



**Coach & Player BRIEFING**

**WC Eagles Training Centre**

1-3 March, 2024

# Welcome to Big Apple

## **The intention of this briefing summary is:**

- To assist the players and coaches to become more familiar and help them understand some of the FIH indoor rules and interpretations that have been recently discussed (by umpires /players) and have had potential to cause dispute.
- To help build the rapport with players, umpires and technical officials how they best work together to improve the indoor game.
- What the Big Apple umpiring team aim to achieve.

**Please take time to read the [FIH Indoor Umpire Briefing 2023-24](#) as we work together to showcase exciting hockey**

# The Umpires' Aim for Big Apple

## **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** – Safety is key - set standards early therefore  
No Surprises!
- **Consistency of decision making** – from start to finish
- **Flow & Control** – less whistle, encourage skill but also protect skill

# Lifted Ball

Ball off the ground will only be blown as a foul if the opponent is disadvantaged or when it is considered to be dangerous

Umpires will use **common sense**

- this interpretation will apply in all parts of the pitch, also inside the circle and at the stopping of a PC
- Our aim is to keep the play flowing

# Free Push

## Location of a Free Push

**PLAY the ball CLOSE TO where offence occurred**

- REMINDER – FreePush which is CLOSE TO THE CIRCLE the BALL placing MUST BE MORE PRECISE

**WRONG SPOT, MOVING BALL** – try to avoid this as the umpires will ask you to move it back

- If this becomes persistent then the Umpire will be reversing the call – so help to get it correct the first time

# Hits / Slap

## Reminder:

Striking or Slap' hitting the ball, which involves a long pushing or sweeping movement with the stick before making contact with the ball, is regarded as a hit and is therefore not permitted

# TRAPPING

Players must allow space for an outlet pass

– see next Slide 8 for examples and Slides 26 – 38 with attached Videos in FIH Indoor umpire Briefing

It is not allowed for a player to INTENTIONALLY

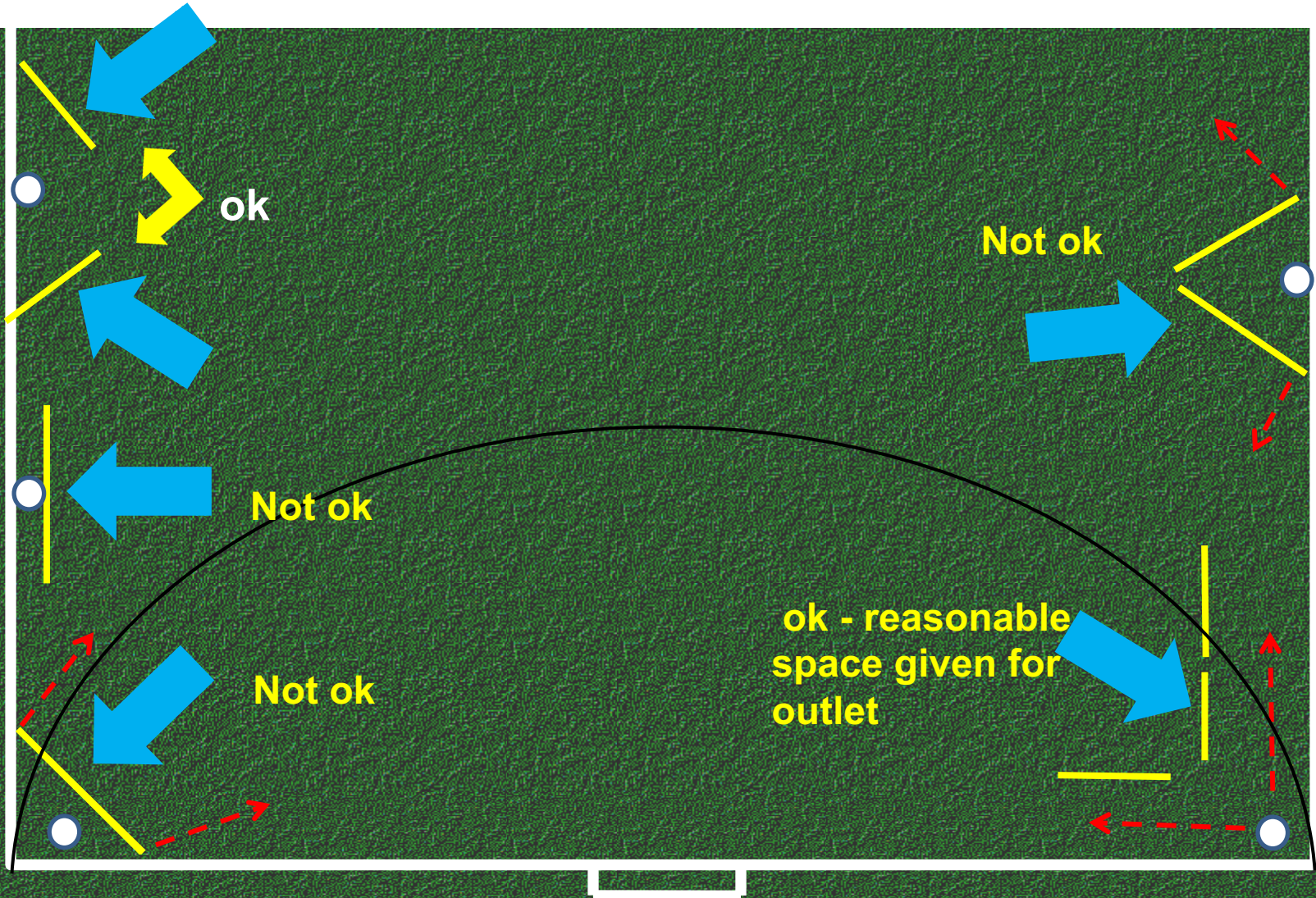
- Trap or hold the ball against the side-boards = Free Push
- Trap a player in possession of the ball by laying 'flat' sticks on the floor in the corner of the pitch (including Goalkeeper) against the boards
- Trap or hold the ball between their own and an opponent's stick

**Players in possession** of the ball must use the outlet given to them → delaying could result in Free Push against

**\*Defending team must allow** the ball out without interference. **If team without the ball** interferes with the outlet, PC or free push

**Umpires will Communicate early and use common sense on the decision that is required!**

# TRAPPING examples





# Obstruction / Ball off End line

- Deliberate obstruction by ball carrier along boards
- Intentional stick obstruction by ball carrier
- Playing ball intentionally off end line by defender = PC

# APPEALING and DISSENT

**Make it easy on yourself (& the Umpires ;- ) and be responsible**

- Appealing for free push/decisions – or comments at every decision spoils the game
- Harassment, intimidation and surrounding of umpires after decisions will not be tolerated → '3 is a crowd' = Green Card to the Captain

# DRILLING

Drilling and turn & fire play *are not skills!!*

## Reminder

- Once a player is in a “set” position, it is not allowed to play a hard pass directly into the player within the 3m distance
- Opponent’s stick not on the ground = no foul, if the ball does not hit the opponent’s feet; it is at his own risk if he is not in a “set” position
- Turn & fire is very dangerous (not only the ball, also the follow through of the stick) – these plays usually occur in the corners or a player collecting a ball with their back to goal, turning and whipping a shot at goal.

**Umpires will be strict and players will be penalised**

# Break Down Play

Umpires will be strict on the breaking down of play & intentional 'physical play/ tackles'

- It prevents opportunities
- It's not in the spirit of the game
- We want to encourage skill not destroy it
- Physical breakdown = high risk, high penalty action =

2 or 4  
min+

# Penalty Corners

Umpires will use common sense to manage the PC as with defenders' facemasks, knee-pads and gloves and Breaking into the D early

- ✓ Let's work together to be efficient and no unnecessary time wasting
- ✓ Note: facemasks cannot be worn during the game unless medical reason

Runners within 3m hit on the knee defined in rule book to be the same as above knee

- ✓ therefore dangerous => FP to defence

# Masks at PCs

- Emphasis is placed on **safety**. Everyone involved in the game must act with consideration for the safety of others. Players must ensure that their equipment does not constitute a danger to themselves or to others
- If a defender throws their protective equipment in such a manner that it is dangerous and hits an opposing player; umpire or spectator:
  - **Penalty Corner may be awarded to the opposition • 2 min, Yellow Card suspension**
- This penalty will not apply if the equipment hits a player of their own team, but if time needs to be stopped, **the game will restart with a free hit to the attacking team**

# Upgrading technical decisions (FreePush → PC)

**Be aware these situations can happen in Attacking half by Defending player that have potential for a Free Push to be awarded as a PC:**

- Playing the ball away after the whistle that has high impact on play
- Playing the ball or trying to influence play within 3 metres that has high impact on play
- Intentional Stick Tackle or Body Obstruction

Finally ....

**HAVE FUN & ENJOY the Big Apple  
and if you have any questions we will be  
happy to chat on Friday night or during the  
tournament**

**UM's: Wendy, Donny & Devin**

