



Field Umpires Coaching Session

1. 2 Umpire System

As we move further into the 3 umpire system, some elements of our execution of the 2 umpire system has fallen away. The following are the basics as a group we need to get right.

Retaining Control – General Play

If The Umpire intends to retain control in general play (even though the ball is kicked toward No. 2) he will be moving with the play and tapping himself on the side of the chest nearest No. 2.

- **Short kicks, and kicks across ground:** In these instances, The Umpire should generally retain control as he is usually in the better position. He should indicate his decision quickly and clearly, by tapping his chest as indicated above.
- **Ball kicked out of defence:** The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground. This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.
- **Player running with the ball:** Where the player with the ball runs towards No. 2, The Umpire must run with the running player. No. 2 will back off accordingly.
- **Long passage of play with ball-in contest:** Control must never change while the ball is in contest. The Umpire retains control when the ball travels into No. 2's one Umpire area (without a full length kick) but he must be on the lookout for an opportunity to change control, e.g. by a long handpass, a kick off the ground, a player running with the ball (but not being tackled), etc.

No. 2 should be adjusting his position by backing away when he sees The Umpire moving toward him with the play, but he should be alert, anticipating that The Umpire will be looking for an opportunity to relinquish control (see Figure 9. Play travelling into No 2's one Umpire area – long passage of play with ball-in contest without a full length kick).

Change of Control – Kicks in General Play

If The Umpire intends to relinquish control, he will stop running when the ball is kicked and yell 'yours'.

No. 2 will be watching play and The Umpire, and will act according to the indication given by The Umpire. The onus is on The Umpire to make his intentions known in a quick, obvious and decisive manner.

Change of Control – Breaks in Play

If The Umpire has had control for a long time, he may, at a suitable break in play (e.g. a behind being scored, but Umpires need to be aware of the possibility of a quick kick-in after a behind.) call in No. 2 to take over as The Umpire. No. 2 cannot instigate a change of control.

Awarding Marks and Free Kicks Determines Positioning

The Umpire is responsible for penalising all infringements and awarding all marks in general play (except in special circumstances as noted). He then determines control of the next act of play by his positioning, which will be dependent on the direction of the resultant free kick.

Two Umpire Control – set play

- **Ball kicked toward No. 2:** If the kick is to be directed toward No. 2, The Umpire assumes a position along the line of the set play some 15 metres inside the player on the mark. No. 2 assumes a position just short of the anticipated destination of the kick and inside the players awaiting the ball.

The Umpire supervises the set play. He retains the role of The Umpire until the ball is kicked. No. 2 supervises the players at the anticipated destination and becomes The Umpire when the action commences.

No. 2 has nothing to do with supervising the set play in this situation.

- **Ball kicked away from No. 2:** The Umpire supervises play immediately after awarding the set play, i.e. puts player on mark etc. and retains verbal control whilst backing off in the direction of the anticipated kick until No. 2 arrives within 15/20 metres of the set play (a position from which he can assume verbal control) at which time The Umpire can relinquish control. In these circumstances No. 2 must ensure he moves quickly to his new position to assume control.

No. 2 becomes The Umpire and controls the set play and should aim to achieve a position along the line of the set play 15 metres inside the mark. The new No. 2 now must move very quickly to achieve a position just short of the anticipated destination, 20–25 metres inside the players awaiting the ball.

Tap Throughs

Where The Umpire deems there is a need for him to show strong presence at the set play, he will indicate to No.2 his intention to stay at the set play by tapping his buttock. No.2 will then run past assuming a position 20–25 metres from the anticipated next act of play.

It is vital that The Umpire decide and indicate QUICKLY his intention to remain at the set play, allowing his partner the maximum time available to take up his new position at the next act of play.

Umpire Presence

If after paying a Free Kick or Mark and an umpire feels he/she needs to show presence, they are to run to the contest and show strong presence. They may have to tap the other umpire through so they can stay at the contest.

Some key free kicks that umpires should have presence at the contest are:

- In the back
- Too High
- Holding the Ball
- Late bump

Umpires should also have presence when a ball is kicked away or there is a delay in play.

Resources

<https://www.youtube.com/watch?v=ks-DaTresvU>

<https://www.youtube.com/watch?v=ubG6h-bKGv4>

<http://www.riddellumpires.com.au/index.php/en/coaching/senior-field-umpires>