



World Hockey



**Umpire Manager's
Briefing for Umpires 2009**

March 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 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 them 5 metres at free hits from the beginning
- 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



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



- 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



- **Make sure that attacking free hits awarded within 5 metres of the circle are taken back to the nearest point 5 metres from the circle**
- **For attacking free hits within the 23 metre area ensure that all players, other than the taker of the free hit, are at least 5 metres from the ball**
- **For free hits (including centre passes and all restarts after the ball has gone out of play), if taken quickly and an opponent is within 5 metres of the ball but is not attempting to play the ball or influence play, do not delay the taking of the free hit**
- **A player taking a free hit, centre pass, corner or sideline restart can be the next player to play the ball – a ‘self-pass’**



Free Hits

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



- Taking the free hit and the next playing of the ball by the same player must be two distinct and separate actions
- Be aware that the ball does not have to move 1 metre before the player taking a free hit may play the ball again
- 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 until it has travelled at least 5 metres or has been touched by a player of either team other than the player taking the free hit



Free Hits

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For Free Hits taken by the attacking team inside the 23 metre area: -

- **At a 'self-pass' the ball must travel at least 5 metres from the point of the free hit 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**
- **At a 'normal' free hit the ball must move at least 1 metre and be touched by another player of either side before it can be played directly into the circle**



Free Hits

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- 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





Goalkeepers

- Goalkeepers wearing protective headgear may only take part in the game within their own 23 metres area
- Designated goalkeepers who only wear protective headgear may take part in the game outside their own 23 metres area, provided that they have safely removed their headgear and 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 /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 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 and 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 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 – above or below 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!





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





The Key to Success

GOOD COMMUNICATION

With the players

With your colleague

and

With your support team



Finally



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

