

## **BRIDGWATER HOCKEY CLUB GUIDELINES FOR UMPIRES**

### Essential Equipment

- Whistle
- Stopwatch
- Cards (Green, yellow & red)
- A top, ideally yellow, but which is a different colour to the two teams. Ideally it should be the same colour as the other umpire
- Trousers/track suit trousers (ideally not shorts) ideally black
- A pencil (and a spare) to log score & any cards given
- A notepad (or write on cards)
- A coin (to toss up)

### Additional Desirable Equipment

- String to tie up any holes there might be in the nets
- A cap (to cater for strong sunlight)
- A long sleeve top or rainjacket (colour see above) (umpire can't perform if frozen!)
- Gloves if required, as above
- Alternative sounding whistle (in case of 2 games side by side)

### Preparation and The Game

- Discuss the game/colour to wear with fellow umpire before the start
- Check position of goals & repair any holes in nets with string.
- Clear hazards (spare goals etc) around edge of pitch
- Decide who will take which side of pitch. At Chilton the more experienced umpire should take the side near the dug-outs (to control any subs & coaches)
- At Chilton any player or coach in front of the fence to be under umpires' jurisdiction. Everyone else should be behind the fence
- Agree who will time first half, the other takes second half (both monitor time also)
- Establish who are actually the captains. Introduce yourself to the captains latest at the time of doing the toss
- Establish how many players each team has nominated. Should ideally have a list of names before the game
- Remind captains they are overall responsible for the behaviour of players, both on-field players and substitutes
- Toss and give winning captain option of choice of end or starting. Remember what the selection was
- Ensure an acceptable match ball is provided (& spares in the event of loss of it)
- Check only 11 players for each side are on the pitch
- Ensure both teams (especially goalkeepers) ready before starting.
- Log goals scored as game proceeds.
- Log cards handed out per player's number & per card colour (by both umpires)
- Discourage fellow club members calling you by name rather than by "umpire"
- If you lose anything, time etc, stop the game at appropriate point and consult
- Your jurisdiction continues until the teams leave the pitch area
- Sign match card at end, giving your umpire number
- Get your own umpire log signed if required
- Report to the league any red card awarded on official document (available on website ([ashua.org.uk](http://ashua.org.uk))).
- Try and enjoy home team's post match hospitality!