



Umpire Manager's Briefing for Umpires 2014

Version 4 –20 February 2014

Preparation

- Be thorough in your match preparation ***EVERY MATCH**
- Make sure that you understand the Briefing – this is our match plan **for the whole season**
- You are expected to umpire to this Briefing – players & coaches expect **CONSISTENT DECISIONS & ACTIONS** between each umpire every match *ask if you are not sure
- Have a personal action/development plan *try to improve something every match
- Maintain/Increase your fitness level

Rules of Hockey 2013

- Make sure that you understand the latest set of the Rules
- From previous Umpire Briefings: -
 - 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
- **The Own Goal does NOT apply to International Hockey & AUSTRALIAN HOCKEY COMPETITIONS (i.e. WA domestic comp) from 1 February 2014.**

Main Rules Changes 2013

Method of scoring: -

- **With effect from 1 February 2014, in International Hockey/HWA, a goal is scored when the ball is played within the circle by an attacker and does not travel outside the circle before entering the goal**

Procedures for taking a Free Hit: -

- **The ball may now be raised immediately using a push, flick or scoop, but must not be raised intentionally using a hit –be aware of the implications for taking free hits and using the ‘self-pass’, as well as the normal safety issues**

Main Rules Changes 2013

Guidance on completion of time at the end of the half or the match: -

If time expires just before an umpire would otherwise have made a decision, umpires are permitted to make that decision immediately after the end of the first period or the match.

- A goal may be awarded provided the ball crossed the goal line prior to the expiry of time
- A penalty corner, penalty stroke or personal penalty may also be awarded for an offence that occurs immediately prior to the expiry of time

The Match

- Be yourself at all times
- Help the players – the players need to understand what you want
- Teamwork and co-operation are critical – help and support each other
- Be aware of the areas of the pitch where your colleague could need assistance ***Discuss this in your pre-match talk**
- 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

- Our watchwords should be Awareness – Recognition – Action
- Be pro-active. Prevention is better than cure
- Set standards early – TALK to the players (brief verbal or signals/call ‘play on’ if no breach or advantage etc.)
- Make it easy on yourself – get them 5 metres at free hits from the beginning
- Recognise early when the ball is not in the right place for free hits – avoid replays *quick toot-toot or verbal
- Ensure free hits are taken correctly *again be pro-active
- Change your game plan if you need to
- Communicate with your Co-Umpire

Flow

- Encourage the game to flow – only interfere when necessary
- BUT 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 **e.g. Defensive free hits in corner pockets of field**
- *Possession is not always advantage
- 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/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 *Yellow card 10 minutes**
- 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

Aerial Balls

- Set up free hits correctly *Players 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.

Free Hits

For free hits: -

- All opponents 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; this same player can play, attempt to play the ball or try to influence play, once the ball has travelled 5 metres –be consistent in your judgment of this. *This player can NOT shadow the ball carrier, influencing their direction/decisions*

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

Free Hits

A player taking a free hit, centre pass, corner or sideline restart can **'self-pass'**

Being able to raise the ball directly from a free hit, using a push, flick or scoop means that: -

- Taking the free hit and the next playing of the ball is no longer required to 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 is no longer required to move at least 1 metre before it can be played by a teammate of the player taking the free hit

Free Hits

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

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

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 Rule Deleted

- The Rule which used to say that ‘players must not force an opponent into offending unintentionally’ was deleted in the Rules of Hockey 2011 -
- Be aware of attempts to gain free hits by the ball carrier, for example, by: -
 - Deliberately running into opponents
 - Playing the ball dangerously into a defender’s body
 - Trying to demonstrate an obstruction by lifting their stick dangerously over an opponent’s head
- These are offences in their own right and upset opponents; think through where the ball carrier is likely to do this

Penalty Corners

- Positioning is critical – sell decisions
- Manage the set up – including the meetings on the top of the circle or in defence
- Use pro-active and preventative reminders to prevent possible breaking and other offences
- 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

Offences during the taking of Penalty Corners

Remember that the Penalty Corner is now taken again if: -

- A defender crosses the back line before permitted
- An attacker enters the circle before permitted
- The injector does not have at least one foot outside the pitch

A free hit is awarded to the defence for any other offence by: -

- The injector
- An attacker

Deal appropriately with persistent offences by defenders or attackers

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 stroke taker are in position and prepared ***verbally ask if both players are ready, then blow whistle**
- Taker to be within playing distance of the ball
- 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

Offences during the taking of Penalty Strokes

If the Penalty Stroke is taken before the whistle is blown: -

- By the attacker and a goal is scored – re-take
- By the attacker and a goal is not scored – free hit to the defence

A free hit is awarded to the defence for all other offences by the attacker.

For any offence by the player defending the Penalty Stroke and: -

- A goal is scored – the goal stands
- A goal is not scored – re-take

Other than those involved in the taking of the Penalty Stroke, for any offence by the defenders and a goal is not scored or by the attackers and a goal is scored, the Stroke is taken again

Applying the Rules

The following Rules are sometimes inconsistently applied – remember that:

- If the ball is intentionally played over the back-line by a defender and no goal is scored, play is re-started with a penalty corner. If it is clear that the action is intentional, you should award a penalty corner

- **‘Players must not play the ball with any part of the stick when the ball is above shoulder height etc’. To be consistent and fair, shoulder height should be strictly enforced**

- If it is clear that a player is shielding the ball with their stick they should be penalised. Watch also for tackling players who by pushing or leaning on an opponent cause them to lose possession of the ball

- The requirement for the ball to be stationary, albeit very briefly, at free hits, especially if it is taken using a ‘self-pass’, should be more strictly (but sensibly) applied ***do NOT let a player run off with a rolling ball, some attempt must be made/shown before they may play the ball. Usually if you verbalise this at the first indiscretion, the teams respond.**

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 ***Co-Umpire should assist if this occurs/ Tech bench at half & full time**
- 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 and ALL SEASON!**

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 two minutes
- Be aware of players who are feigning injury and delaying the game – if this is the case, call Doctor/Physio immediately & the offending player must leave the pitch for two **minutes *read this situation correctly!!! Use your verbal tools to the offending player to try to stamp out this behaviour quickly**

Most important things for your 2014 season:

- work as a team**
- develop yourself as a competent, confident umpire *not arrogant**
- develop & show your personality on the pitch (facial expressions, whistle tone) and subsequently your rapport with the players & coaches**
- understand the rules *keep it simple**
- aim to improve an aspect of your umpiring in every match**
- use your 'tool bag' to manage your games**
- accept constructive criticism (from Umpire coaches, trusted confidants) to improve, but do NOT accept abuse**