

# Two Umpire System

An Introduction



# GRATS!!!

You're obviously getting the hang of this umpiring thing! You've learned the ropes umpiring by yourself.

You're starting to understand that to get the decision right, it's a lot about being in the best position.

What is that again?

Sometimes you need to really run quite hard to get to that position!

That's why we pay you great \$\$\$!

We reckon it's time to pair you up with another Field Umpire.....



## 2US101 – Going from One to Two Umps

**Q: Why two Umps?**

**A: Because it's better than one!**

As you progress up the ranks, the game usually gets faster. Because it may be...

- A higher standard of footy = Improved skills & accuracy
- An older age group = Usually kick & handball the ball further

It becomes a little harder to get to the best position (which is, of course...20-25m side on)

Not even Usain Bolt can get to the best position in a fast game!

**Having a fellow Field Umpire allows our Umpiring Team to be in a better decision making position (20-25m side on)**



## 2US101 – One umpire is ALWAYS umpiring

**Q: When you add a new Field Umpire on the ground, how do you know who does what and when?**

**A: Great Question!**

So you have a new teammate. Super! But how do you know who is controlling the game (called 'has play')?

One umpire always has play, you just share it between you.

For example - The umpire that throws the ball up, say at the start of the quarter or after a goal, has control of play. The controlling umpire must always hand control over to the other umpire. To do this, the umpire in control yells out "YOURS!"

Ps. Your never allowed to steal control/play the other umpire.



**So you know your Teammate has play. Nice. But what are you supposed to do?**

Just because you don't have play, doesn't mean your not needed! You are!

### **PLAY COMING TOWARDS YOU**

Its now your job to be that 'best position' if the ball is kicked towards you – because your teammate is probably going to yell out “YOURS!”

You need to do your best to stay just less than a kick away from the controlling umpire. The actual distance will vary depending on how far the players are kicking the ball in your game.

Sometimes it's easy to pretend you are on an invisible string that

### **PRACTICAL ACTIVITY ONE**

Complete the '**String**' skill, including handing over play with “YOURS”. If the ball goes across the ground, or not very far, and you're in a better position than your teammate, you should keep play by yelling “MINE” so your teammate knows you're keeping play!



**So you know your Teammate has play. Nice. But what are you supposed to do?**

Just because you don't have play, doesn't mean your not needed! You are!

### **PLAY MOVING AWAY FROM YOU**

Its now your job to be a good teammate by running up and taking the set kick for your teammate.

Why? Because someone needs to have control of the mark so your teammate can't move up the ground to be in the best decision making position

### **PRACTICAL ACTIVITY TWO**

A mark is taken and the controlling umpire blows the mark and set the mark. The non-controlling umpire must push up to take effective control of the mark. Repeat this.



## 2US101 – Positioning with Two Umps

Refer to 2US Positioning Guide

Vision examples

### **PRACTICAL ACTIVITY THREE**

On an interactive whiteboard, mat or similar, create different scenarios and with two umpires, get them to place where they would be positioned initially and then when the ball moves and which umpire should have play

### **PRACTICAL ACTIVITY FOUR**

On the ground, walk through the same or similar scenarios.



Teamwork is super important in the two umpire system because we need to know who is in control ('has play') at all times

- ❖ Someone must be umpiring at all times
- ❖ Two is better than none!

**Communication** and **position** are the two things that make teamwork happen

### Communication

- ❖ Loud voice – 'YOURS' or 'MINE' if it heading towards your teammate – **ALWAYS!**
- ❖ If keeping play, as well as telling 'MINE' tap your chest incase your teammate dosen't hear you
- ❖ Tap your chest on the correct side so your teammate can see it!

### Position

- ❖ Always be just less than a kick away from the controlling umpire if play is heading towards you
- ❖ Always push up quickly to take the set kick to release your teammate for them to get to the next position



## 2US101 – Support Free Kicks

There will be times when you do not have control of play and observe a free kick.

It is totally cool to pay a free kick when you do not have play – but it must be an obvious ‘protection of the ball player’ free kick (e.g. high contact, PIB, rough or dangerous tackle or similar)

Don’t pay a free kick as a non-controlling umpire for holding the ball.

This type of free kick is called a **support free kick**; because we have supported our teammate to get the right decision.

If you have play and your teammate pays a support free kick – its cool and you should never feel bad about it. They must have seen a free kick that you didn’t – sometimes that have a different view to you.

Because the non-controlling umpire is paying a support free kick, it is always best for **that umpire** to run in, communicate the free kick and set up the mark.

P.s. It’s totally cool to talk about your support free kicks at the next quarter break.



### 1. Why and when we need 2 field umpires

### 2. Control

- Who has control

### 3. Positioning

- Non-controlling umpire play heading **towards** you
- Non-controlling pay **heading** away from you

### 4. Teamwork

- Communication
- Position
- Support free kicks

Next Steps: 2US Teamwork Module

