



# Umpires' Briefing Tokyo 2020



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# Purpose

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This briefing will shape how umpires apply the rules of hockey, to achieve consistent application and interpretation, so that our sport remains exciting, attractive and entertaining, while always ensuring player safety and fairness

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# Philosophy

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As umpires we serve hockey,  
and the teams that play it, with  
an outstanding umpiring product  
that allows the sport to be  
a success in all aspects



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# Key Pillars

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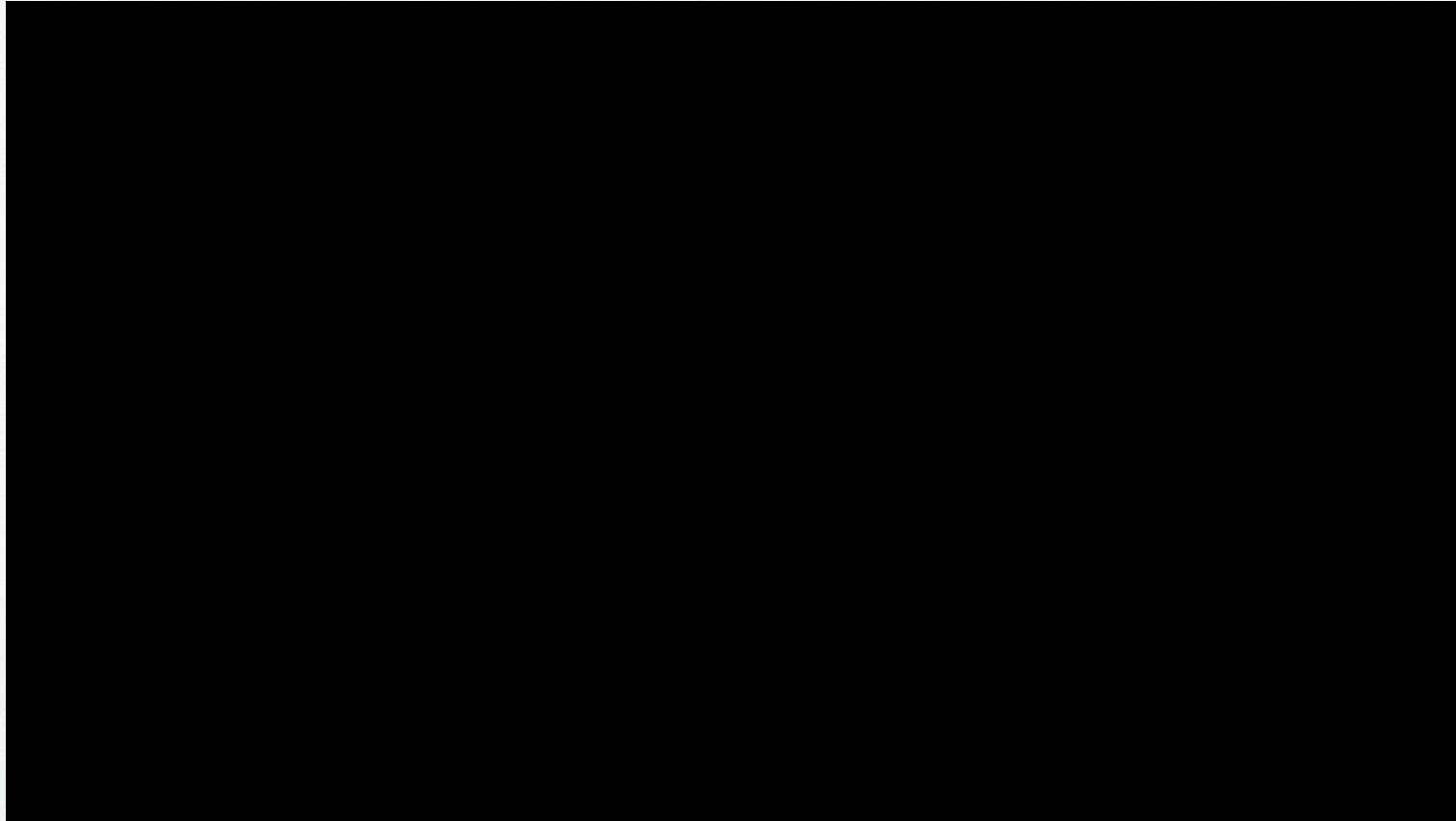


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# Key Pillars

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# Key Pillars

## PROTECTION OF SKILL

- ✓ Eliminate dangerous tackles – enhance player safety
- ✓ Strictness around physical aspects
- ✓ Use of appropriate personal penalties

Note: There is a difference between the game becoming **more physical** versus physical play eliminating skill

## PROMOTION OF FLOW

- ✓ Common sense approach to free hit management
- ✓ Reasonable actions in 5m situations from both attackers and defenders are encouraged
- ✓ Breaking down of play understood, taking the context and influence on the game into consideration

## POSSESSION/TACKLING

- ✓ When and where (parts of the field/stage of the game) “illegal” actions take place by both attackers and defenders will determine the appropriate technical and/or personal penalty
- ✓ Distinguishing between poor, deliberate and dangerous actions
- ✓ Acknowledge skill and/or flow when ball is played in the air

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Use common sense – understand the players’ intentions



# Presentation of our brand

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## *Awareness – Recognition – Action*

- ✓ Be pro-active – prevent issues arising if you can
- ✓ Set standards early – free hit position, clear 5m, correct execution
- ✓ Talk to the players – connect with them, but do not accept abuse or crowding
- ✓ Communicate with your colleague to manage the whole pitch

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# Obstruction

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- ✓ 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, as well players trying to demonstrate obstructions by lifting their sticks dangerously over opponents' heads
- ✓ Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure.

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# Obstruction

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# Obstruction

Be aware of players blocking at penalty corners



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# Stick Obstruction

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- ✓ Watch the stick of the player with the ball carefully – if the stick of the player is in contact with the ball, it will not be stick obstruction
- ✓ Watch for the stick moving away from the ball to ‘check’ the tackler’s

stick  
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# Stick Obstruction



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# Deliberately stopping play

By playing the ball away, the player prevents a quick free hit being taken  
(Be aware from the first whistle)



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# Deliberately stopping play

By standing over the ball, the defender prevents the attackers from taking the free hit





# Deliberately stopping play



By standing over the ball, the defender prevents the attackers from taking the free hit



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# Ball over the back line



If the defender **deliberately** plays the ball over the back line, a penalty corner is awarded to the attacking team



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# Ball over the back line

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# Physical foul play

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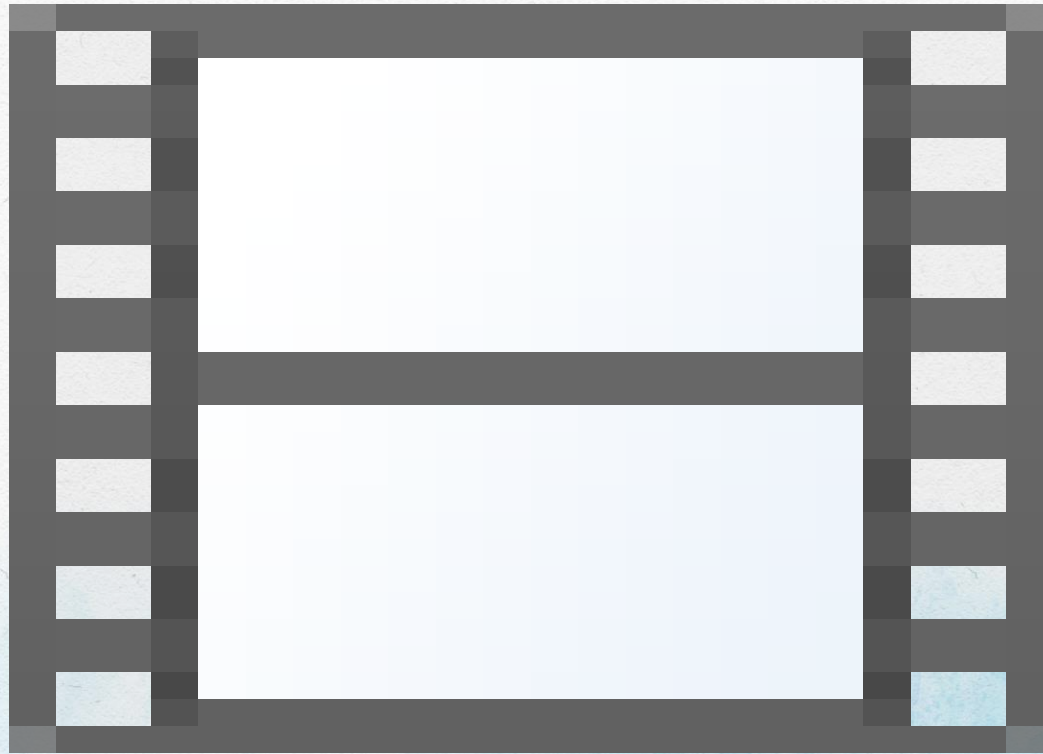
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# Physical foul play

Players must not be allowed to conduct themselves in a reckless manner, without regard for their own safety or that of others



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# Physical foul play

Players must not be allowed to conduct themselves in a reckless manner, without regard for their own safety or that of others



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# Sliding Tackles

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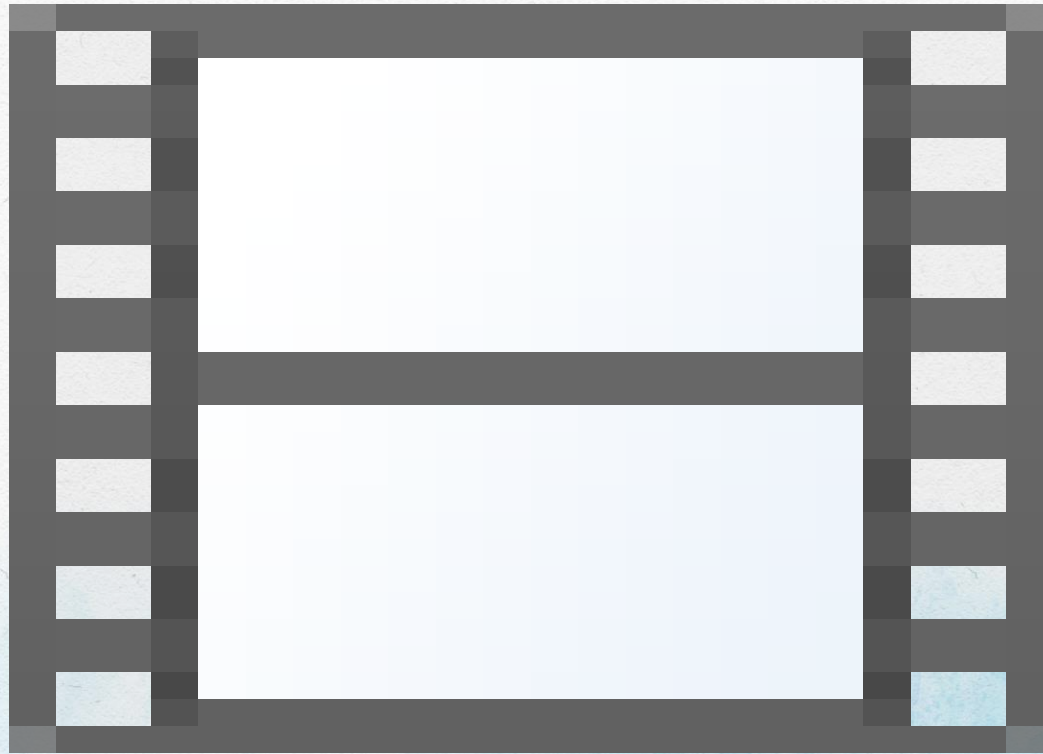




# Back of Stick

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The Rules committee has noticed an increase in the use of the back of the stick, which is not allowed and should be blown



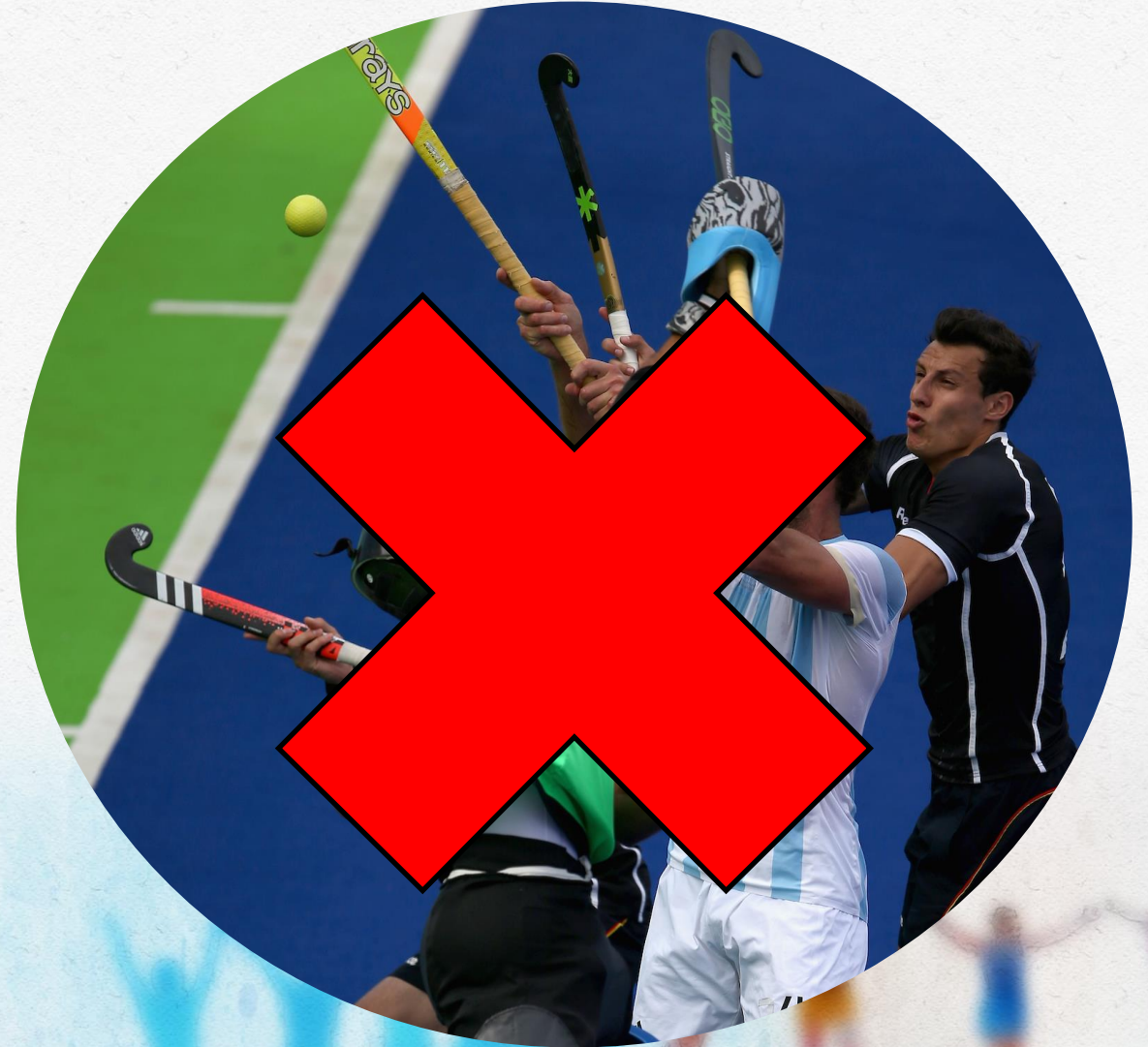
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# Aerial Balls

*Reducing the grey area*





# Background

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- Aerial balls often create exciting game moments in which players can show their skills
- The hockey world would like to enable this as long as players' safety comes first

**Rule 9.10** *Players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground **unless they can safely intercept the ball in the air.***

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# Aerial Balls

*FIH RC Guidance September 2019*

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**Rule 9.10 Guidance note** *The initial receiver has a right to play the ball. If it is not clear which player is the initial receiver, the player of the team which raised the ball must allow the opponent to receive it.*

## **Rationale for the introduction of this rule**

Ensure player safety through the elimination of a contest for receipt of a falling raised ball. Furthermore, the rule ensures that unfair advantage is not gained by the side responsible for raising the ball.

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# Aerial Balls

*FIH RC Guidance September 2019*



Apply early recognition of danger and/or advantage gained when considering a penalty:

- ✓ An attacker receiving a falling aerial ball must be in a clear 5 m of space when the ball is 20 m from the point of which the ball will be received
- ✓ A player approaching from outside 5 m can legitimately intercept the ball in an uncontested situation in which players of opposing teams are not within playing distance of each other, and the interception does not cause the playing distance between such players to be reduced

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# Aerial Balls

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**Early judgement** regarding danger over last 20m of ball flight is crucial:

- ✓ Is there a contest?
- ✓ If yes, who will clearly get to the ball first?

There is a difference between a ball that is landing amongst players and a ball that is intercepted in the air:

**Landing ball** – decide who clearly has the 5m of space

**Intercepted ball** – if safely completed – play on

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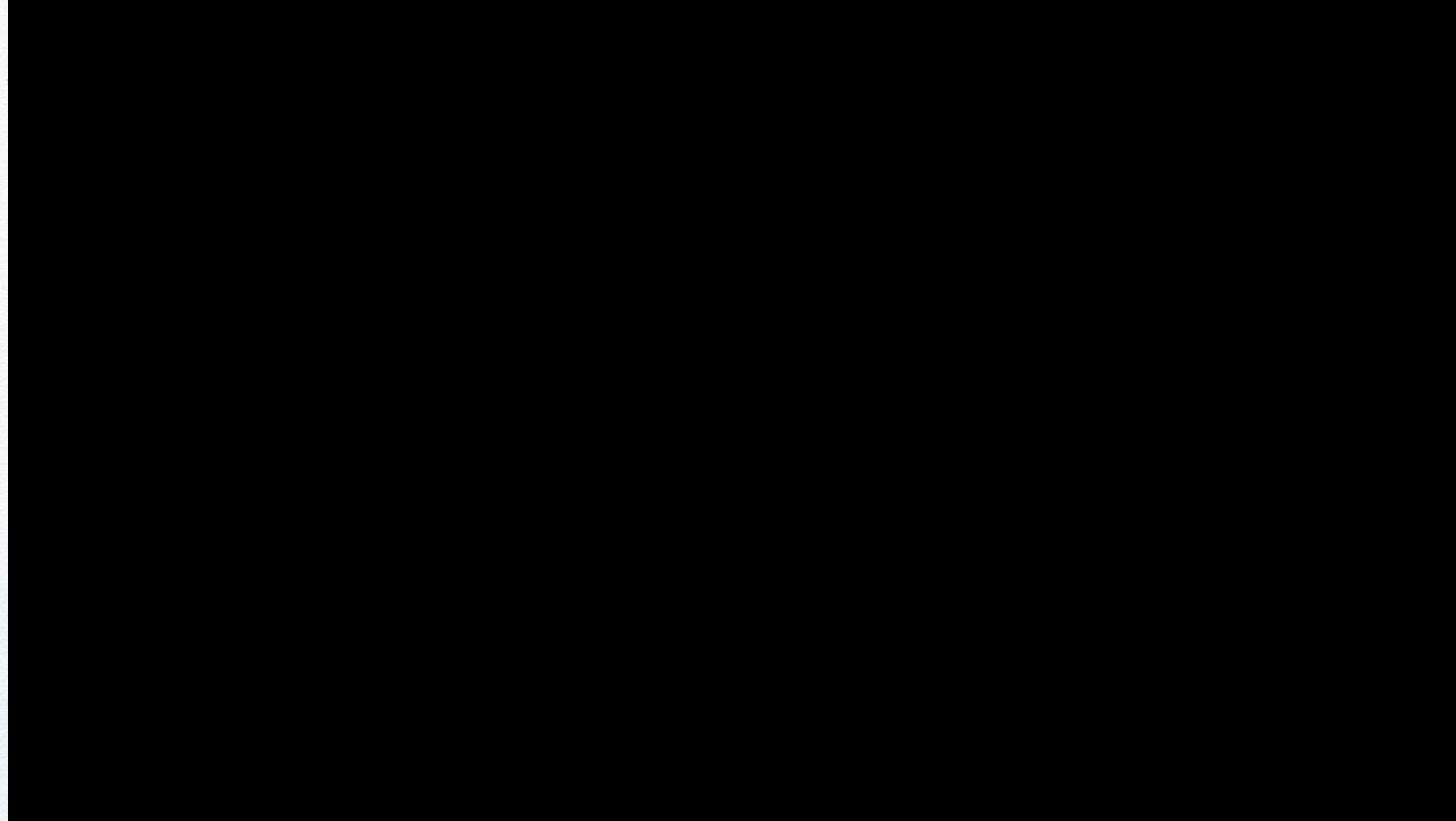


# Aerial Balls – situation 1



Ball played between two circles

Defender is initial receiver; Attacker gives space but is within 5 m: **Advantage to the Defender**



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# Aerial Balls – situation 2



Ball played between two circles

Defender is initial receiver; Attacker gives no space: **Free Hit to the Defender**



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# Aerial Balls – situation 3

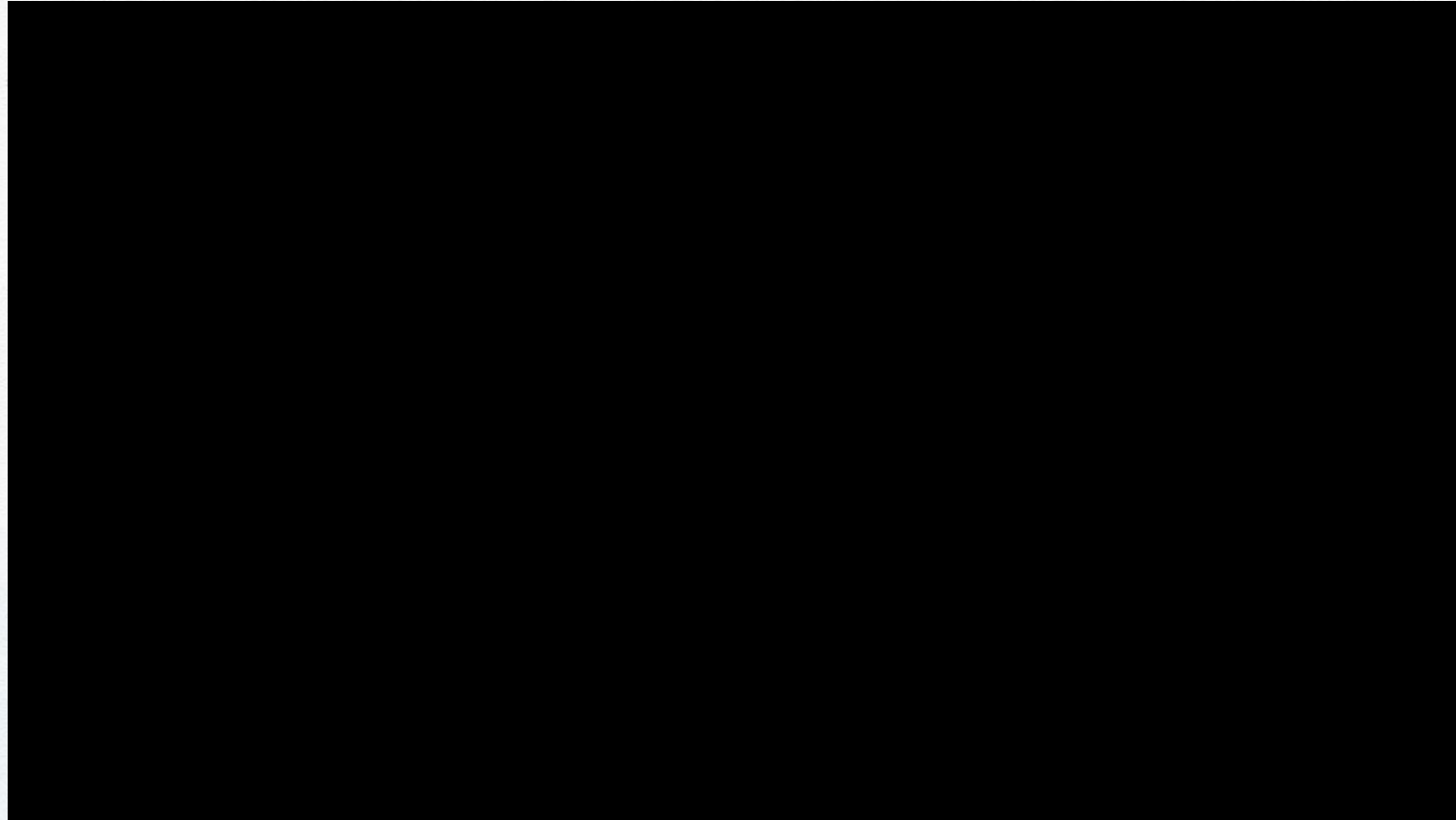
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Ball played between two circles

Defender is initial receiver, Attacker intercepts safe making no Offence: **Play On**



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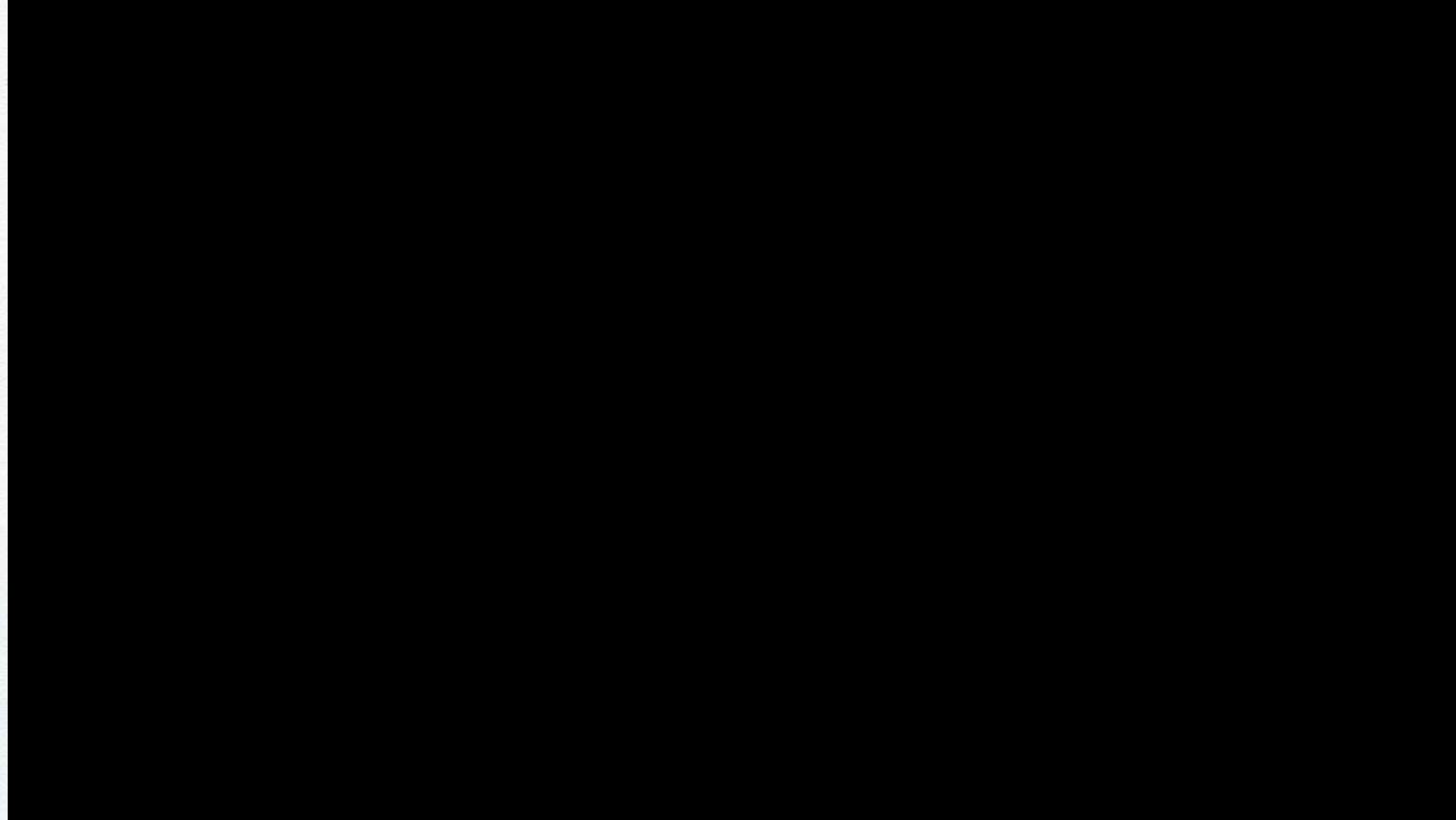


# Aerial Balls – situation 4



Ball played between two circles

Defender is initial receiver, Attacker intercepts unsafe/dangerous: **should be Free Hit to the Defender**



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# Aerial Balls – situation 5

Ball played between two circles

Attacker is initial receiver; Defender gives space but is within 5 m: **Advantage to the Attacker**





# Aerial Balls – situation 6



Ball played between two circles

Attacker is initial receiver; Defender comes into space: **should be Free Hit to the Attacker**

## Key Point:

The defender is more than 5m from the receipt area when the ball is 20m out

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# Aerial Balls – situation 7

Ball played between two circles

Initial receiver not clear, Offence by the Attacker: **should have been Free Hit to the Defender**





# Aerial Balls – situation 8

Ball into the circle

Defender is initial receiver, Attacker intercepts unsafe/dangerous: **Free Hit to the Defender**





# Aerial Balls – situation 9



Ball into the circle

Attacker is initial receiver; Defender comes into space: **Penalty Corner**



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# Aerial Balls – situation 10



Ball into the circle

Initial receiver not clear, Offense by the Attacker: **Advantage to the Defender**



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# Aerial Balls – situation 11

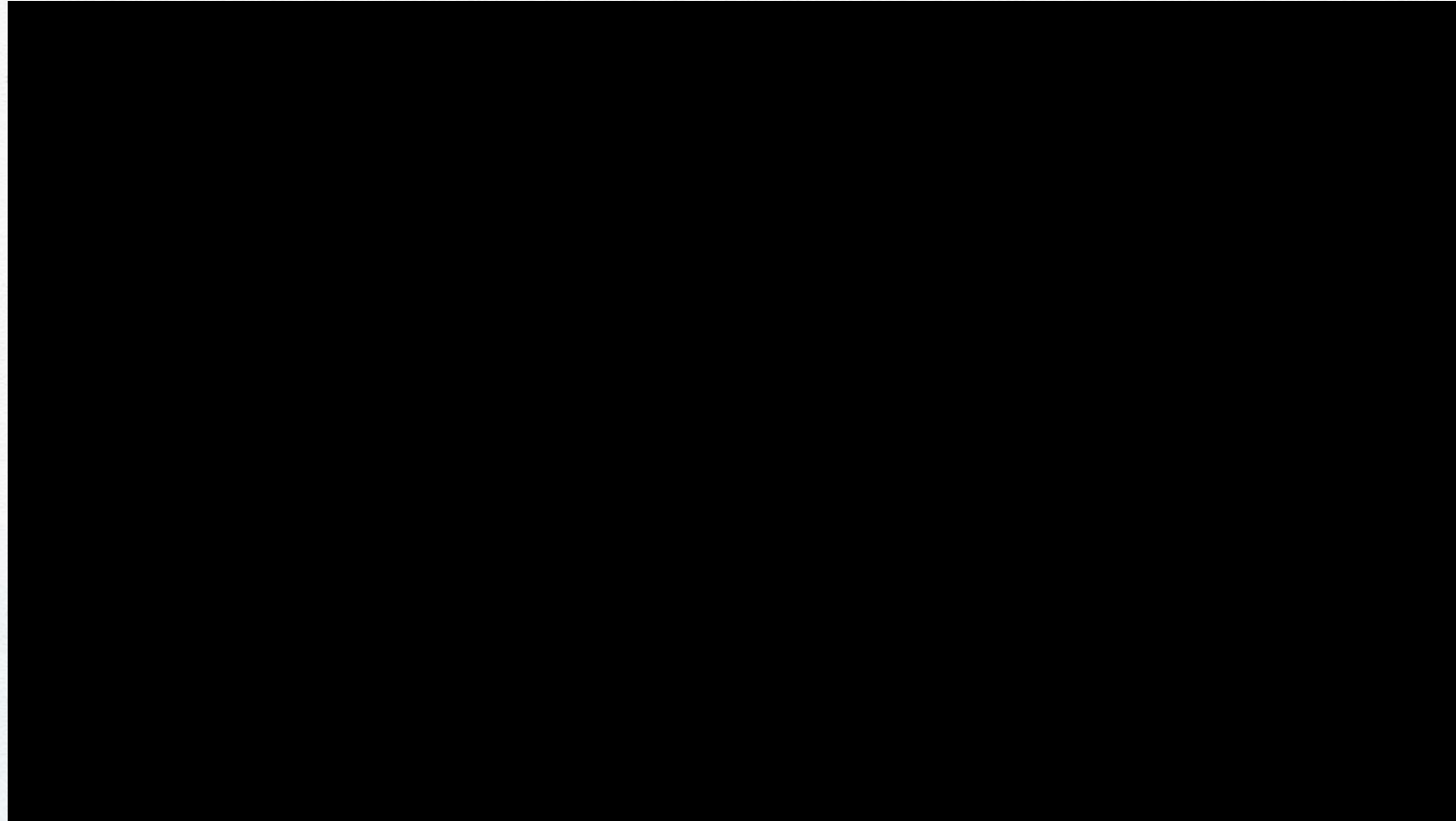
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Ball into the circle

Defender initial receiver is clear, Offence by the Attacker: **Advantage to the Defender**



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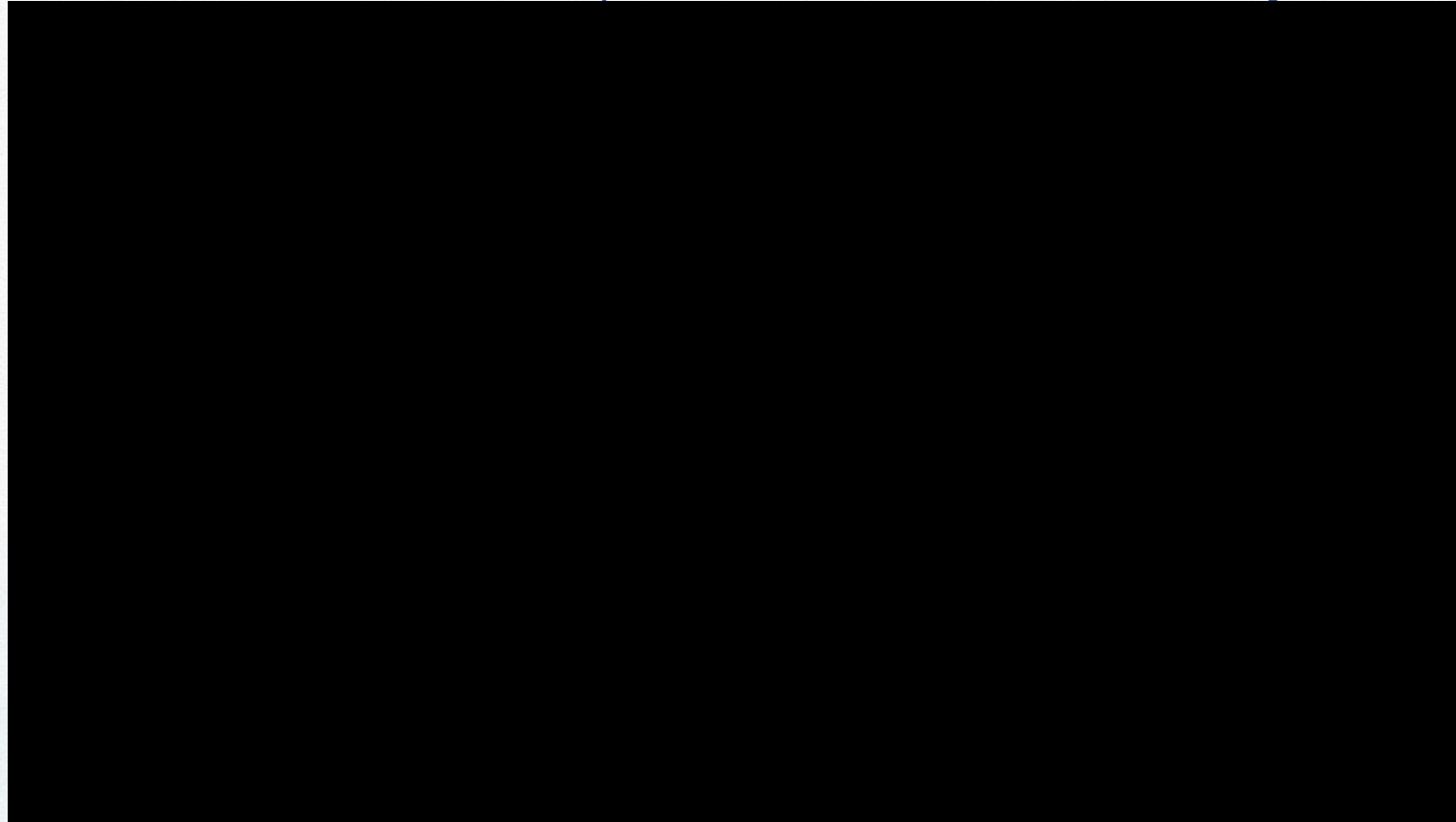


# Aerial Balls – situation 12



Ball into the circle

Attacker is clear receiver; Defender comes into space: **should have been Penalty Corner** (as in situation 9)



## Why situation 12:

If Attacker is clear receiver

And the Defender does not come into space

And the Attacker plays ball safely

= Play On

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# Aerial Balls – situation 13

## Intentional Breakdown of Play

In both situations; Attacker is clear receiver; Defender comes into space with no regard for the rule.



## Why situation 13:

This is becoming more common in the game. Umpires should consider a personal penalty when necessary for the intentional breakdown of play.

### #1 Deliberate Foul on Aerial Pass

*Deliberately killing ball - umpire meeting*



# Aerial Balls – situation 14

## Intentional Breakdown of Play

After missing the attempt to play the ball overhead, the defender immediately tackles before the attacker can receive and control the ball.



## Agreement with Coaches:

Inside the 23m area and outside the circle, like any other intentional foul a PC should be awarded. Inside the circle for an intentional breakdown of an aerial, a PC should also be awarded.

**Guidance:** Similar to the ball being played over the end line intentionally, a personal penalty should only be considered if the player does something dangerous or out of control that could injure an opponent.



# Managing 5m at Free Hits



Near the circle, set up the 5m early



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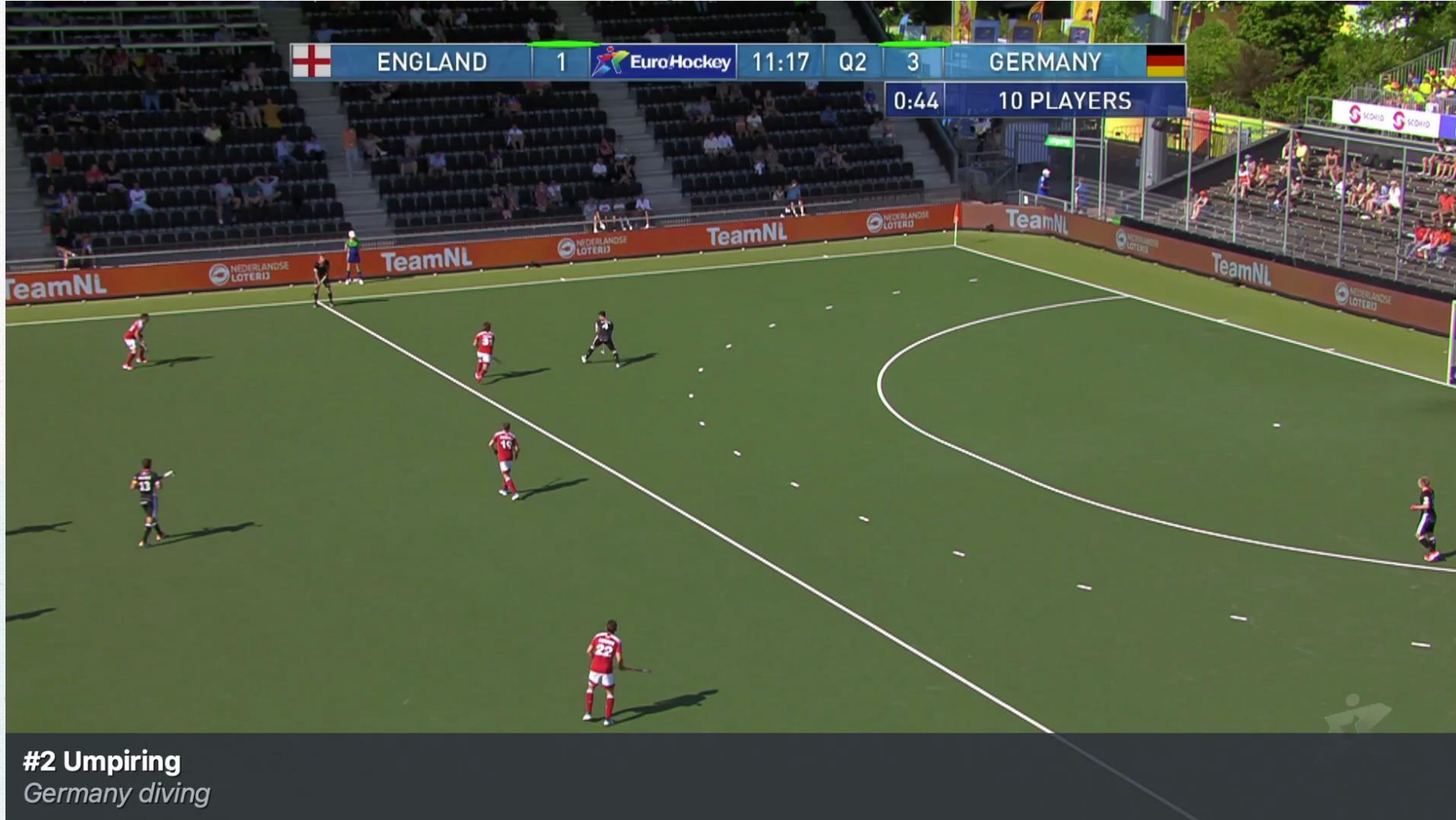




# Diving / Flopping



Be aware this is creeping into the game.



**Guidance:** Look to be in a position to see the spacing between players. Work with your colleague as well to make a decision on possible misconduct.





# Presentation of our brand

- Abusive outbursts and misconduct are not the best advertisement for our sport.  
We must be mindful of the negative impacts of these types of actions in terms of the marketing our sport.
- The crowding of players around an umpire is not permitted. One player may approach an umpire – the umpires have been instructed to award a green card for this type of action.

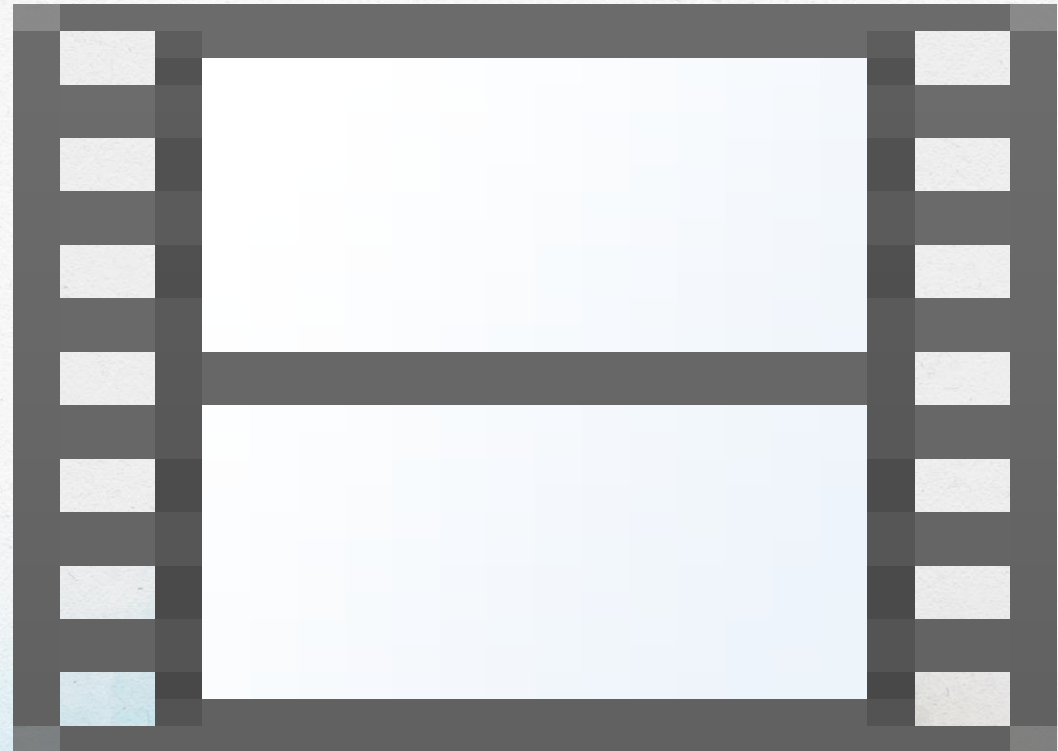




# Crowding

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- ✓ Crowding of umpires after decisions must not be tolerated, offending players are liable to personal penalties
- ✓ Establish early that only one player can approach the umpire (unless one is an interpreter)



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# Penalties...

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**Rule 12.3** A penalty corner is awarded

for an intentional offence by a defender outside the circle but within the 23 metres area they are defending e.g.

- ✓ *Playing the ball away **AFTER signal which prevents a free hit***
- ✓ *Playing the ball or trying to influence play when not 5m from the free hit and not allowing the ball to travel 5m before engaging in the play*

**No personal interpretations** – an intentional foul by a defender in the 23 m area is a penalty corner

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# Green Card Offenses

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A solid green equilateral triangle.

2 mins

- ✓ Playing the ball after the whistle or interference within 5m of free hit taker with low impact on play (e.g. within midfield)
- ✓ Off-the-ball minor physical offences (pushing/holding at free hits)
- ✓ Breakdown of play with low impact by deliberate use of feet, body, back of stick...
- ✓ Team not ready after 40 secs (stop clock) or after goal is scored
- ✓ Minor misconduct – criticising or crowding the umpire

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# 5 min Yellow Card Offences

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**5 mins**

- ✓ Playing the ball after the whistle with high impact on play or repeated offences
- ✓ Breakdown of play with high impact on play or repeated offences by intentional use of feet, body, or back of stick
- ✓ Physical fouls with body or stick including “off the ball” incidents
- ✓ All other repeated offences in the “green card” area

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# 10 min Yellow Card Offenses

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**10 mins**

- ✓ **High impact deliberate** breakdowns with no regard to player safety
- ✓ **Physical fouls** – dangerous tackles that ground or trip players including sliding tackles by both attackers and defenders
- ✓ **Repeated** technical yellow card offences

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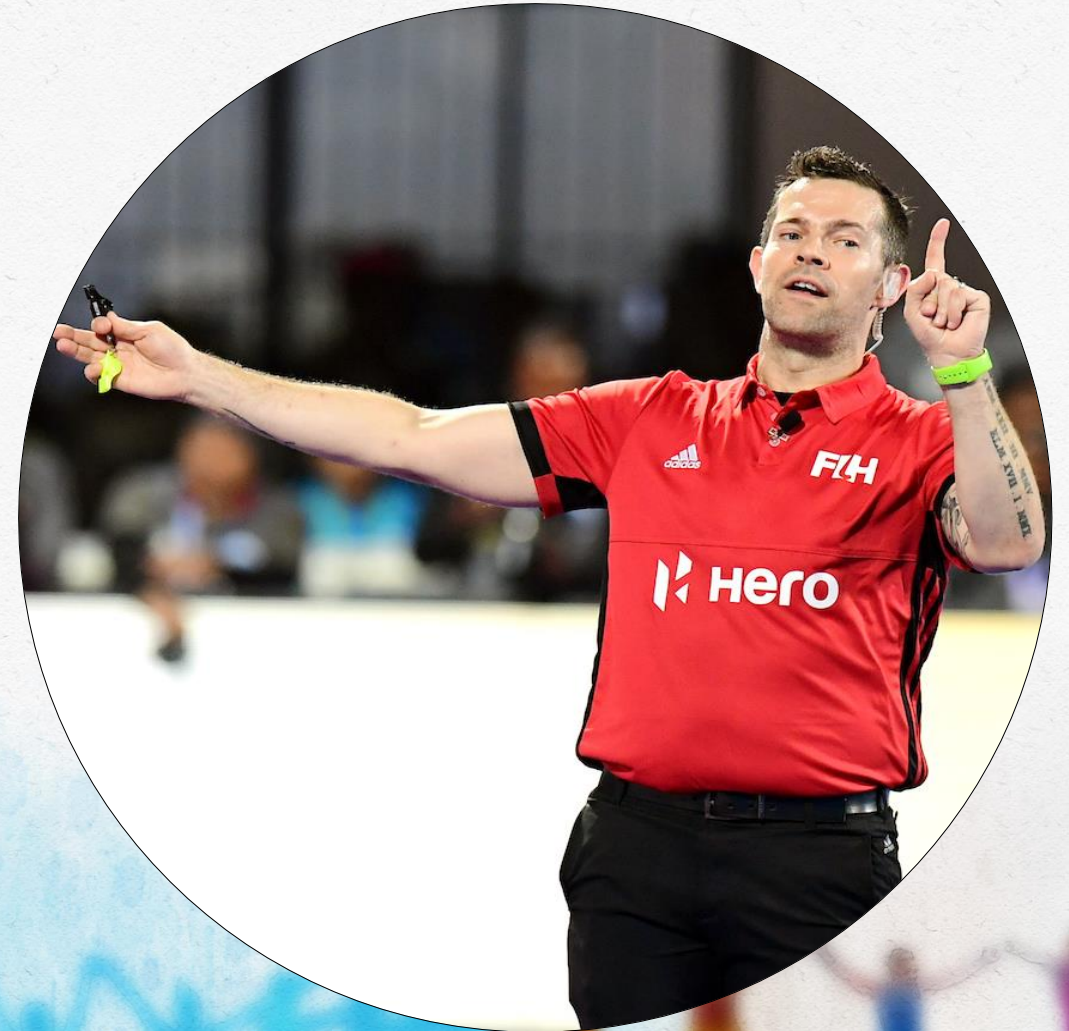


# Communication

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- Umpires should communicate clearly through whistle, signals and voice. Messages for players should be clear and brief.
- Where radios are used, they should be used to enhance communication between umpires, to increase the accuracy of decision making across the pitch.

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# Responsibilities of the umpire

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To **support** the game

To **support** your co-umpire

To **support** the team

To **ensure** that the game is played safely and fairly



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# Teamwork



- In hockey we have two umpires on each match, with collective responsibility for the game. Teamwork and cooperation are critical – help and support each other.
- Be aware of the areas of the pitch where your colleague might need assistance
- Strong teamwork leads to umpiring success.

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# Umpiring

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Umpiring is a rewarding, technically challenging activity.

As umpires we are an integral part of the game.

**Enjoy your umpiring!**

**Good luck with your matches!**

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