

Small Sticks Umpire



The role of an umpire is simple and important - all umpires play a part in facilitating a safe, fair, fun environment!

Remember:



Fun



Fair



Safe

Remember to always be:



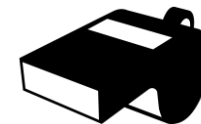
Thinking

Be prepared
Hockey Knowledge
Environment
Know your responsibilities



Moving

Positioning on the field
Where to stand
Proximity to players



Communicating

Stop us – Whistle when necessary
Show us – Signal to the players
Tell us – Talk and help



Kiwi Sticks Umpire Guidelines



Team Composition & Game Length

Division 1-5— six field players+ goalkeeper. Goalkeepers are mandatory (if not present, a seventh field player cannot be used)

Division 5 and below—six field players, No goalkeepers

Games are 2 x 20 minute halves, 2 minute halftime, 3 minute change over to the next game

Ball over the baseline:

By Defenders — “Long Corner”	Free hit to attackers on the half way line (or an appropriate distance from the circle edge i.e. 5m or more), in line with where it went out. The ball must move 5m before entering the circle (unless touched by a defender)
By Attackers —“16”	Free hit to defenders at the top of or inside the circle in line with where it went out- known as a “16”

A free hit is given when:

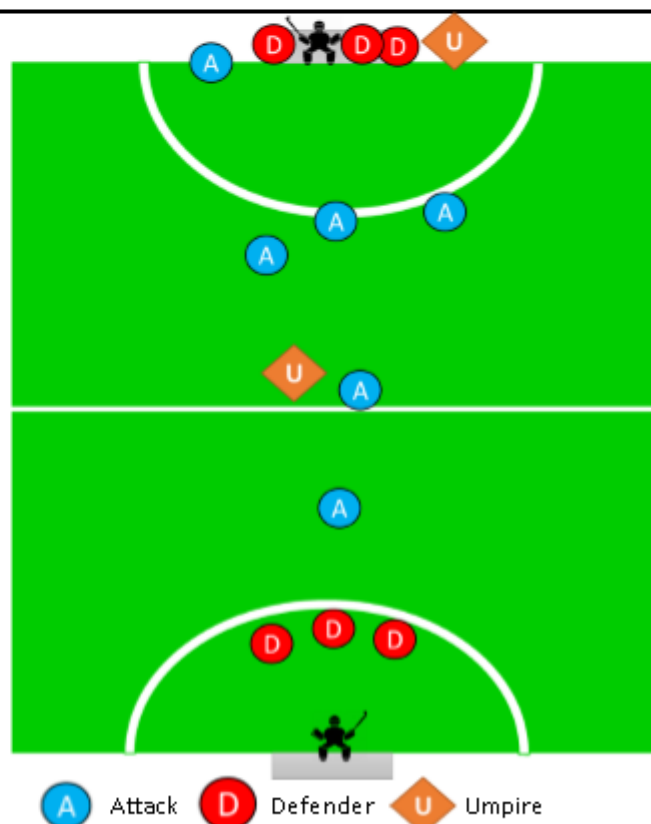
Foot & Back of Stick	The ball is stopped with the feet (or back of stick) or kicked (propelled with back of stick) by a player and they gain an <u>advantage</u>
Stick	An opponent’s stick is hooked or held
Dangerous Play	Physical contact is made with another player that disadvantages them. The stick is used in a dangerous manner. The ball is raised dangerously— e.g. into a player or groups of players
5 metres	Defending players must be 5 metres from the ball at a free hit
Field divider/pipe	The ball comes into contact with a field divider/pipe (if present) and is deemed out of play. A free hit should be given 1m off the pipe to the team who did not put the ball out of play

For a defensive foul committed in the attacking circle a Penalty Corner is awarded

Rules for taking the corner (set up example pictured)

- 4 defenders including goalkeeper, at least 5 yards away from the ball
- Remaining defenders go to the other circle
- Ball is played by attacking player from baseline 10 yards from nearest goalpost
- Corners can be taken from either side of the goal
- As soon as ball is played all players can move
- Ball must go outside the circle before a goal is scored
- Ball must be touched by attacker - inside circle - to score
- Danger rule applies at all time

*Please note, in division 6 & below, there are no goalkeepers, so an additional defender can set up in the goal (4 total)



Remember: Be encouraging! When there is no advantage gained by the ball hitting the foot, umpires should allow the game to continue - let the game flow

When a free hit is awarded, ensure the players are spread out to allow the game to restart again safely