



2 UMPIRE SYSTEM – MAY 2015

- # ALWAYS JUST LESS THAN A KICK AWAY FROM FELLOW UMPIRE AS NO 2
- # CONSTANTLY MOVING ALWAYS UMPIRING – READY FOR REBOUND KICK
- # KICK OUT AS NUMBER 1 10M OFF LINE RUN WITH PLAY
- # TAP WHEN RETAINING PLAY CALL MIN YOURS KEEPING IT
- # KICK GOES SHORT OR A HANDBALL OR SIDEWAYS TAP AND RETAIN
- # BIG KICK INTO SQUARE HANDOVER
- # GETTING OUT OF ARC THINK – BE READY TO HANDOVER BUT WAIT FOR NEXT ACT OF PLAY
- # NEVER LET PLAY RUN AWAY FROM YOU – RUN WITH RUNNING PLAYER
- # MUST ALWAYS LINE PLAYER UP FOR GOAL KICK LIKELY TO SCORE
- # PAYING 50M-PENALTY MUST TAKE PLAYER WITH YOU
- # AS NUMBER 2 FOR KICK OUT YOU SHOULD BE BETWEEN SQUARE AND ARC
- # TAP THROUGH WHEN SET KICK ON ARC EVERY TIME 35M OUT FROM GOAL
- # ROTATE IF PARTNER HAS BEEN DOWN ONE END FOR 4 SHOTS ON GOAL MAX
- # EACH QTR NEW PERSON STARTS IN MIDDLE
- # AS NUMBER 2 ALWAYS ENDEAVOUR TO GET DOWN AND SQUARE UP TO MARK AND ASSUME CONTROL – USE VOICE LET NUMBER 1 KNOW YOU ARE THERE
- # ALWAYS TRY TO GET BACK INSIDE PLAY AS THE UMPIRE IN CONTROL
- # BTI ALWAYS GO TO LONG SIDE OF PLAY NEAR GOAL AREA 20-25M OUT
OTHER TIMES TO OPPOSITE SIDE OF BTI OF FELLOW UMPIRE
- # TAPPING AND VOICE IS THE KEY WITH FELLOW UMPIRE

******YOU AS NUMBER 2 UMPIRE ARE NEVER NOT UMPIRING******

******AWARENESS AND ASSISTANCE******

PETER MARSHALL