



NORTH HARBOUR HOCKEY ASSOCIATION

JUNIOR UMPIRE HANDBOOK



THE GO TO GUIDE FOR YOUR JUNIOR
UMPIRING QUESTIONS

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6 A-side Quarter Turf

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6 A-side Half Turf

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General

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6 A-SIDE UMPIRING

QUARTER TURF

General

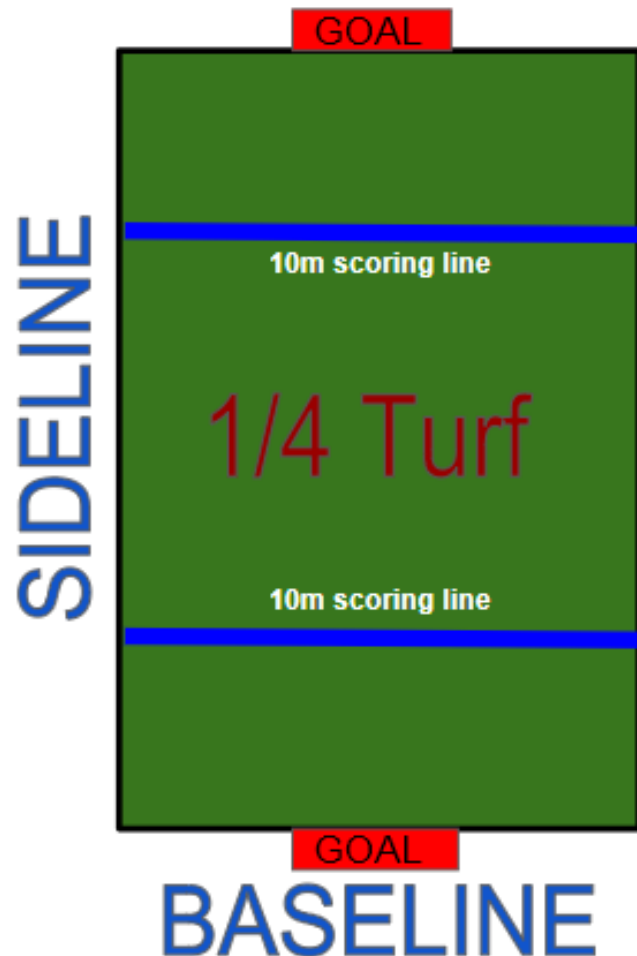
- The team that starts with the ball first is Team A and the other team is Team B.
- Team B will start with the ball in the second half of the game.
- At half time, Team A and Team B swap ends.

Whistle

- Blow your whistle to:
 - Start and end each half of the game
 - Give a free hit
 - Award a goal

Free Hit

- When you signal a “free hit” you put your arm up pointing towards the teams attacking goal.
- Talk to the players if needed. Some of the players are new to the game. You may need to pick up the ball and show them where to place it. Don’t be afraid to talk to the players as it will help you and the players to understand the rule.



- All players must be 5 metres from the ball - you may need to show the players where to stand.
- When Team A hits the ball over the sideline, a player from Team B places the ball on the sideline and pushes/hits it back in to the field of play.
- Any ball that is raised or hit in the air above knee height is dangerous. Blow your whistle to award a “free hit” to the other team



Goal Scoring:

- To score a goal the ball has to be touched by an attacking player inside the shooting zone.
- A goal **may not** be scored directly off the free hit from the 10 metre line.



Ball contacting feet: (Ball on foot)

- When the ball hits a player's foot, whistle should be blown only if:
 - The ball is moved or kicked forward to the player's advantage or a shot at goal is stopped by the player's foot. Therefore a "free hit" should be awarded to the other team.
 - Blow your whistle when a player intentionally uses a foot to touch the ball OR to gain an advantage – e.g. they cannot kick the ball up the field OR in the goal, A "free hit" should be awarded to the other team

Dangerous Play:

- A 'free hit' is awarded if:
 - The ball is hit or lifted above knee height at any point (including goal scoring). 'Free hit' awarded to opposition.
 - A player (eg Team A) dribbling the ball is barged or pushed accidentally or intentionally and loses the ball as a result. 'Free hit' awarded to Team A
 - A player is tackled through the legs or hit by the stick of an opposition player. 'Free hit' awarded to Team A

Back of Stick

- Only the flat side of the stick may be used to play the ball.
Players may not use the back (rounded side) of the stick.



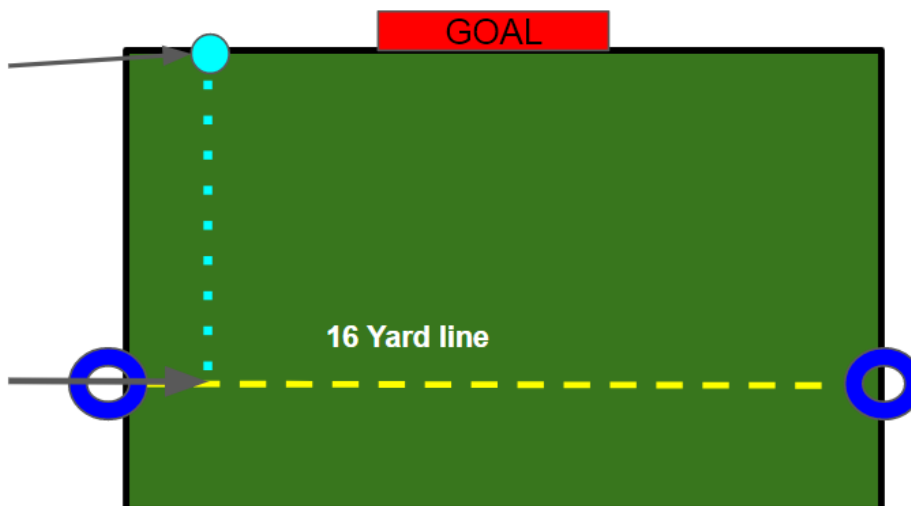
16 Yard Hit

- When the attacking team hits the ball over the baseline you signal a 16 yard hit facing the halfway. This is the signal for a 16 yard hit.
- The 16 yard hit is taken by the defender on the 10 metre line inline with where the ball went out (don't be too fussy, just make sure it's near the spot)



This is the ball and where it went out over the baseline

This is where the free hit is taken (At the long corner line inline with where the ball went out.

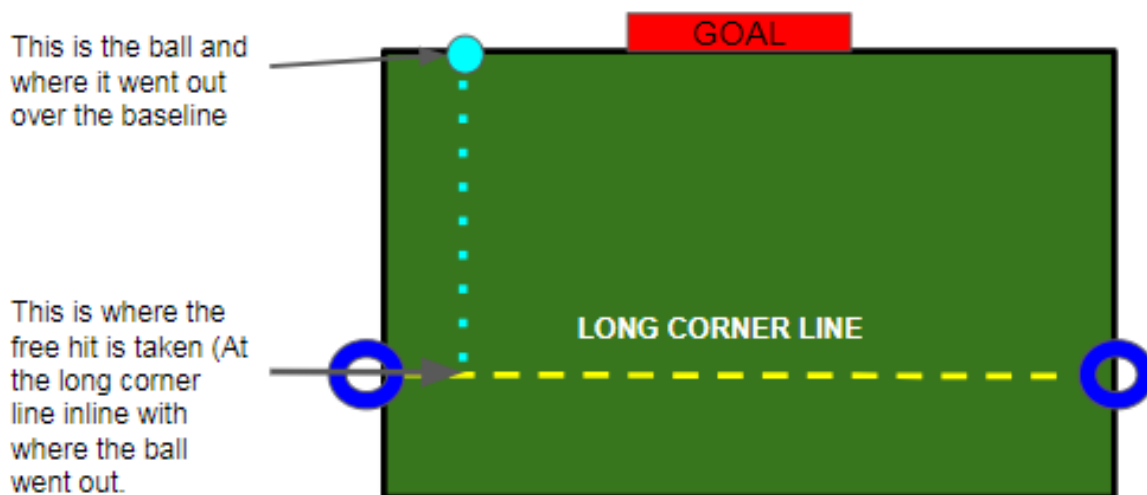


Long Corner

- When the defending team hits the ball over the baseline you signal a free hit to the attacking team. This is the signal for a free hit



- The 10 metre free hit is taken by the attacking team on the 10 metre line, in line with where the ball went out.
- All players must be at least 5 metres away from the ball.
- Ball must be passed or carried 5 metres before a shot at goal is taken.
where ball went out
- Free hit is taken from here by attacking team



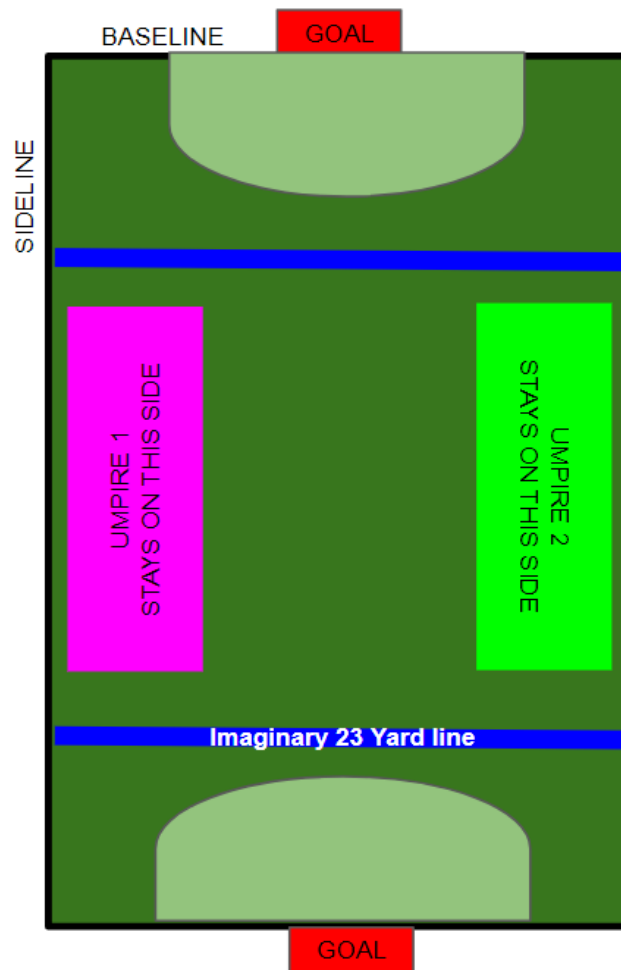
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6 A-SIDE UMPIRING

HALF TURF

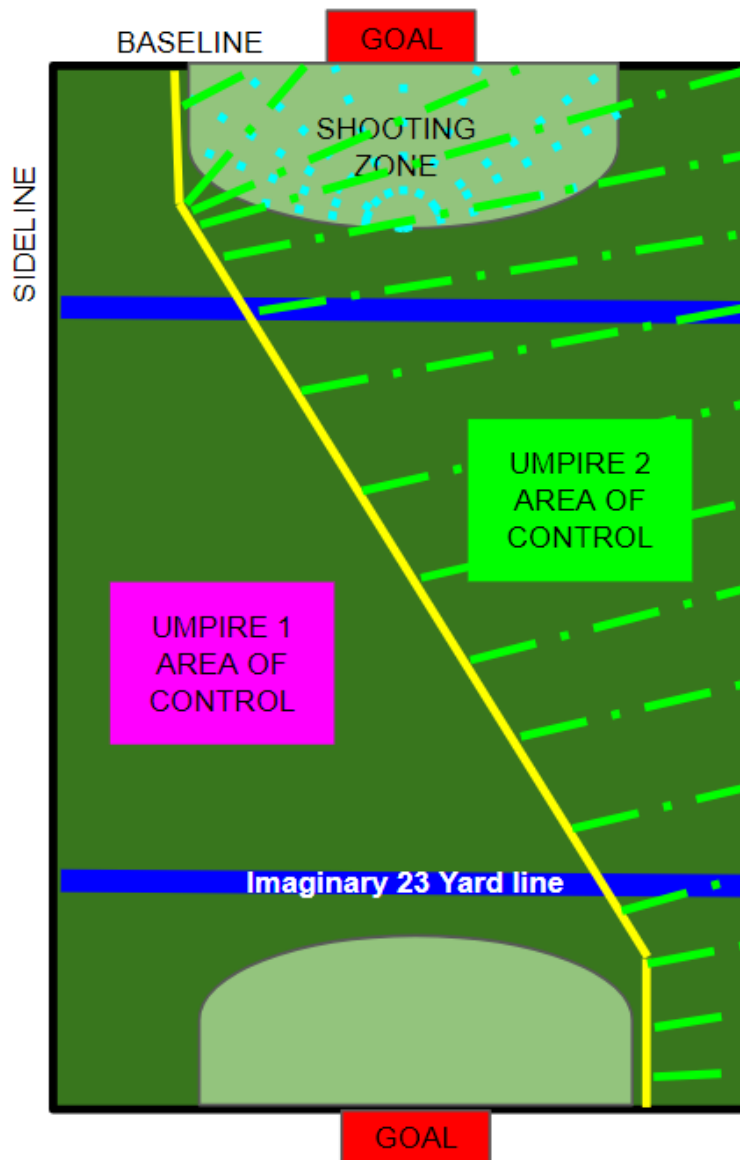
General

- Before the game starts flip a coin with the captains or coaches of each team to see who starts with the ball first. The team that starts with the ball first is Team A and the other team is Team B. Team B will start with the ball in the second half of the game.
- At half time, Team A and Team B swap ends.
- Umpires DO NOT swap ends.



Area

- If there are two umpires on the field, you will always umpire the goal area to your right. (see diagram 6aside – 1/2 field for “area of control”)
- If there are two umpires on the field, you NEVER blow your whistle in the other umpires goal area. (see diagram 6aside– 1/2 field for “area of control”)



Whistle

- Blow your whistle to:
 - Start and end each half of the game
 - Give a free hit
 - Award a goal

Free Hit

- Any ball that is hit in the air above knee height is dangerous. A “free hit” should be awarded to the other team.
- When you signal a “free hit” you put your arm up towards the teams attacking goal.
- Talk to the players if you need to. Some of the players are new to the game. You may at times need to pick up the ball and show them where to place the ball. Don't be afraid to talk to the players as it will help you and the players to understand the rule.
- At a free hit, centre pass or sideline hit-in, the player may use an auto-pass. The ball must be stationary; the taker then moves the ball a short distance before continuing with it in their possession
- When Team A hits the ball over the sideline, a player from Team B places the ball on the sideline and pushes/hits it back in to the field of play.
- **All players must** be 5 metres away from ball when a “free hit” is awarded – you may need to show the players where to stand.
- Free hits awarded to the attackers within 5 metres of the outside of the circle must be taken where the offence occurred and the ball must travel 5 metres or be touched by a defender before entering the circle i.e. the ball cannot be hit directly in to the circle, Corners may not be hit directly into the circle either.

Goal Scoring:

- To score a goal the ball has to be touched by an attacking player inside the circle. The whole ball must travel over the goal line, between the posts and under the crossbar.

Back of Stick:

- Only the flat side of the stick may be used to play the ball.
- Players must not use the back (rounded side) of the stick.



Ball contacting feet: (Ball on foot)

- When the ball hits a player's foot, whistle should be blown only if:
 - The ball is moved or kicked forward to the player's advantage
 - a shot at goal is stopped by the player's foot. Therefore a "free hit" should be awarded to the other team.
 - Blow your whistle when a player intentionally uses a foot to touch the ball OR to gain an advantage – e.g. they cannot kick the ball up the field OR in the goal, A "free hit" should be awarded to the other team

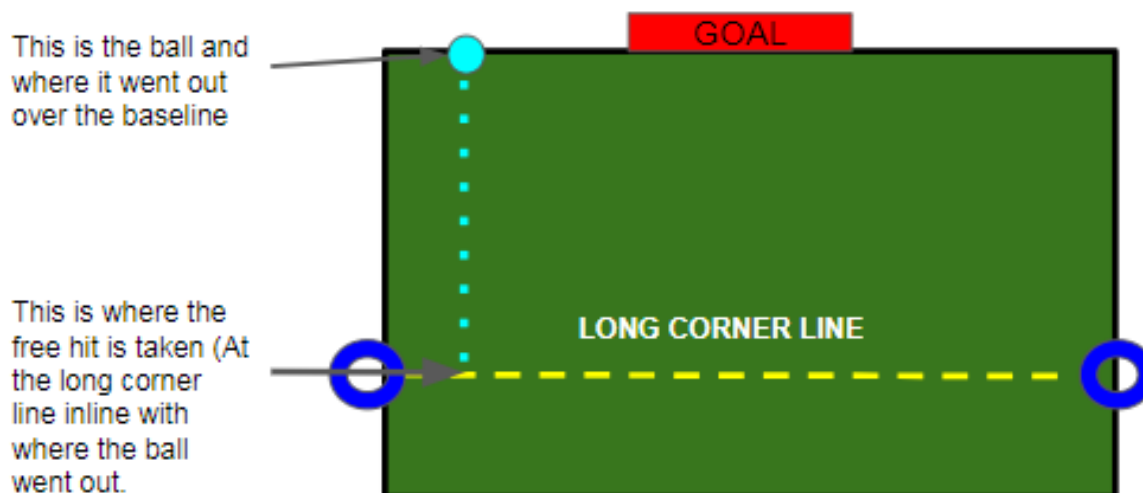
Dangerous Play:

- A 'free hit' is awarded if:
 - The ball is hit or lifted above knee height at any point (including goal scoring). 'Free hit' awarded to opposition.

- A player (eg Team A) dribbling the ball is barged or pushed accidentally or intentionally and loses the ball as a result. 'Free hit' awarded to Team A
- A player is tackled through the legs or hit by the stick of an opposition player. 'Free hit' awarded to Team A

Long Corners

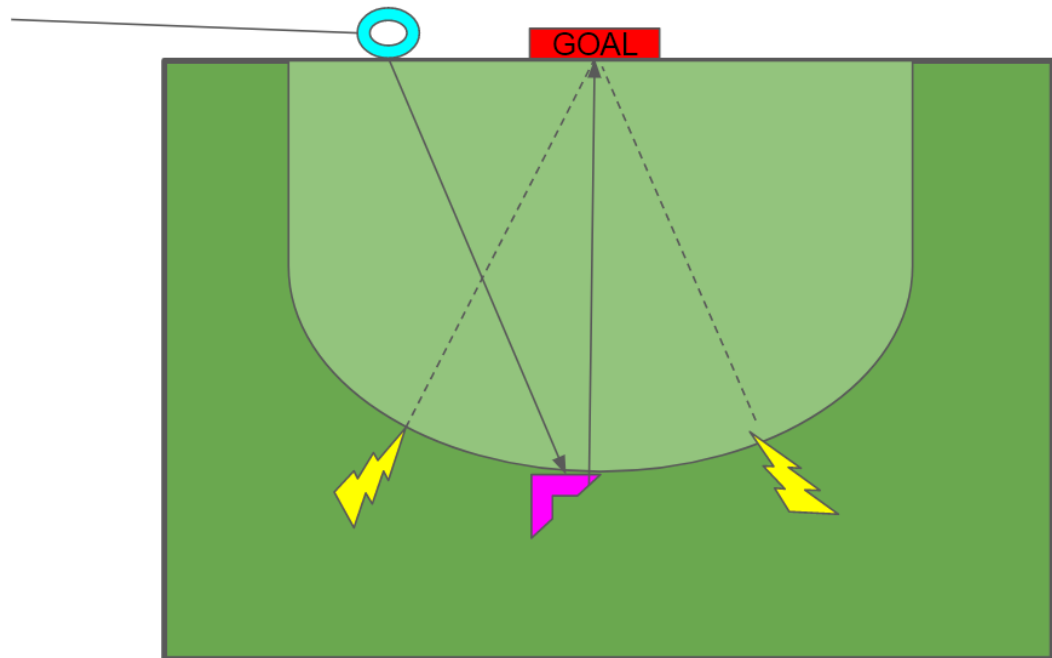
- When the ball goes over the back line off a defender's stick, a corner is awarded to the attacking team.
- The corner (free hit) is taken from the imaginary 23m line, in line with where the ball went over the backline.



Penalty Corner (PC) - Always blow your whistle and signal for a PC.

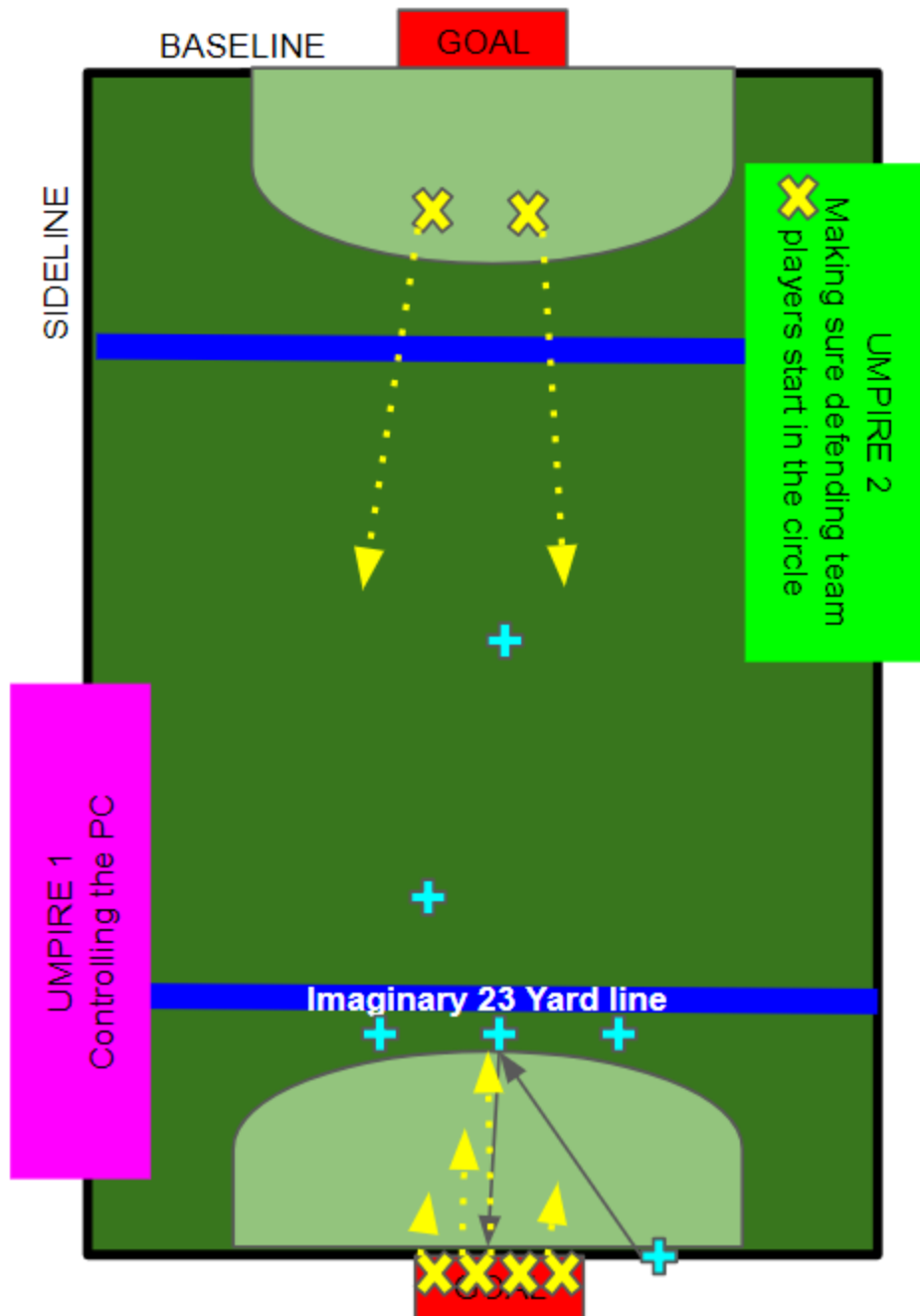


There is no set place the kids have to drag the ball out, we recommend approx 2m from the edge of the circle.



- A PC is given when:
 - The ball hits a defenders foot in the circle (and does not go in goal)
 - A defender uses the back of stick (and the ball does not go in goal)
 - A defender **deliberately** hits the ball over the baseline (if they are trying to get it towards the sideline and it goes over the baseline, a **long corner** is awarded)
 - A defender raises the ball dangerously in the circle
 - A defender obstructs an attacker inside the circle.
- Note: A PC may be taken on either side of the goal. It **does not** have to be taken on the side of the goal where the ball went out or an infringement occurred. The umpire stands where they can see the person taking the PC and the defenders – not between them.

- When a PC is being taken watch for the following:
 - That only four players are in the goal behind the back line.
 - That the other two players are back inside the circle at the opposite end (the other umpire is to make sure of this).

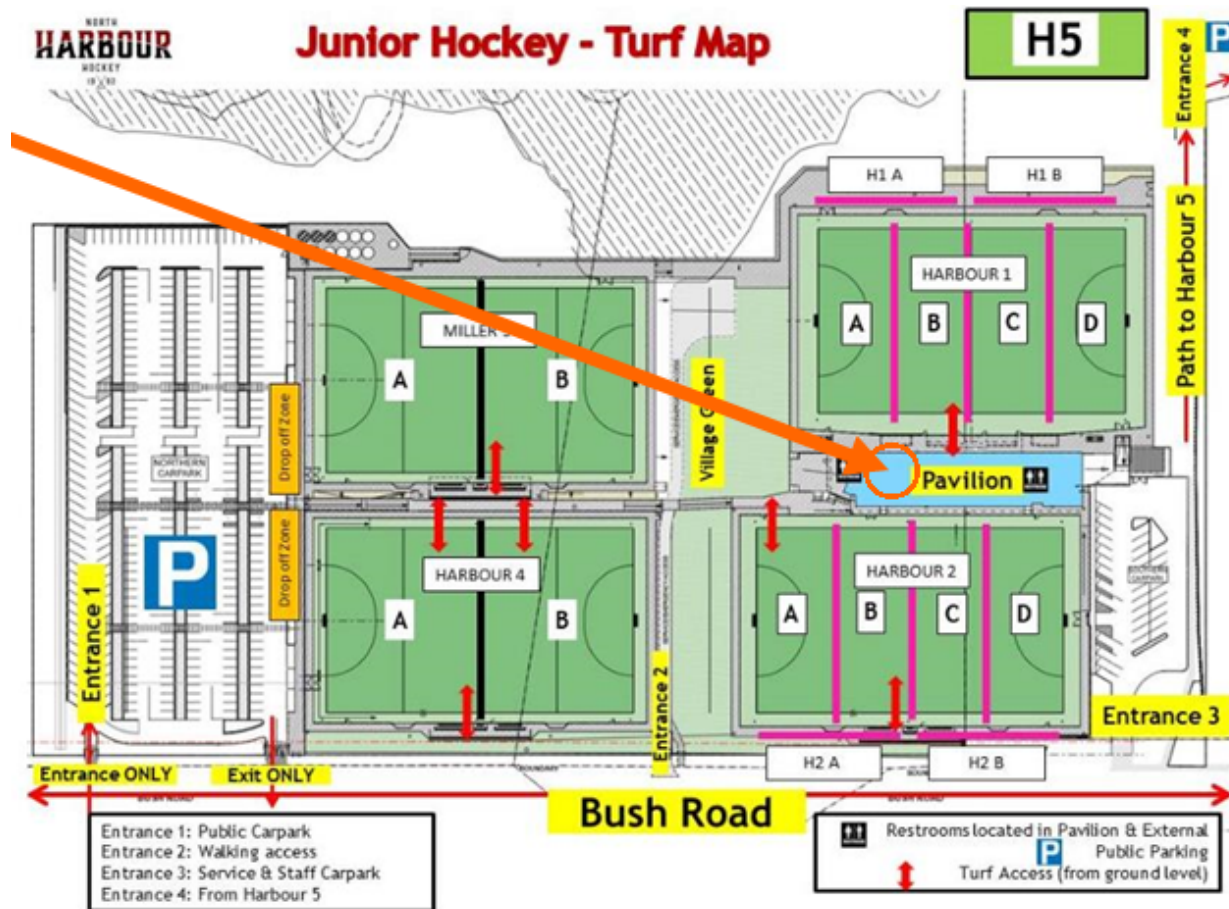


- The two players may not move off the top of the circle until the ball is released off the baseline by the attacking team during a PC.
- Only one attacker is to push the ball out from the mark on baseline to their team members waiting at the top of the circle.
- All attackers at the top of the circle must be outside the circle line until the ball is released from the PC mark on the baseline by their team member.
- The ball must travel outside the circle before a shot at goal is taken

NOTES

Important Places to Know:

- Junior Umpire SIGN IN ROOM
- Turf Locations as below





Umpiring My First Game Checklist

- ✓ Wear your umpire jacket, bring your whistle.
- ✓ - Remember your watch (intermediate umpires only)
- ✓ Sign In at Control Room (Only Monday & Tuesday games at Harbour turfs)

Go to the turf you are umpiring on

- ✓ Primary (13 minute halves):
- ✓ The bell will go for the start/end of first half & start/end of second half. Team first to ball starts
- ✓ Blow whistle to start the game

TIME TO UMPIRE!

- ✓ Intermediate (25 minute halves):
- ✓ While teams warm up, use your whistle to call coaches/captains over
- ✓ Do a coin toss or paper scissors rock to decide who starts game
- ✓ Tell the coaches/captains how much time they have left before the game starts
- ✓ With 30 seconds to go use whistle to call teams into position
- ✓ Blow your whistle to start the game & your watch according to your start time

- Remember as an intermediate umpire you are managing the time of the game

- ✓ TIME TO UMPIRE!



Junior Umpiring Chart:

Tick off your chart throughout the season and get your NHHA Junior Umpire Certificate for 2021!

Name: _____

| | |
|---|--|
| | Completed Junior Umpire Muster Stations |
| | Read the Junior Umpire Handbook |
| | Completed Junior Umpire Quiz |
| | Attended Training Session Workshops |
| | Received Umpire Coach Feedback |
| | Umpired 5 + games |
| | Umpired 10 + games |
| | Attended Prizegiving |
|  | 2021 NHHA Junior Umpire Certificate! |

