



SENIOR FIELD COACHING TEAM

UMPIRE GUIDELINES 2015

1. Senior Field Umpire Foundation Fundamentals (non-negotiable's)

a) Preparation

- Ensure Schedule is updated regularly and therefore accurate
- Ensure you accept your appointment immediately and contact K McMaster should there be any issues
- Contact nominated car driver should you not be requiring transport to the ground
- Arrive at ground by correct time with the correct equipment
- Know the teams and players you are umpiring (do your research)
- Umpires are expected to know the laws of the game
- Umpires are expected to know the reportable offence procedures (during match and post-match including contacting GFUL tribunal advisor)
- Umpires are expected to be aware of the conditions of competition

b) Training

- Umpires must wear the sponsored training top at training on each and every session
- Umpires must notify the Senior Field Coach or General Manager if not able to attend training
- Umpires are to follow the training program as outlined by training coach. Any umpire who deviates from the set program must only do so with permission from coaching team or training coach
- Umpires will find it necessary to complete individual sessions outside of set training to ensure fitness standards are adhered to and maximised throughout the season
- Umpires are expected to show satisfactory levels of Work rate during training sessions
- Umpires must complete the set Time trials throughout the season

c) Teamwork

- Establish a game plan with fellow team of umpires
- Ensure the team of umpires works together to manage the game and award the correct decisions
- Ensure frequent and appropriate rotations
- Ensure the umpire team sets team expectations on handovers taking into consideration make-up of umpire team/ ground dimensions/ weather conditions and likely style of game
- All umpires who witness a reportable offence are obliged to issue the report
- Umpires are expected to make themselves available to attend a tribunal

d) Trademark Behaviours

- Adhere to PEERS
- Adhere to the SFT 2015 Trademark
 - o PRACS: Professional, Reliable, Approachable, Consistent, Supportive

2. Positioning/ Work Rate/ SKC

a) Positioning

- 3 Umpire system as per AFL
 - Umpires to maintain 30-35m distance apart
 - Umpires to ensure they have alternate angles on stoppage contests
 - Umpire team to ensure 'correct' decision is awarded
 - Any non-controlling umpire decisions are to be for non-interpretational obvious free kicks at which the controlling umpire has no vision/ obscured vision of
 - Umpires who award an non-controlling free kick must apply the SKC themselves
 - Starting position for CBU will see non-controlling umpires stand at or inside the square on opposite sides of the square
- Side on to all contests
 - Umpires must make position side on to contest or making every possible attempt to be side on to contest
- Deep & wide in EZ
 - Umpires must make position deep and wide in EZ to ensure contests deep in the goal square are officiated suitably
- Umpires must make position 20-25m from the contest/ play
- Umpires must ensure set-up positions are adhered to at BTI's in all zones. Ensure you set up as per AFL in EZ (always arc to the opposite side of the ruck to your MZ umpire even when inside 30m from goal)

b) Work Rate

- Umpires must demonstrate a change of pace (COP)
- Umpires must show suitable endeavour within their capabilities at all times
- Umpires must work hard on back foot
- Umpires must oscillate around a stoppage in general play
 - Umpires must oscillate no further than 45 degrees left and right of the stoppage- at no time should an umpire overcommit their position to be parallel between the ball and the goals
- Umpires are encouraged to work hard when in control and once 'cooked' seek a rotation with fellow umpire teammates
- Work rate applies to match day and at training

c) Set Kick Control (SKC)

- Umpires must use appropriate SKC techniques at all times
- Umpires must look to show presence at contests that are potentially volatile (High contact f/k's, Dangerous tackles etc)
- Umpires must communicate effectively by use of whistle and voice at SKC not requiring presence
- Umpires must be alert to the ball at all times when applying SKC to a contest- the ball player/ team has the right to move the ball on at any time following complying with his SKC expectations

d) OOBOTF

- Umpires must endeavour to push all the way to the boundary line for all OOBOTF situations

3. Decisional Processing

2015 expectation is that umpires will solely award free kicks that are deemed 'clear and obvious'.

Umpires are not permitted to award free kicks that they deem '80% right', 'mostly correct' or 'likely to be correct'. The umpire must have clear vision of the contest and apply the correct decisional processing before awarding the free kick.

- **Holding the Ball (HTB)**

- **Players are expected to keep the ball moving on at all times.**

Umpire Process

1. Has the player taken possession of the ball?
2. Was the player correctly tackled?
3. Has the player had prior opportunity?
 - i. Time phase/ Distance travelled
 - ii. 2nd option
4. HAD PRIOR OPPRTUNITY: Did the player dispose of the ball immediately & correctly by hand or foot?
5. NO PRIOR OPPORTUNITY: Is the player making a genuine attempt to dispose of the ball by hand or foot or was the ball dislodged during the contest by the tackler/ other players?

Umpire Tips

- Umpires are expected to officiate such HTB decisions as a team....discuss team plan prior to the game beginning taking into account the contest & conditions
- Award obvious HTB free kicks
- Always use voice to encourage and explain your thought process such as:
 - *Knock it out/ No prior/ Incorrect disposal/ No genuine attempt/ Dived on it/ Dragged it under*

- **In the Back (ITB)**

- **Players must not make contact to a players back (usually with hands) in general play, marking contests, ruck contests and in pack situations**

Umpire Tips

- Look at player size differentials in marking contests
- Look at players positioning in marking contests
- Look for use of hands
- Look at chasing players efforts to disrupt a players shot on open goal from behind (little push from behind as they go to shoot at goal)
- Look at players who push others over boundary line into/ near to the fence
- Look for players who sit on players backs in pack situations

- **Ruck Contests (R/C)**
 - **Ruckman are entitled and expected to be given equal opportunity to contest the ball. They are expected to make the ball their focus, not the opposing ruckman**
 - Umpire Tips**
 - Look for ruck separation
 - Look at ruckman size differences
 - Look for ruckman initial positioning
 - Look for ruckman's line of sight (at opposite ruckman)
 - Know the ruckman's strategies- know your players

- **High Contact (H/C)**
 - **Umpires have a duty of care to ensure that a players head is protected. That said, players who duck or drive their head into a contest forgo such umpire protection.**
 - Umpire Tips**
 - Err on the side of paying the high contact (players respect this especially given the dangers around high contact)
 - Always show presence at volatile High Contact F/k's
 - Where possible speak to offending player

- **Holding the Man (HTM)**
 - **Players are entitled to compete for the ball without being held or restricted by opposing players**
 - Umpire Tips**
 - Broaden your vision as the controlling & non-controlling umpire to pick up off ball infringements
 - Look at opposition taggers & their impediment strategies
 - Look at position of players relative to the contest- if trailing their opponent they are likely to look to infringe etc.

- **Dangerous Tackles**
 - **Players have a duty of care for each other. Any dangerous or unwarranted tackles must be penalised.**
 - Umpire Tips**
 - Look to award free kicks to players who cannot protect themselves during the tackle phase/s
 - Always show presence at dangerous tackle situations- take your time with SKC and ensure that you make a statement to the offending player/ all players/ spectators that such acts will not be tolerated
 - **Is it reportable?**

- **50m penalties**

- **Players are entitled to not waste time/ impede play. They must return a football immediately to the correct player/ must follow reasonable umpire instructions/ must not act in a dangerous manner outside the spirit of the game**

- **Umpire Tips**

- Communicate expectations & instructions clearly with players
- Remain vigilant to the ball at all times (do not allow your focus to shift to the offending player)

- **Marking contests**

- **Players are entitled to have every opportunity to compete for the ball.**

- **Umpire Tips**

- Look for size differentials between players competing for the mark
- Look at the position of the players competing & their eye line
- Ensure that the defending player is making a genuine marking/ spoiling attempt
- Look for and penalise late contact & unduly rough play
- Look for use of hands (in the back)
- Use forward vision as many M/C infringements occur before the ball gets to the contest
- Look for players arms around a defender
- Look for contact front on
- Look for arm chops

4. Match Management

- **Umpires are expected to act reasonably in all situations and apply the laws of the game as instructed to do so. Umpires are encouraged to use common sense approaches to all situations and when in doubt consult fellow umpire team members.**

Umpire Tips

- **You are a team of umpires and as a consequence are charged with awarding the correct decision as a team no matter what umpire on the team awards the free kick- you are always umpiring the game**
- Communicate effectively using whistle and voice
- Speak appropriately with players & do so at appropriate times
- Be alert to all situations when in control or as a non-controlling umpire for the entirety of the quarter/ match
- Be alert to ill-discipline player situations at stoppages in general play/ on the boundary lines and post score/ post quarter

5. Reportable Offences Process

- **Umpires are expected to uphold the laws of the game with respect to reportable offences**
- **Umpires are expected to understand the reportable offence processes(s) for particular reports and in all situations**

Umpire Tips

- **In Senior Football, do not send a player off unless he has been reported**
- Know what constitutes a reportable offence
- Know differences between red & yellow card offences
- Ensure you inform the player(s) of the reportable offence he has committed and ask that he understands
- Speak to the player who has been involved and ask him do you know why you reported the player (useful as evidence at the tribunal hearing)
- Make sure you hold the card up clearly and in the direction of the timekeepers until they respond with their timekeeper lights
- If a player is reported by a boundary or goal umpire ensure that the player is informed at the next available opportunity (stoppage in play). Field umpires must deliver the reportable message with the respective goal/ boundary umpire
- Where the reported player is not available, notify the team captain of the report. Should you need to inform a reported player at a quarter/ half time break do not enter a team huddle, wait for players to break and ask the team captain to collect the reported player and bring him to you
- Should you wish to have an incident reviewed, it is recommended that you inform the players at the time (can alleviate any angst). You are required to notify the team officials post match also and fill out all required paperwork