

# Field Umpiring

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## Skill Drills Booklet



# Whistle Blower

## Set Up

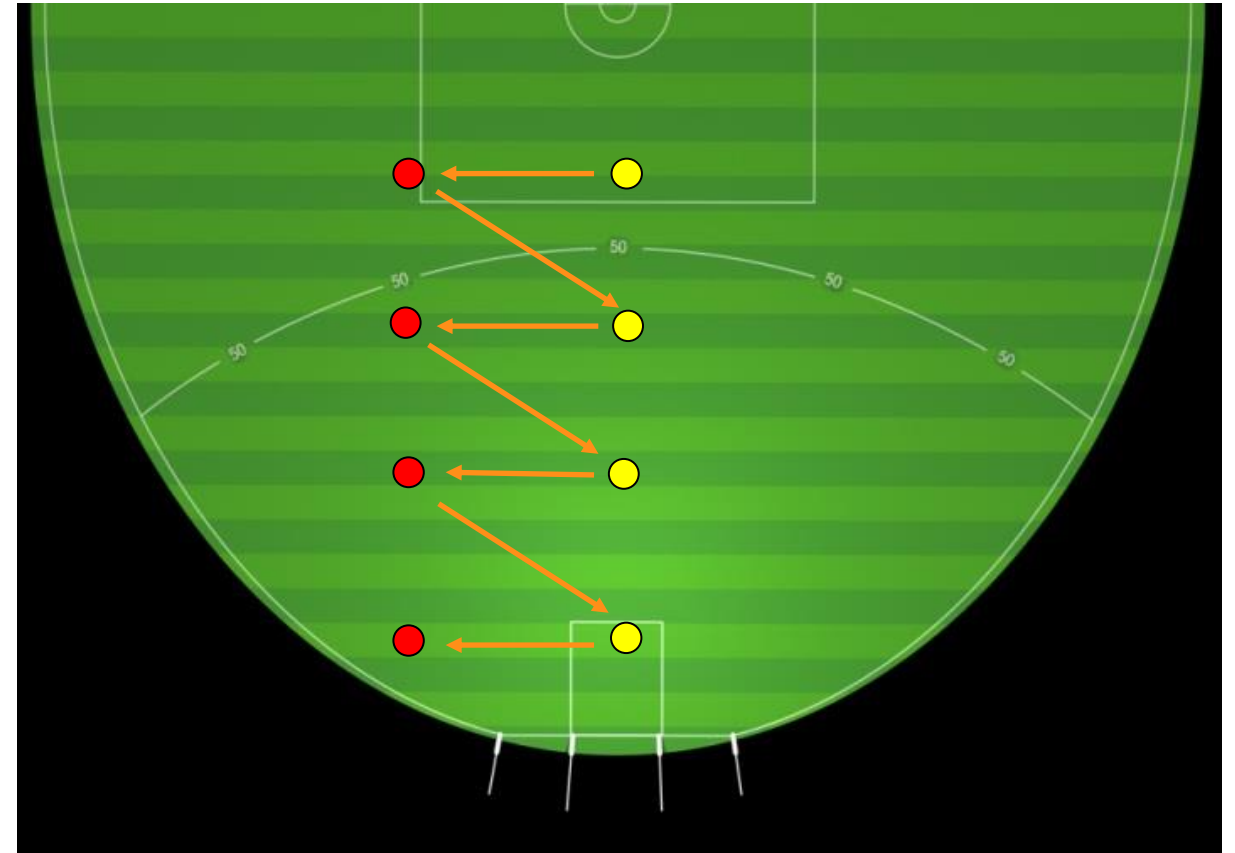
- Two lines of cones – 15m apart

## Drill

- Umpire will start at the 'Yellow' and blow the whistle and make a decision
- Umpire will run to the red cones signalling for a free kick and run to the cone
- Umpire will back out and repeat
- No decision is allowed to be the same

## Coaching

- Loud whistle
- Umpire must be moving while signalling the free kick
- You can do this drill also for Boundary Umpiring signals

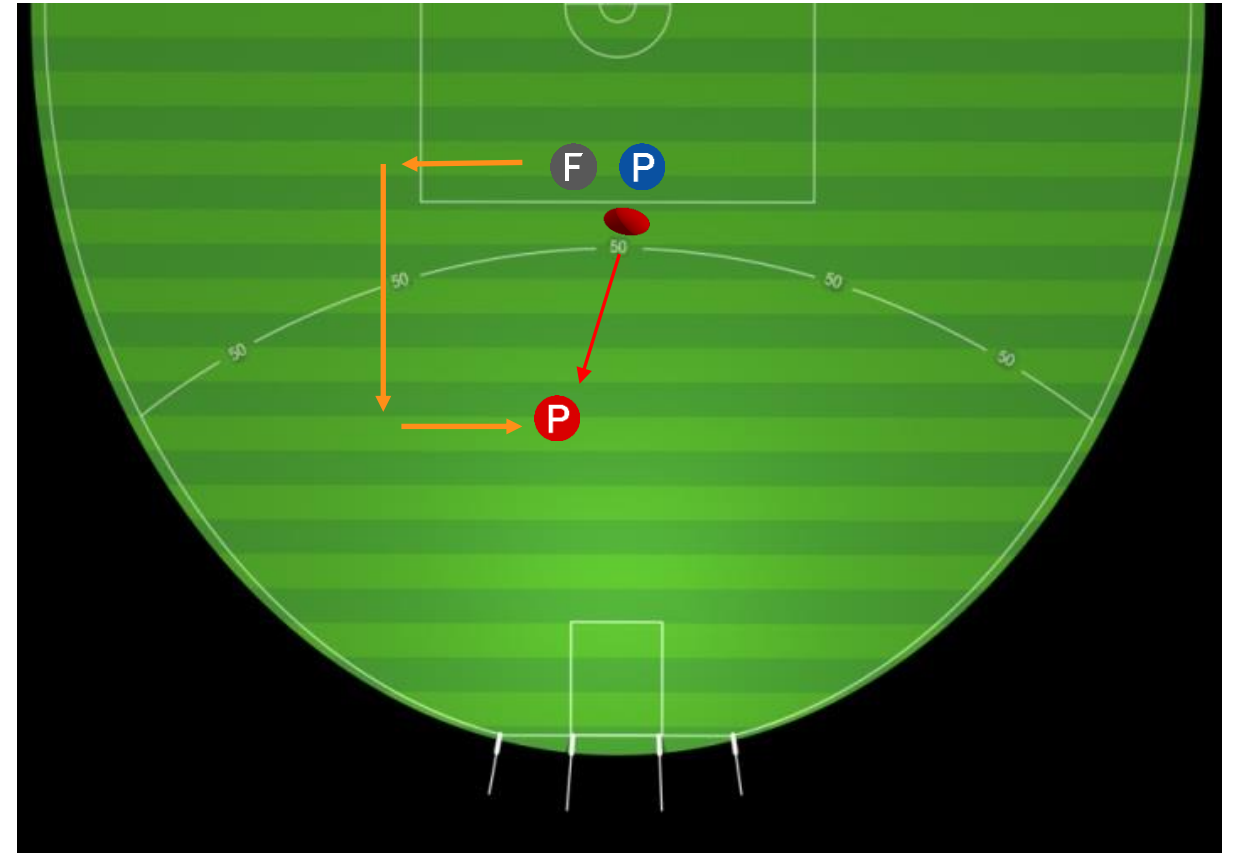


## Set Up

- Have a player standing where the ball up occurs and at “P”
- Can mirror this drill so more umpires are running

## Drill

- Umpire executes a ball up, backs out
- ‘P’ grabs the ball and will kick to ‘P’
- ‘P’ does not kick the ball until the umpire is 15/20m from play
- Umpire will adjust by keeping good distance from play
- When ‘P’ marks, umpire blows whistle, runs in and completed another ball up



# Stoppage with 2 Umpires

## Set Up

- Have a player standing where the ball up occurs and at “Red P”, plus one at “Blue P”
- Two field umpires needed at ‘F’
- Can set up so it can be anywhere on the oval and running on both sides

## Drill

- Umpire executes a ball up, backs out
- Coach will kick to either “Red P” or “Blue P”

### If kicked to Red P

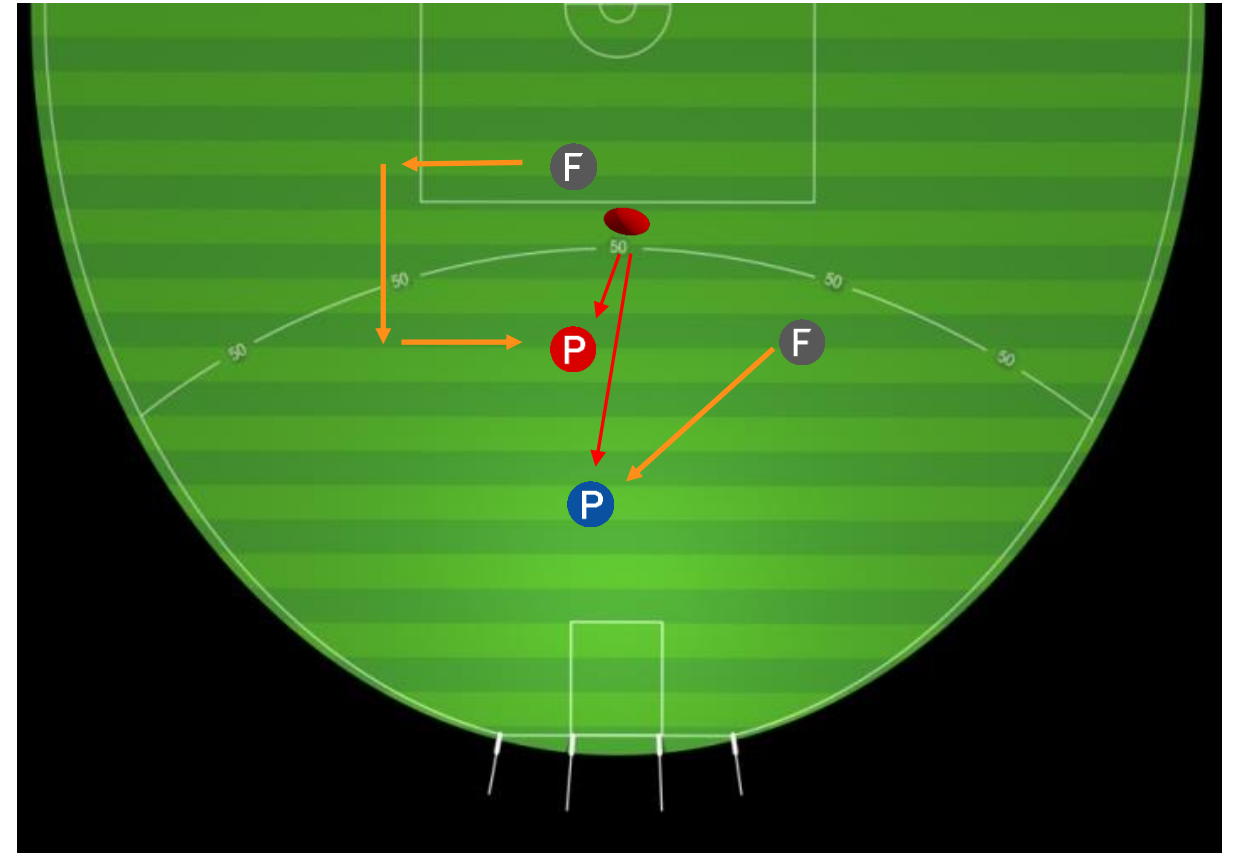
- Umpires in control will hold control and run in to do a ball up
- Red P will kick to Blue P and the Controlling Umpire will hand over to the second umpire
- Second umpire will then set the player up for a shot at goal

### If kicked to Blue P

- Controlling umpire will hand over.
- Field umpire will then umpire if the player marks or drops the ball

## Coaching

- Communication between umpires
- Positioning with each kick
- Team-work between umpires



# Umpiring at a Stoppage

## Set up

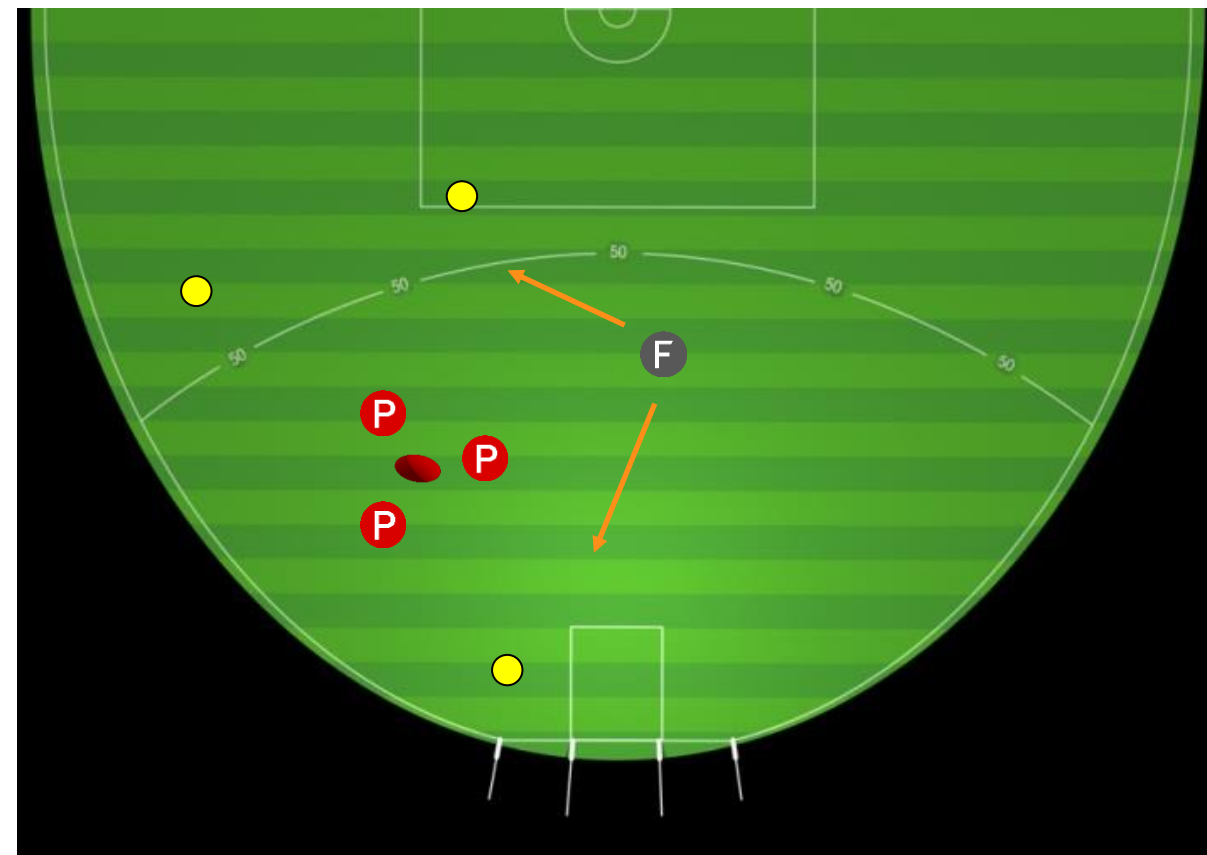
- 3 players in position 'Red P' – No more than 1 metre apart
  - Inform 'Red P' players to tap the ball along the ground to each other and try and hide the ball without pick up the ball
  - Tap the ball and allow a pause before tapping to the next player
- Field umpire starts side on to the contest
- Yellow markers are cones
- Can set up on any part of the field

## Drill

- Field Umpire starts side one
- As players tap the ball along ground and attempts to hide the ball, the Field Umpire will move to be able to see the ball.
- After a few taps (tell the players this is between 2 to 6 rolls), a player will pick up the ball and kick the ball to any random cone.
- Field Umpire after the kick will move to be in the correct position it umpire the contest

## Coaching

- Teaching umpires to:
  - See the ball
  - See the ball players head and shoulders
- Adjust to be 20m from the contest after the kick



# Set Shot for Goal

## Set Up

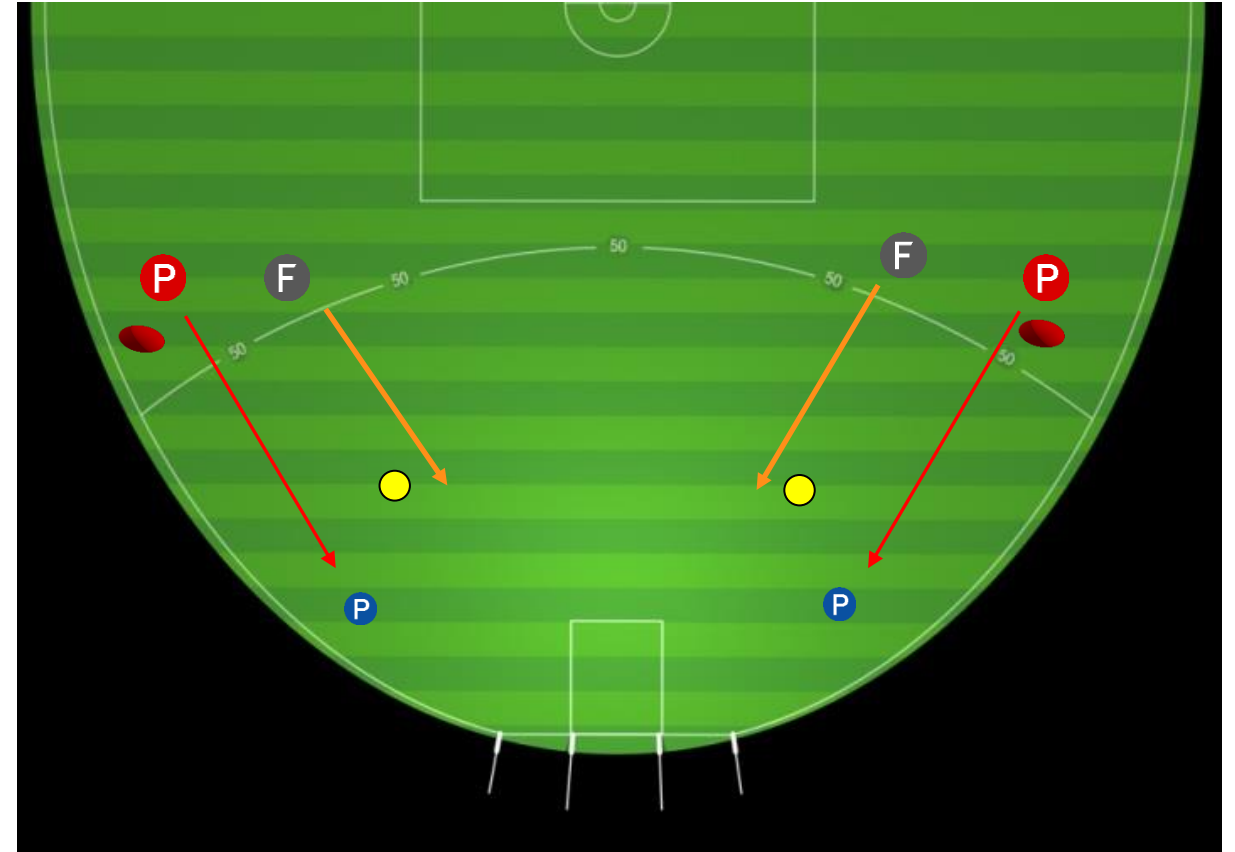
- Set Up as per diagram

## Drill

- Player **Red P** will kick the ball and Field umpire will work to keep side on.
- If **Blue P** marks the ball, Field Umpire runs in and sets up for goal
- If **Blue P** drops the mark, Blue P will play on and try and kick for goal. Umpire as per game situation (ie; call play on, if player kicks goal to signal all clear etc)

## Coaching

- Loud whistle
- Communicate with player who has taken the mark
- Set up for a set shot



# Kick in from Behind

## Set Up

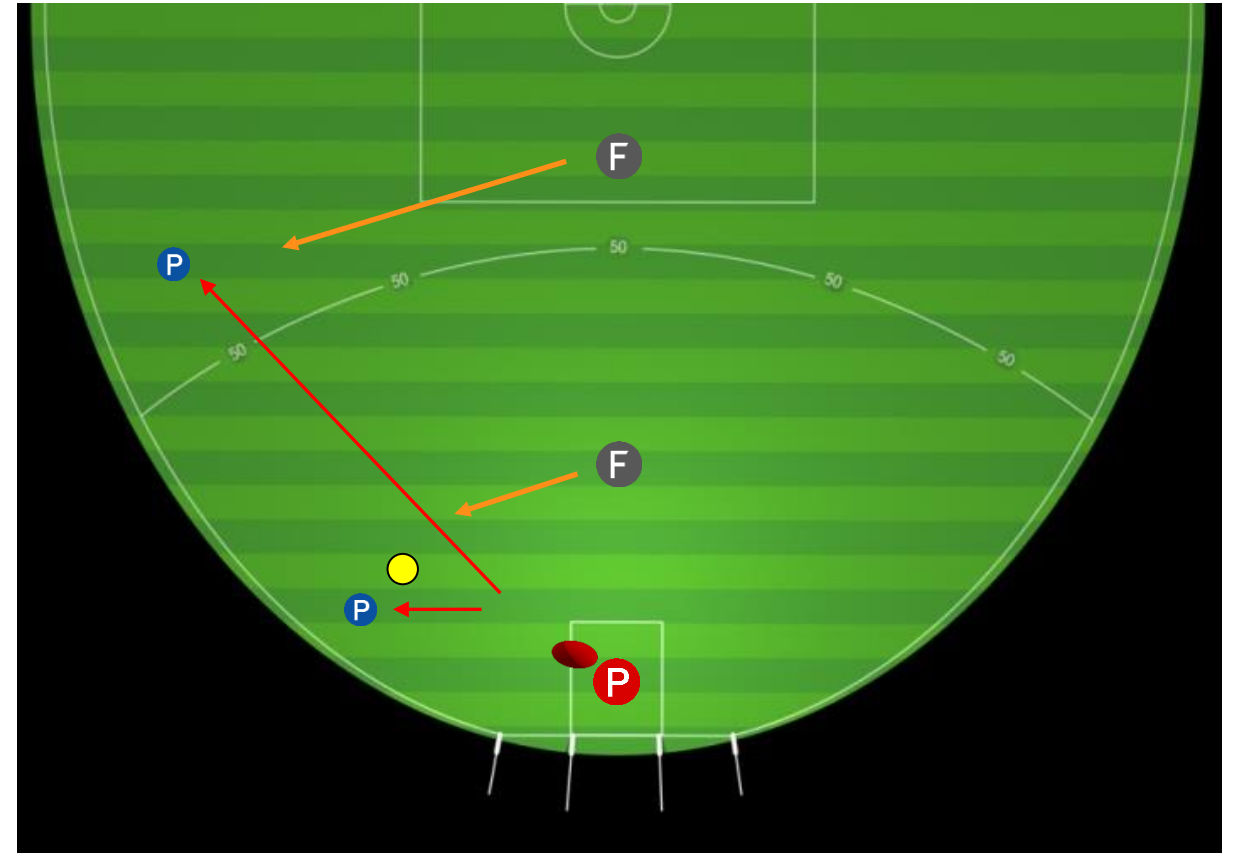
- As per diagram below
- Have Field Umpires set up as if it was a kick in
- Have the yellow cone above the goal square

## Drill

- **Red P** will play on
- Field Umpire to Communicate and Signal if it was a game (ie call play on)
- Once at the yellow cone, **Red P** will then kick either of the “**Blue P**”
  - If it is the closest **Blue P**, field umpire will umpire as if it was a game (ie; if a mark or if it is a dropped mark and call play on)
  - If is the furthest **Blue P**, Field umpire to hand over to Field Umpire 2

## Coaching

- Communication
- Loud Whistle
- Trying to replicate a kick in after
- Team-work and hand overs



# Kick in from Behind

## Set Up

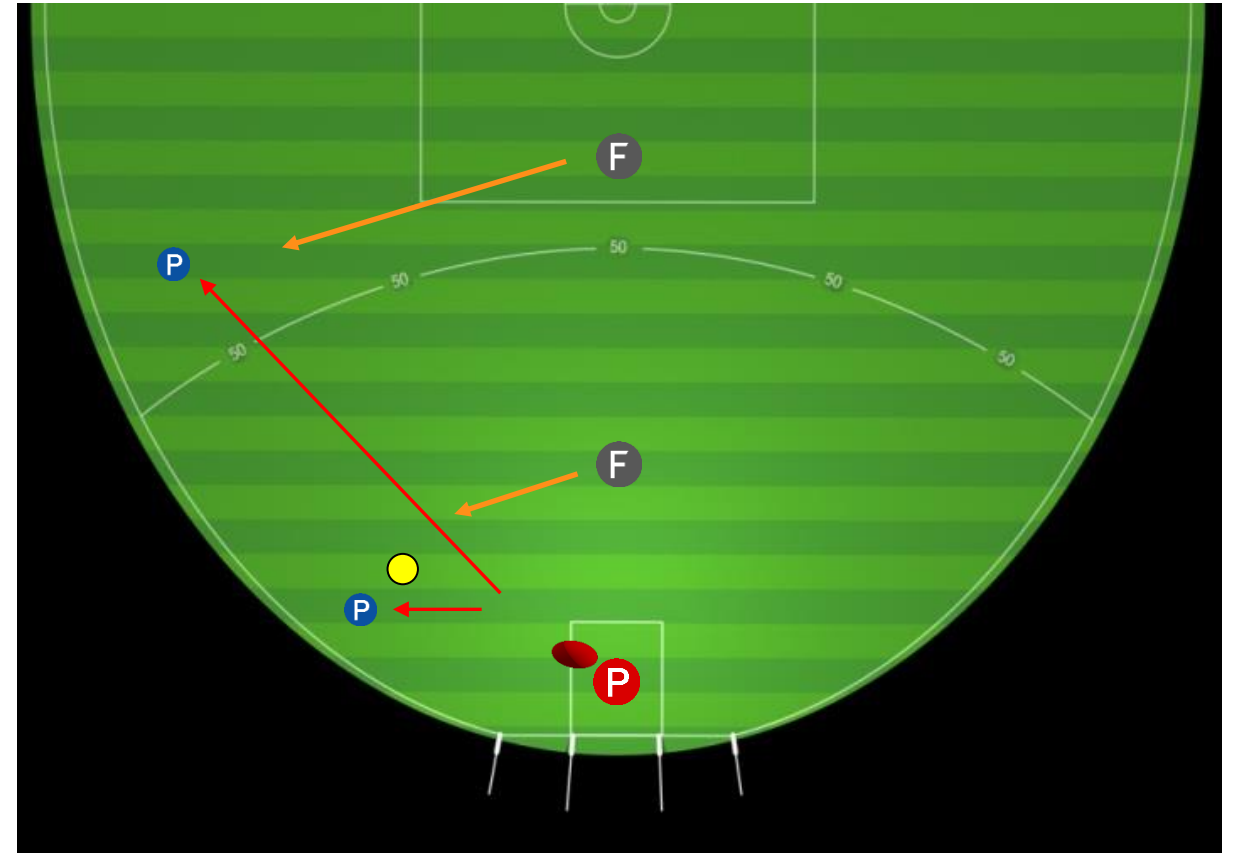
- As per diagram below
- Have Field Umpires set up as if it was a kick in
- Have the yellow cone above the goal square

## Drill

- **Red P** will play on
- Field Umpire to Communicate and Signal if it was a game (ie call play on)
- Once at the yellow cone, **Red P** will then kick either of the “**Blue P**”
  - If it is the closest **Blue P**, field umpire will umpire as if it was a game (ie; if a mark or if it is a dropped mark and call play on)
  - If is the furthest **Blue P**, Field umpire to hand over to Field Umpire 2

## Coaching

- Communication
- Loud Whistle
- Trying to replicate a kick in after
- Team-work and hand overs





# Boundary Throw-In Position

## Set Up

- Set Up with Boundary Umpire 10m in from Boundary
- Can be set up anywhere on the oval
- **Blue P** to start 15m away from Boundary umpire
- **Blue P** and Cones to be 20-30m apart

## Drill

- Any boundary umpires on the panel, have them do the throw-in
- Field Umpire to start running as the boundary umpire throws the ball in.
- Field Umpire to keep 20-25m from play the entire time
- **Blue P** will take the ball, turn and kick a high ball at one of the cones
- Field Umpire to adjust distance, accordingly, always keeping that 15-20m

## Coaching

- Distance from play – “Wide is Wise”
- Can add a 3<sup>rd</sup> cone in if the drill is too easy
- Correct positioning according to the kick

