



# Umpire Manager's Briefing for Indoor Umpires 2016

Version 1 – 27 December 2015

# Preparation

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- 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

# Rules of Indoor Hockey 2016

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- Make sure that you understand the latest set of the Rules
- From previous Umpire Briefings: -
  - 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 or Competition Regulations which may vary the Rules of Hockey

# Main Rules Changes 2016

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The maximum number of players per team on the pitch at any one time reverts from five to six players

Attacking Free Pushes within 3 metres of the edge of the circle now to be taken from the point of the offence

A player in possession of the ball may not be 'trapped' either in the corner of the pitch or against the side-boards by opponents' 'flat' sticks. Space for an outlet pass must be left

The number of allowed fully kitted GK substitutions remains at two per team per match, however substitutions between goalkeepers wearing full protective equipment now no longer count towards this total

# The Match

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- 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

# Management

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- Our watchwords should be **Awareness – Recognition – Action**
- Be pro-active. Prevention is better than cure
- Set standards early – TALK to the players
- Make it easy on yourself – get them 3 metres at free pushes from the beginning
- Recognise early when the ball is not in the right place for free pushes – avoid replays
- Ensure free pushes are taken correctly
- Change your game plan and re-set standards if you need to
- Communicate with your colleague

# Flow

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- 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 push is a better advantage and causes less frustration
- Whistle timing is critical

# Tackling

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- 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
- Be aware of intentional shielding and body blocking

# 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
- Limit time spent in situations where the ball is trapped in the corners of the pitch or close to the side-boards, especially towards the end of matches – early interventions will make teams aware that this type of play or tactic is of no benefit to them
- Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure

# Trapping

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- Deliberately trapping or holding the ball against the side-boards, when an opponent is within playing distance, is an intentional offence and should be penalised accordingly
- Recognise when the ball is either unintentionally trapped between players' sticks, or unintentionally trapped against the side-boards, and interrupt play with a bully re-start. Limit time in these situations if it is clear that the ball is unlikely to become free
- Be aware of players who deliberately aim to trap the ball between their and an opponent's stick, penalise accordingly
- A player in possession of the ball may not be 'trapped' by opponents' 'flat' sticks either in the corners of the pitch or against the side-boards. Penalise opponents if they do not leave an outlet of reasonable size through which the ball may be played

# Ball off the Ground

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- Watch lifted balls in open play very carefully – be sure that the lift is either too high or an opponent is within playing distance before penalising them
- Use common sense and show understanding of the play
- Be consistent as an individual and as a team
- Defenders may stop or deflect a shot at goal with the stick above their shoulder. Be aware that there will be stick movement towards the ball, use common sense and only penalise if the ball is genuinely hit

# Lying on the Pitch

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- Field players must not play the ball while lying on the pitch or with a knee, arm or hand on the pitch other than the hand holding the stick
- Accidental use of the hand or knee on the floor for balance should not be blown as an offence, where no advantage is gained
- Players should not be penalised if the ball just touches the hand which is holding the stick
- Goalkeepers or players with goalkeeping privileges who are lying on the pitch are only permitted to play the ball provided that both they and the ball are inside the circle

# Time Outs

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- One Time Out per team in each half of the match may be granted upon request from the team captain or a team official
- Time Outs may be requested when play is stopped, including in the last two minutes of each half, but not between the award and completion of a penalty corner or penalty stroke
- Control the Time Outs so that play is restarted after maximum one minute
- Captains are responsible for the correct use of Time Outs by their team

# Dangerous Play

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Both of the following actions are dangerous and should be penalised accordingly: -

- Playing the ball deliberately and hard into an opponent's stick, feet or hands, especially when done close to a player or when the opponent is in a low 'set' position
- Players collecting, turning and trying to play the ball hard through an opponent who is either trying to tackle or in a low defensive position close to the player in possession

A personal penalty may also be awarded to the offending player

Reckless play, such as sliding tackles 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

# Free Pushes

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For free pushes (including centre passes and all restarts after the ball has been outside the pitch): -

- All opponents must be at least 3 metres from the ball
- For free pushes awarded to the attack within their attacking half - all players must be at least 3 metres from the ball

*In general, if taken quickly and a player is within 3 metres of the ball but is not playing, attempting to play the ball or influencing play, the taking of the free push 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 3 metres – be consistent in your judgment of this.*

- For attacking free pushes awarded within 3 metres of the circle, these are now taken from the point of the offence

# Free Pushes

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A player taking a free push, centre pass or restart can be the next player to play the ball – a ‘self-pass’

For free pushes (including restarts after the ball has travelled over the side-boards) taken by the attacking team inside their attacking half of the pitch: -

- The ball may enter the circle immediately after touching the side-board, but otherwise may not be played directly into the circle
- Failing this, the ball must be touched, deflected or pushed by any other player before it enters or can be played into the circle
- At a ‘self-pass’ the ball must travel at least 3 metres from the point of the free push (not necessarily in a single direction) before the taker himself can play the ball into the circle

# Free Pushes

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- For attacking free pushes awarded within 3 metres of the circle and in this specific situation: -

*Defenders who are inside the circle within 3 metres of the free push 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 3 metres or alternatively has been touched by another player of either team who can legitimately play the ball.*

*If the attacker plays the ball off the side-board, the side-board may be considered as being 'the second attacker' and thus defenders (who were either inside the circle, or more than 3m from the Free Push when it was taken) may then interfere in play*

*Players inside the circle who were 3 metres or more from the point of the free push are not allowed to move and remain in a 'set' position within 3 metres of the ball as the free push 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 3 metres from the ball, should be penalised accordingly.*

# Free Pushes

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For free pushes (including restarts after the ball has travelled over the side-boards) taken by the attacking team inside their attacking half of the pitch: -

- Be pro-active and use your common sense regarding the placement of free pushes either close to the circle or the centre line
- Be flexible, only penalise if the 'wrong spot' for the free push 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 push outside the half to create an opportunity to play the ball directly into the circle must be seen as an unfair advantage and penalised accordingly

# Free Pushes - Penalties

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For a free push taken by the attacking team inside their attacking half of the pitch which is played directly into the circle: -

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

Award the appropriate penalty for infringements and be aware of break down play situations, intentional interference with free pushes etc. Also be aware of attempts to gain free pushes by the ball carrier, for example, by deliberately running into opponents  
Use technical and personal penalties as required or appropriate

# Goalkeepers and Players with Goalkeeping Privileges

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- Goalkeepers and players with goalkeeping privileges must wear a single coloured shirt or garment of a different colour to both teams
- Players with goalkeeping privileges may wear protective headgear in their defending half of the pitch; it must be worn to defend penalty corners and penalty strokes. They may take part in the game outside their own defending half of the pitch 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

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- 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

# Fully kitted GK substitutions

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- There is limitation of 2 fully kitted goalkeeper substitutions off the pitch for either a player with goalkeeping privileges or another field player during any match
- Substitutions between fully kitted goalkeepers do not count towards the total number of allowed substitutions
- If a team starts a match without a goalkeeper, their entry onto the pitch does not count towards the two substitutions limit
- If a fully kitted goalkeeper is temporarily suspended, their return to the pitch does not count as a substitution
- Once the full allocation of goalkeeper substitutions off the pitch has been used, and/or if the goalkeeper is injured or receives a temporary or permanent suspension, the only possible permanent substitution is that of another goalkeeper who is wearing full protective equipment

# No Goalkeepers

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- 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

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- Positioning is critical – sell decisions
- Manage the set up – including the meetings on the top of the circle or in defence
- Use 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, the possibility of suicide runners and possible obstruction of runners
- When the ball is missing the goal and the defender is hit high on the body, decision is a free push to the defence

# Offences during the taking of Penalty Corners

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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

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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 PCs in normal time) & 13.6 (for PCs at half time and full time) for its completion are met.

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

# Penalty Corners

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- 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 push should be awarded. Repetition means another free push 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

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- 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

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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 push to the defence

A free push 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

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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 a player is shielding the ball with their stick they should be penalised
- **Watch for the ball being deliberately trapped or held against the side-boards and for other forms of 'trapping' players**
- 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 pushes, especially if it is taken using a 'self-pass', should be more strictly (but sensibly) applied

# Appealing and Dissent

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- Appealing for free pushes – abuse or shouting spoils the game
- Do not allow comments at every penalty corner you award
- Harassment, intimidation and **crowding or** surrounding of umpires after decisions should not be tolerated
- 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

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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, **including** goalkeepers, must leave the pitch for **two minutes of playing time**
- 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

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**GOOD COMMUNICATION**

**With the players**

**With your colleagues**

**and**

**With your support team**

**Finally ...**

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