

Umpire Basics



1990-2000
07552-2010

UMPIRE ROLE & RULES IN BRIEF

Role of an Umpire:

- To control the match
- Apply the rules of hockey
- Uphold a duty of care by keeping the game safe.

Responsibilities of an Umpire:

- Call decision in one half of the field
- Award a penalty corner, penalty stroke, goal or free hit in your half of the field.

Things to keep in mind:

- The 2 umpires work together as a team
- Make sure the card is correct; check score and sign at the end of the game.
- Your signature states all information is correct.

Objectives to being a good umpire:

- Aim to become better with each and every match.
- Be approachable
- Be natural and enjoy yourself
- Be prepared with correct umpire uniform
- Arrive 10 - 15 minutes before the start of the game
- Be interested and concentrate for the whole game

Whistling and Signaling

Whistling:

- Have a good solid sounding whistle
- Blow decisively and loudly
- The whistle is used to get players attention
- Loud long and strong whistles are used when a break down tackle, push or shove happens
- Don't whistle balls that leave the field of play [sideline or backline].

Signaling:

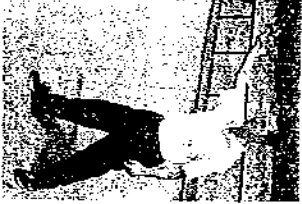
- Clear signals held long enough so all players and fellow umpire are aware of decision
- Stand still when giving a signal
- Make positive and clear signals
- Arms do not cross the body
- Never turn your back or head on play or players
- Signal the reason for your call (see pictures on pages 3-7).
- Do not signal when play is in your fellow umpire's area unless asked.

Signals

Dangerous play – place one forearm diagonally across the chest.



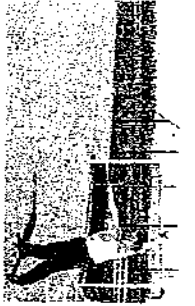
Time start: Turn towards the other umpire with one arm in the air.



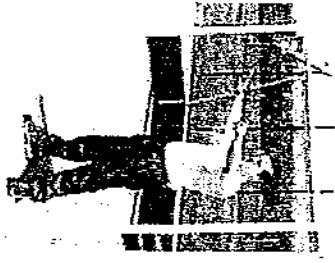
Free hit: One arm raised slightly above the shoulder, to right or left. Left arm for left signals and right arm for right signals.



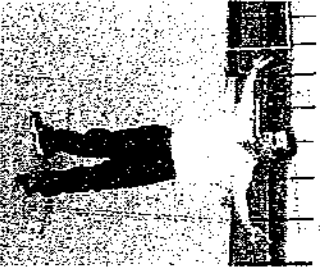
Penalty Corner: Both arms pointed to the goal line.



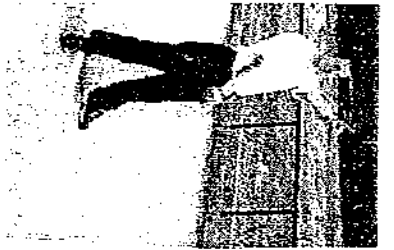
Penalty Stroke: One arm raised vertically above the head and the other points to the penalty stroke spot.



Goal: Both arms point firmly toward the centre of the field.



16 Yard hit: Both arms extended sideways (15 metre hit).



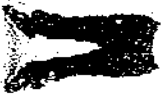
Hit in from sideline:
One arm extended in the direction and other pointing downward to sideline.

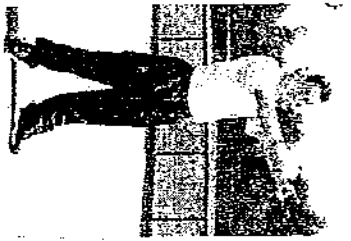


Long corner:
extended arm in the direction of corner flag on the side the ball travelled over the back line.

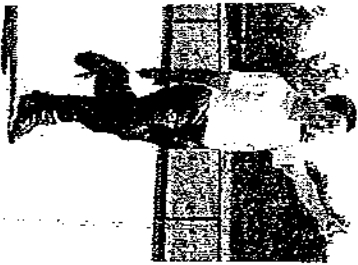


Stopping time: Arms crossed and raised above the head.

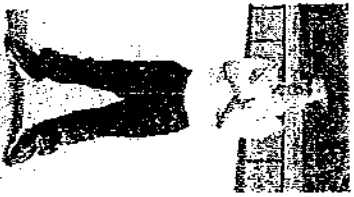




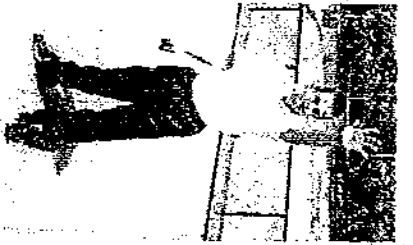
Stick check: Hacking motion with one arm across the other.



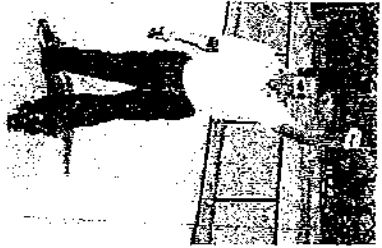
Kicking: Slightly raise a leg and touch the foot near the ankle or point to the foot. (Off the foot)



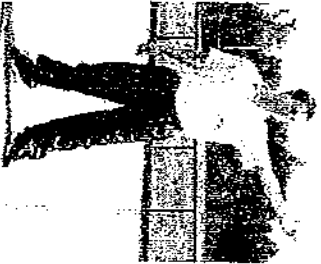
Obstruction: Crossed forearms in front of the chest. This signal is used for any obstruction other than stick obstruction.



Five metres distance:
Extend one arm straight up in the air showing an open hand with all fingers expended.

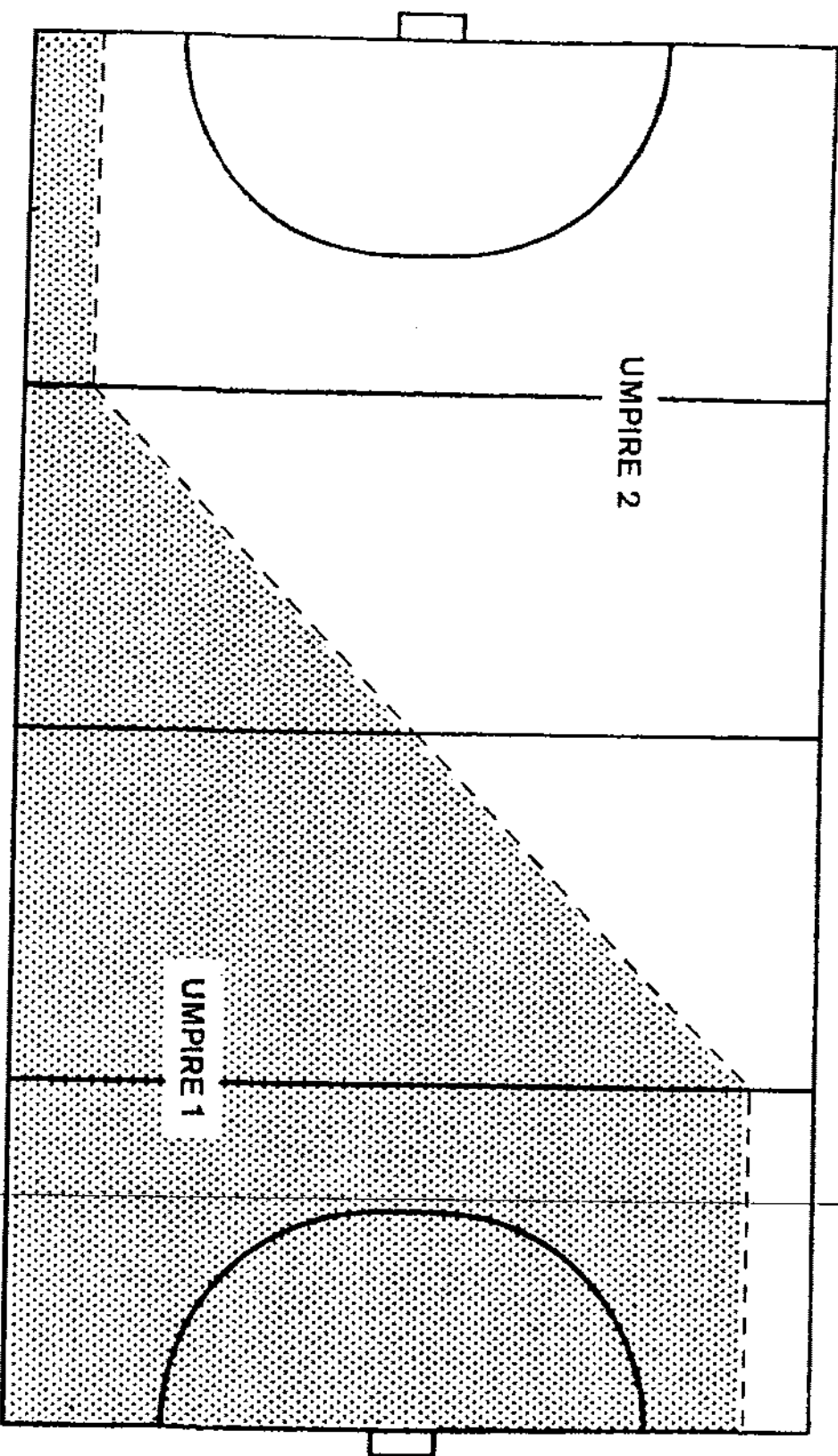


10 metre penalty: A free hit is progressed up to 10 metres.
Raise one arm vertically with fist clenched.

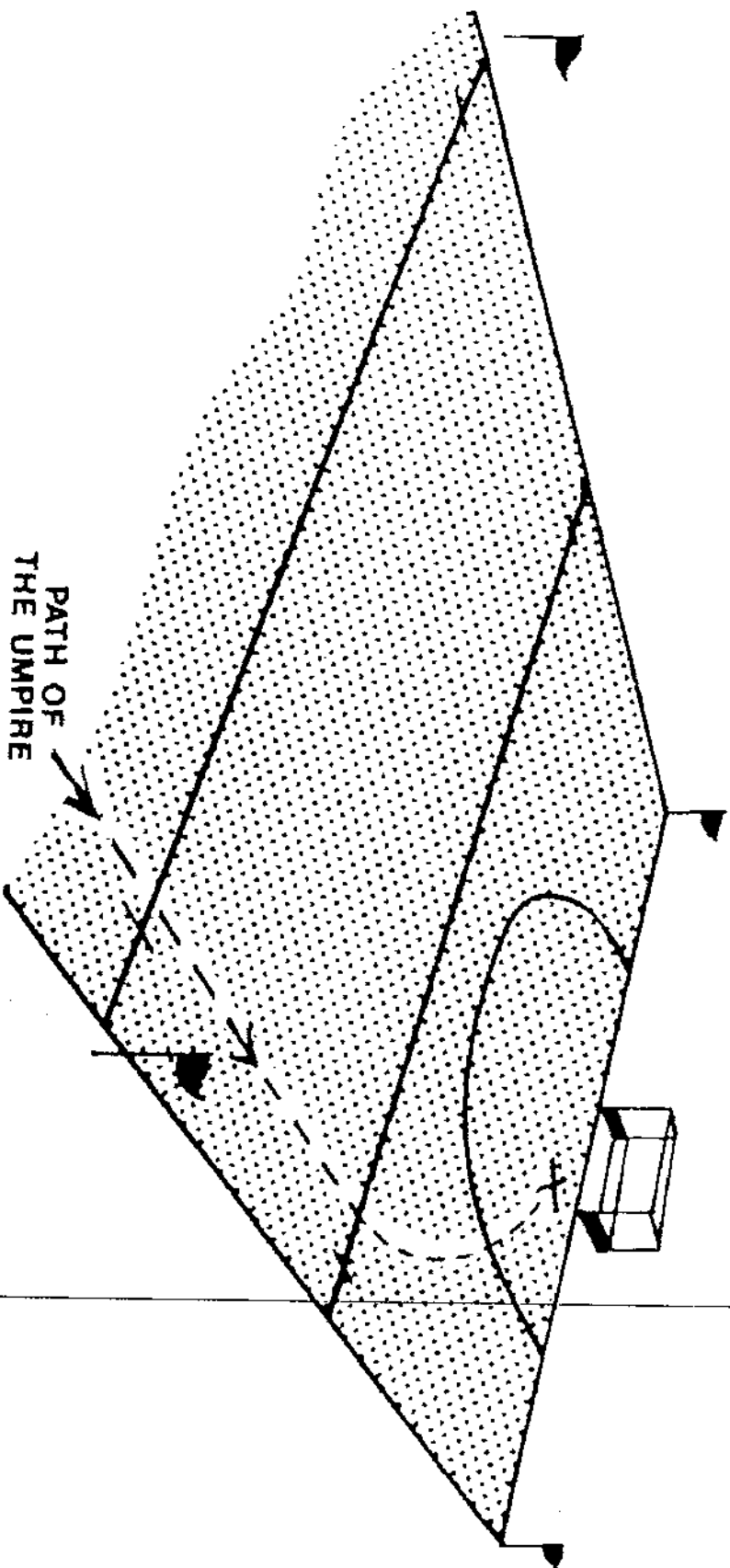


Advantage: Extend arm in the required direction.

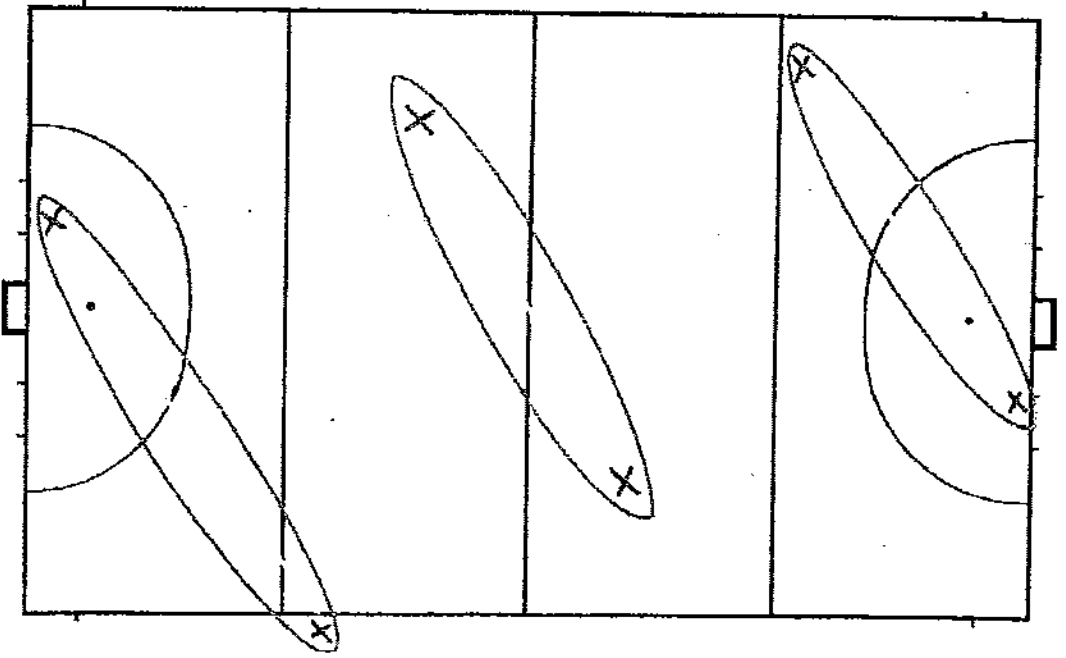
AREAS OF CONTROL
(The dotted line indicates approximate boundaries of control. There will be some 'grey' areas and you should always discuss this with your fellow umpire prior to the match)



PATH OF THE UMPIRE
(This is the approximate path of the umpire. Game play at a particular time will dictate the best position)

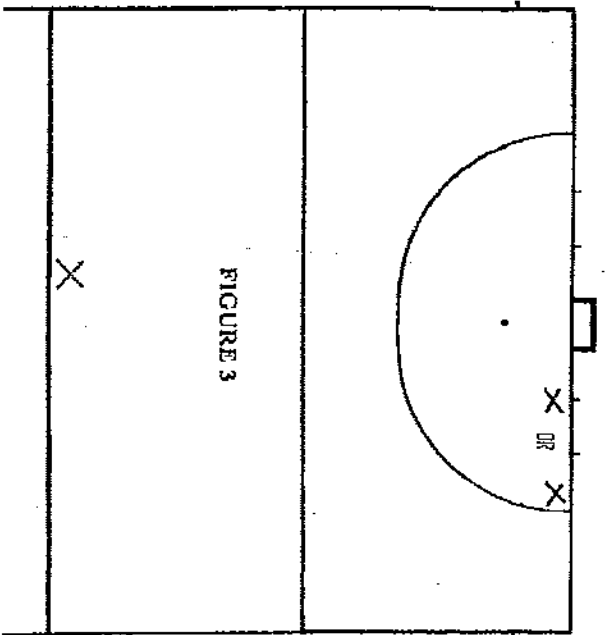


Positioning



Keep a 45 degree angle from your co-umpire, this helps with vision and being able to easily locate your fellow umpire.

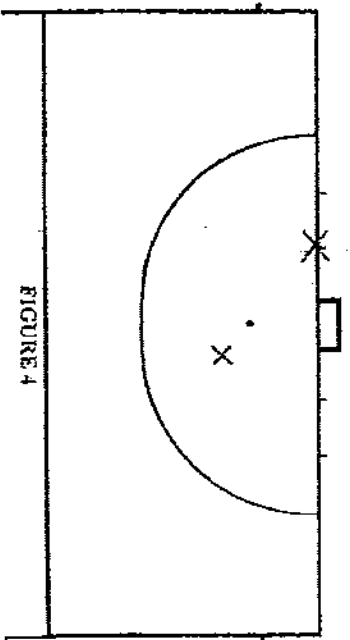
Penalty Corner Positioning



Positioning within the circle is where you are most comfortable and can see the play best. The **Blue** cross closest to the goal-box is where an umpire would stand when the hit-out is on the far side of the goal-box. The **Blue** cross closest to the circle is where an umpire would stand if the hit-out is taken on the near side of the goal-box.

The **Red** cross is where your partner umpire would stand.

Penalty Stroke



The **Blue** cross is where the umpire who awarded the Penalty Stroke would stand; on an angle slightly behind the player taking the stroke.

The **Red** cross is where your partner umpire would stand; their job is to watch the goal-keeper and make sure the ball has crossed the line.

What do I need to remember?

- 16 yard hit - never stand ahead of play or in line with the hitter.
- Try to keep ahead of play.
- In the circle the closer you are the more you will see.
- Change your position if players are in your way.
- 'Area of control' is generally given to whichever umpire the play is coming toward.
- Do your best to keep up with play.

the side-line. Move toward midfield when play is on the opposite side of the field.

Control

When umpiring remember to:

- Use clear whistling, signaling and communication
- Allow the game to flow, do not over-blow your whistle.
- Make sure you maintain the 5m distance at all times.
- Be fair
- Be consistent
- Concentrate at all times

Dangerous Play

It is very important that the rules of the game of hockey protect the players. Here are some rules that prevent dangerous play.

- Players must not lift their stick over the heads of other players.
- A Ball is considered Dangerous when it causes a play to move out of the way to avoid being hit. A penalty is awarded where the action causing danger took place (Not where the danger occurred).
- Players running into the path of the ball to create danger should be penalized.
- Intentional offences must be penalized firmly.

Obstruction

When umpiring it is easier to pick up on obstruction by watching the players, don't watch the ball.

Players obstruct if they:

- Back into an opponent
- Physically interfere with the stick or body of an opponent
- Shield the ball from a tackle with their stick or any part of their body
- A player who runs in front of or blocks an opponent to stop them playing or trying to play the ball is obstructing
- Be sure that the attacking player would be able to get to the ball and makes an attempt to try to get the ball.

Self Hit Rule

Location:

- The free hit is taken close to where the offence occurred.
- Free hit to attacking team within 5 metres of the circle – the ball is taken to the nearest point 5 meters from the circle.
- Free hit to defending team awarded outside the circle but within 15 metres of the back-line is taken at the 15 metre mark in-line with where the offence occurred.
- Free hit awarded to defending team inside the circle is taken anywhere inside the circle or up to 15 metres from the back-line in line with the location of the offence.

Procedure:

- The ball must be stationary.
- Opponents must be 5 metres from the ball. If they are not they must not interfere in any way until they have moved 5 metres from the free hit.
- The ball is moved using a push or hit.
- The ball must not be raised intentionally directly from a free hit.
- Two separate actions are necessary, the push or hit then playing the ball.
- If the ball is passed to a team player it must travel 1 metre.

Inside the 23 metre area:

- The ball must not be hit directly into the circle from a free hit by the attacking team.
- The ball must travel 5 metres before entering the circle.
- The ball has been touched by a player on either team outside the circle.
- Except the attacking player taking the hit **all** players must be 5 metres from the ball.