



Positioning

Although there are no set rules dealing with positioning, all experienced umpires agree that this is one of the most important considerations in managing the game.

The best position for an umpire is the spot where you feel at ease and you feel sure that you always have a clear view of the game. The essential thing is that an umpire be in a correct position to see all breaches of the rules.

An umpire should concentrate on having the ball in sight for the entire duration of the game.

As stated, there are no hard and fast rules laid down, but certain principles have evolved over many years and are now accepted as giving maximum vision with mobility.

GENERAL

1. Stand with the side-line at your back or immediately in front of you and the goal on your right to ensure 180 degrees view of the field, with your face and body directed towards the ball.
2. Be constantly on the move to be able to have the ball in sight at all times.
3. Never turn your back on the play.
4. Never cross to the other side of the goal for penalty corner or corner hits.
5. The path that an umpire follows over the ground is approximately that of a hockey stick laid with the flat face of the stick on the ground with the head near the right-hand goal post and the handle running along the side-line.

When moving in close an umpire must ensure that there is no interference with the free movement of the players, and must get into a position from which it is possible to quickly recover. If one has moved in too close, a satisfactory retreat is over the back-line.

Whether an umpire goes only as far as the circle edge, or right to the goal, will depend upon the circumstances of each attack. It is a matter that each umpire must judge from trial and error and experimentation.

SPECIFIC

1. Commencement of the game and all centre passes

Position yourself just inside the side-line so that you have an uninterrupted view of the centre pass and your co-umpire.

2. 16 yard hit, own half of field

Stand just behind level with the top of the circle so you can look into play.

3. Corner hit, far side

Stand well into the circle, in a position where you feel most comfortable to see the ball as it comes into the circle. Be prepared to move one way or the other as and when players move. This will ensure that you do not lose sight of the ball. Do not go past your near goal post.



4. Corner hit, near side

Position yourself outside the field of play behind the back-line at a point approximately where the circle line meets the back-line. In this position an umpire should be in a position to see any deflections, breaches, etc. inside the circle.

5. Penalty Corner, far side

Position yourself well into the circle where you have an uninterrupted view of the hit out, the defenders, where the ball is to be stopped, and the shot at goal.

6. Penalty Corner, near side

Stand inside the field of play on the side-line side of the player hitting out, and then move further into the circle after the ball is struck.

7. Penalty Stroke

Umpire awarding stroke:

Stand about 1 - 2 metres behind and slightly to the right of the striker. In this position you can see both the striker and the goalkeeper when the stroke is taken.

Co-umpire:

Stand on the back-line approximately 10 metres from the nearest goalpost. In this position you can see if the ball passes wholly over the goal-line.

8. Penalty Corner, other half

Position yourself in your colleague's attacking half of the field and indicate if necessary to your co-umpire when players required to be behind the centre line are not there, or if there is a 'break' from the centre-line. Ensure you are in your co-umpire's line of sight.