on the content of the report. A copy of the report is attached.

8.0 Costs

8.1 Costs of testers

These will normally be met as follows:

- When the test game is part of a test series or tournament, the event organisers will be responsible for the cost of one tester and the umpire's own country will meet the costs of the second tester.
- When the test is taken in the umpire's own country, that country will meet the costs of both testers.

8.2 Umpire's costs

- When the test game is part of a test series or tournament to which the umpire has previously been appointed, the costs will be part of the event costs.
- When the test is taken in the umpire's own country, that country will meet the costs of the umpire.
- If the test is required to be taken at a venue outside his/her country (because no matches of a suitable standard are otherwise available) the umpire's country will be responsible for costs involved, but may apply to INF for funding to assist with such costs.



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INTERNATIONAL UMPIRE'S AWARD (IUA)
TEST REPORT

Umpire's Details

Name	
Mailing Address	
Country	
Region	
Phone Number/s <i>including country & area codes</i>	
Email Address	

Match Details

Date	
Venue	
Teams involved	
Event	
Speed & Style of Play	

Testers	
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Result	IUA Test / Endorsement	PASS / FAIL
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TECHNIQUES	
Position and Timing	
Vision	
Game Management & Protocols	
APPLICATIONS	
Contact	
Obstruction	
Advantage	
Minor Infringements	
Communication & Penalties	
SUMMARY	
Areas of Strength	
Areas for Development	



IUA GRADE DESCRIPTORS - SUMMARY OF PERFORMANCE

An International Umpire's Award (IUA) or its Endorsement requires a grade total of no more than 18

Techniques		
Position & Timing	1	Consistently related well to play
	2	Mostly related well to play
	3	Sometimes related well to play; increased consistency desirable
	4	Varies; often not related to play
Vision	1	Consistently related well to play
	2	Mostly related well to play
	3	Sometimes related well to play; increased consistency desirable
	4	Varies; often not related to play
Game Management & Protocols	1	Applies and maintains clear standards and effective tone; protocols applied correctly
	2	Mostly ensures good control and tone & protocols correct; only occasional errors
	3	Generally maintains good standards in all areas; increased consistency desirable
	4	Varies; players sometimes unsure of requirements
Application		
Contact	1	Understands interference well; applies rule to a consistently high level
	2	Mostly judges interference well; high level of correct decisions
	3	Generally ruled well; increased consistency desirable
	4	Varies; inconsistent applications; improvement needed
Obstruction	1	Distance and rule applied to a consistently high level
	2	Mostly judges distance and rule well; high level of correct decisions
	3	Generally ruled well; increased consistency desirable
	4	Varies; distance and application of rule need improvement
Advantage	1	Applied at a consistently high level to enhance play
	2	Mostly applied well; high level of correct applications
	3	Generally applied well; increased consistency of application desirable
	4	Applied inconsistently
Minor Infringements	1	Ruled to a very high level of accuracy
	2	Mostly ruled well; only occasional errors
	3	Generally ruled well; some areas need attention
	4	Inconsistent applications; improvement needed
Communication & Penalties	1	Communication clear and effective; all penalties set correctly
	2	Communication clear; almost all penalties set correctly
	3	Communication mostly clear; most penalties set correctly
	4	Communication varies; some penalties not set correctly