



BE A CAIRNS HOCKEY OFFICIAL 2019 GUIDE



BECOME A CAIRNS HOCKEY UMPIRE

If you have clicked on this link then the chances are that you are interested in becoming an umpire but are unsure how to progress.

Don't despair, all the necessary information and links are here to help you find the correct path and start your career as an umpire.

Umpiring the game of hockey is a fun and rewarding experience. To umpire well you need to work at the following skills.

- An umpire should be fit.
- An umpire should be able to manage people.
- An umpire should be fair and honest.
- An umpire must be able to communicate well.
- An umpire should come to understand the game both technically and tactically.
- An umpire should have a sound understanding of the rules and all the interpretations.

Whether you are a junior or senior, experienced or novice, Cairns Hockey Association can help set you on the right path to start or develop your umpiring career. With the right help and a little bit of dedication you can take your umpiring from junior or community level right through to umpiring our own top league and beyond to National and International recognition.

Officiating Committee

Cairns Hockey Officiating Committee is chaired by Bruce Jones Walker. This committee drives the umpiring and technical official programs supporting Cairns Hockey - Education and Training and Mentor Support are priorities. The Committee is working with national

and state accredited umpires to create an environment which engages and recruits' people to be involved in hockey umpiring and officiating.

Committee's Mission Statement

“Support Officiating within Cairns Hockey by creating a culture that Inspires, Educates, Mentors and Encourages Umpires and Officials to gain knowledge and attain accreditations to enable Cairns Hockey achieve its mission and Vision “

Club Umpiring

Clubs can offer many levels of umpiring to its members from juniors through to seniors and all grades. This is a great place to start your career either as a junior umpire or an interested parent or player.

Representative Pathways

Mentor Programs are available to assist your opportunity to become a regional, state or national standard umpire or officials

Rules

Cairns Hockey Affiliation and Competition Rules

2019- <http://www.cairnshockey.com.au/wp-content/uploads/2016/02/Rules-2019-Version-1.pdf>

FIH Rules

2019 - <http://www.fih.ch/inside-fih/our-official-documents/rules-of-hockey/>

Technical Officials Duties

<http://www.cairnshockey.com.au/wp-content/uploads/2019/02/Tech-Judge-Duties.pdf>

Umpiring the Game

To make the whole experience of umpiring enjoyable for all concerned there are several things an umpire can work on.

- Providing a safe playing environment
- Setting the tone for the game
- Communicating well with co umpire, players and coaches.
- Maintaining a reasonable level of fitness.
- Keeping up with the current rules and interpretations of the rules.
- Applying the rules in the correct manner utilizing all the above to help.



UMPIRING HANDBOOK 2019

1. BACKGROUND

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

2. GUIDE FOR CAIRNS HOCKEY UMPIRES

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

- New rules;
- Issuing cards;
- Whistle tone;
- Penalty corners and strokes;
- Playing advantage: When to and what it is;
- Feedback from your games;
- Your conduct as a Cairns 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.Cairns hockey.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 can be played in a skilful 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 always 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.

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

- 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.

- If the breach was UNINTENTIONAL AND OUTSIDE THE CIRCLE, the whistle is blown, and a free hit is signalled.
- 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 signalled (in some circumstances a card may be issued).
- If the breach was UNINTENTIONAL AND INSIDE THE CIRCLE, the whistle is blown, and a free hit is signalled as either a penalty corner for the attackers or a free hit for the defender.
- 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 signalled. 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:

- Cautioned (indicated by spoken words);
- Suspended for a minimum of two (2) minutes of playing time (indicated by a green card)
- 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.

- 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.
 - Suspended players must remain in a designated place until permitted by the umpire who suspended them to resume play.
 - Suspended players are permitted to re-join 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.
- Umpire Book_

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

- The stroke taker may only push or flick the ball.
- 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.

- 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.
- The player taking the stroke must not fake at playing at the ball.
- If the shot is saved or misses the net, play is restarted with a 16 yard (14.6 metres) hit.
- 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 can do each of the following but only in their circle areas.
- Use any parts of their body to play at the ball.
- Stop or deflect the ball with the stick above shoulder height, if it isn't dangerous to other players.
- 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 CHA procedures in place.
- If it is the player causing the problem, use your cards to control the game.
- 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.
- 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.
- After the game concludes, report the incident on the team card. If it is a spectator causing the problem report this on the team card. If the unreasonable behaviour continues, stop the game and seek assistance. Once the matter has been addressed, re start the game and report the incident on the team card.

ACCREDITATION

<http://hockey.org.au/Officiating>

Contact Bruce Jones Walker if you want to become accredited

CHA - TECHNICAL JUDGE DUTIES

Technical Judges are required to be at the game at least 15 minutes prior to the scheduled start of the match.

The Technical Judge is personally responsible to:

1. Inform both the Umpires & Team Managers that you are the Technical Judge for their allotted game prior to the commencement of the game.
2. The Technical Judge is to only communicate with the Team Managers matters relating to the team. No communication is to be directed to the players or coaches directly.
3. The Team Manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match.
4. Check with Umpires that both have misconduct cards and inform both Umpires that you, as the Technical Judge, will record and keep time of the misconduct player/s.
5. Have a stop-watch to be used for any suspended players.
6. Have at least 4 chairs (2 on each side) for suspended players located in front of the Technical Bench area.
7. Prior to start of the match check players taking the field is correct with match report card – the Team Manager is to have ticked the starting 11 which is then cross-ticked by the Technical Judge prior to the start of the game. Check the number on the shirts of players starting the match against those marked off on the match report card. If there is a discrepancy, liaise with the relevant Team Manager for correction.
8. Only 4 substitute players are permitted making a total of 15 players for any one game. For Classic League games where the first 11 have been named, only 4 additional players are permitted to be written on the card. This is regardless of a player/s from the named first 11 is not playing.
9. Ensure that all jewelry is removed/covered (this is part of CHA By-Laws-Turf Usage). If jewelry is still visible, request the relevant Team Manager to ensure that the player/s remove prior to entering the field of play.

10. Make sure Captains are wearing identification bands and is recorded as the Captain for their team on the Match Report Card.
11. Ensure that all players entering the field of play are properly dressed in their respective club uniform. No blood-stained clothing is allowed.
12. Check number of personnel teams have on the bench. Only those associated with the team are permitted on the bench. No children are permitted in the bench area.
13. Control the team benches for persons seated and prevent vocal communication directed at the Technical Judge/s, Umpires and players of the opposing team. All players and officials are to abide by the Code of Behavior.
14. Record goals scored on match sheet allotted to correct player. Goals should be marked "FG" for a field goal; "PC" for a penalty corner; and, "PS" for a penalty stroke.
15. Record misconduct cards and keep accurate record of misconduct time for suspended player. The recording of any misconduct cards on the Match Report Card near the player/s name is to have the time which the infringement occurred recorded.
16. Control entry to the pitch for injury. The Umpire should signal when the manager can take the field to assist an injured player. Refer to Admission on the Field of Play and Injury to a Player.
17. Ensure sticks and goalkeepers equipment remains inside the bench area at all times during the match.
18. Once the match is completed, ensure both Team Managers sign the match sheet.
19. Following both Team Managers have signed the match sheet, have both Umpires sign the Match Report Card. If there have been any suspensions, ensure the relevant Umpire has recorded the reason why a player/s has been suspended during the game.
20. Once both Team Managers and Umpires have signed the Match Report Card, the Technical Judge then signs off the Match Report Card and places it in the game cards folder.

Admission on the Field of Play

No one except the players and the Umpires properly engaged in a given match may enter the field of play during the match, unless she/he is invited to do so by an Umpire or has obtained prior authorization from an Umpire. This rule is compulsory even in the event of an injury to a player or to an umpire.

The team Coach may not enter the field of play at any time under any circumstances.

Entry to the turf area including both bench areas is via the entry gate only. No admission via the bench gates is permitted – these gates are for exiting only.

Substitution of Players

Each team is permitted to substitute any player during a match other than following the award of a penalty corner. A player may take the field once the penalty corner is deemed completed. Completion of a corner is either if a free hit has been awarded (to either team), a goal has been scored or the ball has traveled outside the dotted circle.

The substitute players shall be chosen from among those players whose names appear on the official Match Report Card.

A player who has been substituted may re-enter the field of play as a substitute for another player. No substitute is permitted for a suspended player during her/his suspension.

The substitute player/s may not enter the field until the player/s being replaced has left the field at the centre line. All substitutions may only take place at the centre line.

If a goalkeeper is substituted either:

1. Technical Judge tells the goalkeeper to walk around the sideline (with his/her manager) to take the position behind the goalbox and at a 16-yard hit or free hit outside the circle then the substitution can be made.
Or,
2. Technical Judge makes the sideline umpire aware of the intended substitution and the umpire calls time-out at a convenient time. (However, time does not stop).

Players on the bench may leave the bench for a warm-up. Players may warm up between the bench at the same end of pitch but must not take their sticks whilst warming-up and must cover their playing shirt.

The Team Manager of the players concerned is responsible for the proper application of the procedure.

Suspended Players

The Technical Judge is responsible for timekeeping of suspended players.

Suspended players are to take their seats which are to be located in front of the Technical Judge and are on the same side as their team.

Start of suspension starts when the suspended player/s takes their chair.

If a red card is given, the player in question must leave the bench area immediately.

Procedures for Treatment of Bleeding Wounds

No player who is being treated for a bleeding wound is permitted to start or resume play if the wound is still bleeding.

If a player is bleeding or has blood on his/her clothing he/she must immediately leave the pitch.

The player may return when:

Bleeding has stopped;

Wound has been cleaned and covered;

Stained clothing changed or completely cleaned.

It is the Captain's responsibility to ensure that the player/s leave the pitch.

Any player refusing to leave the pitch upon request will be penalized by the Umpire.

Procedures for Injured Players

If a player becomes incapacitated on the field of play, one of the Umpires may stop the match (but time does not stop) and assess whether or not the player required attention from the team bench.

In the case of any injury to a **field player**, the Umpire may authorize the manager and/or sports medicine person to enter the field of play **without** material for treatment to assist and remove the player concerned from the field of play as soon as it is safe to do so. The Umpire may also authorize, if necessary, the stretcher bearers to enter the field of play.

In the case of an injury to a **goalkeeper**, the Umpire may authorize the manager and/or sports medicine person to enter the field of play **with** material for treatment to assess and as appropriate provide brief treatment or remove the

goalkeeper concerned from the field of play as soon as it is safe to do so. The Umpire may also authorize, if necessary, the stretcher bearers to enter the field of play.

If a person from the team bench and/or the sports medicine person enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of two minutes. The two-minute period will be managed by the Technical Judge. The player required to leave the field may be substituted once the injured player has left the field of play.

Watering of the Turf & Lights

This is the responsibility of the rostered Club for match times. However, the Technical Judge is to ensure that the turf is properly watered sufficiently & well lit as a matter of due care.

Code of Conduct for the Bench

1. The Team Manager is responsible to ensure the proper conduct of all persons occupying the bench.
2. Coaching and encouragement in suitable language is permitted from the team bench but no comments must be directed to or about umpires, opposing players or officials.
3. Abusive or derogatory comments must not be tolerated. If after a warning to the Team Manager has no effect, the Tech Judge is to inform the umpire for further action.
4. With approval from the Technical Judge, a coach may leave the bench area during a match, however, any coaching comments from outside the bench must still comply to Point 3. No coaching personnel are permitted behind the goal box areas.
5. Team personnel as per game card, three support persons i.e. coach, manager, assistant coach/manager, physio only allowed in dug out during match.