



Indoor Umpire Briefing 2017

Pre-Game Match Plan

- Choice of half or ends (alternate which sides of pitch you umpire on)
- Advantage/Self Play
- Control of Dangerous Play
- Areas of responsibility
- Positioning of the trail umpire to help out in areas of weakness (circles inside and out on co-umpires opposite side. Congested play around opposite post. Recognising when co-umpire has been caught out of position. Covering co-umpires goal face when engaged umpire is pushed out wide. Co-umpires board when play running away etc)
- Positioning disengaged umpire on PCs and what they are looking for (shot on goal, blocking of runners etc)

Main Rule Changes 2017

The Rule concerning attacking Free Pushes taken within the attacking half of the pitch, and in particular those taken within 3 metres of the circle, is adjusted so that the interpretation of the Rule is essentially the same as for Outdoor Hockey – but with the possibility to play the ball off the side-boards into the circle, provided that it has travelled at least 3 metres before it rebounds off them.

After the ball has been played over the back-line and no goal is scored, if played unintentionally by a defender or deflected by a goalkeeper or player with goalkeeping privileges, play is re-started with the ball on the centre line and in line with where it crossed the back-line. Be aware of the new signal for this re-start. (arm below, imaginary draw line from where ball out to centre line where replay is to be restarted)

The award of a green card now results in a temporary suspension of one minute of playing time.

Management

- ▶ Our watchwords should be **Awareness – Recognition –Action**
- ▶ Be pro-active. Prevention is better than cure
- ▶ Set standards early. There will always be something early in a game where this can be done – **TALK** to the players
- ▶ Make it easy on yourself –get them 3 metres at free pushes from the beginning
- ▶ Be proactive on any over physical contact. Minor may become Major if not addressed early
- ▶ Recognise early when the ball is not in the right place for free pushes –avoid replays
- ▶ Ensure free pushes are taken correctly (rolling ball)
- ▶ Change your game plan and re-set standards if you need to
- ▶ Communicate with your colleague
- ▶ **COMMUNICATION IS THE KEY.**

Appealing and Dissent

- Appealing for free pushes –abuse or shouting spoils the game
- Do not allow comments at every penalty corner you award
- Harassment, intimidation and surrounding of umpires after decisions should not be tolerated
- Make it easy on yourself –use your communication 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!

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 push is a better advantage. It causes less frustration and enables the ball carrier to self play, eliminating tacklers in close proximity.
- 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
- ▶ Be aware of intentional stick obstruction (shielding 100% sure) , using legs and feet to block tackles and the use of the body
- ▶ When a contest is developing in close to you be proactive early in stepping away from the play to evaluate the **BIG PICTURE**

Trapping ball against side-boards

- **Deliberately** trapping or holding the ball against the side-boards, **when an opponent is within playing distance**, is an **intentional** offence and should be penalised accordingly
- Recognise when the ball is either trapped between players' sticks, or unintentionally trapped against the side-boards, and interrupt play with a bully re-start. **Limit time in these situations if it is clear that the ball is unlikely to become free (5 seconds)**
- A player in possession of the ball may not be boxed in by opponents **Flat** sticks either in the corners of the pitch or against the side-boards. Penalise opponents if they do not leave an outlet of reasonable size (not a mouse hole) through which the ball may be played
- Limit time spent in situations where the ball is trapped in the corners (may be taken there by a defender or a forward) especially towards the end of a match. Early intervention by communicating that they need to take the ball out. If the player is given an outlet and they chose not to a penalty may be appropriate. You may well find leading up to this the player in possession may effectively shield the ball such that an opponent may not be able to play the ball
- **COMMUNICATE (Give them an outlet) DON'T PLAY GOTCHA HOCKEY**



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Side board
Trap

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Ball off the Ground

- ▶ Watch lifted balls in open play very carefully – be sure that the lift is either too high (side board height) or an opponent is **within playing** distance before penalising them
- ▶ If you decide not to blow communicate with a “play on call”. This communicates to your co-umpire that you have seen the lift. It is also a tool to maintain credibility with both players and coaches that you have seen the lift but you have decided not to blow.
- ▶ Be consistent as an individual and as a team all over the pitch including circles
- ▶ Defenders may stop or deflect a shot at goal with the stick above their shoulder. Be aware that there will be stick movement towards the ball, use common sense and only penalise if the ball is genuinely hit

Laying on the 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
- ▶ Accidental use of the hand or knee on the floor for balance should not be blown as an offence
- ▶ Players should not be penalised if the ball just touches the hand which is holding the stick
- ▶ Goalkeepers or players with goalkeeping privileges who are lying on the pitch are only permitted to play the ball provided that both they and the ball are inside the circle

Dangerous Play/Drilling

- ▶ Both of the following actions are dangerous and should be penalised accordingly: -
 - ▶ Playing the ball deliberately and hard into an opponent's stick, feet or hands, especially when done close to a player or when the opponent is in a low **SET or STATIONARY** position
 - ▶ Players collecting, turning and trying to play the ball hard through an opponent who is either trying to tackle or in a low defensive position close to the player in possession
- ▶ A personal penalty may also be awarded to the offending player
- ▶ Be proactive with these type of offences.
- ▶ PREVENTION IS BETTER THAN CURE



Drilling





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**Danger
versus
Distance**





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Danger
versus
Distance

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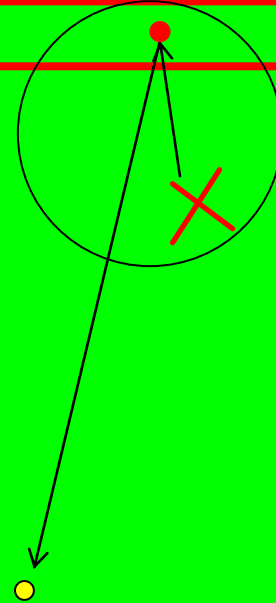
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Free Pushes

- For free pushes (including centre passes and all restarts after the ball has been outside the pitch):
 - All opponents must be at least 3 metres from the ball
- For free pushes awarded to the attack within their attacking half -all players must be at least 3 metres from the ball
 - *In all situations -if taken quickly and a player is within 3 metres of the ball but is not playing, attempting to play the ball or influencing play, the taking of the free push 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 3 metres –be consistent in your judgment of this.*
- Attacking free pushes awarded within 3 metres of circle are to be taken from the point of the offence

Applying the Rules

If the free is in the attacking half, it cannot be taken in the defensive half to avoid these rules



Free Pushes

- For free pushes (including 'corners' and side-board restarts) taken by the attacking team inside their attacking half of the pitch the ball cannot be played directly into the circle. The ball may also enter the circle by playing it off the side-boards, provided that it has travelled at least 3 metres before rebounding off them:
 - The ball must travel at least 3 metres from the point of the free push (not necessarily in a single direction) before the player taking a self-pass or another attacker can play the ball into the circle
 - Alternatively the ball must be touched by a defending player before either it enters or can be played into the circle by any other attacking player, including the player who took the free push
- For the new 'corner' re-start, when the ball has been unintentionally played over the back-line by a defender or deflected by a goalkeeper or player with goalkeeping privileges, be aware that this being taken on the centre-line means that the ball may not be played directly into circle.

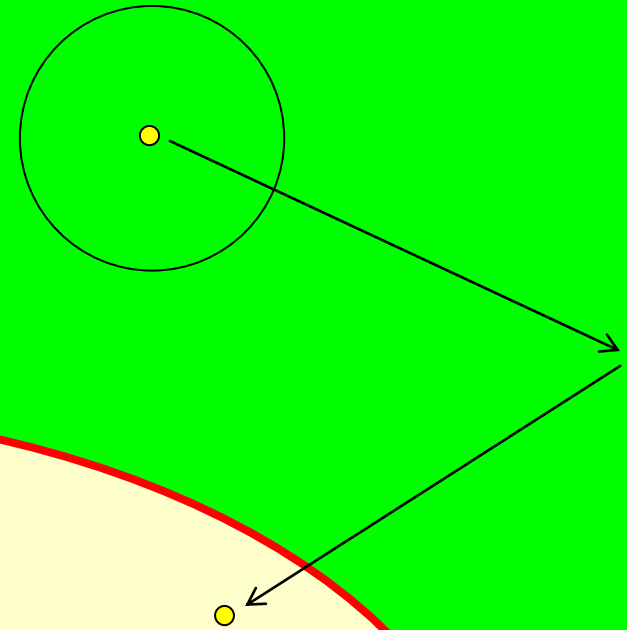
Free Pushes

For attacking free pushes awarded within 3 metres of the circle and in this specific situation:

- Defenders who are inside the circle within 3 metres of the free push are considered not to be interfering with play and may also shadow around the inside of the circle a player who takes a self-pass, provided that they do not play or attempt to play the ball or influence play until it has either travelled at least 3 metres; or alternatively has been touched by a defending player who can legitimately play the ball; or the ball has travelled at least 3 metres before rebounding off the sideboards
- Players inside the circle who were 3 metres or more from the point of the free push at its award are not allowed to move to and remain in a 'stationary' position within 3 metres of the ball as the free push is taken.
- Other than indicated above, any playing of the ball, attempting to play the ball or interference by a defender or an attacker who was not 3 metres from the ball, should be penalised accordingly.

Applying the Rules

The ball must now travel 3 metres before you can rebound the ball of the boards directly into the circle

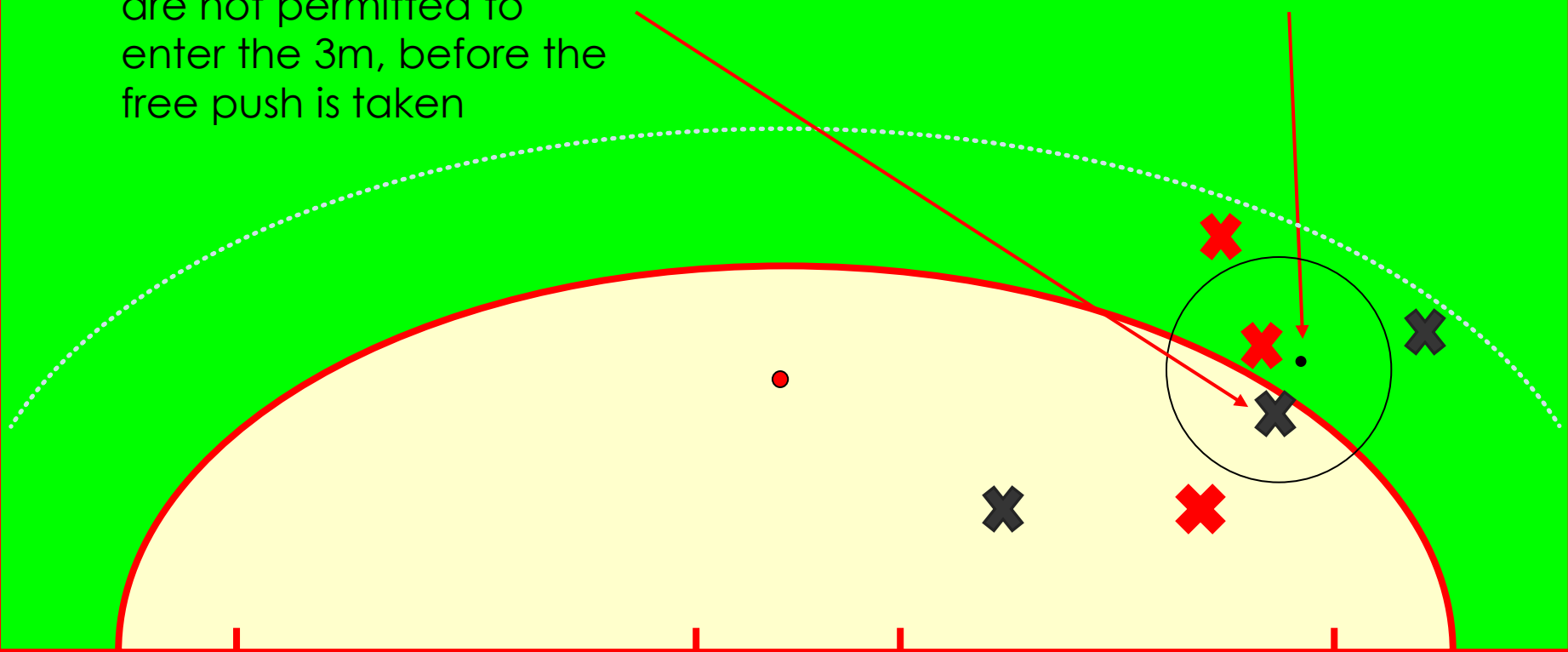


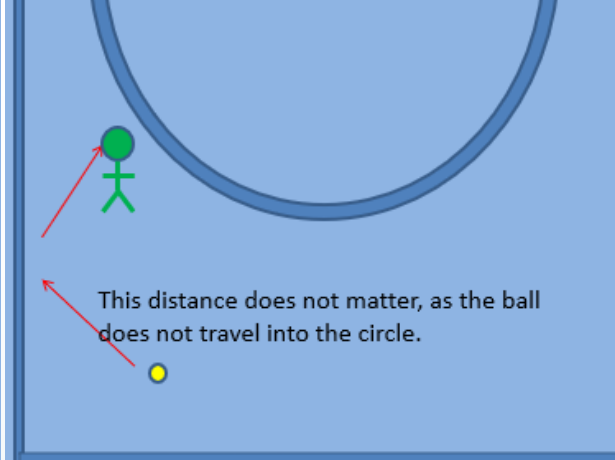
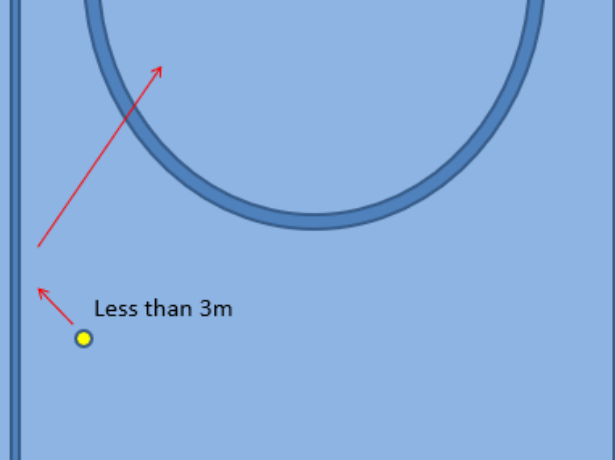
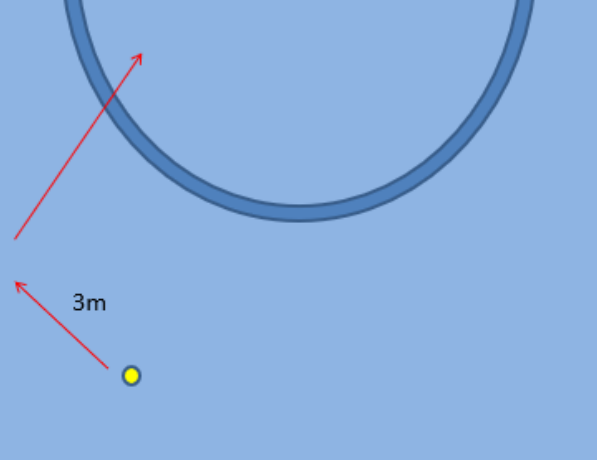
Applying the Rules

Only player/s inside 3m at time of taking free push

If you are outside 3m you are not permitted to enter the 3m, before the free push is taken

Free push awarded within 3 metres of the circle are taken from the spot where breach occurred

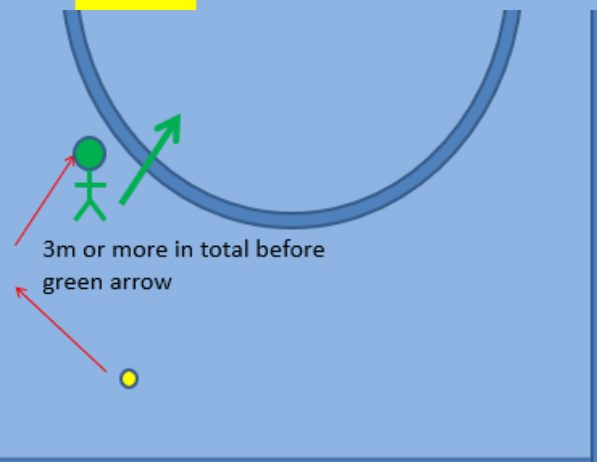




The ball travels more than 3m then hits the boards and enters the circle



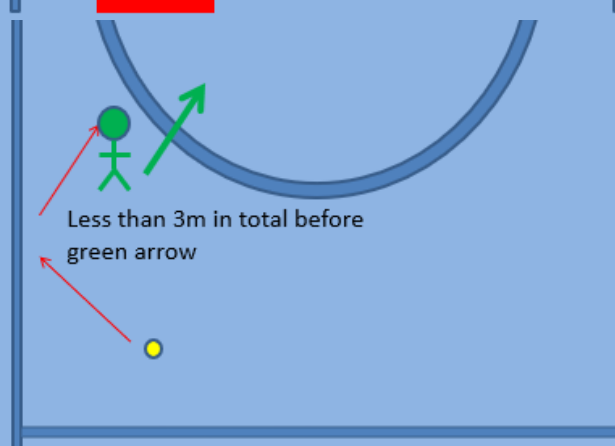
Decision: Play on!



The ball travels less than 3m then hits the boards and enters the circle



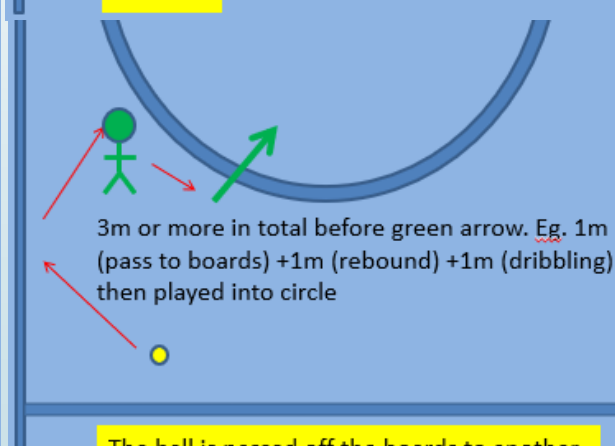
Decision: Free push to the defending team where the ball was pushed from.



The ball is passed off the boards to another player or to yourself (the ball hasn't entered the circle)



Decision: Play on!



The ball is passed off the boards to another player or to yourself (ball has moved 3m) and played into the circle



Decision: Play on!

The ball is passed of the boards to another player or to yourself (ball has moved less than 3m) and played into the circle



Decision: Free push to the defending team where the ball was pushed from (the green arrow)

The ball is passed off the boards to another player or to yourself (ball has moved less than 3m) and then moved again then played into the circle



Decision: Play on!

Free Pushes -Penalties

- ▶ For a free push taken by the attacking team inside their attacking half of the pitch which is played directly into the circle: -
 - ▶ Do not penalise unless and until the ball actually enters the circle
 - ▶ A free push is awarded to the opposing team from the spot where the free push was incorrectly executed not where it entered the circle
- ▶ Award the appropriate penalty for infringements and be aware of break down play situations (sometimes subtle but still the same result), intentional interference with free pushes etc. Use team and personal penalties as required or appropriate

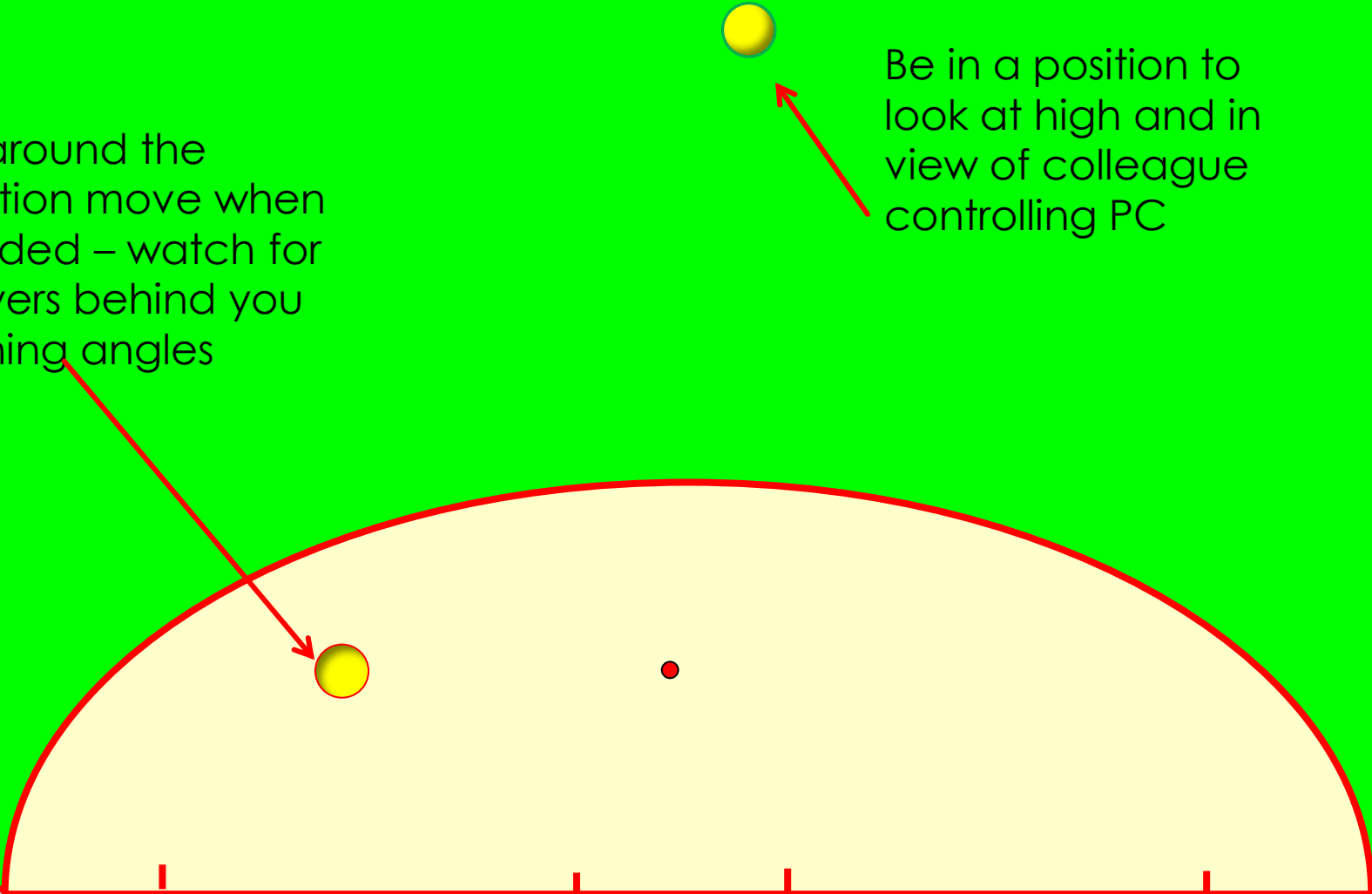
Penalty Corners

- ▶ Positioning is critical –sell decisions
- ▶ Manage the set up –including the meetings on the top of the circle or in defence
- ▶ Use pro-active and preventative reminders to prevent possible breaking and other offences
- ▶ Co-operation needed if runner is hit –be sure whether this was below or on/above the knee
- ▶ Position of disengaged umpire should allow support of colleague on the height and direction of the shot, the possibility of suicide runners and possible obstruction of runners
- ▶ When the ball is missing the goal and the defender is hit high on the body, decision is a free push to the defence

Positioning PC'S

Be around the position move when needed – watch for players behind you running angles

Be in a position to look at high and in view of colleague controlling PC



Offences during the taking of Penalty Corners

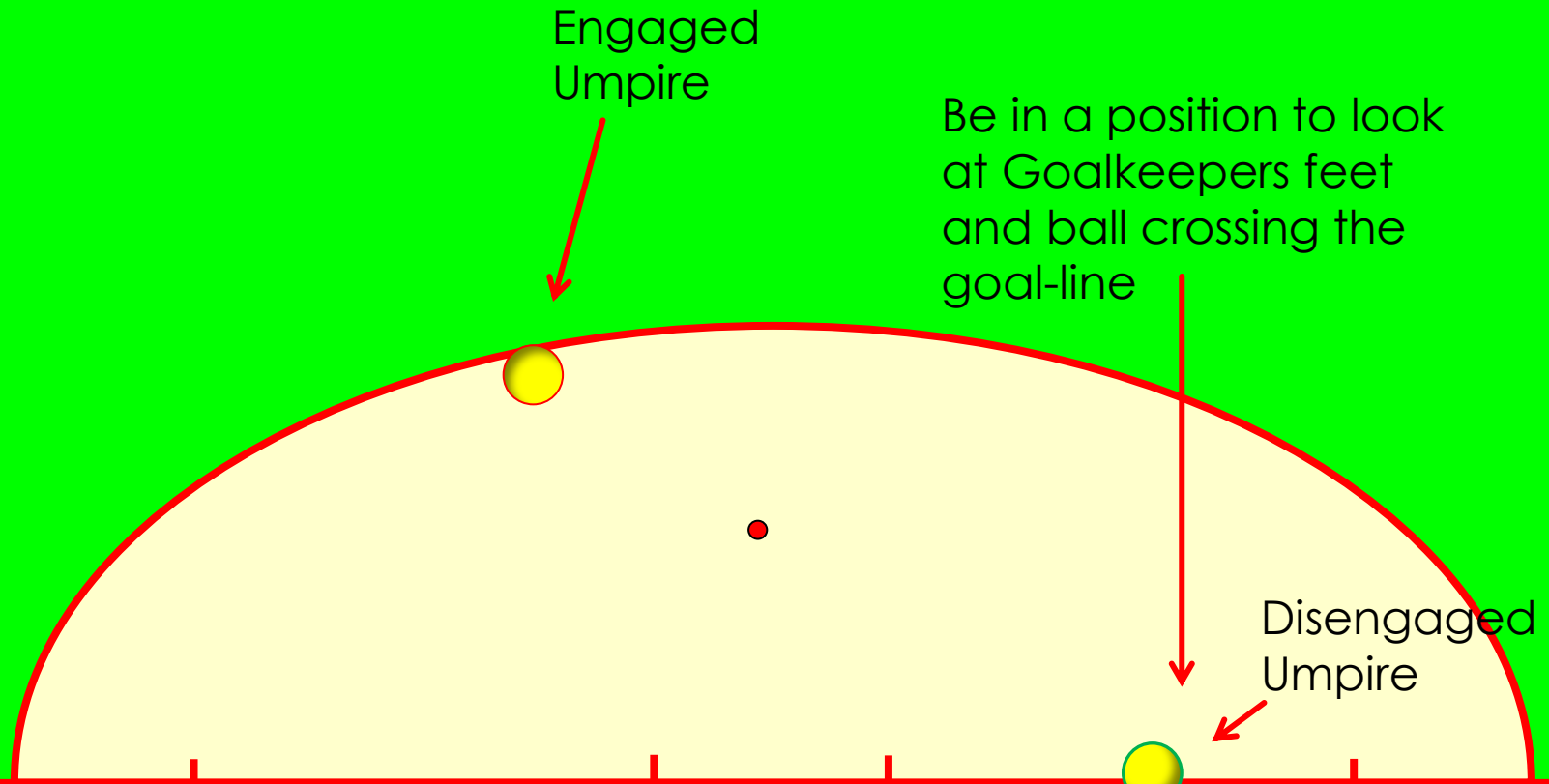
Remember that the Penalty Corner is taken again if: -

- The injector does not have at least one foot outside the pitch
- The injector feints at playing the ball
 - the offending player goes beyond the centre line and is replaced
- A defender, other than the goalkeeper, crosses the back line before permitted
 - the offending player goes beyond the centre line and is not replaced
- A goalkeeper or player with goalkeeping privileges, crosses the back line before permitted
 - the defending team nominates which defender goes beyond the centre line and they cannot be replaced
- An attacker enters the circle before permitted
 - the offending player goes beyond the centre line and may be replaced

Penalty Corners

- ▶ A goal cannot be scored unless the ball has travelled outside the circle. If the ball has stayed inside the circle, it is not an offence to take a shot at goal—allow play to continue; if a defender commits an offence which **normally** would have prevented the probable scoring of a goal, a further penalty corner should be awarded
- ▶ If a player defending a penalty corner continues to wear a face mask after the corner has been completed a free push should be awarded. Repetition means another free push and appropriate card
- ▶ Players should, however, be allowed to complete a defending action, even if it means that they play the ball just outside the circle when wearing a face mask – common sense should prevail
- ▶ Be aware of the penalties for the ball hitting any discarded equipment lying on the pitch, following a penalty corner. (inside the circle PC, outside the circle Free Push)

Penalty Stroke Positioning



Offences during the taking of Penalty Strokes

If the Penalty Stroke is taken before the whistle is blown: -

- ▶ By the attacker and a goal is scored –re-take
- ▶ By the attacker and a goal is not scored –free push to the defence

A free push is awarded to the defence for all other offences by the attacker

For any offence by the player defending the Penalty Stroke and: -

- ▶ A goal is scored –the goal stands
- ▶ A goal is not scored –re-take

Other than those involved in the taking of the Penalty Stroke, for any offence by the defenders and a goal is not scored or by the attackers and a goal is scored, the Stroke is taken again

FIH Focus Points 2016/17

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

- If the ball is intentionally played over the back-line by a defender and no goal is scored, play is re-started with a penalty corner
- 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 (sometimes subtle)
- The requirement for the ball to be stationary, albeit very briefly, at free pushes, especially if it is taken using a 'self-pass', should be more strictly (but sensibly) applied.

Indoor Hockey – Link Between Offences and Cards

- **Upgrading technical decisions (Free Hit to Penalty Corner)**
- Playing the ball away after the whistle with **High Impact** on play
- Playing the ball or trying to influence play within 3 metres with **High Impact** on play

- **Green Card Offences**
- Play the ball after the whistle or interference within 3m with **Low Impact** on play
- On and off the ball minor physical offences (pushing at free hits, “drilling” etc”)
- Break down of play with **Low Impact** on play, including deliberate use of feet, body, back of stick
- Minor misconduct – crowding, surrounding umpire, interfering in review process

- **Yellow Card – 2 min Offences**
- Playing the ball after the whistle or interference within 3m, with **High Impact** of play
- Breakdown of play with **High Impact** on play, including deliberate use of feet, body, back of stick
- Other repeated offences in the “green card” area.
- Physical fouls, major on and off the ball physical offences, stick tackles, body play/interference, deliberate fouls, drilling

- **Yellow Card – 5 min Offences**
- Physical fouls – dangerous and cynical tackles that grounds or trips player. Sliding tackles by both attackers and defenders
- Repeated technical yellow card offences

Low Impact:
No Obvious
advantage taken
away



High Impact:
Offences that are
likely to deny a
significant
attacking
opportunity

1 min

2 min

5 min

A dark grey arrow points to the right from the left edge of the slide. Below it, several thin, light blue lines curve upwards and to the right, resembling stylized grass or reeds.

The Key to Success

GOOD COMMUNICATION

With the players

With the coaches

With your colleagues

and

With your support team