

Scoring a Netball match

You will need: A score card, pen/pencil, something to lean on

Before the game starts:

- Write the team names and colours on the top of the score card.
- For the team that wins the toss place an 'E' in the small box for the first quarter. (Note: To remember, think 'Excellent' they won the toss!)
- Write an 'O' in the small box for the other team.

Team A / Red		Team B / Blue	
	E	O	

The E and O relate to 'Even' and 'Odd' numbers.

To work out which team has the next centre pass: add up the total number of goals scored, the next centre pass is indicated by whether the total is 'Even' or 'Odd'.

(For example: If it's Even = 'E' = Team A / Red) (Note: 0/Zero is considered Even)

At the start of the game:

- Stand with the other scorer along the side of the court.
- On starting the match (and the start of each quarter) the umpire will check you are ready before blowing the whistle to commence play. Confirm to the umpire when you are ready.

During the game:

If the umpire places their arm straight in the air when standing behind the goal line a goal has been scored.

- Every time a goal is scored: write the total number of goals scored by that team and cross out the previous total. (Note: Do not use a tally)

Watch the umpire carefully as a ball through the hoop does not always mean a goal has been scored.

- Between a goal being scored and the umpire blowing the whistle for the next centre: loudly and clearly say the score and who has the next centre.

(Note: This can be done by saying the score of the team who has the next centre first, followed by the other teams score, or saying the score in any order followed by 'Team "" centre'. Whose centre is worked out using the 'E' and 'O' as above.)

Team A / Red		Team B / Blue	
1 3	E	O	1 2 4

At the end of the each quarter:

- When the umpire blows the whistle for the end of the quarter, determine what is happening in the game:

<p>A) A goal has just been scored and the players are making their way back for the next centre, but the <u>next centre pass has not been taken</u>.</p>	<p>B) The <u>teams were mid-play</u> i.e. a centre pass has been taken but a goal is yet to be scored.</p>																								
<p>The 'E' and 'O' remain with the same teams and should be written in the boxes for the next quarter.</p>	<p>The 'E' and 'O' swap over to the opposite teams and should be written in the boxes for the next quarter.</p>																								
<table border="1" style="margin: auto;"> <tr> <td colspan="2">Team A / Red</td> <td colspan="2">Team B / Blue</td> </tr> <tr> <td>1 3</td> <td>E</td> <td>O</td> <td>1 2 4</td> </tr> <tr> <td>3</td> <td>E</td> <td>O</td> <td>4</td> </tr> </table>	Team A / Red		Team B / Blue		1 3	E	O	1 2 4	3	E	O	4	<table border="1" style="margin: auto;"> <tr> <td colspan="2">Team A / Red</td> <td colspan="2">Team B / Blue</td> </tr> <tr> <td>1 3</td> <td>E</td> <td>O</td> <td>1 2 4</td> </tr> <tr> <td>3</td> <td>O</td> <td>E</td> <td>4</td> </tr> </table>	Team A / Red		Team B / Blue		1 3	E	O	1 2 4	3	O	E	4
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- Write the final score for the quarter in the next box, ready for the next quarter. If it is the end of the match, circle the final scores.
- Check the scores with your co-scorer to make sure they are the same.
- Share the score sheet with the umpires.
(Note: if you are playing in the next quarter or want to re-join your team during the interval, please place the score card on the ground for the umpire to see and the next scorer to collect.)

At the end of the game

- Give the score card to the umpires so they can use the information to complete the team sheet.

Keeping Time during a Netball match

You will need: 2 x Timers / Stopwatches (Mobile phones are not suitable)

Before the game starts:

- Set up **one timer** with **15 minutes** (the main timer) and **the second** with 2 minutes for intervals 1 and 3
4 minutes for interval 2 (half time)

At the start of the game:

- Stand with the scorers along the side of the court.
- On starting the match (and the start of each quarter) the umpire will check you are ready before blowing the whistle to commence play. Confirm to the umpire when you are ready.
- **Start the Main timer** (15 minutes) as the **umpire blows the whistle** to start play.

In the Salisbury District Netball League: matches are **4 x 15 minute quarters**.

(Note: Times and quarters may vary, particularly for tournaments. Check with the umpire if you are not sure)

During the game:

- If the umpire blows their whistle and **signals 'Time'** you must **pause the Main timer AND** :
 - For the **first Injury / Blood stoppage** – start the interval Timer and time for 2 minutes. Inform the umpire when 30 seconds and then 10 seconds remain. For all following **injury stoppages** in the same quarter the player has 30 seconds to leave the court. All **blood stoppages** have 2 minutes.
 - For incidents such as the ball going off court or another ball coming on court from a different game, no extra timing is required. Just pause the main timer if the umpire calls 'Time'.
- **Restart the Main timer at the same time the umpire blows their whistle to re-start play.**



Towards the end of each quarter / the game:

- Inform the umpire when there are **30 seconds remaining on the Main timer**.
- Walk up to the umpire and count down the last 5 seconds so they can blow the whistle at the right time to end the quarter.

At the end of the each quarter:

- Start the interval timer:
 - 2 minutes for intervals 1 and 3
 - 4 minutes for interval 2 (half time)

Inform the umpire when there is **30 seconds remaining** on the interval timer.

(Note: if you are playing in the next quarter or want to re-join your team during the interval, please place the timer on the ground for the umpire to see and the next scorer/timer to collect.)