



## **PETE'S 3 UMPIRE SYSTEM**

- **TEAMWORK ALL UMPIRES IN ON THE JOB**
- **MID ZONE INITATES CHANGEOVERS**
- **MIDZONE CARRIES PLAY INTO ARC 5METRES AT LEAST INTO END ZONE**
- **ROTATE THRU THE MIDZONE NO LONGER THAN 4-5 MIN.**
  
- **ALTERNATE EACH QTR START B/N UMP**
- **CENTRE SET UP ENSURE END ZONE UMP ARE HIGH B/N ARC-SQUARE LOOKING BACK AND AT CENTRE THROW UP.**
  
- **AT ALL TIMES THROW THE BALL UP WITH BACK TO CENTRE-MAJOR AXIS**
  
- **END ZONE CAN MOVE ACROSS AND MIRROR THROW IN THEN EITHER HOLD POSITION OR MOVE BACK ACROSS MAJOR AXIS, DON'T STAND IN HOT SPOT.**
- **AS BALL ENTERS END ZONE THE END ZONE UMP SHOULD BE 10-15M OFF MAJOR AXIS EITHER SIDE PREFER OPP TO BALL SIDE.**
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- **END ZONE SHOULD BE NO FURTHER THAN 15M OFF GOAL SQUARE LINE FOR KICK IN THEN RUN ONTO CONTEST. DO NOT CARRY BALL OUT OF ARC UNLESS IT'S A QUICK CARRY OR SHORT KICK- BIG KICK OUT HANDOVER TO MID ZONE UMP.**
  
- **IF END ZONE HAS TO KEEP PLAY LOOK FOR A ROTATION WHEN OUT OF ARC-IF U R MORE THAN 10M OUT THEN DANGER AWAITS**
  
- **END ZONE SHOULD ALWAYS ASSIST MID ZONE TO LET HIM OFF THE HOOK -AROUND ARC AT SET KICK -GENERAL PLAY AS ENN ZONE DON'T GO FURTHER THAN THE CENTRE CIRCLE UNLESS SHOT ON GOAL AFTER SIREN- NO DRIFTING**
  
- **MID ZONE UMP SHOULD BE B/N ARC AND BACK OF SQUARE FOR KICK IN**
  
- **ALL UMPIRES CAN USE VOICE FOR SET KICK CONTROL WHEN BALL LEAVING THEIR ZONE-MOVE UP TO BE SQUARE AT MARK AND ASSIST MID ZONE UMP WHEN LEAVING END ZONE-TEAMWORK.**
  
- **ALL VIOLENT STOPPAGES REQUIRE TAP THRU UMPIRE TO STAY AT STOPPAGE.**
- **BOUNDARY THROW IN AND OR BALL UP NEAR OR ON ARC YOU WILL BECOME THE MID ZONE UMPIRE-END ZONE TO SET UP FOR SHOT ON GOAL.**
- **END ZONE SHOULD ALWAYS BE HIGH ON ARC-WIDE DON'T GET TOO FAR BACK AND BE CAUGHT LOOKING AT BACKS- CAN ALWAYS RUN ON.**
- **WORK HARD IN MID ZONE ESPEC. OUT TO WING SET KICK**
  
- **MID ZONE TO STAND 10 M BEHIND KICKER AT SHOT ON GOAL TO ASSIST.**

**3 UMP SYSTEM PROMOTES BETTER DECIS MAKING AND SET KICK CONTROL**