



JUNIOR
PREMIER
HOCKEY

OUTDOOR LEAGUE

Umpires' Agreement

JPOL 2018

Umpires' aim for JPOL

PROVIDE QUALITY AND PREDICTABLE UMPIRING

Teamwork, Cooperation and Support: get the correct decision

Excellent Communication: with the players, **Tech table** and each other

Pro-active Management: set standards early: therefore No Surprises! – Reset if needed

Consistency of decision making: from start to finish

Flow & Control: aim for less whistle to encourage player skill but also ensure that players are **protected**

Improve our performance in every game: be the best we can be

What to expect at JPOL?

Players

- Speed of play
- Contesting the ball
- Is it lack of skill or intent?
- Appealing!
- Challenging decisions
- Pushing the boundaries!
- Pressure from coaches
- Mistakes → frustration!
- Time wasting!

Coaches

- Being loud – Shouting!
- High Emotions
- Disputing decisions

Weather

- Hot & humid

Other

- Radios - help with communication
- Support

Umpires' Agreement & Expectations

Preparation

- Prepare for your game both Physically & Mentally
- Be Proactive, Positive & Responsible
- Pre match chat with colleagues is essential
- Watch the teams warm up
- Take some down time away from hockey

GAME PLAN & CONSISTENCY

- Have a team game plan for every match
- Be prepared to adapt if necessary -> quicker / less whistle, etc.
- Be aware of changes – tempo in game – more skilled/fitter teams – frustrations, etc.
- Be Confident & Smart as a team
- Aim to be consistent with your decisions

Umpires' Agreement & Expectations

TEAMWORK, COOPERATION & COMMUNICATION

- Set Standards early – use all your tools to have excellent communication with players to let them know what is required
- Excellent Communication with all colleagues
- Cooperation and Support – be there for each other & engaged at all times
- Try to increase flow of game when applicable – find the balance

Watch the Game

- Don't get caught ball watching
- Use general scanning - know where the players are
- Be aware of off ball play – where it can happen and what to look for

Management & Safety

Being
Proactive

Prevention is better than cure
Early work = less work later = No Surprises!
Use Captains – they are responsible
Reset standards– what are the clues?
Be Brave and prepared to follow through

- **Umpires must take responsibility** and be prepared to assist when their colleague is unsighted or has difficulty seeing certain parts of the field
- **Player safety** at all times
- **Protecting skilful play** and penalising offences
- **Intentional & serious offences** such as dangerous or rough play must be penalised firmly and early in every match

Game Management - Standards

Get a **DIRECT** and **STRONG EARLY** message across to players when it comes to the 'silly things' – help them understand:

- **Free push** – ball position / is ball being stopped?
- **Players being 5 metres** – are they interfering?
- **Knocking ball away** – is there disadvantage?
- **Playing ball over back line** – what's the intent?
- **Appealing** – when does this happen?
- **Breaking down / Physical play** – where on the field / what is the intent?

Support each other to maintain standards throughout the game

Action Reminder - COMMUNICATION IS KEY here

Two is company – 3's a CROWD

One player to
question



Free Hit & Self Pass

Position of the foul

- The ball in the 'right' area, within 3 - 4 metres and stationary is a good foundation = early communication / whistle – aim to avoid “replays”
- Be more precise of ball placement in the 23m area

Action of Players what's acceptable

- With ball - attempting to stop the ball & not running directly at opposition if ball not stopped
- Without ball - Being 5 m – not interfering with play
- If all good – play on → if not → then make decision

We want to Encourage FLOW

FLOW of game

Read, anticipate and feel the game – know what options the players have – don't be caught ball watching – or out of position make it easy on yourself

Get the balance ... of allowing players to contest – or – consider if blowing for quicker free hit is best

Whistle timing and decision making are crucial for flow - and also ensuring you are maintaining control

Break-down of play / Bad tackling

Things to consider

When and where? – hot spots in 23m attacking & defence areas – this can occur after players lose possession and try to tackle the ball back

Numbers behind the ball? – 3 on 1

Poor skill vs INTENT? – know the difference

Be aware if it's - Stick/stick.....Stick/body.....Body/body?

Our game is getting more physical and physical play can eliminate good skill.....

ACTION - BE PREPARED to deal with this FIRMLY

Aerial Balls

Objective - Good quality technical decision AND consistency

Consider - when ball is thrown into space and/or to a player in space

Early judgement regarding danger over last 15 to 20m of ball flight

- is ball being Contested?
- If yes, know who will clearly get to the ball first
- be confident in your call

Aerial Balls

What to consider in your decision?

- Is there **DANGER?**
- Is there a clear receiver of the ball?
- Is other player within 5m of falling ball and moves to interfere?
- If 2 or more players together → defenders ball



Playing Ball Above Shoulder

Players may stop and play the ball above shoulder height



Permitted as long as not dangerous



Dangerous Play

Reminders... consider when danger can occur

- Players have 3D skills especially in busy areas;- in the Circle – along the base line - in 23m
- Judge when danger can happen – is it the player with the ball who is trying to move into space – or the defender trying to play the ball in the air? – only penalise if you are 100% sure
- A hit, reverse stick into D or swing & miss, etc. is not always dangerous – judge if it has impacted an opponent or not

Communicate verbally if “no danger”

Penalty Corner

Penalty Corner

- **Manage the PC** – from start to finish. Be proactive and get teams to work with you when they put on their extra equipment
- Stop time if genuine problem – **Restart** with whistle then indicate ‘play’



Penalty Corners

Reminders ...

- Ball stopped inside/outside circle – by hand/stick?
- Height of first shot? – too high = FHD
- Hitting defending runner above or below knee (within 5m area)
- Dangerous running by defenders (2 types)
 - To hit/knock someone over – or to be hit
- Obstruction (screening/blocking) by attackers - or - by defenders
- Injector ‘faking’ the push/hit
- Teamwork - be in good position to help support your colleague!

Breaking the Line at Penalty Corners

- Defender to half way line – **cannot** be replaced
- If GK, another defender goes to $\frac{1}{2}$
- If Attacker enters circle early offending player to $\frac{1}{2}$ way line
- If the injector fakes playing the ball
 - Replaced by new injector
 - Offending Injector goes to $\frac{1}{2}$ way

Reminder – **if retake** – the offending players cannot return until PC is completely over



Summary of Management & Cards



✓ Verbal / non verbal
Procedure for ...

▲ Player (minor offences)

■ Players **may** be given two yellow cards but time must be increased

● Second yellow card for same offence can be red for the player

Upgrading technical decisions (FH → PC)

Recognise situations that often happen in 23m by Defending player:

- Playing the ball away after the whistle that has **high impact** on play
- Playing the ball or trying to influence play within 5 metres that has **high impact** on play
- Deliberately playing the ball over the back line
- Deliberate Stick Tackle or Body Obstruction preventing attacking player to continue

Get the Green Card working for you ...

- Playing the ball after the whistle with **low impact** on play
- Playing the ball within 5 metres with **low impact** on play
- Breakdown of play with **low impact** on play including:
Deliberate use of feet, body or back stick
- Minor misconduct – surrounding umpire

Action Reminder - Don't be afraid to give a number of green cards in a game – if used correctly will have an instant response

Summary of Cards

5
min

OFFENCES

- 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 including deliberate use of feet, body, back stick
- Major misconduct and surrounding umpire or repeated offences

More Serious Offences:

- Physical and Dangerous play

10
min

Important to distinguish between:

- 5 and 10 minute offences and communicate this to the Tech Table



**Thank you and
enjoy your JPOL season**



TEAMWORK

Always works.