

# Indoor Hockey Umpires' Briefing

2019-2020



# Purpose



This briefing will shape how umpires apply the rules of indoor hockey, to achieve consistent application and interpretation, so that our sport remains exciting, attractive and entertaining, while always ensuring player safety and fairness.

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# Philosophy

As umpires we serve hockey,  
and the teams that play it, with  
an outstanding umpiring product  
that allows the sport to be  
a success in all aspects.



# Key Pillars



# Key Pillars



## PROTECTION OF SKILL

- ✓ Eliminate dangerous tackles – enhance player safety
- ✓ Strictness around physical aspects
- ✓ Use of appropriate personal penalties

Note: There is a difference between the game becoming **more physical** versus physical play eliminating skill

## PROMOTION OF FLOW

- ✓ Common sense approach to free push management
- ✓ Reasonable actions in 3m situations from both attackers and defenders are encouraged
- ✓ Breaking down of play understood, taking the context and influence on the game into consideration

## POSSESSION/TACKLING

- ✓ When and where (parts of the pitch/stage of the game) “illegal” actions take place by both attackers and defenders will determine the appropriate technical and/or personal penalty
- ✓ Distinguishing between poor, deliberate and dangerous actions
- ✓ Acknowledge skill and/or flow when ball is played in the air

Use **common sense** – understand the players' intentions

# Presentation of our brand

## ***Awareness – Recognition – Action***

- ✓ Be pro-active – prevent issues arising if you can
- ✓ Set standards early – free push position, clear 3m, correct execution
- ✓ Talk to the players – connect with them, but do not accept abuse or crowding
- ✓ Communicate with your colleague to manage the whole pitch

# Playing the ball: field player

**PUSH:** Moving the ball along the ground using a pushing movement of the stick after the stick has been placed close to the ball.

When a push is made, both the ball and the head of the stick are in contact with the ground.

**SLAP / HIT 1**





# Playing the ball: field player

**PUSH:** Moving the ball along the ground using a pushing movement of the stick after the stick has been placed close to the ball.

When a push is made, both the ball and the head of the stick are in contact with the ground.

**SLAP / HIT 2**





# Playing the ball: field player

**HIT**



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# Playing the ball: field player

Sweep and playing on floor not allowed, intention to prevent attack

**PC and consider personal penalty**



# Obstruction



- ✓ Are the players trying to play the ball?
- ✓ Is there a possibility to play the ball?
- ✓ Is there active movement to prevent the playing of the ball?
- ✓ Be aware of professional use of the body to illegally block opponents from the ball, as well players trying to demonstrate obstructions by lifting their sticks dangerously over opponents' heads.
- ✓ Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure.

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# Stick Obstruction



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# Stick Obstruction





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# Obstruction – Backing In





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# Obstruction – Leading Leg

“crabbing”



# Tackles

- ✓ Encourage contests – let the game develop – be sure before penalising.
- ✓ Be strict on the breaking down of play & intentional 'stopping tackles'.
- ✓ Do not react to noise in tackle – watch direction of the ball.
- ✓ Do not penalise just because the tackler appears to be in a seemingly impossible position from which to make a legal tackle.
- ✓ A sliding tackle which takes down a player is a high risk, high penalty action ( yellow card 4mins )

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# Tackles

Stick should be flat on floor, should not be left in to cause danger



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# Tackles

Watch the follow through with stick and shoulder  
**Be aware of illegal physical play**



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# Deliberate Breakdown

Consider the offender's action and intention



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# Deliberate breakdown

By playing the ball away, the player prevents a quick free push being taken  
**Be aware from the first whistle**





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# Deliberate breakdown

By playing the ball, the player prevents an attack into circle: **High Impact**



# Trapping the Ball

- ✓ Players must not trap or hold the ball against the side- boards.
- ✓ A player in possession of the ball may not be 'trapped' either in the corner of the pitch or against the side-boards by opponents with their sticks flat on the floor.
- ✓ Opponents must leave an outlet of reasonable size through which the ball may be played.
- ✓ Trapping the ball between a player's stick and the sideboard.

This is a free hit, no bully will be given.

- ✓ Trapping the ball between two sticks of players from different teams;

We try to encourage play by verbal message by the umpires but if play does not continue umpires will award a bully.

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# Trapping the Ball

Note the triangle of sticks and no space to let ball out



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# Trapping the Ball

Playing space 1



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# Trapping the Ball

Playing space 2



# Raised Ball



- ✓ Aim for top quality technical decisions and consistency.
- ✓ Make sure who gained advantage or player disadvantaged, it applies to the whole pitch.
- ✓ Consideration of within playing distance, versus could the defender play the ball legally.
- ✓ Be consistent across the whole pitch, no personal interpretations at halfway line or in the circle.
- ✓ Early judgement



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# Raised Ball

Within playing space, disadvantaged defender 1



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# Raised Ball

Within playing space, disadvantaged defender 2



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# Raised Ball

## Playing distance

1<sup>st</sup> clip: Play on

2<sup>nd</sup> clip: PC: within playing space



# Hand / Body on Pitch

- ✓ Field players must not play the ball while lying on the pitch or with a knee, arm or hand on the pitch other than the hand holding the stick.
- ✓ This applies to GK outside the circle: PC
- ✓ **Accidental** use of the hand or knee on the floor for balance should not be blown as an offence, **where no advantage is gained.**
- ✓ Players should not be penalised if the ball just touches the hand which is holding the stick

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# Hand / Body on Pitch



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# Hand / Body on Pitch

Used right hand to balance, gained an advantage





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# Hand / Body on Pitch

Do not deny skill



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# Playing Ball in Air: 1

Stick to ball: **offence**

Ball to stationary stick: **no offence**



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# Playing Ball in Air: 2

Stick to ball: **offence**

Ball to stationary stick: **no offence**





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# Penalty Corners

Be aware: injector feinting therefore breaking  
**Management of PC**

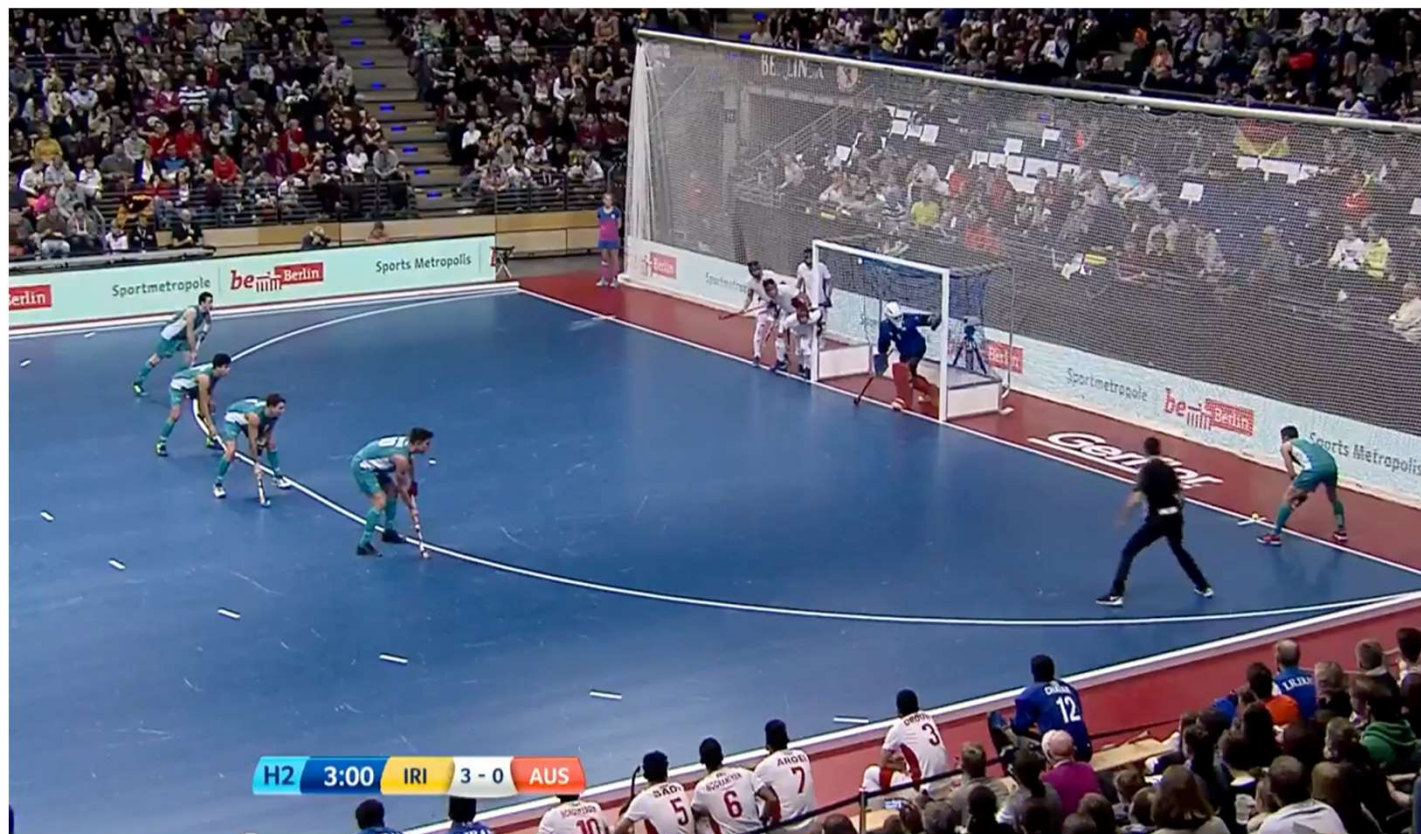


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# Penalty Corners

First shot at goal

The ball must go outside first !



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# Penalty Corners

Dangerous shot at Goal: Legitimate Evasive Action

**Defender within 3 metres awareness of drag flick, and ball above the knee**





# Danger

Dangerous shot at Goal: **Legitimate Evasive Action**

**Rule 9.8** Players must not play the ball dangerously or in a way which leads to dangerous play.

*A ball is also considered dangerous when it causes legitimate evasive action by players of the opposition.*

*The penalty is awarded where the action causing the danger took place.*



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# Danger

Penalty Corner and 4



# Danger

Physical play, intent, personal penalties (1) 





# Danger

Physical play, intent, personal penalties (2) 4



# Danger / Drilling

The Spin, in this case 4

**Rule 9.8** *Playing the ball deliberately and hard into an opponent's stick, feet or hands with associated risk of injury when a player is in a 'set' or stationary position; and players collecting, turning and trying to play the ball deliberately through a defending player who is either close to the player in possession or is trying to play the ball are both dangerous actions and should be dealt with under this Rule. A personal penalty may also be awarded to offending players.*



# Danger

Penalty corner and 

## Consider:

- ✓ < 3m
- ✓ Is defending player “set”?
- ✓ Passing options of the attacking player
- ✓ Intent
- ✓ Danger to defending player
- ✓ Range of personal penalties





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# Managing 3m at Free Push

**Note:** attacker makes attempt to stop ball, takes it immediately and moves ball 3m prior to entry into circle.



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# Managing 3m at Free Push

All players 3m away

Ball must travel 3m before entry into circle.



# Presentation of our brand

- Abusive outbursts and misconduct are not the best advertisement for our sport. We must be mindful of the negative impacts of these types of actions in terms of the marketing our sport.
- The crowding of players around an umpire is not permitted. One player may approach an umpire – the umpires have been instructed to award a green card for this type of action





# Crowding


- ✓ Crowding of umpires after decisions must not be tolerated, offending players are liable to personal penalties.
- ✓ Establish early that only one player can approach the umpire (unless one is an interpreter).
- ✓ Umpires: keep it simple



# Link between Offences, Technical Decision and Personal Sanctions



## UPGRADING TECHNICAL DECISIONS (E.g. Free Push to Penalty Corner in attacking half)

- ✓ Playing the ball away AFTER the whistle, consider context and impact, (possible personal penalty)
- ✓ Defender not 3m at a free push, channelling, impact on attacker.
- ✓ Playing the ball or trying to influence play within 3m dotted line area around the circle
- ✓ Intentional fouls, breakdown of play by defender in their defending half 

**No personal interpretations** – an intentional foul by a defender in their defending half is a penalty corner and Personal Penalty

# Green Card Offences



- ✓ Playing the ball after the whistle or interference within 3m with low impact on play
- ✓ Off-the-ball minor physical offences (pushing/holding at free push)
- ✓ Breakdown of play with low impact by deliberate use of feet, body, back of stick... (dependant on impact and in which half)
- ✓ Team not ready at PC
- ✓ Minor misconduct – crowding umpire, interfering with umpire decision



# 2 min Yellow Card Offences

**2 mins**

- ✓ Playing the ball after the whistle with high impact on play or repeated offences
- ✓ Breakdown of play with high impact on play or repeated offences by intentional use of feet, body, or back of stick
- ✓ Physical fouls with body or stick including “off the ball” incidents
- ✓ All other repeated offences in the “green card” area

# 4 min Yellow Card Offences

**4 mins**

- ✓ Physical fouls – dangerous and cynical tackles by both attackers and defenders that ground or trip players, including sliding tackles, drilling dependent on the danger and intent
- ✓ High impact, nasty, deliberate breakdowns with no regard to player safety
- ✓ Repeated technical yellow card offences

# Communication

- ✓ Umpires should communicate clearly through whistle, signals and voice. Messages for players should be clear and brief.
- ✓ Where radios are used, they should be used to enhance communication between umpires, to increase the accuracy of decision making across the pitch.



# Responsibilities of the umpire

To **support** the game

To **support** your co-umpire

To **support** the team

To **ensure** that the game is played safely and fairly.



# Teamwork

- ✓ In hockey we have two umpires on each match, with collective responsibility for the game. Teamwork and cooperation are critical – help and support each other;
- ✓ Be aware of the areas of the pitch where your colleague might need assistance;
- ✓ Strong teamwork leads to umpiring success.



# Umpiring



Umpiring is a rewarding, technically challenging activity.  
As umpires we are an integral part of the game.

**Enjoy your umpiring!**

**Good luck with your matches!**