

#### **Norfolk Hockey Umpiring Association**

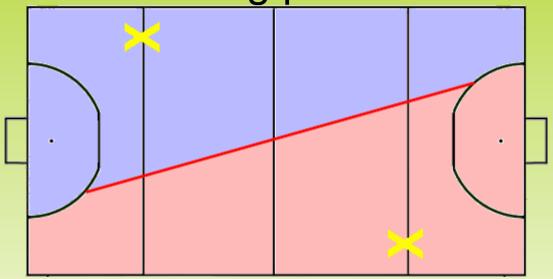
# Positioning

Where should he be standing?



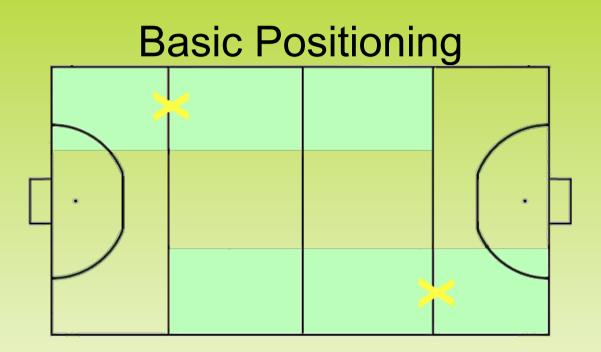


#### Starting position



The pitch is roughly divided diagonally with the 2 umpires talking the left-hand side of the pitch. The shaded areas show the primary area of control. The "X" position is roughly where you stand at the start and re-start after a goal. Each umpire is responsible for all decisions in their circle, back line and side line.



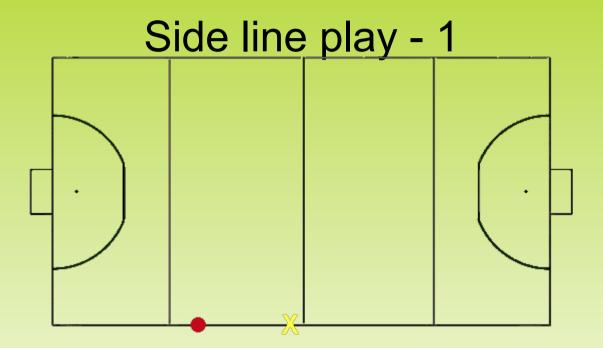


For most of the time the umpires will be found operating in the shaded areas.

Umpires should always try to keep ahead of the ball when play comes in towards their circle.

As play comes into the circle move closer to the goals/back line.





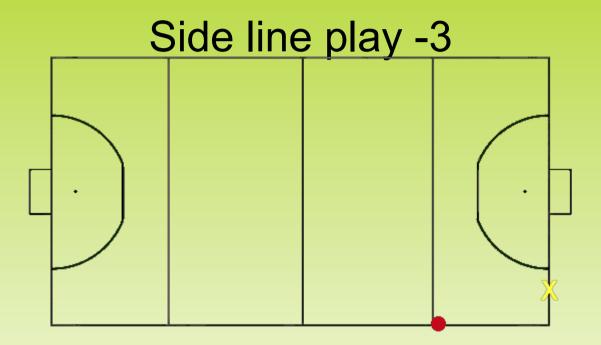
For hits on or near the side line the umpire will be 5 to 10 meters (their) goal side of the ball.





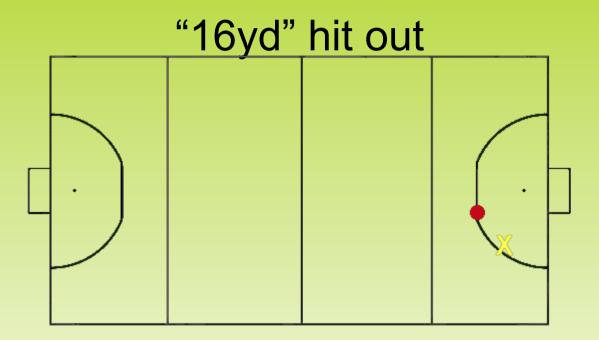
For a long corner or hits deep into the 23m area the umpire should go no further up than the 23m line.





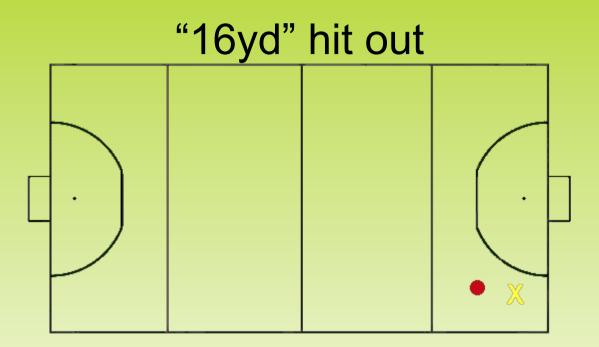
For hits near to and just inside their 23m area the umpire should be as shown, but ready to move.





For a hit from the top of the circle and round to the far side, take up a position as shown.

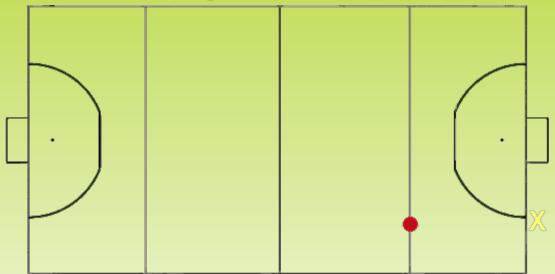




For a hit over to your side line stand behind the ball and towards the side line, be ready to move either forward or back towards the circle should the attackers gain possession.



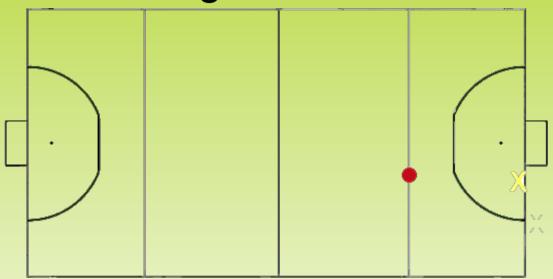
Long Corner - 1



Stand along the base line or just inside of – and opposite the place on the 23M line where you want the Long Corner to be taken from.



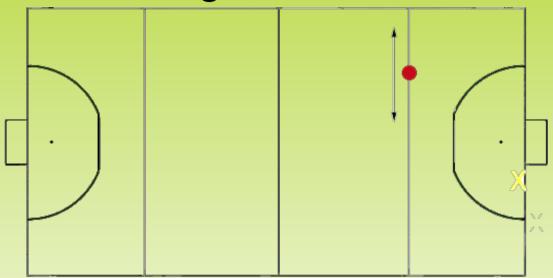
#### Long Corner - 2



Move up and down the back line opposite where the Long Corner is to be taken from. Remember the ball can not be hit directly into the circle. It has to travel 5 metres before it can.

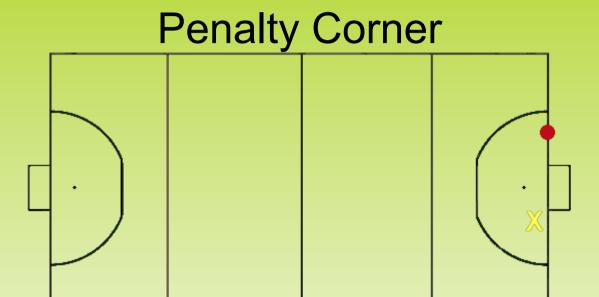






When the Long Corner is on the far side of your goal, move up to somewhere near the post as shown.

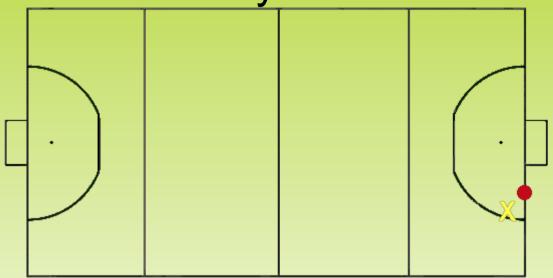




For a penalty corner in your circle you would normally stand as shown, this gives the umpire a good view of the goal line, the injector and defenders.



#### **Penalty Corner**

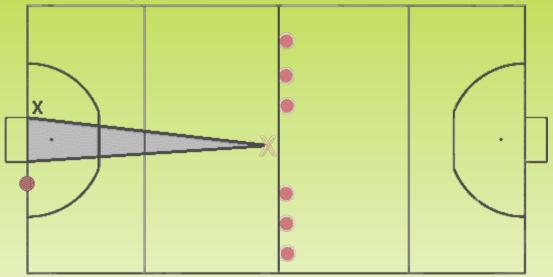


Sometimes (rarely) the attackers may decide to take the hit from "your" side, stand as shown here.

Adjust position so you don't get in the way. Be ready to move towards the goal line if that's where the ball is played.



#### Penalty Corner – other circle

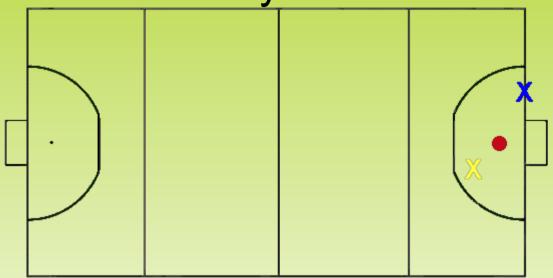


The "supporting" umpire should stand in the centre of the pitch.

You can see straight down the "barrel of the gun" at the goals and keep an eye on the defending forwards. More importantly watch for atackers breaking early behind your colleague's back.



**Penalty Stroke** 



The controlling umpire should stand behind and to the side of the taker.

Your colleague should be on the far goal line as shown. Make sure all the other players are behind the 23M line and not in direct line of sight of the goal keeper.