



# Field Umpire Coaching

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3 UMPIRE SYSTEM

WEDNESDAY 10<sup>TH</sup> JULY

# Reminders

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- **Arrival Times**

- Seniors: 60 mins

- Reserves: 45 mins

- Juniors: 30 mins

- Language on the field – be mindful of perception, particularly in junior sport & women's

- Development umpires need to be supported

- Schedules availability – needs to be completed by Friday prior to following weekend



# Abandoning Matches – Dangerous Conditions

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- Conditions must be considered highly dangerous / unsafe to play
- **What signs MAY warrant a temporary suspension of play?**

Lightning

Large hailstones

Fog - minimal visibility

Play is suspended for up to 30 minutes. If conditions do not improve then the game will be terminated.

- **What signs MAY warrant calling off a game?**

Symptoms of hypothermia

Large lakes of water – cannot see what's underneath

Darkness

Injuries sustained due to conditions



# 3 Umpire System – Mid Zone

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- 100% effort, 100% of the time
- Keep play to 45m
- If in doubt, retain play
- Work angles
- Look for an opportunity to swap out when struggling



# 3 Umpire System – End Zone

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- Eyes should be in the 50m arc, especially when ball is entering the end zone from the mid zone
- Do not switch off
- Don't take play outside the 50m line, unless uncontested (up to back of square)
- Push down for a set kick in the mid zone (up to back of square) to relinquish MZ
- Support MZ by initiating swaps



# Taking the ball out of the End Zone

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- End Zone should only retain play if there is not going to be a contest
- Remember new rules enable players to kick long
- If you get sucked out, tap through MZ and stay with play
- MZ umpire should be positioned closer to the 50m arc and ready for a quick changeover



# Set Shot at Goal

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- If End Zone umpire is setting up the mark;
  - Mid Zone stands 45-50m out
  - Eyes in the square
  - Find your best value
- If tapped through;
  - Get deep and wide
  - Opposite side to where the kick is coming from
  - Eyes forward

# Kick-in from Behind

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- Controlling End Zone Umpire:
  - Stand 5-10m behind player on the mark
  - Quick handover on long kick
  
- Mid Zone Umpire
  - Stand between 50m line and centre square
  - Ready for a long kick and handover
  - Begin moving as soon as you see which direction the kick is going
  
- Far End Zone
  - Stand between centre circle and back of centre square
  - Align yourself with players, or adjust your stance





# Boundary Throw Ins

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- Mid Zone Umpire

- Umpire to choose which side they are going to (long side)
- End zone umpires adjust accordingly

- Near End Zone

- Push to the boundary side for a different view on contest
- Can push out up to back of square
- Split vision between BTI and EZ area

- Far End Zone

- Stand on edge of centre square, within verbal distance
- Triangle



# Start of Game / After Goal

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- End Zone stand opposite corner to boundary umpires
- End zone umpires should be moving as soon as the ball up occurs – don't be flat footed
- Incoming MZ umpire should point the opposite side to the boundary umpire doing the long run



# Summary

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- 2-3 minute mid zone stints – work hard
- All umpires must be engaged and always umpiring
- An out of zone free kick is not marked against you
- Handovers are much shorter, so we need to be closer. Be comfortable being closer.
- Work as a team

