

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 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:	Member Organisation:
MyNetball ID Number:	Date:
Pre-requisites: Theory Exam: Mark: Year: Course: Foundation Umpire Course	

Assessable Performance Criteria	Level of Proficiency	Competent YES NO	Comments
COMMUNICATION			
Uses firm, decisive and clearly audible voice and whistle.	CONSISTENTLY		
Uses correct terminology and hand signals to penalise infringements and manage sanctions (Free Pass, Penalty Pass) and actions (Throw In, Toss Up).	CONSISTENTLY		
GAME MANAGEMENT			
Conducts pre-match checks and formalities effectively.	CONSISTENTLY		
Accurately keeps centre passes and signals goals.	CONSISTENTLY		
Manages stoppages and other match procedures (late arrival, failure to take the court).	USUALLY		
Shows some ability to penalise instances of foul play and discipline team officials and bench players where appropriate.	SOMETIMES		
Works well with co-umpire	USUALLY		
POSITIONING, VISION AND TIMING			
Positions level with or slightly ahead of the ball on the side line; times movement to goal line in relation to play.	CONSISTENTLY		
Readjusts position when play changes direction or pace to maintain a clear view.	USUALLY		
Uses vision to take a clear view of the court area where the ball is, and the players in the immediate vicinity.	CONSISTENTLY		
Uses vision to look behind and ahead of play in order to identify and acknowledge some player movements and infringements.	USUALLY		
Reaction time is appropriate to game standard and is consistent throughout the court and the game	USUALLY		
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		

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



	Name	MyNetball ID Number	Badge
Tester 1:			
Tester 2:			