

Hockey WA

Umpire Briefing 2019



For the latest rules.....



2019 Rule Changes – Game Format

Four quarters will become standard

Top-Tier Competition format:

Premier 1, Premier 2, Promotion 1, J11/12A & J9/10A grades.

- 15-minute quarters
- 2-minute $\frac{1}{4}$ and $\frac{3}{4}$ time
- 5-minute $\frac{1}{2}$ time
- PC stoppages (40 seconds)

2019 Rule Changes – Game Format

Four quarters will become standard

Remaining Competition format:

Premier Alliance, Promotion 2, Provisional & Metropolitan, Masters & Juniors 11/12's & 9/10's

- 17 -minute quarters
- 2-minute $\frac{1}{4}$ and $\frac{3}{4}$ time
- 5-minute $\frac{1}{2}$ time
- NO PC stoppages

All Junior 7/8 and 5/6 grades are to be played as per the 2018 match Format.

2019 Rule Changes – Goal Keepers

A mandatory experiment is introduced with effect from 1 January 2019 *taking out the option for teams to play with a Field Player with Goalkeeping Privileges.*

Teams have now *two options* :

- they either *play with a Goalkeeper* who wears protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment,
- or they *play with Field Players only. (Refer to Local League Rules)*
- *Any change between these options should be treated as a substitution.*

2019 Rule Changes – Free Hits

Rules 13.2.f. *At an attacking free hit awarded within 5 metres of the circle:*

- If the ***free hit is taken immediately*** the defenders who are inside the circle within 5 metres of the free hit may shadow around the inside of the circle a player who takes a self-pass, provided that they do not play or attempt to play the ball or influence play until it has travelled at least 5 metres.
- If the ***attacker chooses not to take the free hit immediately, all other players must be at least 5 metres from the ball*** before the free hit is taken.

2019 Rule Changes – Free Hits

Therefore in situations where the ball has to be retrieved and placed in the correct position.... All players must be 5m from the ball before engaging.

2019 Rule Changes – Free Hits

A defender may now take a free hit awarded in the circle anywhere inside the circle or up to 15 metres from the back-line in line with the location of the offence, parallel to the side-line.

2019 Rule Changes – PC Completion

Rule 13.6 that described the completion of a penalty corner for substitution purposes and for a penalty corner at the end of a period, was deleted. The option that a penalty corner is completed when the ball travels outside the circle for the second time, no longer exists.

All PCs are now completed when ball goes outside dotted line.

2019 Rule Changes - Masks

Players are permitted to wear a face mask or metal grill face mask, when defending a penalty corner or penalty stroke for the duration of that penalty corner or penalty stroke.

This now includes the immediate taking of a free hit awarded after a penalty corner when passing the ball to another player. (*NOT as Self Pass*)

2019 Rule Changes - Masks

Rule 12.4 A **penalty stroke** is awarded:
a for an offence by a defender in the circle which prevents the probable scoring of a goal.

If the ball hits a piece of equipment lying in the circle (eg mask) and a probable goal is prevented, a penalty stroke may be awarded.

2019 Rule Reinforcements

The FIH Rules Committee continues to be concerned that some Rules are not applied consistently.

Rule 7.4.c: ball intentionally played over the back-line by a defender and no goal is scored. If it is clear that the action is intentional, umpires should not hesitate to *award a penalty corner*.

2019 Rule Reinforcements

The FIH Rules Committee continues to be concerned that some Rules are not applied consistently.

Rule 9.10 : Players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground : where the initial receiver is unclear the side which places the ball in the air must allow the opponent to play the ball.

2019 Rule Reinforcements

The FIH Rules Committee continues to be concerned that some Rules are not applied consistently.

Rule 9.12: Obstruction. Umpires should penalise shielding the ball with the stick more strictly. They should also look out for a tackling player who by pushing or leaning on an opponent causes them to lose possession of the ball.

2019 Rule Reinforcements

The FIH Rules Committee continues to be concerned that some Rules are not applied consistently.

Rule 13.2.a: ball stationary at a free hit.

Umpires are sometimes not strict enough on requiring the ball to be stationary, albeit very briefly, for a free hit especially if it is taken using a self-pass.

Aerial Ball...

- *Aim for top quality technical decisions and consistency. Establish clarity around this potentially confusing area.*
- *Make sure there is danger and/or an advantage gained before considering a penalty.*
- **Early judgement** *regarding danger over last 20m of ball flight...*
 - *Is there a contest?*
 - *If yes, who will clearly get to the ball first?*

Aerial Ball...

Upon departure consider:

- *Direction and height of ball*
- *Position of opponent*
- *Using your co-umpire for support*

Upon landing

- *Determine during flight who has first right of receiving.*
- *Opponents must stay 5m away until the ball is controlled by the receiving player.*
- *Allow play on when opponent does not interfere.*

Danger...

- Forget 'lifted' and 'high': think '**DANGER**'
- Balls over defenders sticks in a controlled and skilled manner that touch the leg below the knee are **not** dangerous.
- Watch for deliberate chip, often used out of defence on reverse stick. Penalise if above knee height.

Penalty Corners...

Manage teams to set up as quickly as possible

➤ *Make them co-responsible*

First shot at goal – Height of the ball

➤ *Was it going into the goal?*

➤ *Dangerous – above or below the knee?*

➤ *Slap shot or not?*

Penalty Corners...

- *Is the ball stopped inside or outside the circle? Is it hitting runner above or below the knee*
- **Obstruction** (screening/blocking) by **attackers** – sliding?
- **Obstruction** (screening/blocking) by **defenders**
- **Breaking** : Defenders / attackers
- **Injector “feinting”** – be clear about what needs to happen

Penalty Corners... Break

If a **DEFENDER breaks the line** before the ball is released into the circle they are to be **sent straight to centre line** and **NOT** replaced

If a **ATTACKER breaks the line** before the ball is released into the circle the player taking the push or hit from the backline is required to go beyond the centre line : the penalty corner is taken again. *Attackers who are sent beyond the centre line may not return for re-taken penalty corners, but may do so for a subsequently awarded penalty corner.*

If an **ATTACKER FEINTS** before delivering the ball into play they must go beyond the centre line but **is replaced by another attacker**

Penalty Corners... Technical

Subsequent corner *versus re-taken corner for breaking players returning from the halfway line.*

Remember that the player sent to centre line cannot return to subsequent PC until the original PC was completed ie ball outside the dotted line.