

## Hockey NSW Indoor State Championship Umpire Briefing

Welcome to the 2022 Indoor State Championship season, thank you for being apart of this event. Over the weekend, as a part of the Umpiring Team, you will have access to some of the best umpire coaches in NSW and will hopefully be able to share in their knowledge and experience to further your own umpiring.

## Umpiring Focus Areas

### Playing the Ball – Field Players

Field players may only play the ball using a push motion (or a flick for shots at goal from within their attacking circle).

**PUSH:** Moving the ball along the ground using a pushing movement of the stick after the stick has been placed **close** to the ball. When a push is made, both the ball and the head of the stick are in **contact** with the ground.

Umpires should be aware of the starting position of the stick in the lead up to playing the ball. Including the “Slider” pass which needs to be managed under the same instructions as above for all passing motions.



### Trapping the Ball

**Deliberately** trapping or holding the ball against the side-boards, **when an opponent is within playing distance**, is an **obstruction** and should be penalised accordingly. **Discourage – by verbal messages – players trapping the ball between sticks of opponents and their own.**

Players in possession of the ball may not be ‘trapped’ either in the corner of the pitch or against the side-boards by opponents with their sticks flat on the floor. Opponents must leave an outlet of reasonable size (stick length) through which the ball may be played.

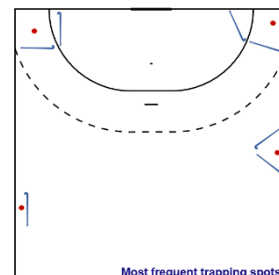


Diagram: Shows channels for outlet to take place

### Raised Ball

In Indoor Hockey it is not always an offence for the ball to come off the floor. Aim for quality technical decisions and consistency. Make sure you talk to your co-umpire about this before the match to be consistent as an individual and as a team.

Make sure a team has gained an advantage or the opponent has been disadvantaged before penalising. If no opponent is within playing distance there is no penalty for a raised ball.

### Laying on the Pitch (3 points of contact)

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, where no advantage is gained, should not be blown as an offence.

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, if playing the ball outside the circle, the rule above applies to GK's – a PC is awarded if this is broken.



Diagram: Legal playing of the ball with body off the floor. DO NOT penalise skill

### Free Hits inside the Attacking Half

For free pushes (including 'corners' and side-board restarts) taken by the attacking team inside their attacking half of the pitch 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. 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**. 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.

When a free push is awarded inside the 3m area next to the circle and a quick free hit is taken, defenders who were within the 3m at the time of the awarded penalty may stay inside the circle until either of the above criteria are met as long as they do not interfere with play in any way. Otherwise all players must retreat 3m for free pushes inside the attacking half.

### Dangerous Play - Drilling

It is important we keep defenders safe by protecting them against the action of throwing/passing the ball through them while in a set position. A range of penalties – **including personal penalties** - should be used to manage drilling

When judging a potential 'drill' umpires should consider;

- Is the defender is less than 3m away
- Is the defending player 'set'
- What are the passing options for the attacker
- What is the intent of the players
- Is there danger to the defender

The blind spin and fling should be dealt with harshly and quickly. A personal penalty (Yellow Card) is required to eradicate this from a game.

It is **NOT** a drill/dangerous play if;

- The ball passes outside the body of the defender
- The defender move to try and intercept the ball
- The player is further away than 3m from the passer.



## Game Management




### Upgrading Technical Decisions

An intentional foul by a defender in their defending half is penalised with a penalty corner – **no personal interpretations**

Examples include;

- Playing the ball away after the whistle by a defender in their defending half
- Playing the ball or trying to influence play within 3m inside the defending half
- Breaking down play/intentional fouls by defender in their defending half

## Personal Penalties

 <p>1 min</p>	 <p>2 mins</p>	 <p>4 mins</p>
<ul style="list-style-type: none"> <li>• Playing the ball after the whistle – low impact</li> <li>• Interference within 3m with low impact</li> <li>• Off-the-ball minor physical offences</li> <li>• Breakdown of play with low impact</li> <li>• Team not ready at PC</li> <li>• Minor Misconduct</li> </ul>	<ul style="list-style-type: none"> <li>• Playing the ball after the whistle – high impact or repeated offences</li> <li>• Breakdown of play – high impact or repeated offences</li> <li>• Physical fouls</li> <li>• All other repeated offences in 'green card'</li> <li>• Drilling – hard and intentional playing of the ball into a set defender</li> </ul>	<ul style="list-style-type: none"> <li>• Physical Fouls – dangerous and cynical tackles by both attackers and defenders that ground or trip players</li> <li>• Drilling – high impact</li> <li>• High impact/Deliberate breakdown of play – no regard for player safety</li> <li>• Repeated technical yellow card offences</li> </ul>

## Penalty Corners

- 30 secs to prepare – defenders and injector must be ready in this time
- Umpires whistle to start PC – insertion is immediate
- No feint, movement of head or shoulders – or excessive delay.
- All defenders – except GK – must be on the far side of the goal from injection.

## Crowding

- Crowding of umpires after decisions must not be tolerated
- Establish early that only **one player can approach the umpire** at a time
- Keep it simple with explanations – do not get into ongoing **conversations over decisions**.

## Coaching & Further Information

More information on the rules of Indoor Hockey can be found by downloading and reading the FIH Indoor Umpires Briefing 2021-22 from <https://www.dropbox.com/s/nwi5cy3nze5xwm2/FIH%20Indoor%20Umpire%20Briefing%202021-22%20FINAL.pptx?dl=0>

An Umpire Coach will be appointed to all your games throughout the weekend. It will be up to you to find your Umpire Coach and seek feedback or raise any questions you have from your games.

If you have any questions regarding future development or the next steps to furthering your umpiring, please contact Hockey NSW's Umpire & Officials Development Manager, Zeke Newman on [zeke.n@hockeynsw.com.au](mailto:zeke.n@hockeynsw.com.au)