

Directions to Umpires 2011



Summary of New Rules & Clarifications

- The **self pass** is no longer an experimental rule but is now considered a ‘Rule of Hockey’
- The ‘**manufactured foul**’ rule has been deleted. Offences of this nature can be dealt with under other rules
- Defenders no longer have the option of taking a free hit awarded in the circle “anywhere in the circle”. The **free hit** should now be **taken up to 15 metres from the backline in line with the location of the offence**. Ie same application as for 15m (16yd) hit.
- If the player taking the Penalty Corner from the backline does not have at least 1 foot outside the field: **THE PC IS TAKEN AGAIN.**
- A defender crosses over the centre-line or back-line before permitted: **THE PC IS TAKEN AGAIN.** (This applies if attacking team is disadvantaged which in most cases they are when a defender breaks back-line. Non engaged umpire needs to give early warning to players breaking centre-line - be pro-active in management)
- An attacker enters the circle before permitted: **THE PC IS TAKEN AGAIN.**
- If the Penalty Stroke is taken before the whistle is blown and a goal is scored: **THE PS IS TAKEN AGAIN.**
- If the PS is taken before the whistle is blown and a goal is not scored: **A FREE HIT IS AWARDED TO THE DEFENCE.**
- For any offence by the player defending the PS, including moving either foot before the ball has been played: **THE PS IS TAKEN AGAIN** – However, if a goal is scored even though there has been an offence by the defending player then the goal is awarded.
- Rules 7.4 and 9.7 have been reinforced for consistency. Rule 7.4.c says that if the ball is intentionally played over the backline by a defender and no goal is scored, play is re-started with a penalty corner. If it is clear that the action is intentional, umpires should not hesitate to award a penalty corner.
- Rule 9.7 specifies that “players must not play the ball with any part of the stick when the ball is above shoulder height etc”. For consistency and fairness, shoulder height should be strictly enforced.

The Rest of these Directions are as for 2010

Green Card Ruling

This rule was introduced last year as a trial and will continue during 2011 despite the fact that it may not be played in all National Championships. The ruling has provided local umpires with the opportunity to reinforce the importance of a green card to players and hopefully help deal with some of the early dissent that continues to be in evidence in all regions. It is NOT a replacement for a yellow card offence.

- Any player who is given a green card must leave the field immediately for a period of 2 minutes.
- The timing of the 2 minutes will begin as soon as the player is seated at the MM dugout however the match should resume immediately ie the umpire should not wait until the player leaves the field before re-starting play. This will help alleviate any unnecessary delays due to the green card.
- Any delays on the part of the carded player should be treated as misconduct and umpires should consider a further upgrade to a yellow card.
- The team with the player who has been given a green card will play with one less player for the duration ie they cannot replace this player
- If a goal keeper is green carded, teams have the following options:
 - Substitute with a second keeper if one is padded up and ready to go, however this means another field player must leave the field of play to ensure one less player is on the field.
 - Replace with a kicking fullback who must have a different coloured shirt (normal kicking fullback rules apply)
 - Play without any GK privileges
 - Once again, the important thing is that there are no unnecessary delays. Umpires should re-start play immediately after green card has been shown, however, **umpires should use their discretion in regards to safety in the case of GKs.** GK should leave the field over the backline or sideline then move to dugout.
- The carded player can return to the field as soon as the MM signals that the 2 minutes are up. Normal interchange rules apply to ensure no further interruptions to the game. **MM can walk with GK towards backline at end of 2 minutes to ensure minimum interruption to game**



13.2 g The Self-play free hit

Note: The free hit, centre pass, and putting the ball back into play, (sideline “long corner” and 15m hit). All these are now grouped together and shall be interpreted in a similar manner.

Note: the ball still has to move 1 metre if passed directly to a “team mate” from a free hit.

The team taking the free hit:

A player must make two clear motions.

The player must make an attempt to stop the ball first. This is being ok'd as the first touch and the second is the take off. Even a dribble away sees the ball leave the stick in some fashion so the main thing is that we, as umpires, see a definite attempt to stop the ball first.

Another thing to consider is the ball placement. Often the whistle goes after the player has moved forward from the infringement. Therefore it is important that the umpire ensures there is no significant advantage paid with a quick 'play on'. In many cases the ball will have to be brought back a bit, ie closer to where the infringement occurred. This will ensure enough of a 'stoppage' in play before the 'self play' occurs. Do not overdo this as the aim of this rule is to allow flow. See 13.1

The idea of the rule is to allow 'flow' without gaining an unfair advantage. Any unnecessary interruption to the flow of the game from an umpire will only cause frustration for players and coaches.

- A free hit is not taken if a player just dribbles off with the ball.
- It is possible for a player to “self-pass” and “throw an overhead pass” as the second motion (Be sure the ball is safe on the way up. This includes safety to players who have not had time to move 5 metres.).
- The ball must move 5 metres from the re-start position before going into the circle, however, this can be in any direction including theoretically a 5x1m Indian dribble.

Note: Players from the same team do not have to be 5m from the free hit except in the attacking 23m area.

Note: A team with the free hit does not have to wait for opposition players to move 5 metres from where the free hit is to be taken.

Note: Penalties: If a free hit is not taken correctly a free hit the other way can be given (Be proactive – avoid replays & reversals).

Note: Opposition Players must move 5 metres from where the free hit is to be taken. **This must be done without any delay.**

Umpires must take action for players deliberately “standing over the ball” or “hitting the ball away” to prevent a free hit from being taken – this is “gamesmanship”.

Penalties for such actions will be the same as we have enforced in the past. A warning (Verbal or green) may be appropriate unless the action is clearly intentional and affects the game the temporary suspension should be enforced (5 minute Yellow card). Please do not use the 10m penalty – gamesmanship must be penalised firmly. The new ‘green card’ application may be a handy tool for umpires in these situations.

Umpires must be very proactive in moving players 5 metres from free hits (Verbal and whistling) - avoid replays & reversals

Opposition players cannot interfere with the play until they have retreated the 5 metres from where the free hit is to be taken.

Note: Playing the ball in any way, ”getting in the way” or “running next” to the ball carrier who has taken a self play free hit is not acceptable.

Note: Be aware of teams taking a self-play free hit manufacturing interference from opposition players.

Penalties for interfering with play or manufacturing will be the same as we will use for preventing free hits from being taken.

13.1 Location of a free hit (Proximity to the breach of the rules and the taking of a free hit.)

1. ***Very open play (not in the attacking 23 area):***
If there are no opposition players directly contesting the free hit - allow the free to be taken in the general proximity of the area.
2. ***Opposition players contesting the free hit.***
The free hit must be taken within playing distance from where the breach occurred.
3. ***Inside the 23m area:***
The free hit must be taken close to the spot where the free hit occurred.
4. ***Inside the dotted circle:***
The ball must be taken back to the nearest point 5 metres from the circle.
5. ***Sideline hits and “long corners”***
Players taking the free hit must attempt to put the ball on the line.
6. ***Defensive free-hits & 16s are as per the previously existing rules.***

Penalties: Players who intentionally take free hits when the ball is clearly too far away from the true location can have the free hit reversed.

Free hits taken inside the attacking 23 metre area.

Note: This is very simple and should be applied as directed:

- All players other than the player playing the ball must be 5 metres from the ball when the free hit is taken. This includes bringing the ball back into play.
- At a self play free hit, the ball must travel at least 5 metres in any direction before it is played into or through the circle.

Note: Hard hits or pushes passing the ball to a team mate who deflects the ball into the circles is permitted. Be aware of dangerous/ out of control high deflections

Note: A player can “self pass” and then dribble directly into the circle, or pass the ball into the circle once the ball has moved 5 metres in any direction from where the free hit was taken.

Note: Umpires must be proactive – if the ball is in the wrong spot communicate this to the players before they have the chance to take the free hit. (Avoid replays/reversals)

14.2. Breaking at Penalty Corner

- Until the ball has been played, no attacker other than the one taking the push or hit from the back-line is permitted to enter the circle and no defender is permitted to cross the centre-line or back-line.
- For any offence of this rule by a defender, the offending player(s) shall be required to go beyond the centre-line and cannot be replaced by another defender. Note: if the goal keeper breaks then a defender other than the keeper shall be required to go beyond the centreline.
- For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player(s) shall be required to go beyond the centre line.
- The player who pushes or hits the ball from the back-line must not feint at playing the ball. **NOTE: Umpires must be absolutely convinced that there is no feint on the part of the person pushing the ball out.**
- For an offence of this rule the offending player shall be replaced by another attacker with no penalty to the defence.

Scoring a goal from a Penalty Corner

If the ball does not go outside the circle on a penalty corner the attacking team should not be penalised as soon as they have a shot on goal. The main thing for an umpire to remember is that a goal cannot be scored on a PC until the ball has left the circle. If the ball does not leave the circle and an attacker has a shot on goal the following applies:

- If the ball goes into goal directly off an attacker it is a 16yd hit
- If the ball goes into goal off a defender it is a long corner
- If the ball hits a defenders leg on the line it is not a stroke but a penalty corner

Penalty Corner

Penalty Corners are played out at half and full time even if the PC has started before the final siren. A PC is considered over when one of the following occurs:

- A goal is scored
- An offence by the defence results in a further PC
- An offence by the defence results in a Penalty Stroke
- An offence by the attacking team
- Ball is accidentally deflected over the backline
- Ball leaves the circle for a second time
- Ball goes beyond the dotted 5m line

Goalkeeper

Teams now have more flexibility about what sort of goalkeeping option to adopt and takes into account the possibility a team does not have a fully equipped goalkeeper available. Teams may choose any of the following options:

1. A goal keeper with goalkeeping privileges wearing full protective equipment (*normal rules apply for this situation with GK only allowed to participate in play within their 23 metre area except when taking a penalty stroke*)
2. A goal keeper with goalkeeping privileges wearing only protective headgear and a different coloured shirt. (*in this situation the GK can only participate in play within their 23 metre area while wearing protective headgear however they may remove the headgear and place it behind goals and participate anywhere on the field. The protective headgear must be worn during a penalty corner and penalty stroke*)
3. Only field players and no player with goal keeping privileges and therefore no players wearing protective gear or different coloured shirt. (*in a penalty corner situation defenders may use close fitting facemasks but not full protective headgear*)

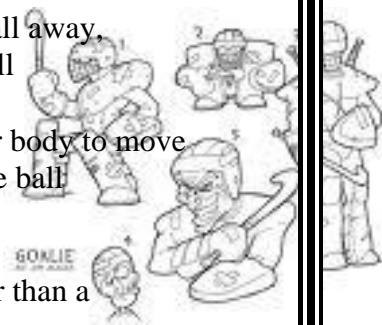


Note: Teams may change between these options by making a substitution but not during a PC or PS

Goalkeeping

When the **ball is inside the circle** they are defending and they have their **stick in their hand**, goalkeepers are permitted to do the following:

- Use their stick, protective equipment or any part of their body to push the ball away, deflect the ball (in any direction including over the backline) or stop the ball
- This permits a goalkeeper to use their hands, arms or any other part of their body to move the ball away but only as a part of a goal saving action and not to propel the ball forcefully so that it travels a long distance
- A reminder to umpires that should the deflection or clearance create danger than a penalty corner should be awarded



Use of Body to Play the Ball

Field players must not intentionally stop, kick, propel, pick up, throw or carry the ball with any part of their body. **HOWEVER**, it is not always an offence if the ball hits the foot, hand or body of a field player.

- A reminder that it is not illegal to play the ball with the hand while the hand is on the stick. ie the hand is considered to be part of the stick.

The Hit

It is illegal to hit the ball with the front hook of the stick. ie like a tomahawk but in a forehand stroke.. A free hit should immediately be awarded to the opposition.

- This rule does not prohibit the use of the edge of the stick on the forehand in a controlled action in a tackle, when raising the ball in a controlled way over an opponents stick or over a goalkeeper who is lying on the ground or when using a long pushing motion along the ground
- Players must not play the ball with the back of their stick however in the situation where a spinning ball accidentally hits the back of the stick and basically does not move then the player should not be penalised
- Only when the ball is played with the back of the stick should a player be penalised. Ie there is significant movement of the ball from a back stick hit

Stick raised above the head

Defenders are permitted to use the stick to stop or deflect a shot at goal at any height

- Defenders should not be penalised if their stick is not motionless when making such a save. Only if the ball is genuinely hit while above shoulder height and a goal is prevented should a penalty stroke be awarded
- If the defender stops or deflects a ball travelling towards goal but which would have missed the goal then a penalty corner should be awarded (*not a penalty stroke*)
- Rule 9.7 specifies that “players must not play the ball with any part of the stick when the ball is above shoulder height in general field play etc”. For consistency and fairness, shoulder height should be strictly enforced.
- If a player is legitimately trying to bring the ball down with a horizontal stick but contact is made above the shoulder then a free hit to the opposition is sufficient.
- When the stick is raised above the head, usually in a vertical position and deliberately breaks down a possible attack by the opposition then a yellow card should still be awarded
- If danger results, after the defender legitimately plays the ball in the air then a PC should be awarded.

Penalty Stokes:

The player must begin behind and within playing distance of the ball but is no longer limited to taking just one step. It is important to note that using a dragging action is still not permitted.

Penalty Bully

- In a penalty bully situation, for example after an injury stops play, the bully is now only one touch and players do not have to be 'onside'

Penalty Corners

The non controlling umpire should stand approximately 5 metres off the centre line in line with the left post.

- Umpires are then in a very good position to check the height and direction of the first shot. They may also have a good view of any obstruction (shielding) by either the attack or defence
- They are also in a good position to see if the ball hits a runner above or below the knee on the first shot. If the runner is within 5 metres and is hit below the knee then another penalty should be awarded
- If the runner is hit above the knee and is within 5 metres then a free hit to the defence should be awarded on the basis of danger
- Umpires should control the breaking at both the circle and goal line. An early warning should be followed up with cards. Breaking does not warrant a penalty stroke

Dangerous play

Raised balls should only be penalised if they are deemed to be dangerous or lead to danger

- It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous
- Players must not intentionally raise the ball off a hit except for a shot on goal. A deliberate chip should therefore be penalised
- There is no rule that says you cannot lift the ball into the circle. Danger is the only interpretation
- The free hit should be taken 'where the action causing the danger occurs'. Normally on a lofted ball it is dangerous when it is coming down to land amongst players therefore should be taken where it lands. The exception to this is on the ball that is deflected by a defender and lands dangerously in the circle. In this situation the free should be taken outside the circle. Normally in a dangerous free hit situation the ball should be taken from where the free hit was taken.

Obstruction

The player trying to get at the ball must be within playing distance. Basically once the ball goes beyond a stick length it should be play on. The push and charge through a player trying to force the obstruction has all but disappeared.

- A player cannot use their body to shield the ball however, the tackler must be trying to make a legitimate tackle before the person with the ball is penalised.
- A player may tackle from any position including from behind. The important thing to note is that the tackler must not interfere with either the body or the stick of the person with the ball. If the tackler cleanly gets the ball (regardless of how awkward it may look) then no offence has occurred



*The rules of hockey umpiring are far from black and white.
Above all be consistent in your interpretations*

Some Helpful Hints for Umpires



Work together as a team.

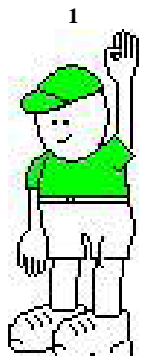
- **Support and encourage skill** while dealing promptly and firmly with foul play and direct abuse. Where possible allow teams to 'contest' the ball. Avoid unnecessary whistle
- **Support each other**, working down the side lines, signalling if your co-umpire is un-sited. Be as close to the play as possible. There is nothing wrong with calling time and going over to the other umpire if you are unsure of a decision particularly if it is a crucial one such as a goal, penalty stroke or pc. At least players can then see that you are willing to consider that an error may have been made. It does not automatically mean a decision has to be changed.
- **Player rapport is essential** – How you relate to players is often the difference between a good umpire and a very good umpire – look at soccer umpires in particular. Your use of facial expressions, body language, not being too fussy over non important offences will help your relationship and rapport with players. A positive early point on control is also appreciated; the players know where they stand.
- **Avoid surprises** – Umpires should do their best to avoid surprise situations eg awarding a penalty corner when opposition players are not 5m off the ball. Tell players when you are happy with their distance. Defence should be given time to move off the ball however the attack should still be allowed to take a quick free as long as they are within the rules. If the ball is hit directly into a defender who has not been given time to get off the ball then the free should be retaken.
- **Advantage - Signal with arm and voice it as it improves the flow of play** – minor matches are probably more difficult to umpire as far as 'flow' is concerned. At this level, players are more prone to appeal and to expect the umpire to penalise every possible offence, real and imagined. In these cases the umpires can gradually work on improving the knowledge and understanding of the game by umpiring the game the way it should be and not reacting to player demands.
- **Use of Advantage** – When applied appropriately it is one of the most effective means of maintaining control. Likewise, poor use of the advantage rule has the opposite effect and undermines control. By not allowing advantage you can cause a levelling out of the game – this allows less capable teams to stay in the game more with tactics such as the flooding of defence etc. Umpires should remember however, that possession does not always constitute advantage.
- **Respect for umpires** – Coaches should encourage players to shake hands or thank the umpires at the end of the game just as you would do to opposition team members. You don't have to say well done – just thanks for being part of the game.

Umpires should think of themselves as managers of the game. Good management will generally lead to a fair and enjoyable match for all.

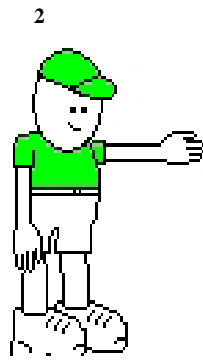
At all stages good communication is essential



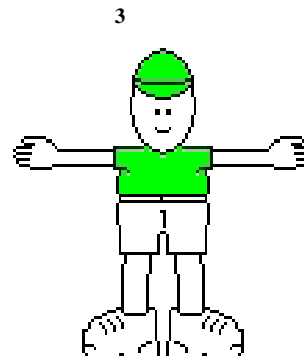
Umpiring Signals



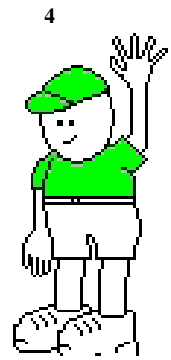
Time In



Free Hit



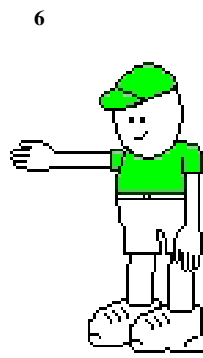
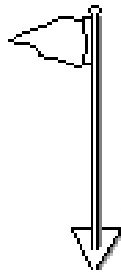
15m (16yd hit)



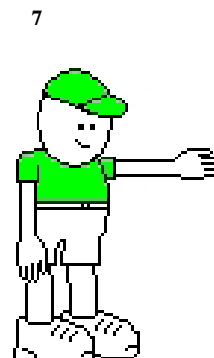
Players not off 5m



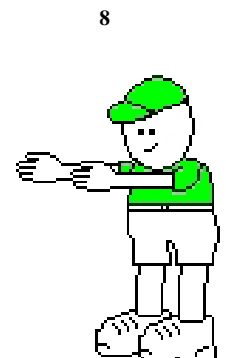
Time Out



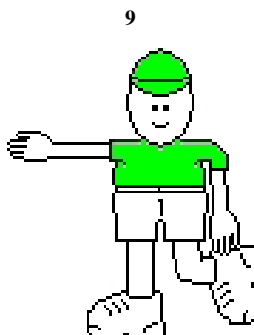
Long Corner Far Side



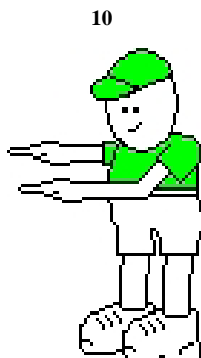
Long Corner Near Side



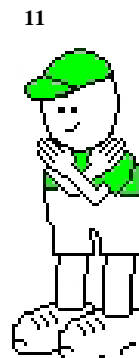
Penalty Corner



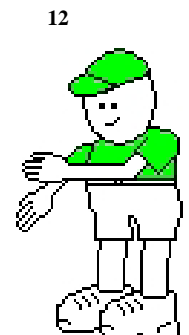
Foot



Goal



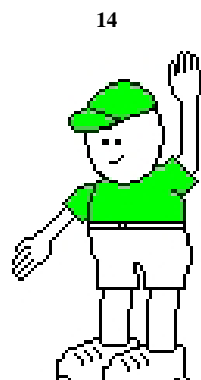
Body Obstruction



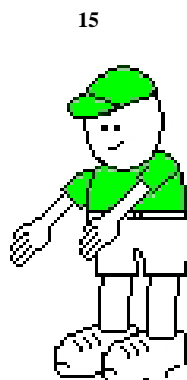
Stick Obstruction



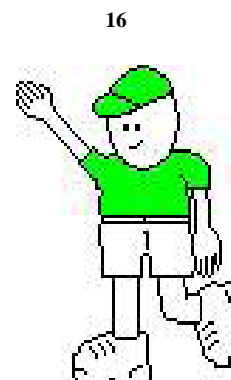
Up 10 M



Penalty Stroke



Play On



Advantage



Danger

Levels of Management

Level 1

- **Umpire presentation** – look the part. Avoid club colours if possible. Try to wear an eye catching colour. Wear the same colours as your co-umpire so that you look like a team. If you have one of the fluoro yellow shirts from previous season's sponsorship you are expected to wear it every game.
- **Signals** – strong, decisive. Indicate to players and spectators the reason for your decision
- **Set your standards early** particularly in relation to players being 5 m on free hit situations. This helps avoid a messy start
- **Talk to the players early.** Let them know what you want/don't want. An early verbal warning can help stop things from escalating later. For example:
 - *To explain where you want ball to be placed*
 - *To set standards eg move off 5m*
- A card or warning for one team should be seen, in most situations as a warning for both teams. Umpires do not need to give even numbers of cards, warnings for both teams before upgrading



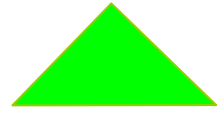
Level 2

- **Vary the tone of your whistle.** Use a loud whistle to show when you mean business in situations like:
 - *early in game to set standards*
 - *to ensure opposition players move 5m away from free hit*
 - *for attacking free hit outside circle to ensure all players are 5m*
- Use up 10m or upgrades on a **very** limited basis only eg
 - *Minor verbal dissent*
 - *Hitting ball away after free hit*
- Players should see that a 10m is like a green card. They should expect that continuous repeats of the same offence should result in a yellow card.



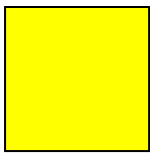
Level 3

- Green cards eg
 - *When 10m penalties are having no effect*
 - *Minor stick checks*
 - *Minor verbal dissent*
 - *See examples for new rules*
- Call in captains if you are unhappy about the general state of play.



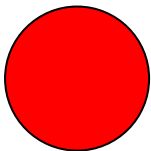
Level 4

- Yellow cards. **Minor** offences (5 plus minutes) could include the following:
 - *non personal verbal offence*
 - *consistently hitting ball away or not moving off ball*
 - *straight forward stick interference*
 - *bringing ball down from overhead in general field of play when opposition has been clearly disadvantaged*
 - *players not removing themselves immediately from field of play after receiving a Green Card*
- **Major** offences (10 plus minutes) could include the following:
 - *Physical offences*
 - *Significant/audible verbal abuse*
 - *Player brought down*
 - *Deliberate break down of play*
 - *Agricultural tackles that could lead to danger/injury*



Level 5

- Red card/report/possible tribunal. Offences could include:
 - *Deliberate striking of another player with the stick or a fist, or deliberately kicking or spitting at another player.*
 - *A player may also receive a red card if they have received a previous yellow for a similar offence*
 - *Where a red card is given, umpires must prepare a report on team sheet immediately after the match to assist with any future tribunal issues or penalties*



Note: In order for these levels to be effective, players and coaches must recognise the signals they are being given in a game. If players do not respond then umpires must move up a level. This is why it is very important for umpires to set the tone right from the start. Players and coaches will then know very early on, what you are going to allow.

Umpires/coaches and players should note that these directions are by no means a full summary of the rules of the game. Further interpretations may be gained from the 2011 FIH Rule Book available through local associations.

*Hockey Australia has brought out a number of resources to help develop umpires and other officials. **Community and Beginners umpiring accreditation programs** are now available online. See you local umpiring coordinator for more information about these courses and also other avenues for developing your skills as an umpire.*

