



The BIG APPLE Indoor Briefing Coaches (& Umpires)



Hotel:
260 Malm Boulevard,
King Of Prussia.
PA 19406
Phone: 610-265-7500

Venue:
The Training Center
88 Wells Road
Spring City, PA 19475

Welcome to Big Apple

- The intention of this briefing is to **help**
 - the players, coaches, technical officials and umpires understand the FIH indoor rules/interpretations and provide guidance on their implementation
 - build the rapport with all stakeholders how they best work together to improve the indoor game
- We recommend taking the time to read the FIH Indoor Briefing available at the FIH website.



Our Team

Technical Delegates



Willard Harris



Kim Scott



Lurah Hess



Rob ten CATE
Umpire Manager



Tracey MacCariella
Asst Umpire Managers



Devin Hooper

Notes for Team Management

UMs are available 24/7 in the hall or in the hotel

Please see us when you want to share any observations

Umpire starting points

- The FIH briefing is our shepherd.....
- Consistency is key
 - In a game
 - In the tournament
- Let's **HELP** the players
- Common sense prevails....



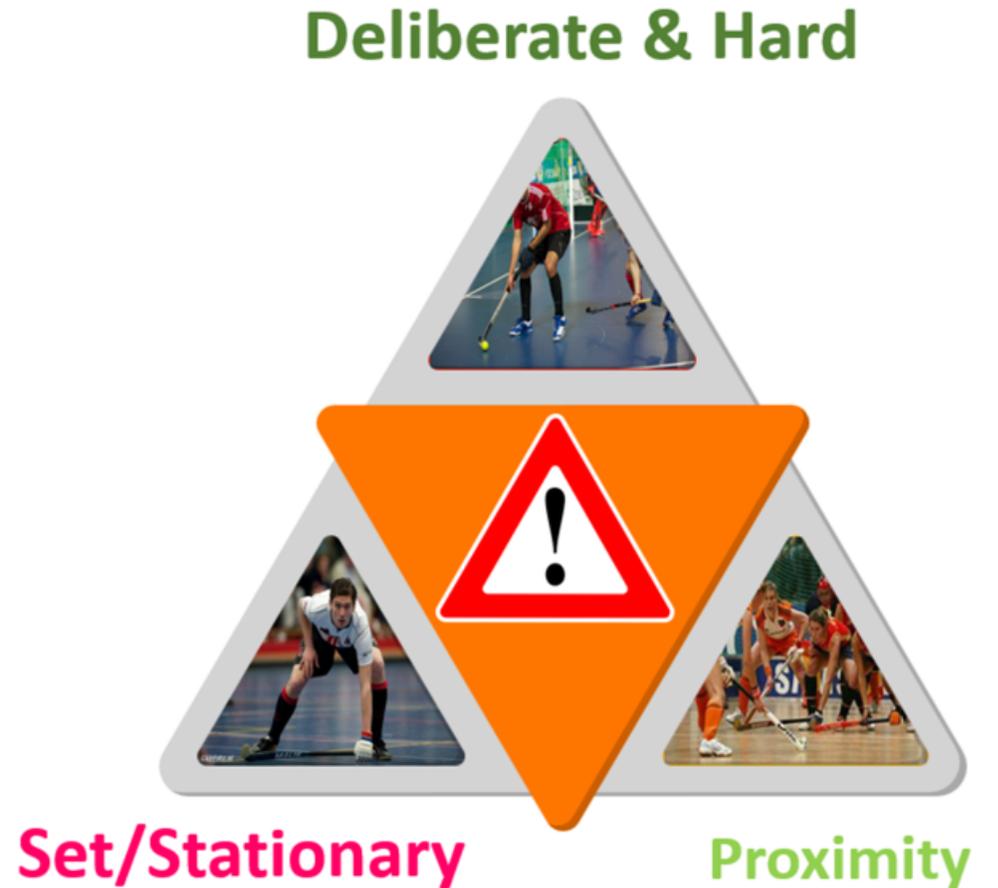
Penalty Corner

- Time does not stop for Penalty Corner. **HELP** players to be ready after 30s
- Umpires will manage the restart time
 - attackers to choose injection side early, so defenders can prepare properly
- Restart with whistle
 - Insert **MUST** be IMMEDIATE
 - If deemed delayed, then free push to defense
- Wearing face masks is mandatory for all players when defending PC's
- Removal of PC protective equipment
 - Safety is key
 - Hit opponent, umpire **or spectator** → PC/FP plus 2min Yellow



Drilling

- It's all about danger and intent
- All three elements of triangle must be considered. If one not, then no drilling...
 - Speed of the ball...hard
 - Proximity...close...3m
 - Opponent in set position
- Drilling is “always” intentional, so “always” consider a personal penalty
- Defender in own half
 - Always intentional so always PC, consider personal penalty.
 - Note: if in circle....PC (no strokes)



Trapping

SIDEBOARD INVOLVED...CORNER OR SIDE LINE

PLAYERS NOT IN BALL POSSESSION: MUST LEAVE
CHANNEL OPEN

PLAYER IN BALL POSSESSION: MUST TAKE CHANNEL

OPTION 1: PASS TO TEAMMATE;

- Guidance on time: 2 times coaching by umpire
- This pass is "protected"; if intercepted...intentional foul...

OPTION 2: WALKING OUT OF TRAP

- Guidance on timing...2 times coaching by umpire
- At some point trapping becomes open play

OPTION 3: OPTION 2 FOLLOWED BY **OPTION 1**

- If out of trap...open play...so pass not "protected"

LET'S **HELP** THE PLAYERS:

- Pass option: "**sideline**" or "**backline**"
- Walk option: "**keep moving**"



KEEP

CALM

I'VE GOT YOU

COVERED

Hit & drag

COMMON SENSE APPROACH

SET STANDARDS EARLY IN THE GAME, AS THIS WILL GIVE YOU OPTIONS LATER ON

- Slap
- Reverse stick

GUIDANCE: “WHAT WOULD YOU (NOT) ALLOW OUTDOOR AS A FIRST SHOT AT GOAL AT PC”



Others

CARDS

- Always stop time
- Please take notes yourselves

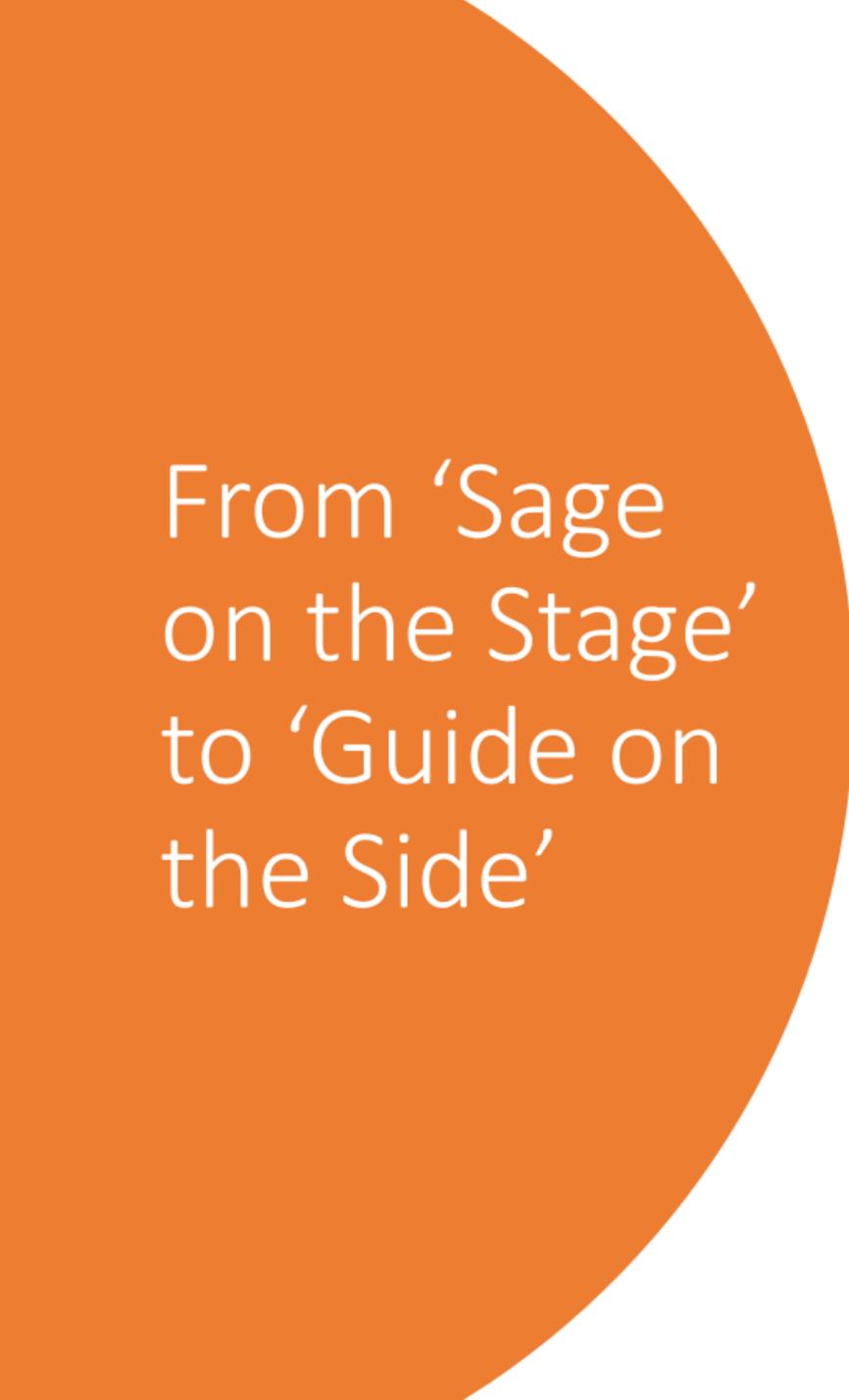
CROWDING

- Just deal with it as agreed

BENCH MANAGEMENT

- If player...use your management tools
- If management...use TO



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From 'Sage on the Stage' to 'Guide on the Side'

Beyond these few focus points the umpires are always looking to develop and enhance our wonderful game; the speed and flow, the good relationships with the players and team staff, allowing players to show off their remarkable skills in the knowledge that any negative 'breakdown' of their flair will be recognised and penalised.

The rules and the umpires may well be there to try to keep things safe and enforce any penalties, but we are really there because we want to help the games to be better.

We all want to strive for that perfect advantage which can result in a team gaining their reward!

Let's see if we can achieve that.

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