



Match checklist

Umpiring is our hobby and we do it for the enjoyment. Always be yourself on and off the pitch - take the positives from good performances and learn from those more challenging games. If you have an umpiring-related problem then contact the WHUA to discuss it on umpires@hockeywales.org.uk

We ask that you keep up-to-date with the latest rules and interpretations. If you need clarification, please contact a WHUA coach or assessor.

This document is intended as a quick reference to help you before, during and after your match.

There are always THREE teams on the pitch – you and your colleague are the third team – please strive to be the best team on the pitch. The best teams work together, look the part and stick together – before, during and after the match.

Before the match...discuss & agree		
1.	DRESS	<ul style="list-style-type: none"> • Shirt colour – does it match? • Is it the official WHUA issue?
2.	WHISTLE	<ul style="list-style-type: none"> • Similar whistles (usually Fox40) to harmonise tone • Use whistle tone to control/communicate
3.	WHICH SIDE	<ul style="list-style-type: none"> • Weather considerations • Crowd, bench – coach, manager, subs • Who is likely to be on the attack the most?
4.	COMMUNICATION	<ul style="list-style-type: none"> • Are you using radio headsets? Are they charged & synced? • Don't forget eye contact with each other & hand signals or everyone's benefit • Don't forget to use your voice with the players, along with hand signals. • Agree how much chat you are happy with from the players
5.	AREAS OF CONTROL	<ul style="list-style-type: none"> • Use the pitch diagram to visualise areas of control • Side line all the way along, diagonals with play coming towards • Far side of circle (right back/inside left channel)
6.	TIME KEEPING	<ul style="list-style-type: none"> • Who starts? Will you indicate 1 or 2 minutes remaining? • How will you handle Penalty Corner at the end of time? • Will disengaged umpire blow for time?
7.	POSITION	<ul style="list-style-type: none"> • How far down the side-line will you come to support? • Where will you be for set pieces – those you control & to support your colleague?
8.	SIGNALS	<ul style="list-style-type: none"> • If not using radio headsets – how will you communicate you'd like some help. As supporting umpire what signal will you give? • Stop/re-start time. Watch stopped or broken • How to resolve both blowing & pointing different direction



		<ul style="list-style-type: none"> • How to confirm award of goal/PC/PS/long corner/16?
9.	MANAGEMENT	<ul style="list-style-type: none"> • Agree attitude to raised ball – in-play, free hits & side line hits? • If it was raised, was it dangerous? Did the player face danger or have to take evasive action? • Quick whistle or advantage – what’s best for the player? • Ball hitting the foot – is any advantage gained? • Breaking down play – cynical & negative • Time wasting & encroaching 5m • Self-pass – needs to be two movements • When does player chat become dissent? • After a goal award who writes score down & who watches the players?
10.	CARDS	<ul style="list-style-type: none"> • Who will monitor timing of GCs and YCs? • If not using radio headsets – how will you communicate reason for card with colleague • If YC how long?

During the game		
1.	OBJECTIVE	<ul style="list-style-type: none"> • You & your colleague are a vital aspect of the game. You’re there to facilitate a (positive) game, but the game is about the players • Protect players & reward skill • Don’t quash innovation – even if it looks wrong
2.	CO-OPERATION	<ul style="list-style-type: none"> • You & your colleague are the third team on the pitch – work together – not as individuals • At half-time – discuss key aspects of the half with your colleague & agree what your collective plan is for the second half
3.	PRESENTATION	<ul style="list-style-type: none"> • Be confident & consistent in your decision-making • Be clear in your signalling & communication
4.	FLOW	<ul style="list-style-type: none"> • Do you need to blow – if not then don’t • Consider when to blow a quick hit & when to play advantage
5.	MANAGEMENT	<ul style="list-style-type: none"> • Try to read the game & predict what is likely to happen next • Move with the play & try to be within appropriate proximity of the incident you’re blowing to give credibility • Recognise key moments within the game & how the players are likely to feel/react

After the game		
1.	UNITED FRONT	<ul style="list-style-type: none"> • Be available to support your colleague at the final whistle with disgruntled players • Discuss the key incidents of the game – did you get them right? • Did the players understand what you were trying to do?
2.	CONSENSUS	<ul style="list-style-type: none"> • Talk to the players/coaches about the game to get a shared understanding. How else are we going to bring players/coaches & umpires closer together



3.

SUPPORT

- You're not alone – there is a community of umpires, coaches & assessors out there to help, provide support & guidance

