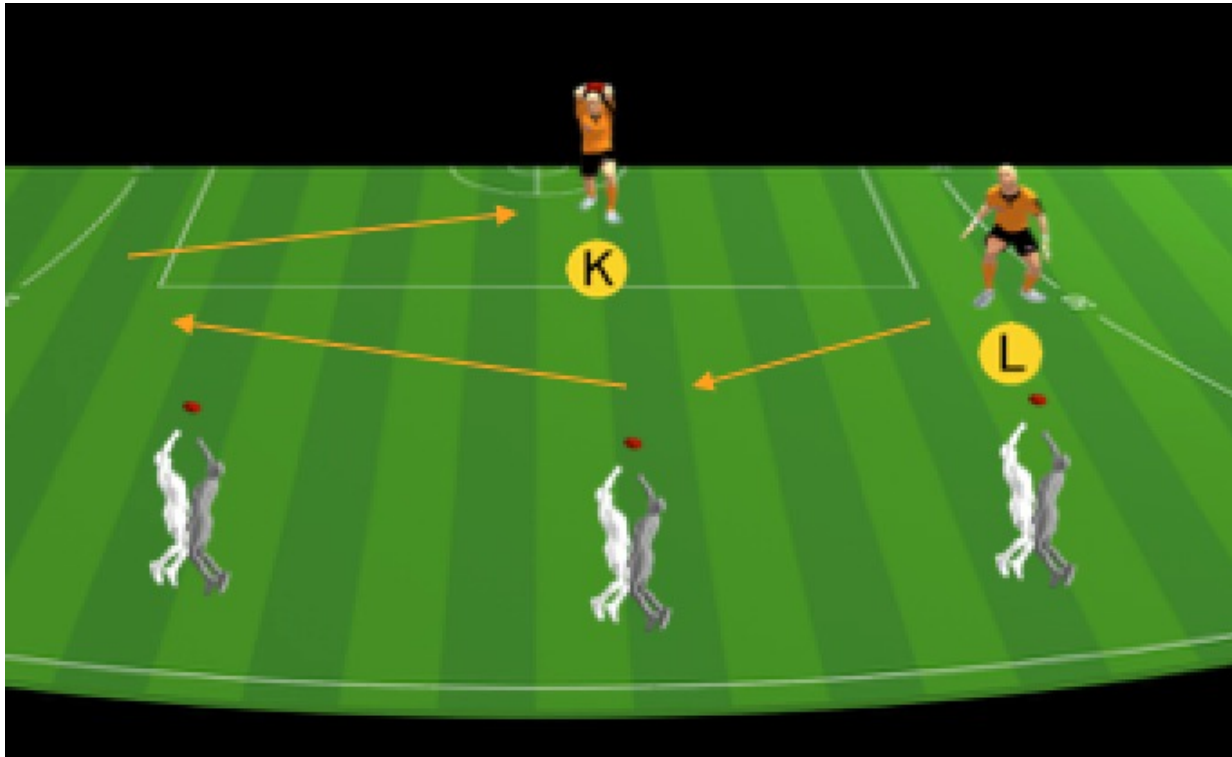


Learning Outcomes – Participants Will:

Utilise the blow, show & go approach to positioning in general play and managing Set Kick Control.

Success Criteria –
Participants will be
able to:

- Pay a Free Kick in general play
- Manage Set Kick Control with verbal presence
- Use Blow, Show & Go to move to next contest



Activity

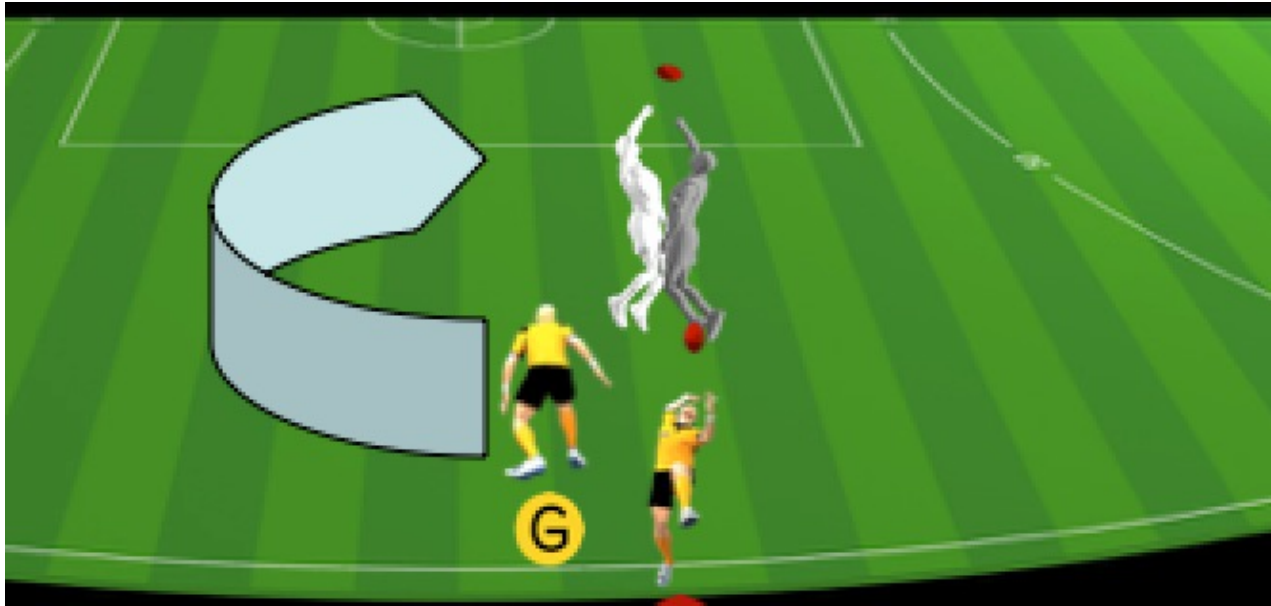
- 2 drills running simultaneously
 1. Umpire pays free kick
 2. Umpire blow, show & go to contest (cone)
 3. Umpire blow, show & go to contest (cone)
 4. Umpire completes circuit with bounce / throw up
- Next Umpire rotates in

Learning Outcomes – Participants Will:

Manage a Boundary Throw In and adjust position to obtain appropriate position for a scrum in general play.

Success Criteria –
Participants will be
able to:

- Set up a Boundary Throw In
- Position appropriately for a Boundary Throw In by running an arc inside of play
- Adjudicate a ruck contest
- Spread from the contest to obtain appropriate distance from play
- Adjust position for a scrum in general play
- Use change of pace to have presence into a Field Throw Up



Activity

1. Umpire manages set up of BTI
2. Ball is thrown in and Umpire adjudicates ruck contest
3. Umpire positions and adjusts for play
4. Ball is trapped in scrummage
5. Umpire blows whistle for Throw Up
 - Boundary Umpire becomes running Umpire

Learning Outcomes – Participants Will:	Adjudicate scenarios where a Player is disposing of the football from beyond the scoring line or boundary line.
Success Criteria – Participants will be able to:	<ul style="list-style-type: none">• Manage a defensive set kick near the scoring or boundary line• Respond appropriately to manage “Back to the 9m”• Adjudicate how the football is brought back into play



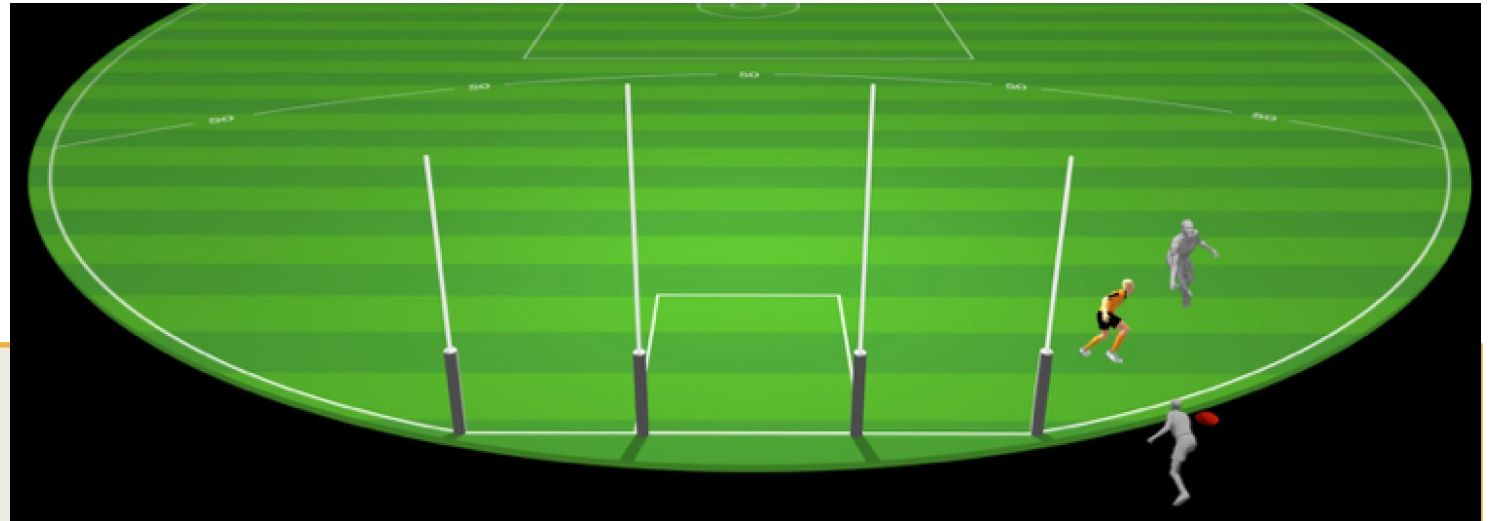
Activity

- Groups of 3-4 participants
 - Multiple groups running simultaneously
1. Defender is taking kick from beyond the scoring line
 2. Attacker is the player on the mark
 3. Umpire manages set kick as required
 4. Defender simulates bringing the football back into play (correctly or incorrectly)
 5. Umpire adjudicates as required
 6. Umpire rotates

Disposal from beyond the boundary line

Activity

- Groups of 3-4 participants
 - Multiple groups running simultaneously
1. Defender is taking kick from beyond the boundary line
 2. Attacker is the player on the mark
 3. Umpire manages set kick as required
 4. Defender simulates bringing the football back into play (correctly or incorrectly)
 5. Umpire adjudicates as required
 6. Umpire rotates



Learning Outcomes – Participants Will:

Adjudicate a holding the ball match simulation after a Field Throw Up.

Success Criteria –
Participants will be
able to:

- Conduct a Field Throw Up
- Adjudicate a ruck contest
- Spread from the contest to obtain appropriate distance from play
- Adjust position for a scrummage in general play
- Adjudicate a holding the ball scenario
- Use change of pace to have presence into a Field Throw Up or Free Kick



Activity

- Groups of 5-6 participants
 - Multiple groups running simultaneously
1. Umpire conducts Field Throw Up
 2. Umpire spreads hard from ruck contest
 3. Simulated scrummage between players
 4. Umpire positions and adjusts for play
 5. Players enacted HTB scenario
 6. Umpire adjudicates as required
 7. Umpire triggers in and repeat
- Each Umpire does 2 throw ups and then rotate

Learning Outcomes – Participants Will:

Manage a Kick Out from Behind and adjust position to obtain appropriate position for match simulation.

Success Criteria –
Participants will be
able to:

- Set up a Kick Out from Behind
- Position appropriately for general play in 50m area
- Adjudicate general play in a match simulation

Kick Out from Behind



Activity

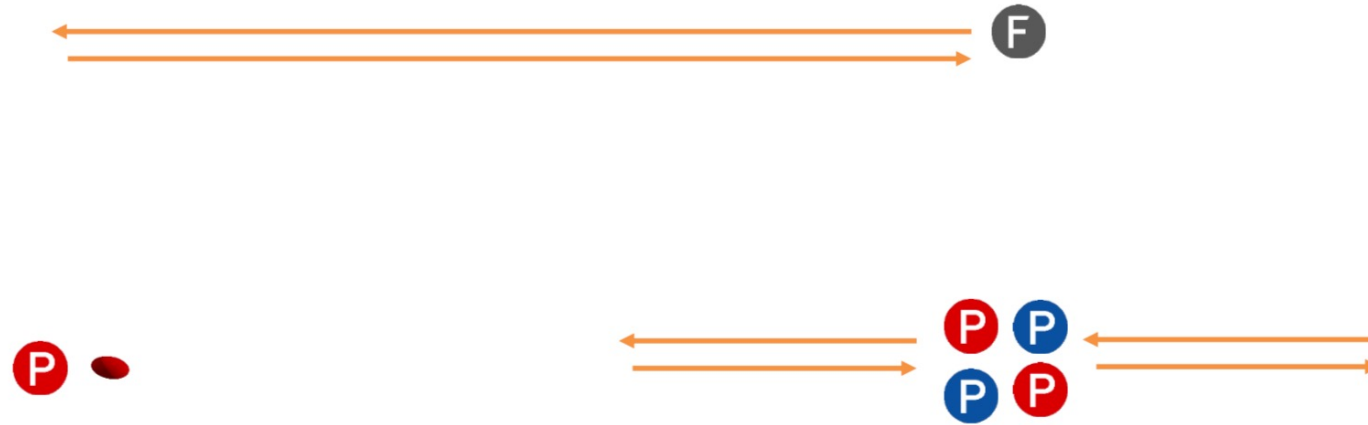
- Two sets of players – defenders and attackers with one umpire
1. Umpire signals for a behind, sets up and umpires resultant play
 2. Players simulate kicking ball around defensive area with attacking players
 3. After a period of play there is a turnover and shot on goal

Learning Outcomes – Participants Will:

Adjust position to obtain appropriate position for a marking contest.

Success Criteria –
Participants will be
able to:

- Position appropriately for a marking contest by obtaining a side on position
- Adjudicate a marking contest
- Manage Set Kick Control with verbal and physical management



Activity

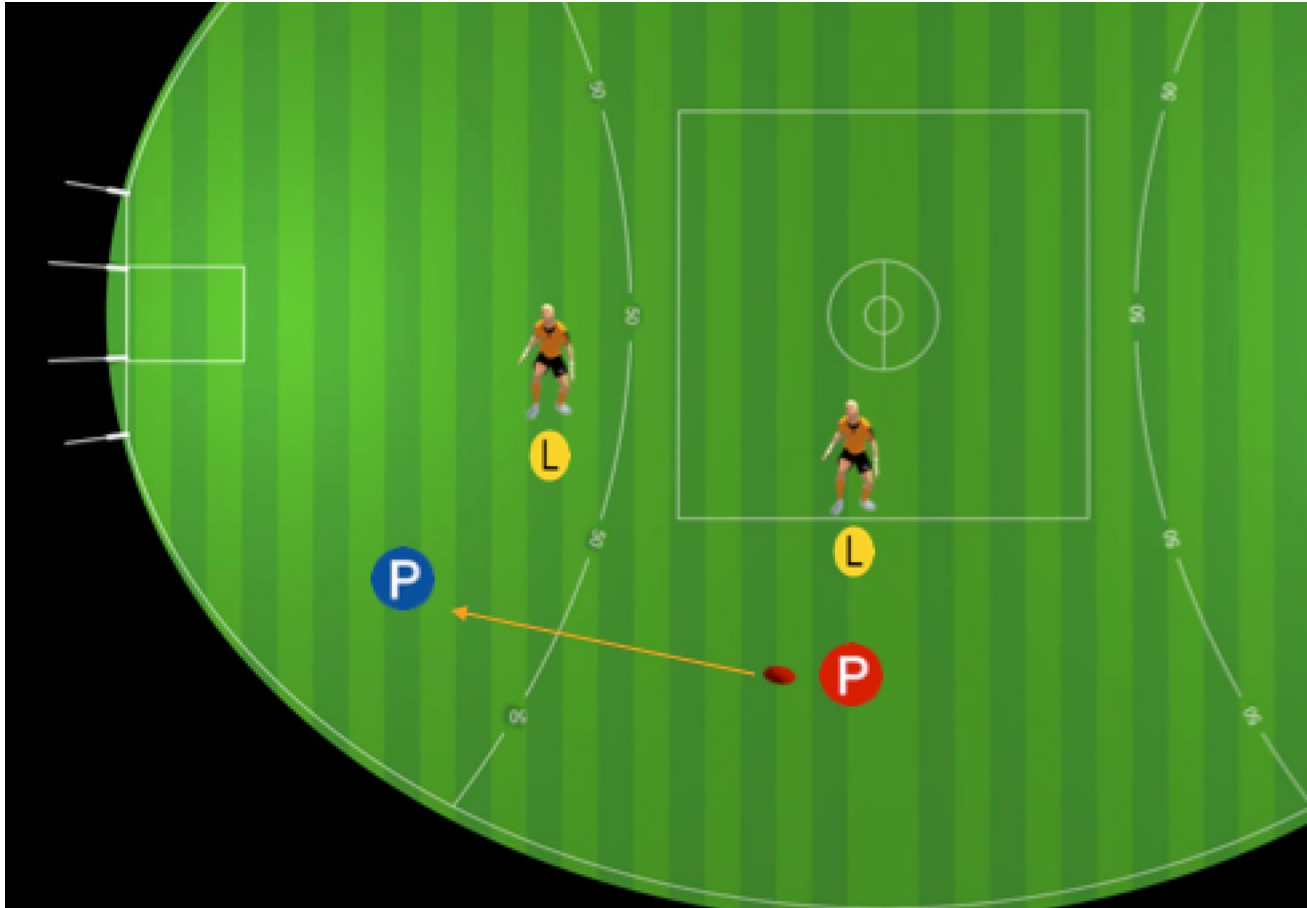
- Groups of 6
 - 4 players, 1 Umpire, 1 kicker (Players in two teams wearing bibs to designate teams)
1. Umpire completes a shuttle while players complete a shuttle
 2. Player (in red) kicks ball to marking contest
 3. Marking contest occurs and Umpire adjudicates accordingly

Learning Outcomes – Participants Will:

Use effective observation skills to adjudicate a contest in general play where there is a potential Free Kick After Disposal

Success Criteria –
Participants will be
able to:

- Position for a contest in general play
- Demonstrate effective observation skills, including holding vision
- Pay a Free Kick After Disposal
- Respond appropriately to manage Free Kick, including managing a potentially volatile situation
- Demonstrate effective teamwork with other Umpire to determine correct location of the Free Kick
- Manage Set Kick Control with verbal and physical presence



Activity

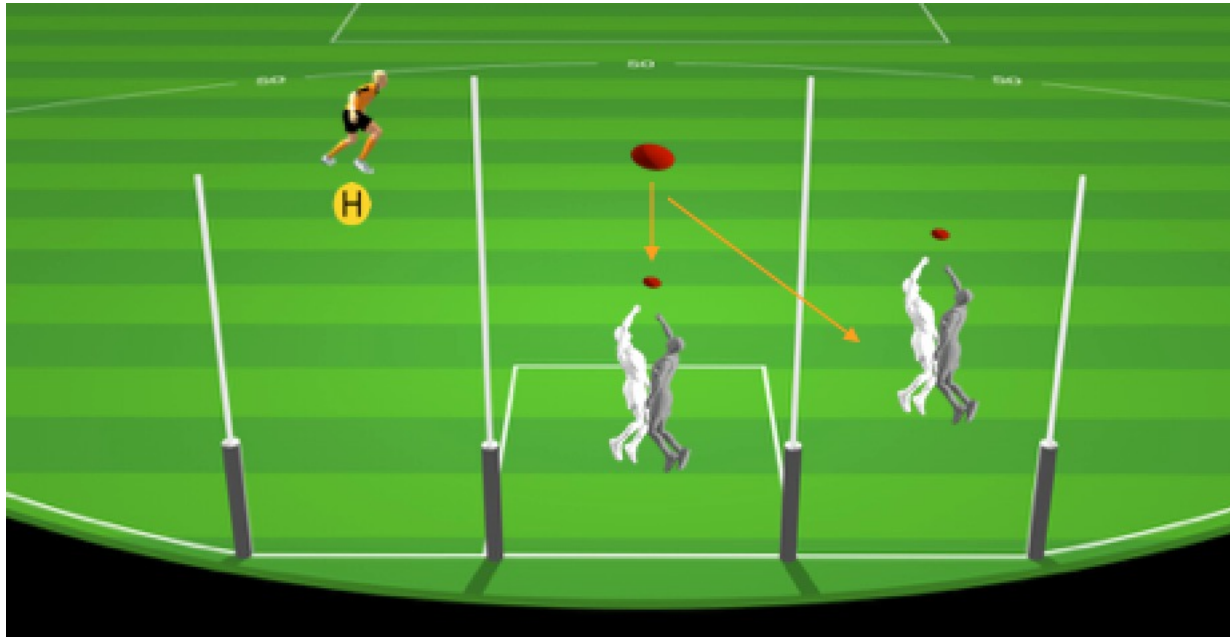
- 2 Umpires involved in drill
 - 2 sets of players involved in drill
1. Ball starts at Red P
 2. Players contest the ball and simulate illegal contact before or after disposal
 3. MZ Umpire to pay free kick and determine if free kick is at contest or down field
 4. EZ Umpire positions as required
 5. Umpire manages SKC as required
- Next Umpires rotate in

Learning Outcomes – Participants Will:

Manage Set Kick Control in a deep defensive situation, including effectively managing “Back to the 9m”.

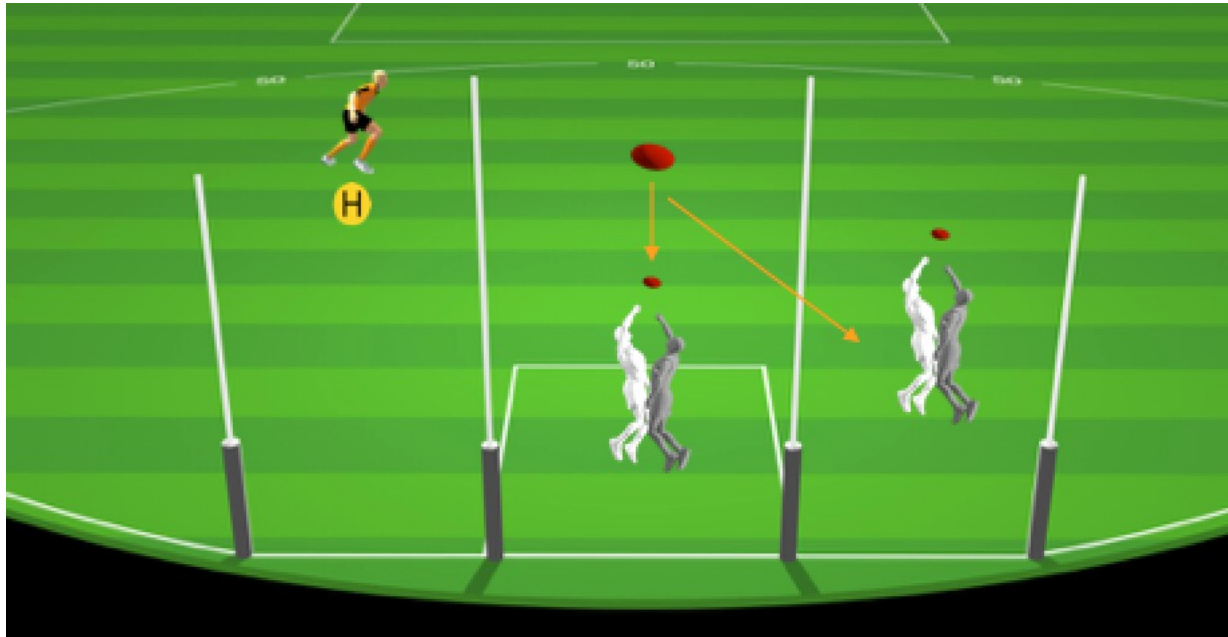
Success Criteria –
Participants will be
able to:

- Position appropriately for a marking contest by obtaining a side on position
- Adjudicate a marking contest
- Manage Set Kick Control with verbal and physical management
- Respond appropriately to manage “Back to the 9m”
- Manage a subsequent set kick in deep defensive area
- Adjust position for ball being kicked out of deep defensive area



Activity

1. Umpire positions to where ball is kicked
2. Umpire adjudicates contest (pay mark or Free Kick to defensive team)
3. Umpire controls set kick as required
4. Ball gets kicked back to starting position
5. Umpire triggers back to line
 - Next Umpire rotates in



Activity

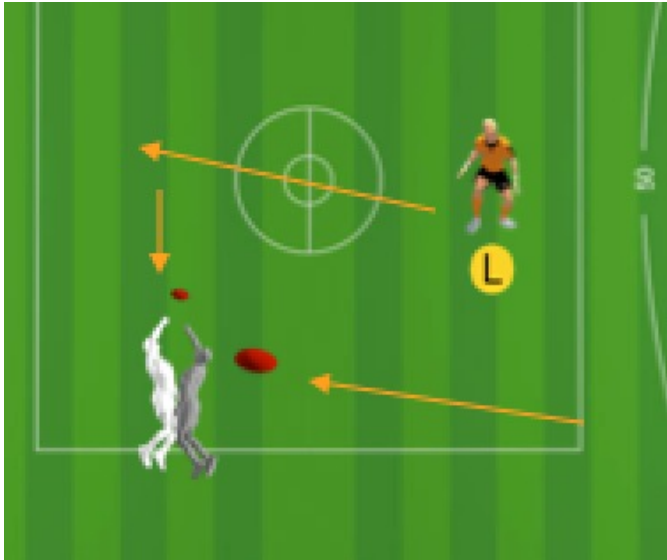
1. Umpire positions to where ball is kicked
2. Umpire adjudicates contest (pay mark or Free Kick to defensive team)
3. Umpire controls set kick as required
4. Ball gets kicked short in deep defensive area where it is a defending team mark
5. Umpire controls set kick as required
6. Ball gets kicked back to starting position
7. Umpire triggers back to line
 - Next Umpire rotates in

Learning Outcomes – Participants Will:

Manage Set Kick Control after a marking contest.

Success Criteria –
Participants will be
able to:

- Position appropriately for a marking contest by obtaining a side on position
- Adjudicate a marking contest
- Manage Set Kick Control with verbal and physical management



Activity

1. Ball is kicked from starting position
2. Umpire positions for marking contest
3. Umpire adjudicates contest
4. Umpire must show presence at SKC
5. Umpire manages SKC
 - Next Umpire rotates in

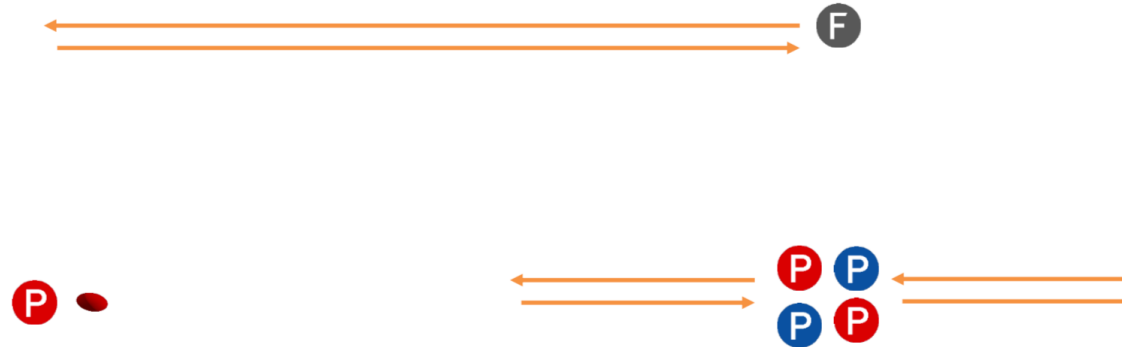
Learning Outcomes – Participants Will:

Manage Set Kick Control after a marking contest.

Success Criteria –
Participants will be
able to:

- Position appropriately for a marking contest by obtaining a side on position
- Adjudicate a marking contest
- Manage Set Kick Control with verbal and physical management
- Apply the Laws relating to 50m Penalties
- Manage the implementation of a 50m Penalty

Set Kick Control: Marking Contests with 50m Penalty



Activity

- Groups of 6
 - 4 players, 1 Umpire, 1 kicker (Players in two teams wearing bibs to designate teams)
1. Umpire completes a shuttle while players complete a shuttle
 2. Player (in red) kicks ball to marking contest
 3. Marking contest occurs and Umpire adjudicates accordingly
 4. Players simulate a 50m Penalty at the set kick and Umpire implements accordingly

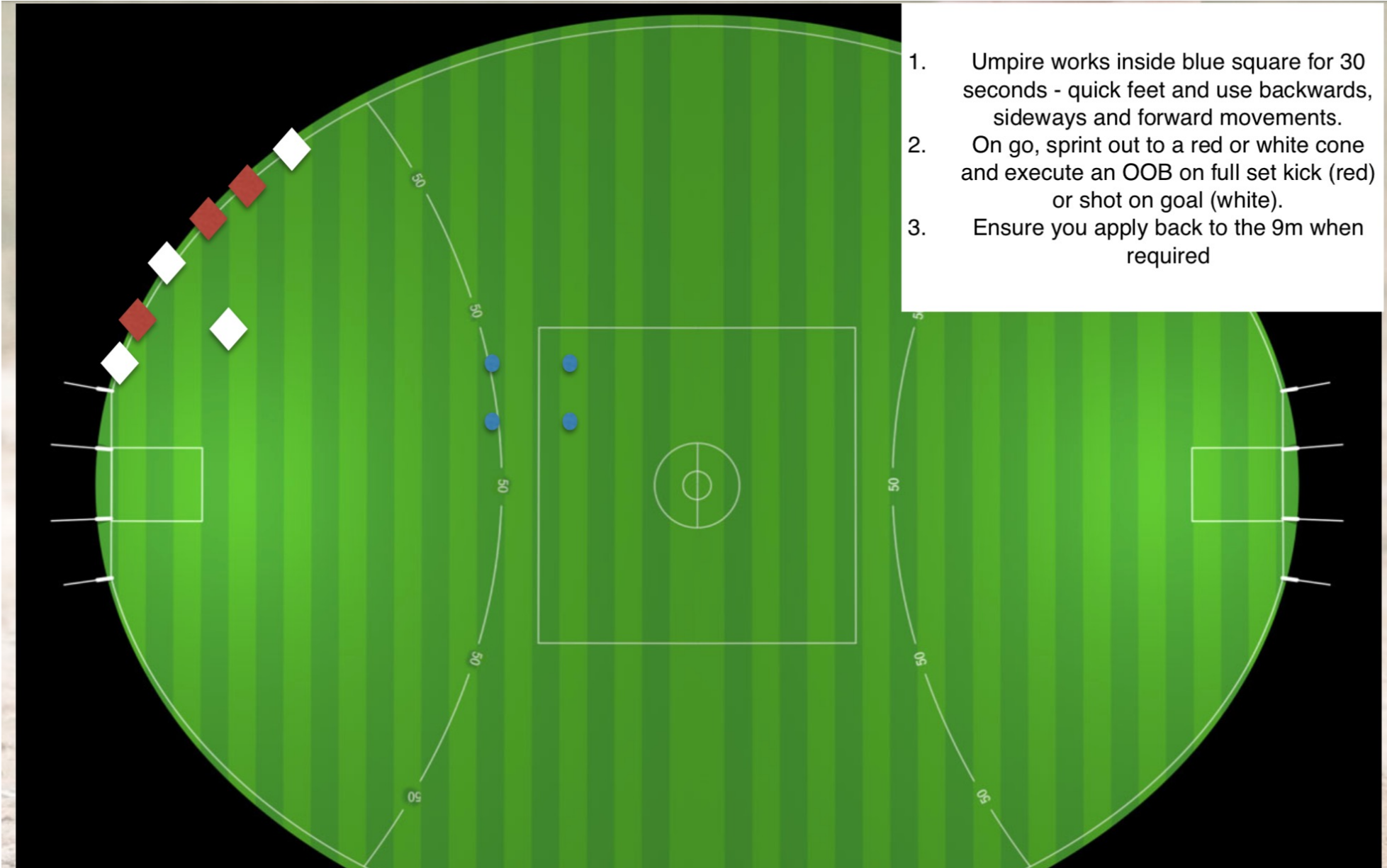
Learning Outcomes – Participants Will:

Manage Set Kick Control in a deep defensive situation, including effectively managing a set shot or out of bounds on the full.

Success Criteria –
Participants will be
able to:

- Pay a Free Kick for a set shot or out of bounds on the full
- Manage Set Kick Control with verbal and physical management
- Respond appropriately to manage a set shot (if required)
- Respond appropriately to manage “Back to the 9m” (if required)

Set Kick Control: Offensive/Defensive



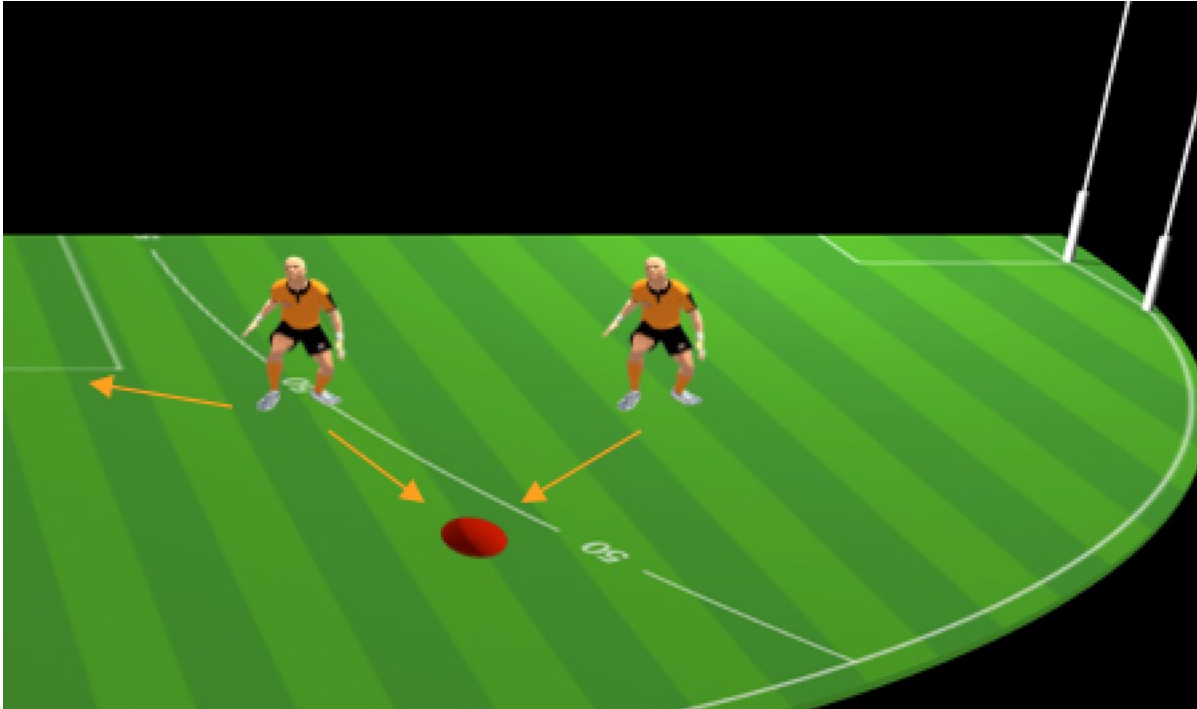
1. Umpire works inside blue square for 30 seconds - quick feet and use backwards, sideways and forward movements.
2. On go, sprint out to a red or white cone and execute an OOB on full set kick (red) or shot on goal (white).
3. Ensure you apply back to the 9m when required

Learning Outcomes – Participants Will:

Manage Set Kick Control with a focus on the “stand rule” in a Two or Three Umpire System.

Success Criteria –
Participants will be
able to:

- Pay a Free Kick in general play
- Manage Set Kick Control (including Stand rule)
- Execute a push to release with support Umpire assuming control
- Respond appropriately to a “stand rule” scenario
- Execute a change of control to the other Umpire (if required)
- Position appropriately to receive change of control



Activity

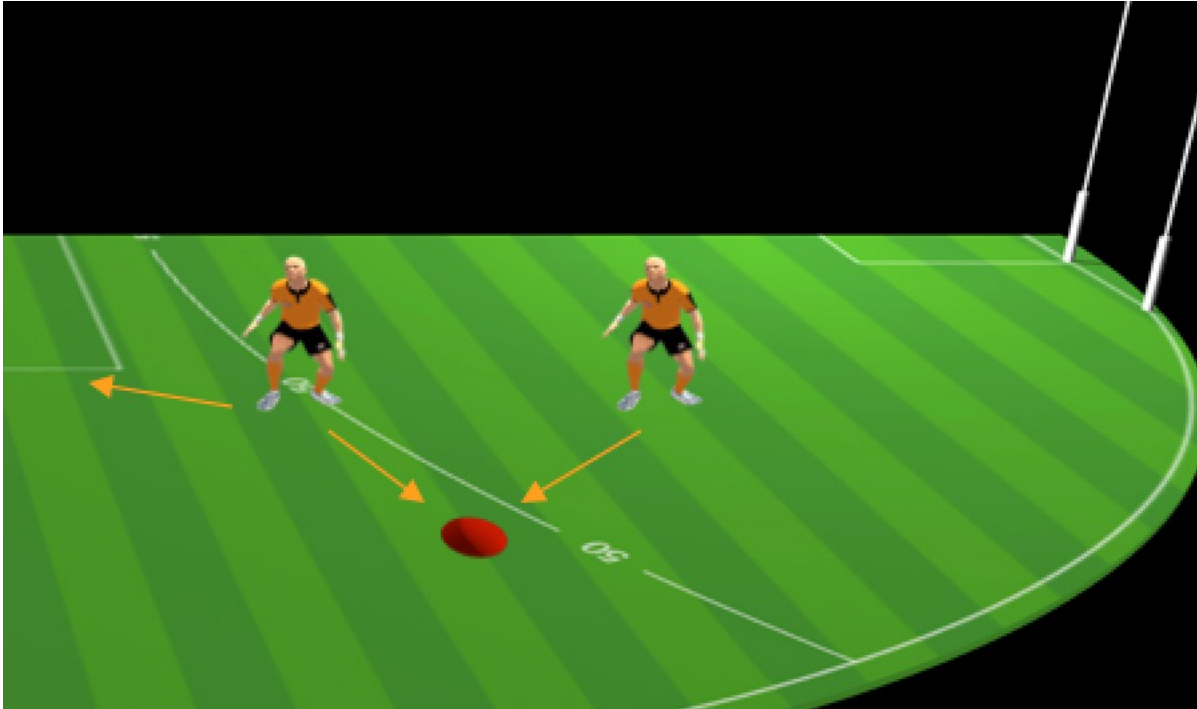
- 2 Umpires involved in drill
 - 1 kicker (indicated by the football)
 - 1 defensive player (player on mark)
1. MZ Umpire pays a Free kick where ball is
 2. EZ Umpire pushes to release
 3. MZ Umpire releases into MZ
 4. EZ Umpire manages set kick control
- (Defensive Player to create Stand Rule scenarios)
1. Ball is kicked and MZ Umpire positions
 2. MZ Umpire collects ball and runs it back
- Next Umpires rotate in

Learning Outcomes – Participants Will:

Manage Set Kick Control in a Two or Three Umpire System.

Success Criteria –
Participants will be
able to:

- Pay a Free Kick in general play
- Manage Set Kick Control
- Execute a push to release with support Umpire assuming control
- Execute a change of control to the other Umpire
- Position appropriately to receive change of control



Activity

- 2 Umpires involved in drill
 - 1 kicker (indicated by the football)
 - 1 defensive player (player on mark)
1. MZ Umpire pays a Free kick where ball is
 2. EZ Umpire pushes to release
 3. MZ Umpire releases into MZ
 4. EZ Umpire manages set kick control
 5. Ball is kicked and MZ Umpire positions
 6. MZ Umpire collects ball and runs it back
- Next Umpires rotate in

Learning Outcomes – Participants Will:

Adjust position from a Field Throw Up to obtain appropriate position for a marking contest.

Success Criteria –
Participants will be
able to:

- Conduct a Field Throw Up
- Spread from the contest to obtain appropriate distance from play
- Anticipate play to move left or right for a marking contest
- Use change of pace and angle to obtain appropriate position
- Adjudicate a marking contest



Activity

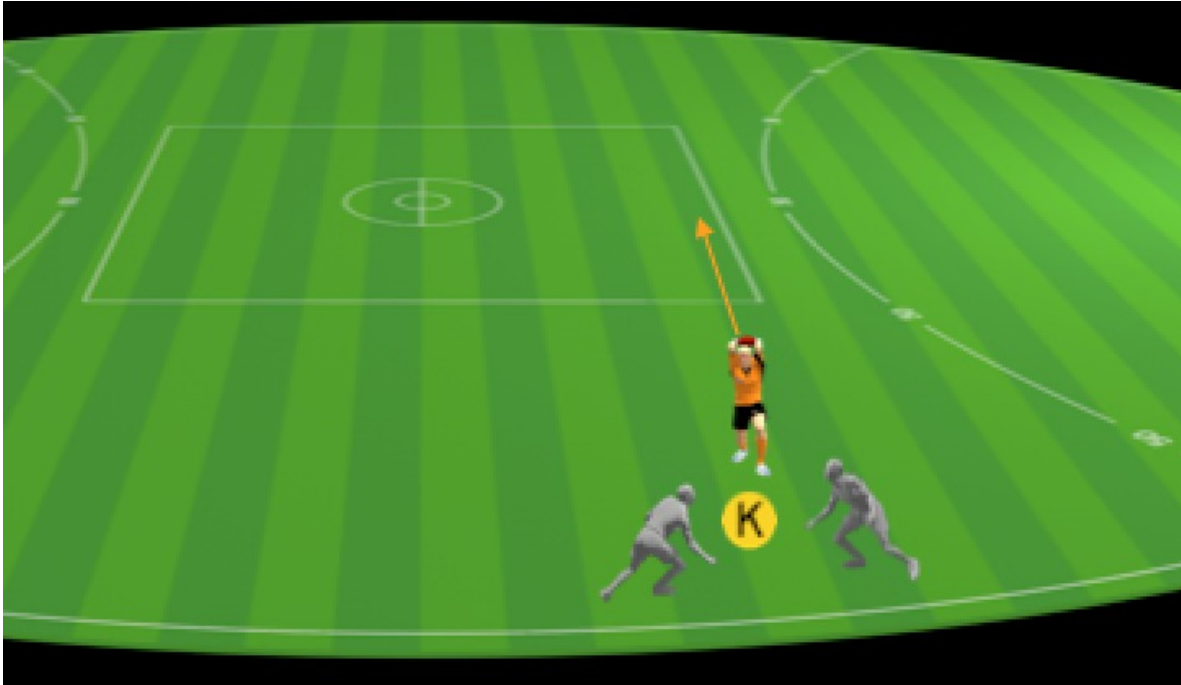
1. Umpire conducts Field Throw Up
2. Umpire spreads hard
3. Next Umpire in line kicks ball left or right
4. Umpire needs to trigger and use angle to contest
5. Umpire positions and adjudicates contest
 - Kicker Umpire becomes running Umpire

Learning Outcomes – Participants Will:

Adjust position from a Field Throw Up to obtain appropriate position for a scrimmage in general play.

Success Criteria –
Participants will be
able to:

- Conduct a Field Throw Up
- Adjudicate a ruck contest
- Spread from the contest to obtain appropriate distance from play
- Adjust position for a scrimmage in general play
- Use change of pace to have presence into a Field Throw Up



Activity

- Groups of 5-6 people
 - Multiple groups running simultaneously
 - Participants acting as players
1. Umpire conducts Field Throw Up
 2. Umpire spreads hard from ruck contest
 3. Simulated scrimmage between players
 4. Umpire positions and adjusts for play
 5. Ball is trapped in scrimmage
 6. Umpire blows whistle for Throw Up
 7. Umpire triggers in and repeat
- Each Umpire does 2 Throw Ups & then rotate