

Directions to Umpires 2008

There have been no major rule changes this year as the International Rules board are now only making changes every second year. There is, however, a new interpretation for penalty corners and the scoring of a goal.

Scoring a goal from a Penalty Corner

- Up until now if the ball did not go outside the circle on a penalty corner the attacking team were penalised as soon as they had a shot on goal. This is no longer the case. The main thing for an umpire to remember is that a goal cannot be scored on a PC until the ball has left the circle. If the ball does not leave the circle and an attacker has a shot on goal the following applies:
 - If the ball goes into goal directly off an attacker it is a 16yd hit
 - If the ball goes into goal off a defender it is a long corner
 - If the ball hits a defenders leg on the line it is not a stroke but a penalty cornerUmpires will therefore have to really concentrate and be certain that the ball has left the circle on a PC before a goal is scored.

The rest of these directions are as for 2007

Goalkeeper

The requirement to have a goalkeeper on the field at all times during play has been modified. This will allow teams more flexibility about what sort of goalkeeping option to adopt and takes into account the possibility that a team does not have a fully equipped goalkeeper available. Teams may choose any of the following options:

1. A goal keeper with goalkeeping privileges wearing full protective equipment (*normal rules apply for this situation with GK only allowed to participate in play within their 23 metre area except when taking a penalty stroke*)

or
2. A goal keeper with goalkeeping privileges wearing only protective headgear and a different coloured shirt. (*in this situation the GK can only participate in play within their 23 metre area while wearing protective headgear however they may remove the headgear and place it behind goals and participate anywhere on the field. The protective headgear must be worn during a penalty corner and penalty stroke*)

or
3. Only field players and no player with goal keeping privileges and therefore no players wearing protective gear or different coloured shirt. (*in a penalty corner situation defenders may use close fitting facemasks but not full protective headgear*)

Teams may change between these options by making a substitution but not during a PC or PS

Goalkeeping

When the **ball is inside the circle** they are defending and they have their **stick in their hand**, goalkeepers are permitted to do the following:

- Us their stick, protective equipment or any part of their body to push the ball away, deflect the ball (in any direction including over the backline) or stop the ball
- This permits a goalkeeper to use their hands, arms or any other part of their body to move the ball away but only as a part of a goal saving action and not to propel the ball forcefully so that it travels a long distance
- A reminder to umpires that should the deflection or clearance create danger than a penalty corner should be awarded

Use of Body to Play the Ball

Field players must not stop, kick, propel, pick up, throw or carry the ball with any part of their body. **HOWEVER**, it is not always an offence if the ball hits the foot, hand or body of a field player.

- The player only commits an offence if they voluntarily use their hand, foot, or body to play the ball or if they position themselves with the intention of stopping the ball this way
- Therefore a *minor* deflection off the foot or body should not be penalised
- A reminder that it is not illegal to play the ball with the hand while the hand is on the stick. ie the hand is considered to be part of the stick.

The Hit

It is illegal to hit the ball with the front hook of the stick. ie like a tomahawk but in a forehand stroke.. A free hit should immediately be awarded to the opposition.

- Continue use of this type of hitting should be penalised further with cards
- This rule does not prohibit the use of the edge of the stick on the forehand in a controlled action in a tackle, when raising the ball in a controlled way over an opponents stick or over a goalkeeper who is lying on the ground or when using a long pushing motion along the ground
- Players must not play the ball with the back of their stick however in the situation where a spinning ball accidentally hits the back of the stick and basically does not move then the player should not be penalised
- Only when the ball is played with the back of the stick should a player be penalised. Ie there is significant movement of the ball from a back stick hit

Stick raised above the head

Defenders are permitted to use the stick to stop or deflect a shot at goal at any height

- Defenders should not be penalised if their stick is not motionless when making such a save. Only if the ball is genuinely hit while above shoulder height and a goal is prevented should a penalty stroke be awarded
- If the defender stops or deflects a ball travelling towards goal but which would have missed the goal then a penalty corner should be awarded (*not a penalty stroke*)
- In general play there has been a lot more leniency in regards to players playing the ball above their shoulder
- If a player is legitimately trying to bring the ball down with a horizontal stick even if the stick is slightly above shoulder height play should be allowed to continue
- When the stick is raised above the head, usually in a vertical position and deliberately breaks down a possible attack by the opposition then a yellow card should still be awarded
- If a player is legitimately trying to bring the ball down with a horizontal stick even if the stick is above the shoulder play should be allowed to continue.
- Where the stick is raised above the head, usually in a vertical, position, and deliberately breaks down a possible attack by the opposition then a yellow card should still be awarded.
- If danger results after the defender legitimately plays the ball in the air then a PC should be awarded.

Penalty Strokes:

The player must begin behind and within playing distance of the ball but is no longer limited to taking just one step. It is important to note that using a dragging action is still not permitted.

- A penalty stroke is to be taken again if the goalkeeper stops a goal being scored but moves off the goal line or moves either foot before the start whistle. First offence is a green card, second and subsequent offence is a yellow.

Penalty Bully

- In a penalty bully situation, for example after an injury stops play, the bully is now only one touch and players do not have to be 'onside'

Penalty Corners

The non controlling umpire should stand approximately 5 metres off the centre line in line with the left post.

- Umpires are then in a very good position to check the height and direction of the first shot. They may also have a good view of any obstruction (shielding) by either the attack or defence
- They are also in a good position to see if the ball hits a runner above or below the knee on the first shot. If the runner is within 5 metres and is hit below the knee then another penalty should be awarded
- If the runner is hit above the knee and is within 5 metres then a free hit to the defence should be awarded on the basis of danger
- Umpires should control the breaking at both the circle and goal line. An early warning should be followed up with cards. Breaking does not warrant a penalty stroke

Dangerous play

Raised balls should only be penalised if they are deemed to be dangerous or lead to danger

- It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous
- Players must not intentionally raise the ball off a hit except for a shot on goal. A deliberate chip should therefore be penalised
- There is no rule that says you cannot lift the ball into the circle. Danger is the only interpretation
- The free hit should be taken 'where the action causing the danger occurs'. Normally on a lofted ball it is dangerous when it is coming down to land amongst players therefore should be taken where it lands. The exception to this is on the ball that is deflected by a defender and lands dangerously in the circle. In this situation the free hit should be taken outside the circle. Normally in a dangerous free hit situation the ball should be taken from where the free hit was taken.

Umpiring Signals

- **Danger from raised ball** – arm crossed horizontally across chest.

The traditional signal for raised ball should only be used when the first hit at goal from a penalty corner is deemed to be too high

- **Stick obstruction (shielding)** – one arm straight out while the other crosses over it at the wrist

Centre Pass back

- The ball must travel at least 1 metre
- Opposition team must be 5m from the ball

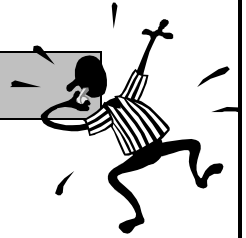
Obstruction

The player trying to get at the ball must be within playing distance. Basically once the ball goes beyond a stick length it should be play on. The push and charge through a player trying to force the obstruction has all but disappeared.

- A player cannot use their body to shield the ball however, the tackler must be trying to make a legitimate tackle before the person with the ball is penalised.
- A player may tackle from any position including from behind. The important thing to note is that the tackler must not interfere with either the body or the stick of the person with the ball. If the tackler cleanly gets the ball (regardless of how awkward it may look) then no offence has occurred

*The rules of hockey umpiring are far from black and white.
Above all be consistent in your interpretations*

Some Helpful Hints for Umpires

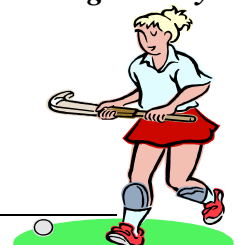


Work together as a team.

- **Support and encourage skill** while dealing promptly and firmly with foul play and direct abuse. Where possible allow teams to 'contest' the ball. Avoid unnecessary whistle
- **Support each other**, working down the side lines, signalling if your co-umpire is un-sited. Be as close to the play as possible. There is nothing wrong with calling time and going over to the other umpire if you are unsure of a decision particularly if it is a crucial one such as a goal, penalty stroke or pc. At least players can then see that you are willing to consider that an error may have been made. It does not automatically mean a decision has to be changed.
- **Player rapport is essential** – How you relate to players is often the difference between a good umpire and a very good umpire – look at soccer umpires in particular. Your use of facial expressions, body language, not being too fussy over non important offences will help your relationship and rapport with players. A positive early point on control is also appreciated; the players know where they stand.
- **Avoid surprises** – Umpires should do their best to avoid surprise situations eg awarding a penalty corner when opposition players are not 5m off the ball. Tell players when you are happy with their distance. Defence should be given time to move off the ball however the attack should still be allowed to take a quick free as long as they are within the rules ie 5m away from ball when within 5m of the circle. If the ball is hit directly into a defender who has not been given time to get off the ball then the free should be retaken. Only if the defender attempts to stop the attacker from taking a free or goes out of their way to intercept the ball when within 5m should the umpire upgrade to a PC
- **Respect for umpires** – Coaches should encourage players to shake hands or thank the umpires at the end of the game just as you would do to opposition team members. You don't have to say well done – just thanks for being part of the game.
- **Advantage - Signal with arm and voice it as it improves the flow of play** – minor matches are probably more difficult to umpire as far as 'flow' is concerned. At this level, players are more prone to appeal and to expect the umpire to penalise every possible offence, real and imagined. In these cases the umpires can gradually work on improving the knowledge and understanding of the game by umpiring the game the way it should be and not reacting to player demands.
- **Use of Advantage** – When applied appropriately it is one of the most effective means of maintaining control. Likewise, poor use of the advantage rule has the opposite effect and undermines control. By not allowing advantage you can cause a levelling out of the game – this allows less capable teams to stay in the game more with tactics such as the flooding of defence etc. Umpires should remember however, that possession does not always constitute advantage.

Umpires should think of themselves as managers of the game. Good management will generally lead to a fair and enjoyable match for all.

At all stages good communication is essential



Levels of Management

Level 1

- Umpire presentation – look the part. Avoid club colours if possible. Try to wear an eye catching colour. Wear the same colours as your co-umpire so that you look like a team. If you have an *Eyelines* shirt you are expected to wear it every game to support the significant sponsorship that has been given to umpires in the state.
- Signals – strong, decisive. Indicate to players and spectators the reason for your decision
- Set your standards early particularly in relation to players being 5 m on free hit situations. This helps avoid a messy start
- Talk to the players early. Let them know what you want/don't want. An early verbal warning can help stop things from escalating later. For example:
 - *To explain where you want ball to be placed*
 - *To set standards eg move off 5m*
- A card or warning for one team should be seen, in most situations as a warning for both teams. Umpires do not need to give even numbers of cards, warnings for both teams before upgrading



Level 2

- Vary the tone of your whistle. Use a loud whistle to show when you mean business in situations like:
 - *early in game to set standards*
 - *to ensure opposition players move 5m away from free hit*
 - *for attacking free hit outside circle to ensure all players are 5m*
- Use up 10m or upgrades where appropriate. For example:
 - *When opposition players do not move quickly off a free hit situation*
 - *Interference with the taking of a free hit*
 - *Minor verbal dissent*
 - *Hitting ball away after free hit*
- Try not to overuse the 10m too much as it loses its value. If players are not responding use alternative forms of control. Players should see that a 10m is like a green card. They should expect that continuous repeats of the same offence should result in a yellow card.



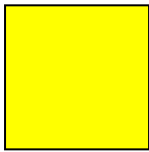
Level 3

- Green cards eg
 - *When 10m penalties are having no effect*
 - *Minor stick checks*
 - *Minor verbal dissent*
- Call in captains if you are unhappy about the general state of play.



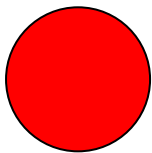
Level 4

- Yellow cards. **Minor** offences (5 plus minutes) could include the following:
 - *non personal verbal offence*
 - *consistently hitting ball away or not moving off ball*
 - *straight forward stick interference*
 - *bringing ball down from overhead in general field of play when opposition has been clearly disadvantaged*
- **Major** offences (10 plus minutes) could include the following:
 - *Physical offences*
 - *Significant/audible verbal abuse*
 - *Player brought down*
 - *Deliberate break down of play*
 - *Agricultural tackles that could lead to danger/injury*



Level 5

- Red card/report/possible tribunal. Offences could include:
 - *Deliberate striking of another player with the stick or a fist, or deliberately kicking or spitting at another player.*
 - *A player may also receive a red card if they have received a previous yellow for a similar offence*



Note: In order for these levels to be effective, players and coaches must recognise the signals they are being given in a game. If players do not respond then umpires must move up a level. This is why it is very important for umpires to set the tone right from the start. Players and coaches will then know very early on, what you are going to allow.

A full umpire's briefing from Hockey Australia including video clips is available on the following site:

www.hockey.org.au/Default.aspx?tabid=480

from Hockey Australia

The Match

- Be yourself at all times
- Help the players – players need to understand what you want
- Teamwork and cooperation 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 play in you need to
- Communicate with your colleague

Advantage and 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

*Hockey Australia has brought out a number of resources to help develop umpires and other officials. **Community and Beginners umpiring accreditation programs** are now available online. The Community course is available free of charge and while there is a cost of \$25 for the Beginners course there is some **Eyelines** sponsorship available to help offset costs. Both these courses are excellent ways to gain a good grounding in the theory of umpiring. See your local umpiring coordinator for more information about these courses and also other avenues for developing your skills as an umpire.*