

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:



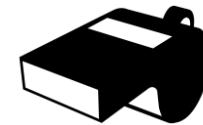
Thinking

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

Mini Sticks Umpire Guidelines



Team Composition & Game Length

All divisions—six field players, NO goalkeepers (kitted in goalkeeper gear)

Games are 2x 18 minute halves, 2 minute halftime, 2 minute change over to the next game

Basic Rules:

- Only play with the flat side of the sticks, ball must stay below knee height, no 'raised sticks', no hacking on the stick, no hooking an opponents stick, no physical contact with opponent
- Raised ball above the knee is deemed dangerous—including shots on goal. Use discretion for a raised ball below knee-height. Danger holds a different interpretation at this level, so if in doubt call it 'dangerous'
- The game starts with a push forward or back. Each team must be behind the centre line at the start whistle
- No obstruction
- The ball cannot be deliberately stopped with the foot, or kicked. However, when the ball merely touches the foot, play should continue
- Free hit and side-line hit: everybody must be 5 metres away
- There are no penalty corners, or penalty strokes in this grade: If a defensive foul is committed in the attacking circle, a free hit is awarded 1 metre outside of the circle. Where no circle is present, the free hit is to be taken from a position that is a notional 5 metres from the baseline.
- A goal is scored when the ball is pushed into the goal from within the circle or marked goal scoring area
- A "Long Corner" is awarded—Any time the ball goes over the baseline off a defender's sticks whether deliberate or not will result in a free hit to the attacking team from half-way, in line with where the ball crossed the baseline
- A "16" is awarded—Any time the ball goes over the baseline off an attacker. The free hit is given to the defenders at the top of the circle in line with where it went out - known as a "16"

Umpire Guidelines:

- Be strict on any dangerous play—including any physical contact made with another player, the stick being used in a dangerous manner, the ball being raised dangerously – e.g. into a player or groups of players
- Coaches, managers or parents umpiring these matches can give instruction or positive feedback to players whilst the game is playing
- 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
- If the score becomes one sided before half time, ask for the coaches to switch players positions or mix teams up during the half time break
- Players can stand in front of the goal when defending, but encourage all players to get involved in attack

