

## EFFECTIVE GAME MANAGEMENT

As well as using the voice and whistle for penalising infringements and awarding penalties, Umpires should have a range of strategies to use in a game to ensure players are aware of the standards required of them. How an Umpire uses these to maintain good control and to minimise infringements will often be a mark of the competence of the Umpire (as well as reflect the respect the players have for the Umpire).

These strategies may include the following:

- Use of voice (other than for infringements & penalties) ie 'informal advice'
- Change of tone in voice, which may include deliberate pause and/or more deliberate whistle
- Calling 'Time' to speak to player/s
- Advancing a penalty (as in Rule 19.3, 19.2 and 20.1.1)
- Warning a player (Rule 20.1)
- Suspending a player (Rule 20.2)
- Ordering a player off (Rule 20.3)

Normally an Umpire will work through these strategies in roughly the order indicated unless an offence is serious enough to require a higher level of discipline.

### **Use of Voice** (including change of tone, use of pause etc)

Umpires should have a range of expressions they can use to indicate to players they need to change their behaviour. The important thing is to ensure there are further levels that can be used if players do not respond!

- Use short, clear instructions; useful phrases are 'tidy up your Contact', 'get your distance right', 'wait for the whistle' (in reference to Breaking)
- Do not use phrases such as 'no more Contact', 'stop Breaking' - these could be misinterpreted as a warning and what will you do if they do not stop?
- Varying the tone used and use of pauses all adds 'a difference' that players will note

### **Calling 'Time' to speak to player/s**

Holding the game adds a degree of seriousness that makes a penalty more effective. Everyone (including the coach) knows the Umpire considers it important enough to stop play. If more than one player from the same team is involved, including the Captain in the discussion may also be useful.

### **Advancing the Penalty**

When may 'Advancing the Penalty' be used?

*The Rule Book specifies the following:*

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|--------------------|--|
| <b>Rule 19.3</b>   | 'Dispute with an Umpire' lists 'advancing the penalty' as an option.   |
| <b>Rule 19.2</b>   | States that 'the incorrect setting or taking of a penalty despite clear direction and indication by the Umpire' shall result in the infringer being penalised as 'a disputing player'.   |
| <b>Rule 20.1.1</b> | States 'if a player continues to infringe after earlier penalties, or the Umpire considers the normal penalty (including the advancing of the penalty) is insufficient, the Umpire may issue a warning to the player concerned.' |

Notes to above:

- Rule 19.3 is clear – the umpire may take whatever action is considered appropriate. One possible action is to advance the penalty.
- Rule 19.2 is clear that it should be considered similarly to 19.3. Hence advancing the penalty is an option the umpire may use.

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- Rule 20.1.1 is less clear as there is no specific mention of advancing a penalty for an infringement except for the two listed above (as 'Dispute with an Umpire'). However, the rule seems to suggest that advancing a penalty may be used in other circumstances, although this is not specifically mentioned anywhere else in the rule book.

Guidelines for advancing a penalty are given below. With the exception of Rules 19.3 and 19.2, advancing a penalty will not normally be used. If used relatively rarely, it can be an effective tool in advising a player of the urgent need to change their behaviour on the Court. Umpires should be careful to treat all players and positions fairly and equally.

If a penalty is to be advanced, the following should be considered:

- Do not over-use advancing as it will lose its effectiveness
- Make sure that players are aware the penalty has been advanced and why – if necessary hold 'Time' to ensure it is advanced correctly
- Note that the penalty is advanced; hence it must be set correctly in the new position. Thus for a Penalty Pass/Shot the infringer must move to the new position (if the new position is in an area where the infringer is not permitted, the infringer moves to the edge of their playing area and takes no part in play until the ball is thrown)
- Distance advanced – a suggested guideline through the Court is not more than half a Third. An umpire can only move the penalty within the half they control, but the co-Umpire may advance the penalty further (the total distance should be within the guideline). Umpires are advised to work together and to co-operate with each other
- When advancing a penalty from the Goal Third into the Goal Circle, it will not be usual to advance it to near the Goalpost.

### Warning

The Rule Book does not offer any detailed guidelines as to how this should be handled. The following are suggested:

- A Warning would not normally be the first step unless the incident is serious enough to require this
- Use clear, consistent language. Ensure the word 'Warning' is used and the player is advised of the behaviour for which the Warning was given and what action will be taken if they infringe further. It is useful to hold 'Time' while giving a Warning
- Be clear about what repeated or deliberate infringements might lead to a Warning. Umpires are often quick to issue a warning for relatively minor offences (such as Breaking) but fail to deal with more serious repeated infringements (such as hitting the shooter's arm/ball at almost every shot, deliberate Obstructing etc). For Minor Infringements options such as awarding a Penalty Pass could be considered
- There is no such thing as a 'first Warning'! Only one should be given – and acted upon if there is any repetition of the behaviour that caused it to be given
- Rule 20.1.3 makes it clear that a Warning is considered to have been made jointly by the two Umpires (although the co-Umpire is not bound by it). It is important that the co-Umpire is aware that a Warning has been given and the reasons for it.

### Suspension

Although the suspension a player is relatively rare, Umpires should not hesitate to use this when appropriate. If a Warning has been given, a Suspension would be expected to follow if further infringing occurs. The following guidelines should be used:

- Suspension would not normally be the first step unless the incident is serious enough to require this
- The Umpire should hold 'Time' while advising the player of the suspension and the reasons
- The length of time for the suspension should be relative to the seriousness of the infringing. If other disciplinary measures have been used appropriately there seems little point in sending a

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player off for 1 or 2 goals or for 30 seconds. A suggested minimum is 3 goals or 1 minute, while a more serious offence may require longer (say 5 goals or 2 minutes)

- If appropriate, the Umpires can work together to advise the Timekeepers and Scorers of the details. The Reserve Umpire is responsible for the oversight of the suspended player while this player is off the Court
- A suspended player is able to join the rest of the team during an interval but not during any stoppages
- Care should be taken if it is necessary to suspend the same player twice in the same game. The Rule Book does not address this but undoubtedly a second suspension (whether for the same or different reasons) would constitute a serious offence. As such it would require a longer suspension or more likely result in an Ordering Off.

### **Ordering Off**

The procedures are similar to above except the player is sent to the Team Bench for the remainder of the match and may not return to the game.