



# Umpire Manager's Briefing for Umpires 2017

Version 1 – 27 October 2016

# Preparation

---



- Be thorough in your match preparation
- Make sure that you understand the Briefing – this is our match plan
- You are expected to umpire to this Briefing – the players want to see the same consistent decisions and actions between each umpire every match, so ask if you are not sure
- Have a personal action plan – try to improve something every match
- Maintain your fitness level
- Report any injuries – get treatment
- Look after yourself – eating, drinking, resting ... always be prepared and consider weather etc.

# Rules of Hockey 2017

---



- Make sure that you understand the latest set of the Rules, and any updates or adjustments to the Rules
- From previous Umpire Briefings: -
  - A forehand hard hit using the edge of the stick is not allowed and should be penalised even for a shot at goal
  - 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 reinforces the existing interpretation, the player only commits an offence if they gain an advantage
- Also be aware of any FIH, National or Competition Regulations which may vary the Rules of Hockey

# Main Rules Changes 2017

---



There are no major changes to the Rules of Hockey 2017; all changes generally relate to either equipment type issues or clarifications as follows: -

- No equipment or other items may be placed inside the goals
- Hand protection for players - a measuring box of specific dimensions has been introduced
- Knee pads – clarification regarding their use at Penalty Corners
- Too many players on the pitch – decisions taken prior to correcting the situation cannot be changed if time and/or play has already been re-started
- Changes between goalkeeping options – must take place as a substitution
- Goalkeepers shirts – no longer need to be of a single colour
- Adjusted guidance regarding when a ball is considered dangerous
- Guidance on the ball hitting discarded defensive Penalty Corner equipment
- Penalty Strokes – additional guidance on movement of goalkeepers
- New 'Corner' re-start signal

# 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

# The Match

---



Guidance on completion of time at the end of the half or the match: - *If time expires just before an umpire would otherwise have made a decision, umpires are permitted to make that decision immediately after the end of the first period or the match.*

- A goal may be awarded provided the ball crossed the goal line prior to the expiry of time
- A penalty corner, penalty stroke or personal penalty may also be awarded for an offence that occurs immediately prior to the expiry of time
- Similarly Umpires may immediately review incidents which occur just before the expiry of time to take the necessary action, for instance to correct a wrong decision

# Management

---



- Our watchwords should be **Awareness – Recognition – Action**
- Be pro-active. Prevention is better than cure
- Set standards early – TALK to the players, **connect with them**
- 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 free hits – avoid replays
- Ensure free hits are taken correctly
- Change your game plan and re-set standards 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 hit 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
- Reckless play, and other overly physical challenges by field players, including those which take an opponent to ground and which have the potential to cause injury should attract appropriate match and personal penalties. A sliding tackle which takes a player to ground is a high risk, high penalty action
- 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, 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

# Ball off the Ground

---



- Blow only in dangerous situations everywhere on the pitch - forget lifted, think danger
- Low balls over defenders sticks in a controlled manner that hit half shin pad are not dangerous
- Use common sense and show understanding of the play
- Be consistent as an individual and as a team

# Aerial Balls

---



- Set up free hits correctly, make sure that the players are 5 metres from the ball
- Watch the ball on the way up – the ball must not be flicked dangerously towards an opposing player
- The ball landing – apart from the receiver, players must stay 5 metres away until the ball is safely on the ground
- Penalise poor skill when the receiver makes the ball dangerous
- Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height, including above their shoulder, provided this is not dangerous in itself or leading to dangerous play. Be aware that the ability of players to intercept the ball with their stick above their shoulder outside of what would previously be considered the 5 metres landing area means that judging of potential danger is now more difficult – use common sense

# Free Hits

---



For free hits (including centre passes, corners and all sideline restarts after the ball has been outside the field): -

- All opponents must be at least 5 metres from the ball
- For free hits awarded to the attack within their attacking 23 metre area - all players must be at least 5 metres from the ball

*In all situations - if taken quickly and a player is within 5 metres of the ball but is not playing, attempting to play the ball or influencing play, the taking of the free hit does not need to be delayed; this same player can play, attempt to play the ball or try to influence play, once the ball has travelled 5 metres – be consistent in your judgment of this.*

- Attacking free hits awarded within 5 metres of the circle are now taken from the point of the offence

# Free Hits

---



A player taking a free hit, centre pass, 'corner' or sideline restart can be the next player to play the ball – a 'self-pass'

As a result of the new free hit procedures and being able to raise the ball directly from a free hit, using a push, flick or scoop: -

- Taking the free hit and the next playing of the ball is no longer required to be two distinct and separate actions
- The ball does not have to move 1 metre before the player may play the ball again

At a free hit, which is not a 'self-pass', the ball is no longer required to move at least 1 metre before it can be played by a teammate of the player taking the free hit

# Free Hits

---



For free hits (including 'corners' and sideline restarts) taken by the attacking team inside the 23 metre area the ball cannot be played directly into the circle : -

- The ball must travel at least 5 metres from the point of the free hit (not necessarily in a single direction) before the player taking a self-pass or another attacker can play the ball into the circle
- Alternatively the ball must be touched by a defending player before either it enters or can be played into the circle by any other attacking player, including the player who took the free hit
- For the new 'corner' re-start, when the ball has been unintentionally played over the back-line by a defender or deflected by a goalkeeper or player with goalkeeping privileges, be aware that this being taken on the 23 metres line means that the ball may not be played directly into circle

# Free Hits

---



- For attacking Free Hits awarded within 5 metres of the circle and in this specific situation: -

*Defenders who are inside the circle within 5 metres of the free hit are considered not to be interfering with play and may also shadow around the inside of the circle a player who takes a self-pass, provided that they do not play or attempt to play the ball or influence play until it has either travelled at least 5 metres or alternatively has been touched by a defending player who can legitimately play the ball.*

*Players inside the circle who were 5 metres or more from the point of the free hit at its award are not allowed to move to and remain in a 'stationary' position within 5 metres of the ball as the free hit is taken.*

*Other than indicated above, any playing of the ball, attempting to play the ball or interference by a defender or an attacker who was not 5 metres from the ball, should be penalised accordingly.*

*Following a time stoppage after the award of a free hit inside the 23 metres area, all players other than the one taking the free hit should be at least 5 metres from the ball.*



# Free Hits

---



For free hits (including 'corners' and sideline restarts) taken by the attacking team inside the 23 metre area: -

- Be pro-active and use your common sense regarding the placement of free hits either close to the circle or the 23 metre line
- Be flexible, only penalise if the 'wrong spot' for the free hit is chosen in order to either gain an unfair advantage or for reasons which are against the spirit and aim of the Rules
- Intentionally moving the location of an attacking free hit outside the 23 metre area to create an opportunity to play the ball directly into the circle must be seen as an unfair advantage and penalised accordingly

# Free Hits - Penalties

---



For a free hit taken by the attacking team within their attacking 23 metre area which is played directly into the circle: -

- Do not penalise unless and until the ball actually enters the circle
- A free hit is awarded to the opposing team from the spot where the free hit was incorrectly executed

Award the appropriate penalty for infringements and be aware of break down play situations, intentional interference with free hits etc. Use technical and personal penalties as required or appropriate

Be aware that the option to advance free hits by up 10 metres for another offence or misconduct is now deleted – this can be managed with the free hit rules, the ability to self-pass and/or personal penalties

# Goalkeepers and Players with Goalkeeping Privileges

---



- Goalkeepers and players with goalkeeping privileges must wear **a coloured shirt or garment** of a different colour to both teams
- Players with goalkeeping privileges may wear protective headgear in their defending 23 metres area; it must be worn to defend penalty corners and penalty strokes. They may take part in the game outside their own 23 metres area provided that they have safely removed their headgear
- At penalty corners, a defending injured or suspended goalkeeper may be replaced by a similarly attired goalkeeper or a player with goalkeeping privileges

# Goalkeepers and Players with Goalkeeping Privileges

---



- At penalty corners, a defending injured or suspended player with goalkeeping privileges may only be replaced by another player with goalkeeping privileges
- Allow goalkeepers and players with goalkeeping privileges 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. If they intentionally propel the ball over long distances they 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

# Penalty Corners

---



- Positioning is critical – sell decisions
- Manage the set up – including the meetings on the top of the circle or in defence, using pro-active and preventative reminders to prevent possible breaking and other offences
- Apply the drag flick interpretations; co-operation needed if runner is hit – be sure whether this was below or on/above the knee
- Position of disengaged umpire should allow support of colleague on the height and direction of the shot; **also be aware of the possibility of suicide runners taking a line to either hit an attacker at the top of the circle or to be hit by the ball; also watch for the possible obstruction of runners**
- **When the ball is missing the goal and the defender is hit high on the body, decision is a free hit to the defence**

# Offences during the taking of Penalty Corners

---



Remember that the Penalty Corner is taken again if: -

- The injector does not have at least one foot outside the pitch
- The injector feints at playing the ball – the offending player goes beyond the centre line and is replaced
- A defender, other than the goalkeeper, crosses the back line before permitted - the offending player goes beyond the centre line and is not replaced
- A goalkeeper or player with goalkeeping privileges, crosses the back line before permitted - the defending team nominates which defender goes beyond the centre line and they cannot be replaced
- An attacker enters the circle before permitted - the offending player goes beyond the centre line and may be replaced

# Offences during the taking of Penalty Corners

---



For any similar offences by an attacker, defender or goalkeeper at this or any subsequently re-taken penalty corner, the same conditions apply.

The players beyond the centre line may not return for re-taken penalty corners, but may do so for a subsequently awarded penalty corner.

A penalty corner is considered as re-taken until any of the conditions of Rules 13.5 (for penalty corners in 'normal' time) & 13.6 (for penalty corners at half-time or full-time) for its completion are met.

A free hit is awarded to the defence for any other offence by an attacker.



# Penalty Corners

---



- A goal cannot be scored unless the ball has travelled outside the circle. If the ball has stayed inside the circle, it is not an offence to take a shot at goal – allow play to continue; if a defender commits an offence which *normally* would have prevented the probable scoring of a goal, a further penalty corner should be awarded
- If a player defending a penalty corner continues to wear a face mask **after the corner has been completed** a free hit should be awarded. Repetition means another free hit 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
- 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

# Offences during the taking of Penalty Strokes

---



If the Penalty Stroke is taken before the whistle is blown: -

- By the attacker and a goal is scored – re-take
- By the attacker and a goal is not scored – free hit to the defence

A free hit is awarded to the defence for all other offences by the attacker

For any offence by the player defending the Penalty Stroke and: -

- A goal is scored – the goal stands
- A goal is not scored – re-take

Other than those involved in the taking of the Penalty Stroke, for any offence by the defenders and a goal is not scored or by the attackers and a goal is scored, the Stroke is taken again

# Applying the Rules

---



The following Rules are sometimes inconsistently applied – remember that: -

- If the ball is intentionally played over the back-line by a defender and no goal is scored, play is re-started with a penalty corner. If it is clear that the action is intentional, you should award a penalty corner
- If it is clear that a player is shielding the ball with their stick they should be penalised. Watch also for tackling players who by pushing or leaning on an opponent cause them to lose possession of the ball
- The requirement for the ball to be stationary, albeit very briefly, at free hits, especially if it is taken using a 'self-pass', should be more strictly (but sensibly) applied

# Applying the Rules

---



At some recent Tournaments, technical and personal penalties for intentional offences in the 23 metres areas have not been applied in accordance with the Rules: -

- Seeking to interpret breaches as personal penalties without correctly applying the Rules creates confusion and should be avoided
- Deliberate offences inside the defending 23 metres area should be appropriately dealt with, including the awarding of personal penalties as necessary

# Appealing and Dissent

---



- Appealing for free hits – abuse or shouting spoils the game
- Do not allow comments at every penalty corner you award
- Harassment, intimidation and surrounding or ‘crowding’ of umpires after decisions should not be tolerated, with the offending players liable to green card personal penalties. Repeat offences may result in yellow card personal penalties
- Make it easy on yourself – use your skills and the tools at your disposal to stamp these problems out early in the game
- Make use of the captains, who are responsible for the behaviour of their team

We all need to do this every match!

# Approach to Injuries

---



For FIH Tournaments and, depending upon their Regulations, other Competitions: -

- 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 two minutes
- Be aware of players who are feigning injury and delaying the game – if this is the case, call Doctor/Physio immediately

# The Key to Success

---



**GOOD COMMUNICATION**

**With the players**

**With your colleagues**

**and**

**With your support team**



**Finally ...**

---



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