

GOAL UMPIRE CONSULTATION NOTES

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Consultation Notes

In any consultation Goal Umpires need to be CLEAR, CONCISE and CALM In all consultations, it is important to remember 3 Cs

- Be CLEAR
- Be CONCISE
- Remain CALM

CLEAR

Articulate two things at the very start of any consultation.

What you know or believe

What you want to know

CONCISE

• Use short sentences, simple words.

Examples of CLEAR and CONCISE

"I believe it is a goal, did you see it hit the post?"

"I was unsighted, did you have a view?"

"I am going to pay a goal; did you see the ball touched?"

In most cases one or two sentences should be enough to get your point across

CALM

Throughout the whole process, you need to be calm and in control.

- The way you speak.
- Tone of voice moderated, clear Maintain positive body language.
- Attentive listening to the other Umpires

Consultation process

Two types of consultation – GU Initiated, or Another Umpire Initiated

Goal Umpire Initiated Consultation

When does a Goal Umpire initiate a consultation? When there is doubt about a score.

Ideally do not provide a signal (e.g. don't tap or give touched) and move straight out to a Field Umpire.

What should the Field Umpire do immediately? – Blow time on.

Where will the consultation take place? – At the goal line.

Here is our first chance to show CALM -

Buy time – The instruction is for all consults to happen on the goal line. Try to use this to your benefit. As soon as the Field Umpire blows time, start backing back to the goal line. The Field Umpire will naturally follow you. This serves several useful purposes:

Removes the needs for the Field Umpire to direct you back to the goal line.

Gives the impression that you are in control of what is going on.

What can you use this time for? Think about what you are going to say.

The question you are going to ask. Something <u>CLEAR</u> and <u>CONCISE</u> – What you know / What you want to know Also, a chance to take a deep breath and be ready to start the process once the Field Umpire arrives.

You may have some extra time while the Field Umpire clears out the players. Don't start talking until you have his complete attention then say your piece <u>CLEAR</u> and <u>CONCISE</u>

YOU HAVE MORE TIME THAN YOU THINK

Listen to the response – <u>Remember</u>, you have consulted because you have doubt. At this stage you are in the process of gathering as much information as possible to help form a view.

If the Field Umpire is 100% sure of what has happened, rely on that information to formulate the outcome.

If the Field Umpire is unsure, <u>you</u> can request the Boundary Umpires be called in. <u>Remember</u>, you are in control of the consultation. If one or both Boundary Umpires is/are 100% sure of what has occurred, again rely on that information to formulate the outcome.

In the event that no Umpire is certain, default to the lesser decision.

Another Umpire Initiated

If you have not initiated a consultation, then you have no doubt of what has taken place.

In most cases, it will be the Field Umpire who initiates a consultation with us. If a Boundary Umpire has an issue, they should go to the Field Umpire first.

If you are looking for an 'All Clear' and the Field Umpire blows time and comes toward you take a step towards him to acknowledge him but do not race out – consultation will still take place at the goal line – again we can use the time to compose ourselves and get ready.

As in all consultations be <u>CLEAR</u> and <u>CONCISE</u>. Tell the Field Umpire what you saw and your decision. Let them tell you what they saw.

If this information puts doubt in your mind (e.g. Field Umpire is 100% sure the ball hit the post) then go with the Umpire who is 100%

If this information is not enough to change your mind (e.g. Field Umpire thinks something may or may not have happened) and you are still 100% sure, then go with your original decision.

REMAIN IN CONTROL - TAKE OWNERSHIP. THERE IS NO NEED TO RUSH THE PROCESS.



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