

Buddying Tips and Ideas

Component	Aim	Explanation	Work in Progress	
<u>Whistle:</u> loud sharp and confident.	Stop the game!	One of the most important skills for a new umpire. Once play has stopped we have time to put the call together. Stop the game before anything else happens!	Is the whistle good on things that don't need lots of decisions eg a goal was scored or a centre pass? No – why? Not concentrating? Doesn't know when? Talk them through that these are things they can be sure of.	
<u>Voice:</u> Loud and clear.	Let everyone know what has happened.	Loud enough so that players, spectators and the other umpire can hear.	Loud voice shows they are confident with their call, if your umpire makes loud throw in calls but quiet stepping calls what does this tell you about her understanding of the stepping rule? Junior umpires might find it more effective using direction of hand signal as well, the kids often won't understand what they umpire is talking about anyway but this help them to know who gets the ball.	
<u>Obstruction:</u> 3ft or 0.9m Calls obvious.	Call obstructions and keep control.	Imagine a player has a 3ft circle around them, the centre of this circle is the point on the ground where their grounded foot landed. This means no one can have their arms up or out within 3ft in this circle. They must know which foot a player landed on to call obstruction. Think of the "L"- the player catches the ball look the hands (for the catch/control), look down the body to the feet (grounded foot) then look along the ground to the distance (close enough to contact or close enough for obstruction).	Being in the right position is essential when calling obstruction. Talk the umpire through the "triangle", show them some scenarios and ask them to show you where the umpire should stand. In the circle new umpires often watch the ring, encourage them to look at the ground for distance then to the ring. Mid Ds should be looking less at the ground, take a step back from the court, vision will open up, this means you will be able to watch for more than just one player obstructing. Mid Ds can practice using this hand signal, suggest starting using this for all calls so you get used to doing something with your hands, then add a new one every ½ game.	
<u>Contact:</u> Calls obvious	Calls contact ad keeps control	Players cannot make contact with another player on purpose or accidentally in a way that <i>interferes with the play</i> of that opponent.	Encourage new umpires to call <i>all</i> contact whenever they see someone touching someone else don't expect them to call off the ball contact, there are too many new things happening on the ball for a new umpire to think about.	

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<p><u>Control:</u></p>	<p>Keep the game safe and fair</p>	<p>This is a combination of rule interpretation, whistle, voice, body language, setting of penalties and communication.</p>	<p>For new umpires focus on blowing the whistle loudly to stop the game, say what the penalty is confidently, show with direction of play hand signal "L" (where it is and what direction). For new umpires control will vary with play. Look for a strong ad early whistle this stops 5 kids all having their hands on the ball and all stepping and contacting each other, make the call early so that the decision is simple!</p>	
<p><u>Hand signals:</u></p>	<p>Communicate what has happened and what is going to happen now.</p>		<p>For a new umpire direction of play "L" (where penalty is to be taken and which direction) is just as important as whistle, the kids often don't understand what a stepping call means but if you do the "L" they know what to do next, this make the umpires job much easier! New umpires should do this for centre passes, throw ins and penalties, other hand signals are not necessary till you become a mid.</p>	
<p><u>Timing:</u> 3 seconds Calls obvious</p>		<p>We are looking for <i>consistency!</i></p>		
<p><u>Positioning:</u> In line with or just ahead of play</p>	<p>To be in the right place so we have a good view of play.</p>	<p>Umpires should be in line with play or just ahead on the side line, encourage them to arrive at the goal line when play arrives. This will vary with the speedy and skill of each game, team, quarter!</p>	<p>Explain how it's hard to make an accurate obstruction call unless you are in line with play. Is your new umpire missing things because they can't see it or do they not understand the rule? Encourage umpires to move along the goal line so they are in a place where they can see (this might be beyond the goal post!). Be square so you can see more, although not essential for new umpires, it sets good habits for the future!</p>	
<p><u>Off side:</u> Notices obvious</p>		<p>Umpires will know where players are allowed and where to take the penalty. Explain how as soon as the C goes in the circle they are off side so it is in the circle where they went wrong therefore the penalty is taken IN the circle. Explain to stronger umpires things like leaning on the ball off side, lines being neutral, when to leave an offside.</p>	<p>Often young players will go offside and pass naturally because they forget where they are and their body language doesn't change so this is hard for a new umpire to pick up. Off sides they should get is around the circle as the kids know they are not allowed there and you see them balancing and falling, the body language makes this an obvious call they should see.</p>	

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<u>Terminology:</u>	Lets everyone know what has happened and what is next.	Infringement (stepping), who (GS), penalty (free pass), team (St Ives).	Not essential that all is used by new umpires, infringement and who combined with direction of play "L" signal is fine.	
<u>Attitude and manner:</u> Interested, keen, focused		This can be greatly affected by YOUR presence! Keep this in mind, be friendly and approachable.	Is their umpiring being affected by nerves? Give lots of positive feedback, that players and sideline can hear, get them to relax or just focus on one thing at a time!	
<u>Others:</u> Other things to talk to a new umpire about.			<ul style="list-style-type: none"> ▪ Look at the player with the ball, L – feet distance (this will cover 3 main infringements, stepping, obstruction and contact) ▪ Centre pass with hair tie ▪ Who starts the game ▪ When to blow for a centre pass 	