

# GNA Umpire Award Summary



	GNA Grey Award	GNA White Award	GNA Red Award	National C Badge	National B Badge
<b>COMMUNICATION &amp; GAME MANAGEMENT</b>					
Conducts pre-match checks and formalities effectively.	Sometimes	Sometimes	Sometimes	Usually	Consistently
Uses firm, decisive and clearly audible voice and whistle.	Sometimes	Sometimes	Usually	Usually	Consistently
Uses correct terminology and hand signals to penalise infringements and manage sanctions and actions.	Not expected	Sometimes	Usually	Usually	Consistently
Accurately keeps centre passes and signals goals.	Sometimes	Sometimes	Usually	Usually	Consistently
Manages stoppages effectively.	Not expected	Not expected	Sometimes	Sometimes	Usually
Manages late arrivals/failure to take the court effectively.	Not expected	Not expected	Sometimes	Sometimes	Usually
Addresses instances of foul play (Rule 13.2) and discipline of team officials and bench players (Rule 13.3) appropriately, using game management procedures (Rule 13.1).	Not expected	Not expected	Not expected	Not expected	Sometimes
Works well with co-umpire.	Sometimes	Sometimes	Sometimes	Sometimes	Usually
<b>POSITIONING, VISION &amp; TIMING</b>					
Positions level with or slightly ahead of the ball on the Side Line; times movement to Goal Line in relation to play.	Not expected	Sometimes	Usually	Usually	Consistently
Readjusts position quickly and competently when play changes direction or pace.	Not expected	Not expected	Sometimes	Sometimes	Usually
Uses vision to take a clear view of the court area where the ball is, and players in the immediate vicinity.	Sometimes	Sometimes	Usually	Usually	Consistently
Uses vision to look away from the ball; identify and acknowledge infringements behind and ahead of play.	Not expected	Not expected	Not expected	Not expected	Usually
Reaction time is appropriate to game standard, and is consistent throughout the court and the game.	Not expected	Sometimes	Sometimes	Usually	Usually
<b>CONTACT</b>					
Penalises obvious instances of Contact as stated in Rules (12.2).	Sometimes	Sometimes	Usually	Usually	Consistently
Distinguishes between fair contest and contact that interferes.	Not expected	Not expected	Not expected	Not expected	Usually
Penalises causing contact and inevitable contact (12.2.1 and 12.2.2).	Not expected	Not expected	Not expected	Not expected	Consistently
<b>OBSTRUCTION</b>					
Penalises obstruction of a player in possession of the ball (Rule 11.1).	Sometimes	Sometimes	Usually	Usually	Consistently
Penalises obstruction of a player not in possession of the ball (Rule 11.2).	Not expected	Not expected	Not expected	Sometimes	Usually
Penalises obstruction where a player defends from out of Court (Rule 11.3).	Not expected	Not expected	Not expected	Sometimes	Usually
<b>ADVANTAGE</b>					
Awards an Advantage Goal where appropriate.	Not expected	Sometimes	Usually	Consistently	Consistently
Makes sound choices between whistle decisions and use of advantage to ensure non-offending team is not disadvantaged.	Not expected	Not expected	Not expected	Not expected	Usually
When applied, advantage allows the game to flow without losing control.	Not expected	Not expected	Not expected	Not expected	Usually
<b>MINOR INFRINGEMENTS</b>					
Penalises infringements under the Footwork Rule.	Sometimes	Sometimes	Usually	Usually	Consistently
Penalises infringements related to playing areas (breaking, offside, wholly within centre circle, scoring a goal).	Not expected	Sometimes	Sometimes	Usually	Consistently
Penalises infringements relating to playing the ball (including held ball and short pass).	Not expected	Sometimes	Sometimes	Usually	Consistently
Uses "possession" call to provide clarification to players.	Not expected	Not expected	Not expected	Not expected	Sometimes
Penalises over a third and untouched centre pass.	Not expected	Sometimes	Sometimes	Usually	Consistently