

KNA District KPI's	Low D	Mid D	High D	Infringements	
				Major	Minor
				Pre-game Checks	Jewellery/Adornments, Nails
Whistle	Easily heard by players	Loud & sharp	Loud & sharp		
Voice	Easily heard by players	Easily heard	Clear & easily heard		
Attitude / Manner	Interested	Enthusiastic and enjoys	Pleasant, confident and interested		
Stepping	Some	Shows an understanding	Recognises and acknowledges most		
Time/Held Ball (3 Seconds)	Some	Shows an understanding	Penalizes obvious		
Throw In	Correct direction of play	Correct direction of play & hand signal	Correct direction of play, sets sanction & hand signal		
Off Side	Recognizes	Shows an understanding	Penalizes obvious		
Obstruction (0.9m/3 Feet)	Recognizes	Shows an understanding	Penalizes obvious		
Contact	Recognizes	Shows an understanding	Penalizes obvious		
Advantage	Not required at this level	Not required at this level	Not required at this level		
Terminology & Setting Sanctions	State infringement and sanction	State infringement, infringer (who), sanction (penalty/free pass), team	Attempts to Use correct terminology with confidence calls, setting sanction		
Positioning / Vision / Timing	Move down sideline and along goal line	Moves and sometimes stays level with play	Level with play into & out of the circle, adjusting as required		
Hand Signals	Keeps centre pass, goal scored, direction of play and throw ins	Centre pass, goal scored, direction of play and sometimes starting to apply others e.g; obstruction, contact, footwear	Centre pass, goal scored, direction of play and starting to apply of others e.g; obstruction, contact, footwear		
Control of the game	Adequate for grade	Good for grade	Good for grade		
Capable of Controlling (grade)	Junior grades	Junior grades and up to Cadet 3	Int 1, Cadet 2 and up to B Grades		
Carnivals	Not required at this level	Starts to come to carnivals, but not a requirement	Encouraged to attend Junior Rep Carnivals, training games and buddying		
Section 1 Theory Exam	NOT REQUIRED	NOT REQUIRED	Pass mark of 70%		

NB: Testers are not to expect a perfect game, as errors can and will be made. Benefit of doubt always stays in favour of the umpire whilst consistency is important, please note that these awards are an encouragement system and should be viewed as such

KNA District KPI's	Low D	Mid D	High D	Infringements	
				Major	Minor
				Pre-game Checks	Jewellery/Adornments, Nails
Whistle	Easily heard by players	Loud & sharp	Loud & sharp		
Voice	Easily heard by players	Easily heard	Clear & easily heard		
Attitude / Manner	Interested	Enthusiastic and enjoys	Pleasant, confident and interested		
Stepping	Some	Shows an understanding	Recognises and acknowledges most		
Time/Held Ball (3 Seconds)	Some	Shows an understanding	Penalizes obvious		
Throw In	Correct direction of play	Correct direction of play & hand signal	Correct direction of play, sets sanction & hand signal		
Off Side	Recognizes	Shows an understanding	Penalizes obvious		
Obstruction (0.9m/3 Feet)	Recognizes	Shows an understanding	Penalizes obvious		
Contact	Recognizes	Shows an understanding	Penalizes obvious		
Advantage	Not required at this level	Not required at this level	Not required at this level		
Terminology & Setting Sanctions	State infringement and sanction	State infringement, infringer (who), sanction (penalty/free pass), team	Attempts to Use correct terminology with confidence calls, setting sanction		
Positioning / Vision / Timing	Move down sideline and along goal line	Moves and sometimes stays level with play	Level with play into & out of the circle, adjusting as required		
Hand Signals	Keeps centre pass, goal scored, direction of play and throw ins	Centre pass, goal scored, direction of play and sometimes starting to apply others e.g; obstruction, contact, footwear	Centre pass, goal scored, direction of play and starting to apply of others e.g; obstruction, contact, footwear		
Control of the game	Adequate for grade	Good for grade	Good for grade		
Capable of Controlling (grade)	Junior grades	Junior grades and up to Cadet 3	Int 1, Cadet 2 and up to B Grades		
Carnivals	Not required at this level	Starts to come to carnivals, but not a requirement	Encouraged to attend Junior Rep Carnivals, training games and buddying		
Section 1 Theory Exam	NOT REQUIRED	NOT REQUIRED	Pass mark of 70%		

NB: Testers are not to expect a perfect game, as errors can and will be made. Benefit of doubt always stays in favour of the umpire whilst consistency is important, please note that these awards are an encouragement system and should be viewed as such