



Umpire Manager's Briefing for Umpires 2010



Preparation

- Be thorough in your match preparation
- Make sure that you understand the Briefing – this is your 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 and consider weather etc.



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 players 5 metres at free hits from the beginning
- Recognise early when the ball is not in the right place for free hits – avoid replays
- Ensure free hits 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 hit 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
- A sliding tackle which takes a player to ground is a high risk, high penalty action
- 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

- Blow only in dangerous situations everywhere on the pitch - forget lifted, think danger
- Low balls over defenders sticks in a controlled manner that hit half shin pad are not dangerous
- Use common sense and show understanding of the play
- Be consistent as an individual and as a team



Overhead Balls

- Set up free hits correctly, make sure that the players are 5 metres from the ball
- Watch the ball on the way up – the ball must not be flicked dangerously towards an opposing player
- The ball landing – apart from the receiver, players must stay 5 metres away until the ball is safely on the ground
- Penalise poor skill when the receiver makes the ball dangerous
- Defenders may stop or deflect a shot at goal with the stick above their shoulder – be aware that there will be stick movement towards the ball, use common sense and only penalise if the ball is genuinely hit



Rules of Hockey 2009/2010

- Make sure that you understand the latest set of the Rules
- A forehand hard hit using the edge of the stick is not allowed and should be penalised even for a shot at goal
- 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



Free Hits

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

For free hits (including centre passes, corners and all sideline restarts after the ball has been outside the field): -

- All opponents must be at least 5 metres from the ball
- For free hits awarded to the attack within their attacking 23 metre area - all players must be at least 5 metres from the ball

In all situations - if taken quickly and a player is within 5 metres of the ball but is not playing, attempting to play the ball or influencing play, the taking of the free hit does not need to be delayed – be consistent in your judgment of this

- Attacking free hits awarded within 5 metres of the circle are taken back to the nearest point 5 metres from the circle



Free Hits

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

A player taking a free hit, centre pass, corner or sideline restart can be the next player to play the ball – a 'self-pass': -

- Taking the free hit 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 hit, 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 hit



Free Hits

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

For free hits (including corners and sideline restarts) taken by the attacking team inside the 23 metre area the ball cannot be played directly into the circle : -

- At a 'self-pass' the ball must travel at least 5 metres from the point of the free hit (not necessarily in a single direction) before the taker himself can play the ball into the circle
- Alternatively the ball must be touched, deflected, hit or pushed by any other player before either it enters or can be played into the circle



Free Hits

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

For free hits (including corners and sideline restarts) taken by the attacking team inside the 23 metre area: -

- Be pro-active and use your common sense regarding the placement of free hits either close to the circle or the 23 metre line
- Be flexible, only penalise if the 'wrong spot' for the free hit 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 hit outside the 23 metre area to create an opportunity to play the ball directly into the circle must be seen as an unfair advantage and penalised accordingly



Free Hits - Penalties

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

For a free hit taken by the attacking team within their attacking 23 metre area which is played directly into the circle: -

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

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



Manufactured Offences

- Be aware of the ball carrier manufacturing free hits. 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 with pro-active and preventative reminders
- Apply the drag flick interpretations; co-operation 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 hit 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 hit should be awarded. Repetition means another free hit 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 and Dissent

- Appealing for free hits – 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 team

We all need to do this every match!



The Key to Success

GOOD COMMUNICATION

1. With the players
2. With your colleague
and
3. With your support team



Finally

GOOD LUCK

&

ENJOY YOUR UMPIRING!