

# 3 Umpire System Team Rules

## *Mid Zone Umpires*

- 100% Work Rate 100% of the time
- Always work the angles
- Be prepared to work the End Zone (if the ball goes to 48m to 50m from goal)
- Look for the tap-throughs by the End Zone umpire if the ball is 40m to 50m from goal
- Never panic to get to the Major Axis if your back is to the boundary line; go at the first available opportunity
- Know that for the next 60-90 seconds you will WORK HARD
- 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 backmen contests (blocking, holding, pushing)
- Must maintain their focus and concentration. Use the End Zone to recover physically; NOT mentally
- Communicate with the players, especially if in the Far End Zone
- Do not take the ball outside the 50m arc unless the following occurs:-
  - No clear change of control in play
  - Ball kicked from a behind goes deep into the flanks
  - Ball kicked to a teammate by themselves and only on the flanks
- Look for quick rotations with the Mid Zone umpire:-
  - Behind scored
  - Boundary throw-in deep in End Zone
  - Field bounce deep in End Zone
  - 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