

Field Umpiring Basic Guidelines

SKILLS AND TECHNIQUES

INDICATIONS/SIGNALS – FIELD UMPIRES

Visual signals/indications are a very important means of communicating a decision.

A range of standard signals/indications have been developed with the view to creating consistency among Umpires. This promotes a better understanding of what a decision is for.

The manner in which the signal/indication is performed is also very important. It should be performed in a positive, clear and decisive manner, leaving no doubt in people's minds as to the confidence the Umpire has in the decision.

The Umpire should not be too flamboyant with the signal/indication but animated enough to convey the message.

When performing signals/indications, always keep the players under observation.

THE FOLLOWING SIGNALS/ INDICATIONS ARE THE MOST COMMON:

- High tackle.
- Push in the back.
- Holding the man.
- Holding the ball.
- Commencing play.
- Ending play.
- All clear – a goal.
- All clear – a behind.
- Field throw up.

An indication should be accompanied by a verbal explanation of the decision e.g.: "push in the back", "your free kick No. 7". but there is no need to go into a long winded explanation of the decision.

Visual signals are used when communicating with other Umpires, such as giving "all clear" to a Goal Umpire for a behind or goal.

SIGNALS – BOUNDARY UMPIRES

When the ball crosses the boundary line, the Boundary Umpire will blow his whistle and give the appropriate signal – out of bounds or out of bounds on the full.

(A) OUT OF BOUNDS

When the ball goes outside the boundary line after having touched the ground or having been touched by a player (out of bounds) the Boundary Umpire shall blow his whistle loudly and extend one arm straight up with an open hand.

The Boundary Umpire shall face the Field Umpire until the Field Umpire indicates that the ball should be thrown in (or penalises an infringement which becomes an overriding decision).

Upon receiving confirmation from the Field Umpire, the Boundary Umpire will then retrieve the ball and throw it in from where the ball crossed the line.

(B) OUT OF BOUNDS ON THE FULL

When the ball goes outside the boundary line on the full directly from a kick and not having been touched by a player (out of bounds on the full) the Boundary Umpire shall blow his whistle loudly and extend both arms horizontally straight out from the shoulder with open hands, parallel to the boundary line.

The Boundary Umpire shall face the Field Umpire until the Field Umpire confirms the free kick (or pays an overriding decision). The Boundary Umpire will then move to position for the resultant free kick.

OUT OF BOUNDS DIRECTLY FROM KICK IN AFTER A BEHIND HAS BEEN SCORED

When the ball goes outside the boundary line from a kick in after a behind has been scored and without having been touched by a player, the Boundary Umpire shall blow his whistle loudly and signal out of bounds on the full.

SIGNALLING OF SCORES – GOAL UMPIRES

Irrespective of a goal or behind decision, the signal with the hands and arms shall be crisp and precise.

The hands shall not be raised above the head during the signalling procedure and must finish level with hips and parallel with the ground, and in the case of a goal, body width apart.

All scoring signals are to be given within the scoring area.

When giving signals Goal Umpires are to be stationary, at attention and facing down the field.

GOALS

All goal signals to be given from the goal line in the centre of the goal area.

BEHINDS

Law 13.3 states: A player of the defending team may kick the football into play when the Goal Umpire has signalled that a behind has been scored.

(Note: Not all competitions are playing this Law)

When a behind has been scored, the Goal Umpire will now have to recover quickly to the line to signal a behind and then move quickly to the nearest goal post to access the behind flag to confirm the score. The Goal Umpire will step away from the goal post, in the goal area, and wave the flag as quickly as possible.

After receiving "all clear" from Field Umpire, all signals are to be given facing directly down the ground.

SIGNALS (OTHER THAN SCORING)

Visual indications are a very important means of communicating a decision to umpiring colleagues and others. Signals are hand movements performed by a Goal Umpire, other than signalling scores. A range of standard signals have been developed with the view to creating consistency among Umpires. This promotes a better understanding of what a decision is for.

The manner in which the signal is performed is also very important. It should be performed in a positive, clear and decisive manner, leaving no doubt in people's minds as to the confidence the Umpire has in the decision.

The Umpire should not be too flamboyant with the signal but animated enough to convey the message.

TAPPING CHEST TO INDICATE A BEHIND

Goal Umpires will tap their chests for all behind scores (except for a ball touched on or before the goal line), regardless of whether the Boundary Umpires are positioned on the behind post or not.

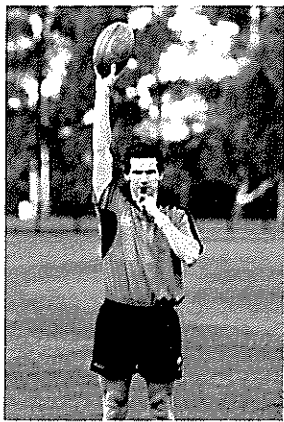
A touched decision is given only when the ball is going through the goal area and has been touched by a player before it crosses the goal line. This is done by hitting one hand three times with the other above head height. A touched signal is NOT given if the ball has been touched by a player before crossing the behind line.

BALL HITTING THE GOAL POST

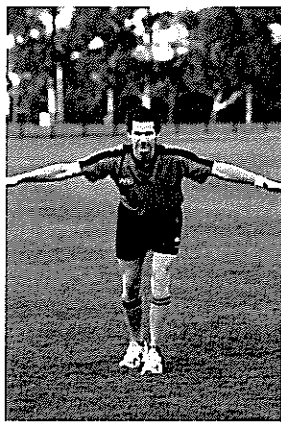
When the ball hits the goal post the following sequence will apply:

- the Goal Umpire will immediately quickly tap chest to indicate a behind when coming to the scoring line;
- give behind signal after receiving the all clear from the Field Umpire;
- hit goal post three times;
- wave behind flag to confirm score.

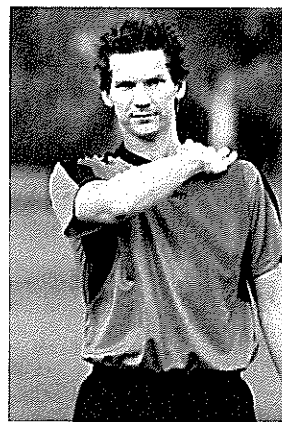
▽ FIELD UMPIRE INDICATIONS/SIGNALS



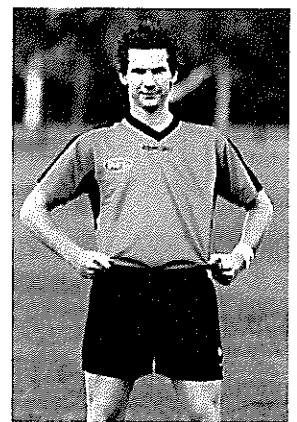
Commencing play



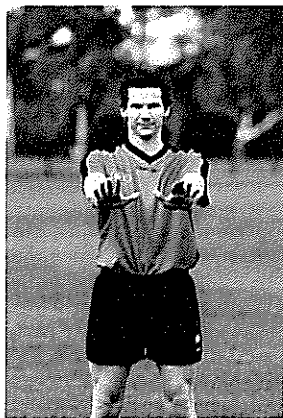
Holding the ball



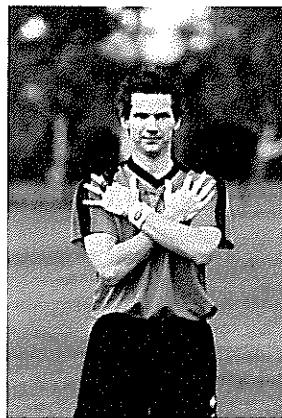
High tackle



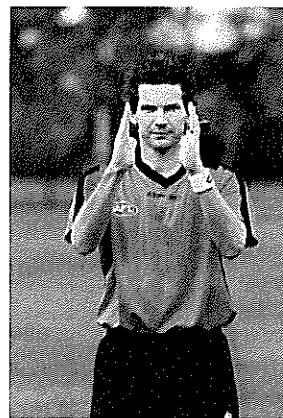
Holding the man



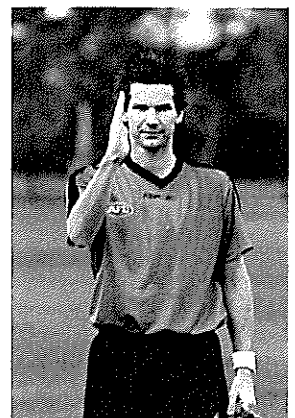
Push in the back



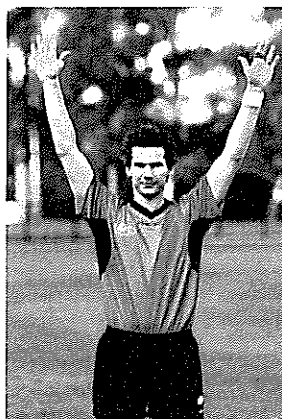
Field throw-up



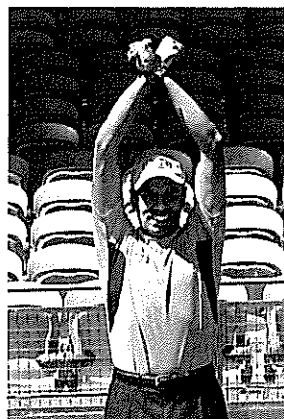
All clear goal



All clear behind



End of play



Blood rule

POSITION

Maintaining the best possible position in relation to play from which to adjudicate is the most important skill in the Umpires' preparation.

Accurate and consistent decision making can only occur if the Umpire gets a "good look at the incident", which includes being able to see the player's head, shoulder and the ball.

ACCELERATION/TRIGGER POINTS

There are a range of circumstances in a match when the umpire will need to accelerate/trigger to achieve good positioning. These circumstances include:

FIELD UMPIRES

SCRIMMAGES

When the whistle is blown for a field throw-up, the Field Umpire should use that as an acceleration/trigger point to sprint to gather the ball for the throw-up.

OUT OF BOUNDS

When the ball is blown out of bounds by the Boundary Umpire, the Field Umpire should use that as an acceleration/trigger point to sprint to position himself for the throw-in.

BALL HEADS TOWARDS THE BOUNDARY LINE

When the ball is heading towards the boundary line and the Field Umpire is caught behind players, use that as an acceleration point to sprint to position on the side of play.

WITHIN THE SCORING AREA

When a mark or free kick has been awarded within scoring distance, the Field Umpire should use that as an acceleration/trigger point to sprint to line up the player for the kick at goal.

When the ball is kicked in after a behind, the Field Umpire should use that as an acceleration/trigger point to sprint to be side on to the contest, some 20-25m inside the contest.

RUNNING WITH THE RUNNING PLAYER WHEN THEY HAVE POSSESSION OF THE BALL

When the player with the ball sprints/increases pace, the Field Umpire should accelerate to ensure he keeps up with play.

GENERAL PLAY

When the ball is disposed of and the Field Umpire is retaining control, that can be used as an acceleration/trigger point to sprint to the best position for the next contest.

BOUNDARY UMPIRES

WITHIN THE SCORING AREA

When a mark or free kick has been awarded within scoring distance, the Boundary Umpire should use that as an acceleration/trigger point to sprint to get to the behind post to position himself for the kick at goal.

RUNNING WITH THE RUNNING PLAYER WHEN THEY HAVE POSSESSION OF THE BALL

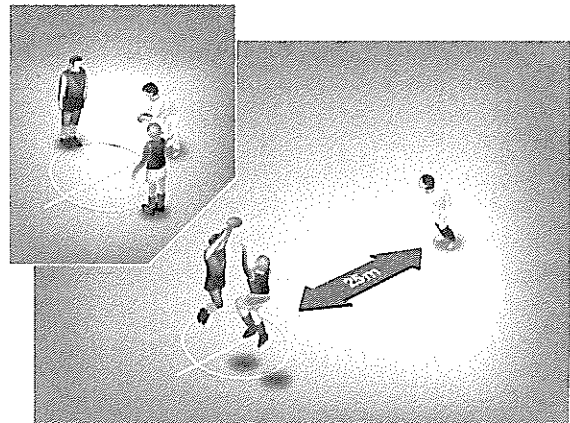
When the player with the ball sprints/increases pace, Boundary Umpires should accelerate to ensure they keep up with play.

The ability to sprint is an attribute of successful umpires and they use this attribute to maximum benefit during a match.

FIELD UMPIRE – ONE UMPIRE

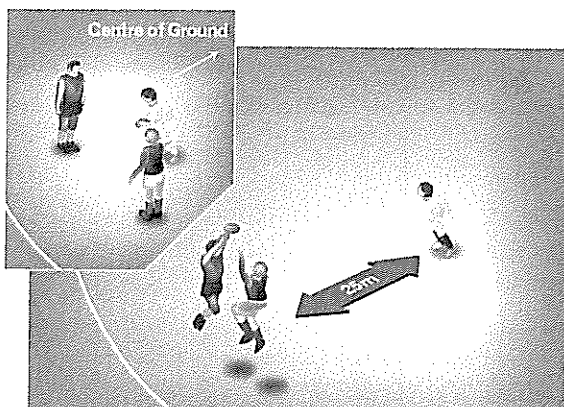
CENTRE THROW UP

The approach is along the minor axis. (An imaginary line across the centre of the ground). After the throw up, back away quickly aiming to obtain a position 20-25 metres from the contest.



FIELD THROW UP

Throw up with your back to the major axis.
(An imaginary line extending from the centre of the goal at both ends and passing through the centre) or the centre of the ground. After the throw up, back away quickly aiming to obtain a position 20-25 metres from the contest.



SET PLAY – ONE UMPIRE

After placing the player on the mark and ensuring the kicker is on the correct line of kick, the Umpire should back off at 45 degrees from the mark, to a position half way between the mark and the anticipated destination of the kick. After the kick the Umpire should run to a position side on to the contest about 20-25 metres inside the play.

KICK-IN AFTER A BEHIND

After giving "all-clear" the Umpire should position himself on the major axis, 25 metres from the kick-off line. Before the kick being taken, the Umpire must immediately clear, all players (other than the player kicking the football into play) from the area within 5m of the goal square. After the kick, the Umpire should run to a position side on to the contest some 20-25 metres inside the play.

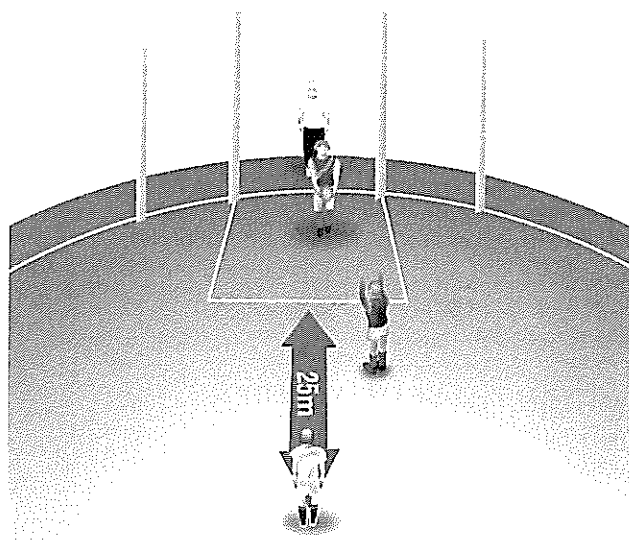
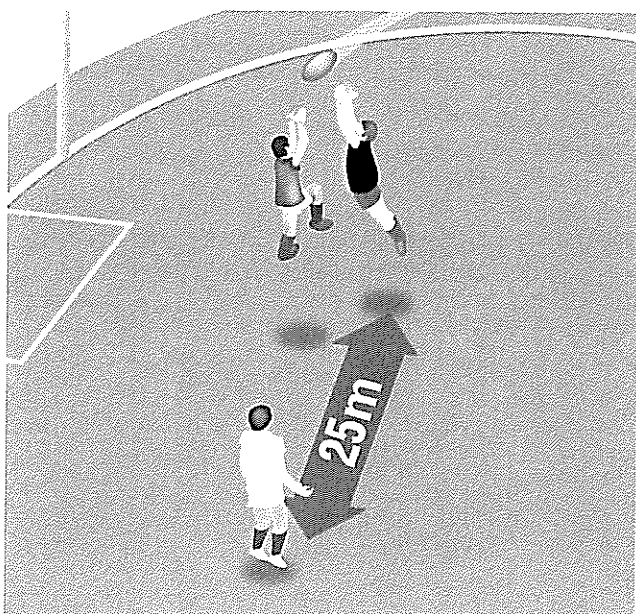
NB: A defender can kick the ball in once the goal Umpire has signalled a behind.

BOUNDARY THROW-IN

Initial position should be 10-15 metres side-on to and slightly in front of the contest on the long side of the ground (play between Umpire and nearest goal). At the throw-in, the Umpire should be on the move and be side on to the ruckmen as they contact the ball, then moving quickly inside play. (Play between Umpire and nearest boundary line).

GENERAL PLAY

The Umpire should always be inside play, about 20-25 metres from the contest, always aiming to be side on to the contest. This allows the Umpire a clear view of the contesting players and correct positioning for the next act of play.



BOUNDARY UMPIRE

POSITION AT COMMENCEMENT OF MATCH

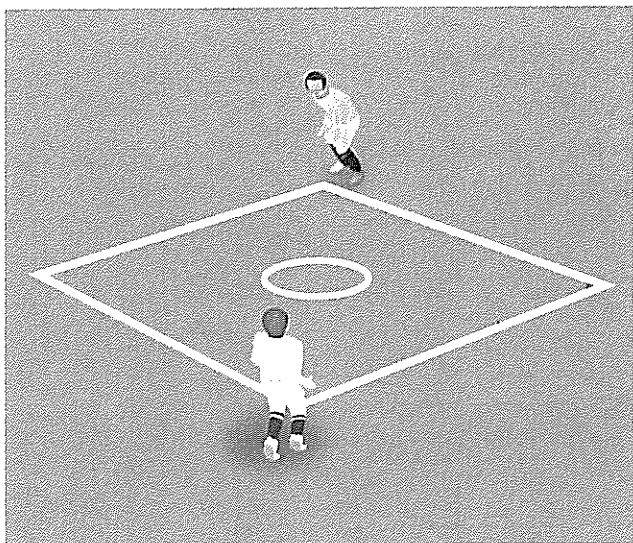
Boundary Umpires are to decide which side of the oval they will run in the first quarter. A change of sides is then made at the start of each quarter.

To get to the corner of the centre square for the commencement of the game, the Boundary Umpires will start by facing opposite each other on the centre circle, then together turn around and run towards the corner of the square.

Stand in the point of the corner with hands behind the back, remaining there until the ball is bounced. This is repeated at the start of each quarter.

CENTRE SQUARE

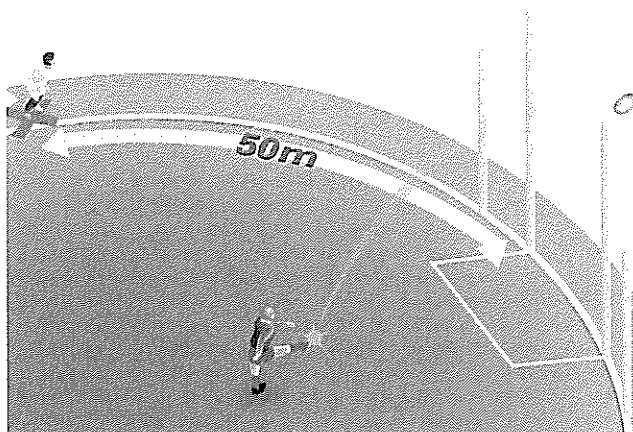
For every centre throw up (start of each quarter and after a goal has been scored) Boundary Umpires will position themselves on diagonally opposite corners of the centre square. Each Boundary Umpire is responsible for supervising the centre square lines that intersect at their corner. Immediately the ball has been thrown up, the Boundary Umpire must run forward at an angle of 25-40 degrees from the corner of the square toward the boundary line.



GENERAL PLAY

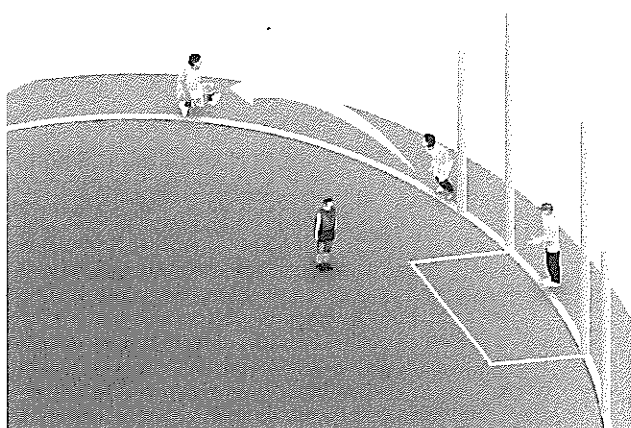
Boundary Umpires must follow the ball from goal to goal, avoid interfering with players and position themselves so that they have a good view of the boundary line when play is close to the boundary line. Boundary Umpires will often need to accelerate in order to keep correct position, ie: staying up with the play, e.g.: a quick passage of play.

When play is on the other side of the ground the Boundary Umpire is advised to move inside the playing arena, however, no further than their side of the centre square. The Boundary Umpire shall not place themselves between the players and the ball.



AFTER A BEHIND HAS BEEN SCORED (A) FROM A SET KICK

When the Boundary Umpire is positioned behind the behind post and a behind has been scored, the Goal Umpire will give his signal and the Boundary Umpire will then run backwards along the boundary line for about 50 metres, keeping the ball and players under observation at all times. The Boundary Umpire is not to move until the Goal Umpire has signalled his decision. Upon reaching a point about 50 metres along the boundary line, the Boundary Umpire should remain there until play recommences.



(B) FROM GENERAL PLAY

When the Boundary Umpire is still running toward the goal, he will immediately back off to the boundary line.

SCRIMMAGE/PLAY CLOSE TO THE BOUNDARY LINE

The Boundary Umpire must make every effort to position on the boundary line about 5m to the long side of the play.

BEHIND THE BEHIND POST

When required to take up position behind the behind post, the position will be behind the behind post in a direct line with the location of the ball.

When the Boundary Umpire is stationed at the behind post for a set shot and the ball hits the behind post on the full, he will tap the post three times after signalling out of bounds on the full.

SET KICK AT GOAL

When a player is having a set shot at goal, it may be necessary to sprint to the behind post to assist the Goal Umpire. Watch player with the ball at all times.

Where a player is taking a set kick at goal (from a mark or free kick) Boundary Umpires should position themselves behind the behind posts to lend support to the Goal Umpire. The Goal Umpire is the final judge of a score and can overrule the Boundary Umpire if necessary.

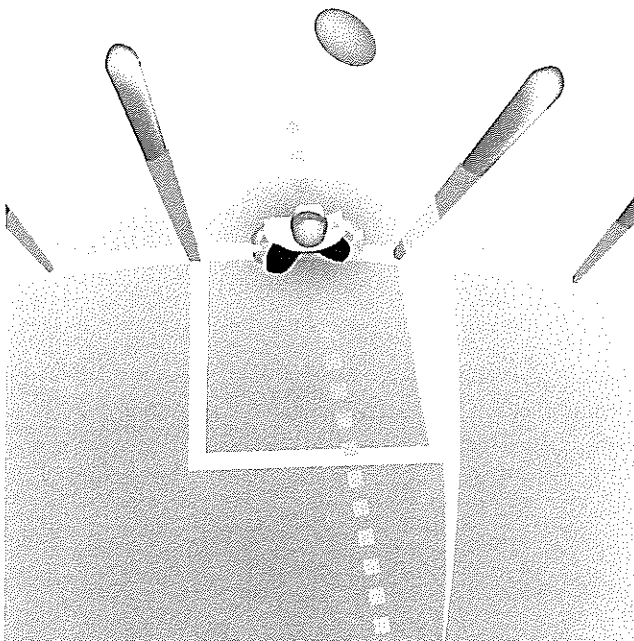
GOAL UMPIRE

In general play beyond scoring distance, the Goal Umpire should generally keep the play in line with himself and the centre of the goal line.

When the ball is within scoring distance of goal, the Goal Umpire should be positioned so that the ball, the centre of the goal line, and the Goal Umpire form a straight line.

Goal Umpires should attempt to position themselves under the flight of the ball to ensure the correct scoring decision is made.

Goal Umpires should attempt to astride the line to view closely contested situations, in relation to the scoring lines to assist Umpires with their decision making.



POSITION (UNDER THE FLIGHT OF THE BALL)

Goal Umpires should attempt to position themselves under the flight of the ball and out of the way of players only if the ball is touchable on the following occasion:

- a high kick at the scoring area.

POSITION (ON LINE SITUATION)

Goal Umpires must attempt to be astride the goal line and out of the way of players only if the ball is touchable on the following occasions:

- dropping ball;
- ball bouncing along the ground towards goal;
- player running for close in kick;
- contest on goal/behind line.



TWO UMPIRE SYSTEM – DEFINITIONS

MAJOR AXIS	An imaginary straight line, which divides the playing field into, halves lengthways extending from centre of goal at both ends and passing through the centre.
MINOR AXIS	An imaginary straight line which divides the playing field sideways extending from wing to wing passing through the centre.
ENDS OF CENTRE SQUARE	The lines of the centre square parallel to the minor axis.
SIDES OF CENTRE SQUARE	The lines of the centre square parallel to the major axis.
TRAMLINES	Imaginary straight lines, extending from the ends of the sides of the centre square to the boundary lines at both ends of the ground, parallel to the major axis.
50-METRE LINES	Extend in an arc from one boundary line to the other 50 metres from the centre of the goal.
ONE UMPIRE AREA (END ZONE)	The area at both ends of the ground within 50 metres of goal.
THE UMPIRE	The Umpire controlling play.
NO. 2	The Umpire not controlling play.
SET PLAY	Resultant play from a mark or free kick.
INSIDE THE PLAY	Refers to The Umpire's position. The Umpire is "inside the play" when the play is between him and the nearest boundary line.
SHORT SIDE	Refers to The Umpire's position – when he is between play and nearest goal.
LONG SIDE	Refers to The Umpire's position – when play is between him and nearest goal.
ATTACKING PLAYER	Any player of "the team in possession" of the ball.
DEFENDING PLAYER	Any player of "the team not in possession" of the ball.
CHANGE OF CONTROL	When control of play passes from one Umpire to the other by "The Umpire" relinquishing control to No. 2. Thus, No. 2 becomes "The Umpire" and "The Umpire" becomes No. 2.

STARTING THE MATCH DECIDING "THE UMPIRE"

The Umpires will decide who will commence the match as "The Umpire" prior to leaving the Umpires room and entering the arena.

ENTRY TO ARENA

The Field Umpires will walk side by side, followed by the two Boundary Umpires, then the two Goal Umpires.

The Umpire will carry the football, and when the group is approximately 25 metres inside the playing arena, will hold the ball aloft until acknowledged by the timekeepers by a single blast on the siren. The group will proceed to the centre circle, where Field and Boundary Umpires may then break away to commence their warm up.

WARM UP PERIOD

Most Controlling Bodies will have rules for their competition relative to teams taking footballs onto the ground for their warm up. The Coach should familiarise the Umpires with the requirements of the Controlling Body regarding its version of the warm up period.

COMMENCING THE MATCH (FOR EACH QUARTER)

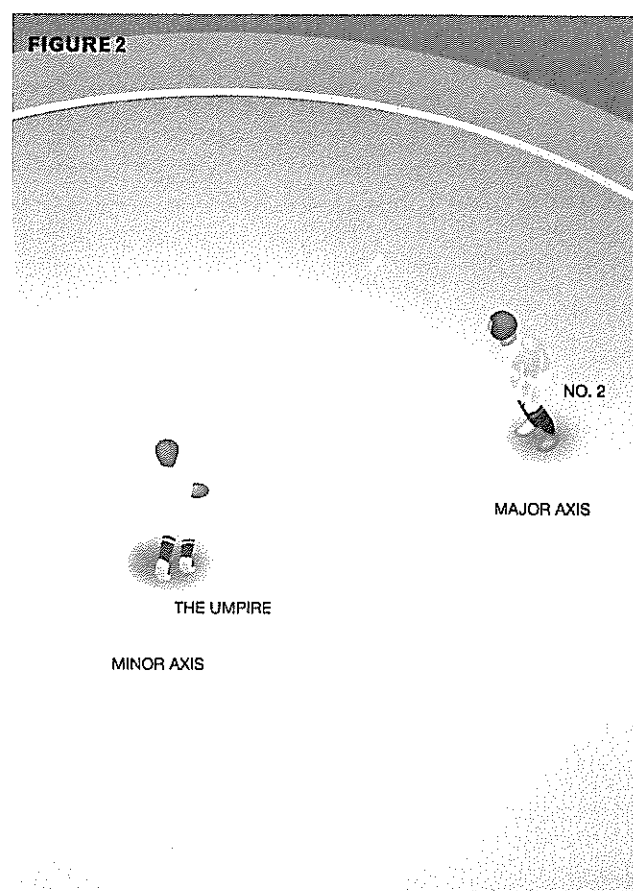
To commence play at the start of each quarter, The Umpire shall hold the ball above his head, await acknowledgement from the timekeeper by a single blast of the siren, blow his whistle and bounce/throw-up the ball – in the circle. Match timing shall commence on the sound of the whistle.

CONTROL AND POSITIONING

These are the critical areas of the operation of the Two Umpire System. Co-operation, communication and concentration are essential. Only the Umpire will instigate a change of control. Under no circumstances will No. 2 instigate a change of control.

CONTROL – GENERAL PLAY

As a general rule. The Umpire is responsible for awarding all free kicks and marks (set plays) except in special circumstances. (See information – Special Provisions Covering the Awarding of Free Kicks by No. 2).



CENTRE BOUNCES/BALL-UPS

■ Starting each quarter

When the decision has been made as to who will commence the match as "The Umpire", he will bounce/throw-up the ball to start the 1st and 2nd quarters. The other Umpire will bounce/throw-up the ball to start the 3rd and 4th quarters.

■ Positioning

The ground is theoretically divided in half by the minor axis. Prior to the commencement of each quarter, the Umpires decide which half they will operate in for the first bounce/throw-up.

For the bounce/throw-up, The Umpire makes his approach along the minor axis; (this may be varied slightly if ground conditions prevent a good approach). No. 2 will be positioned about 50-metres along from the goal line and 20 metres from the major axis, on the opposite side of the ground to The Umpire. (See Fig. 2 Positioning at centre bounce).

After each goal The Umpire will give the "all clear" and then move to a position approximately 50 metres along from the goal line and 20 metres from the major axis and on the same side of the ground to which the first Boundary Umpire runs. This position may vary according to ground size. In doing this The Umpire then becomes No. 2.

No. 2, at the time the "all clear" is given, will move to the centre square to receive the ball from the second Boundary Umpire. No. 2 then becomes "The Umpire". (See Figure 3).

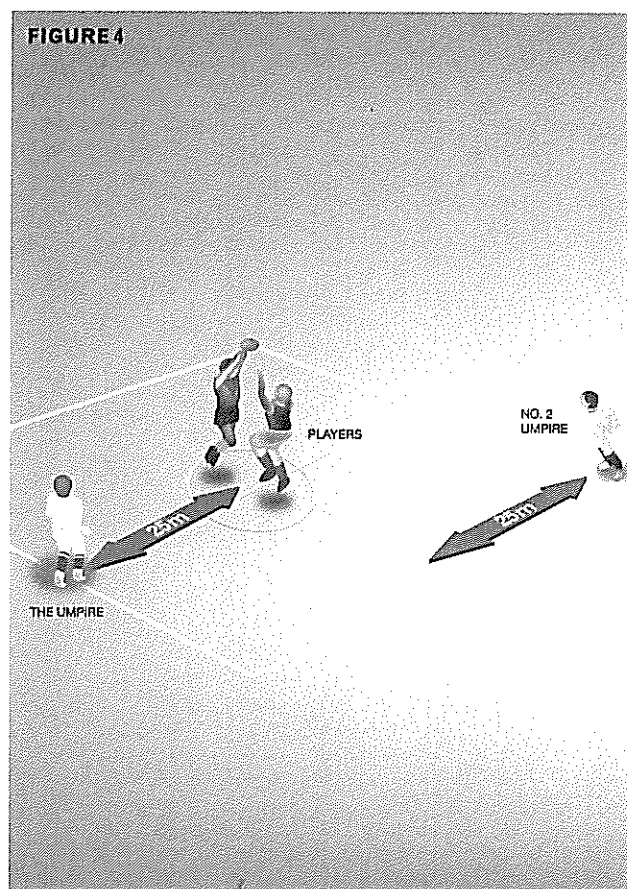
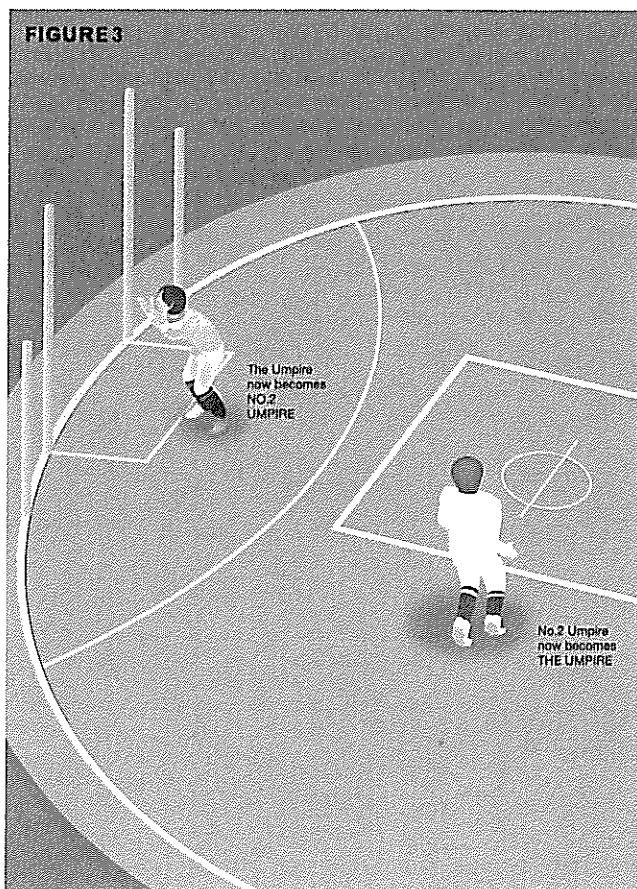
If for reasons of sun, wind or ground conditions, it would be better for The Umpire to change sides of the major axis for the centre bounce/throw-up, this may be carried out after The Umpire has received the ball from the Boundary Umpire.

Positioning at centre bounce after goal scored facilitating the change of Umpire. (See Fig. 3 Positioning at centre bounce).

■ Predetermined areas of control

After the bounce/throw-up (no infringements having occurred) The Umpire shall back off along the minor axis and make position according to the next act of play.

No. 2 should be adjusting his position on the field accordingly, prepared to become The Umpire should the ball be clearly kicked into his area of the ground and control is handed over. (See Figure 4).



Predetermined areas of control immediately following a centre bounce.

In the case where the ball does not clearly go in either direction, The Umpire retains control; No. 2 will be adjusting his position accordingly.

In the case where the ball travels clearly in No. 2's direction, The Umpire will relinquish control and back away quickly.

■ **Responsibilities**

The Umpire: awards all free kicks observed at centre bounces/throw-ups.

No.2: may award penalties for 5 in square infringements and off the ball-infringements e.g. holding, shepherding, charging, etc. but not infringements in the actual ruck contest (except as note below).

Note: The No. 2 Umpire may penalise major and obvious infringements in the ruck contest when The Umpire is obviously unsighted e.g. when The Umpire is interfered with or knocked over.

POSITIONING – GENERAL PLAY – THE UMPIRE

■ **Ball-in contest**

The Umpire should attempt at all times to be inside the play, some 20 to 25 metres away.

■ **Ball heads toward boundary**

When play heads toward the boundary line; The Umpire must attempt to get on the side of play.

■ **Ball heads toward boundary line within scoring distance.**

If play is within a kick of goal, he runs to the long side (see Figure 5).

■ **Ball heads toward boundary line not within scoring distance.**

On the other occasions he runs to the short side (see Figure 6).

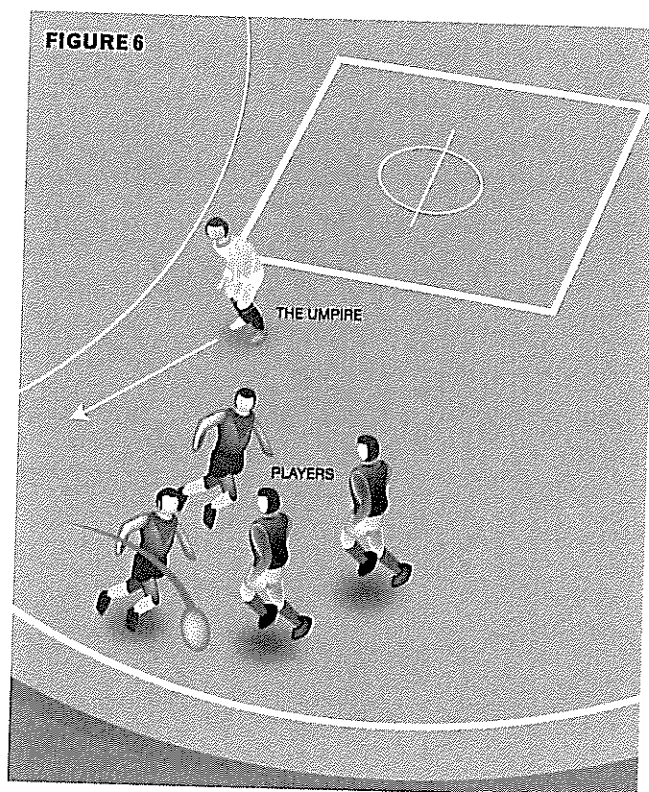
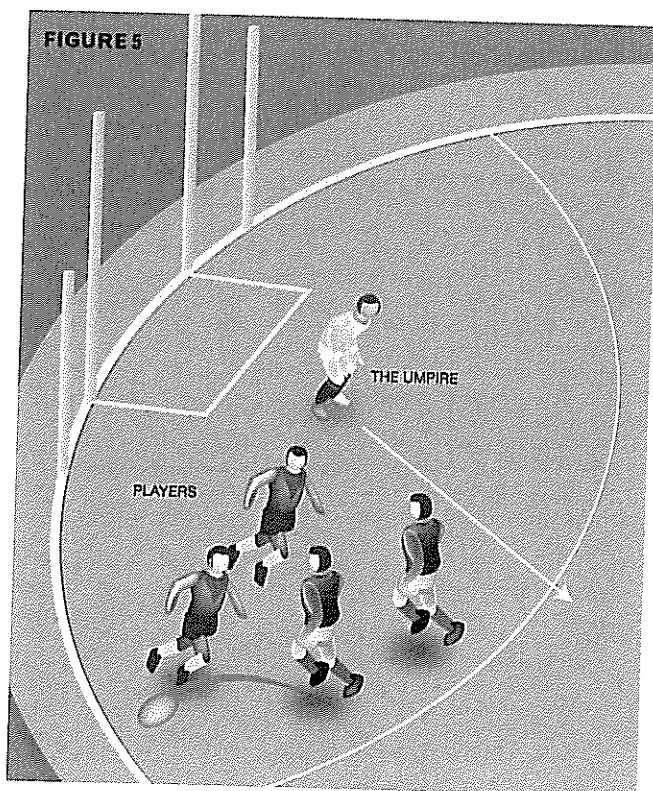
BOUNDARY THROW-INS

The spot where the ball went out of bounds will determine which side of the ruck contest The Umpire will stand. If the spot is within a kick of goal, he will stand on the long side (see Figure 7).

On all other occasions he will stand on the short side (see Figure 8). In either position, The Umpire must be side on (and slightly forward) to the players contesting the hit out at the point of contact, then move quickly toward the major axis, inside play, immediately contact is made with the ball.

Field bounces/throw-ups

The Umpire will bounce/throw-up the ball facing the boundary, goal or behind line when in the vicinity of those lines so as not to be caught outside the play.



Positioning – General Play No. 2

No. 2 should be a little less than a kick away from play, within the tramlines, or just outside where play permits. He will continually adjust his position in accordance with the movements of play.

RETAINING CONTROL – GENERAL PLAY

If The Umpire intends to retain control in general play (even though the ball is kicked toward No. 2) he will be moving with the play and tapping himself on the side of the chest nearest No. 2.

■ Short kicks, and kicks across ground

In these instances, The Umpire should generally retain control as he is usually in the better position. He should indicate his decision quickly and clearly, by tapping his chest as indicated above.

■ Ball kicked out of defence

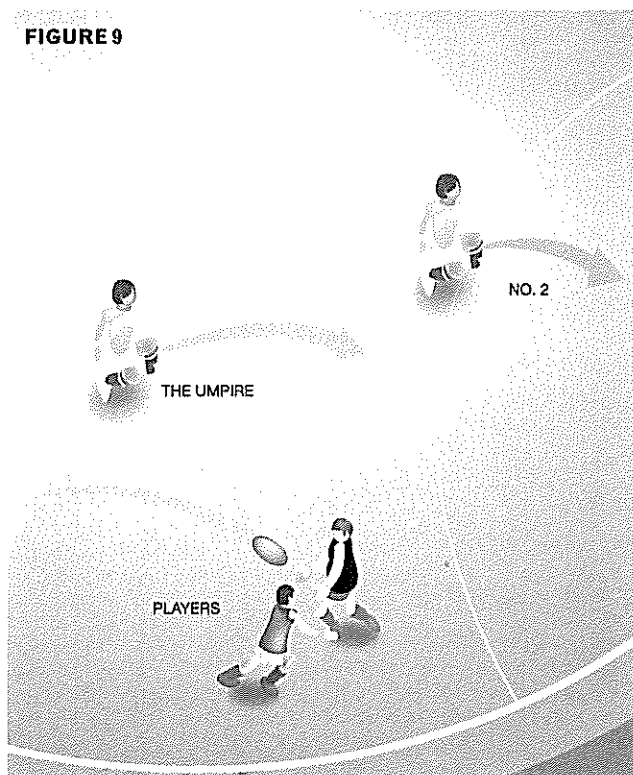
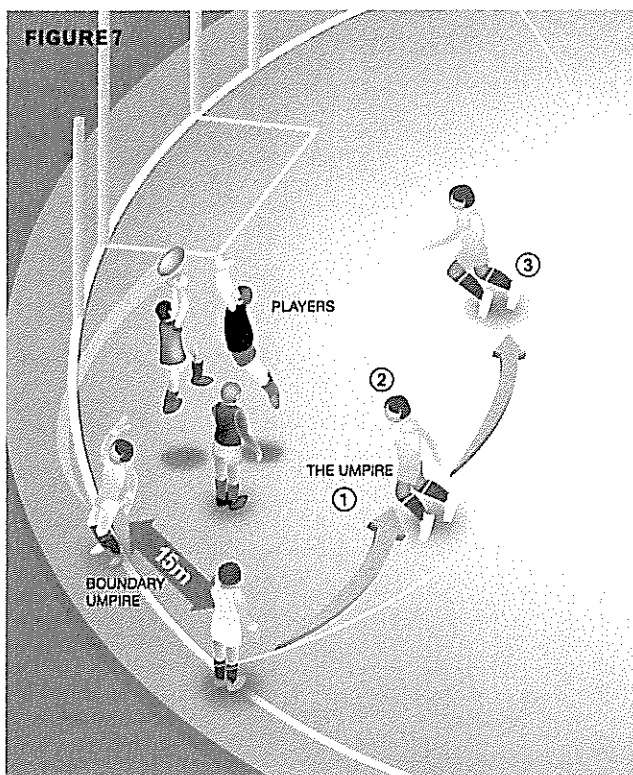
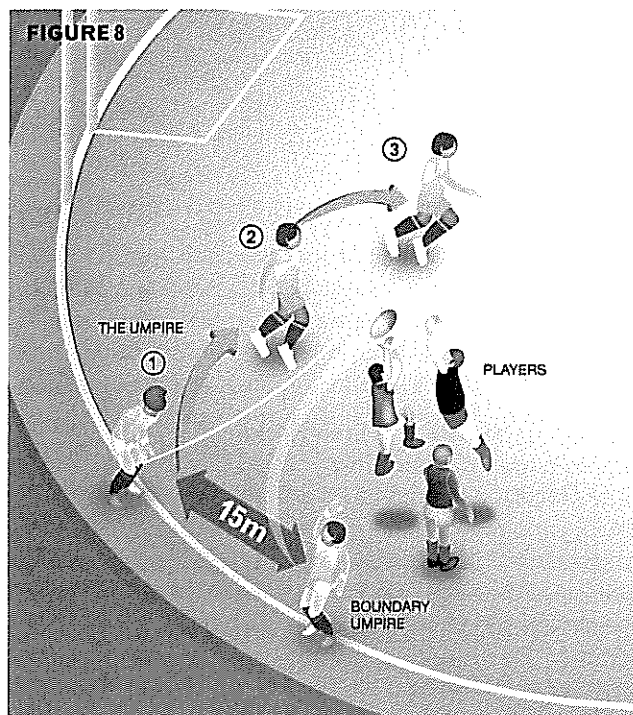
The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground. This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.

■ Player running with the ball

Where the player with the ball runs towards No. 2, The Umpire must run with the running player. No. 2 will back off accordingly.

■ Long passage of play with ball-in contest

Control must never change while the ball is in contest. The Umpire retains control when the ball travels into No. 2's one Umpire area (without a full length kick) but he must be on the lookout for an opportunity to change control, e.g. by a long handpass, a kick off the ground, a player running with the ball (but not being tackled), etc.



No. 2 should be adjusting his position by backing away when he sees The Umpire moving toward him with the play, but he should be alert, anticipating that The Umpire will be looking for an opportunity to relinquish control (see Figure 9. Play travelling into No 2's one Umpire area – long passage of play with ball-in contest without a full length kick).

Change of Control – Kicks in General Play

If The Umpire intends to relinquish control, he will stop running when the ball is kicked and yell 'yours'.

No. 2 will be watching play and The Umpire, and will act according to the indication given by The Umpire. The onus is on The Umpire to make his intentions known in a quick, obvious and decisive manner.

Change of Control – Breaks in Play

If The Umpire has had control for a long time, he may, at a suitable break in play (e.g. a behind being scored, but Umpires need to be aware of the possibility of a quick kick-in after a behind.) call in No. 2 to take over as The Umpire. No. 2 cannot instigate a change of control.

Awarding Marks and Free Kicks Determines Positioning

The Umpire is responsible for penalising all infringements and awarding all marks in general play (except in special circumstances as noted). He then determines control of the next act of play by his positioning, which will be dependent on the direction of the resultant free kick.

TWO UMPIRE CONTROL – SET PLAY

■ Ball kicked toward No. 2 (see Figure 10)

If the kick is to be directed toward No. 2, The Umpire assumes a position along the line of the set play some 15 metres inside the player on the mark. No. 2 assumes a position just short of the anticipated destination of the kick and inside the players awaiting the ball.

The Umpire supervises the set play. He retains the role of The Umpire until the ball is kicked. No. 2 supervises the players at the anticipated destination and becomes The Umpire when the action commences.

No. 2 has nothing to do with supervising the set play in this situation.

■ Ball kicked away from No. 2 (see Figure 11)

The Umpire supervises play immediately after awarding the set play, i.e. puts player on mark etc. and retains verbal control whilst backing off in the direction of the anticipated kick until No. 2 arrives within 15/20 metres of the set play (a position from which he can assume verbal control) at which time The Umpire can relinquish control. In these circumstances No. 2 must ensure he moves quickly to his new position to assume control.

No. 2 becomes The Umpire and controls the set play and should aim to achieve a position along the line of the set play 15 metres inside the mark. The new No. 2 now must move very quickly to achieve a position just short of the anticipated destination, 20–25 metres inside the players awaiting the ball.

FIGURE 10

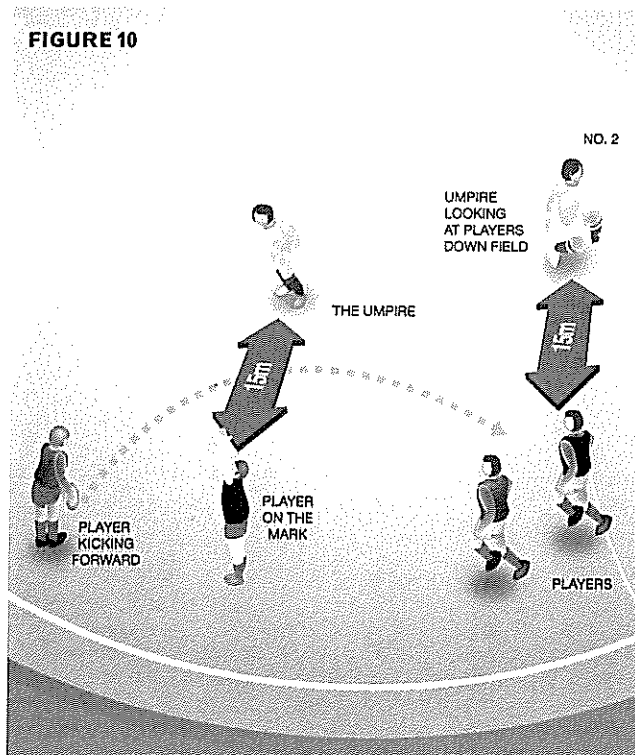
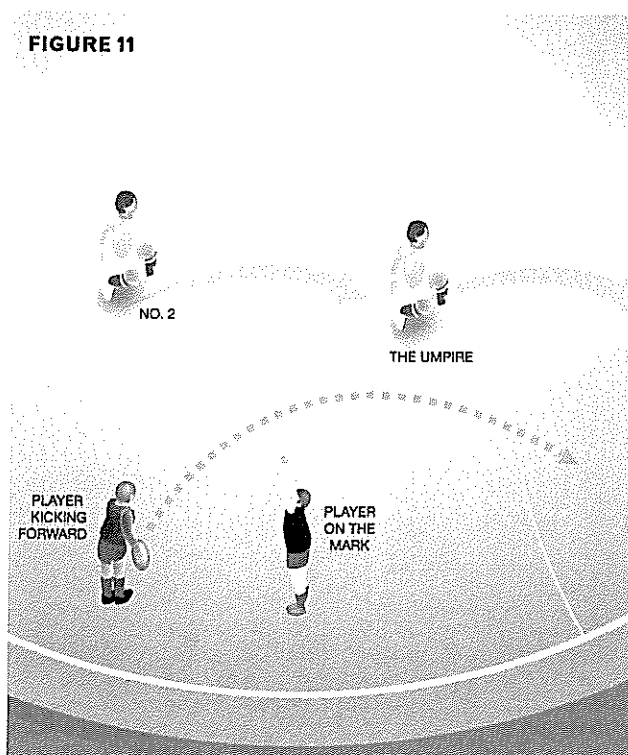


FIGURE 11



SPECIAL NOTE

Where The Umpire deems there is a need for him to show strong presence at the set play, he will indicate to No.2 his intention to stay at the set play by tapping his buttock. No.2 will then run past assuming a position 20–25 metres from the anticipated next act of play.

It is vital that The Umpire decide and indicate QUICKLY his intention to remain at the set play, allowing his partner the maximum time available to take up his new position at the next act of play.

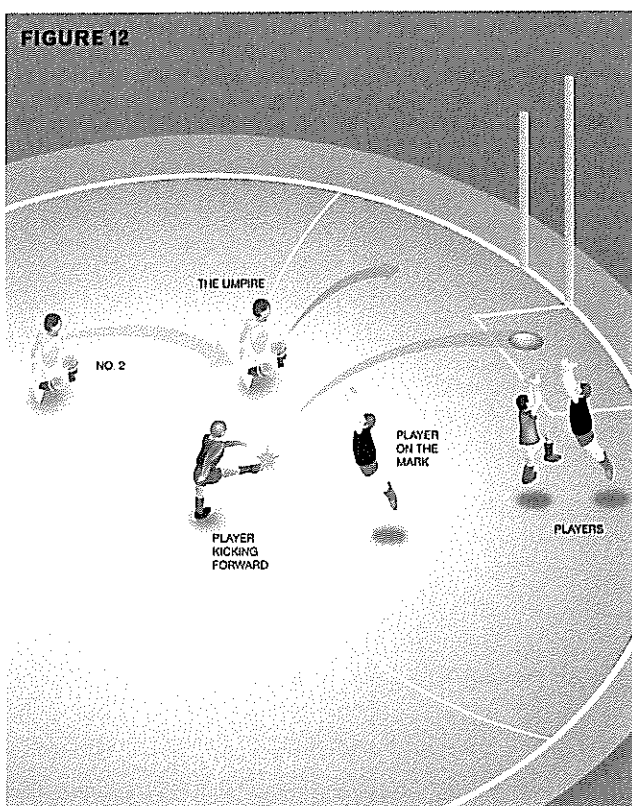
Two Umpire control – set play, kick at goal unlikely to score

Two Umpire control applies when a set kick at goal is unlikely to score. (see Fig. 12).

After awarding the set play, The Umpire adopts the normal position for the ball kicked away from No. 2 (but does not go quite so far down in relation to the anticipated destination; he is a little shorter and wider so as not to get caught up in play around goals) and becomes No. 2.

No. 2 runs in quickly to supervise the mark thereby becoming The Umpire. He must attempt to be in verbal control of the mark as quickly as possible, assuming a position along the line of the mark 15 metres inside.

As soon as the ball is kicked, he quickly returns to the No. 2 position within the tramlines.



(i) Outside the Tramlines

Where The Umpire awards a set play and the kick is not likely to score and The Umpire is required to attend that set play (that is he needs to show a presence at the spot) he will indicate to No. 2 that he will be staying at the set play by tapping his buttock. No. 2 will run into the 50-metre area assuming an appropriate position just short of the expected destination of the kick.

(ii) Within the Tramlines

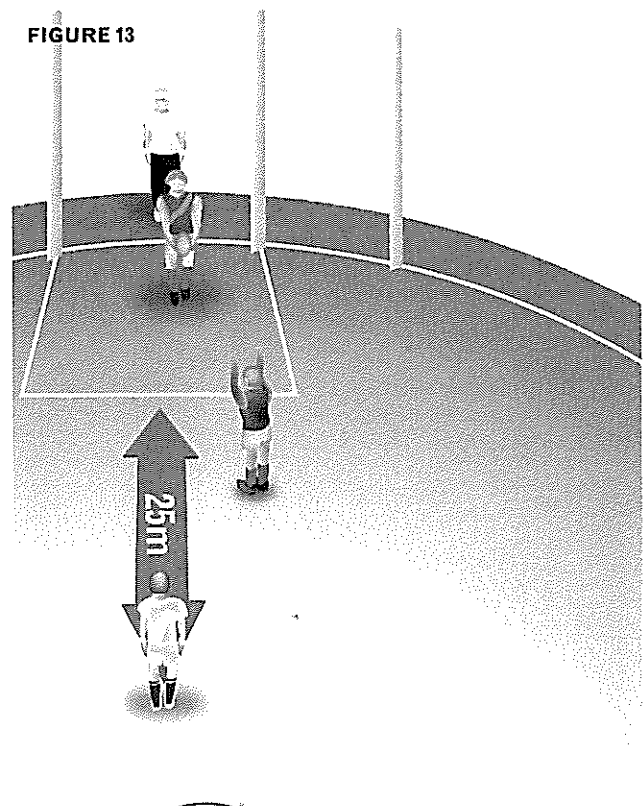
The Umpire may award a set play and then run forward to position just short of the expected destination of the kick, so as to keep players forward of the play under observation. No. 2 will run in and position himself to take control of the mark thus becoming The Umpire.

ONE UMPIRE CONTROL – SET PLAY

▪ Kick out of defence (see Figure 13)

Where a player has a set play out of defence the usual one Umpire positioning applies. The Umpire will position himself between kicker and catcher at approximately forty five degrees to the line of kick, but close enough to maintain verbal control of the player on the mark and the player with the ball.

As the ball is kicked, The Umpire runs to a position 20–25 metres from the contest, inside play and adjacent to it. No. 2 is positioned within the tramlines or just outside depending on the play and approximately a kick away on the same side of the major axis as The Umpire.



The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground.

This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.

■ **Kick at goal, likely to score (see Figure 14)**

One Umpire control applies when the player on the mark is required to take up his position less than 40 metres from the goal line. After lining the player up, The Umpire should position himself close enough to have verbal control of both the player on the mark and the player with the ball at least 45 degrees to the anticipated line of kick. The shorter the kick, the wider the angle.

No. 2 is positioned within the tramlines ready for any rebound.

Special Note

Where the mark of the set play is wide on the ground (near a boundary line) requiring The Umpire to run out to line up the kick at goal, The Umpire must take into account the possibility of the player with the ball kicking quickly, or playing on. This often results in The Umpire being caught badly out of position, i.e. too close to the mark or under the flight of the ball.

The Umpire must be alert and anticipate the "next act of play". If it is obvious that the player will kick quickly or play on, The Umpire will not run into the mark but will make position based on the anticipated "next act of play". If it is obvious that the player will kick at goal, The Umpire will run in quickly, line up the kick and quickly move back to the correct position.

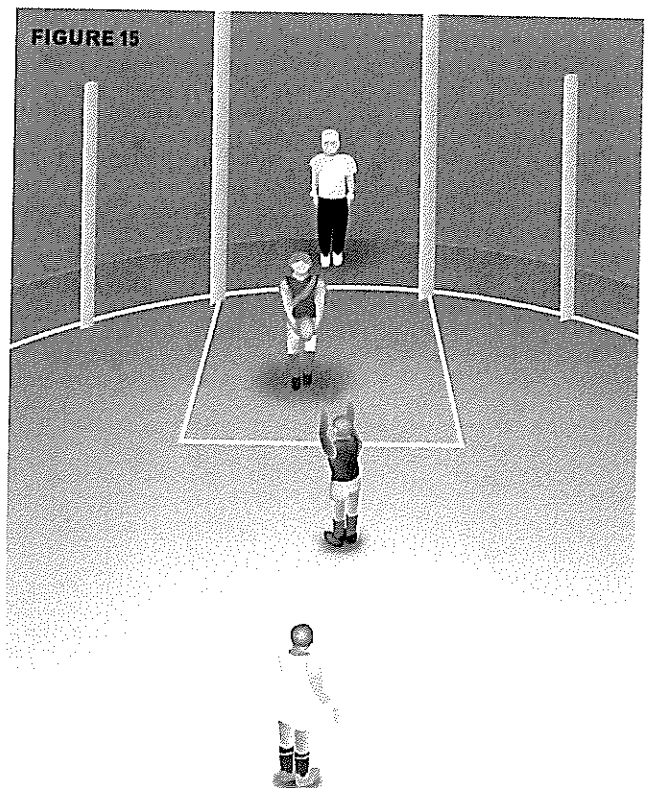
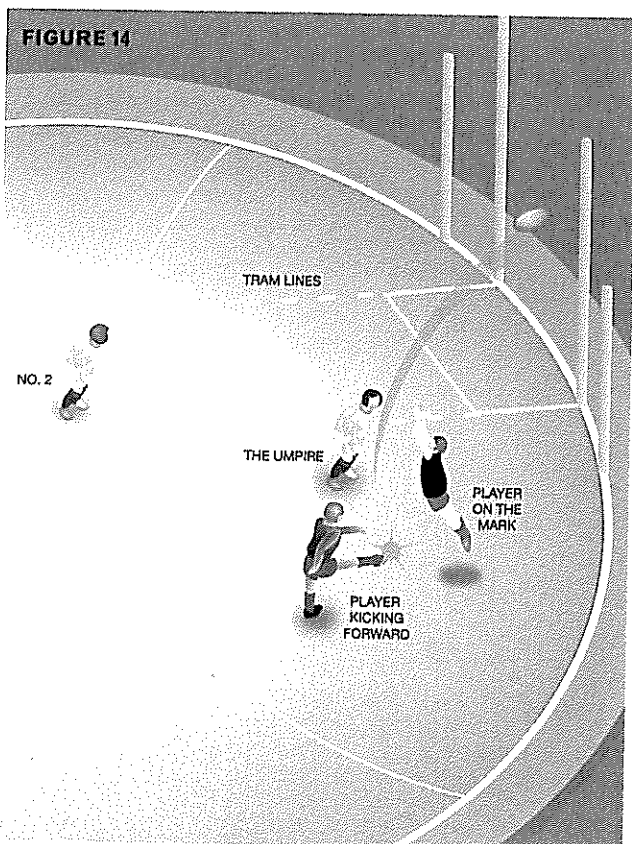
Umpires must always anticipate "the next act of play" in determining their positioning in these circumstances.

Umpires need to remain alert and display anticipation to ensure they are not caught out of position, and miss infringements particularly around goals.

■ **Kick in from a behind (see Figure 15)**

One Umpire control applies. The Umpire will give the all clear, then immediately clear all players from the area within 5 metres of the goal square except for the player taking the kick. The Umpire needs to be alert for the player who brings the ball back into the field of play immediately after the goal Umpire signals a behind.

The Umpire will then back off some 25 metres from the kick off line and close to the major axis. If the player kicking off decides to do so from the side of the goal square the Umpire will align himself with the goal post on the side of the major axis that the player is intending to kick to, whilst No. 2 will be positioned within the tramlines, near to the end of the centre square and adjusts position in relation to the kick.



INFRINGEMENT AFTER DISPOSAL

■ **Attacking team infringed against**

When the attacking team is infringed against after disposal (i.e. the kicker or the shepherd).

■ **Kick directed toward No. 2**

The Umpire will blow his whistle loudly and point down field, in the direction of the kick, in a definite and obvious manner.

He must make certain No. 2 acknowledges and understands that there is a free kick down field. The Umpire then becomes No. 2 and must ensure he takes appropriate action with the player who infringed. This may mean speaking with the player, a caution, or a report. He certainly needs to show a presence and prevent any retaliation likely to occur.

No. 2 becomes The Umpire and awards the free kick at the spot where the ball landed or was first touched, or allows play to proceed if it has gone to the advantage of the team offended against.

■ **Kick directed away from No. 2**

The Umpire will blow the whistle, point down field where the ball lands and run with play. He will award the free kick at the spot where the ball landed or was first touched, or allow play to proceed if it has gone to the advantage of the team offended against.

No. 2 should be aware of the situation and immediately take appropriate action, with the player who infringed, as described in above.

■ **Defending team infringed against**

When the defending team is infringed against after disposal by the attacking team (i.e. chaser infringed against by the shepherd), The Umpire will blow the whistle loudly and award the resultant free kick at the spot where the infringement occurred, provided it will penalise the offending team.

■ **Resuming Play at Correct Location after Delay**

Where The Umpire has stopped play for any reason, and his attention is directed away from the spot where play stopped (i.e. an altercation further down ground, away from No. 2), No. 2 will particularly note the location where play stopped. Should a team attempt to gain an advantage by either advancing or retracting the location of the spot that play stopped, No. 2 will direct The Umpires' attention to the correct location where the play should recommence.

TIME ON

Only The Umpire can blow "time on" or "time off" however, if No. 2 (at the time the undue delay commenced) becomes The Umpire before the delay is over, he will blow "time off" even though he did not blow "time on".

END OF QUARTERS

The ball shall be deemed dead when one of the Field Umpires hears the first sound of the siren. That Field Umpire shall be the sole judge of whether the ball has been kicked or handled or whether a free kick has been awarded prior to the first sound of the siren.

REPORTABLE OFFENCES

Every Umpire witnessing a reportable offence must make a report. In the case of a Goal and/or Boundary Umpire reporting an incident not seen by either Field Umpire, refer to your Controlling Body's local rules for the correct procedure for following through with the report.

■ **The Umpire**

In most instances, for The Umpire to observe a reportable offence, it will occur where the play is. A free kick will be awarded where the incident occurred. The Umpire must be alert; however, not to enforce the free kick if the side offended against will be penalised, that is, if the ball has gone to advantage.

The onus is on The Umpire to decide if the ball has gone to advantage, if not, play must be stopped and the report made immediately. If play has gone to advantage, The Umpire will inform the parties concerned in the report at the first available opportunity.

■ **No. 2**

■ **Refer to – Special Provisions covering the awarding of free kicks by No. 2**

If a reportable incident occurs under any of these circumstances the report will be made immediately, subject to provisions applying to play going to advantage (as for The Umpire above).

■ **Reportable incident in general play (controlled by The Umpire)**

Unless the play has gone to advantage, The Umpire should stop play and No. 2 will make the report immediately in conjunction with The Umpire. Should play have gone to advantage and the ball is kicked toward No. 2, play will proceed and the report will be made by No. 2 at the first opportunity after the incident. If ball is kicked away from No. 2, he will make the report immediately.

■ **Reportable incident in general play, not reported by The Umpire**

If No. 2 observes a reportable incident in general play, and The Umpire does not report, No. 2 will proceed with the report (as per instruction above). However, No. 2 should take into account The Umpire will be much closer to the incident and generally have a better view unless of course, his view may

have been obscured. If No. 2 reports under these circumstances he must be absolutely certain that a reportable offence has occurred.

■ **Special Provisions: The Awarding of Free Kicks by No. 2**

As a general rule, The Umpire is responsible for awarding all free kicks and marks (set plays). However, occasionally circumstances arise where MAJOR infringements occur and are observed by No. 2 and not The Umpire as his vision may have been obscured. Therefore it is necessary to have special provisions to accommodate these circumstances.

CENTRE BOUNCES/THROW-UPS

■ **Infringement Forward of the Ball to be Kicked Toward No. 2**

■ **Attacking player infringed against**

No. 2 will blow his whistle **loudly** attracting the attention of The Umpire. The resultant kick will be taken at the spot where the infringement occurred.

■ **Defending player infringed against**

No. 2 will blow his whistle **loudly** attracting the attention of The Umpire. The resultant kick will be taken where the ball was at the time.

NOTES

- Under these provisions, a free kick will be awarded only if it will penalise the offending team. Under no circumstances will a free kick be awarded if it will penalise the side offended against.
- Free kicks will be taken at the spot where the infringement occurred, or where the ball was at the time, whichever is the greater penalty against the offending team.
- No. 2 must realise that a free kick awarded under these provisions will interrupt the flow of the game. Therefore only **warranted** infringements will be penalised.
- Free kicks awarded by No. 2 under these provisions are fraught with the possible danger of confusion arising should The Umpire not be aware of No. 2's action. Therefore No. 2 must be definite and obvious in his action and at all times ensure that The Umpire is aware, understands and acknowledges.
- Method of acknowledgement by The Umpire that No. 2 has attracted his attention is to immediately blow time on.

END OF MATCH

Where two (or more) Field Umpires are officiating, the ball shall be deemed dead when one of the Field Umpires hears the first sound of the siren. He will acknowledge that he has heard the siren by blowing his whistle and raising both arms vertically in the air.

■ **Set Play After Siren**

In the event of The Umpire awarding a free kick or mark immediately prior to the siren necessitating in a shot at goal being taken after the siren, it is quite likely that spectators may invade the arena. When this occurs, both Umpires are responsible to attempt to prevent spectator interference with the kick.

In these circumstances No. 2 must run quickly to The Umpire's assistance and their responsibilities are as follows:

■ **At kick: No. 2**

No. 2 to make sure that the kicker has clear access, enlist police, officials and player's aid if possible. If a spectator interferes with the kicker or smothers the kick, endeavour to give the kicker another kick.

This only applies when the actions of the spectator directly affect the attempt to kick the ball.

■ **At goal: The Umpire**

The Umpire to endeavour to clear scoring area, enlist police, officials and player's aid if possible. Should the following circumstances occur, The Umpire will observe the following instructions: –

- Spectator marks or stops ball – end of game.
- Spectator assists ball over scoring line – no score – end of game.
- Ball deflected over score line after contacting spectator. No score – end of game.
- Spectator interferes with defender (irrespective of whether he may have been able to touch ball or not). Give "all clear" – score stands.

Note: On all occasions when any of the above circumstances occur, The Umpire must write to the controlling body giving full details of the incident.

EXIT FROM ARENA

As soon as play is completed, both Umpires are to move to a central spot to enable security measures to be implemented efficiently. The Boundary Umpires will retrieve the ball if possible to do so and join Field Umpires as soon as practical.