



TOOWOOMBA HOCKEY ASSOCIATION INC

THA Umpire Handbook

Prepared by the Toowoomba Hockey Association Inc. Umpiring Sub-Committee

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1. BACKGROUND

The handbook has been developed to provide all beginner umpires within the Toowoomba Hockey Association with the basics required to assist with umpiring hockey within the Toowoomba Hockey Association.

Additional specific umpiring information will be made available as the season progresses through various workshops (refer to the Umpire Event Calendar on the THA website).

2. GUIDE FOR TOOWOOMBA HOCKEY UMPIRES

Advice will be given to you through the season at umpiring clinics regarding:

- a) New rules;
- b) Issuing cards;
- c) Whistle tone;
- d) Penalty corners and strokes;
- e) Playing advantage: When to and what it is;
- f) Feedback from your games;
- g) Your conduct as a Toowoomba Hockey umpire on and off the field.

This is also the time for you to mention any topics and ask any questions.

Following is a list of hints in relation to umpiring in addition to the rule book you have been provided with.

3. DRESS

You will be provided with an umpire vest or umpires shirt.

You will need to provide: Black pants/slacks, skirt, or shorts, cap. Do not wear your playing gear. If needed put tracksuit pants over the top.

4. WHAT DO I NEED BEFORE I TAKE THE FIELD

Whistle, pen or pencil, cards (green, yellow and red cards), rule book, reliable watch, coin for toss for choice of end or ball.

5. GAME ALLOCATIONS

Umpires are allocated each week by the umpire allocation committee and are displayed on the notice board at the fields and are on the internet at www.toowoombahockey.com.au.

Throughout the season, panel umpires will watch your games and provide feedback on your performance.

There will be regular umpiring meetings during the season to update you on interpretations and provide feedback. These will be at 8:30am or 12noon on dates to be advised.

6. THE UMPIRE

There are two umpires in each game of hockey. Together they are responsible for the entire field, including both team benches.

They are responsible for penalising breaches of the rules, maintaining game control, and to check that safety prevails and the game is allowed to be played in a skillful and enjoyable atmosphere.

Umpires require good co-operation and communication skills and to use common sense and good judgement.

Umpires need to stay calm and concentrate at all times and not be afraid to penalise unsporting and dangerous play.

Whistle: An umpire needs to blow the whistle firmly and clearly and to use tone variation.

Signals: An umpire needs to signal clearly and positively using the approved signals.

Initially you might feel more confident in the company of one of the senior members of your club for two or three games.

Having a friend will distract you and may impact on your ability to make good decisions. **ONLY ADULTS ARE TO HELP YOU UMPIRE.**

7. SCORING A GOAL

A goal is scored when a ball has completely crossed the goal line on the ground or in the air. It must have been touched by an attacker's stick inside the circle. When a goal is scored, the umpire shall blow the whistle and turn and point both arms to the centre of the field.

Note: The ball does not have to hit the backboard to be a goal. The exception is, the first shot at goal off a short corner the ball does have to hit the backboard if only touched by the attacking team.

8. INFRINGEMENTS: WHAT A PLAYER CANNOT DO

Stick: A player cannot play the ball with the back of the stick.

Feet: A player cannot stop or play at the ball with their body, leg, foot or arm.

Obstruction: A player cannot step into the way of another player who is trying to play at the ball.

Rough Play: A player cannot push, trip, or interfere with an opponent in any way.

Tackling: A player cannot hit, hook or hold an opponent's stick with their stick.

9. PENALTIES

- a) These are awarded following intentional or unintentional breaches of the rules. The umpire is responsible for recognising the breach and then applying the appropriate penalty.
- b) If the breach was UNINTENTIONAL AND OUTSIDE THE CIRCLE, the whistle is blown and a free hit is signaled.
- c) If the breach was INTENTIONAL AND OUTSIDE THE 25 YARD (22.9 METRE) AREA, the whistle is blown louder, to convey to the players that the breach is not acceptable. Then the free hit is signaled (in some circumstances a card may be issued).
- d) If the breach was UNINTENTIONAL AND INSIDE THE CIRCLE, the whistle is blown and a free hit is signaled as either a penalty corner for the attackers or a free hit for the defender.
- e) If the breach was INTENTIONAL AND INSIDE THE 25 YARD (22.9 METRE) AREA, the whistle is blown louder to convey to the players that the breach is not acceptable. The free hit is signaled. For defenders this would be a clearance. For attackers this would be a penalty corner or a penalty stroke (note that a penalty stroke is given for an offence by a defender in the circle which prevents the probable scoring of a goal).

Note: Please consult the rule book for further information.

10. CARDS (GREEN, YELLOW AND RED)

For any offence, the offending player may be :

- a) Cautioned (indicated by spoken words);
- b) Temporarily suspended for a minimum of two (2) minutes of playing time (indicated by a green card)
- c) Temporarily suspended for a minimum of five (5) minutes of playing time (indicated by a yellow card).

For the duration of each temporary suspension of a player on or off the field, the offending team plays with one less player.

- d) Permanently suspended from the current match (indicated by a red card).

For each permanent suspension, the offending team plays for the remainder of the match with one less player.

A personal penalty may be awarded in addition to the appropriate penalty.

Temporarily suspended players must remain in a designated place until permitted by the umpire who suspended them to resume play.

Temporarily suspended players are permitted to rejoin their team at half-time after which they must return to a designated place to complete their suspension.

The intended duration of a temporary suspension may be extended for misconduct by a player while suspended.

Permanently suspended players must leave the field and its surrounding area.

11. IMPORTANT THINGS FOR YOU TO KNOW WHEN YOU HAVE AWARDED A PENALTY STROKE

- a) The stroke taker may only push or flick the ball.
- b) The defending goalkeeper must stand with both feet on the goal line and must not leave the goal line or move either foot until the ball has been played.
- c) When the player taking the stroke and the defending goalkeeper are in position, the umpire blows the whistle to indicate that the stroke may be taken.
- d) The player taking the stroke must not fake at playing at the ball.
- e) If the shot is saved or misses the net, play is restarted with a 16 yard (14.6 metres) hit.
- f) Umpires are to ensure that spectators are not walking past or standing behind or beside the goal while the stroke is being taken.

12. SPECIAL RULES FOR GOALKEEPERS

Goalkeepers are allowed to do each of the following but only in their circle areas.

- a) Use any parts of their body to play at the ball.
- b) Stop or deflect the ball with the stick above shoulder height, as long as it isn't dangerous to other players.
- c) If the goalkeeper plays the ball outside the circle it must be with the stick only.

13. AFTER THE MATCH

Meet with your co-umpire and team managers

Check that all details are recorded correctly on the two team cards; scores and scorers and green, yellow or red cards awarded.

Write and sign your name at the bottom so that it can be read.

Don't get caught in heated discussion with coaches, players or spectators. If anybody wishes to discuss your performance, refer them to the umpire managers.

If you feel uncomfortable with comments from players, coaches or spectators, there are THA procedures in place.

- a) If it is the player causing the problem, use your cards to control the game.
- b) If it is the coach causing the problem, send the captain off the field though often just the warning that this will happen is enough to ease the situation. After the final whistle report the incident on the team card.
- c) If it is a spectator causing the problem, on field one advise the match director. On any other fields, at the next stoppage for a breach blow time out and speak to any adult you know you can trust and ask for assistance. They will either seek help or speak to the relevant people. Then re-start the game and report the incident on the team card.
- d) If none of the above have worked stop the game, and inform the person involved that the game won't continue till they have left the area.

Finally when you are playing or spectating, please have the same respect for the umpire as you expect when you are the umpire.

