

VIFHUA

2019-20 Umpire Briefing

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Umpiring Philosophy

Why you umpire?

To **serve the game**, the hockey world, and the teams with an outstanding umpiring product that allows the event to be a success in all aspects with regard to fairness, visual experience and entertainment.



Umpiring Philosophy

What will we deliver?

An umpiring product that offers excellent decision-making, with a **high level of accuracy**, in an environment of openness with team management



Umpiring Philosophy

How will we achieve this goal?

- By providing a fair, **safe playing environment**, for the teams to demonstrate skill.
- By delivering an umpiring product that **offers no surprises** in our decision-making, calmness, clarity and consistency.



4 Key Pillars

SKILL
We need to protect skill to promote exciting sequences

PRESENTATION
We need to celebrate the advantage rule

Fair,
Attractive,
Entertaining
Hockey

FLOW
We need to celebrate the advantage rule

BALL POSSESSION AND TACKLING
Deliberate actions to break down play or dangerous actions that effect player safety will be carefully considered and responded to



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 to eliminate 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 of 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 dangerous** actions

Acknowledge skill and/or flow when ball is played in the air

Your Umpiring Toolbox



Awareness,



Recognition,



Action...

HOW?!

Understand THE GAME!

Position Intent Timing...



Key to Game Management

- Setting and re-setting standards
- Clarity around tackle situations - accidental, clumsy, deliberate... **Maintain consistency**
- **Only engage when necessary**
- **Accuracy:** Both on the ball and personal penalties
- **Watch the game - not the ball:** Ball focus vs general scanning
- **Constant communication** - reinforce the **connection and relationship**

Game Management - New Timings

- All divisions will play 4 quarters of 17 minutes running time. **Stop time normally for injuries, PS and cards. DO NOT STOP ON PCS.**
- The timings are as follows:
 - Quarter 1 = 17 min
 - **Break 1 = 2 min**
 - Quarter 2 = 17 min
 - **Half-time = 5 min**
 - Quarter 3 = 17 min
 - **Break 2 = 2 min**
 - Quarter 4 = 17 min
- The 2-minute break begins **IMMEDIATELY** at the end of the quarter. This is for a quick water/rest... **NOT** an extended coaching session.
- Umpires are to give a 1 minute warning whistle to prompt teams to return for the push back. **WE MUST BE PROACTIVE!**
- One team will take the push back in the first 2 quarters and then switch for the second half regardless of who had possession.
- Time for the new quarter will start whether or not both teams are set.
- **IMPORTANT: If a team is not ready and the other team has push back, DO NOT allow them to start play. Present a Green Card to the Captain for a delay of game - this is the same to the team with possession (again whistle, talk etc. to prevent this from happening).**
- **In the first few weeks of the season we need to educate all players AND coaches first as for many this will be the first time they are dealing with this format.**



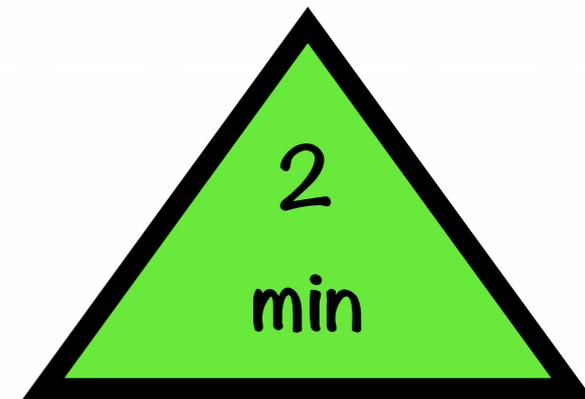
Links Between Offences, Technical Decisions and Personal Sanctions...

- **UPGRADING TECHNICAL DECISIONS**
(eg Free Hit to Penalty Corner)
- Playing the ball **AFTER** the whistle with **HIGH IMPACT** on play
- Playing the ball or trying to **influence the play WITHIN the 5m dotted line** area around the circle



GREEN CARD OFFENCES

- **Playing the ball after the whistle** or interference within 5m with low impact
- **Off-the-ball** minor physical offences (pushing/holding at free hits)
- **Breakdown of play** with low impact deliberate use of feet, body, back of stick...
- **MISCONDUCT** - crowding of the umpire



5 min YELLOW CARD OFFENCES

- **High impact on the play** or repeated offences
- **Breakdown of play with high impact** on play or repeated offences of deliberate use of feet, body, back of stick...
- **Physical fouls with body or stick** including “off-the-ball” incidents
- **All other repeated offences** in the “green card” area

5 min



10 min YELLOW CARD OFFENCES

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

10 min

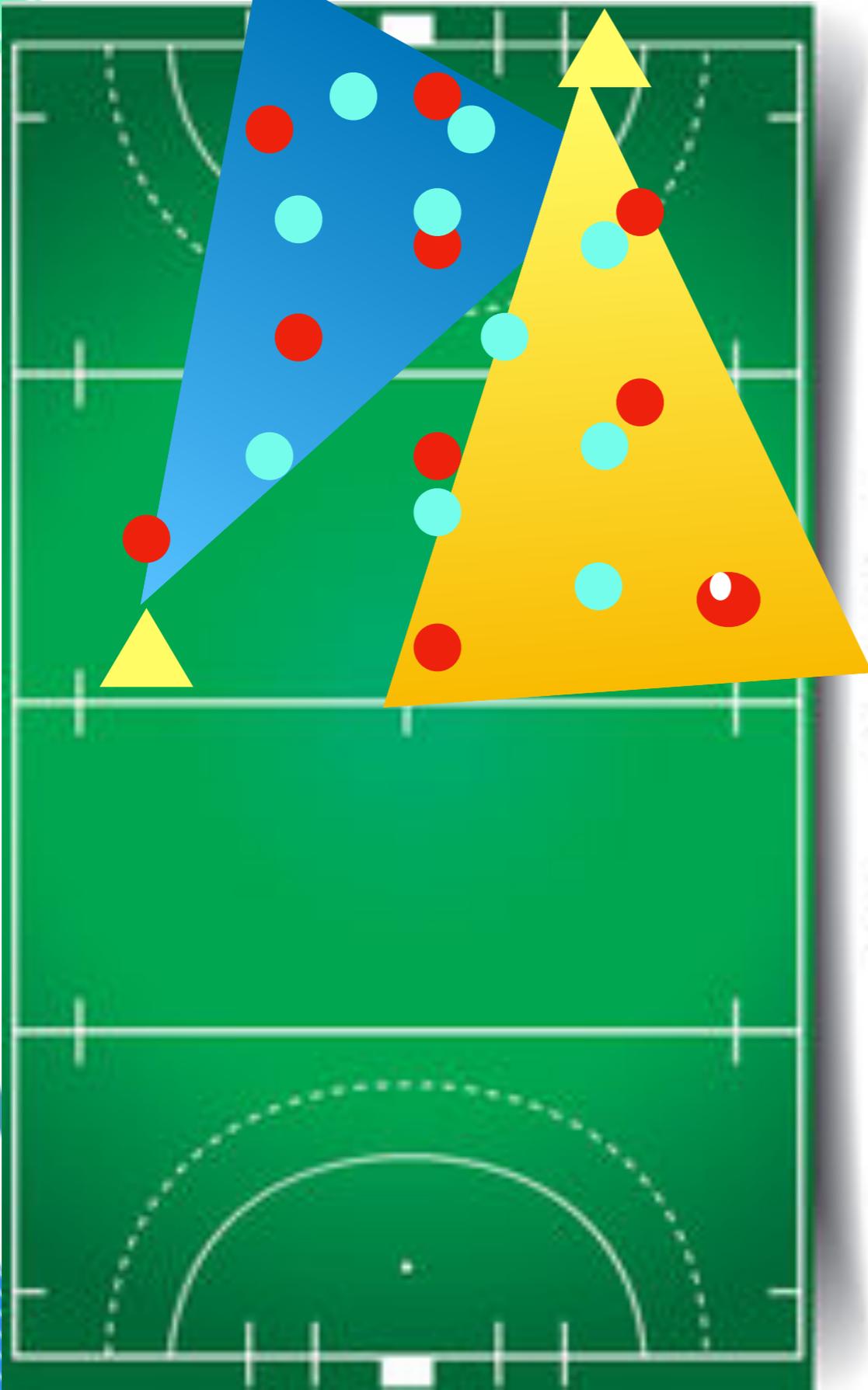


Breakdown of Play/Poor Tackling

- Look at the game for **clues!**
- Numbers behind the ball? Possible outcomes and attacking potential
- **Accidental vs Deliberate?** Context.
- There is a difference between our game **becoming more physical** and physical play eliminating skill

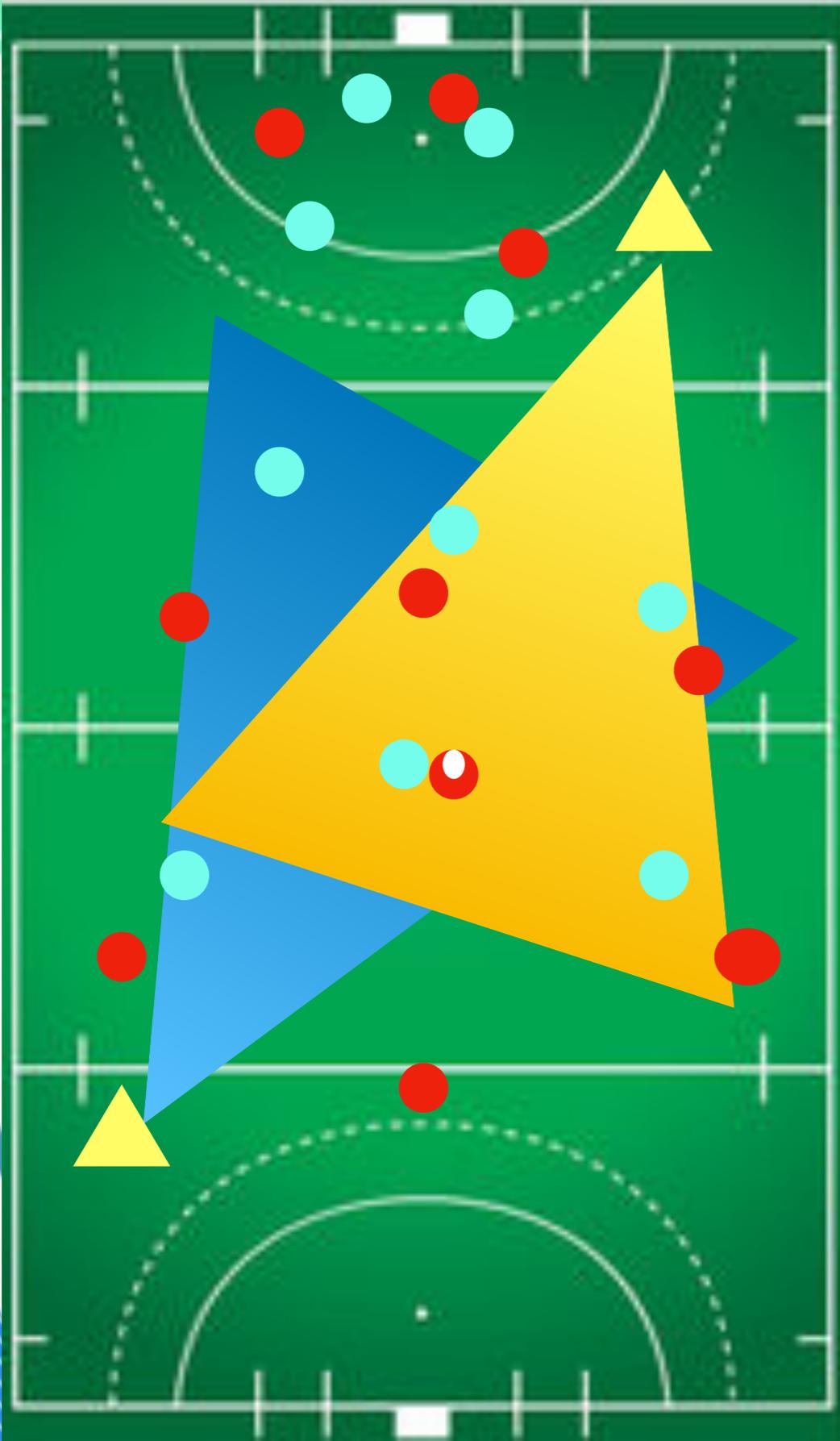
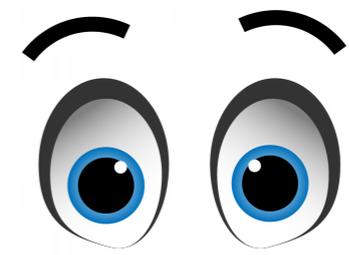


Where to watch? 🙄🙄



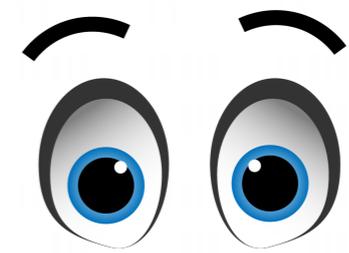
- As the play transitions to your circle, be there early. Focus on the players with the ball on your side
- Support umpire - don't watch the ball! Look to the circle to see what the players are doing off ball!

Where to watch?



- As the play transitions away, watch for pushing/illegal contact from behind
- As the play heads toward you, keep an eye on sticks, feet and upper body for breakdowns

Where to watch?

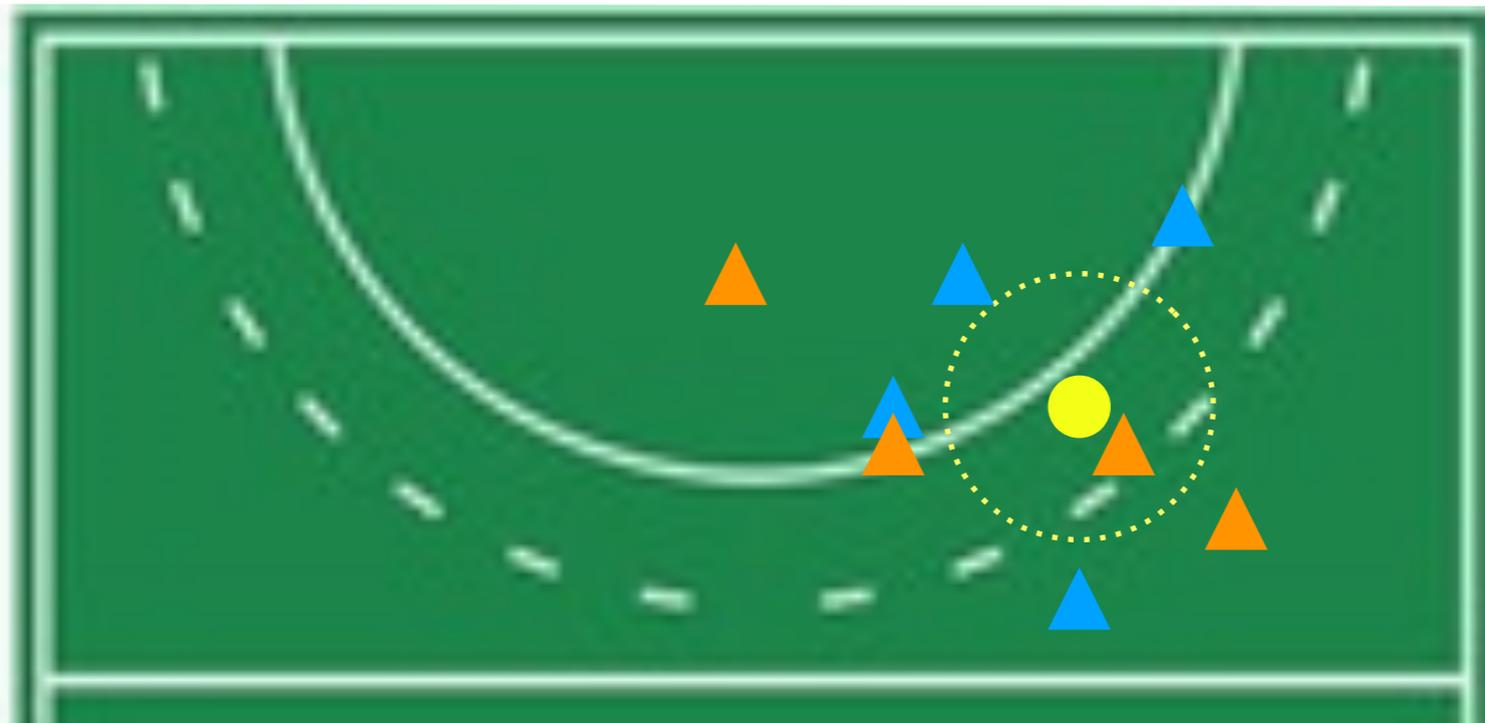


- Lead umpire: Injector, Defenders, Ball outside circle, near post, ball over the line
- Supporting umpire: Attackers breaking early, obstruction from either team, height of ball, far side (left post)
- Discuss before the game how you will handle players breaking early. Blow whistle to stop the corner.



NEW RULE: FREE HITS WITHIN 5m OF THE CIRCLE

- **ALL players** other than the attacker taking the free hit must be at least 5m away, including when the defenders are inside the circle.
- If a defender is inside the circle and in the **immediate** space of the free hit they may shadow - **IF A STICK, FOOT or BODY leaves the circle to engage play before the attacker has gone 5 it is a PC**



Self-Pass

- Action of attackers... **what is acceptable?**
Are they 5m? How far is 5m?
- Action of defenders... **what is acceptable?**
Are they influencing the play?
- Around the circle (within 5m)... **what is acceptable?** Defenders inside the circle do not need to retreat*

* If there has been a stoppage of time then all players **MUST** be 5m



NEW RULE: SELF-PASS/FREE HIT

- Position of the infringement: Ball in the “right” area and ‘show attempt to stop the ball’
- Early communication/whistle - avoid “replays” if possible
- **FREE HITS AWARDED INSIDE CIRCLE: Can be taken anywhere inside the circle OR up to the top of the circle in-line with the offence.**



Penalty Corners

- Is the ball **stopped inside or outside the circle**? Is it hitting the runner above or below the knee
- **Obstruction** (screening/blocking) by attackers - sliding?
- **Obstruction** (screening/blocking) by defenders
- **Breaking: Attacker(s)** that break early the **INJECTOR IS SENT TO THE HALFWAY**
- **Defender(s)** that break early are sent to halfway, but **CANNOT BE REPLACED**
- Subsequent corner versus re-taken corner for players at the halfway line. Remember that the player cannot return until the PC has been completed (eg outside the 5m dotted line)
- **Injector “feinting” - (It needs to be a continuous motion) This player is sent to halfway but can be replaced**

NEW RULE: Completion of Penalty Corner/Substitutions

- Ball must travel 5m outside the circle to be completed. This includes at the end of period.
- Players may not substitute/enter field of play until the ball has travelled 5m outside the circle.
- **EXCEPTION:** A player may re-enter the field of play **DURING** a penalty corner if they were temporarily suspended. They **DO NOT** need to wait until the corner is over.



Aerial Passes

- Make sure there is no danger/advantage gained before considering a penalty
- It is helpful when a ball is thrown into space and/or a player in space... however this will not always be the case
- **Early judgement** - regarding danger over the last few metres of the ball flight
 - * Is there contest?
 - ** If two players are both in the initial space and right on top of each other a free hit is given to the defending team. If there is space between the attacker and defender determine who will receive first. If it is the attacker and the defender runs in then a free hit should be awarded to the attacking player.

NEW RULE: Removal of GK privileges for substitute player

- NO TEAM IS ALLOWED TO PLAY WITH A KICKING BACK
- Teams have 2 options:
 - Play with a fully kitted goalkeeper
 - Play with 11 field players
 - When defending a PC/PS no player is allowed to use GK gear. They must use the standard defensive unit gear for field players.



Presentation of our Game

- **Abusive outbursts** and **misconduct** are not the best advertisement for our sport.
- The **crowding** of players around an umpire is not permitted. One player may approach an umpire to ask a question - however, if this is not done in a constructive manner the umpires have been told to issue a green card.

Concerns from FIH

Rule 7.4.c: ball intentionally played over the back-line by a defender and no goal is scored. If it is clear that the action is intentional, umpires should not hesitate to award a penalty corner.

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 : where the initial receiver is unclear the side which places the ball in the air must allow the opponent to play the ball.

Rule 9.12: obstruction. Umpires should penalise shielding the ball with the stick more strictly. They should also look out for a tackling player who by pushing or leaning on an opponent causes them to lose possession of the ball.

Rule 13.2.a: ball stationary at a free hit. Umpires are sometimes not strict enough on requiring the ball to be stationary, albeit very briefly, for a free hit especially if it is taken using a self-pass.



Feedback from FHBC Coaches and FHC TDs/Umpire Managers based on National Championships

- We need to be stricter on the personal penalties. “If a player/coach commits a foul, it’s their problem. If we don’t deal with it, it’s our problem. Never make it our problem.”
- Any verbal dissent or personal penalties (yellow/red cards) need to be reported to the league. Again, if you don’t report, you make it harder for the next umpires and teams. **BE BRAVE!**
- Be strict on timings at breaks and halves.
- Watching off ball and understanding areas of control. These come for good pre-game chats.
- If you don’t understand the new rules/interpretations, please ask!



In conclusion...how does YOUR umpiring craft contribute?

- Visual teamwork - You have to visually show that you are connected to your colleague!
- Positioning - Anticipate using game clues.
- Circle accuracy - get to your right post early!
- Communication and management - you are striving for fairness. Build relationships. Work with the teams. Express yourself.



INJURIES

Please familiarise yourself with the league protocol for injuries.

Your role...a reminder

- To **support** the game
- To **support** your co-umpire
- To **support** the teams
- To **be better** in every game

Feedback

Enjoy your game, **celebrate** a good game, learn from a tough game, **analyse** every game... in every game there are lots of positives. **Remember**: the most important point for you to consider...



What do you need to do to move forward and be better in your next game?

Have a fantastic season!



Resources

FIH



<https://www.youtube.com/user/fihockey>

<http://www.fih.ch>

