



Hockey
AUSTRALIA

Umpire Rules Briefing

Rules of Hockey 2009/2010





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Preparation

- Be thorough in your match preparation
- Make sure that you understand the briefing – this is a match plan for every match
- You are expected to umpire to this briefing in every match
- Have a personal action plan – try to improve something every match
- Report any injuries & get treatment as soon as possible
- Maintain your fitness level
- Look after yourself – eating, drinking, resting
- Always be prepared & consider the weather conditions





The Match

- Be yourself at all times
- Help the players – the players need to understand what you want
- Teamwork & co-operation are critical – help & 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 & consistent between the two of you
- Use common sense – try to 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 back at free hits from the start of the match
- Recognise early when the ball is not in the right place for the free hit – avoid replays
- Ensure free hits are taken correctly
- Change your game plan if you need to
- Communicate with your colleague – visually & verbally





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 & 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 as a result of the tackle
- Be strict on the breaking down of play & intentional stopping tackles
- Be aware of intentional shielding & body blocking



Obstruction

Ask yourself:

1. Are the players trying to play the ball?
 2. Is there a possibility to play the ball?
 3. 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 & correctly & blow only if you are 100% sure





Ball off the Ground

- Blow only in dangerous situations (anywhere on the pitch) – forget lifted, think danger
- Low balls over defenders sticks in a controlled manner that hit a shin pad are not dangerous
- Use common sense & show understanding of the play
- Be consistent as an individual & 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 & 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 & 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 was changed to reinforce the existing interpretation



Goalkeepers

- Goalkeepers wearing protective headgear may only take part in the game within their own 23 metre area
- Designated goalkeepers who only wear protective headgear may take part in the game outside their own 23 metre area, provided that they have safely removed their headgear & continue to wear a shirt or garment of a different colour to both teams
- At penalty corners, an injured or suspended goalkeeper may only be replaced by a similarly attired goalkeeper i.e. a goalkeeper wearing only protective headgear may not be replaced by a fully kitted goalkeeper



Goalkeeping

- Allow goalkeepers to move the ball away with their hand, hand protector, arm, and/or 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
- Be aware that the goalkeepers who intentionally propel the ball over long distances 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 & may only use their stick to make a save



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 & feet when there is no chance of any other play



Dragging the Ball at Free Hits & Penalty Strokes

- At free hits near the circle do not permit attackers to release the ball in the circle – this is sometimes done to manufacture penalty corners
- Midfield – show common sense & allow the game to continue
- 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



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 needed if runner is hit – above or below the knee?
- Position of disengaged umpire should allow support of colleague on the height & direction of the shot, the possibility if suicide runners & possible obstruction of runners
- When the ball is missing the goal & the defender is hit high on the body, decision is a free hit to the defence





Penalty Corners

- 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 & 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

- Stick to the Rules & guidance
- Sell decisions
- Ensure that goalkeeper & taker are in position & prepared
- Taker to be within playing distance of the ball – communicate this early



Appealing

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

We all need to do this every match!





Injuries to Players

- Go quickly to the player & 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



The Keys to Success

GOOD COMMUNICATION

1. With the players

AND

2. With your colleague