

Injury or Illness

- After 'on court' player calls 'time', verify reason for request (ask "WHY") time is given for injury and illness only
- Hold time, with arm held straight in the air, whistle blown;
- Walk away immediately from the injury area along the side line to a centre thirds transverse line (Umpire controlling the injury has 'right of way') (see enclosed for additional information)
- Co-umpire walks to the diagonally opposite intersection in order to be in a position to provide adequate visual court coverage
- Ensure that drink bottles are kept off the court (as a safety measure)
- players may go to the sidelines for refreshments
- Ensure that the injured/ill player is receiving treatment/attention from medical personnel or the game is to recommence
- Ensure the injured/ill player is involved in the substitutions or team changes, if any are made, by that team
- Note where the ball is, without needing to pick it up and hold it
- Notify 30 seconds and 10 seconds and whistle accordingly

Intervals

- Meet with co-umpire mid court and walk off court together
- While walking off, verify next Centre Pass with each other
- At appropriate time, blow 30 seconds and 10 seconds whistle and then move into position for the re-start of match

Match Ending

- blow long whistle roll immediately the Timekeeper calls 'time'
- hold arm straight up in the air

Reserve Umpires

- Be ready to go on court if needed (little or no time should be lost during the change over)
- Keep Centre Passes at all times: same as on court umpires
- Be aware of the surrounds of the court and the needs of the umpires on court
- Respond to either or both as required
- Look after match umpires during the intervals e.g. fill drink bottles as required.