

### KEY PERFORMANCE INDICATORS - ALL AUSTRALIA BADGE

#### Pre-requisites

- Level 2 Umpire Education Course
- Endorsed 'A' Badge
- Successful completion of screening
- A pass of 90% or more in the Section II Theory Examination



This is a badge of excellence where professionalism, accuracy of decisions, reaction time between infringements and decisions, levels of communication and umpiring techniques are all given the closest possible scrutiny.

When an umpire reaches those standards they are awarded the All Australia Badge, which requires endorsement every four years.



**The following KPI's are those of both the IUA and the AA Badge. However, each award is independent of the other and no candidate may be tested for both badges at the same time.**

#### GUIDELINES FOR UMPIRE PERFORMANCE

Umpiring performance at international level requires a candidate to show umpiring skills of the highest standard on a fast-moving game with a high level of decision-making. Such an umpire will make a significant contribution to the tone of the contest between the two teams concerned. The umpire should show a high level of proficiency in all of the following technical skills.

#### Communication

Effective use of voice, whistle, hand signals and terminology with precision at speed.

**Voice:** firm, decisive and loud enough to be heard by the players.

**Whistle:** crisp and clear.

**Hand Signals:** used consistently and correctly.

**Terminology:** correct and efficient use of Rule Book terms.

**Manner:** firm, confident but pleasant.

#### Positioning

Generally positions level with or slightly ahead of play, though consistently adjusts position to see all areas of play.

- Re-adjusts position quickly and competently when play changes direction or pace.
- Shows ability to read and understand play and to position accordingly.
- Times movement to goal line in relation to play; adjusts as appropriate.
- Moves along sideline to see clearly and to be well placed to give accurate throw in decisions or correct rulings if appealed to by the other umpire.
- Keeps off the court except to take a Toss Up.

#### Vision

Displays a wide range of visual skills which enables all areas related to the play to be seen.

- Maintains wide vision.
- Adjusts vision as play changes.
- Knows where to look, when to look and what to look for.

### **Control**

Makes decisions quickly and applies them efficiently, displaying excellent game control.

- The safety of players is a main concern.
- Keeps the game flowing with quick, correct but common sense decisions and appropriate communication.
- Applies game procedures efficiently.
- Ensures the game flows at a speed which is expected and appropriate to the level of competition.
- Positions to ensure that the best possible decisions are given.
- Is not susceptible to outside influences, e.g. spectators.
- Uses correct procedures to have ultimate control of players, officials and conditions.
- Co-operates with the other umpire to give full coverage of the game without intruding into the other umpire's area of control.

### **Fitness**

Has the ability to maintain speed, endurance and recovery through the entire game while maintaining full concentration.

- Able to move quickly and unobtrusively to desired positions.
- Shows excellent court coverage throughout the game.
- Shows endurance and ability to recover quickly.

### **Decision Making**

Shows a high level of consistency in decision making and applies all rules effectively and efficiently.

- Shows understanding of a wide range of rules and applies them with common sense.
- Applies the Advantage Rule well so that the non-offending team is not disadvantaged and good control is maintained.
- Distinguishes between contact which interferes and movements which cause the contact to occur.