



BOUNDARY UMPIRE POSITIONING

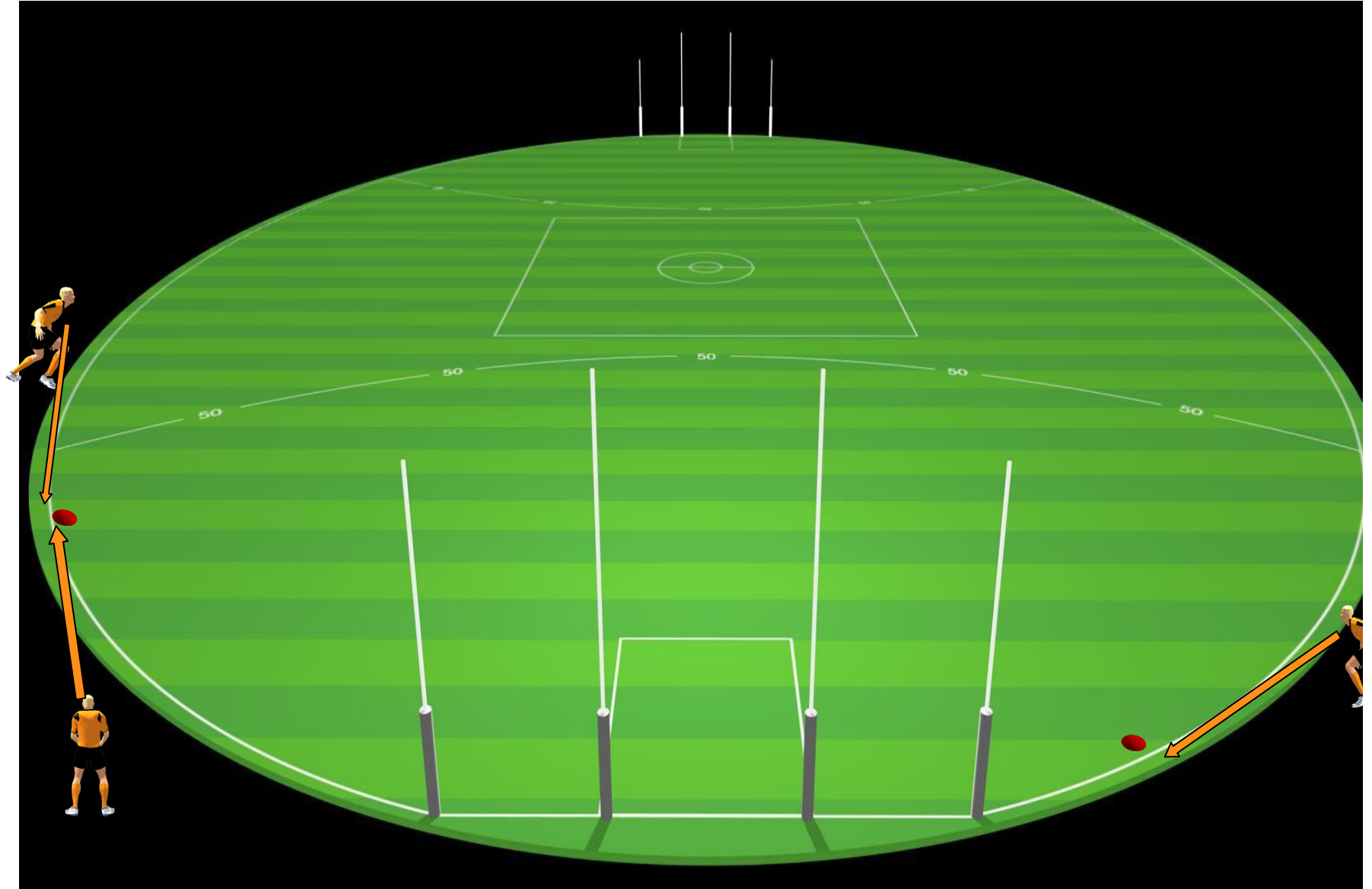
BASIC PRINCIPLE

Position so you can see the ball along the line

Safe Working Distance – minimum of 10 -15m away viewing along the line where possible

For a set shot at goal where the umpires believe the kick will land on or near the scoring line, 2 umpires on either behind post and their team mates need to be at 55-60m from goal.

Note the umpires on the post need to start approx. a metre behind the post and adjust forward if the kick is going to land as a contest near the scoring line. In this case, have a view along the back of the behind post padding.

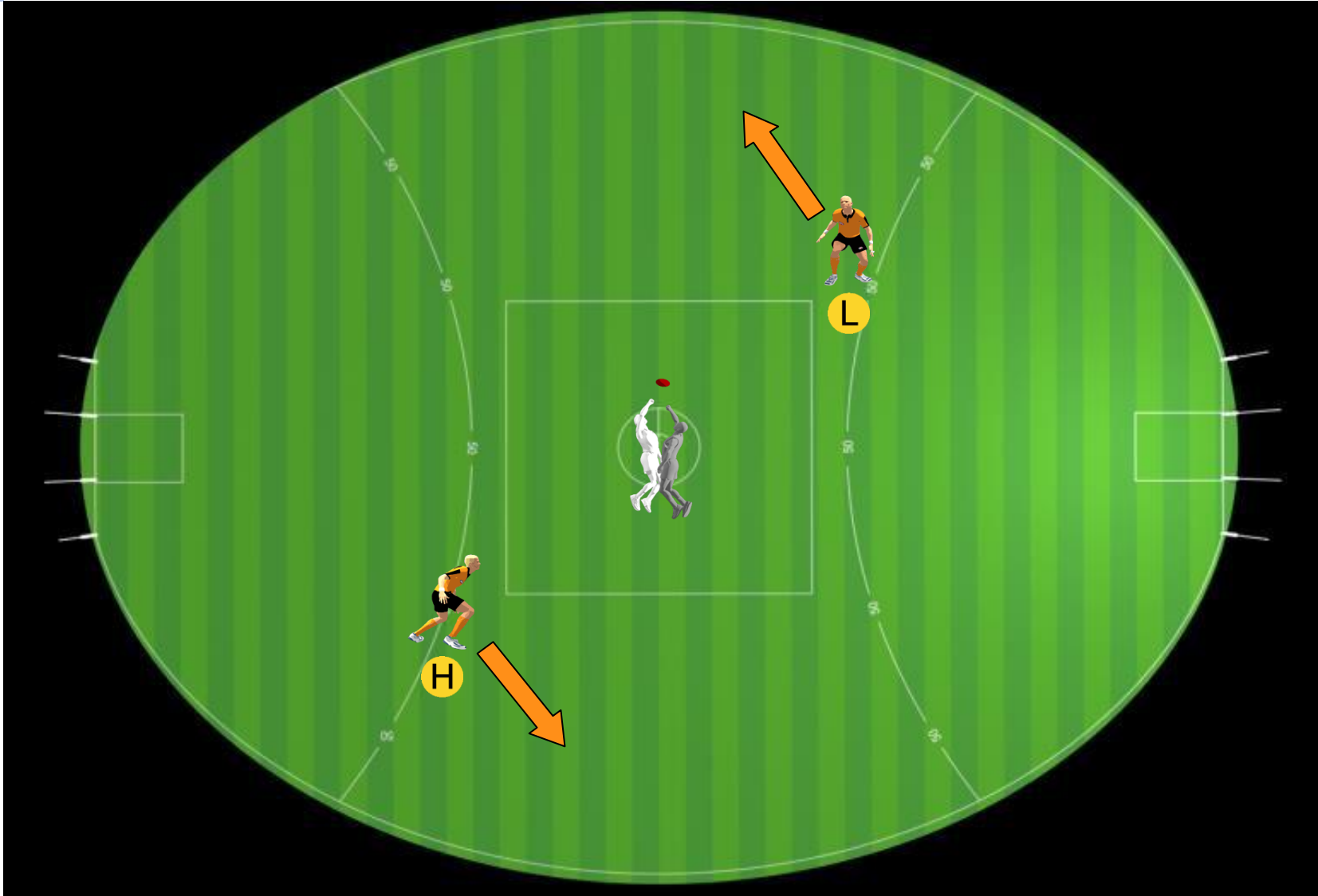




SINGLE UMPIRE ON ONE SIDE

Start of match or play

Need to position to be able to patrol the wing line of the square and the 50m arc to ensure players remain in their correct zone. Once ball is bounced or thrown up head off towards the line and centre wing, read the centre stoppage.



General Play

Where possible try to be level with play if you look straight across the ground or slightly in front of where play is heading.

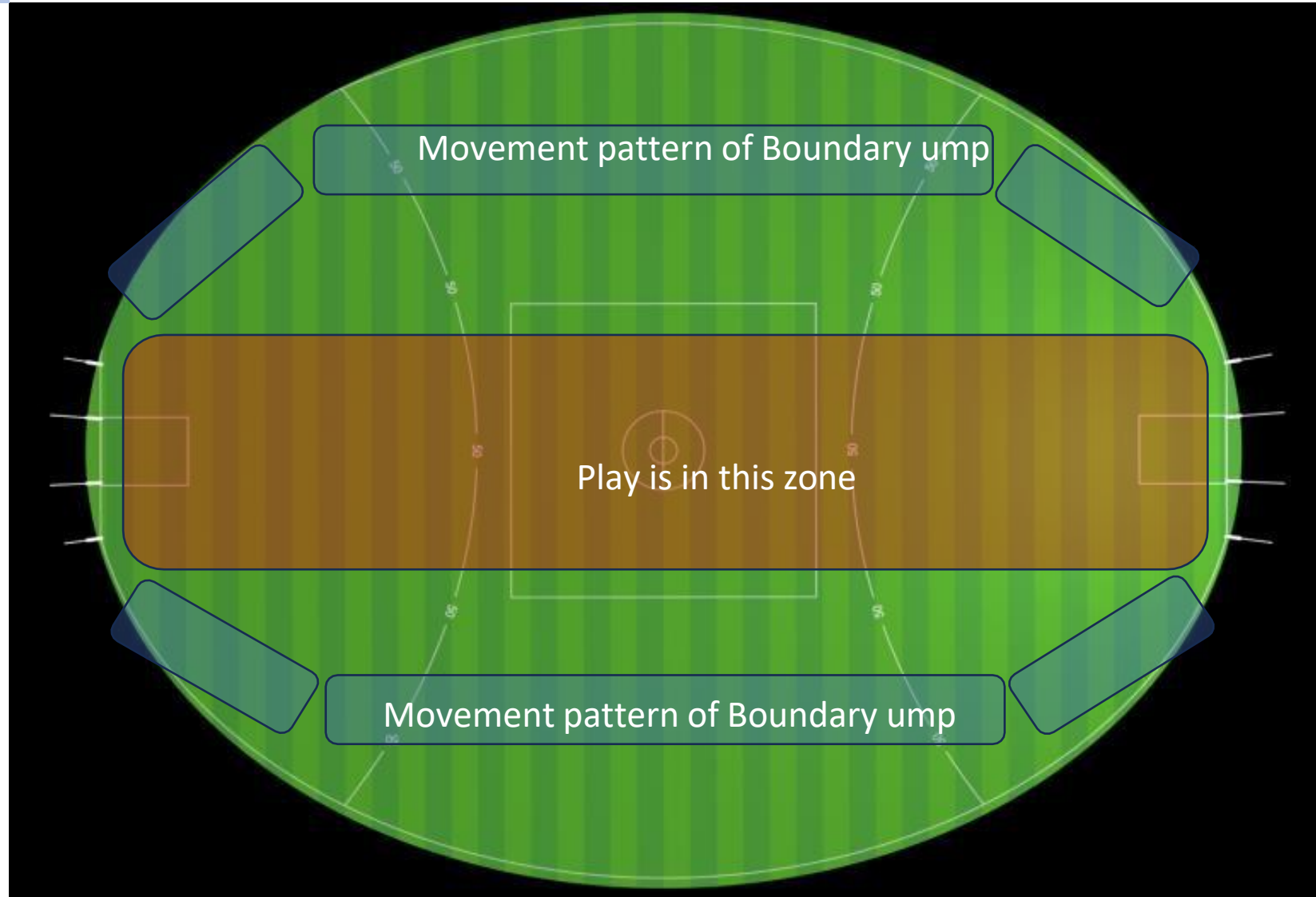
Can move off boundary line to cut ground off. Need to be able to get to Boundary line, where play heads in the direction of the line as there may need to be a boundary line related decision.



General Play

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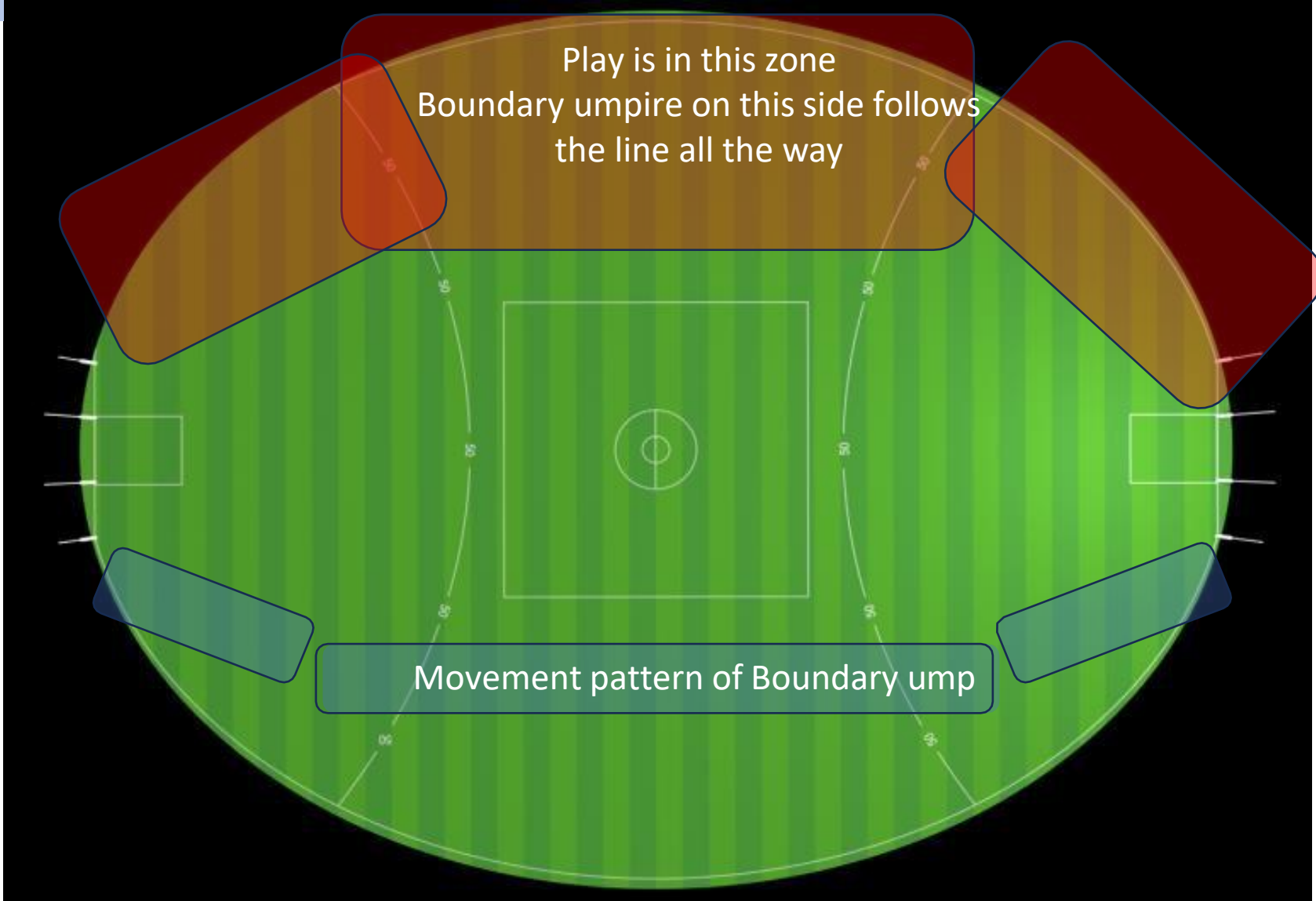
Ball in the corridor and next act of play in the corridor, movement pattern is inside play with ability to get to line if needed.



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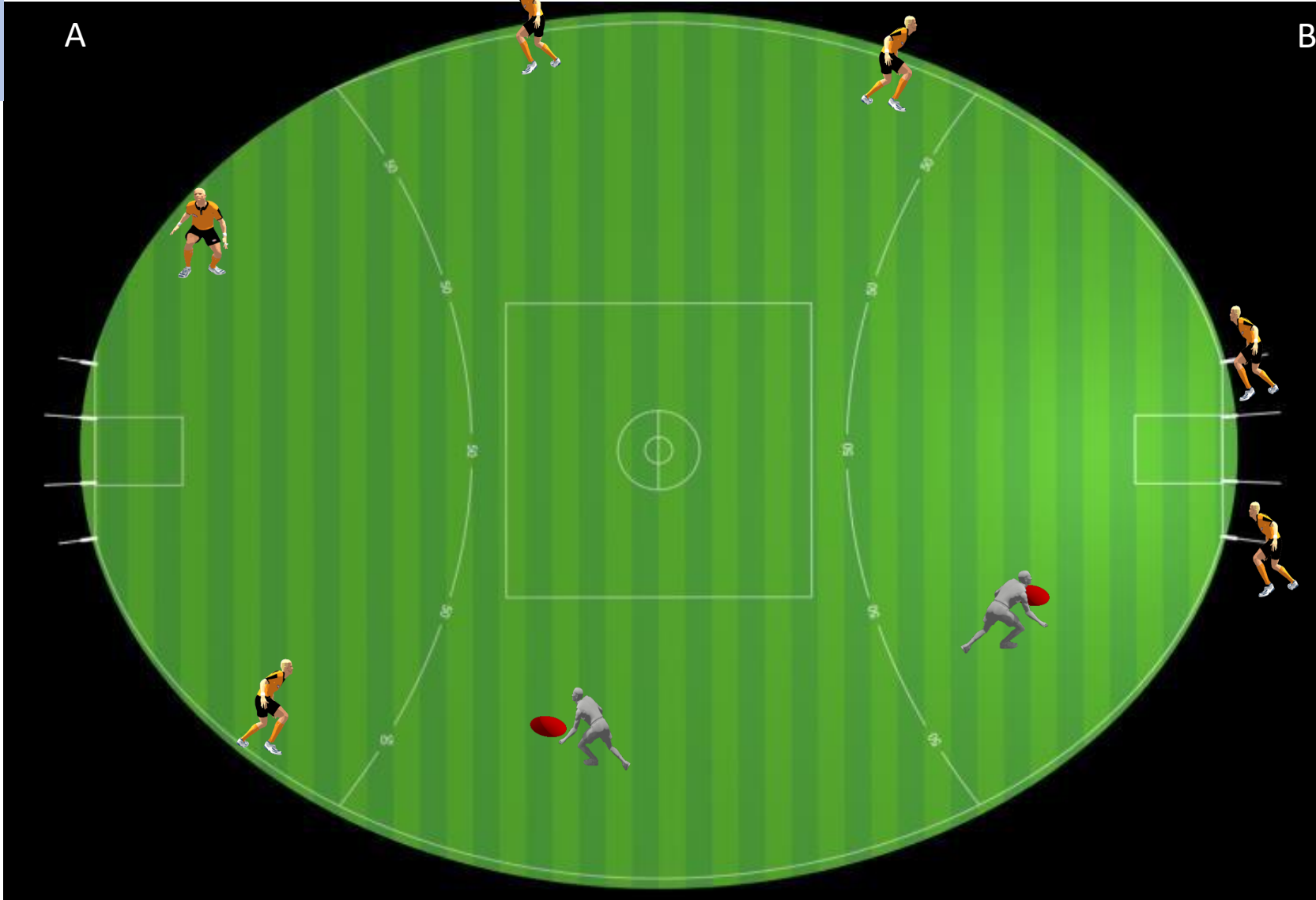


Set Kick and Set Kick for goal

Both scenarios we have single side umpire at bottom of diagram.

Scenario A
Set kick outside 50. Ump wants to be approximately 1/2 way between kicker and catcher. Adjust on kick.

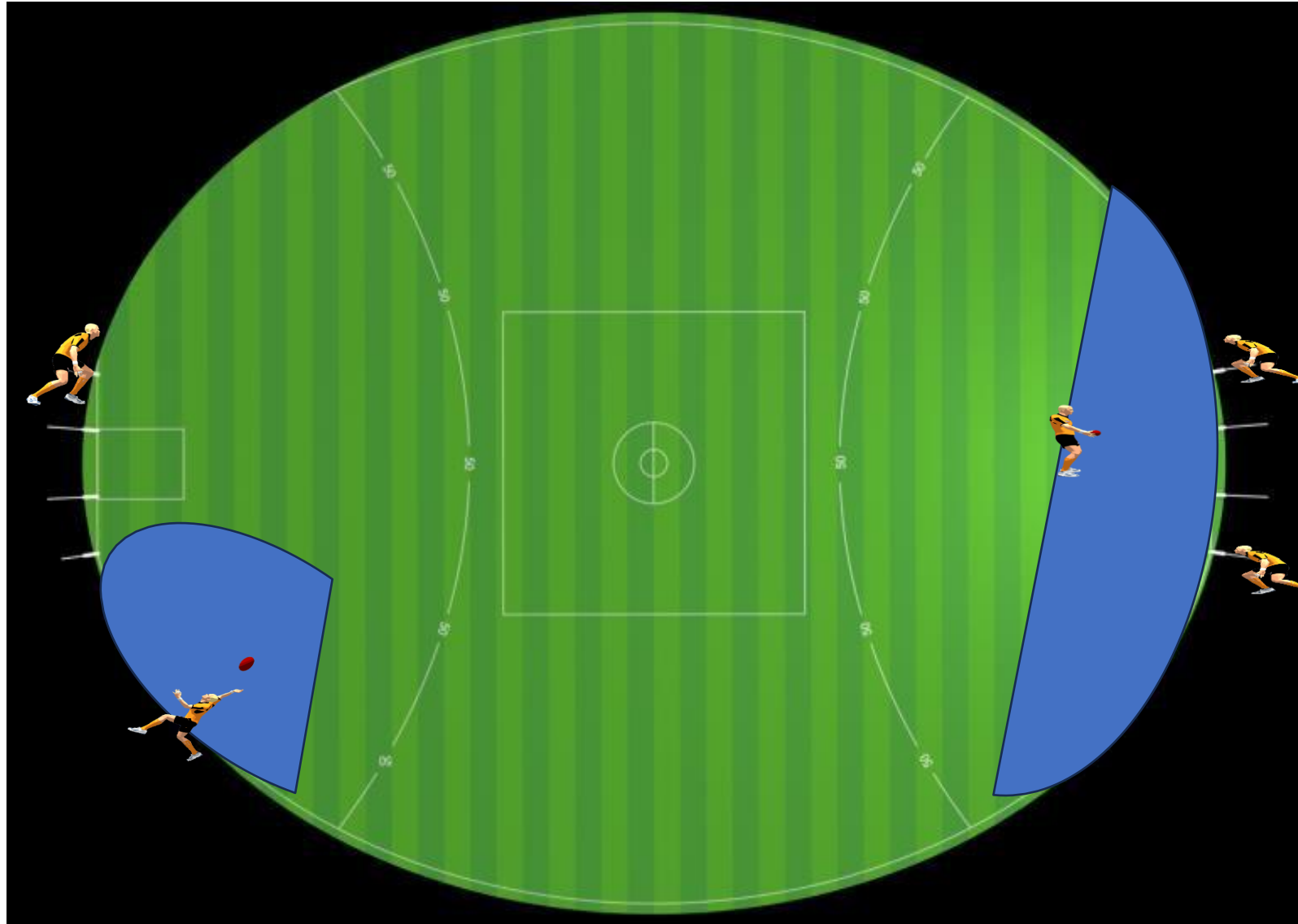
Scenario B
Set kick that is likely to score, single side to be on post to assist goal umpire.



Ball up & Boundary Throw in

For boundary throw in. Far side ump with throw inside blue zone to position on post. Adjust on return to play.

For boundary throw in outside of blue zone, position level across the ground with the throw in.

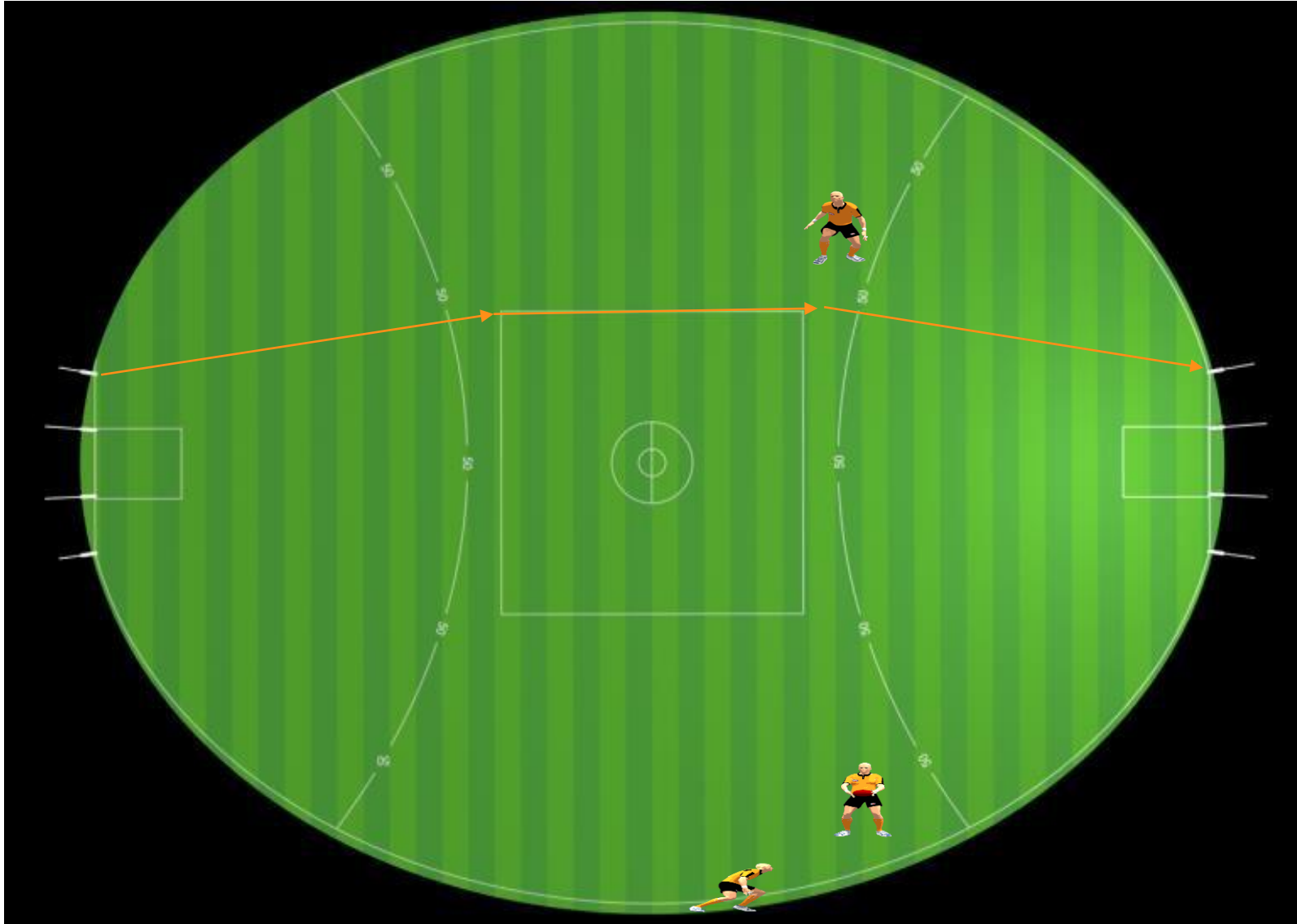


For ball up inside blue zone both ump's to position on post. Adjust on return to play.

For ball up outside of the blue zone, be level across the ground with the ball up.

Ball up near boundary line

For ball up within 15m of the line, boundary umpire to back away to be at 45 degrees with the ball up. Approximately 10-15 away and towards the longer side of the ground. (Greater distance to goal)



Opposite side to ball up. Level across the ground and inside the line. For play on opposite side of the ground can come in to orange arrows. If play becomes more central re position to be able to get to boundary line for close decision.

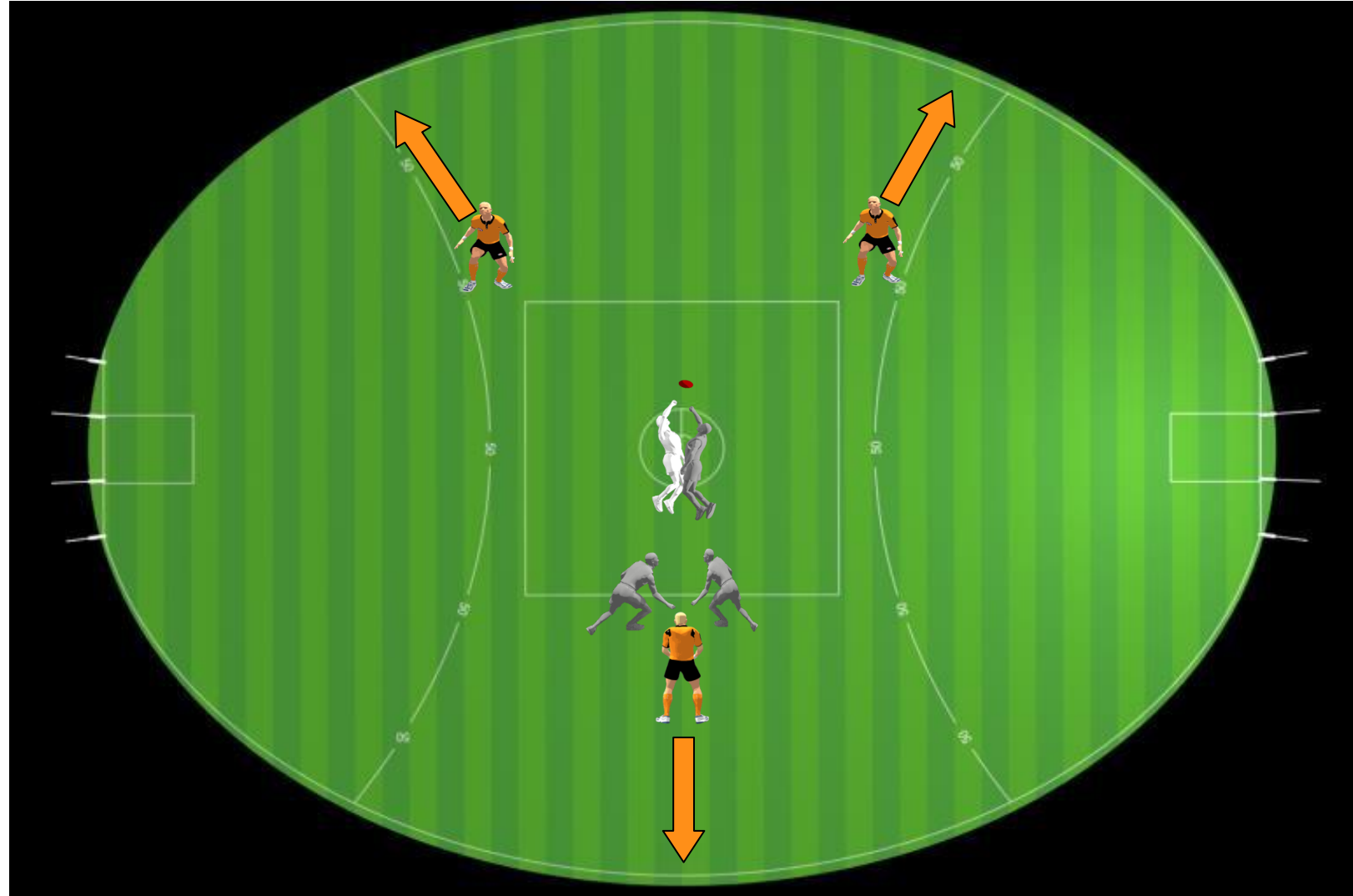


3 UMPIRES

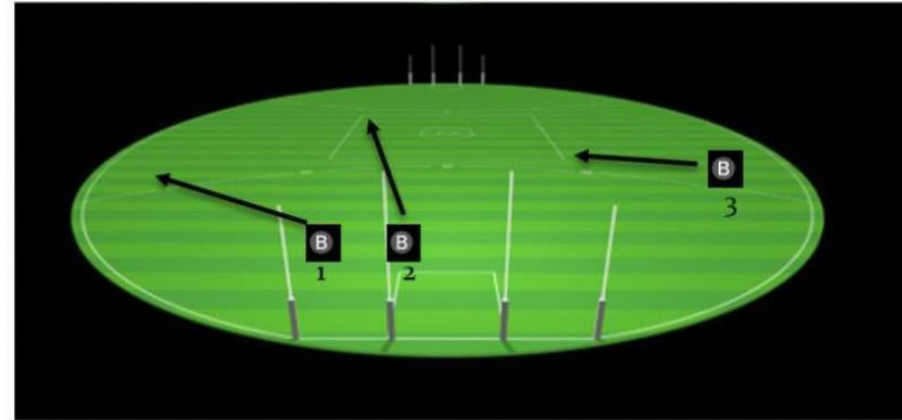
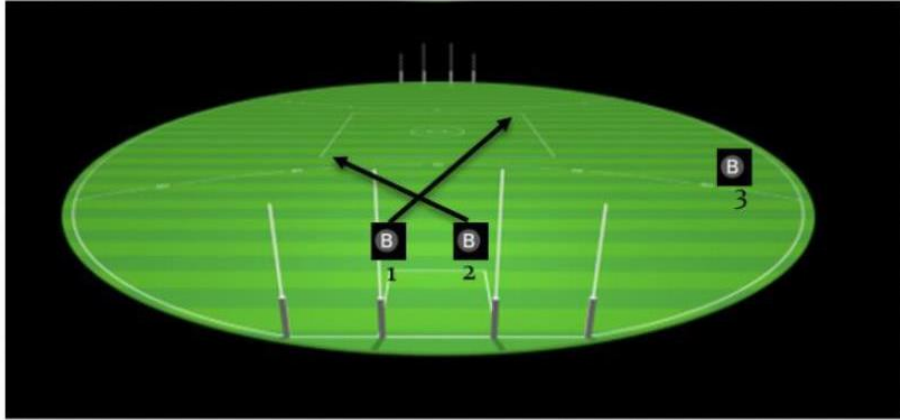
Start of match or play

Double side, need to position to be able to patrol the wing line of the square and the 50m arc to ensure players remain in their correct zone. Once ball is bounced or thrown up head off towards the line and goal and read the centre stoppage.

Single side position in line with centre of the ground approx. 10-15m behind the line. Here you have verbal control of the wing players and on the bounce head backwards towards the boundary line and adjust according to the direction of play.

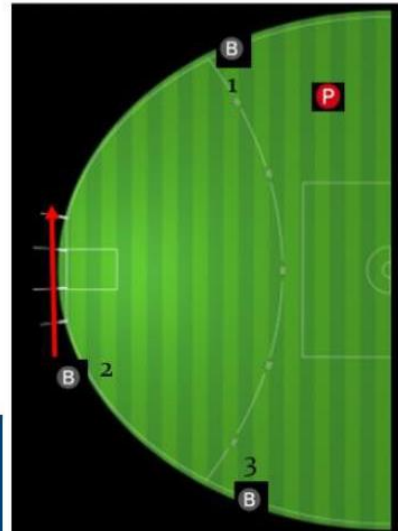


3 Boundary Umpire Change over System Following a score Following goal

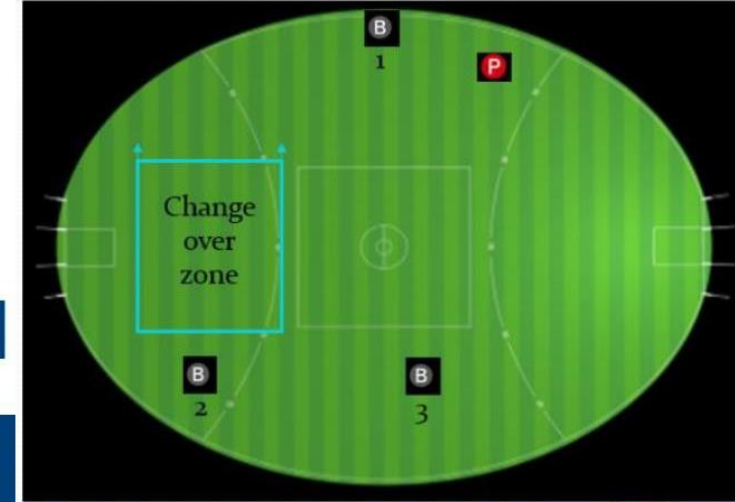


Any type of change over will do, no priority or preference

Following point



Cross ground



3 Umpire Changeover System Philosophy

“Best endeavors to share the load”

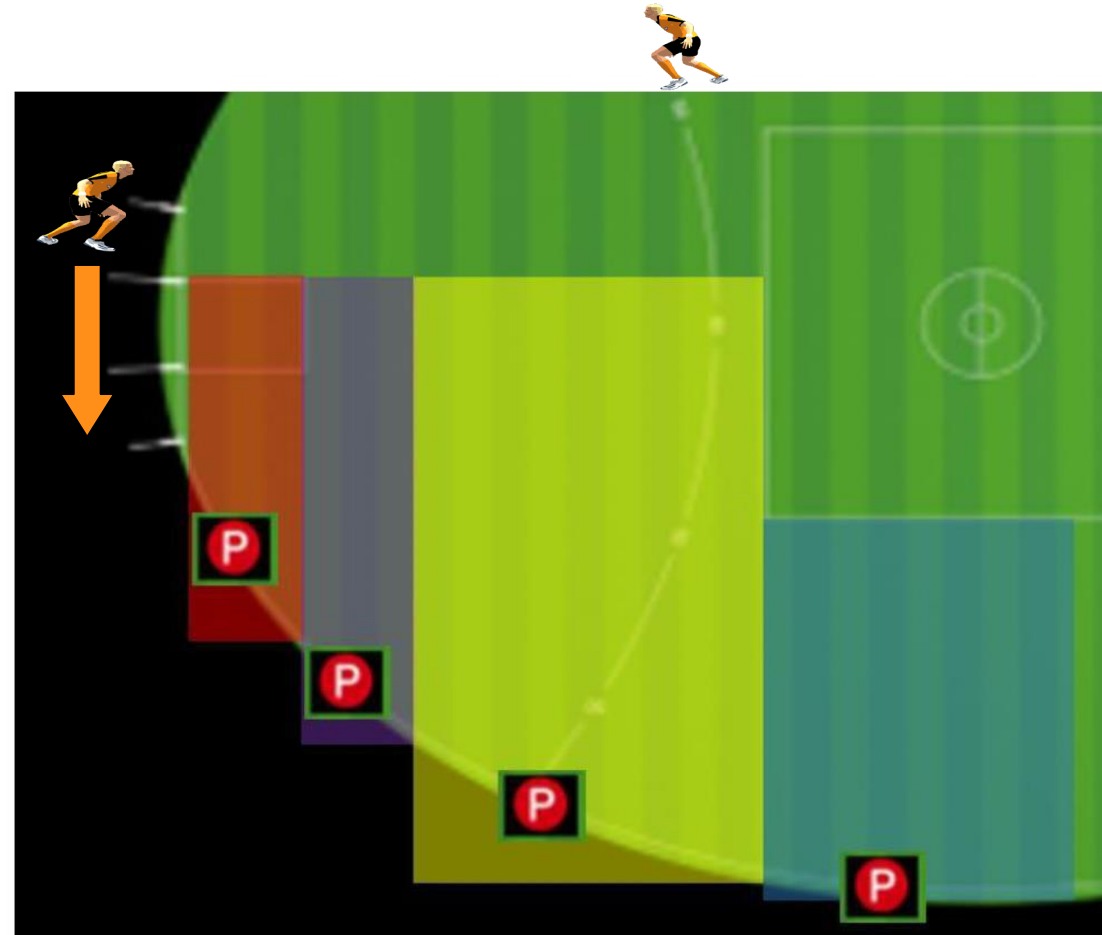
- **“A Fresh umpire is a good umpire”**
 - Focus on common sense timing
 - Providing the long run chop out
- **“Teamwork makes the dream work”**
 - Early obvious communication
 - A genuine want to be involved in decisions and assist when required

BEHIND THE GOAL CHANGEOVER

Umpire to be left on single side HAS to be aware

Note: P represents location of ball

- Red = No change
- Purple = Live play exiting 50
- Yellow = Live play/stoppage
- Blue = Live play/stoppage

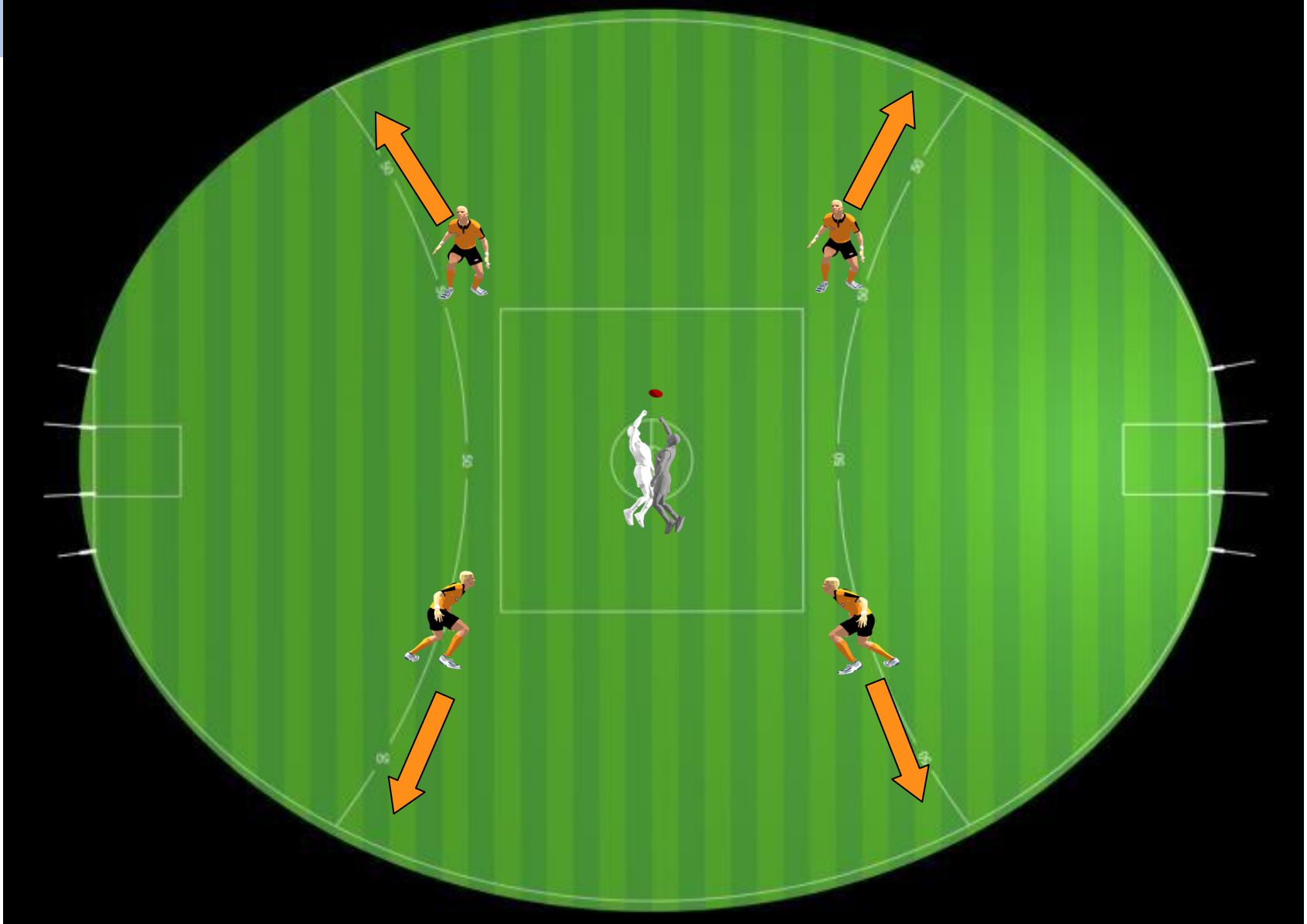




2 UMPS ON SAME SIDE

Start of match or play

Need to position to be able to patrol the wing line of the square and the 50m arc to ensure players remain in their correct zone. Once ball is bounced or thrown up head off towards the line and goal and read the centre stoppage.



General Play

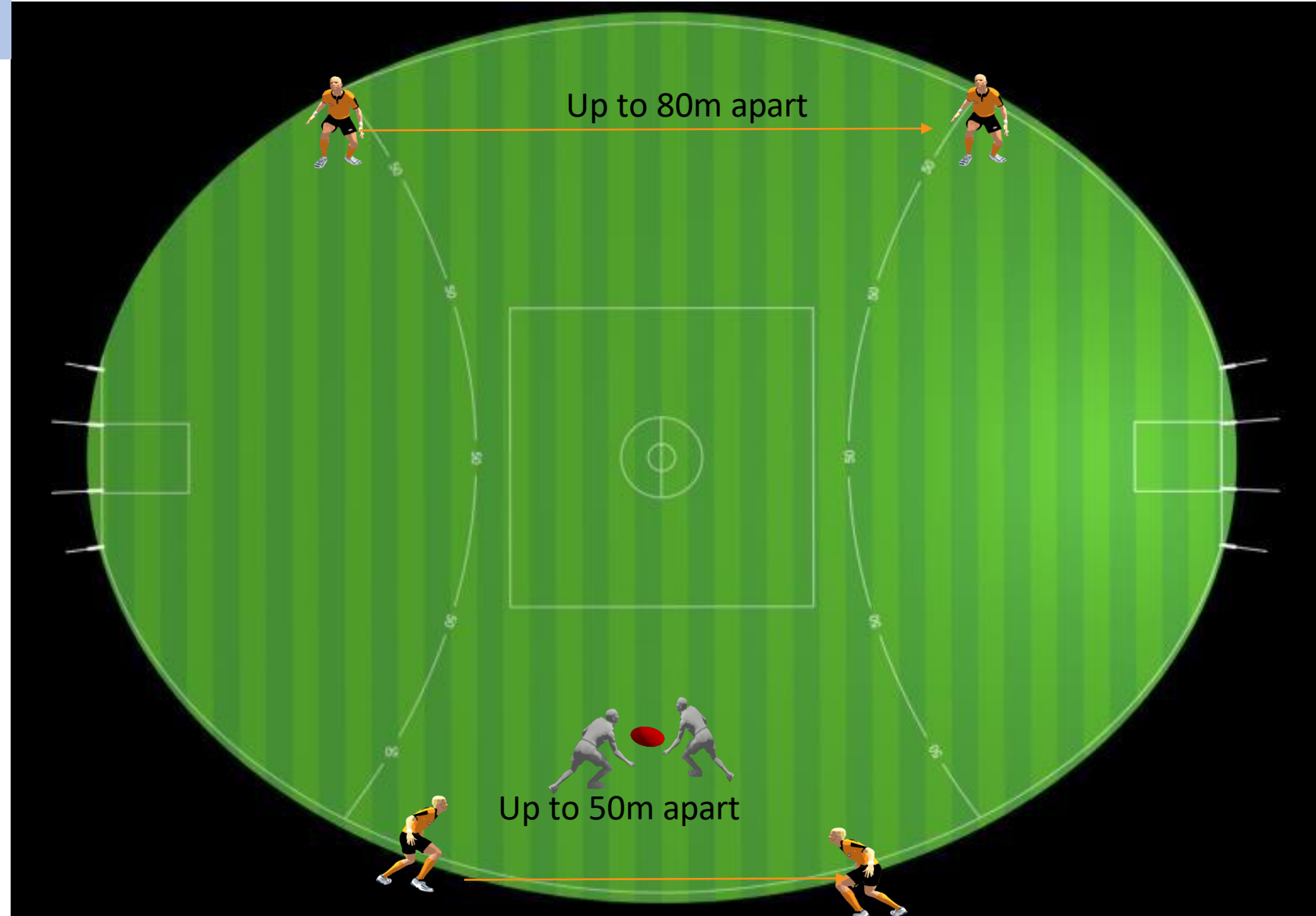
Where possible try to move to keep the ball between you and your team mate. This will give the best chance to keep both umpiring and 2 sets of eyes where ball is close to the line.

General rules

Ball on your side of the ground – stay approx.. 1 kick apart

Ball in corridor or other side of ground – up to 80m apart.

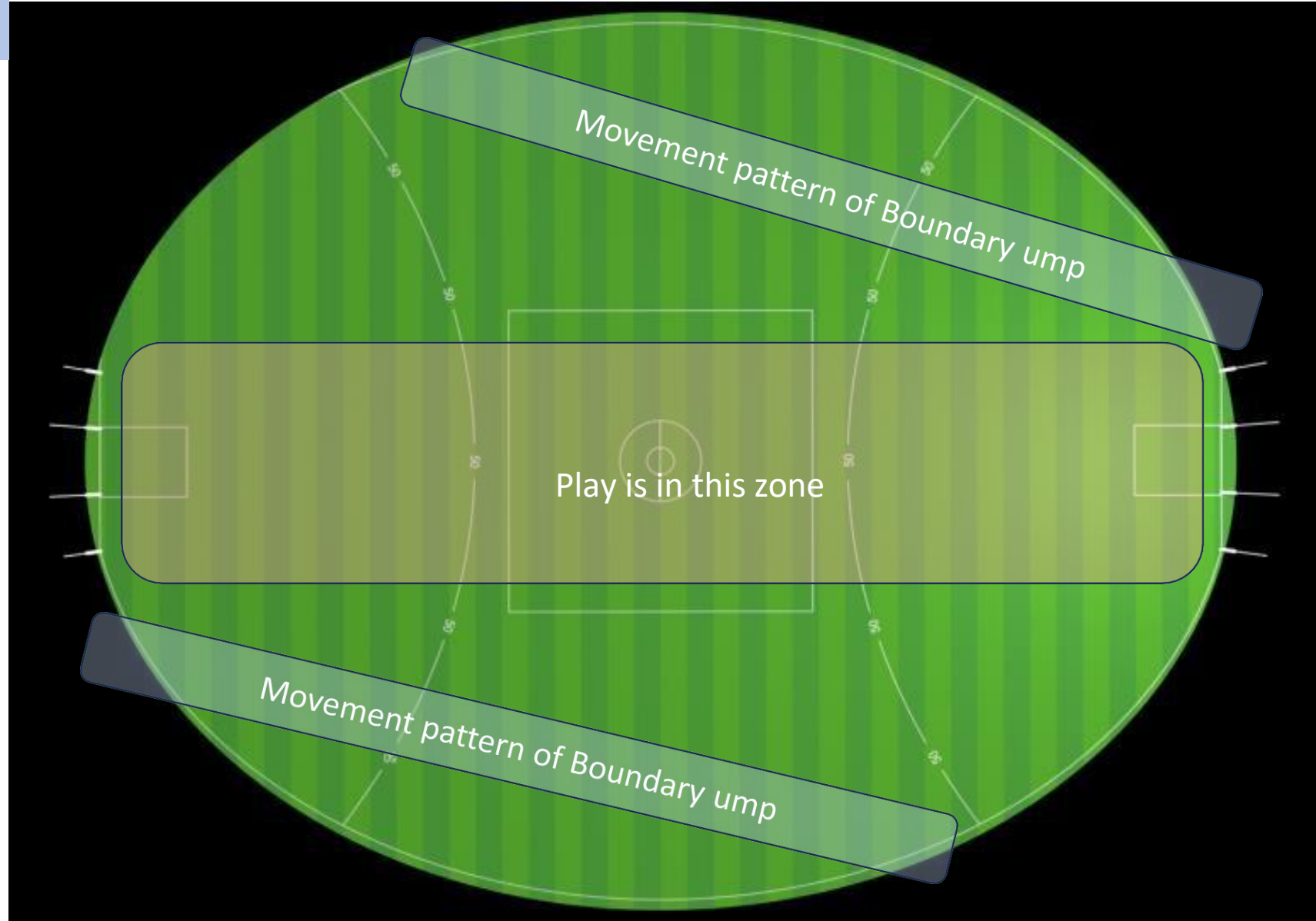
Adjust with play to maintain this distance as play moves.



General Play

For play that is in the corridor or on opposite of the ground the preferred pattern is 5m outside of the behind post to 55-60m out from goal near where 50m line and boundary line intersect.

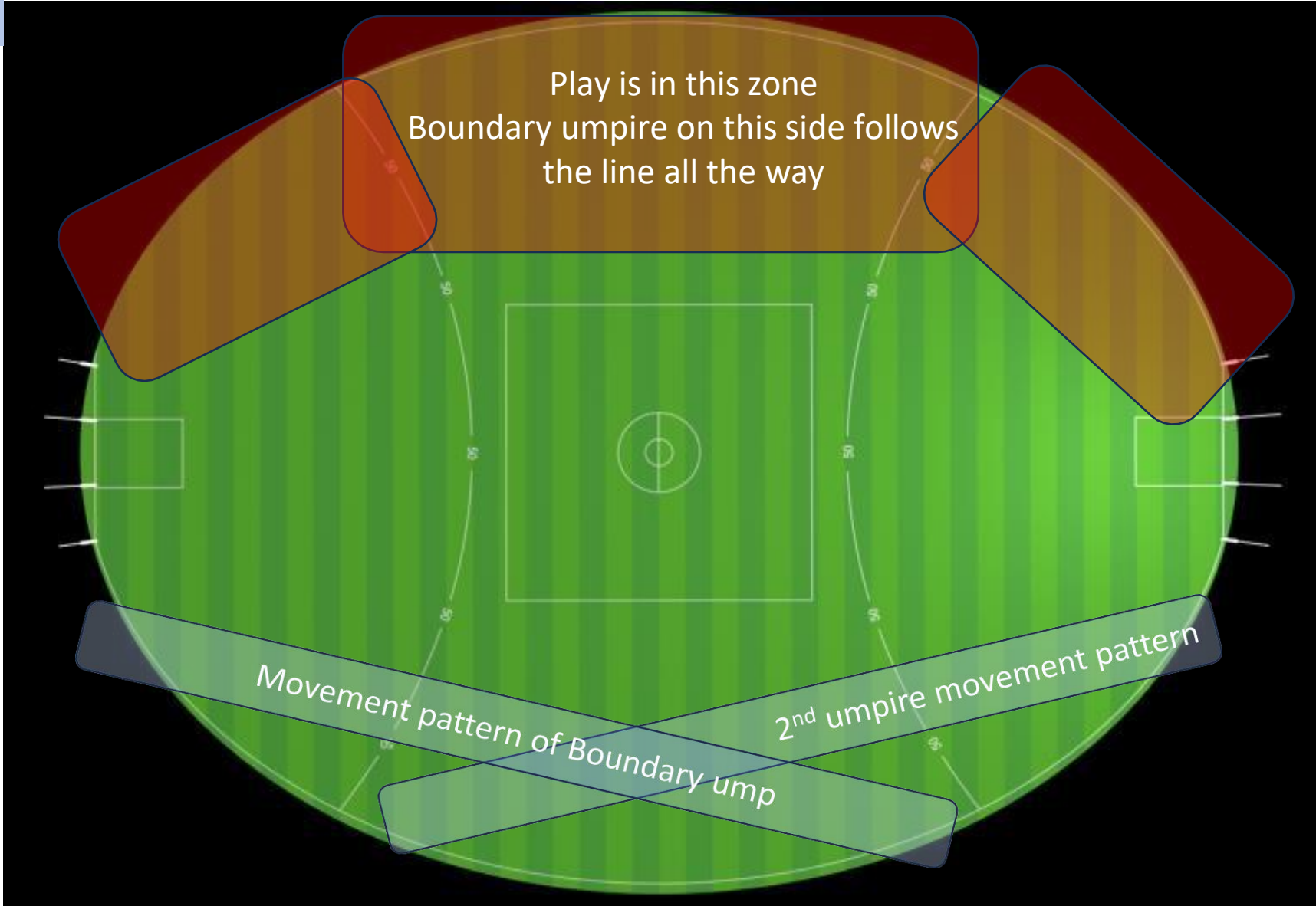
If play comes towards the line you need to adjust width and be able to get to line to make any required decisions.



General Play

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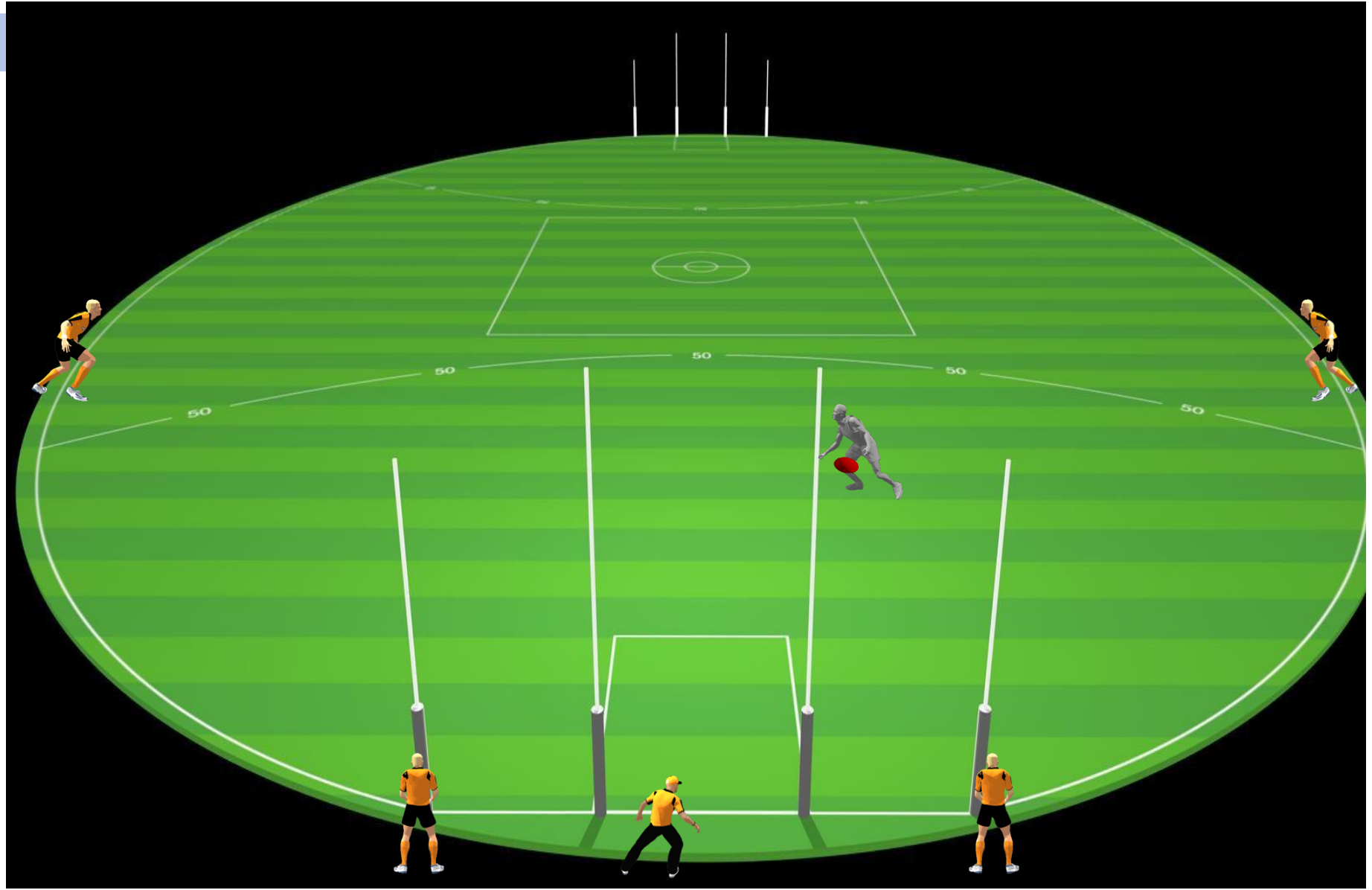
Ball in the corridor and next act of play in the corridor, movement pattern is inside play with ability to get to line if needed.



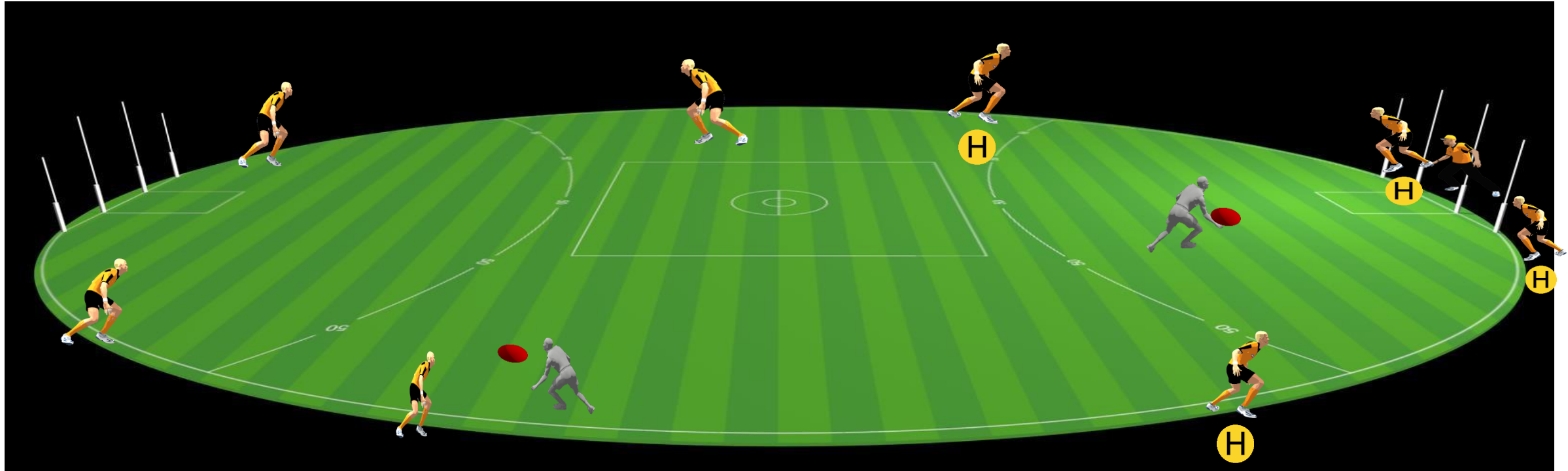
Set shot for goal

For a set shot at goal where the umpires believe the kick will land on or near the scoring line, 2 umpires on either behind post and their team mates need to be at 55-60m from goal.

Note the umpires on the post need to start approx. a metre behind the post and adjust forward if the kick is going to land as a contest near the scoring line. In this case, have a view along the back of the behind post padding.



Set kick & Set shot (2 scenarios on single slide)



For set kick near line in this location, far side can be further apart. One near goal (10-15m out and other behind kicker)

On side where ball is both umps closer, where possible trailing umpire to go past set kick only by 5-10m and team mate approx. 50m. On the kick this means we have ball between both.

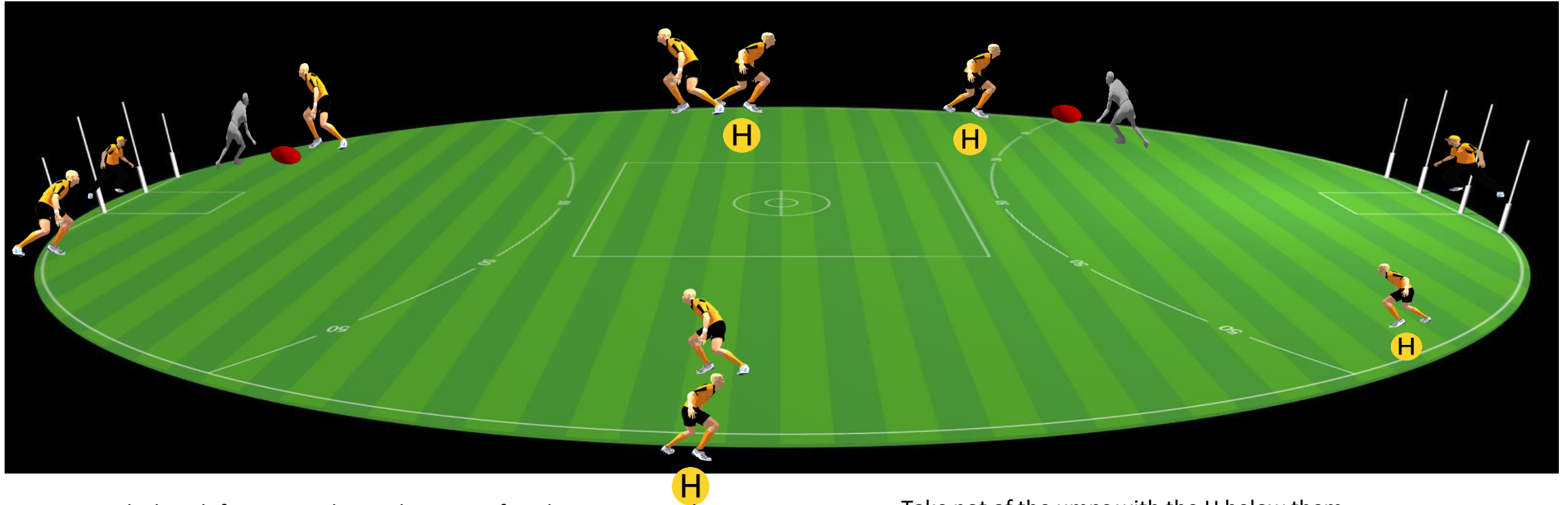
If closest ump to player with ball cannot get past safely they can stay behind player with the ball. Team mate will need to adjust distance

slightly. Take note of the Boundary umpires with the H below them.

For set shot or general play shot where ball is going to score, 2 umps on or getting to post. Trailing umps to be positioned at 55-60m out.

If ball not likely to score umps go toward goal but hold off committing unless imminent score.

Set kick in defensive pocket & set kick on flank



For set kick in defensive pocket within 35m of goal, opposite pocket ump to remain on post. This protects the score and back post of goalie. On the kick can come off and adjust accordingly.

Same side principle is same as general play.

Take not of the ump's with the H below them.

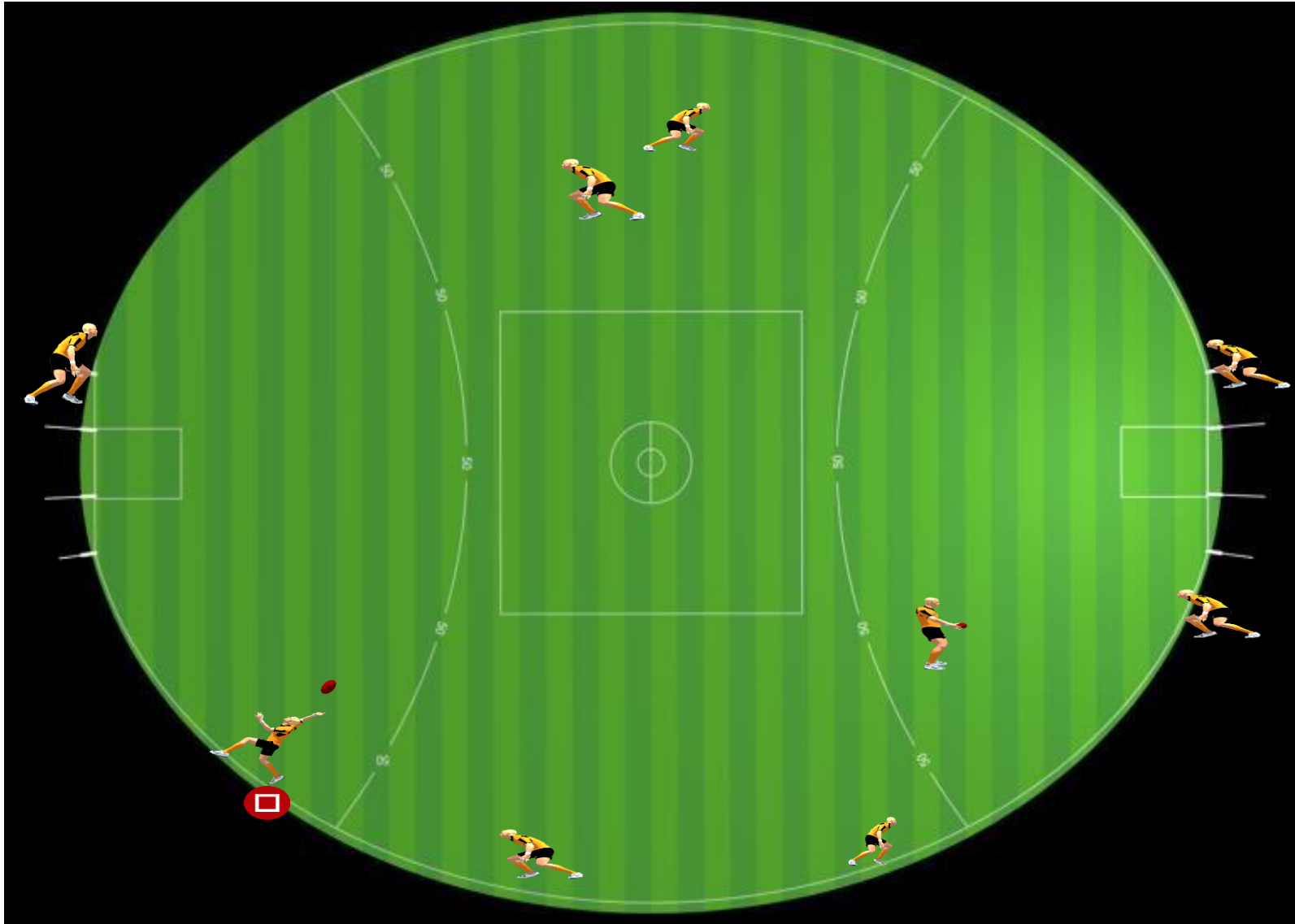
For set kick on flank near side umpire as per general play.

Far side look to ensure trailing ump is behind the kicker favouring goal to be able to get back if kick is turned over.

Ball up & Boundary Throw in

For boundary throw in. This scenario is not a handover zone inside 50. Ump throwing will head 15-20m off the throw so team mate needs to be 30-35m away.

Far side with throw inside 50 lead ump on post and team mate at about 80m out inside play



For ball up inside 50 that is not directly in front of goal, near side ump just off the post but can get there on quick kick. Team mate position so they are 50m apart.

Far side ump on post and at about 80m out. If this ball up was in corridor (both umps on post and team mate at about 60m out).

Corridor is area from point post to point post and down to other end.

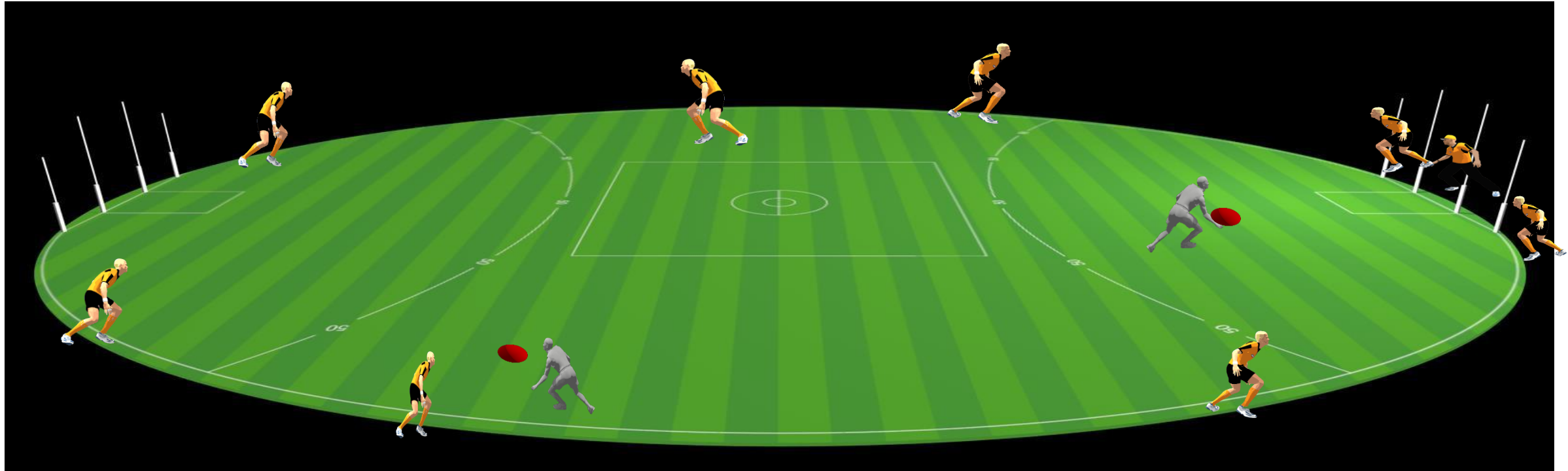
Handover throw in zone



If ball goes out in the blue zone, ideally the trail umpire will come down to take the throw. This allows the umpire closer to nearest goals to have opportunity to get to post for shot on goal. If there is going to be a noticeable delay more than 2 seconds then the closer ump should take the throw.

Once the throw is executed the thrower will need to move towards centre wing

Set kick in defensive pocket & set kick on flank



For set kick near line in this location, far side can be further apart. One near goal (10-15m out and other behind kicker)

On side where ball is both umpires closer, where possible trailing umpire to go past set kick only by 5-10m and team mate approx. 50m. On the kick this means we have ball between both.

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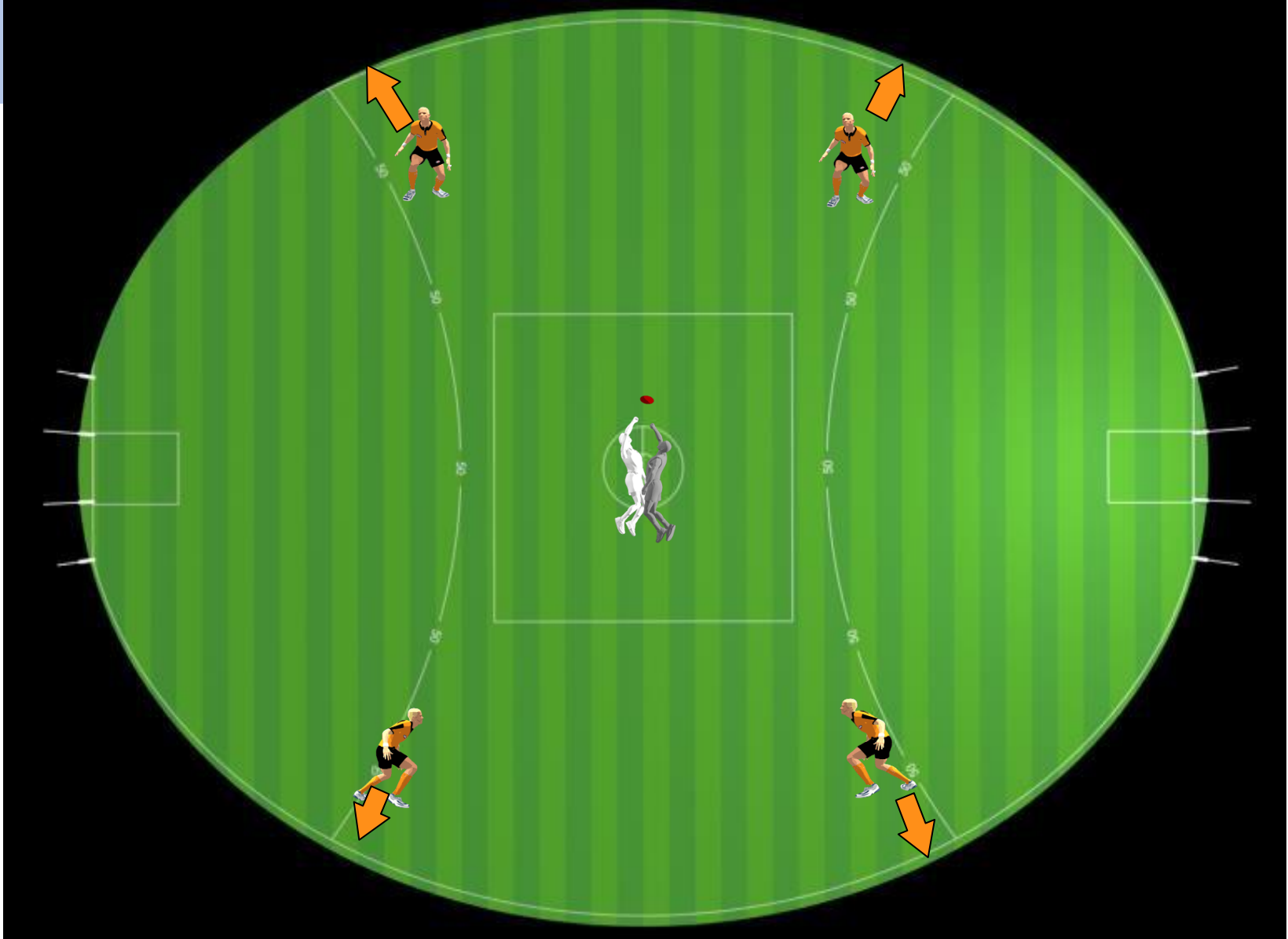
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If ball not likely to score umpires go toward goal but hold off committing unless imminent score.

2024 Mod 1 Start of match or play

Position approx. 15m diagonally back from the wing line so you can still keep eye on wings and the top of the arc of 50. On the bounce head to similar position about 55 out and then adjust according to play.

The effort off the bounce is less and then dependent on play for next movement.



2024 Mod 2 Start of match or play

The two umps in the relay position in 2023 position. On the wing line and looking along top of 50m line.

Two umps not in the relay assist with 6,6,6 and then head to approx. 60m out on the boundary line. On the bounce move at jog pace towards the nearest behind post and adjust according to play.

