

TEAM PROTOCOLS:

- Make sure before the game that the players understand which umpire is responsible for which part of the court.
- Make sure that players are fully conversant with the rules and in particular the recommended hand signals (refer to the England Netball Official Netball Rules).
- Have extra personnel available with flags along each sideline to demonstrate stopped play (ideally 4 people, one on each corner of goal/side line, but not in the path of the umpires' movement. See umpire protocols for suggested protocol to stop play. Substitutions, if available, may also be used.
- Inform other players on the court (via the Captain) that players are deaf and ask them to tap on a shoulder courteously if play as been stopped / the whistle has been blown – this will save time.
- Ensure that Scorers are provided. If possible the score is communicated to the teams by a scoreboard. Guidelines on keeping/recording the score can be obtained from Head Office.
- Remember at the end of the match to thank the umpires.

GENERAL COMMUNICATION TIPS

- To get a deaf person's attention, tap on their shoulder (but not in a manner to make them jump!) or wave (if you are more than a metre away). Don't pull people into position.
- Be aware that lip-reading is 60% guesswork as many words have a similar mouth pattern; hence the use of sentences improves conception.
- DON'T shout or over exaggerate your mouth patterns, as it's harder to lip-read – speak normally at a slightly slower pace with clear lip patterns.
- DO use hand gestures to aid communication and it is useful to learn finger spelling as spelling out the first letter of a word often helps communication.
- DO use pen and paper to write down or draw a diagram if not understood (prior to or post match).
- Remember Deaf people can do anything except hear and good communication requires co-operation from both parties.