



**Indoor Hockey
Umpires' Briefing
2021-2022**



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This is the latest version of the FIH Indoor Hockey Umpires' Briefing 2021-2022.

If you have a document with an earlier release date, please replace it with this one.

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.



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

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
- ✓ Preventing dead ball situations in corners

POSSESSION/TACKLING

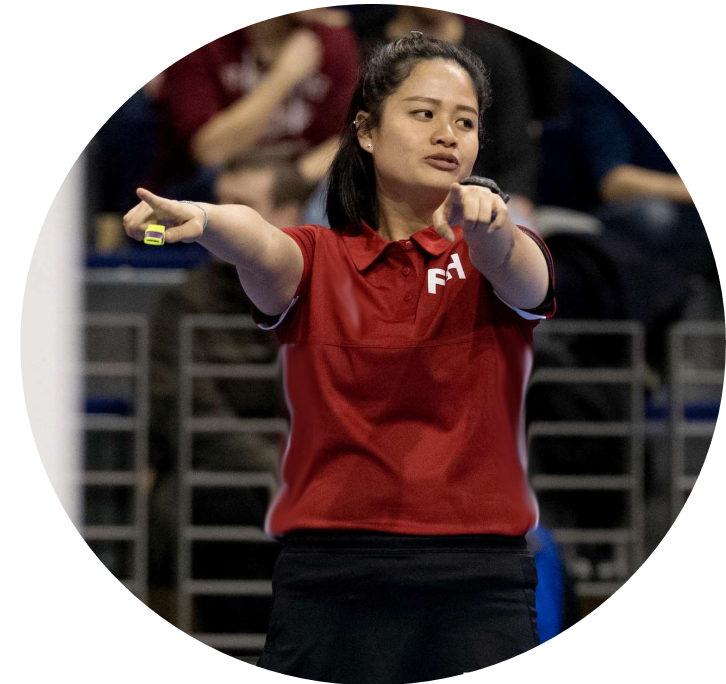
- ✓ When and where (parts of the pitch/stage of the game) “illegal” actions take place by both attackers and defenders will determine the appropriate technical and/or personal penalty
- ✓ Distinguishing between poor, deliberate and dangerous actions
- ✓ Acknowledge skill and/or flow when ball is played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

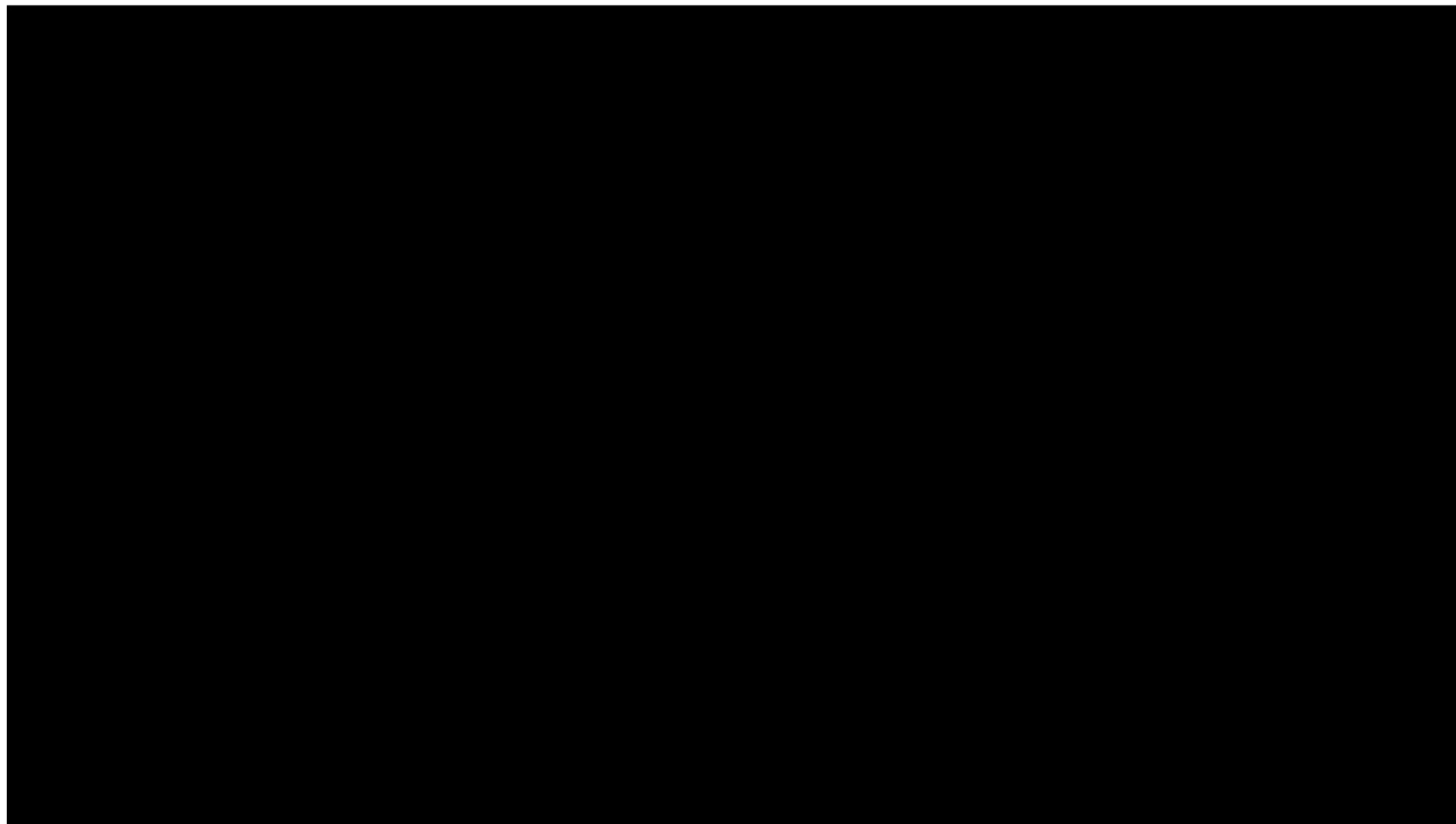


HIT/SLAP 2



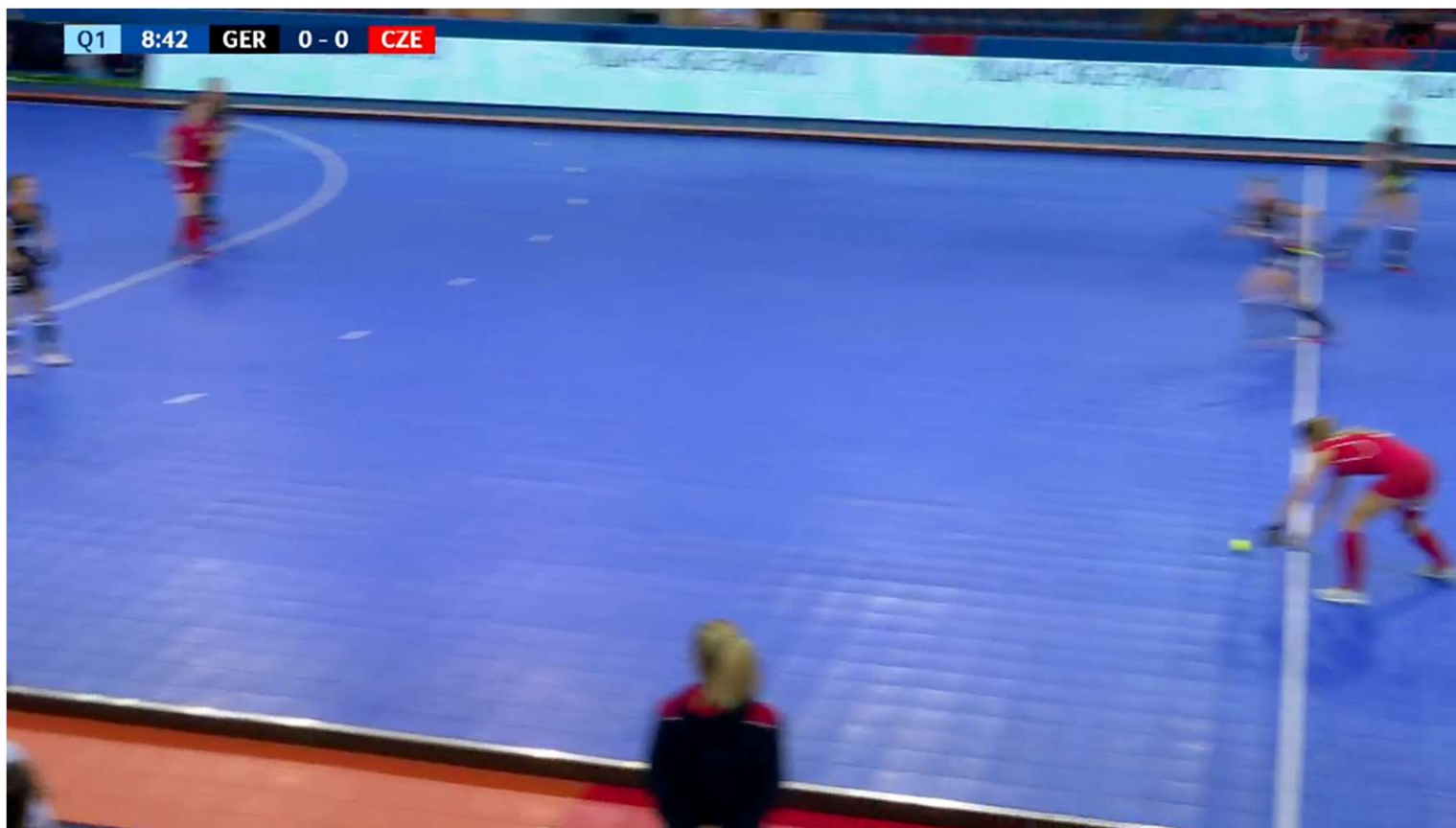
Playing the ball: field player

HIT AT GOAL 3



Playing the ball: field player

FLICK at goal: Pushing the ball so that it is raised off the ground. Raising the ball off the ground by **placing the head of the stick under the ball** and using a lifting movement.



HIT/CHIP 4

At goal. Be aware of movement (double contact) and sound of stick in contact with ball.

Note:

The ball must travel 3m before it rebounds off board to enter the circle within the attacking half.

Playing the ball: field player



Sweep and playing on the floor not allowed, deliberate action 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.



Stick Obstruction



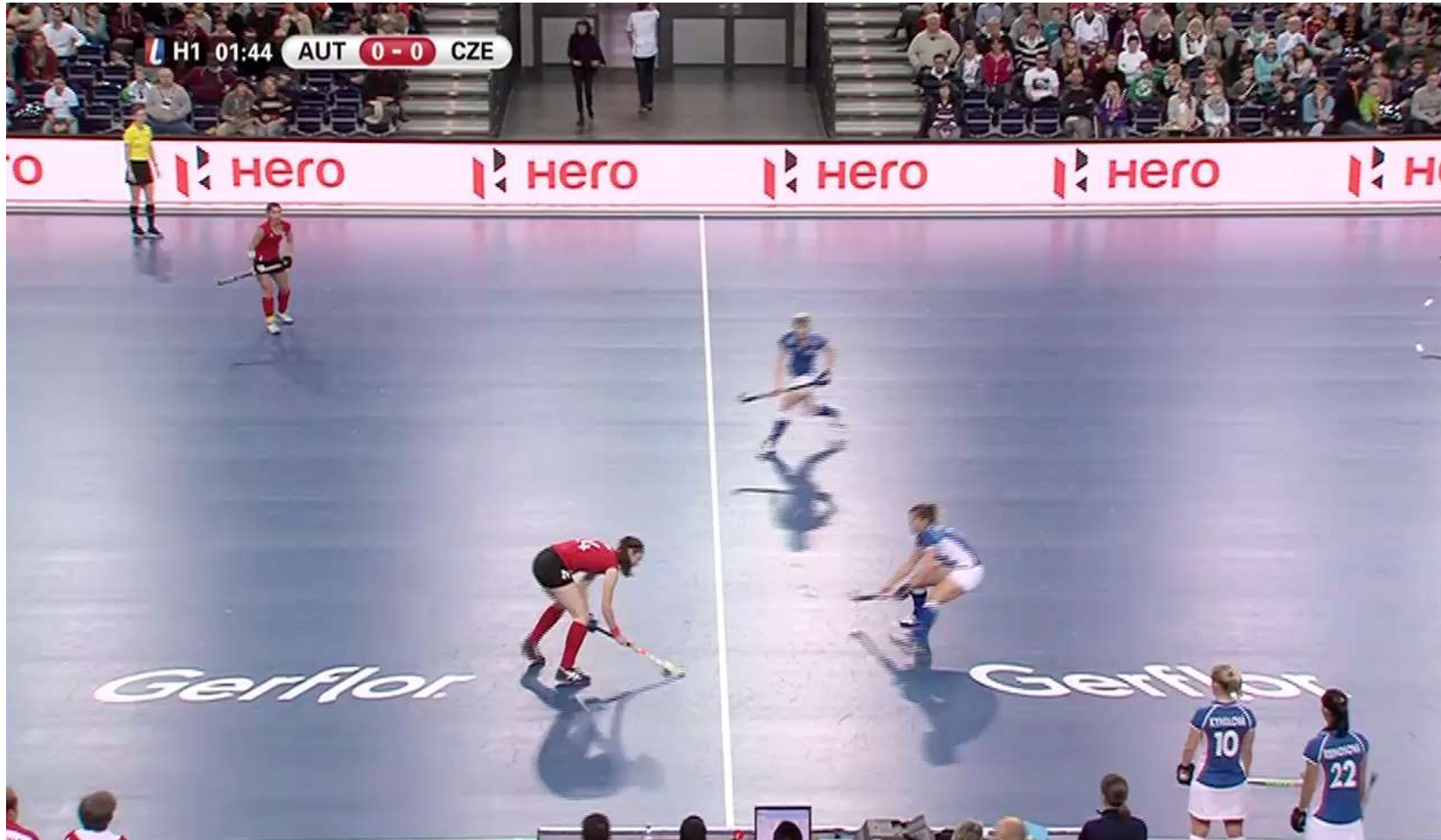
Stick Obstruction



Obstruction – “Backing in”



Obstruction – Leading Leg



“Crabbing”

Note: right leg preventing defender to tackle/play the ball

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 the 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)



Tackles

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



Tackles



Watch the follow through with stick and shoulder

Be aware of illegal physical play

Deliberate Breakdown



Consider the
offender's action
and intention

Consideration
for personal
penalty ▼

Deliberate Breakdown



By playing the ball away, the player prevents a quick free hit being taken.

Be aware from the first whistle. Consideration of personal penalty as the defending player it is in the attacking half. ▼

Had the same defending player been in their defending half, deliberate offence, hence upgrade to PC

Deliberate Breakdown



By intentionally playing the ball one floor the player prevents an attack into circle

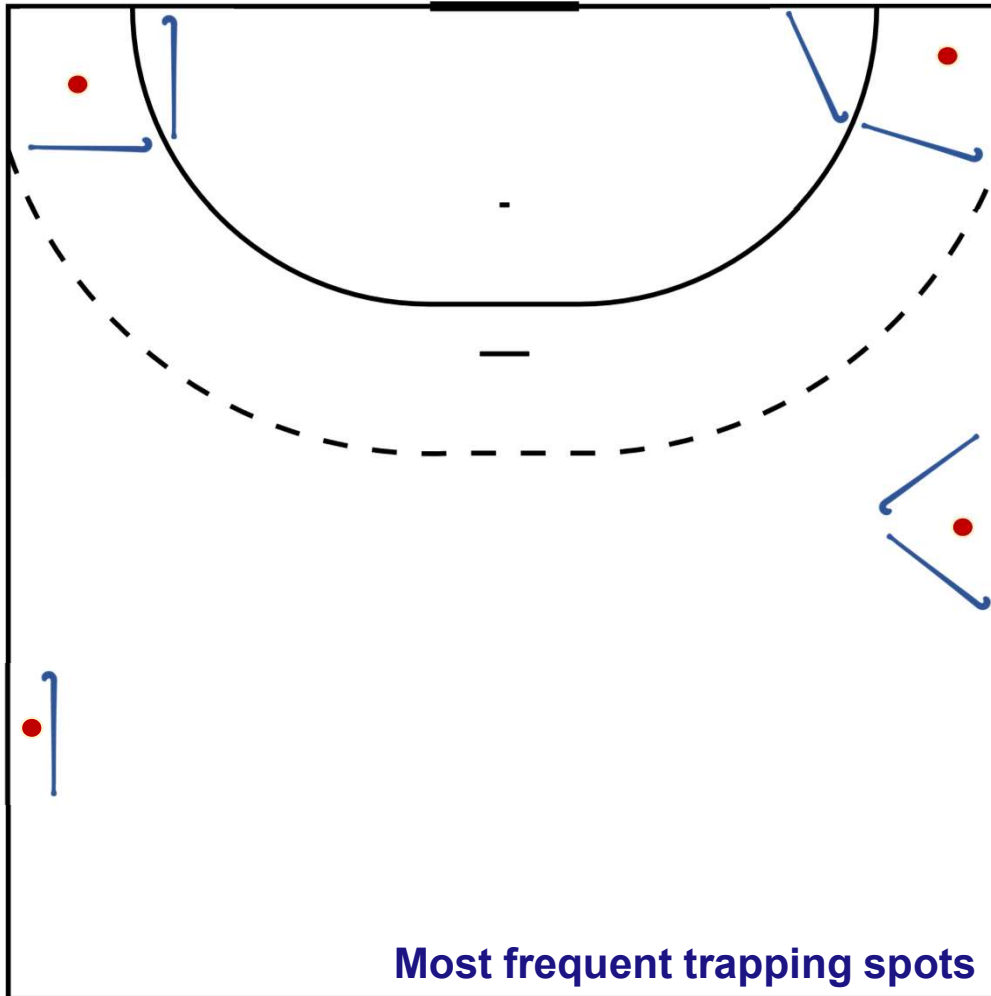
High Impact 

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 (shoulder to stick length) 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.



Trapping the Ball



Trapping the Ball – channels

Attacking / Defending Channels

Presentation and flow are crucial to the spectacle of indoor hockey. Try to avoid “dead ball” situations.



More players are now taking the ball into the defending or attacking corners. The player in possession **makes no effort** to play/pass ball to their colleagues even though a channel has been created by the team who is not in possession.

This results in stalemate and a bully is awarded outside the circle. It is recognized that defenders benefit from this as the ball is then taken out of the circle.

The following videos illustrates this type of play. It comes to a standstill, and eventually a bully is given.

Trapping the Ball – channels

Trapping the Ball in corners (channels)

Channels and correct outlet. Makes the game more open and flowing.



Trapping the Ball in corners 1



Defender takes ball into the corner. A channel across goal has been created by attacking team. Defender does not use this outlet i.e. playing across circle, stalemate. No offence as such but a tactical play. Stops flow of game.

Better to get a bully OUTSIDE the circle than possibly give away a PC. Really?! Is this right, is it fair?

Solution: Channel created by opposition shoulder width. Defending team **must** allow the ball out. **OUT** must be **OUT** without INTERFERENCE. If team without the ball interferes with the outlet, a **PC** or **FREE PUSH will be awarded**

Trapping the Ball in corners 2

Trapping – create the channel.



Is there an outlet?

Umpire helps the players via signal and voice.

Reasonable time!

In this situation the ball is still moving.

Trapping the Ball in corners 3



NO OUTLETS
=
PC

Trapping the Ball in corners 4



Playing space

Note: shoulder width space for pass outlet.

Improves FLOW

Trapping the Ball : side-boards 1



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

Trapping the Ball : side-boards 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



Raised Ball

Within playing space, disadvantaged defender 1



Raised Ball

Within playing space, disadvantaged defender 2



Raised Ball

Playing distance



1st clip
Play on

2nd 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



Hand / Body on Pitch



Hand / Body on Pitch

Used right hand to balance, gained an advantage



Hand / Body on Pitch



**Do not
deny skill**

Playing Ball in Air: 1



Stick to ball:
offence

Ball to
stationary
stick:
no offence

Playing Ball in Air: 1



Stick to ball:
offence

Ball to
stationary
stick:
no offence

Penalty Corners

Management of PC



Be aware:
injector feinting
therefore making the
defence break

Note: 1st PC
injector's movement
of shoulders
compared to 2nd,
where there is no
movement

Penalty Corners

Management of PC



Be aware: injector feinting and/or delaying the insertion

- ✓ PC 30 Secs to prepare.
- ✓ Inserter **MUST** be ready
- ✓ Umpire's whistle to start game.
- ✓ Insertion **MUST** be IMMEDIATE.
- ✓ No feint, movement of head, shoulders etc
- ✓ If deemed delayed, free push to defence.

Penalty Corners

Management of PC



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Penalty Corners

Management of PC

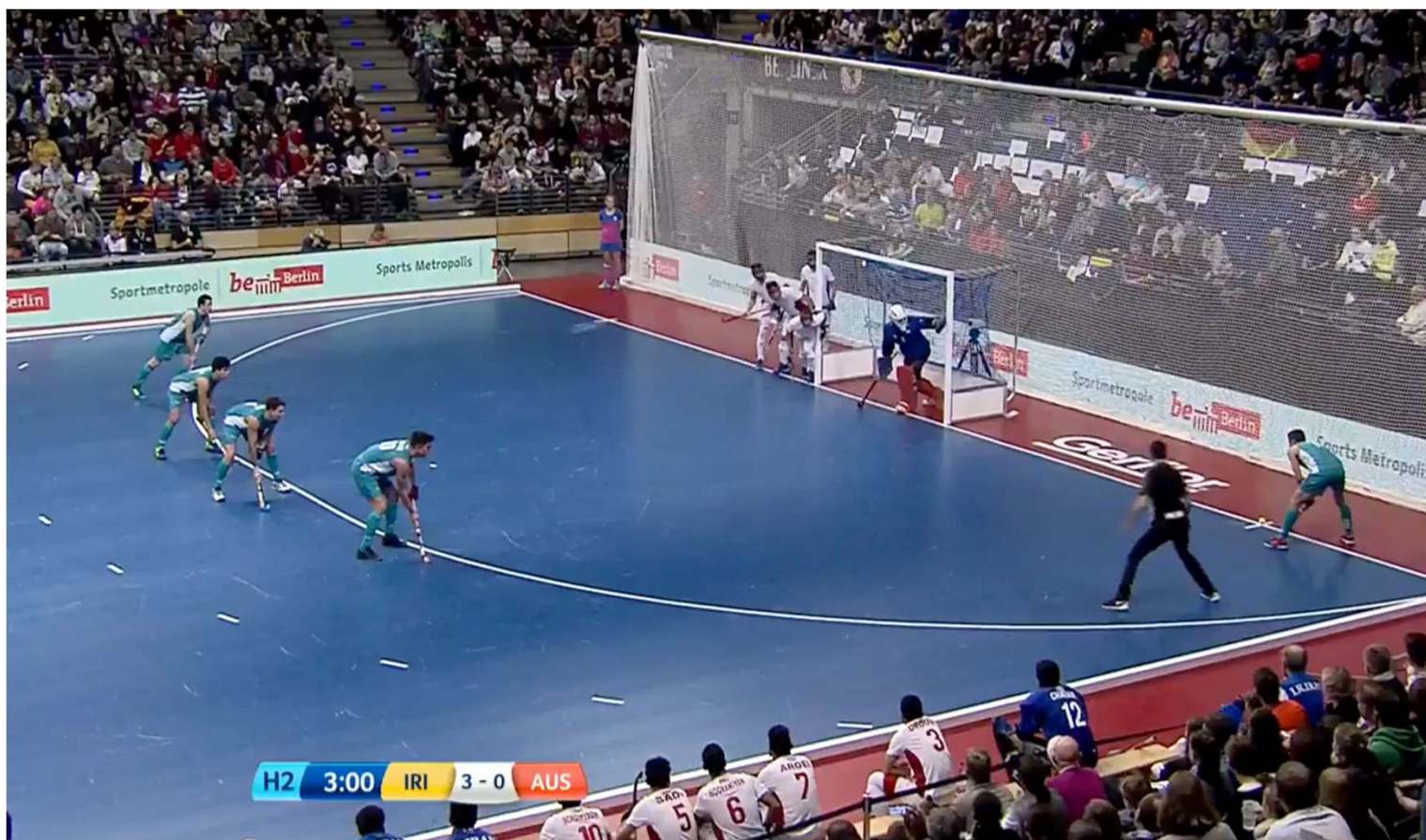


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Penalty Corners

Management of PC: The ball must go outside the circle before a goal can be scored.



Penalty Corners

Management of PC: 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.

Danger



4 min 

The stick
can be a
dangerous
weapon !!

Danger



1. Physical play
intent
personal penalty



Danger



2.
Physical play
intent
personal penalty

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

Danger



Free Push and  



Managing 3m at Free Push



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

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

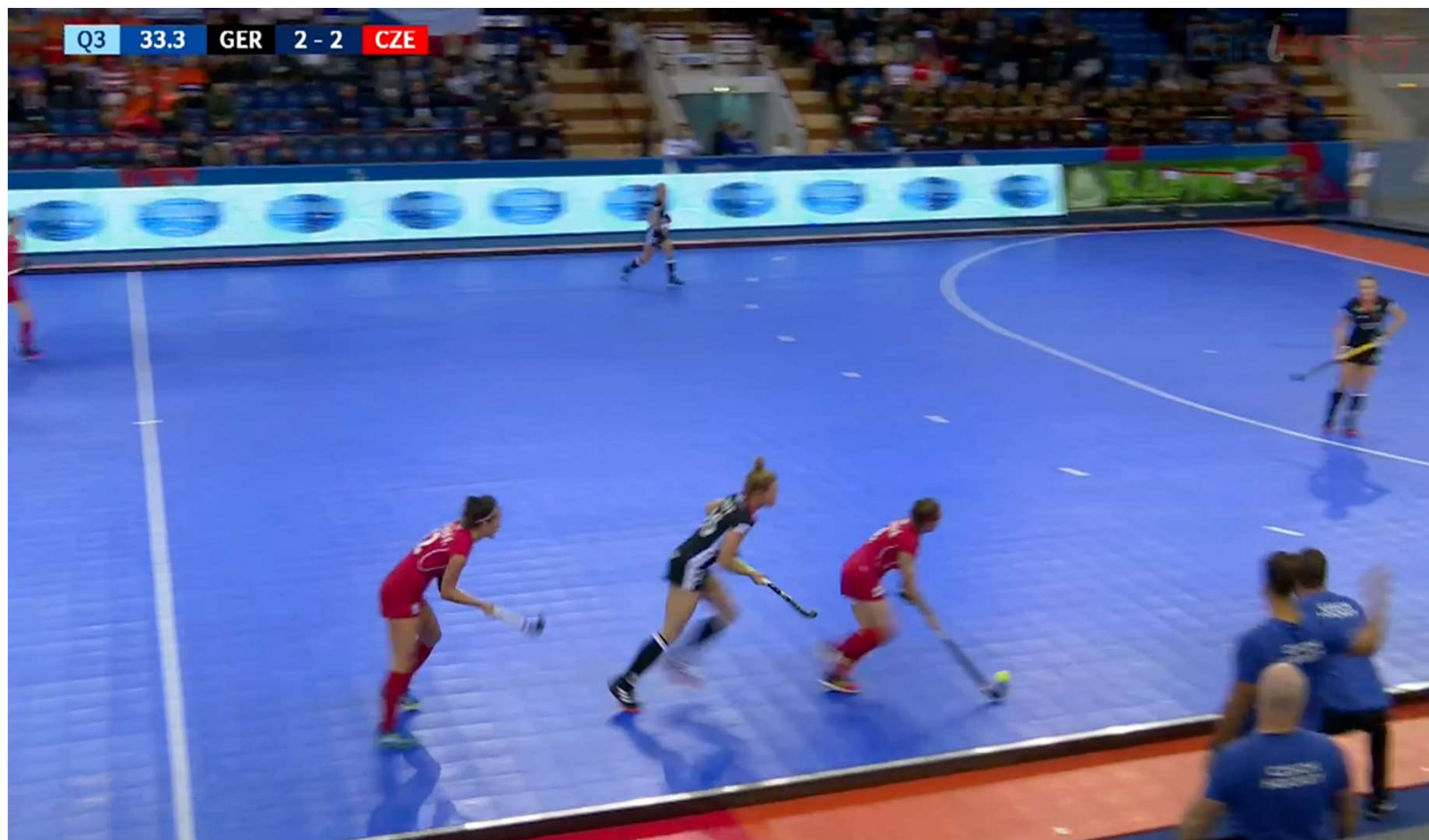
UPGRADING TECHNICAL DECISIONS: Free Push to Penalty Corner in attacking half

...some examples:

- ✓ Playing the ball away AFTER the whistle by a defender in their defending half
- ✓ 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

Link between Offences, Technical Decision and Personal Sanctions

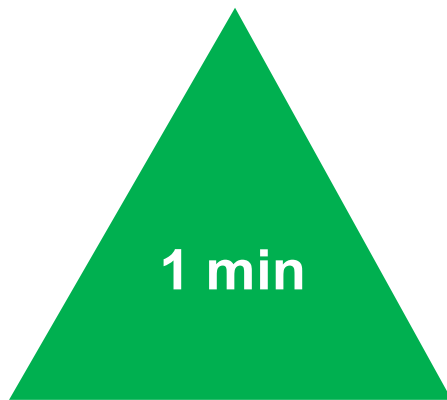


Deliberate offence by defender in their defending half. (pushing ball away after whistle)

Action:

- Penalise** the deliberate offence, it is a **Penalty Corner**.
- Umpire **may then** consider a personal penalty dependent on the **seriousness** of the offence.

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... (dependent 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!

Useful links

[FIH Tournament Regulations](#)

[FIH Information for International Umpires](#)

[FIH Umpires list \(Indoor and Outdoor\)](#)

[FIH Information for International Umpire Managers](#)

[FIH Indoor Umpire Managers list \(Indoor and Outdoor\)](#)

[FIH Officials Roles and Responsibilities](#)

[FIH courses and workshops](#)

Credits

This document was produced by the FIH Rules Committee, under the technical supervision of FIH Umpire Manager Louise Knipe.



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