



WAIKATO HOCKEY
UMPIRE ACADEMY

Secondary + Intermediate

Umpire Training

Secondary - Thu 27th April - 6.30pm

Intermediate - Thu 4th May - 6.30pm



WE WILL COVER

- Positioning
- Blowing the whistle
- How to signal
- Basic rules
- Free hits
- Penalty Corners
- Advantage
- Control
- Academy

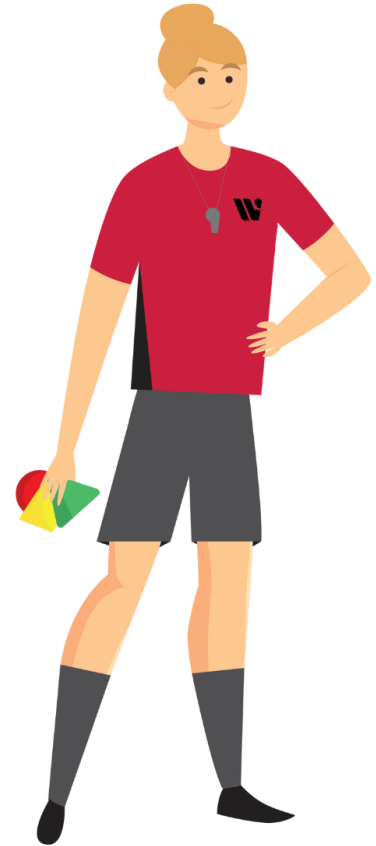
INTERMEDIATE GRADES – 6 A SIDE

The standard rules of hockey apply, except:

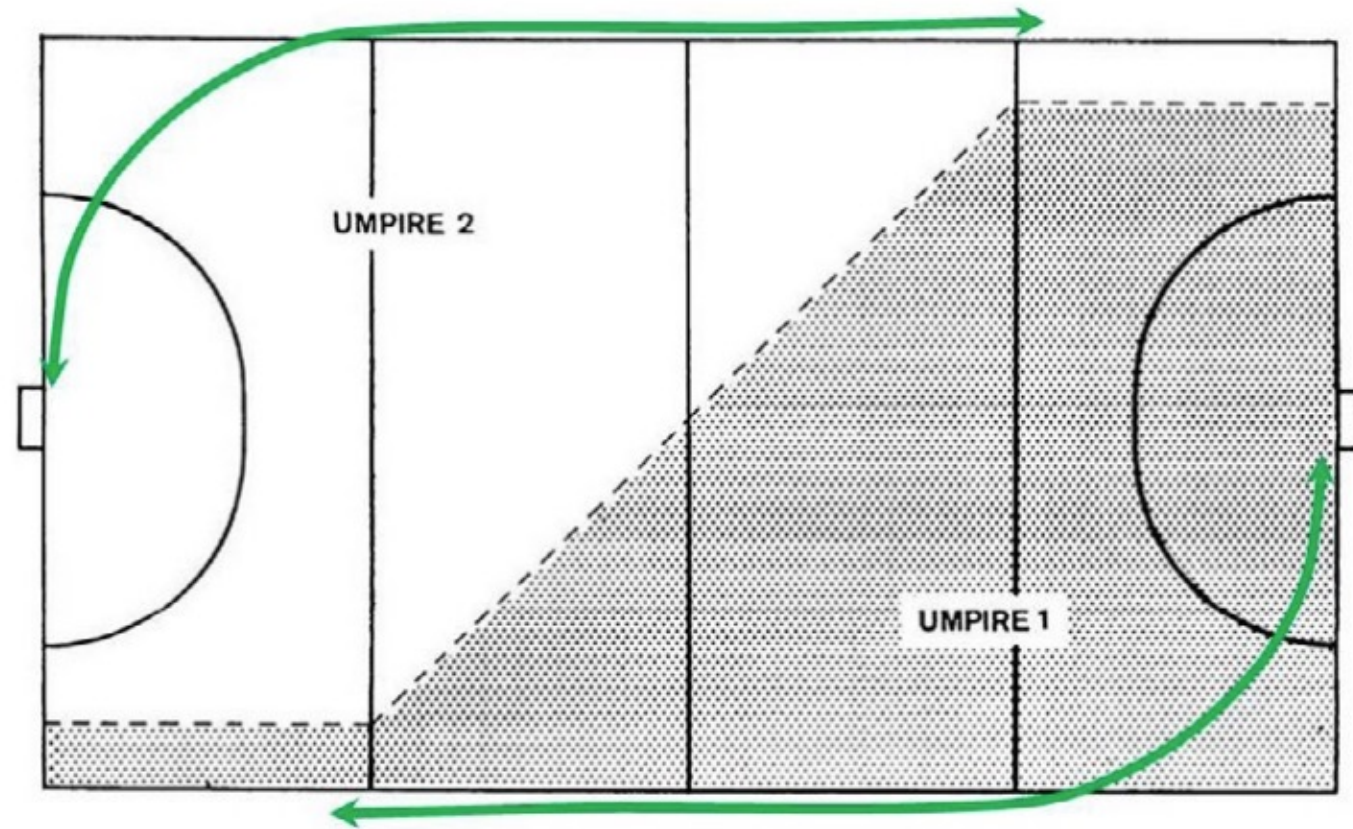
- No penalty strokes
- Long corners taken from 5m line, top of circle
- PCs – Three defenders start from opposition circle
- **Without a Goal Keeper**
 - Ball must not be raised above the shin pad

POSITIONING

Where does the umpire stand?



WHERE TO STAND

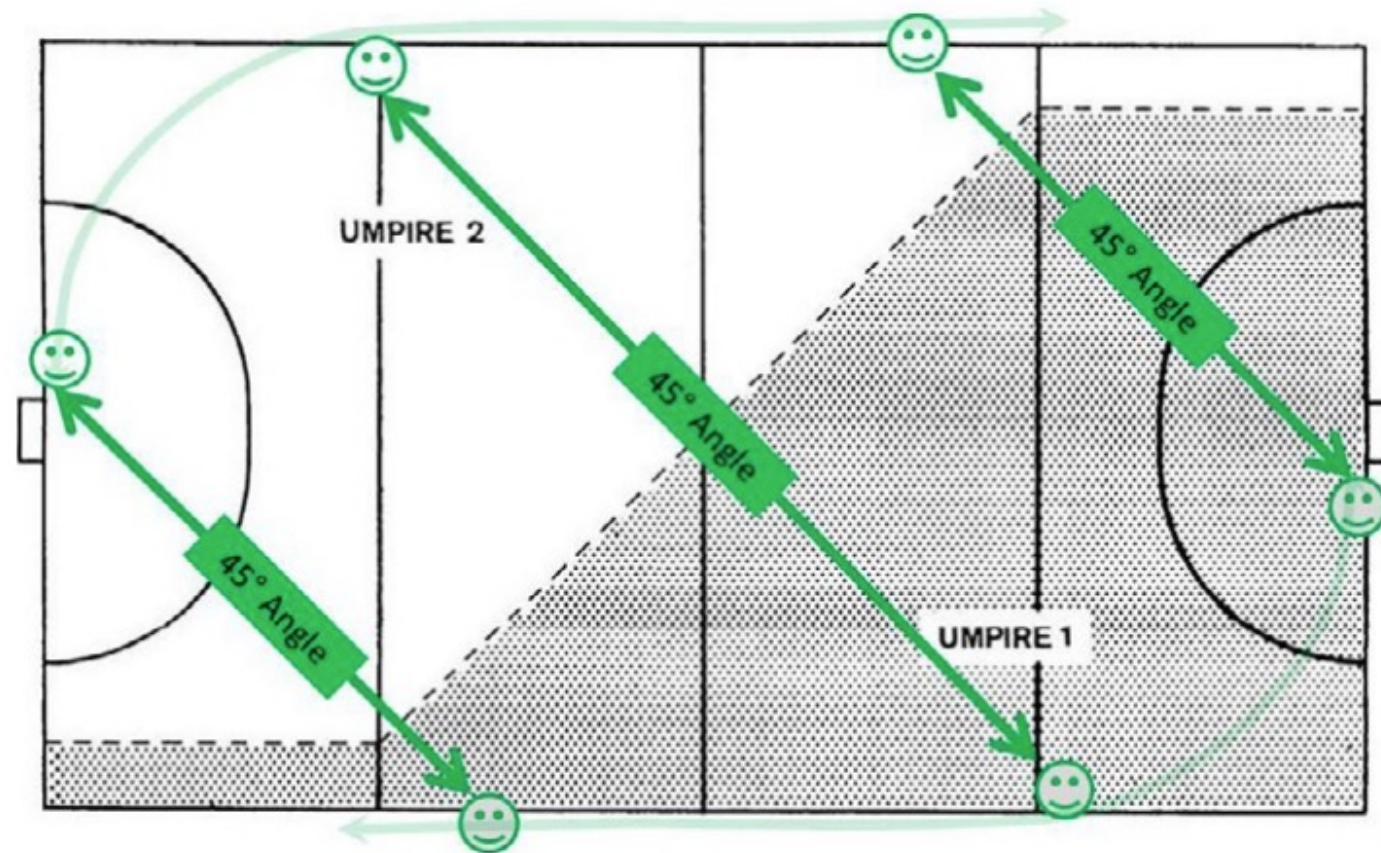


Each umpire has **one half** of the field and **one circle**.

Areas on the edge of each umpire's zone are **shared**.

Umpires work **as a team**, but don't blow in the others area.

BE IN THE FRAME!



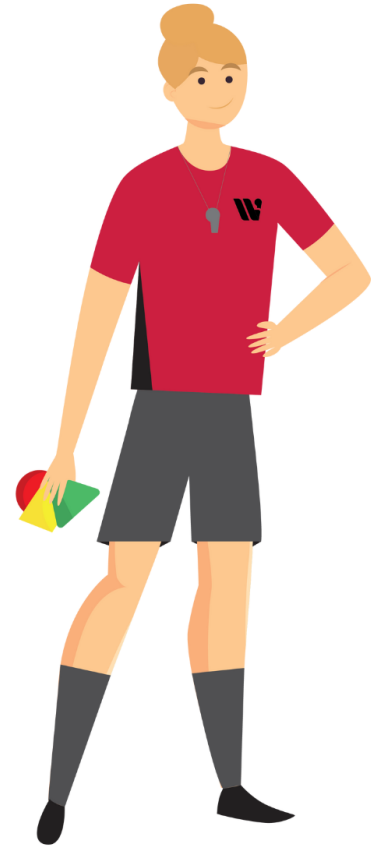
Try to stay at a **45 degree angle** to the play.

Stay ahead of the play as it comes to your circle

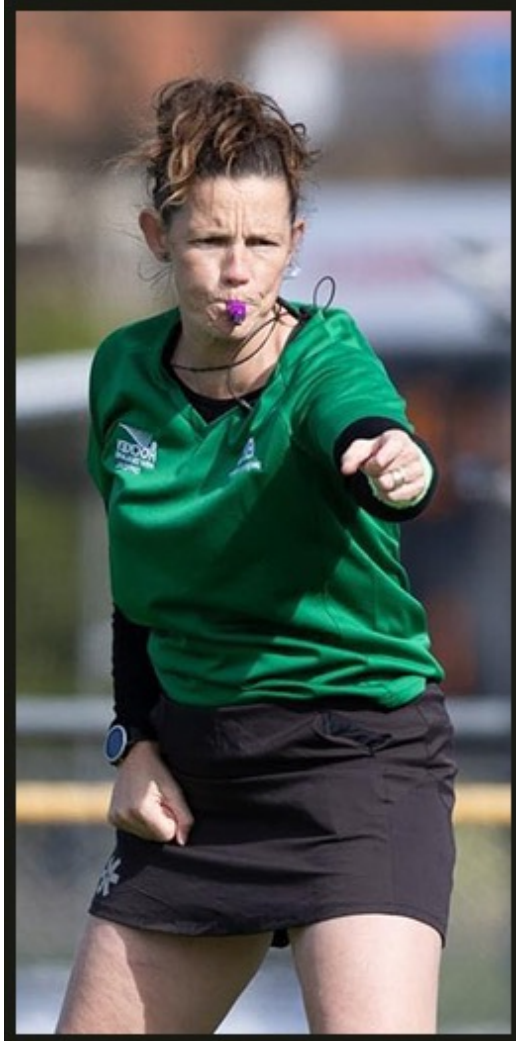
Follow the play as it travels up the field.

THE WHISTLE

How should it sound?



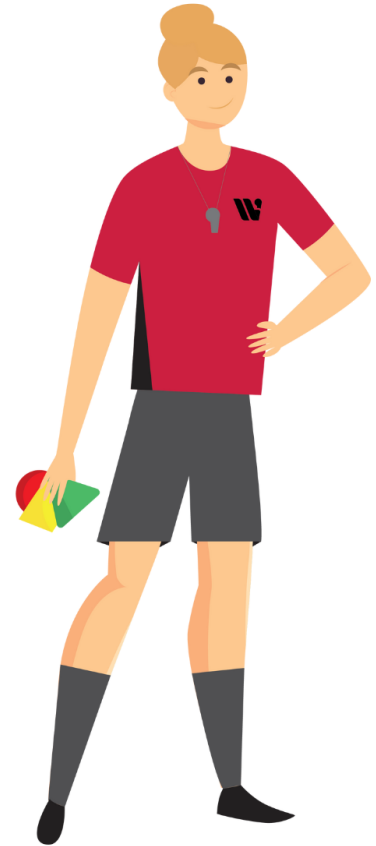
BLOWING THE WHISTLE



- Main way which umpires **communicate** with teams
- Must be blown **loudly and clearly**
- Tone and duration of the **whistle must vary** to communicate **how bad** the offence is.
- Recommend using a **Fox40 Classic**, or Fox40 Mini
Available at Just Hockey and Rebel Sport

SIGNALING

How should I look?



HOW TO SIGNAL?



Free Hit



16 Yard Hit



Penalty Corner



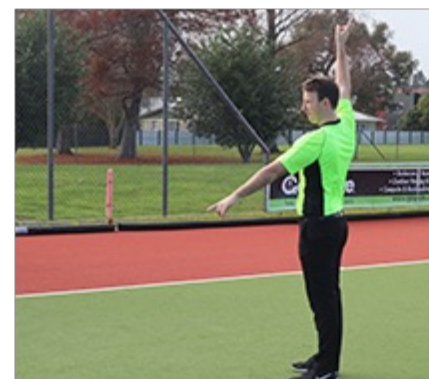
Start Time



Stop Time



Goal Scored



Penalty Stroke



Long Corner

EVERYONE STAND UP



Everyone make the signal for:

- A free hit
- A 16 yard hit
- A penalty corner
- A stroke
- A goal
- Stop time
- Start time

KEY POINTS SO FAR



Positioning

- Each umpire has a diagonal half and circle
- Try to stay at a 45 degree angle to play
- Be ahead of the play as it comes into your circle

Blowing the whistle

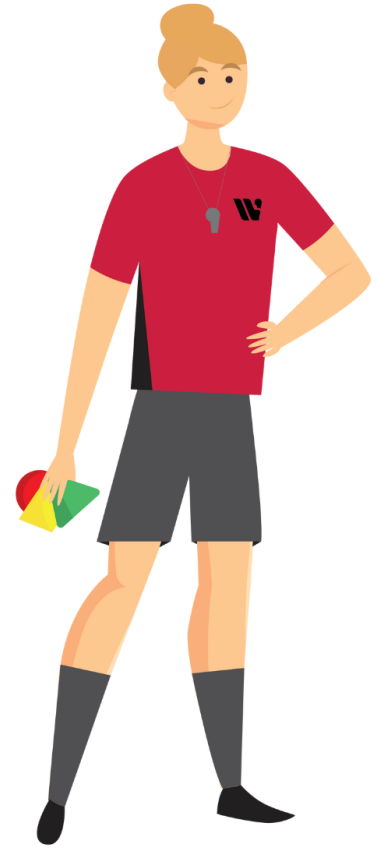
- Must be blown loudly and clearly

Signaling

- Stand tall
- Arms straight
- Signal straight away

5 BASIC RULES

What to remember?



5 BASIC RULES



1. Feet / Body
2. Tackles – Stick Obstruction
3. Tackles – Body Contact
4. Obstruction
5. Dangerous Ball

FEET / BODY

- Players must not play the ball with **any part of their body**.
- Hand on the stick is ok
- A free hit is awarded (or a pc inside the circle) against any player that plays the ball with their feet/body.



TACKLES – Stick Obstruction

- Tacklers must **play the ball** and not the stick.
- Not all **clashes of sticks** are a bad tackle. Sometimes there will be naturally be a sound.
- We should allow people to **contest fairly** for the ball.



PLAYING THE BALL, NOT THE STICK

This is a **stick check or hack** by the tackler.
Free hit to the attacker.



The tackler has played the **ball cleanly**.
The call is play on.



TACKLES – Body Contact

- Defenders must not tackle unless in a position to play the ball **without body contact**.
- **Sliding** and overly **physical** tackles are not allowed.



PLAYING THE BODY

There is a **push** from the tackler.
Free hit to the attacker.



There is a **push** from the tackler.
Free hit to the attacker.



OBSTRUCTION

- Players must not obstruct an opponent who is attempting to play the ball
- Players obstruct if they:
 - **Back into** an opponent
 - **Shield the ball** with their stick or body
 - **Runs in front** or blocks an opponent (third party)



OBSTRUCTION

The attacker can receive the ball facing their own goal



The attacker has moved the ball away cleanly to make a pass



OBSTRUCTION

The attacker has **backed into** the defender blocking a fair tackle.



The attacker is using his **body to block** a fair tackle from the defender.



OBSTRUCTION – Backing in

The attacker has used their **stick** to **shield** the ball from a fair tackle



The attacker as **blocked the defender** from making a fair tackle



RAISED AND DANGEROUS BALL

- A ball that can cause or lead to **danger** should be penalised
- **Danger** = Legitimate Evasive Action
- Generally speaking
 - Below the knee = Ok
 - Above the knee = Not ok



RAISED AND DANGEROUS BALL

This ball is raised safely and skillfully over the defenders stick.



This ball is raised dangerously toward the defender.



FREE HITS

How do we restart the game?



FREE HITS – 4 Things to Remember



Location

- Must be taken **close to** where the offence occurred.

Ball Stopped

- Players must **make an attempt** to stop the ball.

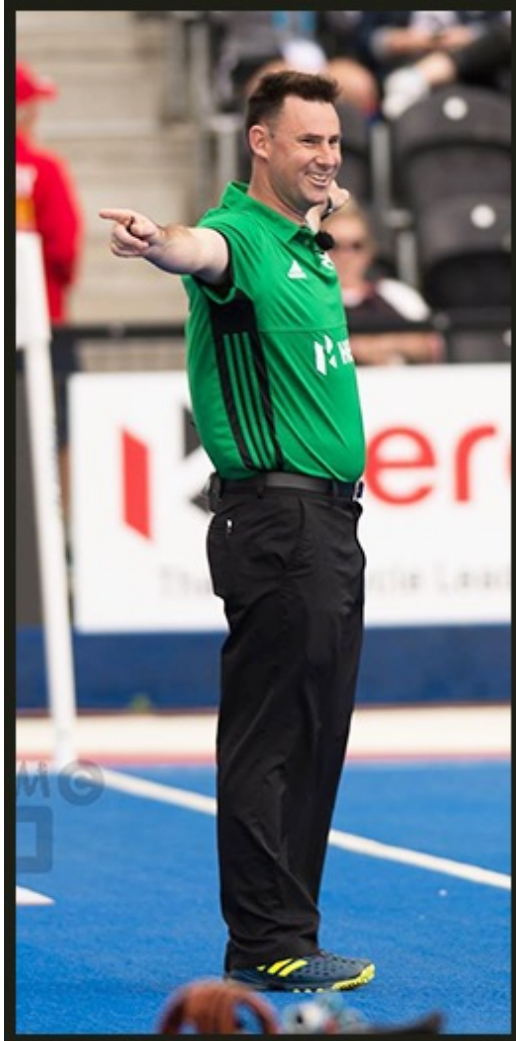
5m

- Defenders must be 5m from the ball

Auto Pass

- Remember players can “tap and go” by auto passing to themselves

BALL OVER THE BACKLINE



Last touched by a attacker

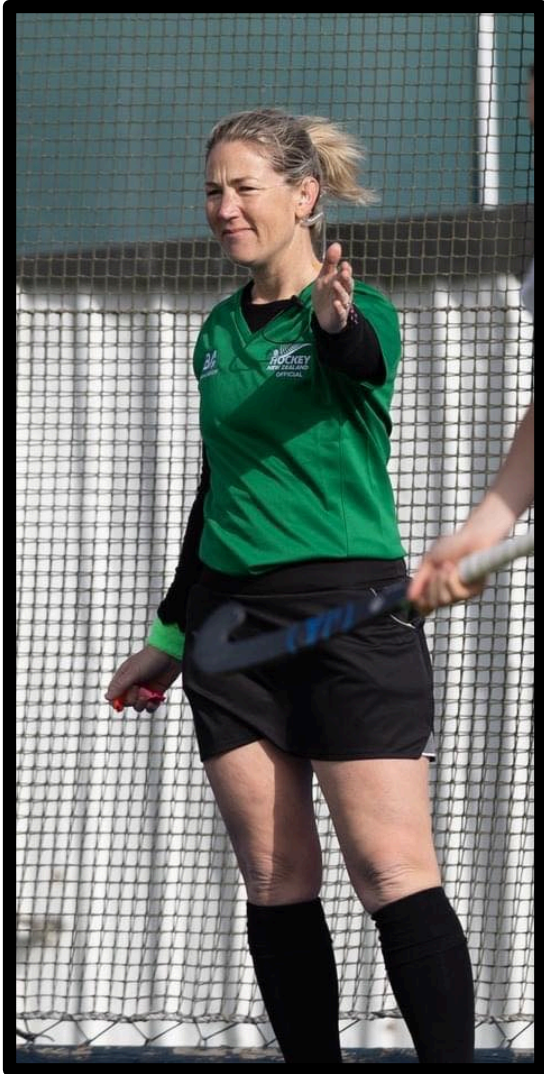
- A 16 yard hit is taken by defenders
- In line with the top of the circle and where the ball went out

Last touched by a defender

- A long corner is taken by attackers
- In line with the top of the circle and where the ball went out

Ball played deliberately over the backline by a defender = Penalty Corner

FREE HITS – Within 5m of the circle

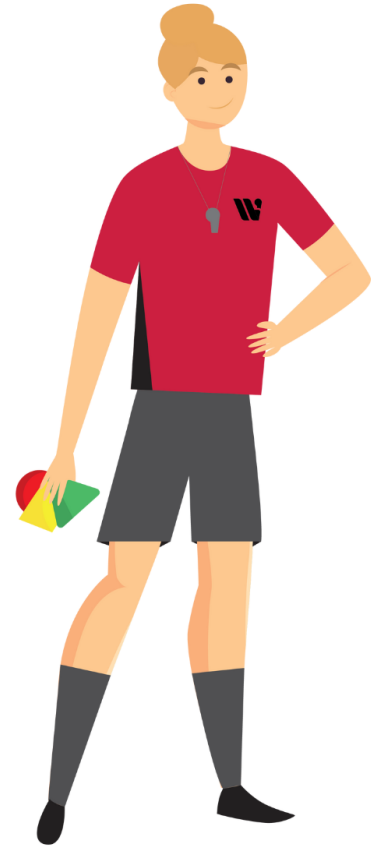


Must not played straight into circle

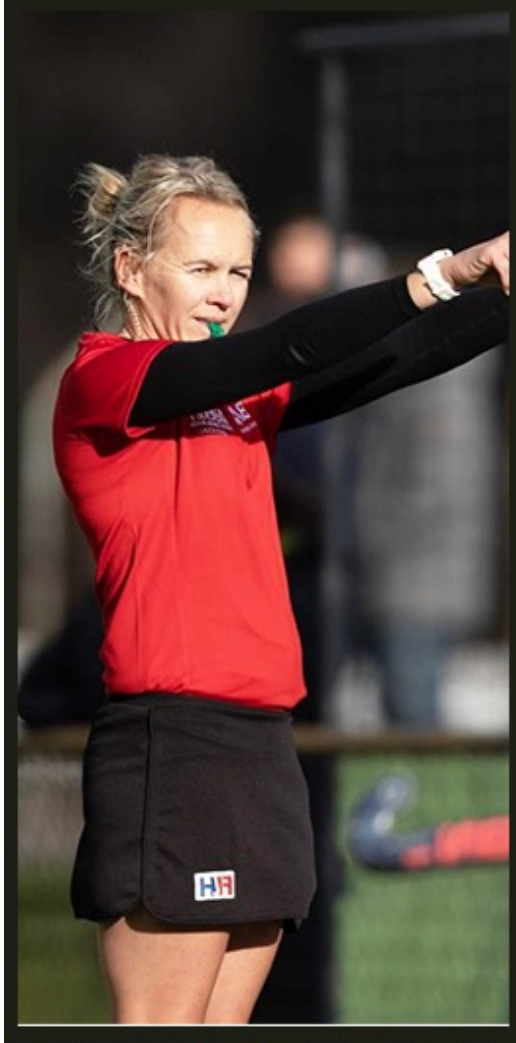
- The ball must **travel 5m** before being played into the circle,
- Or be touched by a defender

Penalty Corners

Managing set plays



PENALTY CORNERS



Are awarded for offences by defenders inside the circle

Taking a PC

- Ball is placed on the backline – 10m mark
- **3 defenders** in the goal and behind the line + goalie
- All other defenders, **opposition circle**
- All attackers outside the circle

PENALTY CORNERS

Breaking

The defenders may not break the goal line or the attackers the circle edge until the ball is dragged out.

Defender breaks

= Back to halfway

Attacker breaks the circle edge

= Dragger to halfway



PENALTY CORNERS



Above/Below the backboard

- If the ball is **hit**, it must be **below** the height of the backboard
- If the ball is scooped or flicked, it can go at any height
- Second shots at goal can be at any height.

Ball hits the first runner

- On or above the **knee** – Free hit to defense
- Below the knee – Another PC

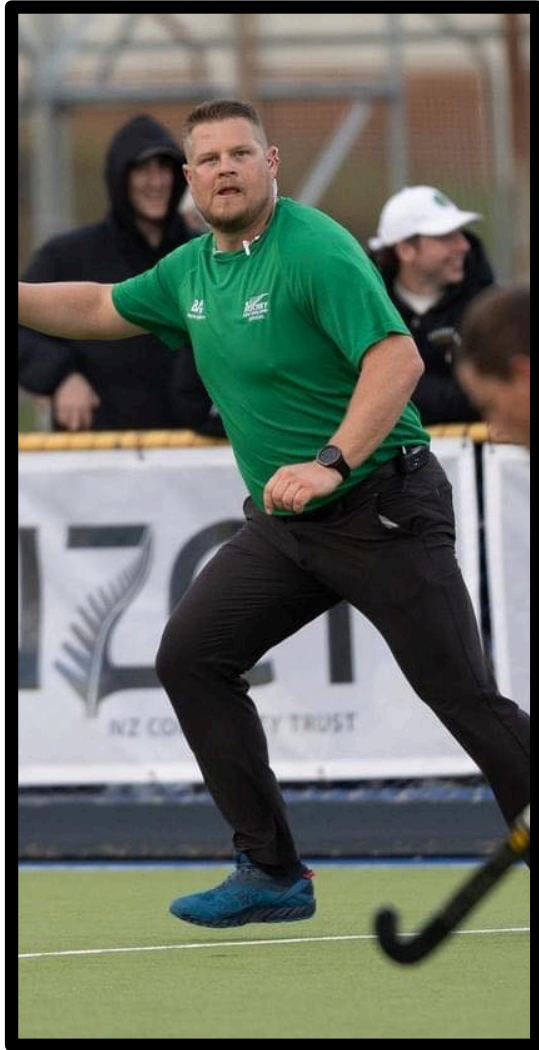
A goal cannot be scored until the ball has travelled outside the circle

ADVANTAGE

Letting the game flow



ADVANTAGE



The whistle does not have to be blown for every infringement.

What is advantage?

- When a team still has possession and is able to develop their play

When to play advantage

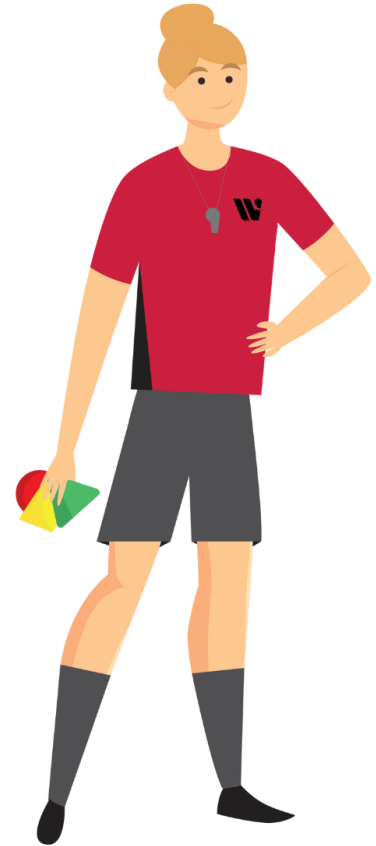
- When it is more beneficial for the team to continue playing
- E.G They still **have possession**, still **going forward**

When to play advantage

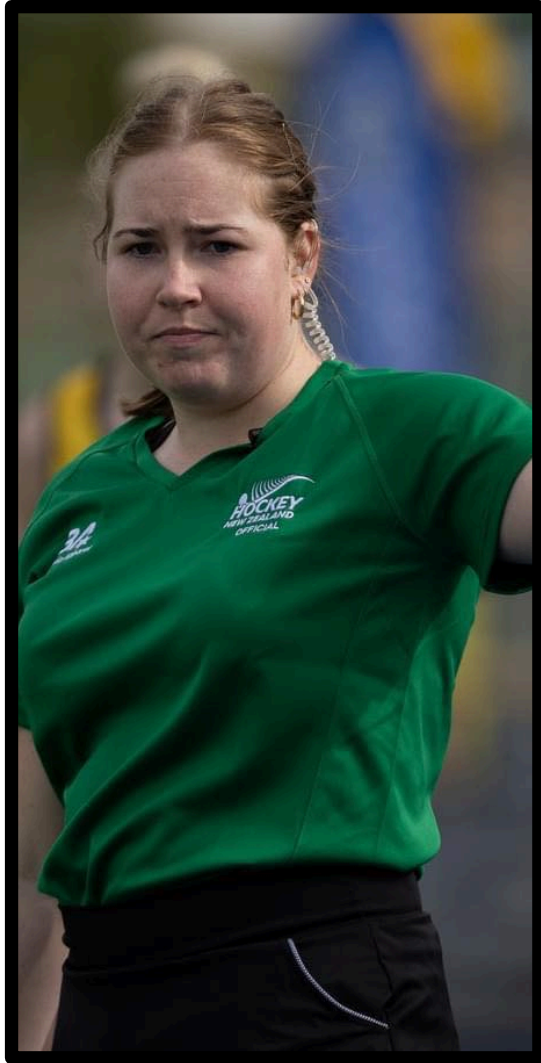
- Once advantage has been applied, a second opportunity must not be given by reverting back to the original penalty
- E.G A **second shot at goal**, attackers loses the ball

CONTROL

Keeping the game safe and fair



CONTROL



Decisions must be made promptly, clearly and consistently.

Physical & Dangerous Play

- Any overly **physical fouls** or dangerous play should be dealt with harshly with Green and Yellow Cards
- E.G Sliding tackles, or body checks

Abuse

- Abuse of opponents or umpires by any participant (including coaches) should be dealt with harshly with **Green and Yellow Cards.**

Green Card = 2min Suspension

Yellow Card = 5 or 10min Suspension

WHAT NEXT?







WAIKATO HOCKEY
UMPIRE ACADEMY





WAIKATO HOCKEY

UMPIRE ACADEMY

DEVELOPMENT PATHWAY

WAIKATO UMPIRE COACH



WAIKATO UMPIRE



HOCKEY NZ UMPIRE

