

Dev Squad & Dev Academy Umpires Coaching Session



*Umpires Responses

1. Composure

You pay a mark, however then the player drops it.

What do you do and what do you say?

If you can call play on and you feel that the flow was not effected by blowing your whistle, then do so.

If not, call for a call up. Explain you got it wrong and the player did not mark it.

You report a player but don't get the witness (the player he hit).

What do you do and what do you say?

Stay calm. Don't let on that you don't have the number. You have a few ways of getting the information without letting on that you missed the number.

- *Go to the captain of the witness player and say that you need to speak to offended player.*
- *Ask questions to players like "Where did he go?, I need to talk to him".*
- *Ask you fellow umpires if they got the number*
- *At the next break ask the captain to send over the offended player*
- *If you cant get the number, then you can report for hitting an unknown player.*

The ball is kicked very close to the boundary and goes out. The boundary umpire looks very unsure and after a while blows out of bounds. The players are protesting it is on the full.

What do you do and what do you say?

- Call time on
- Approach the boundary umpire
- Ask players to leave the area
- Ask the boundary umpire what information he/she has
- If its near the goals, ask the goal umpire to assist
- Give any information you can share
- Between each other come up with a decision and SELL IT to the players.
- Remember that when in doubt, out of bounds is the correct decision.

A fight starts and more and more players start to join in.

What do you do and what do you say?

- Stay calm
- Pay a free kick if you can see one
- Throw the ball up if its only push and shove
- Be on the look out for reportable offences
- Blow you whistle loudly
- If you cant get the play going, observe what is happening. You may only be able to focus on a couple of players rather than a big pack.
- If you get a report, take your time writing down information.