

# Briefing for Umpires 2014

## Hockey Northland

07/01/2014

Tier Two umpires –  
Stick Above Head Rule normal

# Preparation

- Be thorough in your match preparation
- Make sure you understand the match plan
- You are expected to umpire to this briefing – the players want consistent decisions and actions between each umpire every match – ask if you are unsure.
- Have a personal action plan – try and improve something each match
- Maintain your fitness and mobility levels for this level
- Report any injuries – get treatment
- Ensure you are well prepared – rested, fed and watered – prepared for any weather.

# Rules of Hockey 2014

- Make sure that you understand the latest set of rules
- Attend the workshops provided to improve your understanding, consistency, personal development, our team development and development of Northland Hockey players
- Ensure understanding of current rules being played or trialed
- Reflect on your interpretation – be consistent

# The Match

- Be yourself at all times
- Help the players – they need to understand what you want.
- Team work and co-operation are critical – help and support each other
- Be aware of the area's your colleague could need assistance
- If you have to take time to make decisions.
- Try to get the decisions correct and consistent between the two of you
- Use common sense – understand players intentions
- Be aware of your emotions – and body language, too casual (disinterested) versus too aggressive (losing personal control)

# Management

- Our watchwords – Awareness – Recognition – Action
- Be proactive. 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 ball 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!
- Understanding where player frustration comes from
- Sometimes free hits is the better advantage and causes less frustration
- Allow the players to contest the ball
- Allow as much advantage as possible
- Read the game - do not watch the ball
- 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 to make a legal tackle
- Watch which direction the ball travels
- Be strict on breaking down of play and intentional stopping tackles – physical 10 minute yellow – technical 5 minute yellow
- 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 illegally blocking 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 play
- Be consistent as an individual and as a team

# Aerial 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 toward 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

# Stick Above the Shoulder

- Rule 9.7:
- Players must not play the ball with any part of the stick when the ball is above shoulder height except that defenders are permitted to use the stick to stop or deflect a shot at goal at any height

# Free Hits

- Be flexible, only penalise if the “wrong spot” for the free hit is chosen to either gain and unfair advantage or for reasons that are against the spirit of the and aim of the rules
- Intentionally moving the location of the 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.
- Award the appropriate penalty for infringements and be aware of breakdown play situations, intentional interference with free hits etc. Use technical and personal penalties as required or appropriate

# Goal Keepers privileges

- Refer to the rule book

# Manufactured Offences Rule deleted

- 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 the 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
- Manage the set up – including meetings at the top of the circle or in defence
- Use pro-active and prevention reminders to prevent possible breaking and other offences
- Apply the drag flick interpretations; cooperation 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 runners.

# Penalty Corners more.....

- When the ball is missing the goal and the defender is hit high on the body, decision is a free hit to the defence
- Remember 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 more.....

- A goal cannot be scored unless the ball has traveled 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 the defender commits an offence which “normally” would have prevented the probable scoring of 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 the rules and guidance
- Sell decisions
- Ensure that the goalkeeper and taker are in a 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 minor drag
- The penalty stroke is a major decision for a major foul

# Offences during the taking of penalty strokes

- As per the rule book

# Applying the rules - consistently

- The following rules are sometimes inconsistently applied – Remember:
- If the ball is intentionally played over the back-line by a defender and no goal scored, play restarted with a PC. If it is clear the action is intentional PC.
- “Players must not play the ball with any part of their stick when BALL is above shoulder height” To be fair and consistent shoulder height strictly enforced. (RULE CHANGE)
- If it is clear that a player is shielding the ball with their stick they should be penalised. Also watch for players who lean/push on opponents causing them to lose possession of the ball.
- The requirement for the ball to be stationary, albeit very briefly, at free hits, esp. if it is a “self-pass”, should be more strictly (but sensibly) applied.

# Appealing and Dissent

- Appealing for free hits – abuse or shouting spoils the game
- Do not allow comments at every PC 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**

With the players

With your colleagues

And your support team (mentor)

**ENJOY YOUR UMPIRING, THE GAME  
AND THE PEOPLE AROUND YOU**