

Intermediate Level Protocols and Techniques

Intermediate Umpires should be familiar with the following Protocols and be able to demonstrate them at an appropriate level.

Intermediate Protocols

BEFORE THE MATCH

- Inspect the Players' uniforms, jewelry, adornments, fingernails and hair to ensure safety off court – one umpire per team.
- Inspect the field of play and the goalposts to check they conform to the Rules and provide a safe environment for play.
- Encourage the Captains to toss for ball or goal as soon as possible. Ensure the scorer is made aware of the result.
- 30 seconds before the game is to start, blow whistle (short warning).
- 10 seconds before the game is to start, blow whistle (louder, longer warning).
- Prior to the game, the two Umpires stand together on the same side. After the 10 second whistle, the walking Umpire who is one the side opposite to the officials bench, takes the ball placing it in the Center Circle, or giving to the appropriate Center if they are already there, then move to the Side Line ready for the start of play.

INJURY/ILLNESS

- After an **on court** Player requests "time" the Umpire may stop the game. The Umpire should ask the Player why a stoppage is needed if it is not apparent. Time is called by the Umpire not the Player. The Player should request time from the controlling Umpire.
- Notify to hold time; whistle while using the hand signal for time. Note: during Calgary league games, the clock does not stop for injury because of time constraints.
- All Players must be removed promptly from court during Calgary league and may return at the next interval or Center Pass after checking with the Umpire.
- Inter Provincial and National tournaments will follow the official injury rules: 30 seconds for any injury/blood per team in the same quarter. During the 30 second injury, the Team's primary care person is the only one able to provide treatment, but the player must be removed from court immediately.
- In the case of injury/blood during Calgary League no treatment (i.e. ice, strapping, etc.) is to be administered on court and any Player requiring treatment should do so after they have been helped off court.
- If there are no subs and an injured Player's position is left empty while that Player receives treatment off court, they may return to the game after a goal is scored.
- Ensure the injured/ill Player is involved in the substitutions or Team changes, if any are made by their team.
- Allow the other team to make Team changes and or substitutions, even if the team who asked for the stoppage makes no changes.
- Coaching is permitted during any stoppage. Stoppages may be called for injury, illness, blood or emergency. In the case of a stoppage for emergency no substitutions or changes are permitted by either team.
- If the stoppage was for blood, ensure all dirty clothing is removed and the ball is clean.
- During a stoppage, Players who are not involved in substitutions/changes may not leave the court. They are permitted to go to the edge of the court for hydration, which can only be provided by the team Manager.

DURING PLAY

- Both Umpires indicate each Center Pass immediately after each goal is scored while running back to the Center Third.
- Work with your co-Umpire when play is in the Goal Third by moving along sideline to the Transverse line.

INTERVALS

- Regulation half time is 12 minutes; the other intervals are 5 minutes. In Calgary league – all of the intervals are 2 minutes.
- To start and stop play, hold one arm in the air in the direction of the center pass and blow a sustained whistle roll.
- Meet co-Umpire mid-court and verify the next Center Pass with each other and the Scorer.
- Allow the Captain of either team to approach for clarification of any rule at an interval or after the game.
- 30 seconds and 10 seconds before the end of the interval blow your whistle.
- Prior to re-starting the game, both Umpires stand together. After the 10 second whistle, the walking Umpire who is on the side opposite to the officials bench, takes the ball placing it in the Center Circle, or giving to the appropriate Center if they are already there, then move to the Side Line.

MATCH START AND END

- To start, stop and end the game, hold one arm straight in the air and momentarily turn towards the Timekeeper. The whistle is a sustained roll.
- At the end of the game, the umpires will meet at the center circle and walk off the court together.

GAME MANAGEMENT

- Players are expected to play the game in such a way that they comply with the Rules and participate safely in a sporting and fair manner. Umpires have the responsibility to ensure this is done.
- The umpire may, without holding play, informally advise player/s to adjust their play. This would usually apply to an isolated incident or to low-level incidents that do not require a caution.
- The rules provide a structured set of actions for umpires that can range from Caution or Ordering off. For each of these actions, the umpires should use the appropriate hand signals and hold time to speak to the player/s concerned.

Intermediate Techniques

POSITIONING

- Keep level with or slightly ahead of the ball.
- Re-adjust position when play changes direction or pace.
- Stay off the court except to take a Toss Up, or to get back quickly for the Center Pass.
- When play is in the other Umpires goal third, position yourself close to the other Umpires Transverse line.
- Move quickly behind the Goal line as the ball enters the Goal circle.
- When a shot is being attempted, position behind the Goal Line close to the Goal Post.
- When you aware a defensive throw in, position yourself level with the top of the goal circle on the side line.

MOVEMENT

- When play is advancing at a moderate speed, utilize side stepping keeping your shoulders square to the court.
- When there is a quick advance of play, turn and run. The corner of the court may be cut when returning to center so long as it does not interfere with the players on court.
- Stand still if play does not advance. Move as soon as your vision is compromised.

TIMING

- There should be a connection between when the play moves, and the Umpire moves.
- At no point should you have Players waiting for the Umpire to get into position – especially at the Center Pass.

VISION

- Focus on the area of the court where the ball is. Practice keeping your eyes in constant motion over this area, seeing the actions of 4-6 Players at a time.
- Do not follow the flight of the ball at the expense of watching the Players.

CONTROL AND COMMUNICATION

- Firm, confident, focused manner for the duration of the game.
- Clear, loud whistle and voice. The whistle is blown when; starting or re-starting play, penalizing infringements, a goal is score, the ball goes out of court, and the ball is released at a Toss-up.
- Make decisions in your own half of the court, **NOT** in the other Umpire's half.
- Make out of court rulings for the complete length of your own Side Line and Goal Line.
- Conduct Toss ups in the closest half of the court divided length ways. Always conduct Toss ups in your own Goal Circle.
- Set penalties with minimal delay.

HAND SIGNALS

- Use Hand signals to aid in communication; Time, Center Pass, Throw In, Penalty (direction), Footwork, Offside, Breaking, Over a third, Held ball, Toss up, Short Pass, Contact, Obstruction. Intermediate Umpires are expected to demonstrate hand signals with reasonable consistency.

SETTING PENALTIES

- Demonstrate understanding of the responsibilities of both Players and Umpires.
- Indicate where the penalty is to be taken, point and vocalize – do **NOT** enter the court.
- State the infringement, the penalty and which team takes it
- Signal the direction of play while keeping your shoulders square to the court.
- Use Correct Terminology. I.e. Footwork not Stepping.