

SENIOR UMPIRE TRAINING



DATES TWO OPTIONS

THU 14 MAR - 7PM
SUN 17 MAR - 1PM



SUNDAY UMPIRES

Join for a practical session.
Brush up on rules knowledge.
Tune your management skills.



2024 REGISTRATIONS

Request for all 2024 season
umpires to Register at
waikatohockey.org.nz/umpires



WAIKATO HOCKEY
UMPIRE ACADEMY

WHAT'S PLANNED

1. WHA Competition Environment
2. Positioning
3. Communication & Cooperation
4. Overheads and Aerial Ball
5. Free Hit Management
6. Use of Colored Cards
7. Communication and Control

8.15pm Finish



1. OUR COMPETITION ENVIRONMENT





Competition Misconduct and Umpire Abuse Policy

Policy Rationale

Waikato Hockey Association is carrying forward it's zero-tolerance approach towards misconduct and umpire abuse for the coming 2024 season.

Waikato Hockey endeavours to recruit, support, and retain umpires across all grades, to improve our overall Hockey product and experience for all participants. To do this, we are motivated to create competitions that are positive and enjoyable for all.

Policy Purpose

To give clarity to all Waikato Hockey community participants (players, umpires, officials, coaches and spectators) on what is considered misconduct and umpire abuse; and provide clear guidelines as to the appropriate penalties.

Competitions Definition

All competitions that are owned and delivered by Waikato Hockey on behalf of its community.

Misconduct and Umpire Abuse Definitions

Players, Coaches, Managers or Team Officials who display the following conduct:

- Excessive verbal outbursts at self, other players, umpire, official, or spectator;
- Swearing at, or use of language or body gestures to dispute, protest or react in a provocative, disapproving or aggressive manner toward an umpire official, participant, spectator;
- Verbal abuse, physical abuse, or threatening behaviour toward an umpire, official, participant or spectator;

from the field of play, dugout or side-line will be temporarily or permanently suspended, and points awarded in respect to cards issued for offences.

Cumulative Points for

Points will be recorded and individuals who consistently offend may be required to appear before the Judicial Committee who may impose further penalties/suspension as deemed appropriate. Points received for misconduct and/or umpire abuse are included in the overall accumulation of personal penalty points and will also be monitored separately with the appropriate penalties applied.




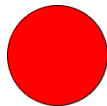
Waikato Hockey and Hockey New Zealand Standards of Conduct

All Participants shall, at all times, conduct themselves fairly and in a proper manner, including maintaining a high standard of personal conduct.

The following shall be regarded as conduct which is improper, unfair and unacceptable (direct wording from HNZ Code of Conduct):

- Verbal or physical abuse, or hostility, towards any other Participant, person or any other member of the public.
- Disputing, protesting or reacting in a provocative or disapproving manner, in an inappropriate way, toward any decision made by an umpire or official.
- Charging or advancing towards an umpire or technical official in an aggressive manner while appealing.
- Using rude or abusive language or hand signals
- Abuse of any hockey equipment, or closing, or venue equipment
- Making any detrimental public statements (including electronic media)

Penalties for Misconduct and Umpire Abuse

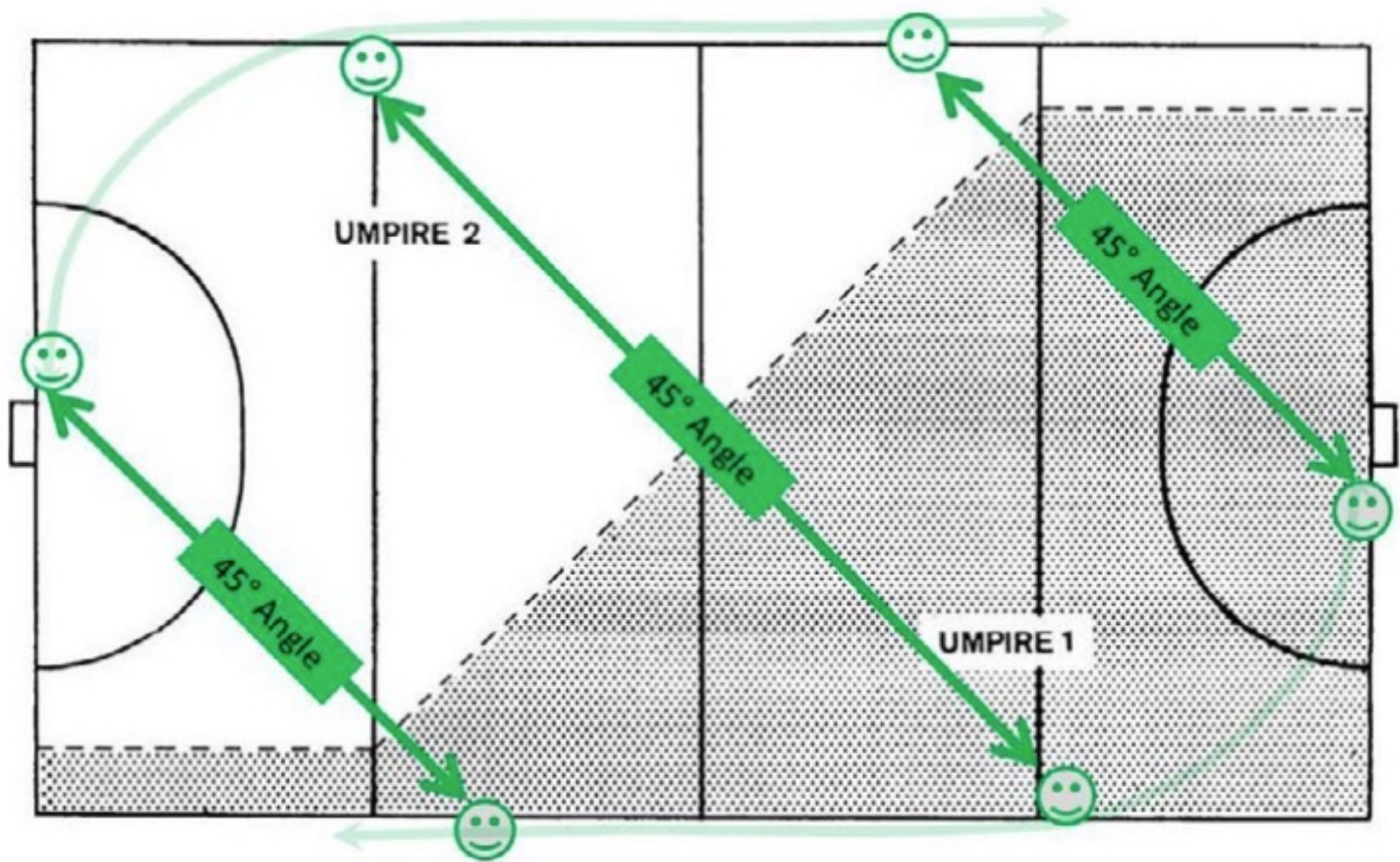
				
Conduct	Excessive verbal outbursts at self, other players, umpire, official, or spectator	Swearing at, or use of language or body gestures to dispute, protest or react in a provocative, disapproving or aggressive manner toward an umpire, official, participant, spectator	2 nd or continuous 2min or 5min criteria.	Verbal abuse, physical abuse, or threatening behaviour toward an umpire, official, participant or spectator
Players	2 minute player suspension 2 player misconduct points	5 minute player suspension 4 player misconduct points	10 minute player suspension 6 player misconduct points	Permanent player suspension 12 player misconduct points
Coach, Manager, Team Official	2 minute captain suspension 2 misconduct points to coach, manager or team official	5 minute captain suspension 4 misconduct points to coach, manager or team official	10 minute captains suspension 6 misconduct points to coach, manager or team official	Permanent participant suspension 12 misconduct points to coach, manager or team official

HOW CAN WE IMPROVE?

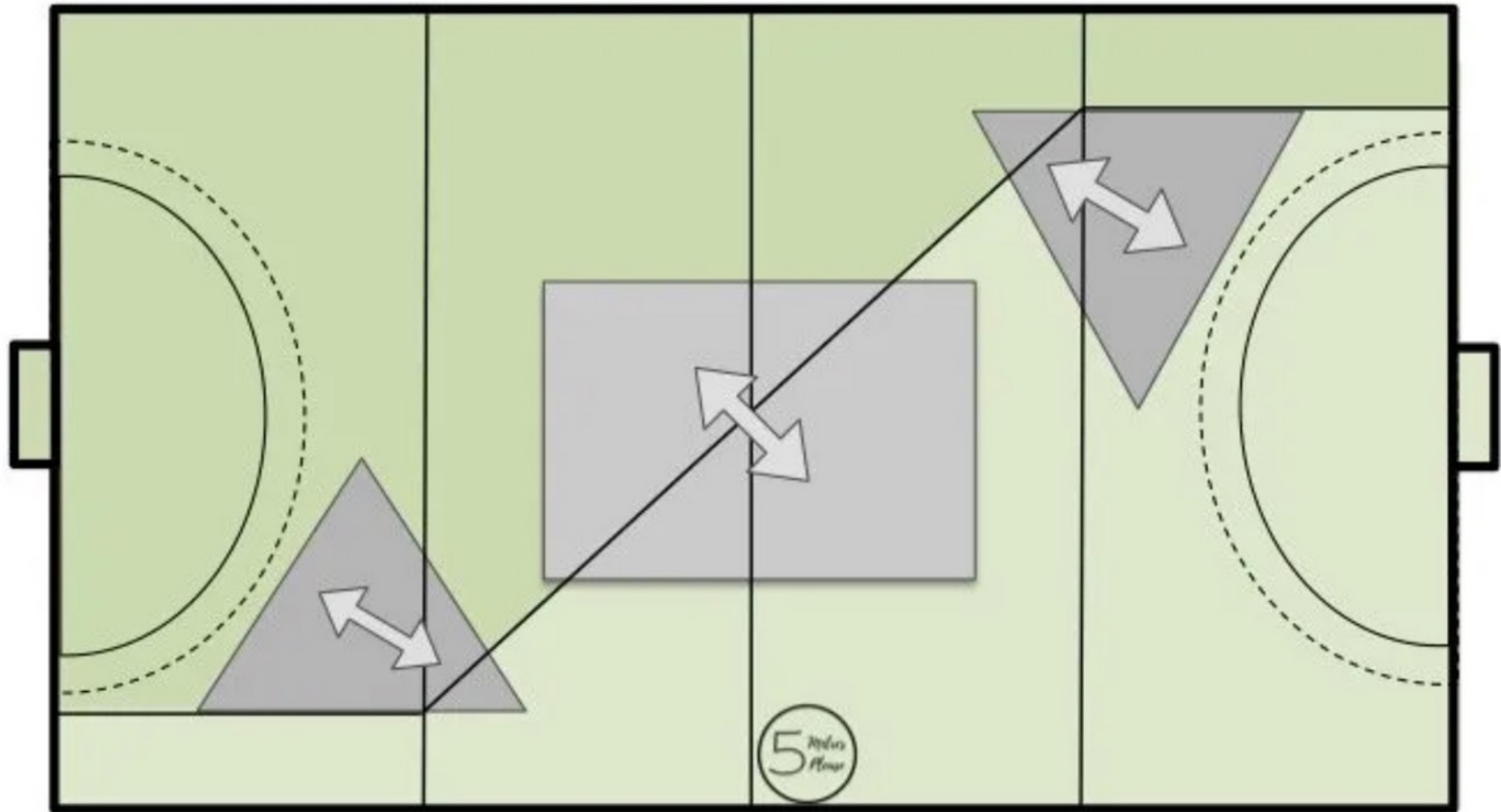
- Understand the policy and it's purpose
- Consistent implementation of the policy
 - Consider the group over yourself
- Accurate + detailed record keeping
 - Post-match sheets
- Players are allowed to engage with umpires

2. POSITIONING

Good positioning = Accurate decision making



Good positioning = Good decision making

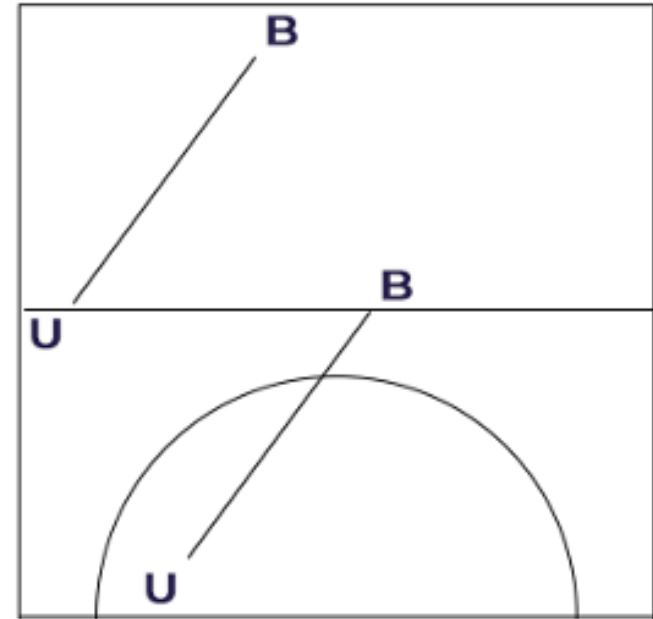


The **grey areas are shared** as a team.
Preference to which umpire to ball is **travelling toward**.

Good positioning = Good decision making

Field Positioning

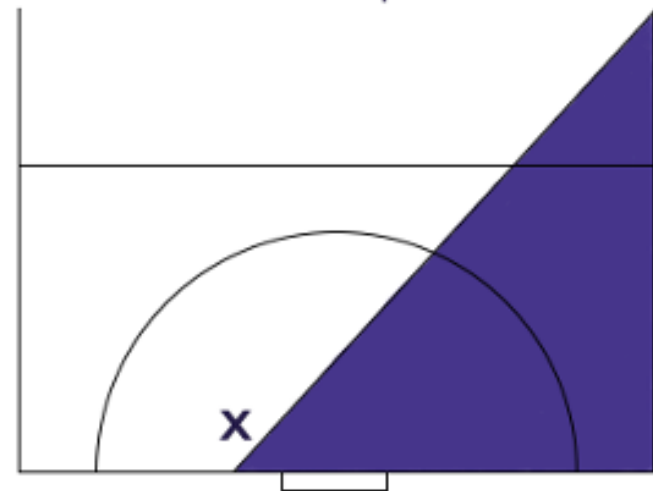
- Always be ahead of the play
- $\frac{1}{4}$ Rule



B = Ball
U = Umpire

Circle Positioning

- Always be in the circle before the ball
- Be in the frame



Good positioning = Good decision making



3. COOPERATION

It's a team effort

CO-OPERATION

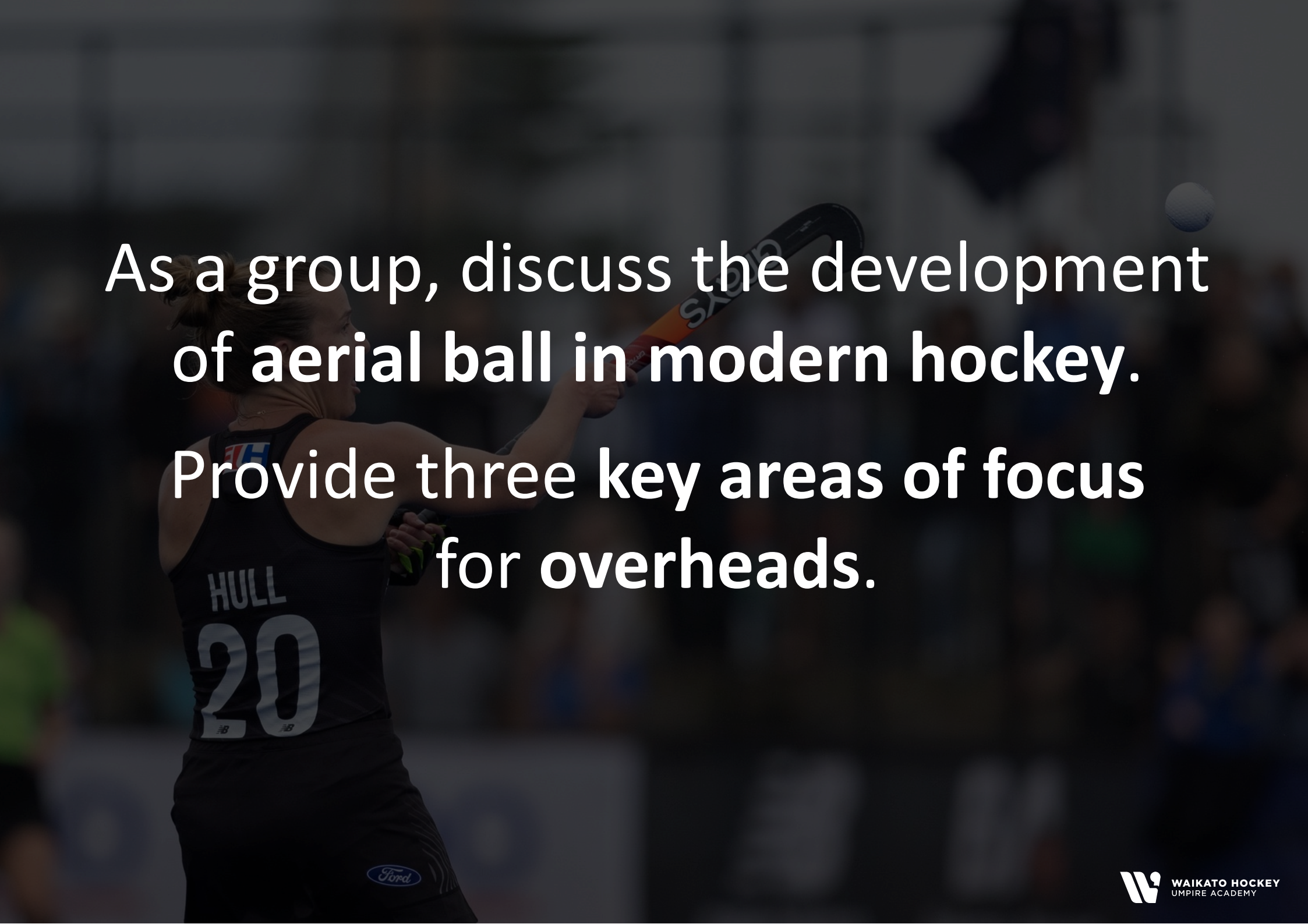
- Good **team-work** and co-operation between umpires is essential.
- Must be **prepared to assist** when our colleague is unsighted.
- Must be prepared to **cross the centre-line** to support our colleague.
- Have a **Pre-Match Discussion** to agree how we will work together.





4. AERIAL BALL

Overheads and danger



As a group, discuss the development of aerial ball in modern hockey.
Provide three key areas of focus for overheads.

OVERHEADS – GOING UP

Overheads – Step One

- Is the ball **safe going up**? Yes/No
 - Is the ball dangerous?
 - Are there defenders within 5m?
 - Has the ball been raised through space?
- **Guidance:** If the raised ball is safe, play on.

OVERHEADS – CLEAR RECIEVER

Overheads – Step Two

- Is there a **clear initial receiver**? Yes/No
 - Is there someone in clear space where the ball will land?
 - Is there two or more players where the ball will land?

Guidance

If there is **no clear initial receiver**, the player of the team which raised the ball must allow the opponent to receive it,

OR

If there are two or more players where the ball will land, a free hit should awarded **against** the team that raised the ball.

OVERHEADS – LANDING ZONE

Overheads – Step Three

- There is a **clear receiver in the Landing Zone**
- Has the ball been **received, controlled** and is on the ground?
- Has anyone approached **within 5 meters**?

Guidance

1. The ball may be intercepted within 5 meters but **outside of playing distance** provided it is done **safely**.

FOUR GROUPS

Discuss your overhead clip

What has happened,
what is the call?

GROUP TASK

Discuss in your groups what the correct decision should be



WHAT STANDS OUT FOR YOU HERE?

Raised Ball – Scenario One

Defender is initial receiver | Attacker intercepts safely outside of playing distance| Play on



Overheads and danger

Raised Ball – Scenario Two

Attacker is initial receiver | Defender intercepts dangerously | Free hit to attacker



Overheads and danger

Raised Ball – Scenario Three

Attacker clear initial receiver | Defender allows to bring under control | Play on



Overheads and danger

Raised Ball – Scenario Four

No clear initial receiver| Attacker and defender close together| Free hit to defender

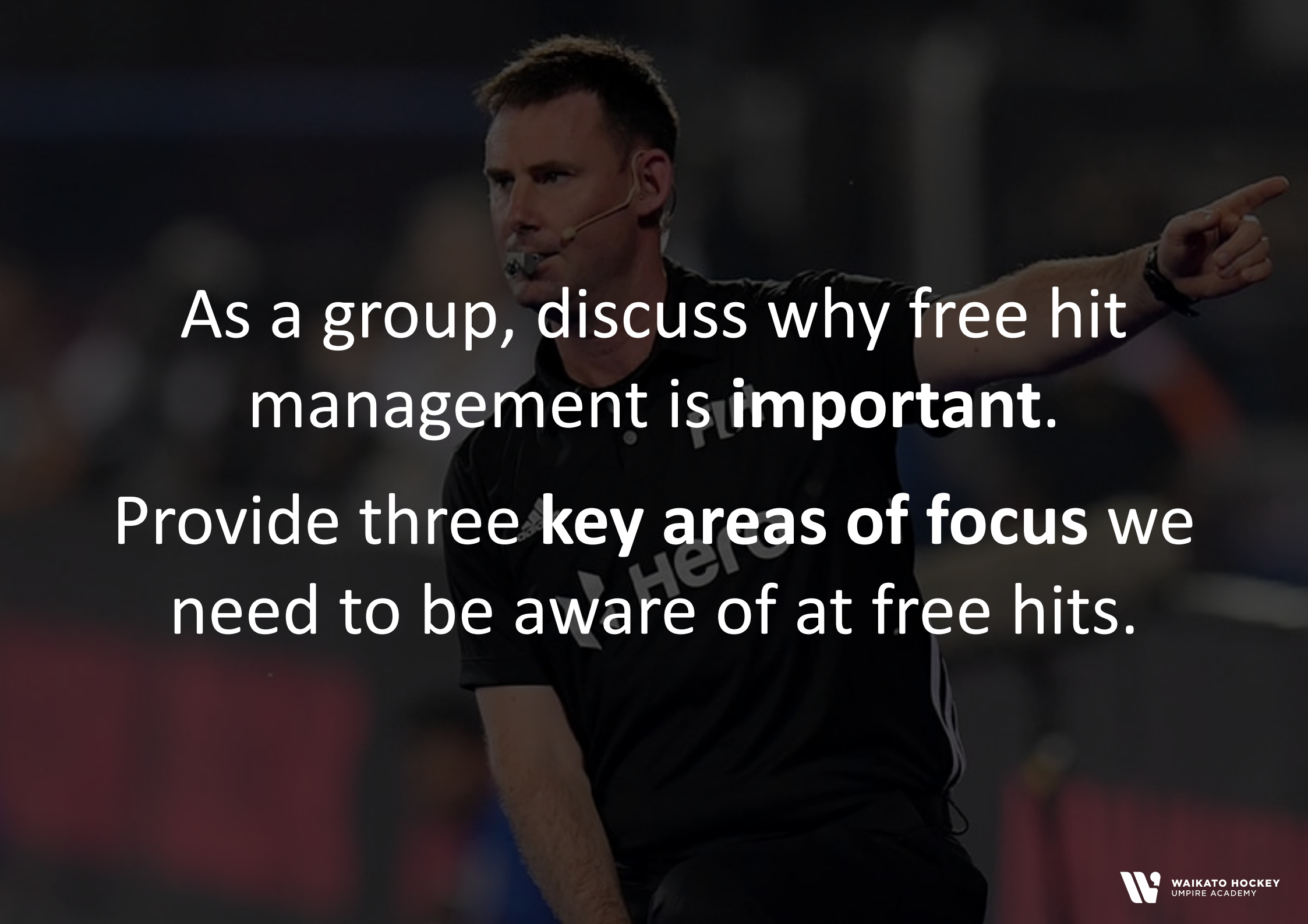


Overheads and danger



5. FREE HIT MANAGEMENT

Placement, Rolling Ball, 5m



As a group, discuss why free hit management is **important**.

Provide three **key** areas of focus we need to be aware of at free hits.

TAKING A FREE HIT - ATTACKERS

Stationary + On the mark

- Must make an **attempt to stop the ball**
- Place the ball **close to the mark** of the infringement
- *Avoid repeats (peep peep peep) and being over pedantic*

Inside the 23m

- All players must be 5 meters
- The ball must travel 5 meters, or be touched by a defender before entering the circle.

Guidance

Be **proactive by managing** ball placement, and attempts to stop **more strictly inside the 25m** area than in open field play.



WHAT STANDS OUT FOR YOU HERE?

DEFENDING A FREE HIT

Retreat 5m

- Defenders must retreat 5 meters from the ball at a free hit.

Interfere within 5m

- If a defender is within 5m, they must not attempt to play the ball.

Guidance Note

Be aware of:

- Defenders that deliberately **play the ball away** after the whistle.
- Defenders that make a **genuine attempt to retreat 5m**, especially when play resumes quickly.

A background image showing a referee in a yellow shirt holding a yellow card and a player in a dark jersey running on a field. The image is darkened to make the white text stand out.

6. COLOURED CARDS

Appropriate Penalties

APPROPRIATE PENALTIES

Our Goals

We're trying to create matches that are:

- **Safe, Fair, Free Flowing**

Appropriate Penalties

The best umpires apply appropriate penalties and **management tools** to:

- ✓ **Increase Flow**
- ✓ **Improve Game Presentation**
- ✓ **Protect Skill**
- ✓ **Eliminate dangerous & Breakdown play**

GREEN CARDS

Purpose / Goal

- Increase Flow
- Improve Game Presentation

Examples

- Hitting the ball away
- Interfering within 5m
- Verbal outburst / dissent



Remember, deliberate or serious fouls inside the 23m = PC

AUS  0

GER  0

10:36 1ST

TOKYO 2020



TOKYO

SCENARIO 1

Appropriate Penalties

YELLOW CARDS – 5MIN

Purpose / Goal

Eliminate deliberate and breakdown play

Examples

- Overly physical fouls
- Physical tackles that trip/ground
- Deliberate foot/backstick
- Breakdown tackles



*Remember, deliberate or serious fouls inside the 23m = PC
and inside the circle = PS*

YELLOW CARDS – 10MIN

Purpose

Eliminate dangerous play

Examples

- Sliding tackles
- Dangerous tackles with no regard for player safety
- Deliberate breakdowns, high impact




*Remember, deliberate or serious fouls inside the 23m = PC
and inside the circle = PS*

GER  2
ARG  0
53.7 3RD




sky
SPORT 
TOKYO 2020 
LIVE

SCENARIO 1


+77 min

Appropriate Penalties

CORRECT CARD CATEGORISATION

			
Purpose	Increase Flow Improve Game Presentation	Eliminate Deliberate and Breakdown Play	Eliminate Dangerous Play
Examples	<ul style="list-style-type: none"> - Hitting ball away after whistle - Interfering within 5m - Verbal outbursts / dissent - Careless tackles 	<ul style="list-style-type: none"> - Overly physical challenges - Physical tackles that trip/ground - Deliberate foot/backstick - Breakdown tackles 	<ul style="list-style-type: none"> - Sliding tackles - Dangerous tackles with no regard for player safety - Deliberate breakdowns, high impact
Points	1	3-4	5-6



7. COMMUNICATION

Game Management and Control Techniques

VARIATION IS THE KEY

Timing and Advantage

- A **quick free hit** can be the best advantage
- When could it be a bad idea to to play advantage?

Whistle Tone and Body Language

- Must **vary** to communicate the seriousness of the offence
- Indicate to the game **how you feel** things are going

USE OF LANGUAGE / VOICE

Formal / Informal Opportunities

- **Informal:** Off the ball, behind play, stoppages in play
- **Formal:** Umpire stops time + Call over = Verbal Caution

Guidance

- Calm
- Non-Threatening – Examples?
- Brief and to the point (not a conversation)
- Use proximity

SCENARIO 1

WHAT STANDS OUT FOR YOU HERE?

- **Competition Environment**

- Consistent in application
- Players are allowed to engage

- **Positioning**

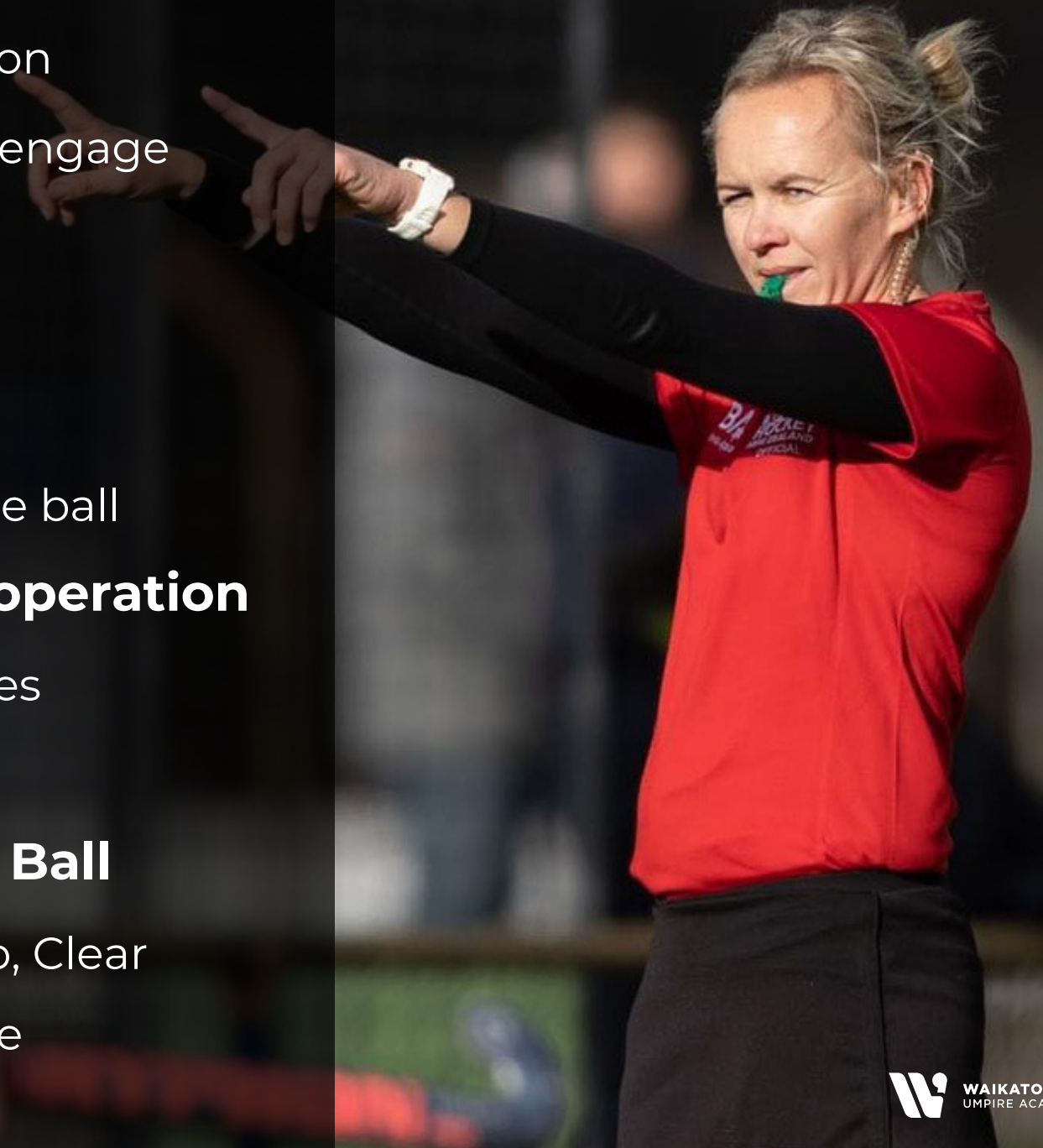
- 45 Degrees
- $\frac{1}{4}$ Rule
- In your circle before the ball

- **Communication & Cooperation**

- Team effort: Both halves
- Pre-Match chat

- **Overheads and Aerial Ball**

- Three stages: Going up, Clear Receiver, Landing Zone





- **Free Hit Management**

- Close to mark, attempt stop
- Free hits inside 23m
- Interfering 5m + Ball away

- **Use of Colored Cards**

- Correct categorization
- Goals: Protect Skill, Improve Game Presentation, Increase Flow, Eliminate dangerous/deliberate

- **Communication**

- Whistle tone + body language
- Variation is the key
- Verbal Communication:
Calm, non-threatening, to the point



Download Course Summary Here

