Outdoor Hockey
Umpires' Briefing
2022-2023

Release date 14.11.2022

This is the latest version of the FIH Outdoor Hockey Umpires' Briefing 2022-2023.

If you have a document with an earlier release date, please replace it with this one.

In this latest version you will find new guidance on aerial balls (slides 39) and on the management of 5m in free hits, namely in a breakdown inside 23 from restart outside (slide 52)

Rule Changes Effective from 1 January 2022

R4.2 Wearing protective equipment

Rule 4.2 was changed to allow for defending players using Penalty Corner protective equipment to continue to play the ball outside the circle after intercepting during the taking of a penalty corner.

Players can now continue to run with the ball while keeping their protective equipment on, but they must remove it immediately at the first opportunity to do so, or when instructed by the umpire, and always inside the 23m area.

No player using PC protective equipment can play the ball outside the 23m area at any time.

Rule Changes Effective from 1 January 2022

R9.10 Aerial Ball

Rule 9.10 was changed to allow for the playing of what is commonly designated Aerial Balls. The previous text did allow players the opportunity to safely intercept a falling ball, which is now seen as both legitimate and positive to the development of the game.

Aerial Balls will continue to be closely monitored by all stakeholders so that player safety can be maintained.

Rule Changes Effective from 1 January 2022

R2.2 Field Player with Goalkeeping Privileges does not exist anymore

The mandatory experiment, allowing teams to play with a Field Player with Goalkeeping Privileges has been removed.

There are now only two options: **to 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 **play with Field Players only**.

Any player changes other than these should be treated as a substitution.

Rule Changes Effective from 1 January 2022

R13.5g Completion of a penalty corner

In the last Rules of Hockey update in January 2022, **Rule 13.5g** was removed. It stated that the awarding of a bully would be one of the conditions that would determine the completion of a PC.

This is no longer possible, as now any stoppage of play for injury or other reasons during the taking of a penalty corner is a retake of the penalty corner per **Rule 6.5d.**

Purpose of This Briefing

This briefing will shape how umpires apply the Rules of Outdoor Hockey, to achieve consistent application and interpretation, so that our sport remains exciting, attractive and entertaining, while always ensuring player safety and fairness

Umpiring Philosophy

As umpires we serve the game and the teams that play it, with an outstanding umpiring product that allows the sport to be a success in all aspects.

Demands and Challenges of Umpiring

Umpiring is a physically, mentally, emotionally & technically demanding and challenging role.

As such we must maintain these critical and essential aspects of performance, to ensure we are an integral part of the spectacle and promotion of hockey.

Responsibilities of Umpires

To **support** the game

To **support** your co-umpire

To **support** the teams

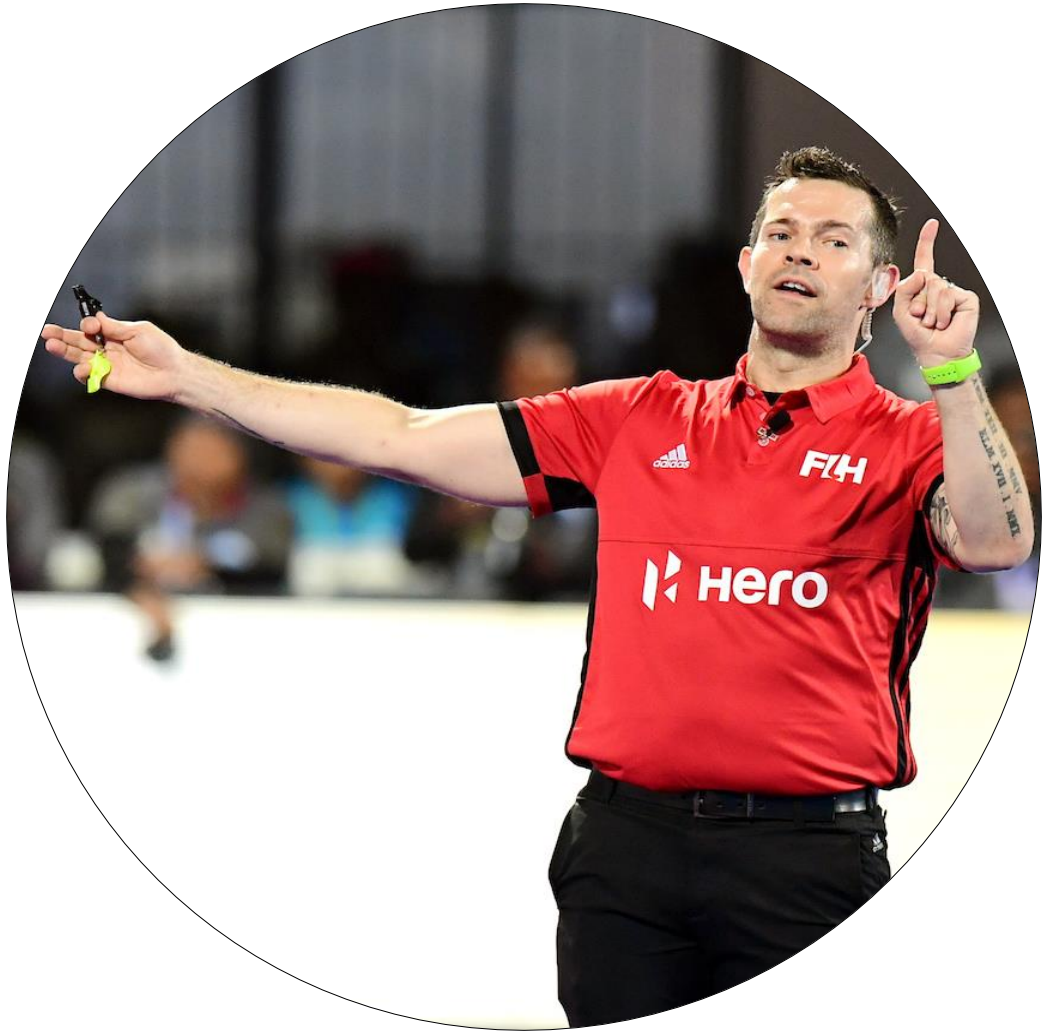
To **ensure that the game is played safely and fairly**

Umpiring Teamwork

- There are two umpires on each match, with collective responsibility for the game.
- Be aware of the areas of the pitch where your colleague might need assistance
- Teamwork and cooperation are critical – help and support each other.
- Strong teamwork leads to umpiring success.

Communication

- Umpires should communicate clearly through whistle, signals and voice.
- Where radios are used, they should enhance communication between umpires not replace it, to increase the accuracy and consistency of effective decision making across the pitch.
- Messages for / to players should be clear and brief.



Key Pillars

SKILL
We need to protect skill to promote exciting sequences

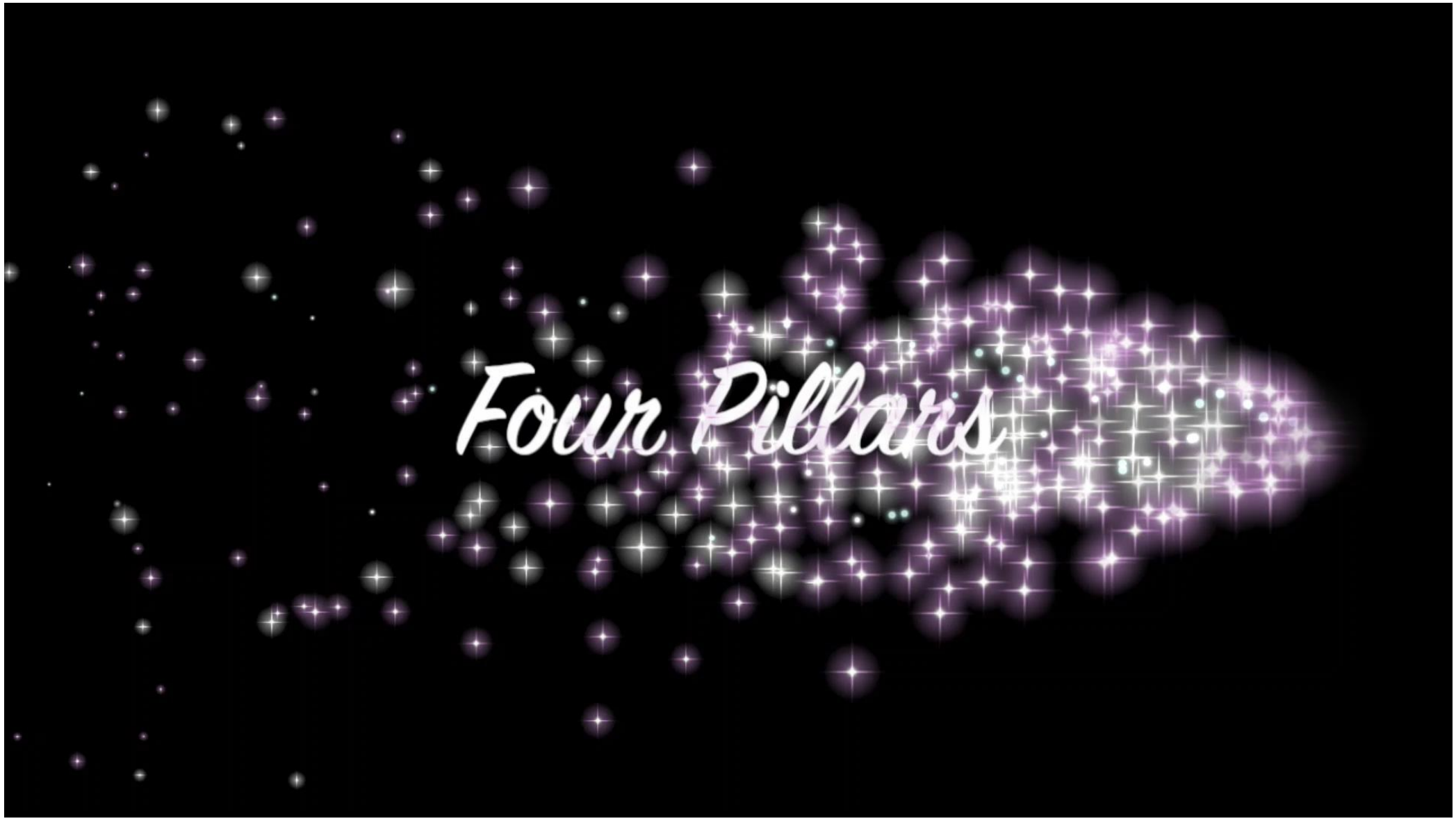
PRESENTATION
The manner in which we manage the play and work with the players

FAIR
ATTRACTIVE
ENTERTAINING
HOCKEY

FLOW
We need to celebrate the advantage rule

BALL POSSESSION and TACKLING
Deliberate actions to break downplay or dangerous actions that effect player safety will be carefully considered and responded to

Key Pillars



Key Pillars

PROTECTION OF SKILL

- ✓ Eliminate dangerous tackles – **enhance player safety**
- ✓ Strictness around physical aspects
- ✓ Use appropriate personal penalties

Note: There is a difference between the game becoming **more physical** versus physical play eliminating skill

PROMOTION OF FLOW

- ✓ **Common sense approach** to free hit management
- ✓ **Reasonable actions in 5m situations** from both attackers and defenders are acceptable
- ✓ **Breaking down of play –** understand the impact, taking the context and influence on the game into consideration

POSSESSION/TACKLING

- ✓ When and where (parts of the field/stage of the game) "illegal" actions take place by both attackers and defenders will determine the **appropriate technical and/or personal penalty**
- ✓ Distinguish between **poor versus deliberate and dangerous** actions
- ✓ Recognise skill and/or flow when ball is played in the air

Use **common sense** – understand the players' intentions

Presentation of Our Brand

Awareness – Recognition – Action

- ✓ Be pro-active – prevent issues arising if you can
- ✓ Set standards early – 15m, free hit position, clear 5m, correct execution
- ✓ Talk to the players – connect with them, but do not accept abuse or crowding
- ✓ Communicate with your colleague to manage the whole pitch

Presentation of Our Brand

- **Abusive outbursts** and **misconduct** are not the best advertisement for our sport. We must be mindful of the negative impacts of these types of actions in terms of the marketing our sport.
- The **crowding** of players around an umpire is not permitted. One player may approach an umpire (with a interpreter if required) – umpires have been instructed to award a green card (initially) for this type of action.

Crowding

Hero
Hero
ODISHA
INDIA'S BEST KEPT SECRET.
ODISHA
INDIA'S BEST KEPT SECRET.
ODISHA
INDIA'S BE
COACH LOGIC
ODISHA
MEN'S WORLD CUP
Q4 3:10 AUS 3-0 FRA

Obstruction

- ✓ Are the players trying to play the ball?
- ✓ Is there a possibility to play the ball?
- ✓ Is there active movement to prevent the playing of the ball?
- ✓ Be aware of professional use of the body to illegally block opponents from the ball, as well players trying to demonstrate obstructions by lifting their sticks dangerously over opponents' heads
- ✓ Stick obstruction is a 'hot issue' for players. Judge it fairly and correctly and blow only if you are 100% sure.

Obstruction – use of legs

Obstruction – use of body

Be aware of defending AND attacking players blocking at penalty corners

Obstruction – use of stick

- ✓ Watch the stick of the player with the ball carefully – if the stick of the player is in contact with the ball, it will not be stick obstruction
- ✓ Watch for the stick moving away from the ball to 'check' the tackler's stick

Stick Obstruction

Deliberately Stopping Play

By playing the ball away, the player prevents a quick free hit / self-pass being taken
(be aware from the first whistle)

Deliberately Stopping Play

By moving in front of the ball, the defender prevents the attackers from taking the free hit

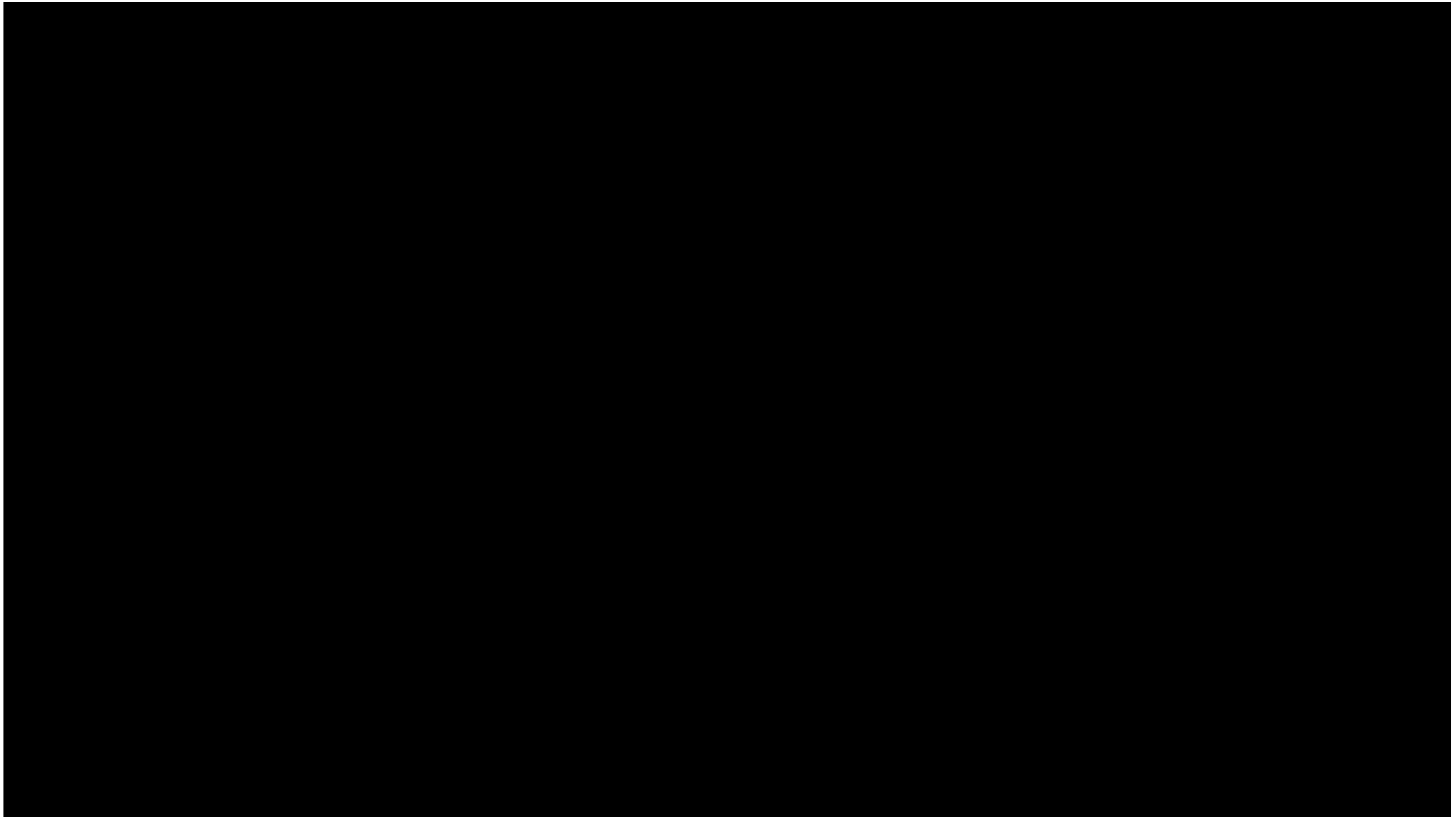
Deliberately Stopping Play

By standing over the ball, the defender prevents the attackers from taking the free hit / self-pass

Ball Deliberately Over the Backline

If the defender **deliberately** plays the ball over the back line a penalty corner is awarded

Ball Deliberately Over the Backline

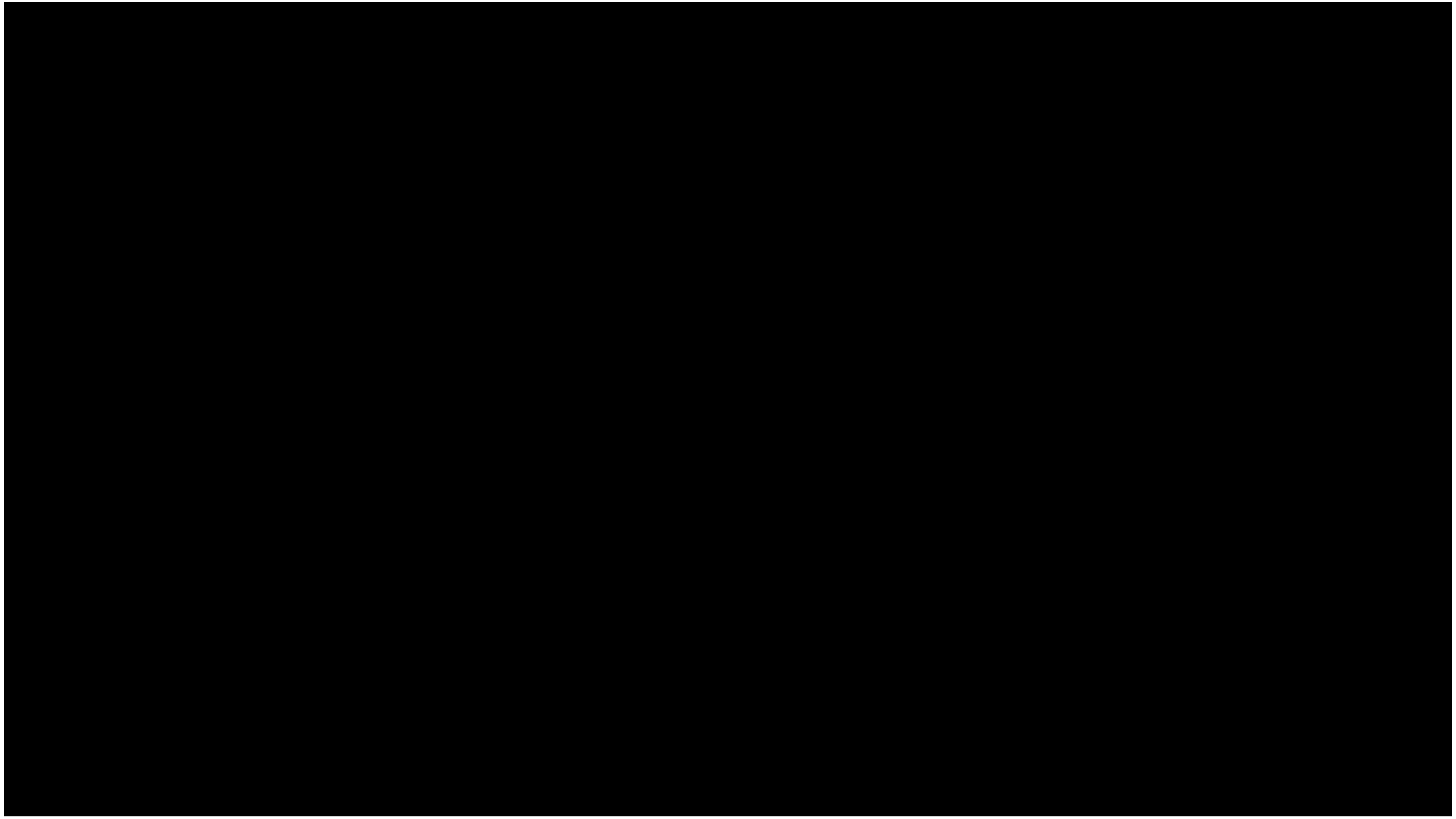


Physical Foul Play

Players must not conduct themselves in a reckless manner, without regard for the safety of others

Physical Foul Play

Physical Foul Play



Sliding Tackles

Players sliding for the ball must not make contact with the opponent or make the opponent take evasive action

Using the Back of the Stick GUIDANCE

There are a few 'characteristics' of a backstick hit which can help umpires recognise it:

- ✓ **The ball** usually **'bobbles / bounces'** along the pitch rather than staying flat
- ✓ **The ball** can also move in an **'arc' shape**
- ✓ **The speed** of the ball usually **reduces significantly**

If you see any of these it is highly likely that the player has used the back of the stick to hit the ball.

Using the Back of the Stick

Using the back of the stick is not allowed and should be blown consistently.
This is used frequently when shooting.

Aerial Balls

Reducing the grey area

Aerial Balls

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.

The ball may be intercepted within 5 metres but outside of playing distance provided it is done safely.

The initial receiver has a right to the ball. If it is not clear which player is the initial receiver, the player of the team which raised the ball must allow the opponent to receive it.

Aerial Balls GUIDANCE

- ✓ Apply early recognition of danger and/or advantage gained when considering a penalty
- ✓ An attacker receiving a falling aerial ball must be in a clear 5m of space when the ball is 20m from the point of which the ball will be received
- ✓ A player approaching from outside 5m can legitimately intercept the ball in an uncontested situation in which players of opposing teams are not within playing distance of each other, and the interception does not cause the playing distance between such players to be reduced

Aerial Balls GUIDANCE

Early judgement regarding danger over last 20m of ball flight is crucial:

- ✓ Is there a contest?
- ✓ If yes, who will clearly get to the ball first?

There is a difference between a ball that is landing amongst players and a ball that is intercepted in the air:

Landing ball – decide who clearly has the 5m of space

Intercepted ball – if safely completed – play on

Intentional Breach of R9.10 – will be managed as misconduct with the same penalties related to intentional fouls in the Rules of Hockey

Aerial Balls GUIDANCE

Players who attempt to intercept the ball coming in from behind or in front of the intended receiver are more likely to cause danger, whereas players coming in from the side are less likely to cause danger. The interception should be the act of playing the ball away from the initial receiver and not by stepping in front of the initial receiver and trying to control the ball in close proximity.

Players are reminded that they must not attempt to intercept the ball **WITHIN** playing distance of the receiving player but can be **WITHIN** 5m of them.

Aerial Balls – situation 1

Attacker is initial receiver, the defender is within 5m but does not interfere with play :

Play on

Aerial Balls – situation 2

Defender is initial receiver, the attacker gives some space but is within 5m :

Free Hit / advantage to the defender

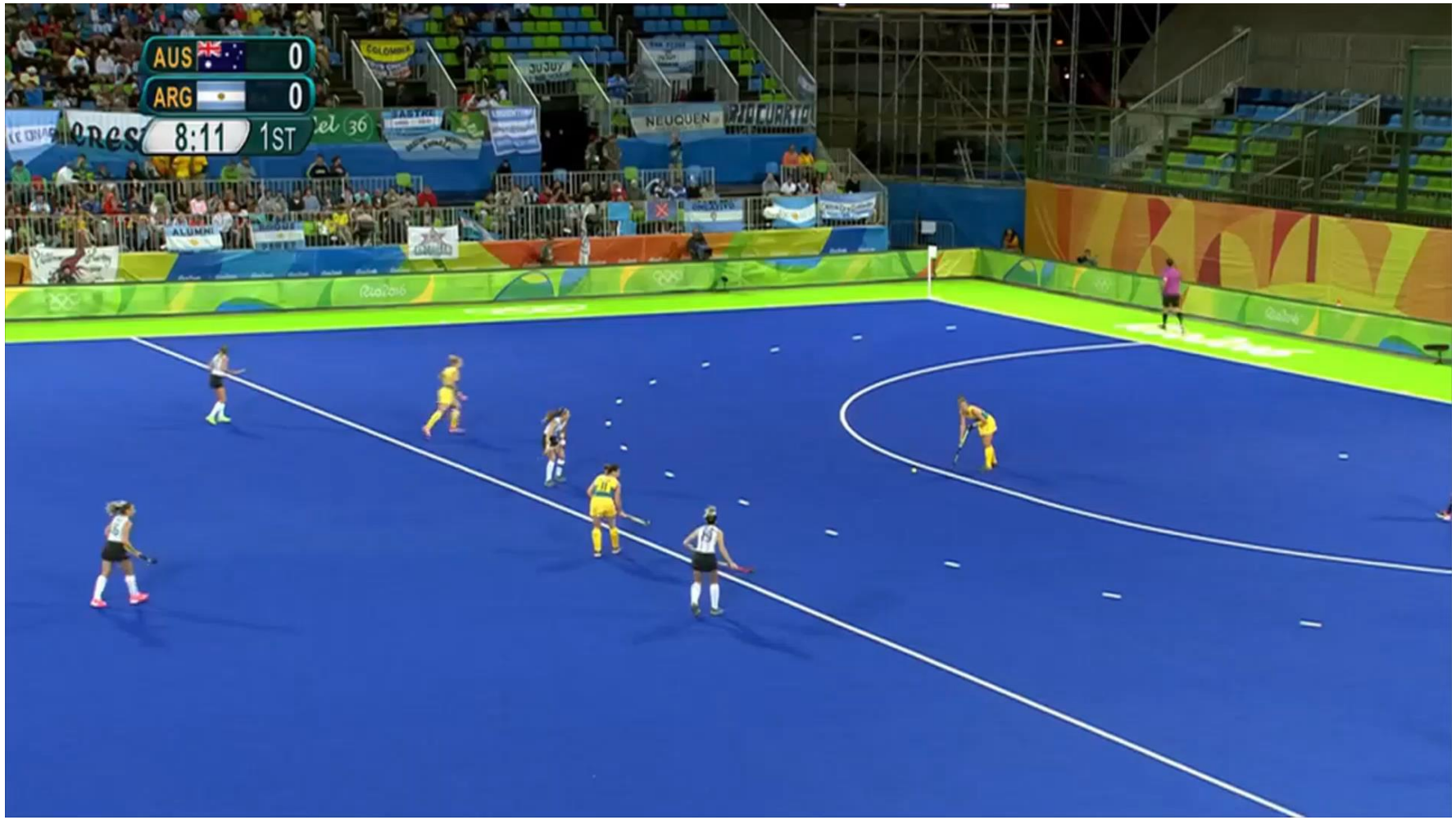
Aerial Balls – situation 3

Defender is initial receiver, but the attacker remains within 5m :

Free hit / advantage to the defender

Aerial Balls – situation 4

Attacker is initial receiver, the defender gives some space but remains within 5m :
Free hit / advantage to the attacker



Aerial Balls – situation 5

Defender is initial receiver, but the attacker intercepts dangerously :

Free Hit to the defender

Aerial Balls – situation 6

Attacker is initial receiver, the defender comes into space creating danger :

Free Hit to the attacker

Aerial Balls – situation 7

Defender is initial receiver, the attacker intercepts with no danger :

Play On

Aerial Balls – situation 8

Attacker has had the opportunity to receive the ball but did not control it, so the defender can play the ball : **Play On**

Aerial Balls – situation 9

Attacker is initial receiver but the defender closes down the space :
Penalty Corner

Aerial Balls – situation 10

Attacker is initial receiver but the defender closes down the space :
Penalty Corner

Aerial Balls – situation 11

Initial receiver is not clear, two players running closely together, offence by the attacker :

Free Hit to the Defender

Managing 5m at Free Hits

Near the circle set up and manage the 5m early

Managing 5m at Free Hits

Breakdown inside 23 from restart outside

Rule 12.3c A penalty corner is awarded: for an intentional offence by a defender outside the circle but within the 23 metres area they are defending.

Rule 13.2.b opponents must be at least 5 metres from the ball
If an opponent is within 5 metres of the ball, they must not interfere with the taking of the free hit or must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed.

Defending players who influence or interfere with the play inside the defending 23m area, when play is restarted from outside the 23m area, and therefore INTENTIONALLY breach Rule 13.2.b will be penalised with a PC and MAY receive a personal penalty.

Removing PC equipment

Rule 4.2 states that:

Field players should remove their penalty corner equipment as soon as they are able to do so after the penalty corner is completed

If no suitable opportunity to remove equipment arises, they can continue to wear it whilst they are within the 23m area without penalty

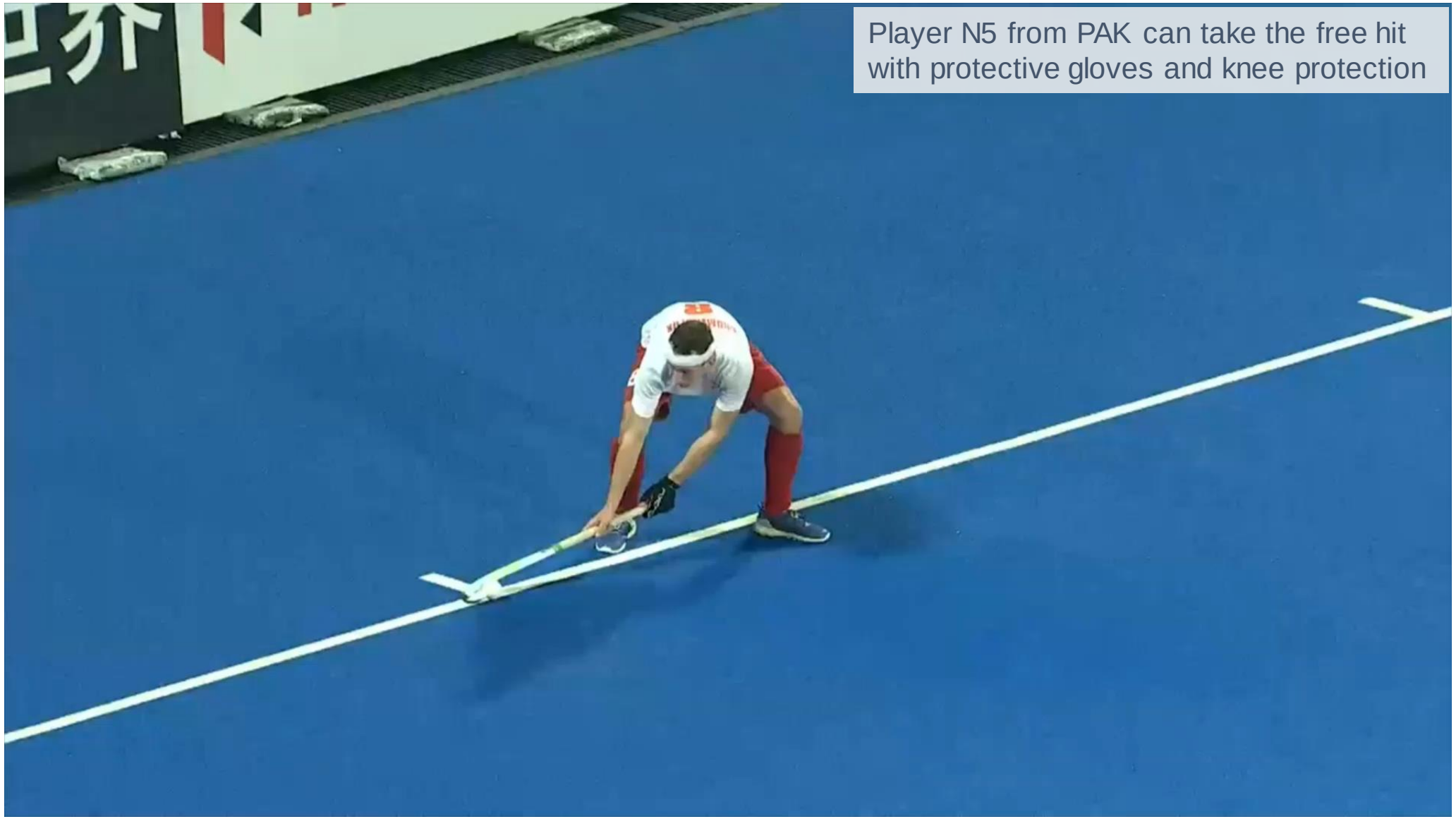
All players must remove all protective equipment before they leave the 23m area or when instructed to by the umpire

Removing PC Equipment – penalties

Rule 4.2

Should a Free Hit be awarded to the defending team during a Penalty Corner, defending players are permitted to immediately pass the ball wearing protective equipment, however they are not permitted to take a self-pass.

Removing PC Equipment



Removing PC Equipment – penalties

Rule 4.2

A Free Hit is awarded against the defending team if:

- a player takes a self-pass wearing any protective equipment used to defend a Penalty Corner
- any defending player leaves the 23m defending area wearing any protective equipment used to defend a Penalty Corner

Removing PC Equipment

Defending player from IND is wearing a face protection mask but she does not cross the 23 m line, so Play On (no free hit)

Removing PC Equipment Notes

Rule 4.2

- ✓ Defending players do not need to be in possession of the ball for Free Hit to be awarded
- ✓ The Free Hit is taken immediately outside the defending 23m area where the defender crossed the line
- ✓ Umpires may choose to 'play on' if it is deemed to be an advantage for the attacking team

3D Skills

3D skills are very exciting for the game and for spectators to see. Players are now commonly using 3D skills such as playing the ball in the air, lifting it over sticks and even carrying the ball for short distances on their sticks. Players carry-out such skills must still allow their opponents to fairly contest for the ball.

As with a raised ball, 3D skills must not cause danger to opponents or make them take evasive action to avoid danger.

Therefore the use of 3D skills which is above knee height close to an opponent may be considered dangerous and a free hit awarded against the ball carrier.

3D Skills in Action

Penalties

Rule 12.3 A penalty corner is awarded

for an intentional offence by a defender outside the circle but within the 23 metres area they are defending e.g.

- ✓ Playing the ball away **AFTER the whistle which prevents a quick free hit or self-pass**
- ✓ Playing the ball or trying to influence play **WITHIN 5m of a free hit or self-pass**

No personal interpretations – an intentional foul by a defender in the 23m area is a penalty corner

Green Card Offences Examples

- ✓ Playing the ball after the whistle or interference within 5m of free hit taker with low impact on play (e.g. within midfield)
- ✓ Off-the-ball minor physical offences (pushing/holding at free hits)
- ✓ Breakdown of play with low impact by deliberate use of feet, body, back of stick…
- ✓ Team not ready after 40 secs (stop clock) or after goal is scored
- ✓ Minor misconduct – criticising or crowding the umpire

5 mins Yellow Card Offences Examples

5 mins

- ✓ Playing the ball after the whistle with high impact on play or repeated offences
- ✓ Breakdown of play with high impact on play or repeated offences by intentional use of feet, body, or back of stick
- ✓ Physical fouls with body or stick including "off the ball" incidents
- ✓ All other repeated offences in the "green card" area

10 mins Yellow Card Offences Examples

10 mins

- ✓ **High impact deliberate** breakdowns with no regard to player safety
- ✓ **Physical fouls** – dangerous tackles that ground or trip players including sliding tackles by both attackers and defenders
- ✓ **Repeated** technical yellow card offences

Good luck with your matches and enjoy your umpiring!

Useful links

FIH Rules of Hockey

FIH General Tournament Regulations

FIH Information for International Umpires on Fitness

FIH Umpires list (Indoor and Outdoor)

FIH Information for International Umpire Managers

FIH Umpire Managers list (Indoor and Outdoor)

FIH Officials Roles and Responsibilities

FIH Courses and Workshops

Credits

This document was produced by the FIH Rules Committee, in close consultation with FIH Umpire Managers Ged Curran, Marelize De Klerk, Margaret Hunnaball, Colin French, Sarah Garnett, Steve Horgan, Soledad Iparraguirre, Louise Knipe, Philip Schellekens and Minka Woolley.

Outdoor Hockey
Umpires' Briefing
2022-2023