

C BADGE PRACTICAL ASSESSMENT SHEET

NETBALL AUSTRALIA

Candidates for the 'C' badge should display a basic grasp of game management skills, umpiring techniques and practical application of the rules to penalise obvious infringements. This is an ENTRY-LEVEL BADGE ONLY and testers should not expect a perfect display.

To successfully pass the C 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.

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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.	USUALLY	<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, Toss Up)	USUALLY	<input type="radio"/>	<input type="radio"/>	
GAME MANAGEMENT				
Conducts pre-match checks and formalities effectively.	USUALLY	<input type="radio"/>	<input type="radio"/>	
Accurately keeps centre passes and signals goals	USUALLY	<input type="radio"/>	<input type="radio"/>	
Shows some ability to manage stoppages and other match procedures (late arrival/ failure to take the court).	SOMETIMES	<input type="radio"/>	<input type="radio"/>	
Works well with co-umpire	SOMETIMES	<input type="radio"/>	<input type="radio"/>	
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	USUALLY	<input type="radio"/>	<input type="radio"/>	
Demonstrates re-positioning to gain a clear view of the play.	SOMETIMES	<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	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"/>	
MINOR INFRINGEMENTS				
Recognise and penalise obvious infringements: <ul style="list-style-type: none"> related to playing areas related to playing the ball related to the footwork rule 	USUALLY	<input type="radio"/>	<input type="radio"/>	

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Assessable Performance Criteria	Level of Proficiency	Competent YES NO	Comments
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. 	USUALLY SOMETIMES	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	
Recognise and penalise obvious instances of contact (Rule 12.2):	USUALLY	<input type="radio"/> <input type="radio"/>	
ADVANTAGE			
Applies the advantage rule where an advantage goal is scored.	CONSISTENTLY	<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:			