



**World Hockey**



**UMPIRE MANAGERS**  
**Briefing for Indoor**  
**Umpires 2007**



January 2007



# 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





# 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 3 metres at free pushes from the beginning
- Recognise early when the ball is not in the right place for the free push – avoid replays
- Ensure free pushes 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 push 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
- 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

- Watch lifted balls in open play carefully – be sure that the lift is either too high or an opponent is within playing distance before penalising them
- Use common sense and show understanding of the play
- Be consistent as an individual and as a team







# Lying on the Pitch

- Players must not play the ball while lying on the pitch or with a hand, arm or knee on the pitch other than the hand holding the stick
- Accidental use of the hand or knee on the floor for balance should not be blown as an offence
- Players should not be penalised if the ball just hits the hand which is holding their stick
- A goalkeeper lying on the floor is permitted to play the ball only if both goalkeeper and ball are within the circle



# Rules of Hockey 2007-2008



- Make sure that you understand the latest set of Rules
- 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 half of the pitch
- Designated goalkeepers who only wear protective headgear may take part in the game outside their own half of the pitch, 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 pushes. 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



# Dragging the Ball at Free Pushes and Penalty Strokes



- At free pushes near the circle do not permit attackers to release the ball in the circle – this is sometimes done to manufacture penalty corners
- Mid pitch – show common sense and 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 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 push 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 push should be awarded. Repetition means another free push 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



# Appealing



- **Appealing for free pushes – 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**

**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 one minute



# The Key to Success



**GOOD COMMUNICATION**

**With the players**

**With your colleague**

**and**

**With your support team**



# Finally .....



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

