

Two Umpire System – Teamwork



Two Umpire System

Why?

- Allows us to maintain better control of the game
- Ensures we can police the current act of play and also have an eye on the next contest
- Two sets of eyes on more contests, especially stoppages
- Shares the load



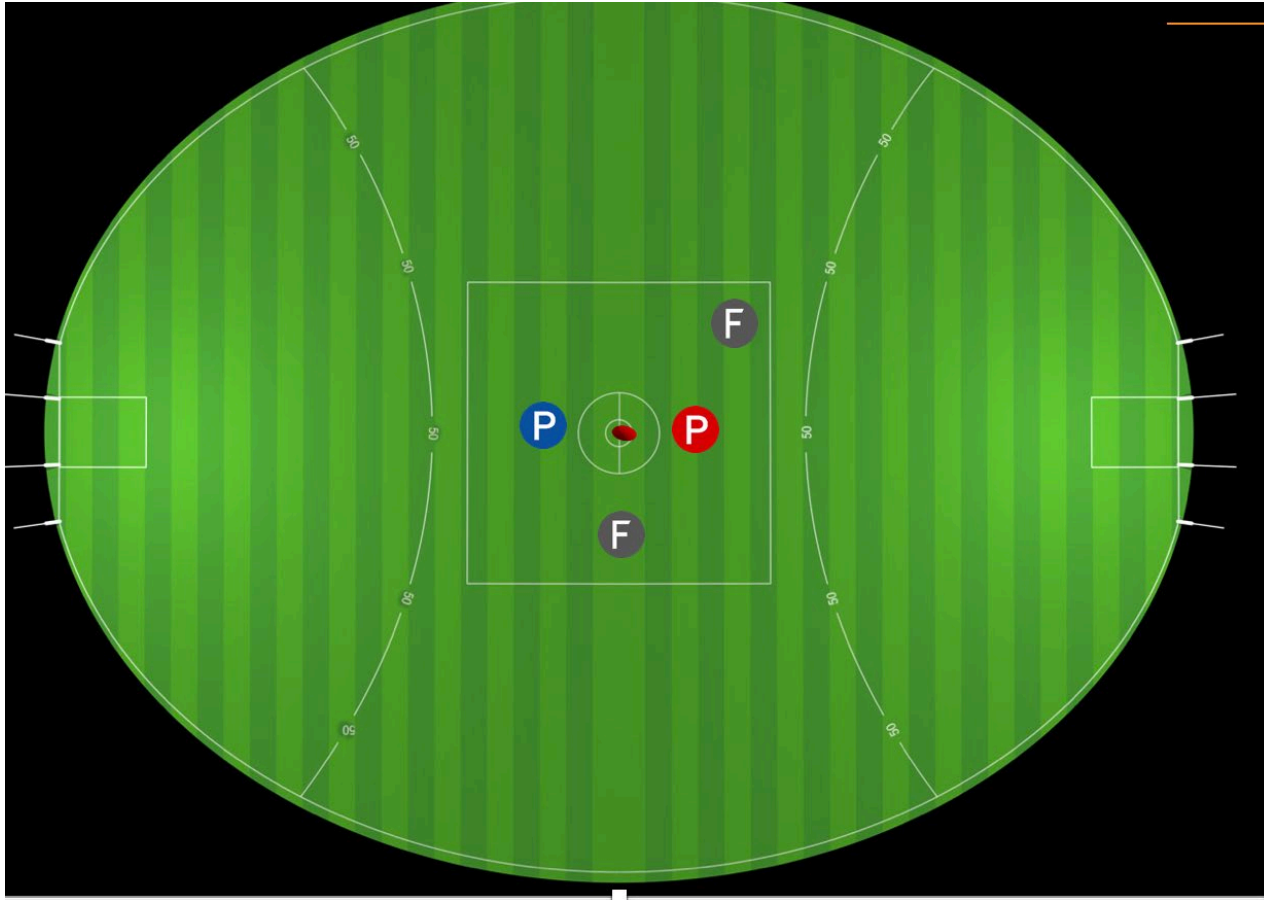
Let's Establish Some Team Rules

- Firstly, workout how you are going to handover and communicate to each other
 - It needs to work for you both – so make it a part of your pre-game chat. Land on a 'you', a 'yours', or names – whatever – just make sure you stick to it
 - When in doubt who has control – COMMUNICATE.
- **Maintain a $\frac{3}{4}$ of a kick distance apart from each other within the tramlines – adjust dependent on the decision**
- **Never assume control (ie saying 'Me') – it's up to No.1 to hand over**
- **Retain control of short kicks, running and lateral play and handballs (unless it's entering your mates end zone)**
 - 'MINE' and tapping your chest when retaining play
- **If the umpire awards a set kick to go further up field, No 2 should sprint up to take over set kick control as the umpire departs.**
 - No.2 to communicate loudly to the players at the set kick, so that the umpire knows that you have taken over set kick control.
 - No. 2 to assume the Umpire role and square up to the mark at 10m.
 - The umpire is to assume No. 2 role as soon as they hear the voice of the other umpire assuming control. Back off at 45 degrees initially, then turn and go on the front foot once your mate has control of the set kick to between kicker and catcher to take up a position side on to the anticipated next act of play
- Always start on the opposite side of the contest to your mate at Boundary Throw-Ins
- Tap through for set kicks just outside or within the forward 50 (aka the transition zone) that are likely to drop short



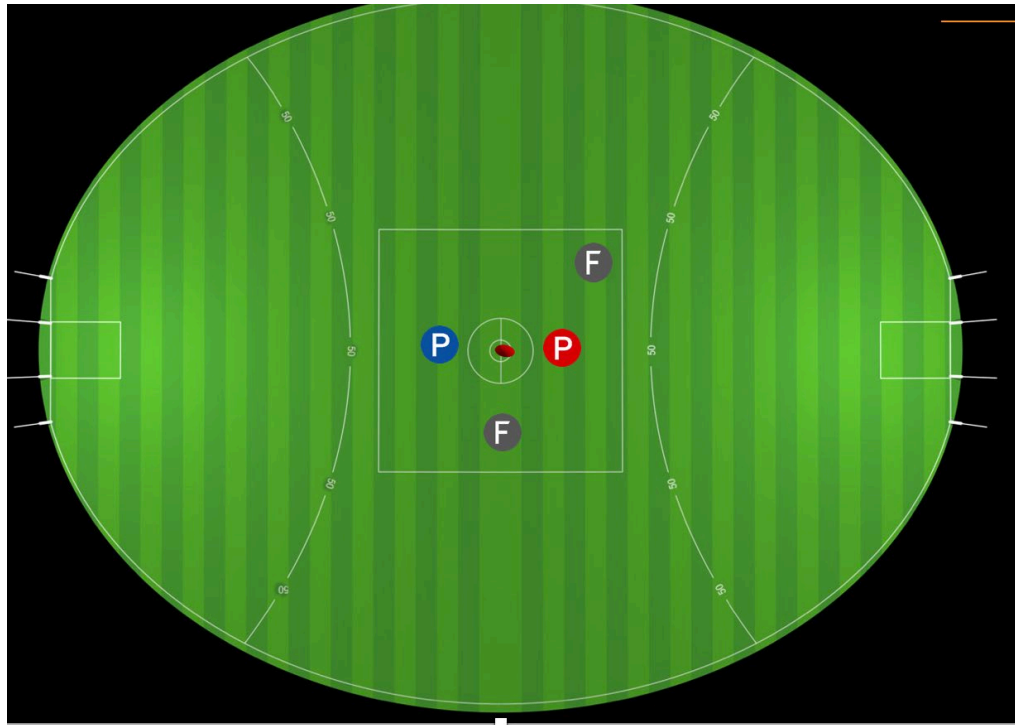
Starting Position

Always have one inside the square to help control the centre bounce (then adjust to $\frac{3}{4}$ of a kick from play)



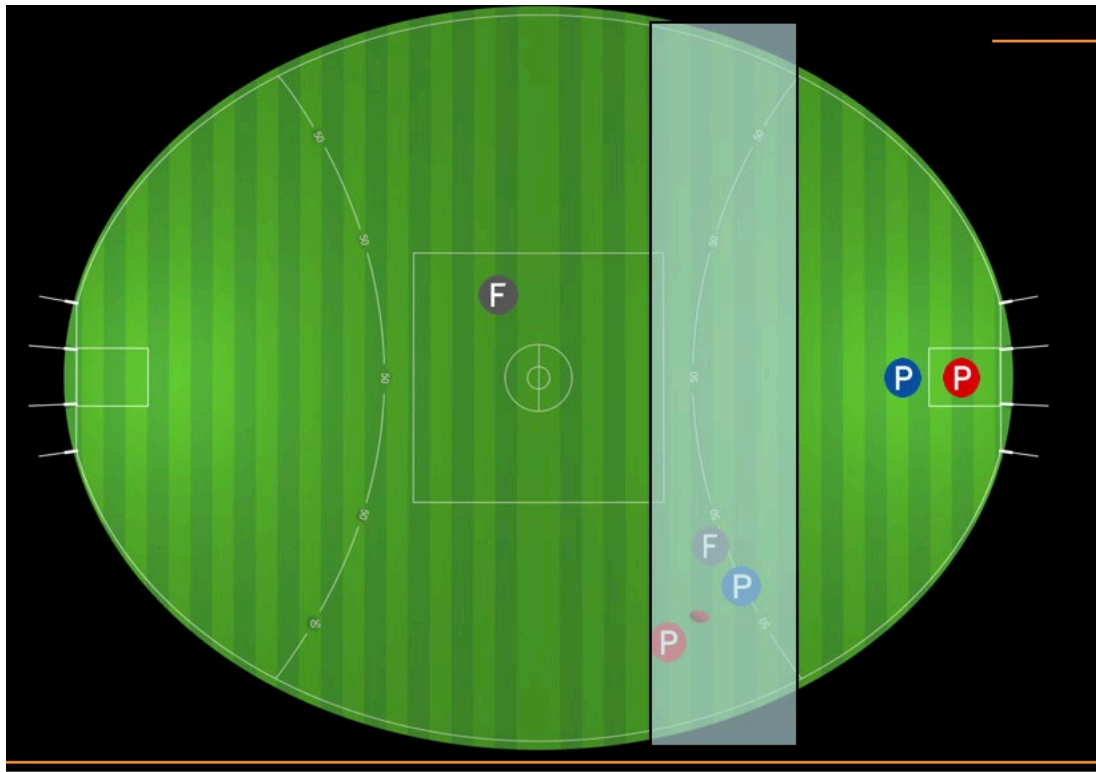
Play Transitioning up the Ground

- No.1 Relinquishes once No.2 Assumes control
- No.1 backs away at a 45 degree angle – then turn on the front foot to the next contest
- New No.1 must get/ attempt to get square of man on the mark (watching for protected area breaches or quick play on)



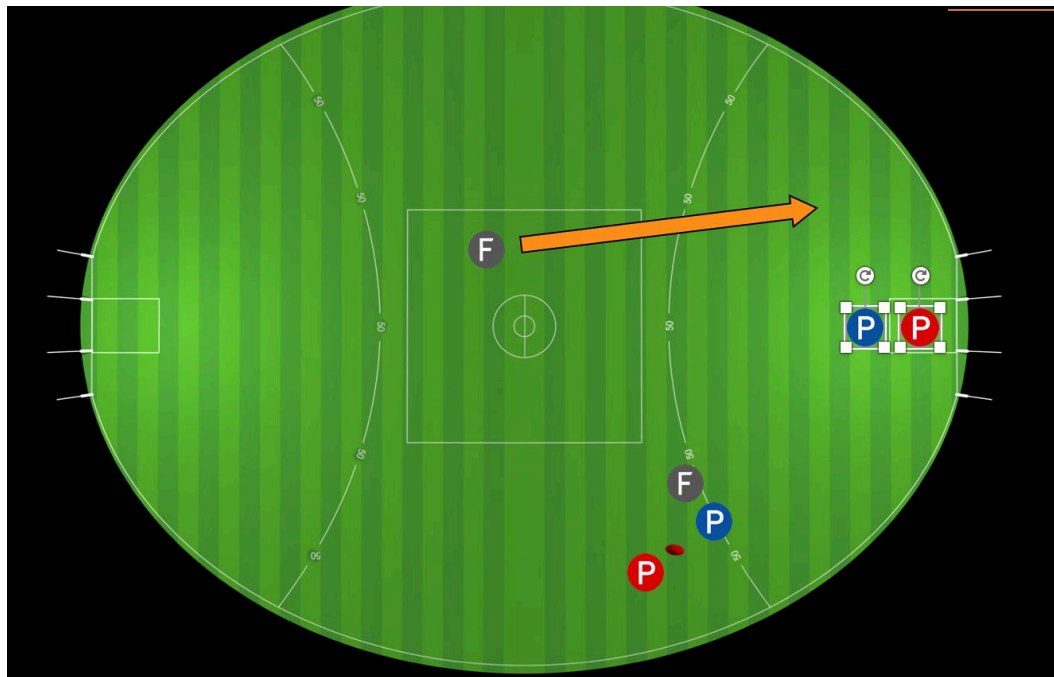
The Tap Zone

- Must be a tap through – someone needs to be on the forward line
- Can almost be automatic – discuss with your mate before the match



The Tap Zone

- Umpire running through - work hard to be 20-25 away and side on to next contest – then rest once you are there
- 80/20 vision for end zone umpire – 80% players in front – 20% on the mark so you know where play is



To finish..

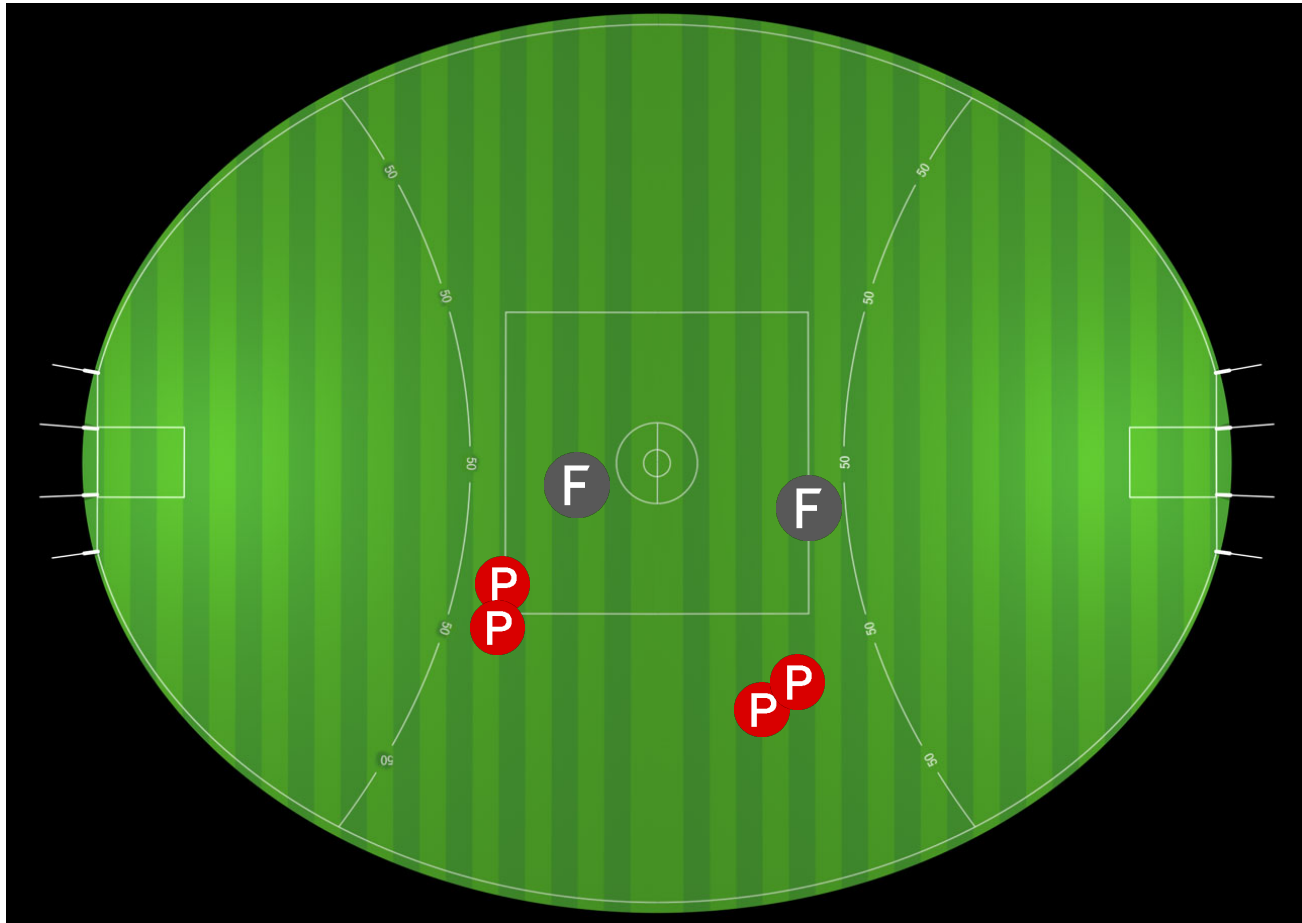
Two Umpire System falls over if you're not both on the same page

- Establish some clear guidelines together as a team
- Stick to it
- ALWAYS ensure there is someone controlling the mark
- If in doubt – clarify who has control of play

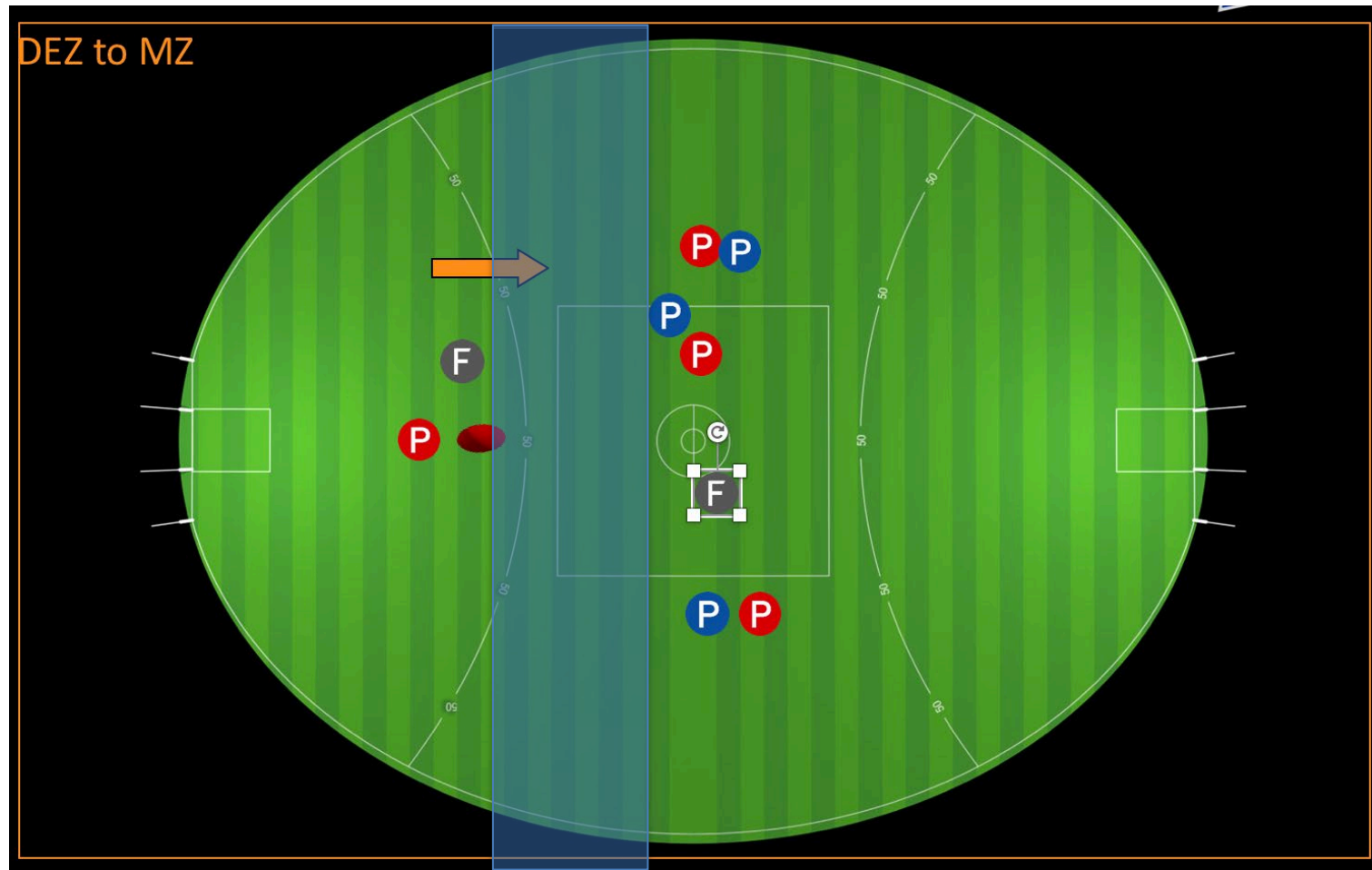


Review – Distance between No.1 and No.2

Maintain a $\frac{3}{4}$ of a kick distance apart from each other within the tramlines – adjust dependent on the decision and position of play



Review – Defensive End Zone to Mid Zone Transition



Review – Boundary Throw In Positioning

Key things to remember

- Need to have a view of the contest set up
- Managing the ruck nomination
- Need side on view of the contest
- Then set up for the next act of play (trigger after the ball hits the ruckman's hand)



Vision – Boundary Throw In Positioning (Set up too deep, caught outside play)



Positioning – Boundary Throw In Positioning (Switch & Correct Set Up)



Umpire AFL would like to acknowledge
Pierce Field, State Umpiring Manager – NSW/ACT,
for developing this resource.

