

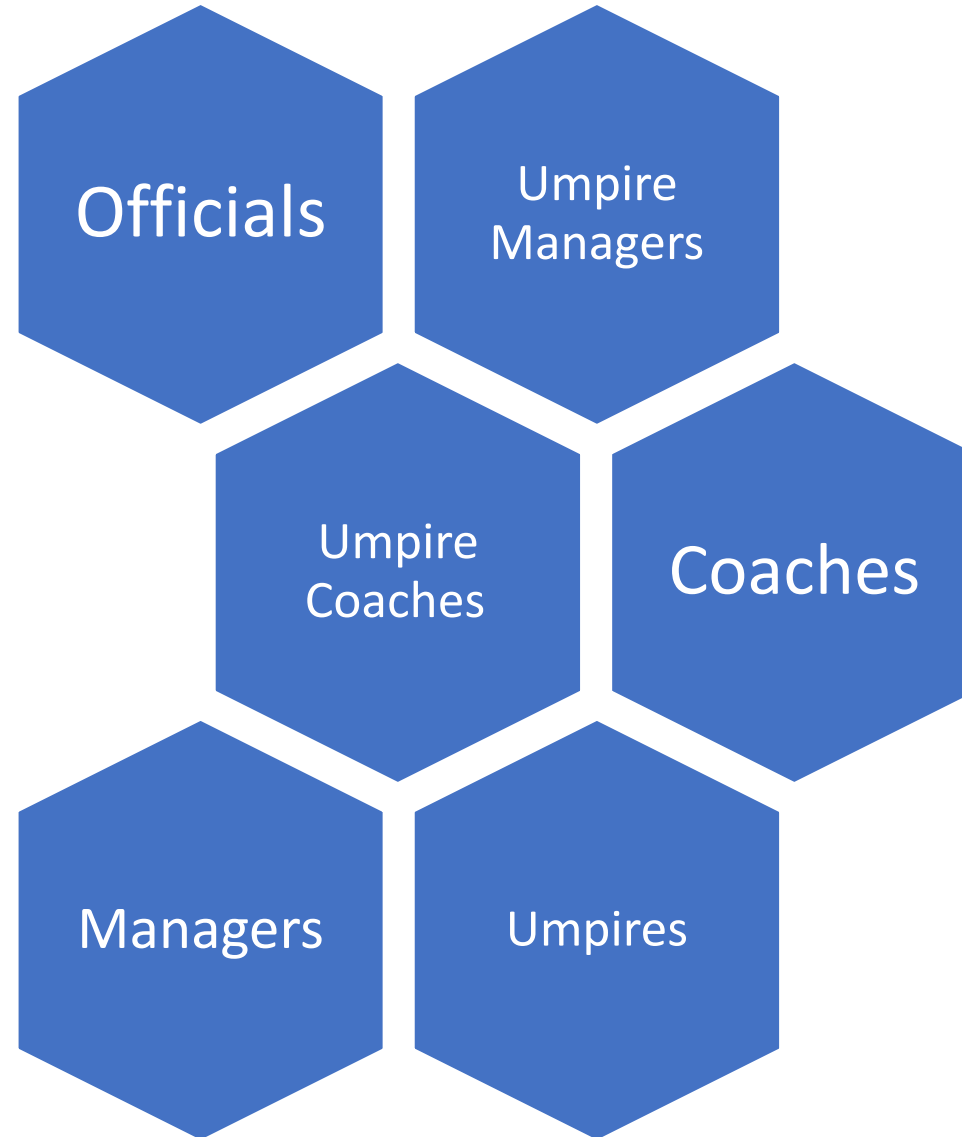
Outdoor Season 2022-2023 Umpire Seminar



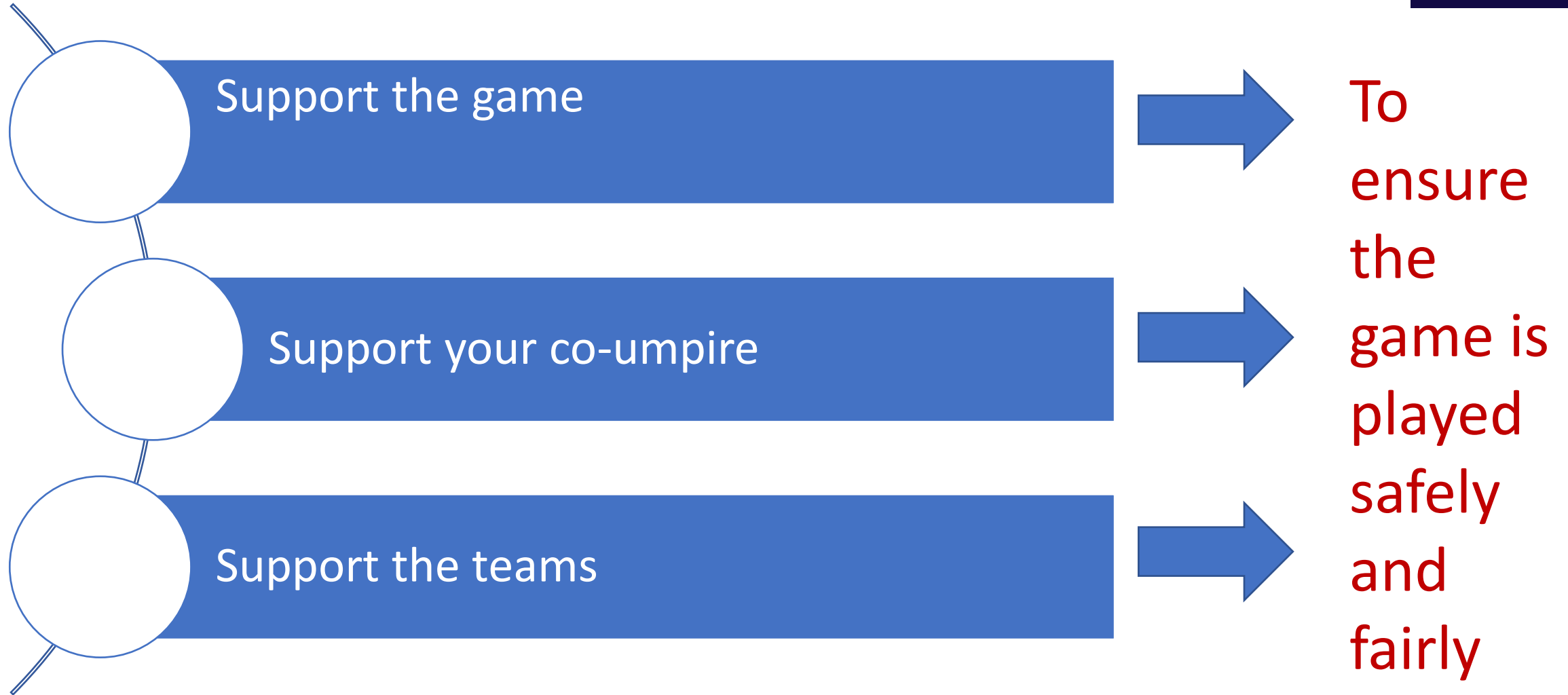
Scottish Hockey



Introduction



What do umpires do?



Season Aims for all umpires



Respect to the teams and each other

Consistency over all the matches for decisions and penalties

Umpires work together as a team

Create an atmosphere to showcase the players

High quality decisions with accuracy

Key areas



Preparations



Official umpiring gear – look professional and bring official umpiring tops if you own



Be there a minimum of 30 minutes before your match



Pre match chat with you colleague to ensure consistency



Create a Plan A, B and C



Read FIH briefing found [here](#) and SH regulations

Communication



- 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.

Aerials - Rule



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.

The ball may be intercepted within 5 metres but outside of playing distance provided it is done safely.

The initial receiver has a right to 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.

Aerials – Practicality

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

Intentional Breach of R9.10 – will be managed as misconduct with the same penalties related to intentional fouls in the Rules of Hockey

Aerials – Videos



Aerials

**Reducing
the grey area**



Crowding/Player Behaviour



Active outbursts and misconduct are not good for our sport, remember the impact this has on the game and the spectacle and your ability to manage the game

Scottish Hockey has a clean air act which should be enforced

The crowding of players around an umpire is not permitted. One player may approach an umpire and no more and preferably the captain. If more than one player approaches be proactive and manage the situation and if a crowd continues to approach use appropriate penalties

Crowding – Video



Obstruction – Old News?

- ✓ 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 as 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.



Obstruction – Video



Breakdown



Recognise and manage all breakdowns



What is a player trying to do?



Look at the game as a whole and not just that decision in isolation



Consistent penalties



Do not interfere if the flow is interrupted

**CONSISTENT LOW LEVEL BREAKDOWNS LEAD TO HIGH LEVEL
MANAGEMENT ISSUES, DEAL WITH IT AT SOURCE**

Penalties – Green Card



- ✓ 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

Penalties – Yellow Card (5 Minutes)



**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

Penalties – Yellow Card (10 Minutes)



**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

Thought Points



PROTECTION OF SKILL

- ✓ Eliminate dangerous tackles – **enhance player safety**
- ✓ Strictness around physical aspects
- ✓ Use 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 acceptable
- ✓ **Breaking down of play** – understand the impact, 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**
- ✓ Distinguish between **poor versus deliberate and dangerous** actions
- ✓ Recognise skill and/or flow when ball is played in the air

Use common sense – understand the players’ intentions

Outcome



Lastly

ENJOY!

shutterstock.com • 1430368517