

2009 HOCKEY ALBURY/WODONGA

UMPIRE INSTRUCTION AND DIRECTIONS

DIRECTION OF UMPIRING ASSOCIATION

The future of umpiring in Albury/Wodonga does not begin and end in the selection of a new umpire director. It lies in the selection of a committee that will survive no matter **WHO** is the umpire director.

In the past, the director, has been the be all and end all of umpiring, tearing down past empires and building up new ones. Dictating rules and interpretations, handing out all the appointments, training and being on call for the clubs and umpires alike. For the association to survive and grow stronger we must move past this into the future.

What WE will start to do this year is form a committee of experienced and driven people that will be in positions that will provide a fair and enjoyable atmosphere for people to umpire in. They will provide the training and grading of the umpires into appropriate appointments.

If, you believe you are the right person for a position on this committee, Please contact me.

INTRODUCTION

Why do we need umpires, what role do we play?

These instructions are to be used for consistency in Albury/Wodonga Hockey Association competition and in conjunction with the hockey rules and interpretations.

Your feedback is welcome and should be directed to the director of umpires.

UMPIRE INSTRUCTION

- Arrive 10 – 15 min before game time
- If late or last minute non availability , team to supply umpires as per rules
- Wear official uniform and suitable attire for conditions
- Pre match discussion with co umpire
- Meet co umpire at half time and full time
- Verbalise instructions and warning on the run , during the game
- Issue cards if required expediently
- Be involved and agree on best and fairest with co umpire
- Sign match card and ensure reason written for any suspension

Weekly Administration

- Check email or board for appointments
- Advise director of non availability to appointments as early as possible

Preparation

Physical

Be match fit

Warm up before game physically and mentally

Nutrition

Presentation

Attire Official uniform

Suitable for the conditions

Kit Whistles, Timepiece, Cards, Pencil, note book

Game Management

Set standard early

Be pro active and verbalise non conformance early

Communicate with co umpire

Three teams on field

Game flow

Encourage and allow game to flow

Suspensions

Expedient

No grandstanding

Injuries

Umpires main role is to protect players and ensure the safety of all players

Quickly assess severity of injuries. Head injuries must always be dealt with as Urgent.

Get assistance quickly.

Minor injuries i.e. that can be moved, you should facilitate interchange quickly
And get game going.

Player Rapport

It is critical for your control and management to build a rapport with teams. To this end consistent handling of following situations in the directed manner will assist you to gain respect and build a rapport.

Dissention

Dissention is not to be confused with players questioning reason for decisions.

We are not to react to simple questioning, but are not to tolerate repetitive questioning or in your face questioning or rude abusive questioning.

As much as it is imperative to gain a rapport with the players we must maintain a serviceable level of respect for the decisions being made.

This area is not only undermining the umpires on game but extends to the whole umpiring fraternity and needs to be consistently dealt with.

We are losing umpires due to player undermining and disrespect, so are required to deal with these incidents firmly but fairly and consistently.

Rudely or aggressively put comments questions or remarks will undermine.

Penalty: send off.

Repeated questioning has a tendency to undermine and incite other players.

Penalty: send off.

Players running at you and from a distance to be in your face, questioning or appealing is not to be tolerated at all.

Penalty: send off.

Abuse

Personal abuse is not to be tolerated at all.

The use of your “name”, “You are”, or comments directed to “Umpires” in derogatory manner are not to be tolerated and are to be dealt with quickly and swiftly.

Zero tolerance.

Penalty: send off.

These send offs should be handled quickly to as not disrupt the game and game flow. Don't grand stand these send offs.

Get the game quickly.

Frustration

We need to be tolerant of frustrating incidents which may include; player being hurt, a decision that may have been questionable or even wrong or missed.

Umpires should be aware that they don't always get the correct decision; this can lead to frustration of the players/spectators/co umpires. Umpires should understand that there is a possibility this will occur during a game and should remain calm and absorb some of the frustration, consult and accept the mistake.

Have some compassion and understanding of these situations and deal with them in this manner.

Umpire Directions – Rules and Interpretations.

You need to be familiar with the current rules and interpretations as per the Rules of Hockey. You are required to umpire to these interpretations for the SHA competition.

Tackles

A clash of sticks is not necessarily a breach. Allow the contest to occur and observe the outcome.

Swinging sticks is a classed as non controlled. Should a breach occur with a swing of stick it is to be penalized as uncontrolled and upgraded.

Tackling from behind

Tackles from behind are the most dangerous as the player is not expecting it. When or if the player falls it generally ends in injury. To successfully complete a tackle from behind the player must not touch stick or player before or after they take the ball. If the player takes their opponent down with a tackle from behind, it is mandatory that this player is sent off. If a player tackles with a hard uncontrolled swinging stick, the same.

Penalty: send off.

Back of the stick

This is one of the most basic of rules and yet we continually get it wrong or we just ignore it. The rules are straight forward, if a player deliberately uses the back of their stick to hit the ball or to tackle with it is a professional foul and rewarded as such.

Penalty: send off.

Obstruction

Ensure the DEFENDER moves to create an obstruction.

Player must be trying/attempting to play the ball and player must be able to play the ball, have proximity to it.

Ball off the Ground

The ball played off the ground is to be only judged on its merit of danger

FORGET LIFTED – THINK DANGER

BALL PLAYED BELOW SHIN PAD height is not dangerous, unless drilled into player in close range.

Note: Free hits awarded for Danger are to be taken where the danger occurred, except where the ball is raised outside the circle into the circle, is taken outside the circle.

Overhead ball

Up

Ball is dangerous if the opposition player is within 5 meters in line with the path of the ball.

Down

Into a group of 2 or more is dangerous

Penalty: free hit to receiver

Mandatory Experimental Rules 2009:

Summary

Inside Attacking 23 Metre area

All players (both teams) to be 5 Metres from free hit

No Hit directly into circle until;

- A. The ball is touched by another player (either team) or
- B. The ball has moved 5 metres after free hit.

Free hit to attacker within 5 metres of circle

Free hit is to be taken back to 5 metres from the circle.

Self pass free hit

Ball must be stopped (attempted to be stopped will suffice) and a second motion is required.

Notes

***Sideline hit**, can be self pass free hit, (with all the same 23 metres area constraints)

***Defending Hits**, in the defending 23 Area are the same as previous, with the self pass option now available.

***Free hit 5 metres from circle**, the ball can be Self Passed and then dribbled into the circle as this covers the travel 5 metres component. ("Not hit directly into circle from the free hit until touched by other or travelled 5.")

Finally

Enjoy your Officiating and Umpiring

Don't get to technical

Be Professional, Positive and cool under Pressure

