

ADVANTAGE NOTES

- Advanced and Intermediate Umpires are expected to apply the Advantage rule.
- Playing Advantage allows the game to be more fluid for the Team in possession of the ball, and prevents the non-offending team from being disadvantaged.
- The rule book says to call 'Advantage' and sweep the arm in front of the body in the direction of play, however, it is better if an Umpire can provide more explanation to the Players e.g. 'Advantage, Obstruction WD'.
- An Umpire is ready to start playing Advantage when the person is comfortable using their peripheral vision to observe more than 2 Players at a time (ideally 6 – 8), and can therefore predict the play. Umpires who predict the play adjust their position instinctively to get a better view of what's about to happen.
- Two calls to begin practicing Advantage on:
 - Offside around the Goal Circle, by the WD or defensive C, when the ball has already entered the Goal Circle. In this case the Umpire would say 'Advantage Offside WD' and allow the shooters to continue.
 - At the Centre Pass, Breaking by a Player from behind the direction of play, from the Team without the ball. In this case the Umpire would call 'Advantage Breaking (WA or GA).
- The Umpire calls Advantage at approximately the same moment they would have otherwise blown their whistle. The possible exception to this is for Contact. The Umpire may have to allow *slightly* more time to judge if the contact interfered with the player who has been Contacted.
- Part of what makes playing the Advantage difficult is the speed at which the situation needs to be assessed, the timing of the call, accurate prediction skills, and a general summing up of the type of game it is, and the skill of the individual Players involved. An Umpire should keep working on this skill and expect to make mistakes. Note; if an Umpire calls Advantage and the Player with the ball makes an unforced error, this does not necessarily mean the Umpire's decision to play Advantage was at fault.
- Having called Advantage an Umpire can not bring back the play if things do not go as they was expecting. An Advantage call is *over* the second it is called. Having called Advantage the Umpire may still penalize if the offending Player infringes more seriously, or there is a new infringement. Remember the Advantage may only be there for a split second, circumstances are continually changing.
- When analyzing whether or not to play Advantage, look at how likely the Team with the ball is to be successful at what they trying to achieve. If they are passing, look at how many defenders are in the way, do they have a clear line of sight, is there someone already coming for the pass who has lost her defender, can the Player throw successfully under the circumstances, where are the Players positioned? For example, is a Player who infringed now out of position, leaving the non-offending team an opportunity to attack?
- There may be circumstances where Advantage is applied in the Goal Circle although it is less frequent e.g. the offending Player is far removed from the play, or the infringement happens near the outer edge of the circle during a quick passage of play. If a shooter is obstructed while shooting, the Umpire blows her whistle immediately. Some shooters ignore the Umpire's whistle for Obstruction and proceed to shoot when they could have stopped their shooting action. The Umpire may penalize the shooter for not

setting the penalty.

- Note: The Umpire must blow their whistle to indicate a goal has been scored regardless of what happened just before.

The idea of playing Advantage is simple – hold your whistle if a stoppage in play would penalize the non-offending Team with the ball; however, in practice the Advantage rule is one of the most difficult to apply.