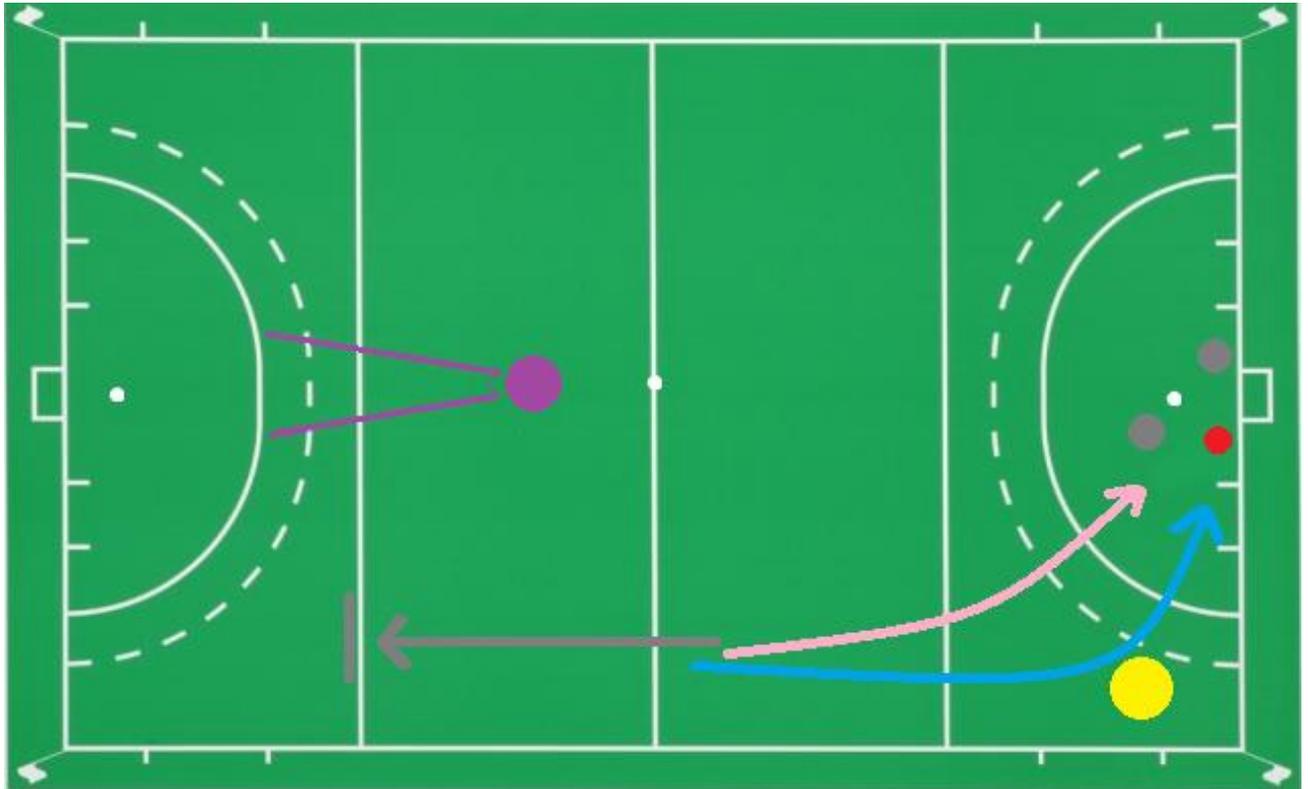


UMPIRE POSITIONING AND MOBILITY:



Key & Information:

BLUE LINE: This is the ideal route in to the circle for an umpire. Staying AHEAD of play and watching play develop toward you. Get to the backline and move to ensure good line of sight. Umpires should be mobile in the circle; it should never be necessary to crouch down to see what's happening. If play moves to the left of the circle, feel free to move toward the middle-top of the D and return to right backline when play comes toward you. This is the best positioning and where you'll see any televised game umpires going.

PINK LINE: If play develops quickly in a counter attack and you are caught out of position with play level or in front of you, the alternative route in is to allow play to lead on and take a narrower arch into the D following play in. Try not to get caught with play level with you – especially in the 23 and circle – this is when you'll be looking across play and every pair of ankles and all sticks will be blocking line of sight.

GREY LINE: Be prepared to provide assistance to your colleague by getting all the way to the other 23 where necessary. As you'll know, making accurate calls is hardest in the far side of the 23. Helping from the half way isn't always helpful – players simply do not believe you can have seen what is happening from back there (even though you can) and will often cause more problems with dissent/chatter which chips away at your control of the game.

RED DOT: The best position to take up at a PC. You can check defence early break, injector double movement and crucially whether the ball crosses the line or not. If there's a drag flicking attacker, best to give yourself an extra couple of feet away from goal for the errant drag or rebound off the metalwork.

PURPLE DOT: Many umpires stand over by the side line just inside the half when supporting a colleague's PC. This isn't the best position to be the most help to your colleague. Position yourself into your colleague's half in the centre of the field. I stand side on to keep an eye on early breaks from defence from half way, then turn front on as soon as the injector plays the ball.

You are looking for two things in this position. Primarily – whether a legitimate shot was on target or off target. This is critical as you will be able to see if a foot by a post marking defender was stopping a probable goal (P'Stroke!) or if off target, the foot is just another PC. You're also looking out for height of first strike if a hit – you have a great view to see if the ball crosses at backboard height from front on.

*NB: if you have good mobility and can come a little deeper toward the 23, you'll be surprised at how good a view you get of whether the ball leaves the circle or not at the stopper.

GREY DOTS: For penalty strokes: the awarding umpire should take position behind and to the right of the stroke taker. The assisting umpire should take position outside of the left post – you are looking for GK foot movement before the stroke but primarily whether the ball crosses the line when it's a close call.

YELLOW DOT: Anywhere in this region when you award a defence free hit or a 16 hit. This ensures you are out of the way, well sighted and most of all ready to get back onto the blue route into the backline position should the possession quickly switch and develop toward the circle at pace.

*NB: when it's a side line hit close in the corner by the yellow area, stay backline side of the ball, facing play. Follow the backline into position watching play come toward you.

Getting positioning right makes your umpiring life much easier. You make a much higher percentage of accurate decisions simply because you can see what's happening more clearly. The players will argue with you less as they see you get more right, and even when you're wrong – you're right on top of play and not guessing from a distance – much easier to be confident when challenged.