



FIELD UMPIRE COACHING NOTES – 2-UMPIRE SYSTEM

In the 2-umpire system both umpires share the control of the game, however only one umpire is in control at any one time. The umpire in control is referred to as the **#1** and the non-controlling umpire is called the **#2**. In general play the umpires are positioned about 1 kick distance apart.

CHANGE OF CONTROL:

- The #1 must hand over control – it cannot be taken off them.
- Be decisive in your decision to either keep control or hand it over. Call it as soon as the ball is disposed of and do not change your mind.
- To keep control: tap your chest on the side of your body facing the #2 and call “me.”
- To hand over control: drop your arms, slow down your running, pause for a second and call “you” before resuming your normal run and positioning.
- When receiving the play, do not tap your chest. Instead, call “play on”, which indicates to your partner that you acknowledge the change of control and you are now the #1.

CHANGE OF CONTROL SITUATIONS:

- Change-overs should take place deep in the ‘change over zone’ and should only occur on clear, long kicks or handballs. You should never hand over play while the ball is in dispute.
- If the change-over is a set kick and you’re standing on the mark (#1), stand exactly adjacent to the mark. This indicates that you anticipate the kick will be a change of control.
- When the #1 pays a set kick going the opposite direction of where the #2 is positioned, the #2 runs up to control the mark and relinquish the #1. This is the only situation where the #2 effectively takes control from the #1.
- In the above situation the relinquished umpire (now #2) watches forward to the next act of play. Watching where the players lead to will help you find where the ball is headed.
- At a kick in after a behind the #1 usually keeps play for the first kick, however, if it’s a long kick into the centre square (perhaps assisted by strong wind) it is okay to hand it over.
- Never let a running player (the ball carrier) run away from you.

WHAT TO DO AS THE #1:

- The #1 must always set up a set kick likely to score.
- In the above, decide quickly whether to tap the #2 through to monitor the goal square. The general rule is if the kick falls short of a score then you should have tapped through.
- Tap your partner through as soon as you trigger in to set up the mark.
- If you’ve blown time-on at a set kick then backed off, call to the #2 coming down that you’ve blown time and they will then be responsible for calling time-off.
- After a goal is scored the #1 stays in the 50m arc to have a presence. Do not switch off.

OUT OF ZONE FREE KICKS:

- If paying a free kick as #2 you should trigger in to set it up and relinquish your partner.