

UNIT 5 – POSITION

LEARNING OUTCOMES	CONTENT / UNDERPINNING KNOWLEDGE AND SKILLS
<p>Implement Field Umpire positioning under senior football match conditions.</p>	<ul style="list-style-type: none"> • Acceleration Points • Key elements of Two Umpire positioning • Distance from play • Side on to contests • Initial control • Centre bounce/throw-up • Start/restart a match/quarter • General play • Set plays • Mid way between kicker and catcher • Boundary throw-ins • Initial position at: <ul style="list-style-type: none"> Set kicks midfield Set kicks at goal Scrimmages • Retaining control • Following a score • Infringement after disposal • Time on/off • End of quarters/match • Responding to play • Three Umpire position major elements

Maintaining the best possible position in relation to play/ers is a very important skill in the Field Umpires' preparation. Accurate and consistent decision making can only occur if the Field Umpire gets a "good look at the situation".

Running is crucial to maintaining and achieving good position. The ability to sprint is an attribute of successful Umpires and they use this attribute to maximum benefit during a match. Knowing when (and where) to run is the key to maintaining correct position in relation to the play.

ACCELERATION POINTS

The following circumstances (which occur regularly in a match) are known as "acceleration points" and act as triggers for Umpires to accelerate to achieve good position.

- **Running with the running player when they have possession of the ball.**

When the player with the ball sprints/increases pace, the Umpire should accelerate. When players bounce the ball, he should use that as a signal to accelerate.

- **Scrimmages**

When the whistle is blown for a field bounce/throw-up, the Umpire should use that as an acceleration point to sprint to gather the ball for the bounce/throw-up.

- **Scoring Area**

When a mark or free kick has been awarded within scoring distance, the Umpire should use that as an acceleration point to sprint to line up the player for the kick at goal. When the ball is kicked in after a behind, the Umpire should use that as an acceleration point to sprint to be side on to the contest, some 20-25m inside the contest.

- **Out of Bounds**

When the ball is blown out of bounds by the Boundary Umpire, the Field Umpire should use that as an acceleration point to sprint to position for the boundary throw-in.

- **Ball heads towards the Boundary Line**

When the ball is heading towards the boundary line and the Umpire is caught behind players, he should use that as an acceleration point to sprint to position to be on the side of play.

- **General Play**

When the ball is disposed of and the Umpire is retaining control, he can use that as an acceleration point to sprint to the best position for the next contest.

- **Change of Control – (Two Umpire system only)**

When the Umpire awards a set kick away from No. 2, No. 2 can use that as an acceleration point to sprint up to assume control.

TWO UMPIRE SYSTEM – DEFINITIONS

MAJOR AXIS	An imaginary straight line, which divides the playing field into, halves lengthways extending from centre of goal at both ends and passing through the centre.
MINOR AXIS	An imaginary straight line which divides the playing field sideways extending from wing to wing passing through the centre.
ENDS OF CENTRE SQUARE	The lines of the centre square parallel to the minor axis.
SIDES OF CENTRE SQUARE	The lines of the centre square parallel to the major axis.
TRAMLINES	Imaginary straight lines, extending from the ends of the sides of the centre square to the boundary lines at both ends of the ground, parallel to the major axis.
50 METRE LINES	Extend in an arc from one boundary line to the other 50 metres from the centre of the goal.
ONE UMPIRE AREA (END ZONE)	The area at both ends of the ground within 50 metres of goal.
THE UMPIRE	The Umpire controlling play.
NO. 2	The Umpire not controlling play.
SET PLAY	Resultant play from a mark or free kick.
INSIDE THE PLAY	Refers to The Umpire's position. The Umpire is "inside the play" when the play is between him and the nearest boundary line.
SHORT SIDE	Refers to The Umpire's position – when he is between play and nearest goal.
LONG SIDE	Refers to The Umpire's position – when play is between him and nearest goal.
ATTACKING PLAYER	Any player of "the team in possession" of the ball.
DEFENDING PLAYER	Any player of "the team not in possession" of the ball.
CHANGE OF CONTROL	When control of play passes from one Umpire to the other by "The Umpire" relinquishing control to No. 2. Thus, No. 2 becomes "The Umpire" and "The Umpire" becomes No. 2.

STARTING THE MATCH

DECIDING "THE UMPIRE"

The Umpires will decide who will commence the match as "The Umpire" prior to leaving the Umpires room and entering the arena.

ENTRY TO ARENA

The Field Umpires will walk side by side, followed by the two Boundary Umpires, then the two Goal Umpires.

The Umpire will carry the football, and when the group is approximately 25 metres inside the playing arena, will hold the ball aloft until acknowledged by the timekeepers by a single blast on the siren. The group will proceed to the centre circle, where Field and Boundary Umpires may then break away to commence their warm up.

WARM UP PERIOD

Most Controlling Bodies will have rules for their competition relative to teams taking footballs onto the ground for their warm up. The Coach should familiarise the Umpires with the requirements of the Controlling Body regarding its version of the warm up period.

COMMENCING THE MATCH (FOR EACH QUARTER)

To commence play at the start of each quarter, The Umpire shall hold the ball above his head, await acknowledgement from the timekeeper by a single blast of the siren, blow his whistle and bounce/throw-up the ball-in the circle. Match timing shall commence on the sound of the whistle.

CONTROL AND POSITIONING

These are the critical areas of the operation of the Two Umpire System. Co-operation, communication and concentration are essential. Only the Umpire will instigate a change of control. Under no circumstances will No. 2 instigate a change of control.

CONTROL – GENERAL PLAY

As a general rule. The Umpire is responsible for awarding all free kicks and marks (set plays) except in special circumstances. (See information – Special Provisions Covering the Awarding of Free Kicks by No. 2).



CENTRE BOUNCES/BALL-UPS

- **Starting each quarter**

When the decision has been made as to who will commence the match as "The Umpire", he will bounce/throw-up the ball to start the 1st and 2nd quarters. The other Umpire will bounce/throw-up the ball to start the 3rd and 4th quarters.

- **Positioning**

The ground is theoretically divided in half by the minor axis. Prior to the commencement of each quarter, the Umpires decide which half they will operate in for the first bounce/throw-up.

For the bounce/throw-up, The Umpire makes his approach along the minor axis; (this may be varied slightly if ground conditions prevent a good approach). No. 2 will be positioned approximately 50 metres along from the goal line and 20 metres from the major axis, on the opposite side of the ground to The Umpire. (See Fig. 2 Positioning at centre bounce).

After each goal The Umpire will give the "all clear" and then move to a position approximately 50 metres along from the goal line and 20 metres from the major axis and on the same side of the ground to which the first Boundary Umpire runs. This position may vary according to ground size. In doing this The Umpire then becomes No. 2.

No. 2, at the time the "all clear" is given, will move to the centre square to receive the ball from the second Boundary Umpire. No. 2 then becomes "The Umpire". (See Figure 3).

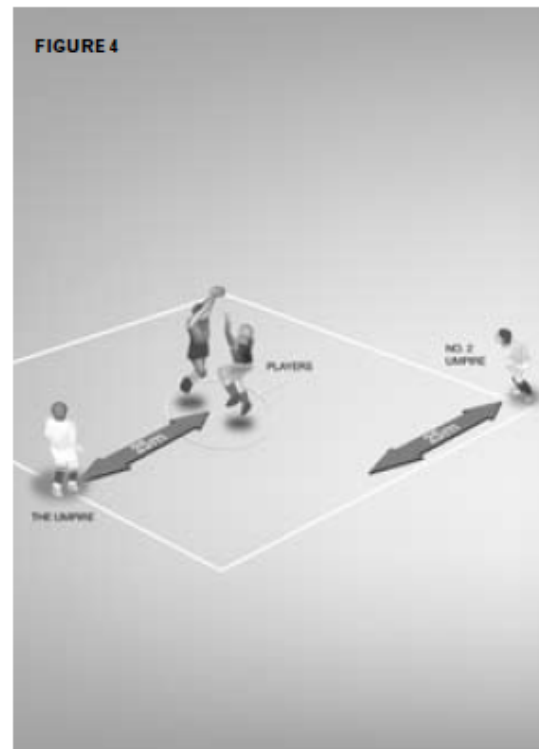
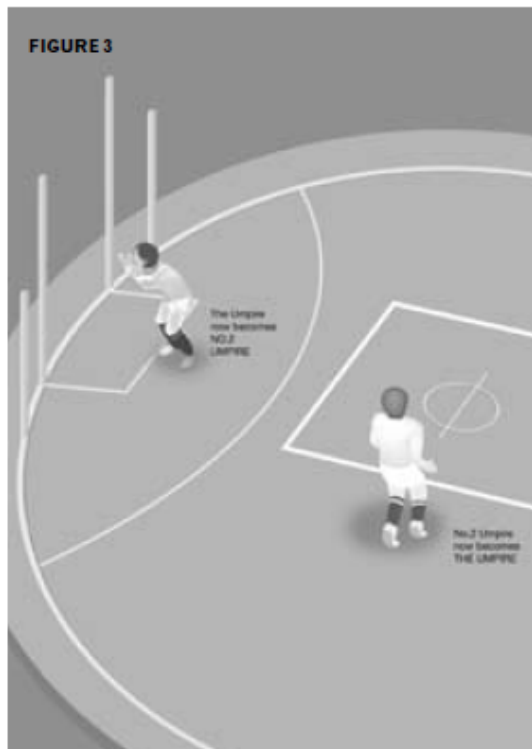
If for reasons of sun, wind or ground conditions, it would be better for The Umpire to change sides of the major axis for the centre bounce/throw-up, this may be carried out after The Umpire has received the ball from the Boundary Umpire.

Positioning at centre bounce after goal scored facilitating the change of Umpire. (See Fig. 3 Positioning at centre bounce).

- **Predetermined areas of control**

After the bounce/throw-up (no infringements having occurred) The Umpire shall back off along the minor axis and make position according to the next act of play.

No. 2 should be adjusting his position on the field accordingly, prepared to become The Umpire should the ball be clearly kicked into his area of the ground and control is handed over. (See Figure 4).



Predetermined areas of control immediately following a centre bounce.

In the case where the ball does not clearly go in either direction, The Umpire retains control; No. 2 will be adjusting his position accordingly.

In the case where the ball travels clearly in No. 2's direction, The Umpire will relinquish control and back away quickly.

• **Responsibilities**

The Umpire: awards all free kicks observed at centre bounces/throw-ups.

No.2: may award penalties for 5 in square infringements and off the ball-infringements e.g. holding, shepherding, charging, etc. but not infringements in the actual ruck contest (except as note below).

Note: The No. 2 Umpire may penalise major and obvious infringements in the ruck contest when The Umpire is obviously unsighted e.g. when The Umpire is interfered with or knocked over.

Positioning – General Play – The Umpire

• **Ball-in contest**

The Umpire should attempt at all times to be inside the play, some 20 to 25 metres away.

• **Ball heads toward boundary**

When play heads toward the boundary line; The Umpire must attempt to get on the side of play.

• **Ball heads toward boundary line within scoring distance.**

If play is within a kick of goal, he runs to the long side (see Figure 5).

• **Ball heads toward boundary line not within scoring distance.**

On the other occasions he runs to the short side (see Figure 6).

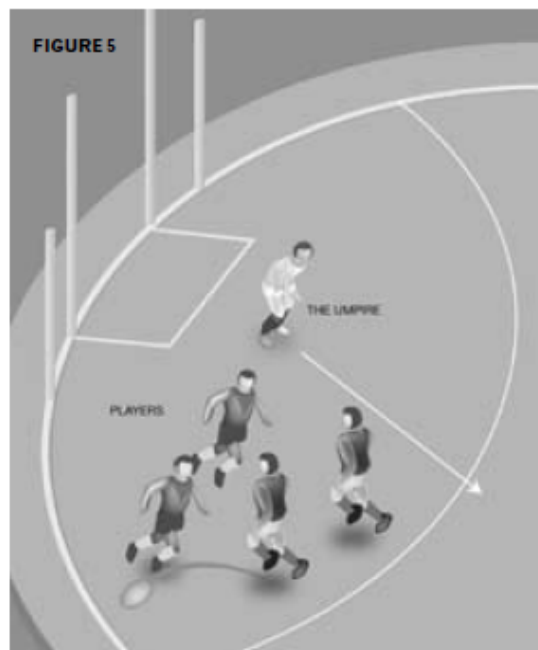
BOUNDARY THROW-INS

The spot where the ball went out of bounds will determine which side of the ruck contest The Umpire will stand. If the spot is within a kick of goal, he will stand on the long side (see Figure 7).

On all other occasions he will stand on the short side (see Figure 8). In either position, The Umpire must be side on (and slightly forward) to the players contesting the hit out at the point of contact, then move quickly toward the major axis, inside play, immediately contact is made with the ball.

Field bounces/Throw-ups

The Umpire will bounce/throw-up the ball facing the boundary, goal or behind line when in the vicinity of those lines so as not to be caught outside the play.



Positioning – General Play No. 2

No. 2 should be a little less than a kick away from play, within the tramlines, or just outside where play permits. He will continually adjust his position in accordance with the movements of play.

Retaining Control – General Play

If The Umpire intends to retain control in general play (even though the ball is kicked toward No. 2) he will be moving with the play and tapping himself on the side of the chest nearest No. 2.

• **Short kicks, and kicks across ground**

In these instances, The Umpire should generally retain control as he is usually in the better position. He should indicate his decision quickly and clearly, by tapping his chest as indicated above.

• **Ball kicked out of defence**

The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground. This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.

• **Player running with the ball**

Where the player with the ball runs towards No. 2, The Umpire must run with the running player. No. 2 will back off accordingly.

• **Long passage of play with ball-in contest**

Control must never change while the ball is in contest. The Umpire retains control when the ball travels into No. 2's one Umpire area (without a full length kick) but he must be on the lookout for an opportunity to change control, e.g. by a long handpass, a kick off the ground, a player running

FIGURE 8

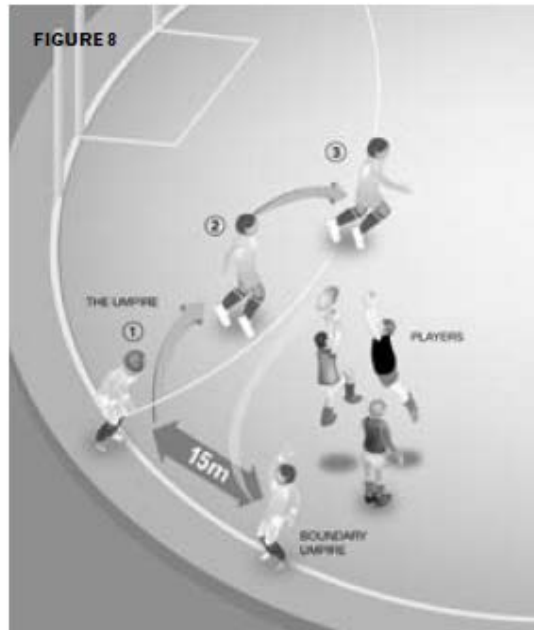


FIGURE 7

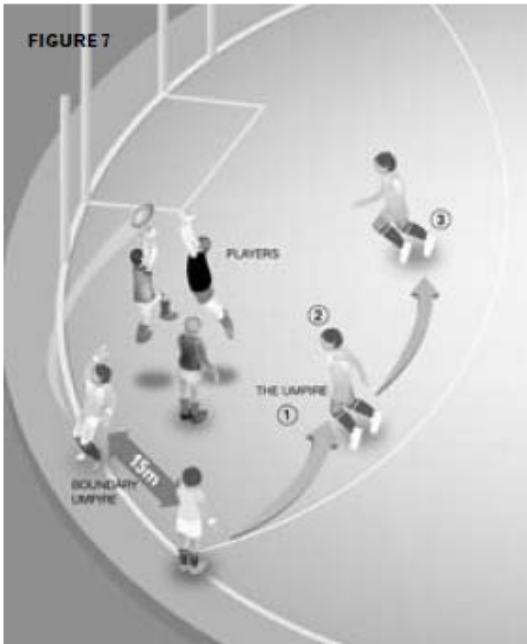


FIGURE 9



with the ball (but not being tackled), etc.

No. 2 should be adjusting his position by backing away when he sees The Umpire moving toward him with the play, but he should be alert, anticipating that The Umpire will be looking for an opportunity to relinquish control (see Figure 9. Play travelling into No 2's one Umpire area – long passage of play with ball-in contest without a full length kick).

Change of Control – Kicks in General Play

If The Umpire intends to relinquish control, he will stop running when the ball is kicked and yell 'yours'.

No. 2 will be watching play and The Umpire, and will act according to the indication given by The Umpire. The onus is on The Umpire to make his intentions known in a quick, obvious and decisive manner.

Change of Control – Breaks in Play

If The Umpire has had control for a long time, he may, at a suitable break in play (e.g. a behind being scored, but Umpires need to be aware of the possibility of a quick kick-in after a behind.) call in No. 2 to take over as The Umpire. No. 2 cannot instigate a change of control.

Awarding Marks and Free Kicks Determines Positioning

The Umpire is responsible for penalising all infringements and awarding all marks in general play (except in special circumstances as noted). He then determines control of the next act of play by his positioning, which will be dependent on the direction of the resultant free kick.

Two Umpire Control – set play

• Ball kicked toward No. 2 (see Figure 10)

If the kick is to be directed toward No. 2, The Umpire assumes a position along the line of the set play some 15 metres inside the player on the mark. No. 2 assumes a position just short of the anticipated destination of the kick and inside the players awaiting the ball.

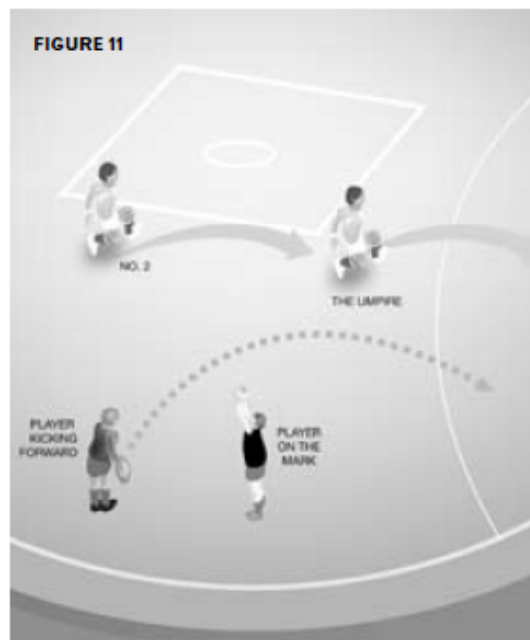
The Umpire supervises the set play. He retains the role of The Umpire until the ball is kicked. No. 2 supervises the players at the anticipated destination and becomes The Umpire when the action commences.

No. 2 has nothing to do with supervising the set play in this situation.

• Ball kicked away from No. 2 (see Figure 11)

The Umpire supervises play immediately after awarding the set play, i.e. puts player on mark etc. and retains verbal control whilst backing off in the direction of the anticipated kick until No. 2 arrives within 15/20 metres of the set play (a position from which he can assume verbal control) at which time The Umpire can relinquish control. In these circumstances No. 2 must ensure he moves quickly to his new position to assume control.

No. 2 becomes The Umpire and controls the set play and should aim to achieve a position along the line of the set play 15 metres inside the mark. The new No. 2 now must move very quickly to achieve a position just short of the anticipated destination, 20–25 metres inside the players awaiting the ball.



SPECIAL NOTE

Where The Umpire deems there is a need for him to show strong presence at the set play, he will indicate to No.2 his intention to stay at the set play by tapping his buttock. No.2 will then run past assuming a position 20–25 metres from the anticipated next act of play.

It is vital that The Umpire decide and indicate QUICKLY his intention to remain at the set play, allowing his partner the maximum time available to take up his new position at the next act of play.

Two Umpire control – set play, kick at goal unlikely to score

Two Umpire control applies when a set kick at goal is unlikely to score. (see Fig. 12).

After awarding the set play, The Umpire adopts the normal position for the ball kicked away from No. 2 (but does not go quite so far down in relation to the anticipated destination; he is a little shorter and wider so as not to get caught up in play around goals) and becomes No. 2.

No. 2 runs in quickly to supervise the mark thereby becoming The Umpire. He must attempt to be in verbal control of the mark as quickly as possible, assuming a position along the line of the mark 15 metres inside.

As soon as the ball is kicked, he quickly returns to the No. 2 position within the tramlines.

(i) Outside the Tramlines

Where The Umpire awards a set play and the kick is not likely to score and The Umpire is required to attend that set play (that is he needs to show a presence at the spot) he will indicate to No 2 that he will be staying at the set play by tapping his buttock. No 2 will run into the 50 metre area assuming an appropriate position just short of the expected destination of the kick.

(ii) Within the Tramlines

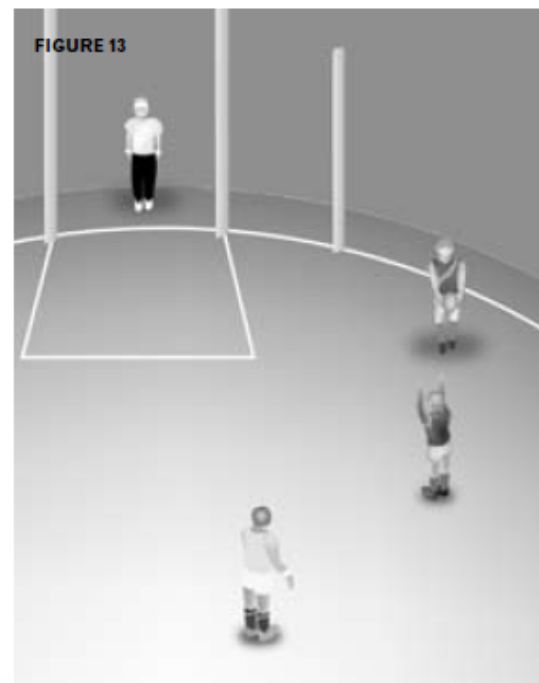
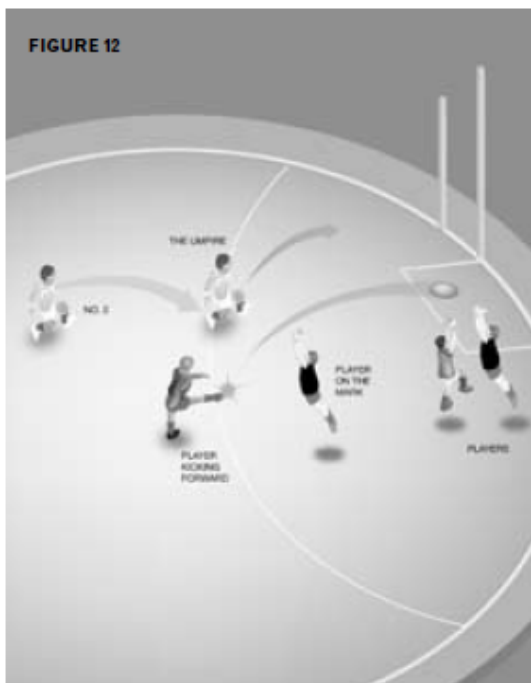
The Umpire may award a set play and then run forward to position just short of the expected destination of the kick, so as to keep players forward of the play under observation. No 2 will run in and position himself to take control of the mark thus becoming The Umpire.

One Umpire Control – Set Play

• Kick out of defence (see Figure 13)

Where a player has a set play out of defence the usual one Umpire positioning applies. The Umpire will position himself between kicker and catcher at approximately forty five degrees to the line of kick, but close enough to maintain verbal control of the player on the mark and the player with the ball.

As the ball is kicked, The Umpire runs to a position 20–25 metres from the contest, inside play and adjacent to it. No. 2 is positioned within the tramlines or just outside depending on the play and approximately a kick away on the same side of the major axis as The Umpire.



The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground.

This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.

- **Kick at goal, likely to score (see Figure 14)**

One Umpire control applies when the player on the mark is required to take up his position less than 40 metres from the goal line. After lining the player up, The Umpire should position himself close enough to have verbal control of both the player on the mark and the player with the ball at least 45 degrees to the anticipated line of kick. The shorter the kick, the wider the angle.

No. 2 is positioned within the tramlines ready for any rebound.

Special Note

Where the mark of the set play is wide on the ground (near a boundary line) requiring The Umpire to run out to line up the kick at goal, The Umpire must take into account the possibility of the player with the ball kicking quickly, or playing on. This often results in The Umpire being caught badly out of position, i.e. too close to the mark or under the flight of the ball.

The Umpire must be alert and anticipate the "next act of play". If it is obvious that the player will kick quickly

or play on, The Umpire will not run into the mark but will make position based on the anticipated "next act of play". If it is obvious that the player will kick at goal, The Umpire will run in quickly, line up the kick and quickly move back to the correct position.

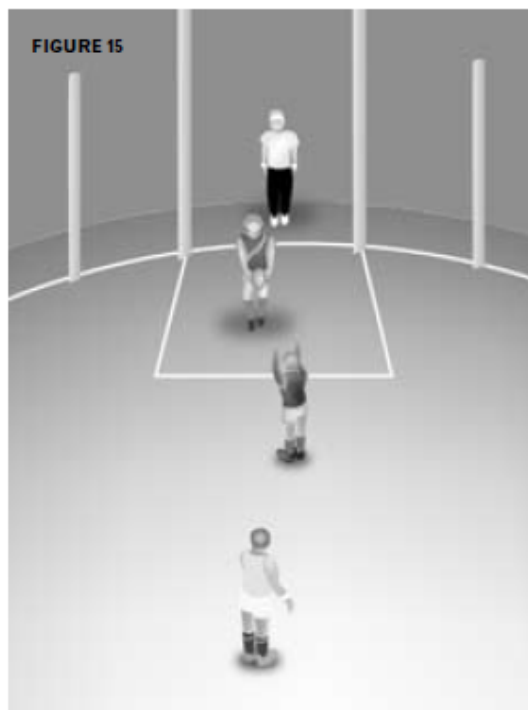
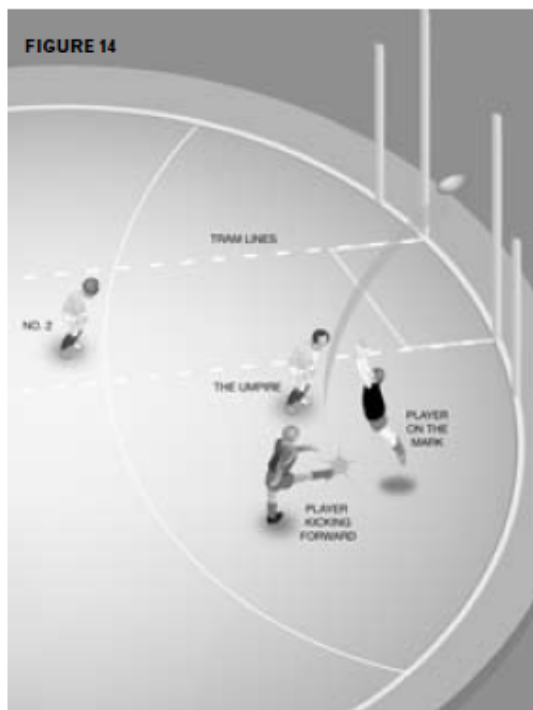
Umpires must always anticipate "the next act of play" in determining their positioning in these circumstances.

Umpires need to remain alert and display anticipation to ensure they are not caught out of position, and miss infringements particularly around goals.

- **Kick in from a behind (see Figure 15)**

One Umpire control applies. The Umpire will give the all clear, then immediately clear all players from the area within 5 metres of the goal square except for the player taking the kick. The Umpire needs to be alert for the player who brings the ball back into the field of play immediately after the goal Umpire signals a behind.

The Umpire will then back off some 25 metres from the kick off line and close to the major axis. If the player kicking off decides to do so from the side of the goal square the Umpire will align himself with the goal post on the side of the major axis that the player is intending to kick to, whilst No. 2 will be positioned within the tramlines, near to the end of the centre square and adjusts position in relation to the kick.



Infringement After Disposal

- **Attacking team infringed against**

When the attacking team is infringed against after disposal (i.e. the kicker or the shepherd).

- **Kick directed toward No. 2**

The Umpire will blow his whistle loudly and point down field, in the direction of the kick, in a definite and obvious manner.

He must make certain No. 2 acknowledges and understands that there is a free kick down field. The Umpire then becomes No. 2 and must ensure he takes appropriate action with the player who infringed. This may mean speaking with the player, a caution, or a report. He certainly needs to show a presence and prevent any retaliation likely to occur.

No. 2 becomes The Umpire and awards the free kick at the spot where the ball landed or was first touched, or allows play to proceed if it has gone to the advantage of the team offended against.

- **Kick directed away from No. 2**

The Umpire will blow the whistle, point down field where the ball lands and run with play. He will award the free kick at the spot where the ball landed or was first touched, or allow play to proceed if it has gone to the advantage of the team offended against.

No. 2 should be aware of the situation and immediately take appropriate action, with the player who infringed, as described in above.

- **Defending team infringed against**

When the defending team is infringed against after disposal by the attacking team (i.e. chaser infringed against by the shepherd), The Umpire will blow the whistle loudly and award the resultant free kick at the spot where the infringement occurred, provided it will penalise the offending team.

- **Resuming Play at Correct Location after Delay**

Where The Umpire has stopped play for any reason, and his attention is directed away from the spot where play stopped (i.e. an altercation further down ground, away from No. 2), No. 2 will particularly note the location where play stopped. Should a team attempt to gain an advantage by either advancing or retracting the location of the spot that play stopped, No. 2 will direct The Umpires' attention to the correct location where the play should recommence.

TIME ON

Only The Umpire can blow "time on" or "time off" however, if No. 2 (at the time the undue delay commenced) becomes The Umpire before the delay is over, he will blow "time off" even though he did not blow "time on".

END OF QUARTERS

The ball shall be deemed dead when one of the Field Umpires hears the first sound of the siren. That Field Umpire shall be the sole judge of whether the ball has been kicked or handled or whether a free kick has been awarded prior to the first sound of the siren.

REPORTABLE OFFENCES

Every Umpire witnessing a reportable offence must make a report. In the case of a Goal and/or Boundary Umpire reporting an incident not seen by either Field Umpire, refer to your Controlling Body's local rules for the correct procedure for following through with the report.

- **The Umpire**

In most instances, for The Umpire to observe a reportable offence, it will occur where the play is. A free kick will be awarded where the incident occurred. The Umpire must be alert; however, not to enforce the free kick if the side offended against will be penalised, that is, if the ball has gone to advantage.

The onus is on The Umpire to decide if the ball has gone to advantage, if not, play must be stopped and the report made immediately. If play has gone to advantage, The Umpire will inform the parties concerned in the report at the first available opportunity.

- **No. 2**

- **Refer to – Special Provisions covering the awarding of free kicks by No. 2**

If a reportable incident occurs under any of these circumstances the report will be made immediately, subject to provisions applying to play going to advantage (as for The Umpire above).

- **Reportable incident in general play (controlled by The Umpire)**

Unless the play has gone to advantage, The Umpire should stop play and No. 2 will make the report immediately in conjunction with The Umpire. Should play have gone to advantage and the ball is kicked toward No. 2, play will proceed and the report will be made by No. 2 at the first opportunity after the incident. If ball is kicked away from No. 2, he will make the report immediately.

- **Reportable incident in general play, not reported by The Umpire**

If No. 2 observes a reportable incident in general play, and The Umpire does not report, No. 2 will proceed with the report (as per instruction above). However, No. 2 should take into account

The Umpire will be much closer to the incident and generally have a better view unless of course, his view may have been obscured. If No. 2 reports under these circumstances he must be absolutely certain that a reportable offence has occurred.

- **Special Provisions: The Awarding of Free Kicks by No. 2**

As a general rule, The Umpire is responsible for awarding all free kicks and marks (set plays). However, occasionally circumstances arise where MAJOR infringements occur and are observed by No. 2 and not The Umpire as his vision may have been obscured. Therefore it is necessary to have special provisions to accommodate these circumstances.

CENTRE BOUNCES/THROW-UPS

- **Infringement Forward of the Ball to be Kicked Toward No. 2**

- **Attacking player infringed against**

No. 2 will blow his whistle **loudly** attracting the attention of The Umpire. The resultant kick will be taken at the spot where the infringement occurred.

- **Defending player infringed against**

No. 2 will blow his whistle **loudly** attracting the attention of The Umpire. The resultant kick will be taken where the ball was at the time.

NOTES

- Under these provisions, a free kick will be awarded only if it will penalise the offending team. Under no circumstances will a free kick be awarded if it will penalise the side offended against.
- Free kicks will be taken at the spot where the infringement occurred, or where the ball was at the time, whichever is the greater penalty against the offending team.
- No. 2 must realise that a free kick awarded under these provisions will interrupt the flow of the game. Therefore only **warranted** infringements will be penalised.
- Free kicks awarded by No. 2 under these provisions are fraught with the possible danger of confusion arising should The Umpire not be aware of No. 2's action. Therefore No. 2 must be definite and obvious in his action and at all times ensure that The Umpire is aware, understands and acknowledges.
- Method of acknowledgement by The Umpire that No. 2 has attracted his attention is to immediately blow time on.

END OF MATCH

Where two (or more) Field Umpires are officiating, the ball shall be deemed dead when one of the Field Umpires hears the first sound of the siren. He will acknowledge that he has heard the siren by blowing his whistle and raising both arms vertically in the air.

- **Set Play After Siren**

In the event of The Umpire awarding a free kick or mark immediately prior to the siren necessitating in a shot at goal being taken after the siren, it is quite likely that spectators may invade the arena. When this occurs, both Umpires are responsible to attempt to prevent spectator interference with the kick.

In these circumstances No. 2 must run quickly to The Umpire's assistance and their responsibilities are as follows:

- **At kick: No. 2**

No. 2 to make sure that the kicker has clear access, enlist police, officials and player's aid if possible. If a spectator interferes with the kicker or smothers the kick, endeavour to give the kicker another kick.

This only applies when the actions of the spectator directly affect the attempt to kick the ball.

- **At goal: The Umpire**

The Umpire to endeavour to clear scoring area, enlist police, officials and player's aid if possible. Should the following circumstances occur, The Umpire will observe the following instructions: –

- Spectator marks or stops ball – end of game.
- Spectator assists ball over scoring line – no score – end of game.
- Ball deflected over score line after contacting spectator. No score – end of game.
- Spectator interferes with defender (irrespective of whether he may have been able to touch ball or not). Give "all clear" – score stands.

Note: On all occasions when any of the above circumstances occur, The Umpire must write to the controlling body giving full details of the incident.

EXIT FROM ARENA

As soon as play is completed, both Umpires are to move to a central spot to enable security measures to be implemented efficiently. The Boundary Umpires will retrieve the ball if possible to do so and join Field Umpires as soon as practical.