

Riddell

UMPIRES



3 Umpire System

3 Umpire System Team Rules

Mid Zone Umpires

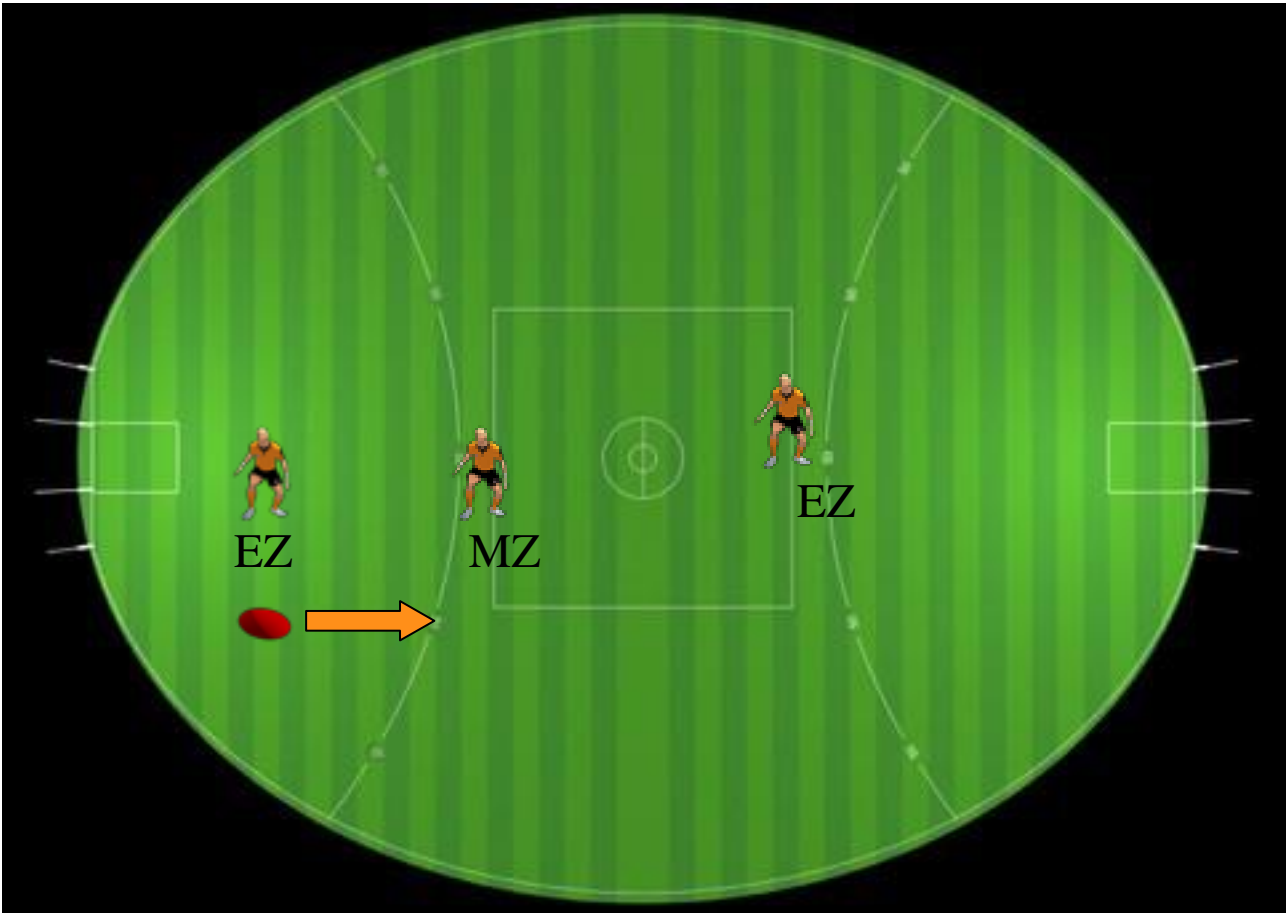


- ✓ 100% Work Rate - 100% of the time
- ✓ Always work the angles
- ✓ Be prepared to work into the End Zone. If the ball goes to 45m to 50m from goal, you keep it.
- ✓ Look for the tap-throughs by the End Zone umpire if the ball is 35m to 45m from goal
- ✓ Never panic to get to the Major Axis if your back is to the boundary line; go at the first available opportunity. As long as you are side on to the contest!
- ✓ Know that for the next 2-3mins you will WORK HARD
- ✓ When the ball is in the End Zone, on its way out, The Mid Zone Umpire should be standing about 50m - 55m out from goal, ready for the handover.
- ✓ At a Set Kick just inside the End Zone, and there is a short kick or kick that goes parallel with the Minor Axis, the Mid Zone umpire should keep play
- ✓ At a Set Kick for goal which the End Zone umpire has control of, the Mid Zone umpire to position themselves at the 50m line and be looking into the goal square using the 20/80 rule (Set Kick/Goal Square)

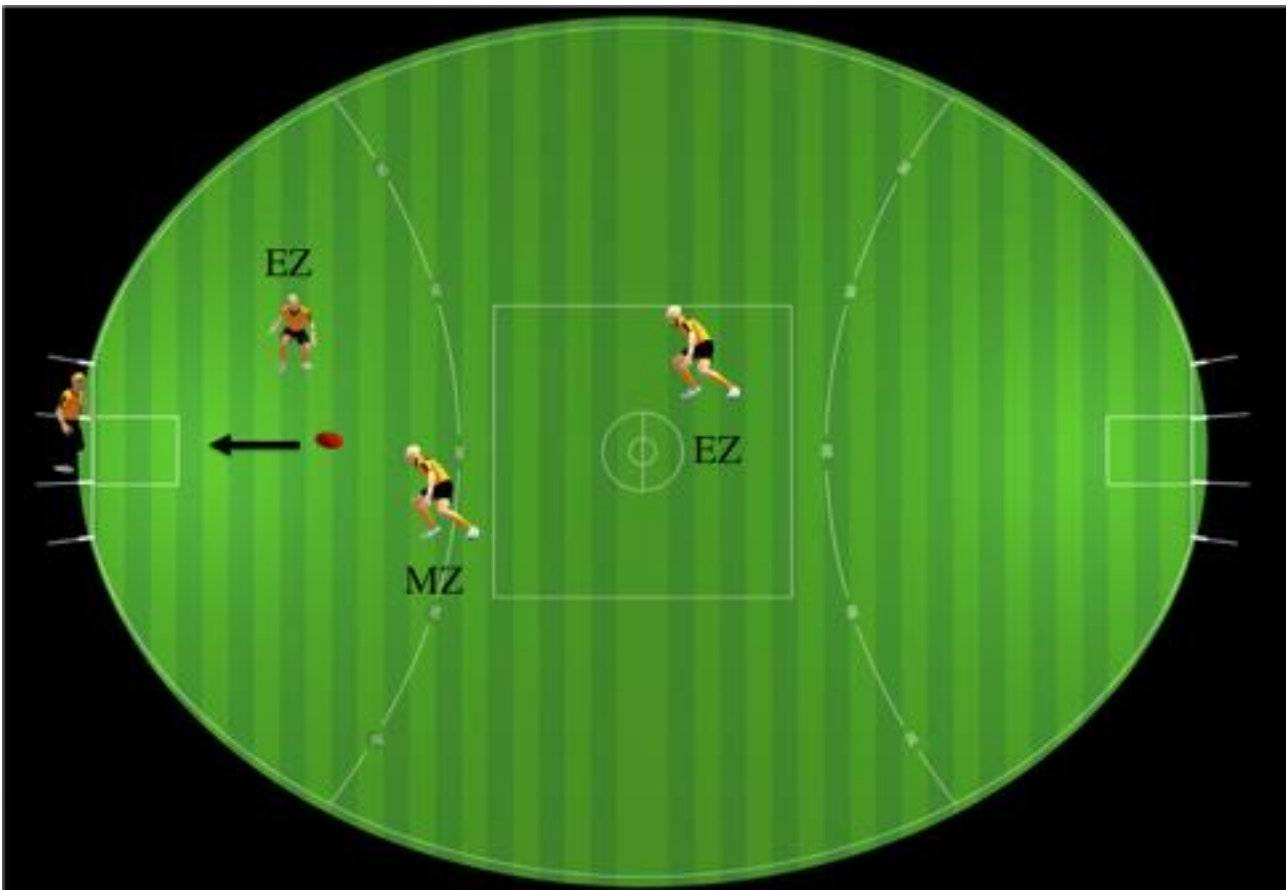
End Zone Umpires

- ✓ Responsible for policing of forwards and backs contests (blocking, holding, pushing)
- ✓ Must maintain their focus and concentration. Use the End Zone to recover physically; **NOT mentally**
- ✓ Do not take the ball outside the 50m arc unless the following occurs:-
 - No clear change of control in play
 - Ball kicked or hand balled to a teammate by themselves
 - Player runs over the 50m on his own, however once he reaches 65m out from goal you can hand over (as long as there is not going to be a contest)
- ✓ Come outside of the 50m Arc to help the mid zone at set kicks up to 75m from goal (back of square).
- ✓ Look for quick rotations with the Mid Zone umpire:-
 - Behind scored
 - Boundary throw-ins (this can be anywhere from 40m to 90m out from goal)
 - Field bounce anywhere from 35m to 70m out from goal.
 - Any other undue delay in play
 - Tap-throughs between 40m and 50m out from goal
- ✓ End Zone positions needs to be deep (level with kick off line) at a Set Kick for goal with the Mid Zone umpire in control of Set Kick

2. Taking the ball out of the End Zone (3 Umpire)

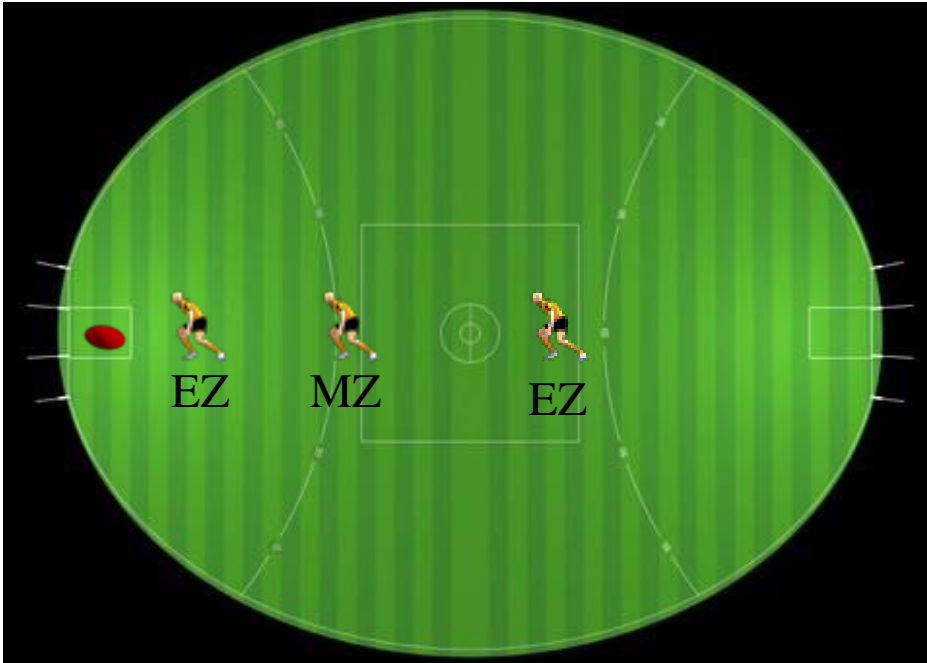


3. Set Kick for Goal - 30m Out (3 Umpire)



4. Kick-In From a Behind and Set Play from Deep in Defence

End Zone Umpire (Controlling Umpire)



For a kick in following a behind the End Zone Umpire should position him/herself on the major axis 15 metres from the kick off line.

- i. In the instance of the ball being played on, kicked short or kicked wide to the flanks, the End Zone Umpire retains control.
- ii. In the instance of the ball traveling clearly into the change of control area as a result of a long kick, using the 50 metre line markings as a guide, the End Zone relinquishes control

For a Set Play from deep in defence such as from out of bounds close to the behind post, the End Zone Umpire's initial position will be determined by the location of the players. You may arc through the goal square if its clear.

Mid Zone Umpire

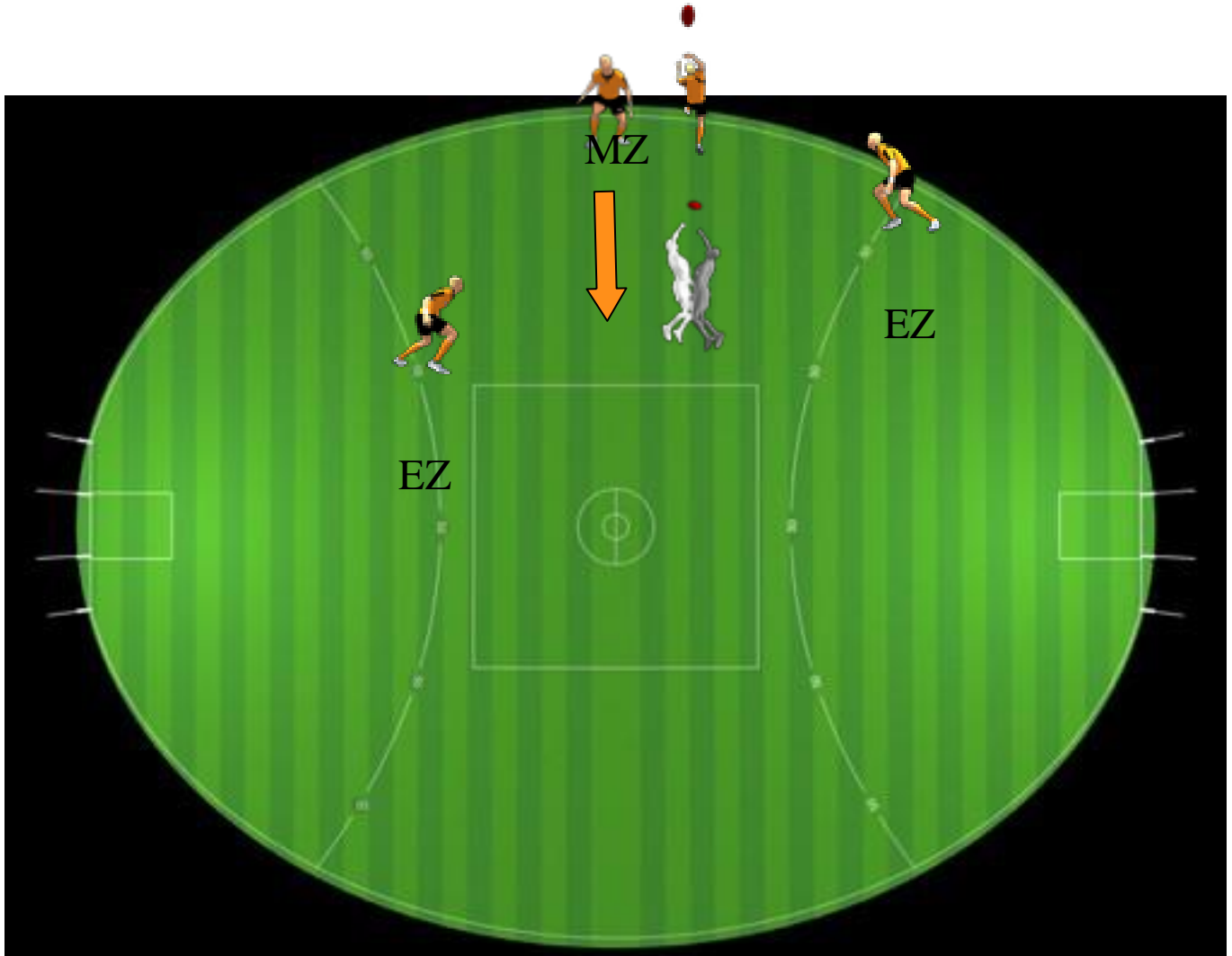
The Mid Zone Umpire should be positioned near the major axis and adjust to the resultant kick or act of play. They should be alert to the possibility of a change of control directly from the kick out and if he/she is required to adjudicate at the contest he/she should do so from a position 20–25 metres side on to the contest.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on major axis on or near the back of the square. Following the kick-in he shall adjust his/her position to “the tramline”, on the opposite side of the ground to which the ball was brought back into play and remain on that side of the ground until a subsequent act of play or set play situation allows him to adjust position.

If the ball is brought back into play down the centre of the ground the Far End Zone Umpire must quickly commit to one side of the Major Axis and take up a position near to “the tramline”.

5. Boundary Throw In - (3 Umpire – Ball on attacking side of the centre)



Mid Zone Umpire (Controlling Umpire)

The Mid Zone Umpire should take up an initial position to the front of the contest, 5–7 metres, to the side of the boundary umpire, anticipating movement to a position 15 - 20m side-on to the contest, on the long side of the ground. It is essential that he has a clear and uninterrupted view of the contesting players.

Following the ruck contest his position is determined by the ensuing direction of play. There will be occasions when he remains outside play. If the ball is in dispute in the area of the ruck contest he can use this opportunity to work his way inside play.

End Zone Umpires

The Near Zone Umpire must take up a position on or outside “the tramline” on the same side as the boundary throw in and remain on that side of the ground until a set play situation allows them to adjust position.

The Far Zone Umpire must take up a position on the square 25 – 30m away from the contest. This umpire's focus is on the back of the pack. After the contest they must move quickly back to the back on the square on the opposite side tramlines.

Questions? Contact me at dwayne@riddellumpires.com.au

6. Start of Game / After a Goal - (3 Umpire)

