



# Session 5 – 3 Umpire System

26-7-2017

Respect

Integrity

Teamwork

Excellence

# Reminders

- Swearing
  - Audible at a team mate – warning
  - Directed at an umpire – no warning, free kick/50m/report
  - If a player then does the same behaviour after they have already been warned they must be reported and sent from the ground

## Example

- Officials involvement in Melees
  - Must be reported
  - Card as if they were a player
  - If a side has two runners only the runner sent from the ground is off.
- Team Work:
  - Enter the ground as a team. Tight with little gap between field boundary and goals
  - Leave the ground as a team. Meet in the middle of the ground and leave together

## Example 1

## Example 2

# 3 Umpire System – Mid Zone

- Work hard
- If in doubt you keep the play
- Look for the way out when struggling
- 45 to 45

# 3 Umpire System – End Zone

- Eyes should be in the 50 arc – especially when the ball is entering from the mid zone
- Do not switch off
- Do not take play out side the 50m arc
- Try and keep all players in front of you.
- Come down for set kick - up to the back of the square
- Support mid zone umpire and look for a chance to get them out

# Taking the ball out of the end zone

- End Zone should only if there is not going to be a contest.
- If you get sucked out, tap through mid zone and remain with play.
- Mid Zone must be up closer than normal ready for a short hand over

# Set Shot at Goal

- If end zone keeps play:
  - Mid zone stand 45-50 out
  - Eyes in the square
- If Tapped Through:
  - Get deep and wide
  - Opposite side to where the kick is coming from
  - Eyes forward

# Kick in From Behind

- Controlling End Zone:
  - 10 – 15m behind player on mark
  - Quick hand over on long kick
- Mid Zone:
  - Up on the 50m line
  - Ready for a long quick hand over
  - Use common sense if there is a pack on the 50
- Far End Zone:
  - Back of the square or up to the centre circle
  - This will depend on where the players are. If all players are in front of you, you can push up to the circle. If players are staying back, do not come past the square.

# Boundary Throw Ins

- Mid Zone:
  - Umpire to choose which side they are going to
  - End zones must adjust accordingly.
- End Zone:
  - Normal 2 umpire position.
  - Far end zone to push up slightly on the opposite side to the boundary contest.



# Start of Game / After Goal

- Opposite corners to the boundary umpires
- End zone umpires on opposite corners
- New mid zone umpire to help direct end zones to the correct corner. Holds arm out to goal end zone umpire and talks to the rotating umpire as they pass.