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|  | **NetSetGo for 7 and 8 year olds – 2017 Umpiring Do’s and Don’ts** | |
|  | **DO** | **DON’T** |
|  | Do blow the whistle to stop play if an infringement occurs | Don’t coach whilst umpiring, ie during the game , although instructions that help the game, given equally to both teams, are acceptable |
| **Umpiring** | Do offer a brief explanation of what has been done wrong when an infringement occurs (this may involve going onto the court) |  |
|  | Do make sure that teams change ends at the end of each quarter |  |
| **The Players** | Do make sure players play all positions on rotation |  |
|  | Do allow the team to borrow / lend players rather than play short |  |
| **Centre Pass** | Do toss for the initial centre pass, winning team takes centre pass | Don’t rotate centre pass |
|  | Do give centre pass to the team that didn’t score the last goal |  |
|  | Do reset the centre pass if the first pass is not received in the centre third |  |
| **Footwork** | Do allow some shuffling to gain balance | Don’t allow shuffling forward\* |
|  | An infringement occurs if players shuffle forward \* |  |
| **Held Ball** | An infringement occurs if the ball is held for more than 5 seconds\* |  |
| **Possession** | Do make quick decisions and award ‘possession’ where teams both have the ball | Don’t have a toss up |
| **Defending / Obstruction** | Do award a penalty pass or shot if players are defending closer than 120cm (4 feet) and demonstrate how far 120cm (4 feet) is | Don’t allow players to put their arms up to defend if they are closer than 120cm (4 feet) away from the player throwing the ball |
|  | Do allow shots for goal to be defended, from 120cm (4 feet) | Note obstruction can become dangerous where players run with arms up all the time o across a player |
|  | Players may have arms up to get a rebound | Don’t stand players ‘out of play’ for obstruction |
| **Contact** | Do apply the normal rules and award a penalty pass or shot to the opposing team if players contact | Don’t stand players ‘out of play’ for contact |
| **Throw Ins** | Do apply the normal rules and award a throw in to the opposing team when the ball goes out of court |  |
|  | Do show players where to stand with their foot up to the line |  |
| **Falling On The Ball** | Do apply the normal rules and award a free pass to the opposing team if players fall on the ball to gain possession | Don’t allow players to fall on the ball to gain possessions (as per normal rules) |
| **Offside** | An infringement occurs where a player is offside\* |  |
| **Over a Third** | An infringement occurs where the ball is not touched within a third\* |  |

\* Where an infringement occurs the ball is given to the opposition at the place of the infringement. Early in the season umpires are encouraged to explain the infringement to offending players and continue play, later in the season umpires are encouraged to enforce the infringement.