



Umpire Manager's Hockey5s Briefing for Umpires 2016

Version 1 – 19 April 2016

Preparation



- Be thorough in your match preparation
- Make sure that you understand the Briefing – this is our match plan
- You are expected to umpire to this Briefing – the players want to see the same consistent decisions and actions between each umpire every match, so ask if you are not sure
- Have a personal action plan – try to improve something every match
- Maintain your fitness level
- Report any injuries – get treatment
- Look after yourself – eating, drinking, resting ... always be prepared and consider weather etc.

Rules of Hockey5s



- Make sure that you have read and understand the latest set of the Rules
- Matters not dealt with in the Hockey5s Rules are covered by the 11-a-side Rules of Hockey
- Also be aware of any FIH or Competition Regulations which may vary the Rules of Hockey5s

Main Rules Changes 2016



- A Hockey5s pitch is now re-named a Hockey5s court, with the former 11 metres areas now quarter-line areas to take account of the different size pitches that Hockey5s can be played on
- Challenges are awarded for intentional and unintentional offences on same basis as at present, except in the defending half, rather than inside the defending quarter-line areas
- At Challenges: -
 - The goalkeeper's starting position is now on the goal-line, rather than 4 metres away from the ball
 - All players other than the taker and defending goalkeeper must stand beyond the centre-line
 - The ball may not be shot at goal until it has travelled at least 4 metres; however once the attacker plays the ball open play resumes and the players beyond the centre-line may re-join play

Completion of time



Guidance on completion of time at the end of a period or match: -

- A goal may be awarded provided the ball crossed the goal-line prior to the expiry of time
- Similarly Umpires may immediately review incidents which occur just before the expiry of time to take the necessary action, for instance to correct a wrong decision
- Time is not added at the end of a period or match for the completion of a Challenge awarded just before time is due to expire

The Match



- Be yourself at all times
- Help the players – the players need to understand what you want
- Teamwork and co-operation are critical – let's help and support each other
- Be aware of the areas of the **court** where your colleague could need assistance
- If you have to, take time in making decisions
- Try to get the decisions correct and consistent between the two of you
- Use common sense - understand the players' intentions

Management



- Our watchwords should be Awareness – Recognition – Action
- Be pro-active. Prevention is better than cure
- Set standards early – TALK to the players
- Make it easy on yourself – get them 4 metres at free hits from the beginning
- Recognise early when the ball is not in the right place for free hits – avoid replays
- Ensure free hits are taken correctly
- Change your game plan, and re-set standards, if you need to
- Communicate with your colleague

Flow



- Encourage the game to flow by only interfering when necessary
- However do not lose your grip on the match as a result of allowing too much flow!
- Allow the players to contest the ball
- Allow as much advantage as possible
- Read the game – do not ball watch
- Sometimes a free hit is a better advantage and causes less frustration
- Whistle timing is critical

Tackling



- Watch tackles carefully – only penalise if you are sure there has been an offence
- Do not penalise just because there is a noise or it looks bad
- Do not penalise if the tackler initially appears to be in an impossible position from which to make a legal tackle
- Watch which direction the ball travels
- Be strict on the breaking down of play and intentional stopping tackles
- A sliding tackle which takes a player to ground is a high risk, high penalty action
- Be aware of intentional shielding and body blocking

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
- Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure

Ball off the Ground



- Blow only in dangerous situations everywhere on the pitch - forget lifted, think danger
- Low balls over defenders sticks in a controlled manner that hit half shin pad are not dangerous
- Use common sense and show understanding of the play
- Be consistent as an individual and as a team
- Players may stop, receive or deflect the ball in a controlled manner when the ball is at any height including above the shoulder – be aware of the potential for danger, act promptly to prevent the ball being played dangerously or in a manner which is likely to lead to danger

Aerial Balls



- Set up free hits correctly, make sure that the players are 4 metres from the ball
- Watch the ball on the way up – the ball must not be flicked or scooped dangerously towards an opposing player
- The ball landing – apart from the receiver, players must stay 4 metres away until the ball is safely on the ground
- Penalise poor skill when the receiver makes the ball dangerous

Free Hits



For free hits (including centre passes and all restarts after the ball has been outside the field of play): -

- For free hits - all players must be at least 4 metres from the ball

In all situations - if taken quickly and a player is within 4 metres of the ball but is not playing, attempting to play the ball or influencing play, the taking of the free hit does not need to be delayed; this same player can play, attempt to play the ball or try to influence play, once the ball has travelled 4 metres – be consistent in your judgment of this.

- Attacking free hits awarded within the **attacking quarter-line area** are taken outside the **quarter-line area** at the nearest point to the offence
- Defensive free hits awarded within the **defending quarter-line area** can be taken from anywhere inside the **quarter-line area**

Free Hits



A player taking a free hit, centre pass, or restart after the ball has been outside the **court** can be the next player to play the ball – a ‘self-pass’

As a result of the new free hit procedures and being able to raise the ball directly from a free hit, using a push, flick or scoop: -

- Taking the free hit and the next playing of the ball is no longer required to be two distinct and separate actions
- At a free hit, which is not a ‘self-pass’, the ball is no longer required to move at least 1 metre before it can be played by a teammate of the player taking the free hit

Free Hits



For free hits (including centre passes, when the ball has been played over the back-line and all side-line restarts) the ball cannot be shot at or played directly at goal : -

- At a 'self-pass' the ball must travel at least 4 metres from the point of the free hit (not necessarily in a single direction) before the taker himself can shoot at goal
- Alternatively the ball must be touched, deflected, hit or pushed by any other player before a shot at goal can be taken
- A free hit is awarded to the opposing team from the spot where the shot at goal was taken

Free Hits & Penalties



For free hits (including re-starts after the ball has been outside the **court**): -

- Be pro-active and use your common sense regarding the placement of free hits close to the **quarter-line** area
- Be flexible, only penalise if the 'wrong spot' for a free hit is chosen in order to either gain an unfair advantage or for reasons which are against the spirit and aim of the Rules
- Intentionally moving the location of an attacking free hit outside the **quarter-line** area to create a more advantageous position should be seen as unfair and penalised accordingly
- Award the appropriate penalty for infringements and be aware of break down play situations, intentional interference with free hits etc. Use technical and personal penalties as required or appropriate

Passivity Rule



Passivity is defined as either: -

- Keeping the ball in a team's possession without making any recognisable attempt to attack or to shoot at goal
- Time-wasting at re-starts

Be clear in your warnings to teams who you consider are showing a tendency towards passive play – communicate using the prior warning signal and your voice

Use your common sense – if there really is no attempt to attack or score a goal, award the appropriate penalty against the team in possession of the ball

The Passivity Rule is aimed at protecting the PR of our game

Personal Penalties



- Yellow card - remains as a temporary suspension for a minimum of two minutes of playing time; the player must serve the full suspension time
- Green card – introduced as a temporary suspension for one minute of playing time; the suspended player may return to the **court** immediately the opposing team scores a goal; for a green card awarded to a goalkeeper, the offending team may nominate a player to serve the suspension on the goalkeeper's behalf (with the offending team playing with one fewer player on the **court**)

Goalkeepers



- Teams must play with a goalkeeper at all times, who must wear a single coloured shirt or garment of a different colour to both teams
- Goalkeepers may only take part in the game inside the half of the **court** they are defending
- An injured goalkeeper must be replaced by a similarly attired goalkeeper or, if one is not available, a field player should be allowed reasonable time to put on protective equipment
- A temporarily suspended goalkeeper with a green or yellow card means that a team plays with one less field player for the period of the suspension
- A permanently suspended goalkeeper means that the team plays with one less field player for the remainder of the match

Goalkeepers



- Allow goalkeepers to move the ball away with their hand / hand protector / arm / body, as part of a goal saving action. Permit this action in situations where attackers have an opportunity to score or attempt to score a goal, so it can also be used to deny attackers the possibility of possession of the ball or another shot at goal. If they intentionally propel the ball over long distances with their hand / hand protector they should be penalised with a Challenge
- At Challenges, a defending injured or permanently suspended goalkeeper must be replaced by a similarly attired goalkeeper or, if one is not available, a field player should be allowed reasonable time to put on protective equipment

Manufactured Offences Rule Deleted



- The Rule which used to say that ‘players must not force an opponent into offending unintentionally’ was deleted in the Rules of Hockey 2011 - any action of this sort can be dealt with under other Rules
- Be aware of attempts to gain free hits by the ball carrier, for example, by: -
 - Deliberately running into opponents
 - Playing the ball dangerously into a defender’s body
 - Trying to demonstrate an obstruction by lifting their stick dangerously over an opponent’s head
- These are offences in their own right and upset opponents; think through where the ball carrier is likely to do this

Challenges



- A Challenge is the equivalent of a Penalty Stroke in 11-a-side hockey – it is a major decision for a major foul
- No personal interpretations, stick to the Rules and guidance
- Positioning is critical – sell decisions
- Manage the set up – ensure that goalkeeper and taker are in position and prepared, ensure that all other players not involved in the Challenge are in the correct position
- Use pro-active and preventative reminders to prevent the Challenge being taken before the whistle is blown and any other offences
- Position of disengaged umpire should allow support of colleague

Offences during the taking of Challenges



- If the Challenge is taken before the whistle is blown, the Challenge is taken again
- A free hit is awarded to the defence for all other offences by the attacker
- For any unintentional offence by the defending goalkeeper, against the player taking the Challenge, the Challenge is taken again
- For any intentional offence by the defending goalkeeper, against the player taking the Challenge, a Penalty Stroke is awarded

Applying the Rules



The following Rules are sometimes inconsistently applied – remember that: -

- If it is clear that a player is shielding the ball with their stick they should be penalised. Watch also for tackling players who by pushing or leaning on an opponent cause them to lose possession of the ball
- The requirement for the ball to be stationary, albeit very briefly, at free hits, especially if it is taken using a 'self-pass', should be more strictly (but sensibly) applied

Appealing and Dissent



- Appealing for free hits – abuse or shouting spoils the game
- Do not allow comments at every Challenge you award
- Harassment, intimidation and surrounding of umpires after decisions should not be tolerated
- Make it easy on yourself – use your skills and the tools at your disposal to stamp these problems out early in the game
- Make use of the captains, who are responsible for the behaviour of their team

We all need to do this every match!

Approach to Injuries



For FIH Tournaments and, depending upon their Regulations, other Competitions: -

- Go quickly to the player and ask them if they need attention
- If no response ask Captain if the Doctor/Physio is required
- If bleeding is obvious or serious – call Doctor/Physio immediately
- If Doctor/Physio enters the **court** the player must leave the **court** for two minutes
- Be aware of players who are feigning injury and delaying the game – if this is the case, call Doctor/Physio immediately

The Key to Success



GOOD COMMUNICATION

With the players

With your colleagues

and

With your support team

Finally ...



**GOOD LUCK
&
ENJOY YOUR TOURNAMENT!!**