



# BLOWING THE WHISTLE

## RULE REFERENCE

**5.2.1**  
APPENDIX A RULE 5(V)

## ACTIVITY OBJECTIVE

To provide umpires with an understanding of the different types of whistle blows and when to use them through a fun and engaging classroom based activity.

## AREA REQUIRED

Your choice of indoor or outdoor playing area.

## EQUIPMENT REQUIRED

1 x **Whistles** worksheet per umpire.

1 x Rule book per umpire.

1 x Pen or pencil per umpire.

1 x Whistle per umpire.

**10 MINUTES DURATION**

### WHAT TO DO

- Prior to the session, photocopy enough of the **Whistles** worksheets so that there is one per umpire.
- On the day, provide each umpire with a copy of the **Whistles** worksheet to complete.
- Once everyone has had an opportunity to complete their worksheet, discuss as a group and have the umpires demonstrate the different types of whistles used in each scenario.
- Use the **Ask the Umpires** questions to promote further discussion around the rule and technique and reinforce the most important aspects of the learning by referencing the **Umpire Coaching Tips**.
- Always finish each training session with the **Quick Quiz** section.

### UMPIRE COACHING TIPS

- A whistle should be loud, short, and sharp.
- Umpires use different whistle tones/length to indicate: a Stoppage; the end of a quarter; and to notify teams when there are thirty seconds and ten seconds remaining prior to the start of the game and the end of an interval.
- Make sure your whistle is a good quality finger-grip and always carry a spare.

### ASK THE UMPIRES

- An umpire's whistle should be loud, short and sharp. When might an umpire use a different whistle tone/length?
- What hand signal does an umpire use with their whistle to indicate the end of an interval?



Refer to the instructions within the Starter Guide

1. Which of the following stops the game: the umpire's whistle or the timekeepers signal?
  - A. The umpire's whistle
2. What procedure should the umpire follow after blowing the whistle for an infringement?
  - A. State the infringement, the Sanction, and use hand signals to support the decision.

## AN UMPIRES WHISTLE SHALL...

*Fill in the spaces using your rule book.*



**NOW IT'S YOUR TURN. HEAD OUTSIDE TO PRACTICE EACH ONE.**

Remember, don't be shy. The idea is to blow your whistle loud enough so that all fourteen players on court can hear your whistle clearly each time there is an infringement.