



BWHA RETURN TO HOCKEY

Umpire Brief

Changes due to COVID restrictions

- Umpire Checklist – pdf provided
- **Start of Match**
- *Current Rule 6.1* – a coin is tossed: the team which wins the toss has the choice of which goal to attack in the first two quarters of the match or to start the match with a centre pass.

Updated Rule 6.1 –

- Turf Games: Coin Toss will not be required. Team in dugout to the left of the tech bench gets the ball first and defends the goal which is closest to their dugout. Swap for second half.

Changes due to COVID restrictions

Spitting and Bushman's Blow

- Spitting and bushman nose blowing (blowing your nose without a handkerchief or tissues etc) is a practice that unfortunately occurs in our sport and must stop as it poses a significant risk to other participants.
- **Updated Rule** - A minimum of a Green card (2 min suspension) to be issued to any player or participant caught spitting or bushman nose blowing on the field / playing surface. Repeat offenders (i.e. player (s) offending more than once) to be shown a yellow card (10 min suspension).

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Communication Pre-Match - Umpires

- Umpires to address the Captains, prior to the commencement of the match, to ensure they are aware of the penalties for breach of the Spitting and Bushman's Blow updated rule. This communication would serve as the "warning to players" and for subsequent offences the penalties will be applied



Changes due to COVID restrictions

- **Updated Directive** – All protective equipment, including face masks, gloves and any other defensive PC equipment to be used are NOT to be shared under any circumstances. Accordingly, defenders at penalty corners will need to have their own identified equipment (e.g. coloured permanent marking with either tape or paint) to be allocated and worn solely by themselves. Due to these changes defensive players are now going to need sufficient time to identify and put on their own protective equipment. **Umpires need to allow players acceptable time to do this. Umpires must still proactively manage the PC set up process.** Goalkeepers should also not be collecting protective equipment in a single bag at the end of half and full-time. Players must be responsible for taking their own protective equipment onto the field and moving it at half and full-time.

Removing masks – BE REASONABLE



Checking in/out of venues

Umpires / Umpire Mentors / Club Judges / BWHA Technical Officials / Spectators
- please follow requirements that have been issued by the respective venue operators (per below)

Turf Venues

- **SHC 1** QR code via link - <https://my.evacheckin.com/4022xbdk>
- **SHC 2** QR code via link - <https://my.evacheckin.com/0xkka>

- **Burringbar Park** QR code via link - <https://my.evacheckin.com/4070xdyp>

- **Easts Hockey Tiger Turf** QR code via link - <https://my.evacheckin.com/4078xzwa>

- **UQ** QR code via link - TBA

- **Redcliffe** QR code via link - <https://my.evacheckin.com/4084xcvg>



FIH Rule Changes/Updates

Our focus for 2020

Communication



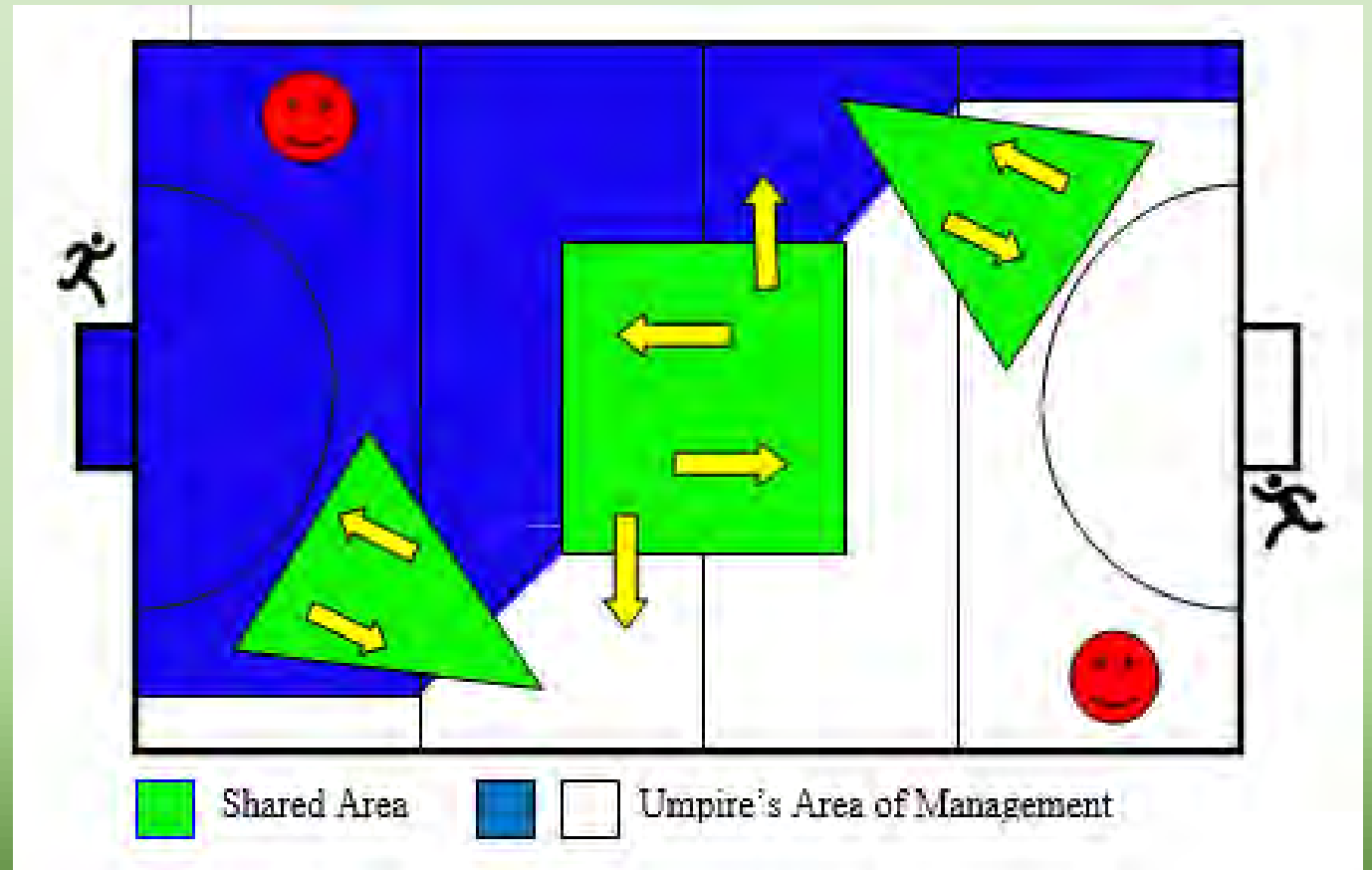
- Key = No surprises
- Everyone has had a long break so lets make sure we help players get started again
- Be open to players – both verbally and with whistle/body language
- When where can you/do you use each of these?





Positioning

- First job in umpiring is to be in a position to 'see' the game
- Where are the crucial areas?
- Are you ready to be 100%





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4 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 hit management*

***Reasonable actions in 5m 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 “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*

PRESENTATION OF THE HOCKEY BRAND

Abusive outbursts and misconduct is 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 of our sport.

*The **crowding of players around an umpire** is not permitted. One player may approach an umpire*

*A **personal penalty** will be issued to any player crowding the umpires*

UPGRADING TECHNICAL DECISIONS

(Eg Free hit to penalty corner)

12.3...A penalty corner is awarded:

for an intentional offence by a defender outside the circle but within the 23 metres area they are defending
eg

- *Playing the ball away **AFTER** signal which prevents a quick free hit*
- *Playing the ball or trying to influence play **WITHIN 5m dotted line area** around the circle*

Example



PS Upgrades





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Quirky One



Starting with good standards

- While players are only just returning we must make sure that player safety is ensured
- If we do not create expected standards from round 1 we will have hard work for the season



GREEN CARD OFFENCES

- *Playing the ball after the whistle or interference within 5m of free hit taker with low impact on play (eg within midfield)*
- *Off-the-ball minor physical offences (pushing/holding at free hits)*
- *Breakdown of play with low impact by deliberate use of feet, body, back of stick...*
- *Team not ready after 40 secs (stop clock) or after goal is scored*
- *Minor misconduct – crowding umpire*

5 MIN YELLOW CARD OFFENCES

- *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 deliberate 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*

10 MIN YELLOW CARD OFFENCES

- **Physical fouls** – dangerous and cynical tackles that ground or trip players including sliding tackles by both attackers and defenders
- **High impact, nasty, deliberate breakdowns** with no regard to player safety
- **Repeated technical yellow card offences**

Key Focus - Breakdown play - Tackling....

*Look at the game for **clues!***

- *Numbers behind the ball? Possible outcomes and attacking potential*
- **Accidental v deliberate?** *Context.*
- *There is a **difference** between our game becoming **more physical** and **physical play** eliminating skill*
- **Technical and personal penalties** - *green to 5 min yellow to 10 min yellow. What are the differences?*



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Key Focus - Self Pass....



- **Position of the infringement** : *Ball in the “right” area and ‘show attempt to stop ball’*
- *Early communication/whistle - avoid “replays” if possible - reverse decision if necessary – but BE SMART...*
- **BE CAREFUL when you choose to make your point!**

What is right and what is acceptable???

Aerials...



- *Aim for top quality technical decisions and consistency. **Establish clarity** around this potentially confusing area*
- *Apply **early recognition** of danger and/or advantage gained when considering a penalty.*
- *It is helpful when a ball is thrown into space and/or to a player in space...but many times this will not be the case*
- **Early judgement** regarding danger over last 20m of ball flight...
 - *Is there a contest?*
 - *If yes, who will **clearly** get to the ball first?*



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Key to Game Management...

- **Setting and re-setting standards**
- **Clarity around tackle situations** – *accidental, clumsy, deliberate (opposite of clarity if confusion.... **Maintain consistency**)*
- **Only engage when necessary** – *have the confidence to ride along – especially with more technical aspects*
- **Accuracy** : *Both ball related and personal penalties*
- **Watch the game – not the ball.** *Ball focus vs general scanning*



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