



Umpire Manager's Briefing for Indoor Umpires 2009



Preparation

- Be thorough in your match preparation
- Make sure that you understand the Briefing – this is our match plan for every match – ask if you are not sure
- You are expected to umpire to this Briefing every match
- Have a personal action plan – try to improve something every match
- Report any injuries – get treatment
- Maintain your fitness level
- Look after yourself – eating, drinking, resting ... always be prepared





The Match

- Be yourself at all times
- Help the players – the players need to understand what you want
- Teamwork and co-operation are critical – let's help and support each other
- Be aware of the areas of the pitch where your colleague could need assistance
- If you have to, take time in making decisions
- Try to get the decisions correct and consistent between the two of you
- Use common sense – understand the players' intentions





Management

- Be pro-active. Prevention is better than cure
- Set standards early – TALK to the players
- Make it easy on yourself – get them 3 metres at free pushes from the beginning
- Recognise early when the ball is not in the right place for free pushes – avoid replays
- Ensure free pushes are taken correctly
- Change your game plan if you need to
- Communicate with your colleague





Flow

- Encourage the game to flow by only interfering when necessary
- However do not lose your grip on the match as a result of allowing too much flow!
- Allow the players to contest the ball
- Allow as much advantage as possible
- Read the game – do not ball watch
- Sometimes a free push is a better advantage and causes less frustration
- Whistle timing is critical





Tackling

- Watch tackles carefully – only penalise if you are sure there has been an offence
- Do not penalise just because there is a noise or it looks bad
- Do not penalise if the tackler initially appears to be in an impossible position from which to make a legal tackle
- Watch which direction the ball travels
- Be strict on the breaking down of play and intentional stopping tackles
- Be aware of intentional shielding and body blocking





Obstruction

- Are the players trying to play the ball?
- Is there a possibility to play the ball?
- Is there active movement to prevent the playing of the ball?
- Be aware of professional use of the body to illegally block opponents from the ball
- Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure





Ball off the Ground

- Watch lifted balls in open play carefully – be sure that the lift is either too high or an opponent is within playing distance before penalising them
- Use common sense and show understanding of the play
- Be consistent as an individual and as a team





Lying on the Pitch

- Field players must not play the ball while lying on the pitch or with a knee, arm or hand on the pitch other than the hand holding the stick
- Accidental use of the hand or knee on the floor for balance should not be blown as an offence
- Players should not be penalised if the ball just touches the hand which is holding the stick
- Goalkeepers or players with goalkeeping privileges who are lying on the pitch are only permitted to play the ball provided that both they and the ball are inside the circle





Rules of Hockey 2009

- Make sure that you understand the latest set of Rules
- Be aware that there is no change to the interpretation of the rule concerning the ball hitting the foot, hand or body of a field player – the text in the rules reinforces the existing interpretation



Time Outs

Mandatory Experimental Rule for use in all International Hockey with effect from 1 May 2009



- **One Time Out per team in each half of the match may be granted upon request from the team captain or a team official**
- **Time Outs may be requested when play is stopped, but not between the award and completion of a penalty corner or penalty stroke or in the last two minutes of each half of the match**
- **Control the Time Outs so that play is restarted after exactly one minute**
- **Captains are responsible for the correct use of Time Outs by their team**





Free Pushes

Mandatory Experimental Rules for use in all International Hockey with effect from 1 May 2009

For free pushes (including centre passes and all restarts after the ball has been outside the pitch): -

- **All opponents must be at least 3 metres from the ball**
- **Awarded to the attack within their attacking half - all players must be at least 3 metres from the ball**

In all situations - if taken quickly and a player is within 3 metres of the ball but is not playing, attempting to play the ball or influencing play, the taking of the free push does not need to be delayed – be consistent in your judgment of this

- **Attacking free pushes awarded within 3 metres of the circle are taken back to the nearest point 3 metres from the circle**



Free Pushes

Mandatory Experimental Rules for use in all International Hockey with effect from 1 May 2009



A player taking a free push, centre pass or restart can be the next player to play the ball – a ‘self-pass’: -

- **Taking the free push and the next playing of the ball must be two distinct and separate actions**
- **The ball does not have to move 1 metre before the player may play the ball again**

At a free push, which is not a ‘self-pass’, the ball must move at least 1 metre before it can be played by a teammate of the player taking the free push



Free Pushes

Mandatory Experimental Rules for use in all International Hockey with effect from 1 May 2009



For free pushes (including restarts after the ball has travelled over the side-boards) taken by the attacking team inside their attacking half of the pitch: -

- At a 'self-pass' the ball must travel at least 3 metres from the point of the free push (not necessarily in a single direction) before the taker himself can play the ball into the circle
- **Alternatively: -**
 - the ball must be touched, deflected or pushed by any other player before it enters or can be played into the circle; or
 - the ball must touch the side-board before it can be played into the circle by any player



Free Pushes

Mandatory Experimental Rules for use in all International Hockey with effect from 1 May 2009



For free pushes (including restarts after the ball has travelled over the side-boards) taken by the attacking team inside their attacking half of the pitch: -

- **Be pro-active and use your common sense regarding the placement of free pushes either close to the circle or the centre line**
- **Be flexible, only penalise if the ‘wrong spot’ for the free push is chosen in order to either gain an unfair advantage or for reasons which are against the spirit and aim of the Rules**
- **Intentionally moving the location of an attacking free push outside the half to create an opportunity to play the ball directly into the circle must be seen as an unfair advantage and penalised accordingly**



Free Pushes - Penalties

Mandatory Experimental Rules for use in all International Hockey with effect from 1 May 2009



For a free push taken by the attacking team inside their attacking half of the pitch which is played directly into the circle: -

- **Do not penalise unless and until the ball actually enters the circle**
- **A free push is awarded to the opposing team from the spot where the free push was incorrectly executed**

Award the appropriate penalty for infringements and be aware of break down play situations, intentional interference with free pushes etc. Use technical and personal penalties as required or appropriate



Goalkeepers & Players with Goalkeeping Privileges



- Goalkeepers and players with goalkeeping privileges must wear a single coloured shirt or garment of a different colour to both teams
- Players with goalkeeping privileges may wear protective headgear in their defending half of the pitch; it must be worn to defend penalty corners and penalty strokes. They may take part in the game outside their own defending half of the pitch provided that they have safely removed their headgear
- At penalty corners, a defending injured or suspended goalkeeper may be replaced by a similarly attired goalkeeper or a player with goalkeeping privileges



Goalkeepers & Players with Goalkeeping Privileges



- At penalty corners, a defending injured or suspended player with goalkeeping privileges may only be replaced by another player with goalkeeping privileges
- Allow goalkeepers and players with goalkeeping privileges to move the ball away with their hand / hand protector / arm / body, as part of a goal saving action. Permit this action in situations where attackers have an opportunity to score or attempt to score a goal, so it can also be used to deny attackers the possibility of possession of the ball or another shot at goal
- If they intentionally propel the ball over long distances they should be penalised with a penalty corner





No Goalkeepers

- If a team uses only field players, no player has goalkeeping privileges – following the award of a penalty corner it is not permitted for one of the on field players to assume goalkeeping privileges by putting on a different coloured shirt and/or protective headgear
- Substitutions are allowed at penalty strokes; but if a team chooses to defend a penalty stroke with a player who is taking part in the game as a field player, this will not be considered as a substitution so they may only wear a face mask as protective equipment and may only use their stick to make a save





Manufactured Offences

- Be aware of the ball carrier manufacturing free pushes. This upsets opponents – think through where the ball carrier is likely to do this
- Be aware of the manufacturing of obstruction and feet when there is no chance of any other play





Penalty Corners

- Positioning is critical – sell decisions
- Manage the set up – including the meetings on the top of the circle or in defence
- Breaking at penalty corners – allow the same for the whole match, but manage early
- Apply the drag flick interpretations; co-operation is needed if runner is hit – be sure whether this was below or on/above the knee
- Position of disengaged umpire should allow support of colleague on the height and direction of the shot, the possibility of suicide runners and possible obstruction of runners
- When the ball is missing the goal and the defender is hit high on the body, decision is a free push to the defence





Penalty Corners

- A goal cannot be scored unless the ball has travelled outside the circle. If the ball has stayed inside the circle, it is not an offence to take a shot at goal – allow play to continue; if a defender commits an offence which *normally* would have prevented the probable scoring of a goal, a further penalty corner should be awarded
- If a player defending a penalty corner continues to wear a face mask after the corner has been completed a free push should be awarded. Repetition means another free push and appropriate card
- Players should, however, be allowed to complete a defending action, even if it means that they play the ball just outside the circle when wearing a face mask – common sense should prevail





Penalty Strokes

- No personal interpretations
- Stick to the Rules and guidance
- Sell decisions
- Ensure that goalkeeper and taker are in position and prepared
- Taker to be within playing distance of the ball – communicate this early
- At penalty strokes allow the stroke if it looks natural – even if there is a minor drag
- The penalty stroke is a major decision for a major foul





Appealing

- **Appealing for free pushes – abuse or shouting spoils the game**
- **Do not allow comments at every penalty corner you award**
- **Harassment, intimidation and surrounding of umpires after decisions should not be tolerated**
- **Make it easy on yourself – use your skills and the tools at your disposal to stamp these problems out early in the game**
- **Make use of the captains, who are responsible for the behaviour of their teams**

We all need to do this every match!





Approach to Injuries

- Go quickly to the player and ask them if they need attention
- If no response ask Captain if the Doctor/Physio is required
- If bleeding is obvious or serious – call Doctor/Physio immediately
- If Doctor/Physio enters pitch the player must leave the pitch for one minute





The Key to Success

GOOD COMMUNICATION

With the players

With your colleague

and

With your support team



Finally



**GOOD LUCK
&
ENJOY YOUR TOURNAMENT!!**

