

Indoor Hockey Rules & Umpires' Briefing





Welcome





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.



Key Pillars

SKILL

We need to protect skill to promote exciting sequences

PRESENTATION

The manner in which we manage the play and work with the players

FAIR,
ATTRACTIVE
ENTERTAINING
HOCKEY

FLOW

We need to celebrate the advantage rule

BALL POSSESSION and TACKLING

Deliberate actions to break down play or dangerous actions that effect player safety will be carefully considered and responded to

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

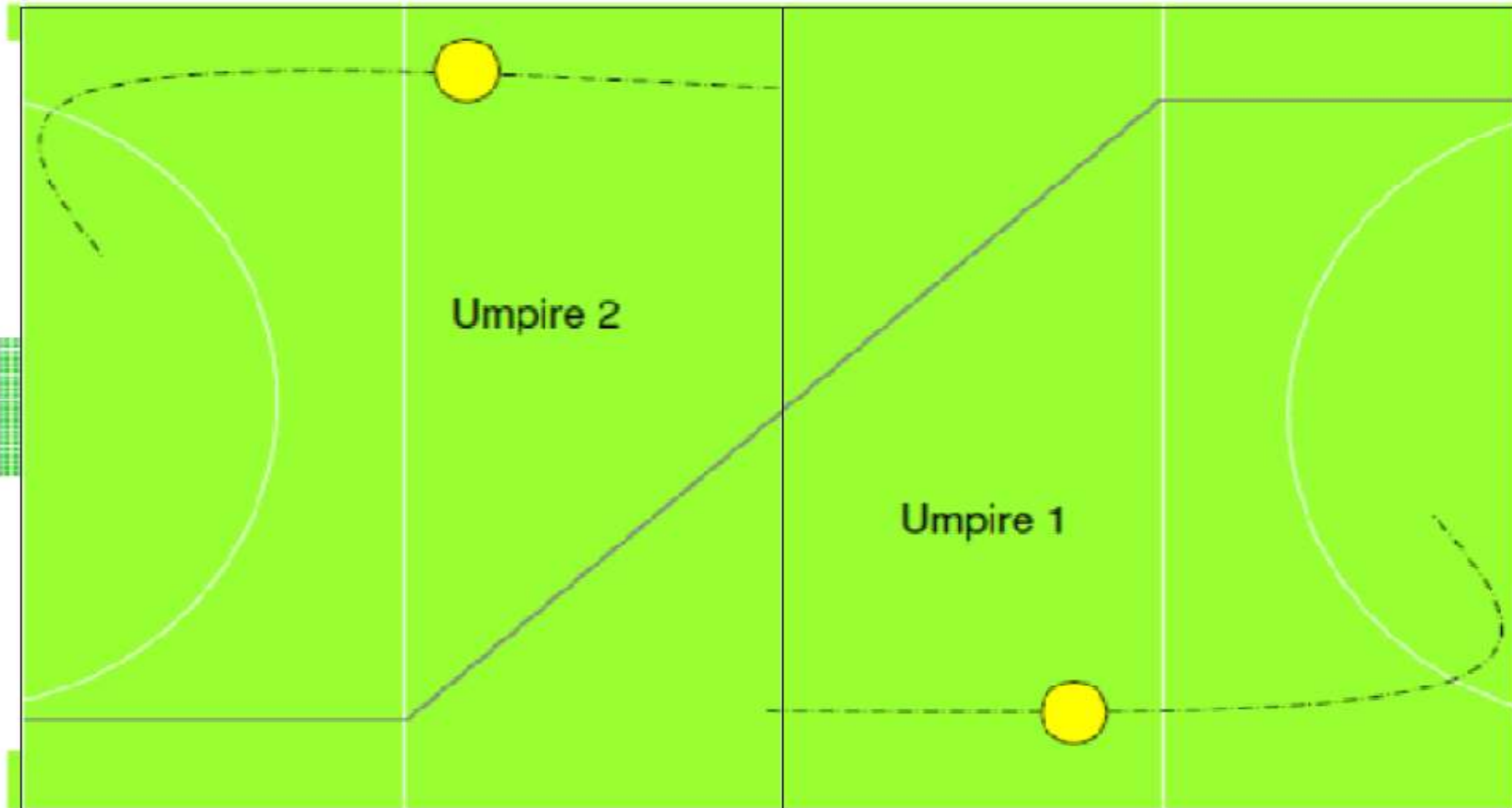
- ✓ **Common sense approach** to free push management
- ✓ **Reasonable actions in 3m situations** from both attackers and defenders are encouraged
- ✓ **Breaking down of play** understood, taking the context and influence on the game into consideration

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

Mobility and positioning



Mobility and positioning

- ✓ Umpires must be mobile so they can move to appropriate positions throughout the match.
- ✓ Static umpires can not view play clearly enough to make correct decisions at all times.
- ✓ Fit, mobile and well positioned umpires are better able to concentrate on the flow of the match and on the decisions which need to be made.
- ✓ Each umpire operates mainly in half of the pitch with the centre line to their left.
- ✓ For play between the centre-line and circle, umpires must be positioned near their side-board.

Mobility and positioning

- ✓ When play is in the circle, umpires must move further into the pitch away from the side-boards and, when necessary, into the circle itself to see important offences and to judge whether shots at goal are legitimate.
- ✓ For penalty corners and after the ball has gone outside the pitch, umpires must take up a position which gives a clear view of all potential action.
- ✓ For penalty strokes, the controlling umpire must take up a position behind and to the right of the player taking the stroke, the supporting umpire takes up a position on the backline, to the left of the goal.



Mobility and positioning

- ✓ Umpires must not allow their positioning to interfere with the flow of play.
- ✓ Umpires must face play all the time.

Whistling

- ✓ The whistle is the main way in which umpires communicate with players, each other and other persons involved in the match.
- ✓ The whistle must be blown decisively and loudly enough for all involved in the match to be able to hear it. This does not mean long loud whistling at all times.
- ✓ The tone and duration of the whistle must be varied to communicate the seriousness of offences to players.

Signalling

- ✓ Signals must be clear and held up long enough to ensure that all players and the other umpire are aware of decisions.
- ✓ Only the official signals must be used.
- ✓ It is preferable to be stationary when giving a signal.
- ✓ Directional signals must not be made across the body.
- ✓ It is bad practice to look away from the players when a signal or decision is made; further offences might be missed, concentration can be lost, or this can indicate a lack of confidence.

Signals



<p>Time Start</p> <p>Turn towards the other umpire with one arm straight up in the air.</p>	<p>Time Stopped</p> <p>Turn towards the other umpire and cross fully extended arms at the wrists above the head.</p>	<p>Time Left</p> <p>For two minutes, raise both hands straight up in the air with pointing index fingers. For one minute, raise one hand straight up in the air with pointing index fingers. Once a signal has been acknowledged no further signal is needed.</p>	<p>Hit-in from the side-line</p> <p>Indicate the direction with one arm raised horizontally; point downwards towards the side-line with the other arm.</p>	<p>Hit for behind the back-line (16-yard hit)</p> <p>Extend both arms horizontally sideways.</p>	<p>Hit-in from the side-line (corner)</p> <p>Point one arm at the corner flag nearer where the ball crossed the back-line.</p>	<p>Bully</p> <p>Move the hands in front of the body alternately up and down with the palms facing each other.</p>	<p>Goal scored</p> <p>Point both arms horizontally towards the center of the field.</p>	<p>Advantage</p> <p>Extend an arm high from the shoulder in the direction in which the benefiting team is playing.</p>	<p>Dangerous play and/or bad temper</p> <p>Stop play and make a calming movement by raising both hands horizontally palms downward, in front of the body, moving them slowly up and down; indicating the penalty if necessary.</p>
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<p>Free hit</p> <p>Indicate the direction with one arm raised horizontally and the open hand at face level.</p>	<p>5 meters distance</p> <p>Extend one arm straight up in the air showing an open hand with all fingers extended.</p>	<p>Penalty Corner</p> <p>Point both arms horizontally towards the goal.</p>	<p>Obstruction</p> <p>Hold crossed forearms in front of the chest.</p>	<p>Obstruction (third party)</p> <p>Alternately open and close crossed forearms in front of the chest.</p>	<p>Kicks</p> <p>Slightly raise a leg and touch it near the foot or ankle with the hand.</p>	<p>Raised ball</p> <p>Hold palms horizontally in front of the body, facing and approximately 150 mm from each other.</p>	<p>Penalty stroke</p> <p>One arm points to the penalty spot, the other points straight in the air.</p>
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Signals

Timing

- ✓ Start time: turn towards the other umpire with one arm straight up in the air.
- ✓ Stop time at any other time: turn towards the other umpire and cross fully-extended arms at the wrists above the head.
- ✓ Two minutes of play remaining: raise both hands straight up in the air with pointing index fingers.
- ✓ One minute of play remaining: raise one hand straight up in the air with pointing index finger.
- ✓ Once a timing signal has been acknowledged no further time signal is needed.

Signals

Ball out of play

- ✓ Ball out of play over the side-board: indicate the direction with one arm raised horizontally.
- ✓ Ball out of play over the back-line by an attacker: face the centre of the pitch and extend both arms horizontally sideways.
- ✓ Ball out of play over the back-line unintentionally by a defender: using right or left arm as appropriate, with the arm well below shoulder level, draw an imaginary line from the point where the ball crossed the back-line to the point on the centre-line from which the re-start should be taken.

Signals

Goal scored

- ✓ Point both arms horizontally towards the centre of the pitch.

Conduct of play

- ✓ Signals for conduct of play offences must be shown if there is doubt about the reason for the decision.
- ✓ Dangerous play: place one forearm diagonally across the chest
- ✓ Misconduct and/or bad temper: stop play and make a calming movement by moving both hands slowly up and down, palms downward, in front of the body.

Signals

Conduct of play

- ✓ Kick: slightly raise a leg and touch it near the foot or ankle with the hand.
- ✓ Raised ball: hold palms facing each other horizontally in front of the body, with one palm approximately 150 mm above the other.
- ✓ Obstruction: hold crossed forearms in front of the chest.
- ✓ Third party or shadow obstruction: alternately open and close crossed forearms in front of the chest.
- ✓ Stick obstruction: hold one arm out and downwards in front of the body half-way between vertical and horizontal; touch the forearm with the other hand.

Signals

Conduct of play

- ✓ 3 metres distance: extend one arm straight up in the air showing an open hand with three fingers extended.

Penalties

- ✓ Advantage: extend one arm high from the shoulder in the direction in which the benefiting team is playing.
- ✓ Free push: indicate the direction with one arm raised horizontally.
- ✓ Penalty corner: point both arms horizontally towards the goal.
- ✓ Penalty stroke: point one arm at the penalty stroke mark and the other straight up in the air; this signal also indicates time stopped.



Indoor Specific Rules



International Hockey
Federation

<https://www.fih.hockey/about-fih/official-documents/rules-of-hockey>

Equipment

- Stick
- Glove
- Goalkeeper
- PC - Defence



Slap Hit



Hit At Goal



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?
- ✓ Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure.
- ✓ Umpires should place particular emphasis on limiting time spent in situations where the ball becomes trapped in the corners of the pitch or close to the side-boards when the player in possession effectively shields the ball such that an opponent is prevented from being able to play it.

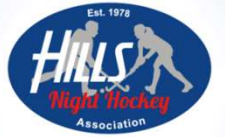
Stick Obstruction



Stick Obstruction



Stick Obstruction



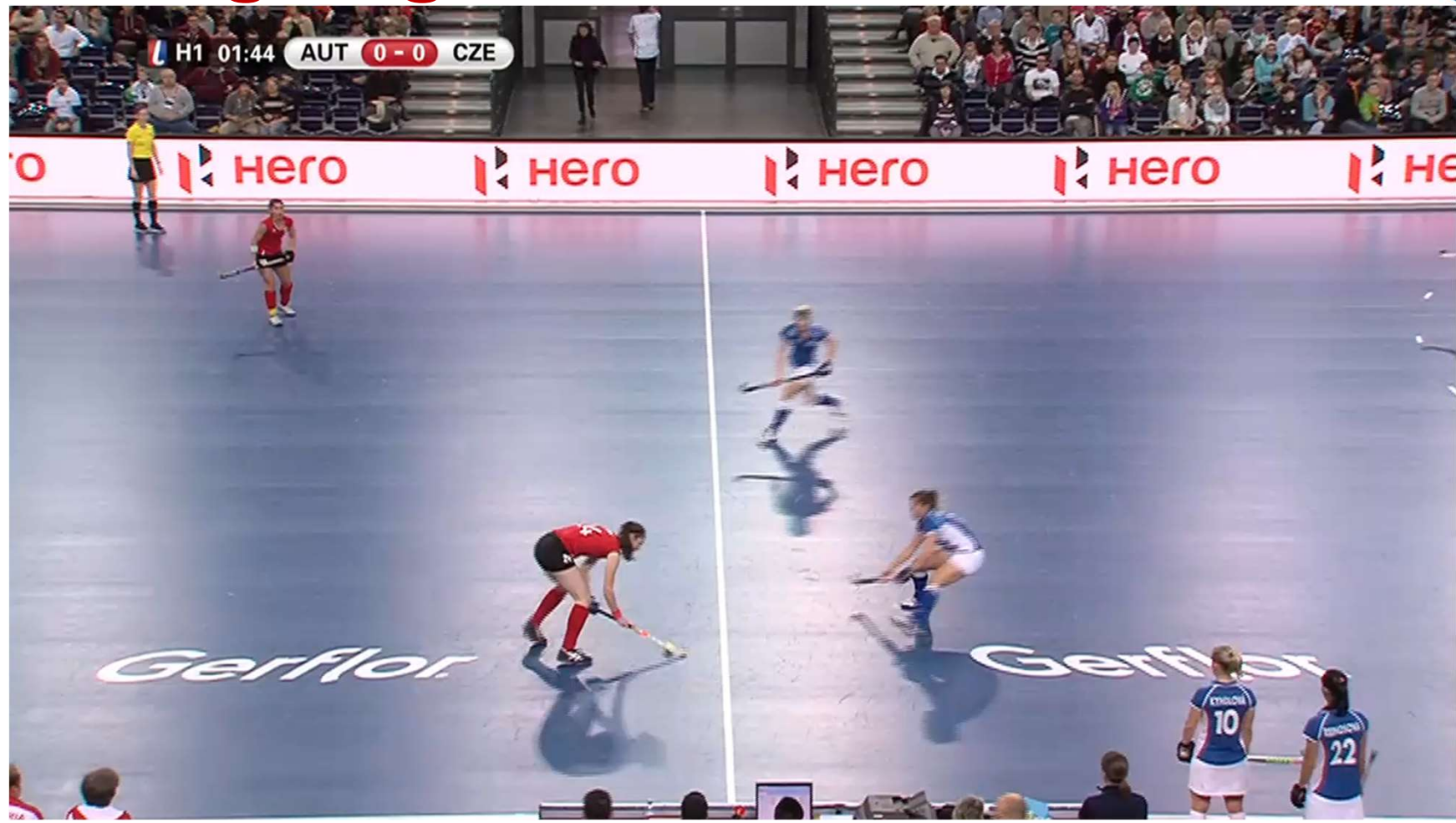
Body Obstruction



Body Obstruction



Leading Leg Obstruction



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)**

“Drilling” – Rule 9.8

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

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;

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. **A personal penalty may also be awarded to offending players.**

Danger / Drilling

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.*

The Spin, in this case

4



Danger / Drilling



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.



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



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**

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

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, if play does not continue umpires will award a bully.

Trapping the Ball



Penalty Corners

- ✓ For an offence by a defender in the circle which does not prevent the probable scoring of a goal.
- ✓ For an intentional offence in the circle by a defender against an opponent who does not have possession of the ball or an opportunity to play the ball.
- ✓ For an intentional offence by a defender outside the circle but within the half of the pitch they are defending.
- ✓ For intentionally playing the ball over the back-line by a defender.

Penalty Corners

- ✓ Goalkeepers are permitted to deflect the ball with their stick, protective equipment or any part of their body in any direction including over the back-line.
- ✓ Against the team which carried out a substitution incorrectly
- ✓ When the ball becomes lodged in a player's clothing or equipment while in the circle they are defending.
- ✓ Be aware: injector feinting therefore breaking
- ✓ **The ball must go outside first !**



Penalty Stroke

- ✓ For an offence by a defender in the circle which prevents the probable scoring of a goal.
- ✓ For an intentional offence in the circle by a defender against an opponent who has possession of the ball or an opportunity to play the ball.
- ✓ A field player can be substituted with a goalkeeper.



Control

Decisions must be made promptly, positively, clearly and consistently.

Strict action early in a match will usually discourage repetition of an offence.

It is not acceptable for players to abuse opponents, umpires or other technical officials verbally or through body language and attitude.

Umpires must deal firmly with abuse of this sort and in appropriate circumstances issue a caution, or a temporary (green and yellow cards) or permanent (red card) suspension.

Cautions and suspensions can be given in isolation or in combination with another penalty.

Cautions can be given to players in close proximity without stopping the match.



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.

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 with HIGH IMPACT on play
- ✓ Playing the ball or trying to influence play within 3m dotted line area around the circle
- ✓ Breaking down play/intentional fouls by defender in their defending half

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

Green Card Offences

A green equilateral triangle with the text "1 min" centered inside it in white.

1 min

- ✓ 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

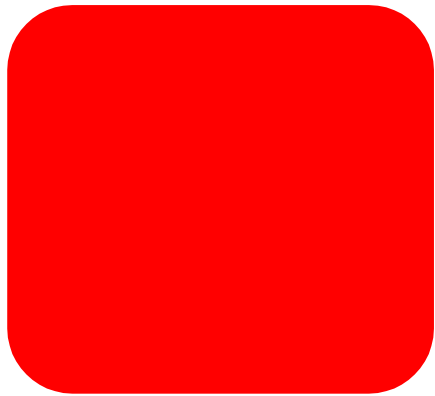
- ✓ Playing the ball after the whistle with high impact on play or repeated offences
- ✓ Breakdown of play with high impact on play or repeated offences by intentional use of feet, body, or back of stick
- ✓ Physical fouls with body or stick including “off the ball” incidents
- ✓ All other repeated offences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

Red Card Offences



- ✓ When a player intentionally misbehaves in a serious manner towards another player, umpire or other match official the red card must be shown immediately.

You



**INDOOR HOCKEY
UMPIRE BRIEFING
SEMINAR**

**RULES,
DEMONSTRATIONS
AND QUESTIONS**



Match Time Keeping

Central timing to start games

Umpires are responsible for time keeping the halves

Arena and Hardcourts





Score Card

- ✓ Both Umpires sign the score card.
- ✓ Any incidents are to be noted on the score card.
- ✓ Provide a detailed account if a yellow or red card is used.
- ✓ Score cards are used by the Technical Advisors to determine sanctions.

Communication

- ✓ Umpires should communicate clearly through whistle, signals and voice.
Messages for players should be clear and brief.



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.



Junior Rules

RULES FOR JUNIORS HILLS NIGHT HOCKEY ASSOCIATION (INC)



A team can't play with less than four (4) Players.

To start the game the team who has won the toss has the choice of taking the push or the choice of end.

For 1/2s & 3/4s the ball must be pushed along the ground at all times (no hitting of the ball or raising the ball for shots on goal). The stick can not be lifted higher than the shoulder. Penalty is free push to the opposition.

To score a goal the attacker must have the ball in the circle or on the circle line (the Player need not be in the circle). The whole of the ball must cross over the goal line for a goal to be scored.

Any infringement (e.g. ball off the foot) by a defender or a deliberate infringement by a defender (e.g. stick obstruction) a penalty corner shall be awarded to the opposing team.

All Players must be 3 metres from the ball when a free pass is awarded to the attacking team around the top of the circle.

OBSTRUCTION

A Player can not obstruct by running between and opposition and the ball, stopping a Player of the opposing team from playing the ball. Penalty is a free hit to the opposition.

ROUNDED SIDE OF THE STICK

A Player can not play the ball with the rounded side of the stick. The penalty is a free hit to the opposition.

If the ball was played deliberately with the rounded side of the stick by a defender in the circle, then a penalty corner shall be awarded to the attackers. If played with the rounded side by an attacker, in the circle, a free hit shall be awarded to the defending team, taken anywhere in the circle.

If a Player traps the ball and the ball pops over and touches the back of the stick, it is not an infringement – Play on.

BALL OVER THE BACKLINE

For P/1/2s & 3/4s when the ball is pushed or deflected out over the backline by an attacker and no goal is scored, or is deflected off the stick of a defender, the game is re-started with a free push anywhere in the circle by a defender - or 10 metres from back line and in line with where it crossed the back line.

If the ball is deliberately pushed out over the back line by a defender, a penalty corner shall be awarded.

BALL OVER SIDEBOARD

For 1/2s & 3/4s to be taken on side line where ball went out of play but can be moved into playing area 1 metre from side boards.

UMPIRE CARDS

All Umpires will carry green, yellow and red cards for 9/10s & 11/12s matches.

RULES FOR JUNIORS HILLS NIGHT HOCKEY ASSOCIATION (INC)



SHOOTING AT GOAL

1/2s Flat, not raised

3/4s Flat, not raised

5/6s Waist height maximum

7/8s Any height

9/10s Any height

11/12s Any height

All shots on goal must not be dangerous. Dangerous balls will be penalised.

PENALTY CORNER – ALL DIVISIONS PLAY THE FIH RULES

For P/1/2s & 3/4s the ball must remain flat on the ground (not raised) for a shot on goal to be scored.

13.3 Taking a penalty corner:

- a time and play is stopped after a penalty corner is awarded and re-started when the teams are ready. Teams must take the minimum time to take their positions and put on protective equipment (as a guide up to 30 seconds) and play is re-started when the teams are ready.
 - b the ball is placed on the back-line inside the circle at least 6 metres from the goal-post on whichever side of the goal the attacking team prefers an attacker pushes the ball without intentionally raising it.
 - c the attacker taking the push from the back-line must have at least one foot outside the pitch.
 - d the other attackers must be on the pitch, outside the circle with sticks, hands and feet not touching the ground inside the circle.
 - e no attacker other than the attacker taking the push from the back-line is permitted to be within 3 metres of the ball when the push is taken.
 - f the defending goalkeeper if there is one, must be in the goal; up to five other members of the defending team may be positioned behind the back-line on the side of the goal furthest from where the penalty corner is being taken with their sticks, hands and feet not touching the ground inside the pitch.
- If the team defending a penalty corner has chosen to play only with field players, up to six members of the defending team may be positioned behind the back-line outside the goal.
- g any defender not behind the back-line must be beyond the point of the top of the circle at the other end of the pitch is within 9.1 metres of the back line at the far end of the pitch.
 - h until the ball has been played, no attacker other than the one taking the push from the back-line is permitted to enter the circle and no defender is permitted to cross the back-line or a point within 9.1 metres of the back line at the far end of the pitch.

Junior Rules

RULES FOR JUNIORS HILLS NIGHT HOCKEY ASSOCIATION (INC)



i after playing the ball, the attacker taking the push from the back-line must not play the ball again or approach within playing distance of it until it has been played by another player.

j a goal cannot be scored until the ball has travelled outside the circle:

A defender who is clearly running into the shot or into the taker without attempting to play the ball with their stick must be penalised for dangerous play.

Otherwise, if a defender is within three metres of the first shot at goal during the taking of a penalty corner and is struck by the ball below the knee, another penalty corner must be awarded or is struck on or above the knee in a normal stance, the shot is judged to be dangerous and a free push must be awarded to the defending team.

k the penalty corner Rules no longer apply if the ball travels more than 3 metres from the circle.

13.4 The match is prolonged at the end of each half and full-time to allow completion of a penalty corner or any subsequent penalty corner or penalty stroke.

13.5 The penalty corner is completed when:

- a a goal is scored
- b a free push is awarded to the defending team
- c the ball travels more than 3 metres outside the circle
- d the ball is played over the back-line and a penalty corner is not awarded
- e the ball travels over a side-board and a penalty corner is not awarded
- f a defender commits an offence which does not result in another penalty corner
- g a penalty stroke is awarded
- h a bully is awarded.

If play is stopped because of an injury or for any other reason during the taking of a penalty corner at the end of a prolonged first or second half and a bully would otherwise be awarded, the penalty corner must be taken again.

13.6 For an offence during the taking of a penalty corner:

- a the player taking the push from the back-line does not have at least one foot outside the pitch: the penalty corner is taken again.
- b the player taking the push from the back-line feints at playing the ball, the offending player is required to go to within 9.1 metres of the back line at the far end of the pitch but is replaced by another attacker: the penalty corner is taken again.

RULES FOR JUNIORS HILLS NIGHT HOCKEY ASSOCIATION (INC)



If this feinting leads to what otherwise would be a breach of this rule by a defender, only the attacker is required to go to within 9.1 metres of the back line at the far end of the pitch.

c a defender, other than the goalkeeper, crosses the back-line before permitted, the offending player is required to go to within 9.1 metres of the back line at the far end of the pitch and cannot be replaced by another defender: the penalty corner is taken again.

If a defender at this or any subsequently re-taken penalty corner crosses the back-line before permitted, the offending player is also required to go to within 9.1 metres of the back line at the far end of the pitch and cannot be replaced.

If a defender crosses the line 9.1 metres from the backline before permitted, the penalty corner is taken again.

d a goalkeeper crosses the goal-line before permitted, the defending team defends the penalty corner with one fewer player: the penalty corner is taken again.

The defending team nominates which player is required to go to within 9.1 metres of the back line at the far end of the pitch, and they cannot be replaced by another defender.

If a goalkeeper at this or any subsequently re-taken penalty corner crosses the goal-line before permitted, the defending team is required to nominate a further player to go to within 9.1 metres of the back line at the far end of the pitch, and they cannot be replaced.

A subsequently awarded penalty corner, as opposed to a re-taken penalty corner, may be defended by up to six players.

e an attacker enters the circle before permitted, the offending player is required to go to a point within 9.1 metres of the back line at the far end of the pitch: the penalty corner is taken again.

Attackers who are sent to a point within 9.1 metres of the back line at the far end of the pitch may not return for re-taken penalty corners, but may do so for a subsequently awarded penalty corner.

f for any other offence by attackers: a free push is awarded to the defence.

PENALTY STROKES

Penalty strokes are not awarded in 1/2s & 3/4s.

Penalty strokes for 5/6s must not be higher than waist height.

Penalty strokes for 7/8s, 9/10s & 11/12s can be at any height.



Arrangement



UMPIRE ARRANGEMENT HILLS NIGHT HOCKEY ASSOCIATION (INC)



Good umpiring is critical to the enjoyment of hockey.

At HNHA we value our Umpires and after feedback from Players, Coaches, Managers and Spectators we are revising our arrangement for Umpires including introducing continuance assessment and a probationary period for new Umpires.

Continuance Assessment

To maintain standards all Junior Umpires will be observed during the season and monitored for good performance.

Umpire Levels and Payment

New Umpires

All new Umpires will be given a copy of HNHA game rules and the HNHA Umpires quiz to study before umpiring three matches under the assessment of an experienced Umpire.

New Umpires will not be paid for umpiring these three games.

Trainee Umpires

If you demonstrate sufficient competence as a trainee umpire the Umpires Convenor will assess you on court. If you pass the assessment then you will be made a Junior Umpire.

Junior Umpires will be paid \$10 per game.

Once you are a Junior Umpire you will be asked to umpire higher grades according to your ability.

Every team is requested to nominate an Umpire.

Once nominated you will be assessed by the Umpires Convenor and if assessed as competent you will be allowed to umpire the game.

If you are assessed as not sufficiently competent to umpire you will be allocated to a game according to your ability.

If you don't meet the required standard to be an umpire for your team you may nominate an alternative Umpire or pay an additional fee to cover the cost of HNHA providing an Umpire.

Umpiring is not for Everyone

We are all different and not everyone is good at umpiring. If the Umpires Convenor doesn't think your strengths lie in umpiring then we recommend you take another position.

HNHA relies on volunteers in a range of roles. Please ask a committee member about other areas in which you can contribute towards the running of night hockey.

Quiz

UMPIRE QUIZ HILLS NIGHT HOCKEY ASSOCIATION (INC)



Name	Age		
Team	Division		
1	Should the whistle be carried in the mouth?	Yes / No	
2	When can a substitution be made?		
3	Can a suspended Player be replaced by a substitute Player?	Yes / No	
4	Can a Team play with less than 4 Players?	Yes / No	
5	Can a Team play with more than 12 Players?	Yes / No	
6a	When can an Umpire blow for decisions in the other Umpire's goal circle?		
6b	Can an Umpire blow for a penalty stroke in the other Umpire's goal circle?	Yes / No	
6c	Can an Umpire blow for a goal in the other Umpire's goal circle?	Yes / No	
7	For a bully in the circle where is it taken?		
	a. On the circle line at a spot 9 metres from the centre goal	Yes / No	
	b. 7 metres from the goal line	Yes / No	
	c. 3 metres from the goal line	Yes / No	
8	Does the whole ball have to pass over the goal line to score a goal?	Yes / No	
9	For a free push just outside the circle how many metres from the ball do all Players have to be?		
	a. 2 metres	Yes / No	
	b. 3 metres	Yes / No	
	c. 4 metres	Yes / No	
10	Can a Player hit the ball?	Yes / No	
11	Can a Player, not a Goalkeeper, play the ball while he/she is lying on the ground in the circle?	Yes / No	
12	Can the Goalkeeper catch the ball and drop it when trying to save a goal?	Yes / No	
	Score		

13a	Can an attacker throw his/her stick at the ball to help it go into goal?	Yes / No / Maybe	Decision	
13b	Can a defender throw his/her stick at the ball to stop it going into goal?	Yes / No / Maybe	Decision	
14a	Can a Goalkeeper use his/her feet outside the circle to play the ball?	Yes / No		
14b	Can a Goalkeeper lying down on the ground in the circle play the ball outside the circle with his/her stick?	Yes / No	Decision	
14c	Can a Player/Goalkeeper use the goal post to propel themselves forward?	Yes / No	Decision	
15	What would your decision be if a Goalkeeper kicked the ball along the ground with his/her feet outside the circle?			
	a. Penalty corner	Yes / No		
	b. Play on	Yes / No		
	c. Penalty stroke	Yes / No		
16	What would your decision be if a Goalkeeper kicked the ball along the ground inside the circle?			
	a. Penalty corner	Yes / No		
	b. Play on	Yes / No		
	c. Penalty stroke	Yes / No		
17	What would your decision be if the ball became lodged in the Goalkeeper pads?			
	a. Penalty corner	Yes / No		
	b. Penalty corner	Yes / No		
	c. Free hit to defenders	Yes / No		
	d. Bully. If a <u>bully</u> where would it be taken?	Yes / No		
18	Would you give a bully if the ball is trapped on the ground between the sticks of two Players for an appreciable length of time?	Yes / No		
19	At a free push can the Player play the ball again because of a mishap?	Yes / No		
	Score			



Assessment

UMPIRE STANDARDS
HILLS NIGHT HOCKEY ASSOCIATION (INC)



STANDARDS FOR TESTING AND TUTORING UMPIRES		
LEVEL 1 (ONE)		
All candidates must obtain a 50% pass in the Hills Night Hockey Association Umpire quiz.		
Umpire's Name		Date
Assessor's Name		
Umpires should be advised of these requirements prior to testing or tutoring.		
1	Good positioning.	
2	Good mobility and enthusiasm for the game.	
3	Approximately 60% of breaches must be correct with a fair idea of advantage.	
4	Whistle clearly and decisively.	
5	Signals must be near perfect.	
6	Must be able to maintain control of lower grade fixture.	
A level 1 will not be awarded to an umpire <u>who:-</u>		
1	Carries whistle in their mouth.	
2	Swings the whistle around.	
3	Stands with hands on hips.	
4	Fails to give appropriate hand signals.	
DRESS CODE		
Umpiring Shirt	Black Shorts	Long Black Socks Laced Up Sports Shoes
ALL UMPIRES		
Take pen to keep score on hand.		
At end of game check score on hand with score card.		
If score card is correct, then Captains to sign then Umpires sign.		

UMPIRE COACHING
HILLS NIGHT HOCKEY ASSOCIATION



Name	Age	Date		
Co-Umpire				
Game			Grade	
	Below Average	Average	Above Average	Excellent
Attitude				
Signalling				
Use of Whistle				
Positioning in General				
Positioning on Penalty Stroke				
Positioning on Penalty Corner				
Positioning on Circle Play				
Stick Obstruction				
Obstruction				
Raised Ball				
Advantage				
Control of Match				
Cooperation/Communication				
Mobility/Proximity				
Confidence/Concentration				
Positive Points		Areas of Improvement		
1.		1.		
2.		2.		
3.		3.		
Recommendation	Continue at this Level		Umpire at Higher Grade	
Assessed By				

Accreditation



ACCREDITED UMPIRE



Congratulations on achieving Hills Night Hockey Association
Level 1 Umpiring accreditation.

L. Powell

LAURA POWELL
Umpire Convenor HNHA



G. McCulloch

GREG McCULLOCH
Chairperson HNHA

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!

I AM YOUR
UMPIRE TODAY...



- ✓ On most occasions, I will be a school child / student, not an adult.
- ✓ Some decisions might be against you - it's not a conspiracy.
- ✓ Don't judge me like an experienced World Panel umpire.
- ✓ There will be decisions I get wrong.
- ✓ I am learning.
- ✓ I love this game and I want your son or daughter to love this game.



RESPECT FOR UMPIRES

Remember to thank them and show your respect.
We all have a part to play!

NO RESPECT • NO UMPIRES • NO GAME



ON COURT DEMONSTRATION