



**WAIKATO HOCKEY**  
UMPIRE ACADEMY

# **Secondary + Intermediate**

## **Umpire Training**

Secondary - Thu 27th April - 6.30pm

Intermediate - Thu 4th May - 6.30pm

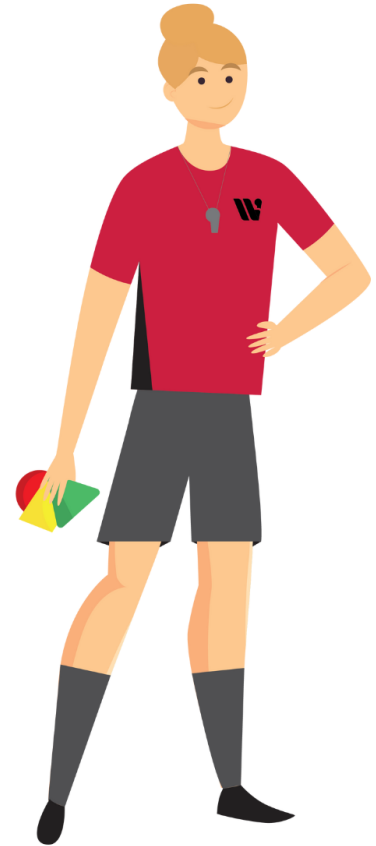


# ***WE WILL COVER***

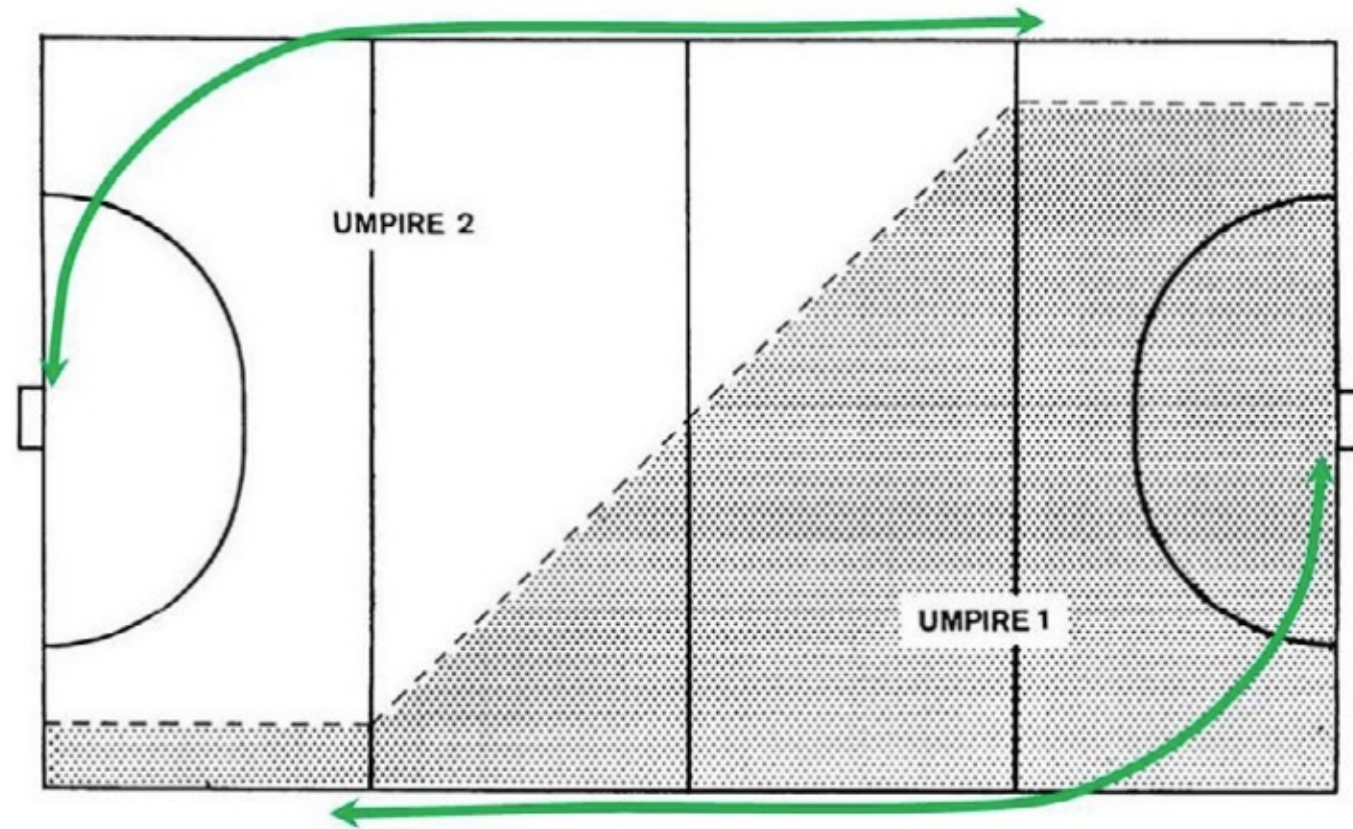
- Positioning
- Blowing the whistle
- How to signal
- Basic rules
- Free hits
- Set Plays
- Advantage
- Control
- Game

# POSITIONING

Where does the umpire stand?



# WHERE TO STAND

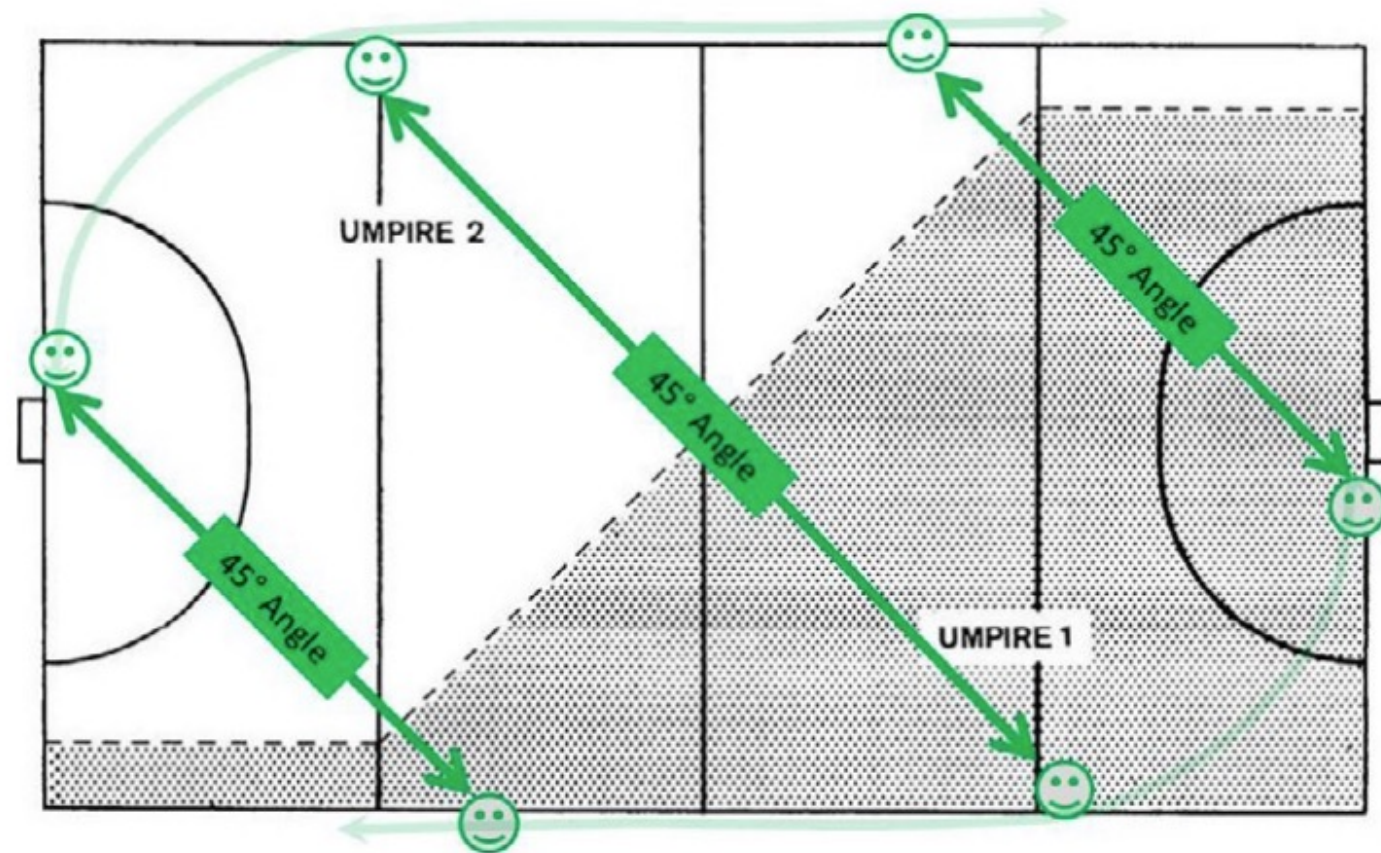


Each umpire has **one half** of the field and **one circle**.

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!***



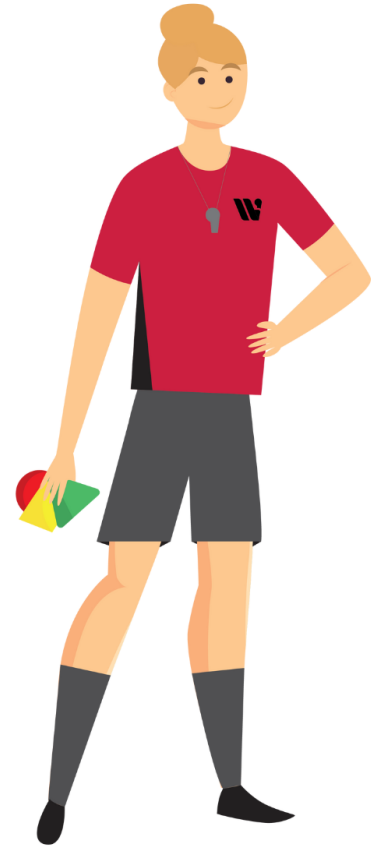
Try to stay at a **45 degree angle** to the play.

**Stay ahead** of the play as it comes to your circle

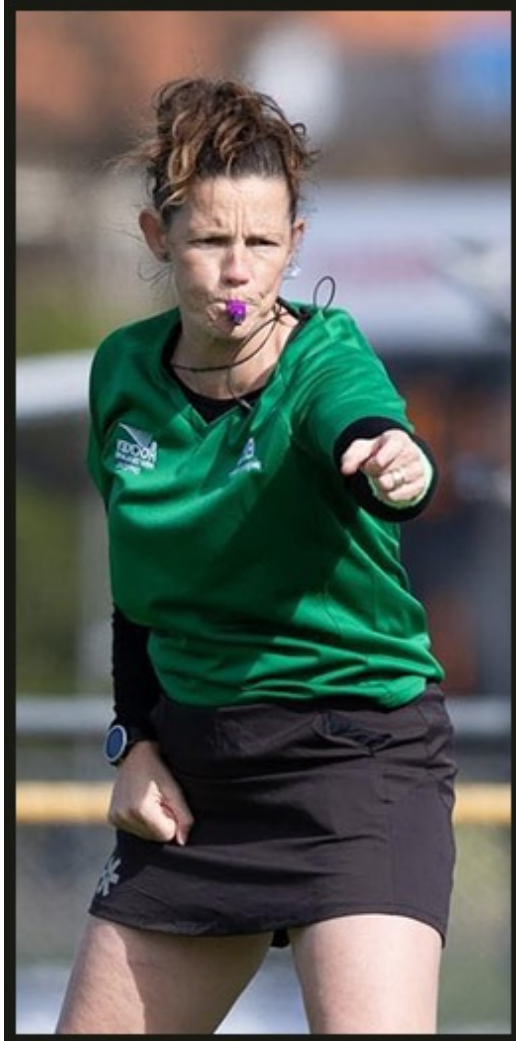
**Follow the play** as it travels up the field.

# THE WHISTLE

How should it sound?



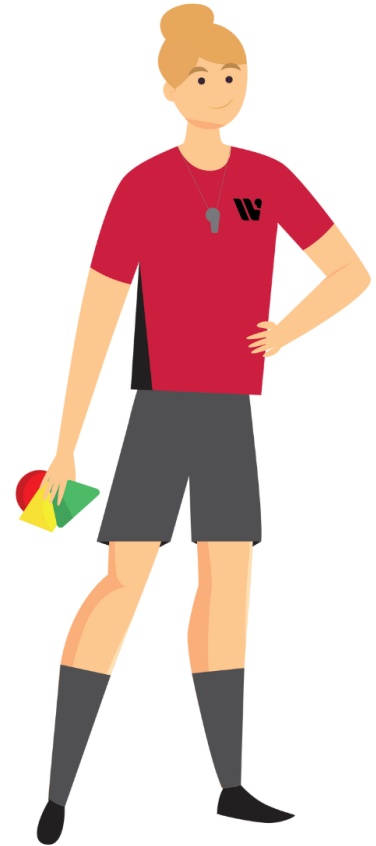
# ***BLOWING THE WHISTLE***



- 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.

# SIGNALING

How should I look?





# ***HOW TO SIGNAL?***



**Free Hit**



**16 Yard Hit**



**Penalty Corner**



**Start Time**



**Stop Time**



**Goal Scored**

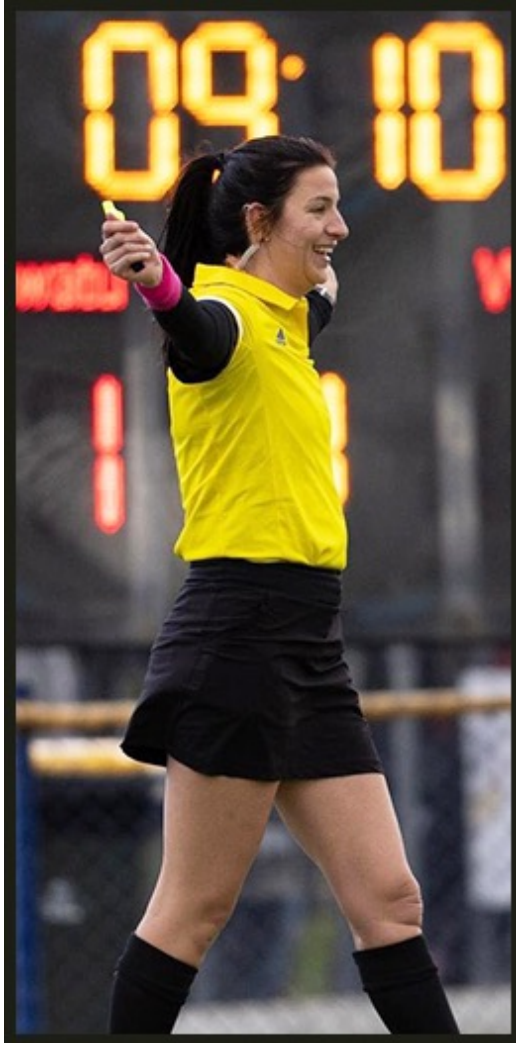


**Penalty Stroke**



**Long Corner**

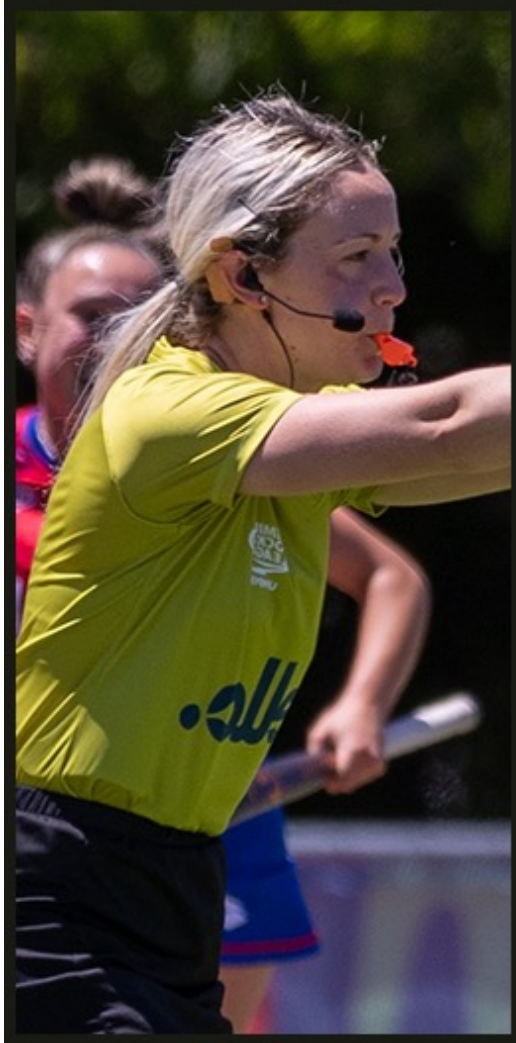
# ***EVERYONE STAND UP***



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**

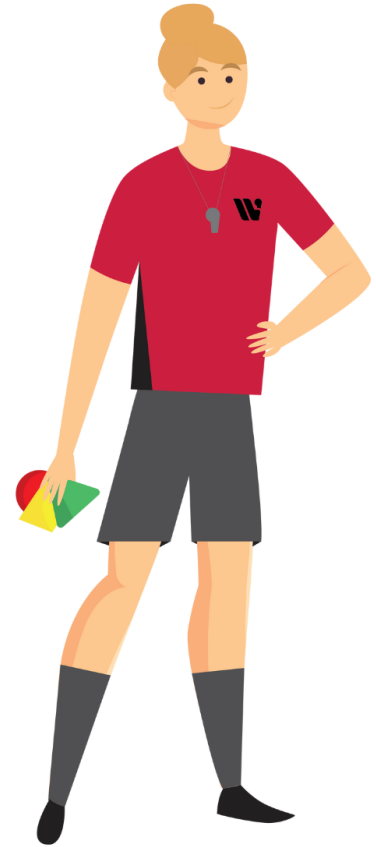
- Must be blown loudly and clearly

## **Signaling**

- Stand tall
- Arms straight
- Signal straight away

# 5 BASIC RULES

How should I look?



# ***5 BASIC RULES***



1. Feet / Body
2. Tackling
3. Raised Ball
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.



# ***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.





# ***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)



# ***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.



# ***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.



# ***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.

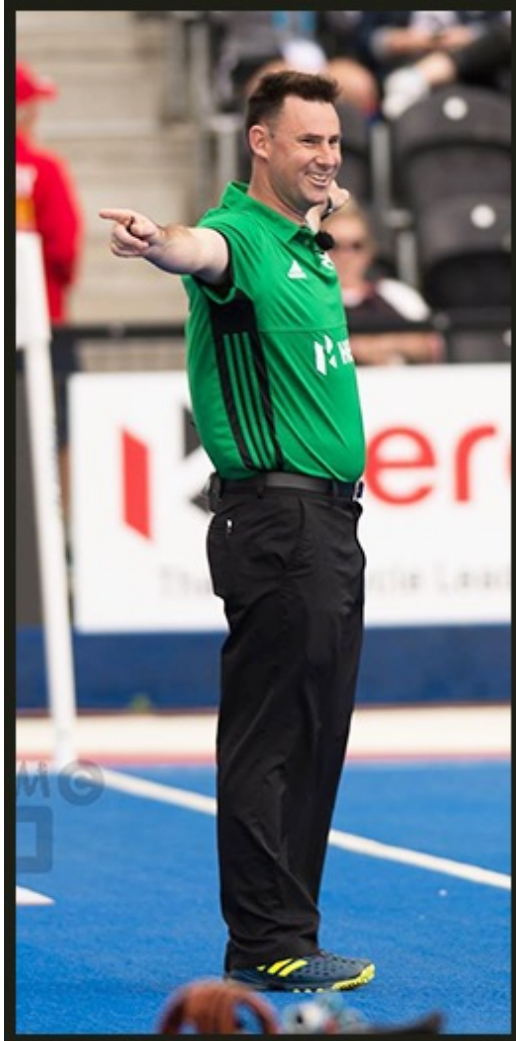
## **5m**

- 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 – 23m Area***



## **All players 5m**

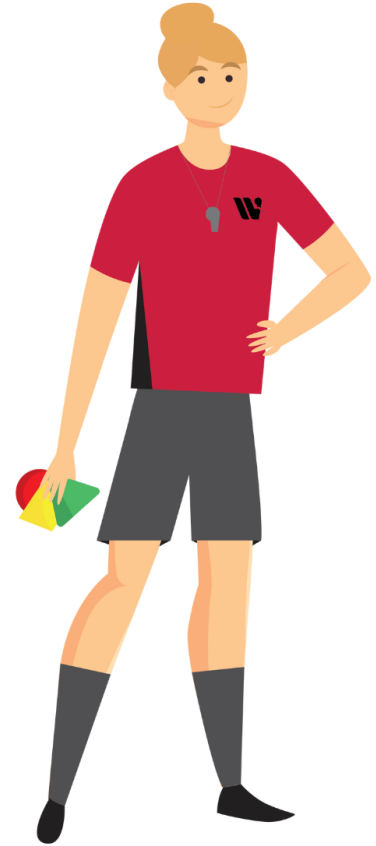
- For free hits inside the 23m area, **all players** must be 5m.

## **Must not played straight into circle**

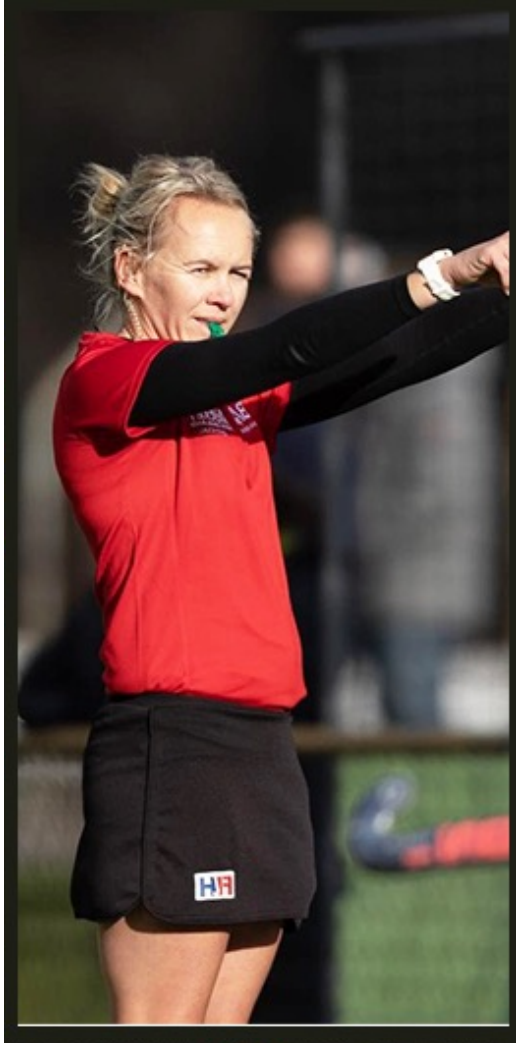
- The ball must **travel 5m** before being played into the circle,
- Or be touched by a defender

# PCs & STROKES

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
- 4 defenders in the goal and behind the line + goalie
- All other defenders, back to half way
- All attackers outside the circle

## **Breaking**

- The defenders may not break the goal line or the attackers the circle edge until the ball is dragged out.
- First runner breaks = Back to halfway
- Attackers break 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

# *PENALTY STROKES*



## **Are awarded for:**

- For an **accidental offence** by a defender in the circle which prevents the **probable scoring of a goal**.
  - E.g A foot/body on the like
- For an **intentional offence** in the circle by a defender against an attacker who has the ball.
  - E.g A push or a hack just as an attacker is shooting at goal.



# ***PENALTY STROKES***



## **Taking a penalty stroke:**

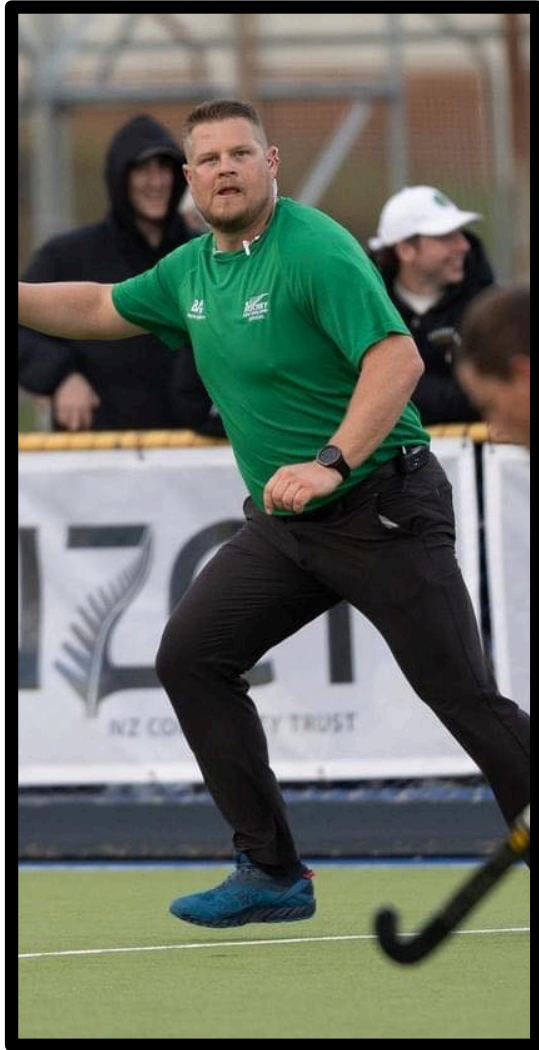
- The ball is placed on the penalty spot
- The player taking the stroke stands behind the ball, within **playing distance**.
- **The goalie** must have both feet on the line, and can't move until the ball is played
- The player taking the stroke **may push, flick, scoop** the ball at the goal.
- No feinting, hitting, drag flicking

# 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

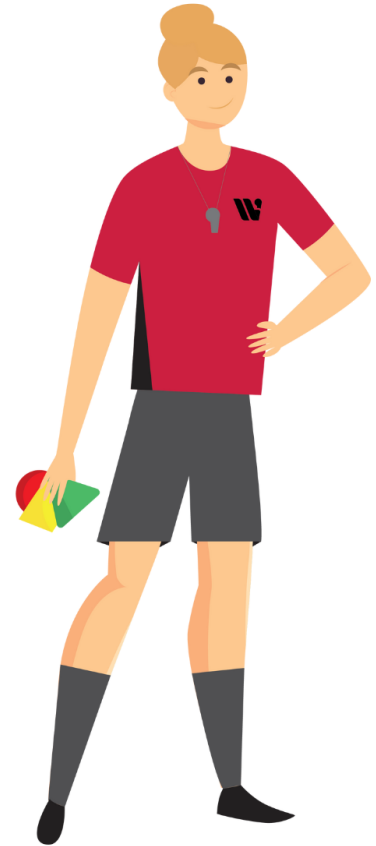
## When to play advantage

- 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

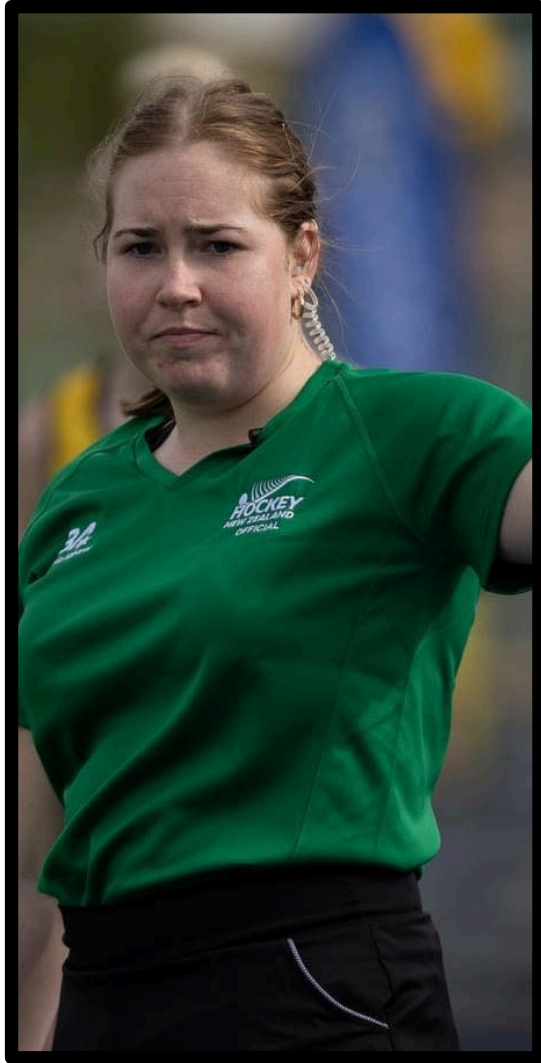


# CONTROL

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

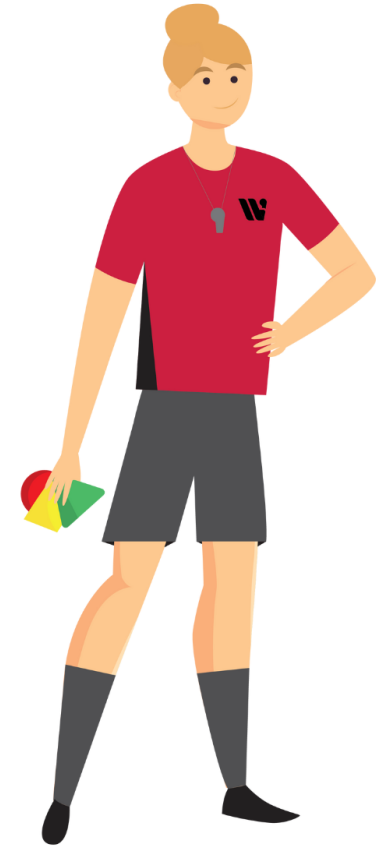
## Abuse

- 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

# LETS PLAY A GAME



# WHAT NEXT?



