



75 HOUR NETBALL MARATHON

Umpire Guidelines

Umpires must, as far as possible, follow England Netball officiating rules.

We will however, accept the following

- Any type of sports footwear
- Taped earring
- Casual sports clothing

The game will be continuous. There will be no halftime, quarter time or full time. The time will start on the o'clock and run for 55 minutes, followed by a 5 minute break when all players and umpires may leave the court. The game will restart on the o'clock, regardless of the number of players on court.

At the start of your session you must be made aware of the on court captains, the first aider on duty and the shift manager.

The on court captain will be swapping players on and off the bench. This can be done after a goal is scored, or by advising the umpire that a change needs to be made immediately due to injury. A player can leave the court for any amount of time, but should re-enter after a goal is scored, and should advise the nearest umpire.

The game can continue with 5 players but where possible we would like 7 players on court (per team).

The change over of teams and umpires will be done during the 5 minute break. The oncoming umpire will be ready to take over the match at the start of the final 5 minute break for the preceding session.

Please be advised that you may need to help coach/guide/advise the players on court, as some may not be fully competent players. Those who have previously umpired at mixed or charity netball tournaments will be aware of this need.

Players can be sent off court if necessary but only in extreme circumstances of abuse or violence. For this to happen please bring this to the attention of the shift manager who will take the player (s) off court and action accordingly.

Players will complete a waiver agreeing to participate in the match, abide by England Netball rules and be filmed for the duration. We will ask that all jewellery is removed, however, we appreciate that there will be external players who may not be able to adhere to the EN jewellery policy. In this case they will be allowed to tape over a pair of stud earrings, or single ear stud. No facial jewellery will be permitted, even with tape. Players will be advised that hoop earrings will not be permitted, even with tape. If you notice any untaped jewellery during play, advise the player to leave the court immediately. Medical tape of various types will be available at the venue.

Any type of sportswear will be permitted including fashion trainers. Players are participating at their own risk and have been advised as such. We expect much of the game play to be at a slower pace than competitive matches. The organisers will highlight sessions where higher level or competitive play is expected.

In the event of an injury, the injured player should leave the court area as quickly as possible to receive attention or self administer first aid in the first aid room (classroom next to the sports hall). A designated first aider on duty will be assigned to each session and will be advised during the players briefing.

In the unfortunate event of a serious injury, play will cease, however the time will keep going. If the player cannot leave the court, the Shift Manager should be informed who will follow the agreed protocol and emergency procedures. If possible, play will be continued on the outside courts (daylight hours only).

It is imperative that the marathon is conducted in a safe manner. Any players exceeding the ability of those around them on court should be advised to modify their play, or removed by the on court captain. If necessary the umpire should step in and advise a player to leave court if dangerous play is witnessed.

Refreshments will be available but please bring your own refillable water bottle. There is a water fountain available. The Shift Manager will periodically check that the umpires have sufficient water to hand.