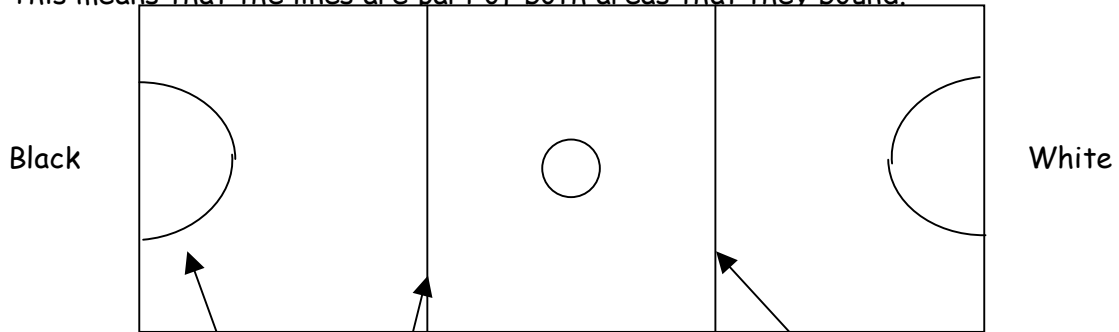


THESE SHEETS ARE FOR INFORMATION - THERE ARE NO QUESTIONS

Playing Areas

Rule 8.2 states: lines bounding each area are part of that area.

This means that the lines are part of both areas that they bound.



Examples: If the White GK stands on this line, she is not off side.

If the White WD stands on this line, she is not off side.

If the Black GD stands on the transverse line at the centre pass, she is not breaking.

In all these examples, if the foot is over the line, an infringement has occurred.

Out of Court

Rule 10.1 states:

The ball is out of court when:

- i) it touches the ground outside the Court
- ii) it touches an object or person in contact with the ground outside the court
- iii) it is held by a player in contact with the ground, an object of a person outside the court.

As an umpire you need to ensure that you do not blow your whistle too quickly for 'out of court'. Some players are able to retrieve the ball from over the line before they or the ball have been deemed to be 'out of court'. Always wait until the ball has made contact with the items identified above before blowing the whistle.

A foot that is on but not over the outside line is not out of court. A ball that has landed on but not over the outside line is not out of court.

Setting of Penalties

There is sometimes confusion by umpires regarding where penalties are set.

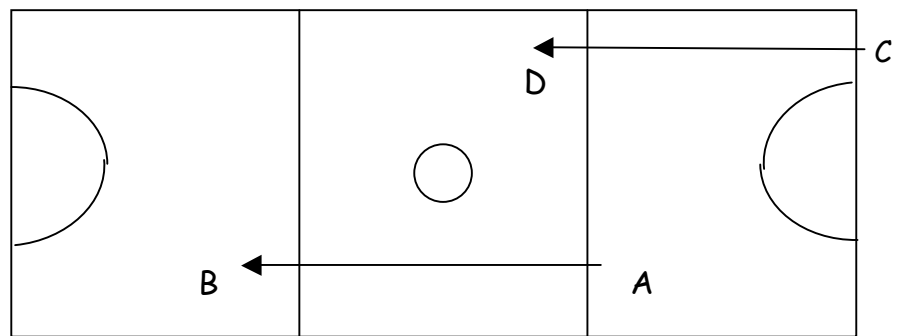
In most cases it is where the infringement happened.

Examples:

WD offside in goal circle - free pass in the goal circle where the WD stepped offside.

Ball out of court by White WA - throw in where the ball crossed the line to go out of court.

However, when you get a ball 'through a third' or 'over a third' you need to ensure the free pass is taken on the correct part of the court. Ask yourself where the ball went 'bad'. i.e. the ball is 'good' until it crosses the line into the next third.



Both of these passes are 'through a third'.

For pass A to B set the free pass at 'B' in the goal third, near the transverse line where the ball crossed over into that third.

For pass C to D set the free pass at 'D' in the centre third, near the transverse line where the ball crossed over into that third.

SCORING

Before the game:

- Distinguish between the two teams and their uniforms
- When the captains inform you which team has the first pass, write even (E) [this is because the score at the start is 0 - 0 which is an even number] under the name of this team on the card and write odd (O) under the other team's name.

Black										White									
E										O									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10

Note: to assist you to know who has the next centre pass without referring to the score card all the time, you should have a hair tie to use. Have the hair tie on the hand that indicates which way the team is going. i.e. if black have the first pass and they are going to your left, then the hair tie should be on your left hand.

When a goal is scored, and not before, you change the hair tie to the other hand. This is how you know which team has the next pass. Both umpires should indicate the direction of the next centre pass and if there is a discrepancy then refer to the score card.

During the first quarter:

- Suppose Black has the first Centre Pass. During the first half Black will take the next pass whenever the total score of the two teams is even. White will have the next pass whenever the total is odd.
- At quarter time, note whether the ball is in play or if play has ended immediately after a goal has been scored.

At quarter, half and three quarter time:

- Indicate on your score card the quarter time score - usually by putting a circle around the score - on the card above you would circle the 7 on Black and 4 on White side of card.
- Was the ball in play? i.e. a goal has not just been scored. If yes, then change the Odd and Even symbols on the card - this changes black to odd and white to even. Therefore with the scores being 7 & 4 = 11, Black will have the next centre pass. You will note that your hair tie should indicate that the team going to the right has the next centre pass - this is correct as both teams have changed ends.
- If a goal had just been scored (and you changed your hair tie when that happened) and no centre pass has been taken, you will keep the odds and evens the same (i.e. Black E, White O). You will, however, change your hair tie back to the other hand. This is because the teams will change ends and if you keep your hair tie on the hand it was on, you will have given one of the teams two centre passes in a row.

After the game:

- Announce the final score.
- Indicate the final score - circle the numbers - and return the card to the office promptly.

It is recommended that you ask teams to provide scorers for their games. The same scorer should record for the whole game - teams should ensure that there is someone from each team with the scorecard so that there are no discrepancies.

You will note that the scorecard has a section at the bottom where the scorekeeper can indicate if any injury time has been taken by either team during a quarter. This is so you can ensure that teams take only one 2-minute injury in each quarter.

Remember: the score card is the official record of the game and can not be altered.