



## Coaching Session Notes –

**Inside 50m:** Boundary umpires are to head goal side to support the goal umpires from boundary throw inside the 50m area. This does not mean that you need to be at the post from this distance, however being goal side is what is expected.

**Locked Square:** AFL rules state that part of the boundary umpires role is to identify if a player has entered the square. Previous interpretations have been the boundary umpires were not to signal if a player has left the square. Once the boundary umpires are in place and the field umpire has the ball and has commenced the process of a centre bounce/throw up the square is locked. No player can enter or leave the square. RDFL boundary umpires are expected to penalise players leaving and entering the square. A player pushed in will be awarded a free kick.

**Fights:** If a fight breaks out at a boundary throw in, throw the ball back in as quickly as possible. This will assist in breaking up the fight. If a fight is in your area and the play is dead, however hasn't crossed the boundary line, boundary umpires are expected to support field umpires and report players in necessary.

**Communication:** Take initiative to step off the post if the field umpire and a goal umpire have a conference regarding a score. **Team Decisions** – If the team makes a decision which you don't agree with, it is important that as a team the decision is a collective decision and we make no comment further that is detrimental to the group.



## 1%**s**

**Facing play:** As a boundary umpire it is crucial that you are always facing the ball. Do not run with your back to the ball. An example is a kick out of full back.

**Ball relays:** Run together, hand the ball off in a sharp manner. Ensure your pass to the field umpire is a good one, not breaking stride. Run hard up the middle.

**Hands on hips:** In order to remain professional please do not put your hands on your hips, it makes umpires look unfit and does not look good. If you are tired, place your hands behind your back when you are stationary.

**Backing off after a throw:** A skill of a boundary umpire is to back off to a side after a throw. Please endeavour to do this at all times.

**Positioning close to the boundary line:** It is important to not stand adjacent to the pack when the players are close to the boundary line. Be positioned either 5 – 7m on either side of the players and this will ensure you don't get caught up in the pack.

**Running through a mark:** Boundary umpires are expected to run around the mark, not through the mark. If you cannot get around the mark then you need to take position behind the ball player and wait until the ball has been kicked.

**Stepping off the line:** In wet weather with a heavy ball please don't be afraid to step off the line. The further you can get the ball in the less likely it is to come straight back over the line.

**Ball retrieval:** It is part of the boundary umpires roll to collect the ball should it be kicked away when the ball is out of play. An example of this is when the ball is signalled out of bounds the ball player may kick it away after your whistle. Do not rely on players to return the ball, use your initiative and speed to get the ball. The only exception to this is when the ball goes over the fence. If the ball is over the fence a distance away, you are expected to run to the spot where it is over the fence and ask a player to retrieve it for you.

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UMPIRES