

## UMPIRE CHECKLIST BEFORE A MATCH

There are a few things that umpires will need to do before the start of a hockey match. These include:

<u>PRE-MATCH CHECKS &amp; DISCUSSION</u>	
<b>Checks before match</b>	<ul style="list-style-type: none"> <li>• Arrive 20min before match</li> <li>• Check Goals (Placement, Nets)</li> <li>• Any debris that may pose a danger to players – remove or ask teams to remove if it's their equipment lying around.</li> <li>• Colour of Umpire Shirt</li> <li>• Coin Toss with Captains (make sure both are wearing an armband)</li> </ul>
<b>Chat (Keep it simple!)</b>	<ul style="list-style-type: none"> <li>• Who is taking which side (Bench or Far-side)</li> <li>• Time keeping</li> <li>• Areas of Control &amp; Shared Areas (division of the pitch, how will you manage it)</li> <li>• Assistance with side-line hits, long corners</li> <li>• Communication (signalling, assistance when asked, start &amp; stopping of time, breaking at PC's etc.)</li> <li>• Both pointing in opposite directions? (What now?)</li> <li>• Using your cards</li> <li>• PC &amp; PS positioning &amp; Assistance</li> <li>• Aerial balls (Lifted &amp; Overheads)</li> <li>• Dangerous Play (physical tackles, pushing)</li> <li>• General Management of the game (advantage, whistle tone &amp; timing, tackling, stationary ball, free hit positioning, playing ball after the whistle, Poor Behaviour by players &amp; coaches)</li> <li>• Injury management</li> <li>• PC's – end of time.</li> </ul>

**Blue line** divides the pitch into two areas of control.

Ideally each umpire will need to take responsibility for their area (assistance should be given when you co-umpire asks for it. Blow only if they did not see anything & it needs to be blown).

**Orange areas** are shared – normally if play comes towards an umpire, they take the play & vice versa.

Again assistance should be given if co-umpire did not see something & it needs to be blown.

