



Mods Whistler's Program

2020 Participant Handbook

Contents

Umpiring qualifications.....	2
Mods Whistler's Program Outline	3
Field of play - umpire areas of control.....	4
Mobility and positioning	4
Signalling	5
Penalties.....	5
Umpires match responsibilities	6
Match time and stoppage time	7
Raised sticks and balls.....	7
Inclement weather and ground conditions	8
Dealing with injuries	8
Clash of strips.....	8
Captains	9
Match cards	9
Misconduct cards and tribunals.....	9
Feedback on performance	10
Contacts and more information.....	11
Umpire's FAQs	12
The Hockey Australia Player Code of Behaviour.....	14
Umpire Competency Development	15

Umpiring qualifications

Umpiring is a hugely rewarding way of taking part in hockey. The umpire's role is to ensure fair play and ultimately facilitate the enjoyable experience of everyone involved in a hockey match. Quality officiating has a significant influence upon players and their hockey experience.

Hockey Australia's umpire training programs operates within the Australian Sports Commission's National Officiating Accreditation Scheme (NOAS). The umpire training program is designed to deliver programs with quality presenters/assessors, resources and ongoing professional development. These training programs focus on developing practical officiating skills and self-development, and therefore better trained officials to meet the demands of the game.

For field hockey (not indoor), the 4 umpire accreditations are:

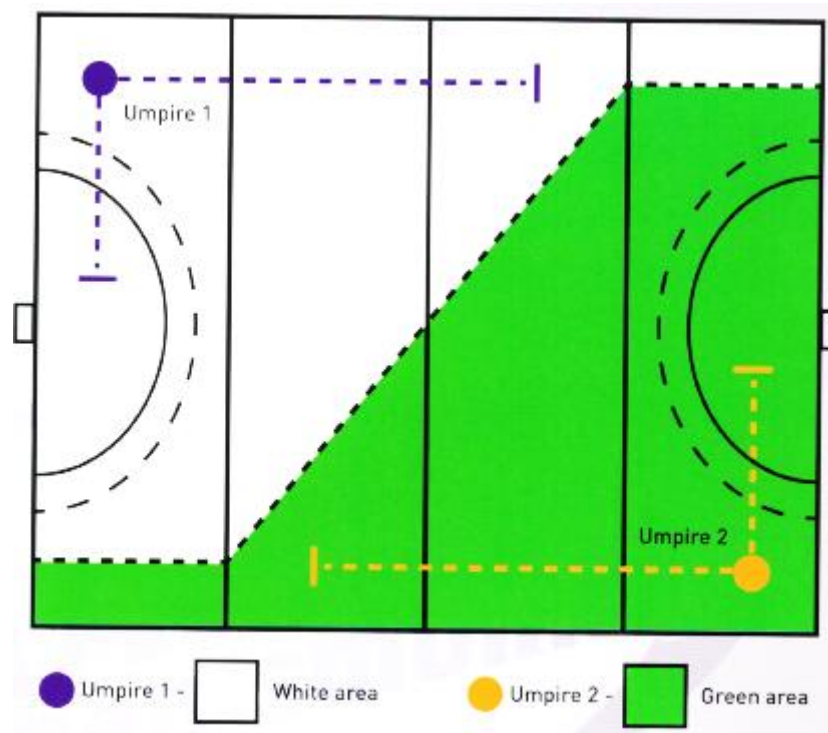
Accreditation	Details	Assessed by
Community Umpire	Directed towards the needs of players, parents, teachers and other new umpires who are involved in Hookin2Hockey, modified versions of the game or lower level club hockey. About 30-60 minutes of online training.	Completion of the Practical Competency Checklist, assessed during umpiring of one match by a club umpire.
Level 1 Umpire	For players, parents and umpires who are involved in umpiring club hockey, intra-state championships and lower age-level Australian Championships. Designed to train umpires in the fundamental concepts of umpiring, including fitness, positioning, signals and ensuring the safety and enjoyment of players. About 30-60 minutes of online training and attending a 1 day practical course run by HockeyWA.	Completion of the Practical Competency Checklist, assessed during umpiring of one match by a club umpire approved by HockeyWA.
Level 2 Umpire	For umpires involved with high level club hockey, high level intra-state championships and higher level Australian Championships. Designed to train umpires in essential concepts of umpiring including psychological and physical preparation, umpiring skills and tools, player management, communication, risk management and ethical responsibilities. It is a comprehensive training program involving 30-60 minutes of online training, seminars, practical activities, pre and post seminar requirements and a practical assessment.	Completion of the Practical Competency Checklist, assessed during umpiring of one match by HockeyWA appointed umpire.
Australian Umpire	For umpires wishing to officiate in top level, open age national championships or international games. Trains in the advanced concepts of umpiring including self-management skills, performance analysis, knowledge of advanced hockey skills and techniques, rule interpretation, player management, co-umpire support, communication skills and risk management. It is a comprehensive and challenging training program involving seminars, practical sessions, applied learning, self-development and requirements a practical evaluation.	Practical assessment at an Australian U21 National Championship or at AHL by the Umpires Manager.

Mods Whistler's Program Outline

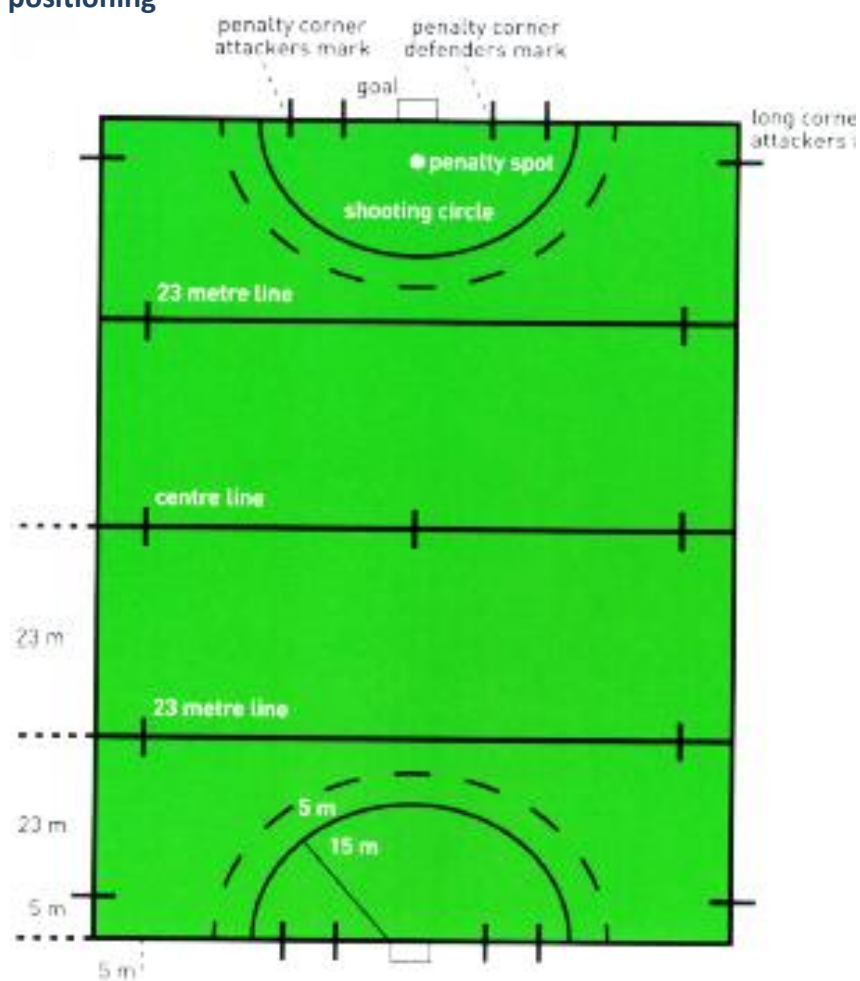
Our "Whistler Program" aims to support the development of strong umpiring capability within the Club. The program is an education and development program that aims to use our experienced umpires to mentor new and inexperienced umpires, in conjunction with Hockey WA's umpire accreditation pathway. Here's some more specific information:

Program objectives	<ul style="list-style-type: none">• Develop long-term umpiring within the club• Support junior players (and interested parents) to develop umpiring skills to Community Umpire level, enabling them to confidently and competently umpire a range of junior and some senior matches without mentoring.• Support interested "Whistlers" to complete Level 1 Umpire accreditation if they want to continue their professional development in this field.
Who are we targeting?	Junior players, ideally from J9/10 and J 11/12 teams who are keen to become umpires. Expressions of interest will be considered from other teams, depending upon availability.
What's the commitment	<ul style="list-style-type: none">• Throughout 2020 you will be invited to umpire as many J3/4 games as you like, to begin to learn the skills you will build on in the program in 2020/21, should you choose to participate.• Throughout 2020 you may be rostered to umpire a scratch match at the end of junior (3-7) training every 3-4 weeks with a mentor, and stay for a short debrief session afterwards for 10 mins.• In 2021 with a mentor, you will be assigned to a J5/6, J7/8, J9/10 or Women's Metro 3 team and rostered to umpire this team through the 2018 season, likely every second week. These teams play Saturday mornings (afternoons for Women's teams). Car pooling may be available to help you get there without your parent's assistance.• You will attend umpire education sessions - up to four each season.• You may be invited to umpire at HookIn2Hockey, Narrogin or other hockey carnivals, if available.
What will I receive?	<ul style="list-style-type: none">• A Whistlers Kit - a high-vis shirt, a whistle and a set of penalty cards• Community Umpire accreditation by end of 2021 (if not already held)• Support to continue to Level 1 Umpire accreditation, if desired
What's the cost?	<ul style="list-style-type: none">• There is no cost to be a part of the program or to attain Community Umpire accreditation.• You will be required to pay the annual \$50 fee to be accredited as a Level 1 umpire. Payable upon registration for the online training, plus a further cost (approx. \$50) to complete the Level 1 Umpiring course run by Hockey WA.

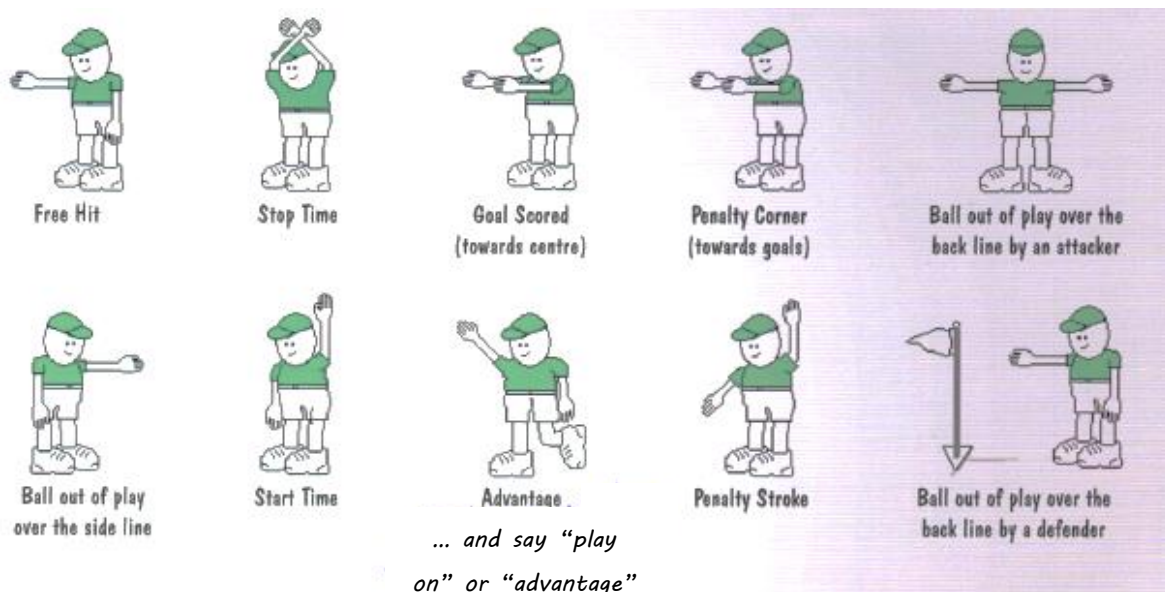
Field of play - umpire areas of control



Mobility and positioning



Signalling



Penalties

Advantage – Umpires should encourage advantage to keep the game flowing to provide maximum opportunity for the team in possession of the ball.

A free hit is awarded:

- For any offence between the 23 metre areas;
- To a defender within the 23 metre area; and
- For an unintentional breach by the defender within the 23 metre area but outside the circle.

A penalty corner is awarded:

- For an offence by a defender within the circle which does not prevent the scoring of a goal;
- For an intentional offence within the 23 metre areas;
- For intentionally playing the ball over the backline by a defender; and
- When the ball becomes lodged in a goal keepers clothing or equipment in the circle.

A penalty stroke is awarded:

- For an offence by a defender in the circle which prevents the probably scoring of a goal;
- For an intentional offence in the circle by a defender; and
- For defenders persistently breaking over the backline during penalty corners.

Umpires match responsibilities

Pre-match preparation

It is suggested that all umpires complete the following prior to the match commencing:

- Double check the location, time and grade of the game you have been allocated has not changed, by checking the draw on the Sportsdesq website (link at the end of this document)
- Ensure your uniform and equipment (watch/timer, whistle, cards) are in good order
- Allow plenty of time to get to the venue; it is recommended you be ready at least 15 minutes prior to any game
- Allow plenty of time to warm-up for the game
- Check the pitch to ensure the field markings are clear, goal posts are correctly positioned and there are no dangers (e.g. frost) in proximity of the pitch.
- If appropriate give instructions to ball people and check players equipment (stick, shin-pads, jewellery removed, etc.) and uniforms are regulation
- Have a pre-match discussion with your co-umpire. This may include a discussion of around areas of control, how to handle particular situations as they arise and how you will work as a 'team'. This is really crucial especially where you may not have umpired with your co-umpire previously.
- Make every effort to start every match according to the scheduled time. If the match does not start on time and matches are scheduled for after your match, advise the team Managers and Captains that you will play a reduced time match (of equal halves). You may also reduce the half-time break if appropriate.
- Enter the field of play together with your co-umpire – as a team
- Shake the hand of each Captain prior to the match.

During the match

- Eye contact and communication between co-umpires is essential throughout the whole match.
- Support each other by signalling as appropriate. Look out for signals from your other umpire and if necessary confer with your other umpire on particular decisions. This is particularly important where there is a major decision made which could be game changing and is being strongly questioned by one or both of the teams and/or seems controversial.
- Keep a record of goals and cards.
- At half and full time, meet on the pitch and come off the pitch as you went on – together as a team.
- Players must 'interchange' on and off the pitch from the half way area.

After the match

- Be approachable so captains/coaches can ask questions, but do not allow this to go on for too long after the match. This should not be a 'heated' discussion.
- Make a record on the match card of any suspensions (red or yellow cards) given throughout the match including the reasons for the suspension.
- Complete the match card in accordance with Hockey WA directions. (More information is below under Match card).
- Act appropriately at the end of the match and do not direct comments towards players and/or officials.
- Be open to any feedback and be willing to discuss feedback being provided to you from an Umpire Assessor or Coach appointed by the Mods Umpiring Coordinator in their official capacity.

Match time and stoppage time

Reference Junior League Rules 4.1. Teams are permitted to enter the pitch at the conclusion of the previous game to warm up. Match times are as follows:

J5/6	2 x 25 minute halves, 5 minute half time period
J7/8	2 x 30 minute halves, 5 minute half time period
All other matches	2 x 35 minute halves, 5 minute half time period

Time is managed using the scoreboards on turf pitches. Umpires are responsible for keeping time manually on other pitches so make sure you bring a timer or watch.

The clock is not stopped during regular competition matches except in senior first grade matches, where appropriate (e.g. injury). However, umpires should discourage players from deliberately wasting time by making appropriate sanctions. See the section on Dealing with Injuries for more information.

There is no extra time during regular competition matches.

Raised sticks and balls

Only J11/12A players may play the ball in a controlled manner with the stick above the shoulder. For all other grades players are not permitted to use their stick above their shoulder at any time UNLESS they are defending a shot on goal where they are allowed to play the ball above their shoulder in order to stop the ball from entering the goal (see Junior League Rules 4.2).

If a player lifting their stick causes legitimate evasive action by a player, then a free hit should be awarded to the opposition UNLESS the danger is caused by the opposition player tackling from the wrong side, when the team in possession would be awarded the free hit.

If a lifted ball causes legitimate evasive action by players, it is considered dangerous and a free hit should be awarded to the opposition.

Inclement weather and ground conditions

A pitch or ground may be considered unfit for use if in the opinion of the umpire/s, captains or coaches, the safety of the players or umpires is at risk. Lightening, frost and very poor ground surface (e.g. exposed sprinkler heads, exposed holes) may present a risk to safety. Umpires are asked to apply common sense with regards to determining if a 'reasonable' risk applies.

Making a decision regarding whether matches should be played or not, due to weather conditions, e.g. frost, lightning (see clause below relating to lightening), rain, hail, etc., is the responsibility of both captains, or failing that, one captain and both umpires (see Junior League Rules 4.5).

In particularly poor weather conditions WA grass grounds (on which grass games may be played) may be declared unfit for play by the Department of Sport and Recreation.

Dealing with injuries

The umpires should not stop the game for minor injuries but rather wait until the next break in play unless the player is right in the middle of play. If this is the case, the game should be stopped and restarted with a bully (this would occur on rare occasions). In the case of possible serious injury, including *any* head injury, the game should be stopped immediately and assistance from the team bench requested.

Do not allow coaches or other team personnel from the bench onto the field of play until you signal them to enter. Trainers are not allowed to assess the nature of the injury or treat the injured player, other than the goalkeeper, on the field of play. If a player, other than the goalkeeper requires medical attention they must leave the field of play. The only exemption to this is in the case of a suspected serious injury; in this case the player should not be moved and an ambulance would usually be called. A maximum of two support people should be allowed onto the field to assess injuries. Note that if support personnel enter the field of play and the clock is stopped the player receiving treatment must stay off the pitch for (2) minutes.

In the event of a player bleeding, the player must leave the playing area and not return until all blood is removed and the injured area is covered (see Junior League Rules 4.6). If an item of uniform has blood on it, the uniform item must be removed or the blood washed off it. Any blood spilt onto the pitch must be removed/washed away using a bucket or water bottle. It is the responsibility of the player's team bench to do this.

Umpires must not provide treatment or assistance to players who are injured.

Clash of strips

Generally the 'first name' team on the draw is required to change their playing shirt and socks should the team strips clash. If, in the opinion of the umpire, colours of team strips clash the umpire should inform the manager of the first named team that they are required to resolve the clash of strips. The game should not commence until a satisfactory change is made.

Captains

A team captain is required to assist the umpire to start the match and maintain reasonable degree of control over team members. Umpires should also recognise and advise upon any reasonable request made by the captain as long as it does not disrupt the match. Umpires should ensure that they know who the captain of the team is and this should (especially in the higher grades) be shown on their playing strip.

Any player, and in particular the Captain may ask questions of the umpire but all questions must be asked in a respectful manner and questioning must not be constant or a distraction to the umpire. It is preferred that questions from team members regarding the clarification of calls be vetted by the captain.

Match cards

Umpires are to ensure that accurate Match Cards are handed to them prior to the commencement of each match. At the conclusion of each match, umpires are to ensure that the match cards are completed accurately, and are to sign the card.

Please make sure you include the following information on match cards:

- names of all players
- goals scored
- goal scorers
- cards issued (red and yellow) to which player/s and for which offence/s
- any incidents or issues: e.g. injuries, player/coach conduct issues, etc.

After checking the above please sign the card and return it to the team for them to hand in to Hockey WA as an official record of the match.

Please note it is essential that umpires ensure details regarding all red and yellow cards are recorded on the match card. Otherwise Hockey WA cannot address instances of inappropriate behaviour. In addition to the match card, umpires should complete a report (as outlined below) where appropriate.

Misconduct cards and tribunals

In every **J7/8A match and all J 9/10 and above** matches, the umpire is able to deal with any breach of the rules with the imposition of either a:

- Warning (verbal)
- Green card – (for a 2 minute temporary suspension). Note that in some high grades a player issued a green card is suspended and must leave the field of play for 2 minutes; however, in other grades the player does not have to leave the field for a green card suspension. The suspension is timed by the umpire.
- Yellow card – (for a temporary suspension from the match). A yellow card suspension is for a minimum of 5 minutes and a maximum time (generally between 5-10 minutes) to be determined by the umpire dependent upon the severity of the breach. However, it should be noted that this is a temporary suspension and not to be used as a permanent suspension.
- Red card – (for a permanent suspension from the match). A red card is for repeated offences of the same nature where a yellow card has been issued or for serious behaviour. If an umpire awards a red card, the player must leave the pitch for the remainder of the game and is not permitted to remain on the bench or in the dugout. They do not need to leave the complex.

- Misconduct charge against a participant.

Note: **for J5/6 and all other J7/8 (except J7/8A) matches**, a green card is given at the warning stage (see Junior League Rules 7.5).

If a player receives two (2) yellow cards in a match for the same offence the second card is deemed a red card and will result in a player being suspended for the remainder of the competition round in progress when the accumulation occurred, and may also result in a further suspension, depending on the particular circumstances. In accordance with Clause 19 of the HCAT Competition bylaws, an accumulation of four (4) yellow cards may also result in a suspension, depending on the particular circumstances. A round in which the player's registered team is scheduled a BYE does not count for the purposes of suspension.

All suspensions, excluding green card suspensions are to be recorded on the Match Card, indicating the player suspended and the reason for the suspension. If a player is permanently suspended (that is, given a 'red card'), the suspending umpire must fulfil several requirements in relation to reporting the matter to Hockey WA. These are listed in more detail in the Hockey WA Protests and Disputes Tribunal Rules & Procedure, but in a nut-shell, in the event a player is issued a red card, both umpires must:

- ensure the incident is recorded in detail (player suspended, offence committed, club) on the match card, and
- provide to the Hockey WA Competitions Coordinator a detailed report using the Umpire Red Card Report Form, within 24 hours of the match. The report is forwarded to the Hockey WA Tribunal Chairperson for their consideration.

Please note it is critical that details regarding all red and yellow cards are recorded on the match card. It is also critical that if a red card is issued that an umpire report is provided within 24 hours, in order for Hockey WA to assess how the matter should be progressed under the Protests and Disputes Tribunal Rules and Procedures.

Feedback on performance

From time to time, the Mods will appoint an Umpire Assessor/Coach to provide umpires with feedback or to complete an assessment of their performance. Umpires should be open to the feedback with which they are provided. Umpire Assessors will also be appointed for umpires wanting or wishing to be graded in accordance with HockeyEd or looking for development opportunities to progress to the next level or higher grade.

Umpires should contact the Umpiring Coordinator to arrange for feedback and coaching. This can be done at any grade in the competition during the season.

If a team would like to provide feedback on your umpiring, please encourage them to contact the Umpiring Coordinator to discuss this further rather than entering into discussions following the game.

The Umpiring Coordinator may seek feedback from coaches and teams throughout the season on umpires and may ask them to complete a feedback form based on the umpire's performance. These forms will be provided to the Umpiring Coordinator and will be discussed, as appropriate with the umpires involved.

Contacts and more information

2018 Whistler's Program Coordinator

Natalie Lincolne - 0417 916 415 - natlinc@live.com.au

For more information

- Hocked Ed - <http://hockeyed.hockey.org.au/>
- Hockey WA competitions - <https://sportsdesq.onesporttechnology.com/27/> and click on the relevant tab from the drop down menu under competitions
- HockeyWA umpiring information - <http://www.hockeywa.org.au/Officials>
- Hockey WA events - <http://www.hockeywa.org.au/> and click on the relevant tab from the drop down menu under events
- Hockey Australia officiating webpage - <http://www.hockey.org.au/index.php?id=69>
- FIH Umpiring website – <http://www.fih.ch/en/sport/umpiring>
- Sport and Recreation WA website - <http://www.dsr.wa.gov.au/>
- The Australian Sports Commission officiating website- <http://www.ausport.gov.au/participating/coachofficial>

Umpire's FAQs

Why I am informed to arrive 15 minutes before my match?

Umpires are expected to be at the game early to ensure that there is enough time to introduce themselves and have a short discussion with the other umpire. Some of the venues you may be asked to attend are extremely big, so it is essential that you allow enough time to park and make your way to the correct ground.

What do I do if I am running late?

If you are running late for your scheduled game for any reason you must call your mentor immediately and let them know.

What happens if I don't attend a fixture I am scheduled for?

Once you have confirmed that you are taking the fixtures you are obligated to arrive as scheduled. If you do not attend a scheduled fixture then the team may have to forfeit the match if another umpire cannot be located. This will be considered a serious breach of your commitment to the Whistler program.

What if I have taken on a fixture but realise before the fixture date that I have another obligation that I cannot miss for the same day?

You must ensure that there will be an umpire at the game on that day. Firstly, contact your partner Whistler and negotiate swapping your roster that week. If your partner cannot cover you then contact your mentor to confirm if they can umpire that day. As a last resort, contact the team coach and see if they can arrange another umpire.

You cannot leave it to the day of the fixture advise that you are unavailable for your scheduled match, unless you are really unwell. Please be reliable - your team is counting on you to be there.

If my game is delayed?

There are many reasons why games could be delayed - most commonly it's because the previous game finished late or because you are waiting for another umpire. Get the match underway as soon as possible, however if there is a match following yours on that field you may need to shorten the game (still two equal halves) - call a meeting with the other umpire and the two coaches to discuss and agree upon a reasonable approach.

Is there any administration work or match report required after my match?

You will be required to sign the match report that the team manager brings to you. You are confirming the outcome of the match (win/lose/draw), the final score and who played. If you wish, you may ask the Mods team manager to make a note of any incidents (including coach, player or spectator behaviour, penalties issued, ground condition, etc).

Do I need a uniform to umpire for Mods?

It's not compulsory to wear the high-visibility shirt, however we recommend that you do. At the very least, wear a shirt that is a different colour to that of the teams playing so that you stand out on the field.

It is also worthwhile to buy a cheap high-vis spray/rain jacket (\$15 from Kmart) so that you are still easily visible when it rains.

What is my responsibility regarding match control and rules?

Umpires are appointed to be the sole arbiters of the rules of hockey. No dispute may be made concerning an umpiring decision relating to the rules of the game.

Umpires are to administer games in accordance with the current competition bylaws and rules of game as prescribed by the FIH Board. The FIH rules and Junior Rules are available from the Hockey WA website.

Notes:

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The Hockey Australia Player Code of Behaviour

All players of Hockey Australia are required to comply with this policy, and must meet the following requirements in regard to their conduct and in any role they hold within Hockey Australia:

1. Behave in a sporting manner at all times to all players, officials and spectators.
2. Don't make detrimental statements in respect of the performance of any match officials or umpires.
3. Play by the rules at all times and ensure that the game of hockey is not brought into disrepute by your actions.
4. Do not engage in inappropriate and/or physical contact with players or officials during the course of play.
5. Accept responsibility for all actions taken. Exercise reasonable care to prevent injury by ensuring that you play within the rules. Reasonable care consists of showing due diligence in abiding by the rules and adhering to the officials decisions.
6. Adhere to the Anti-Doping Policy advocated by Hockey Australia.
7. Do not bet on the outcome or on any other aspect of a hockey match or competition.
8. Do not try to achieve a contrived outcome to a match or competition, or otherwise improperly influence the outcome or any other aspect of a match or a competition.
9. Do not show unnecessary obvious dissension, displeasure or disapproval (by action or verbal abuse) towards an umpire or match official as a consequence of his or her decision or generally.
10. Abstain from the use of tobacco and the consumption of alcoholic beverages while in the playing/representative uniform.
11. Adhere to Hockey Australia's racial and sexual vilification policy.
12. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
13. Don't do anything which adversely affects or reflects on or discredits the game of hockey, Hockey Australia or any affiliated association, or any squad, team, competition, tournament, sponsor, official supplier or licensee, including, but not limited to, any illegal act or any act of dishonesty or fraud.
14. Refrain from using obscene, offensive or insulting language and/or making obscene gestures which may insult other players, officials or spectators. The Tournament Director and/or Event Coordinator are responsible for ensuring that the Code of Conduct is met at all times.

Umpire Competency Development

	Community Umpire Competencies	Level 1 Umpire Competencies	Level 2 Umpire Competencies
Manage Self	<p>Dress according to local competition standards for umpiring activity</p> <p>Apply self-management principles for personal health and safety</p> <p>Identify roles and responsibilities involved in umpiring a match</p> <p>Display a positive attitude towards umpiring</p>	<p>Attain a level of fitness appropriate to the standard of hockey</p> <p>Prepare physically and psychologically for umpiring activity</p> <p>Exhibit correct basic positioning on the field</p> <p>Receive and respond to feedback from Umpire Coach/Senior Umpires</p>	<p>Perform all administrative duties as required</p> <p>Prepare physically and mentally for umpiring activity</p> <p>Attain a level of fitness appropriate to the standard of hockey</p> <p>Exhibit correct positioning in relation to play and co-umpire</p> <p>Receive and respond to feedback from the Umpire Coach/Senior Umpire</p>
Manage Athletes	<p>Apply rules/guidelines of the hockey activity</p> <p>Illustrate ability to recognise dangerous play and respond</p>	<p>Apply the basic rules of hockey</p> <p>Demonstrate correct use of the whistle</p> <p>Demonstrate correct use of signals</p> <p>Respond effectively to dangerous play</p>	<p>Interpret and apply the rules of hockey, encouraging flow</p> <p>Exhibit correct signals for all rules</p> <p>Display appropriate whistle technique, including timing and force of whistle</p> <p>Respond appropriately to player behaviour leading to dangerous and/or illegal play</p> <p>Communicate with team captains to create a co-operative match environment</p>
Manage Others	<p>Work cooperatively with coordinators, parents/guardians and other umpires</p>	<p>Apply a positive and cooperative attitude towards others</p> <p>Communicate with the co-umpire</p>	<p>Apply a positive and cooperative attitude towards coaches, officials, team management and spectators</p> <p>Provide signalling support to co-umpire</p> <p>Conduct pre-match, half time and post-match discussion with co-umpire</p> <p>Identify and apply appropriate conflict resolution strategies</p> <p>Able to assess the practical competence of a lower level umpire</p>
Manage Environment	<p>Ensure environment is safe for activity</p> <p>Awareness of Officials Code of Behaviour</p>	<p>Identify and act upon potential risks and hazards in the competition environment</p> <p>Abide by the officials Code of Behaviour</p>	<p>Identify risk management strategies</p> <p>Assess an injury and respond accordingly</p> <p>Detail the ethical responsibilities of officials and demonstrate compliance</p> <p>Identify legal responsibilities</p>

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