

East Hockey Officiating

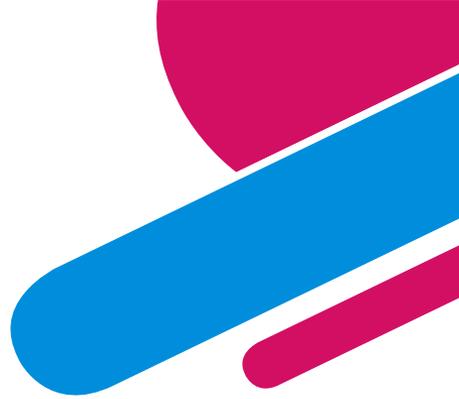
2025 PLUM
Umpire Briefing



**EAST
HOCKEY**
OFFICIATING



WELCOME



- Congratulations on being selected for this event.
- This briefing is to enable us to all officiate to a consistent brief and hopefully ensure that the teams are happy with that approach.
- Any questions about this presentation please feel free to ask. No question is silly. If you are thinking it, then chances will be others are thinking it too.

LEAD ROLES

- Tournament Director

William Davey

- Umpire Manager

Paul Watts

- Lead Umpire Coaches

Dawn Bonner
Norman Hart

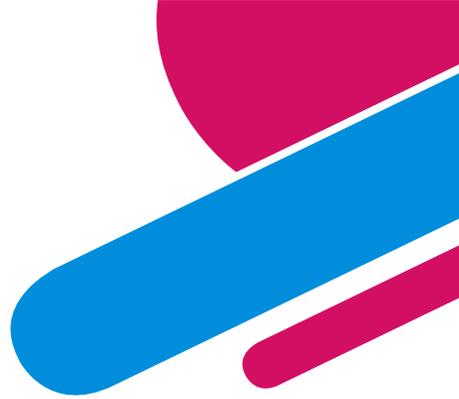
Liz Pelling
Andy Sparrow

- Umpire Developers / Support

Ryan Andrews
Eliot Bates
Ray Blaxill
Harry Braginton
Nikki Butcher
Peter Butcher

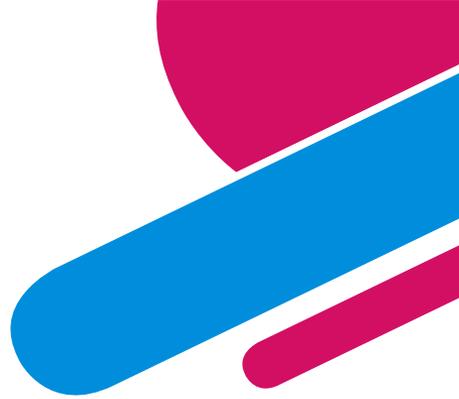
Isaac Charles
David Hill
Tony Rollins
Paul Warwick-Munday
Simon Webb

RESPONSIBILITIES



- The Umpire Manager and Support Team are here for you and will:
 - Support and encourage the umpiring team
 - Help the umpires improve
 - Provide constructive and respectful feedback
- Umpire appointments will be available here:
<https://officiating.hockey/events/plum/2025/officials>

YOUR DEVELOPMENT



- Please ensure that your support team are aware of any areas of your game that you are particularly focussed on
- A consistent approach from us all is what we are striving for and by working together we should be able to achieve this
- As well as the matches taking place, there will be other development opportunities, including presentations from Dawn Bonner and Liz Pelling. More information available:

<https://officiating.hockey/events/plum/2025/hub>

SOME INITIAL THOUGHTS



- Flow is important in the game.
- Playing long advantages may work for the attackers, but be very careful not to give players two bites of the cherry. Generally, defenders do not want advantage!
- Recognise the skill levels of the individual players early and adapt your style accordingly.
- *Keep it simple.* Don't try to be clever.

THE GAME



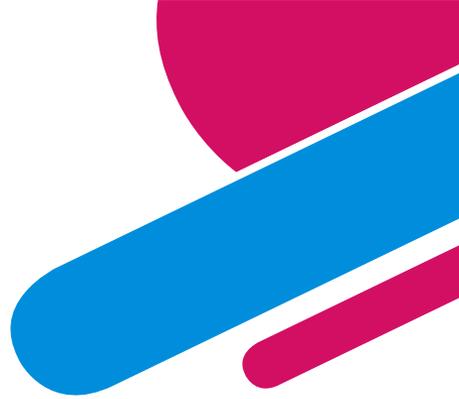
- Each game will consist of 2 halves each 17.5 minutes long with a 3-minute half-time break.
- Matches **must** start at the published time. Please ensure the pitches are cleared and teams ready to go.
- If teams are not ready to start a half, the match time starts, and they lose playing time.
- A physio coming onto the pitch to deal with an injured player does not require the player to leave the pitch.

MANAGEMENT



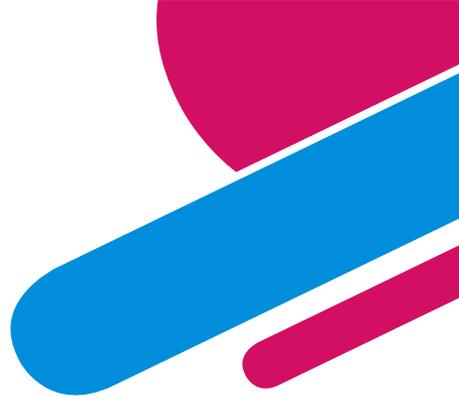
- Ensure the players and those watching are aware of what is being blown – Arena umpiring.
- *Big, clear signals for us all.*
- Use your voice to manage the expectations of players.
- Interventions need to benefit the game situation - have empathy with the players and maintain your standards using strong and clear communication.

MANAGEMENT



- Recognise poor skill and think about the impact on the game. Choose your moment to set the standard of your intervention and have empathy.
- Deliberate offences in the 23 metres by a defender that result in a card should also be a PC, unless for dissent.
- **REMEMBER** a PC in the 23 metres DOES NOT automatically mean a personal penalty.
- “Two’s company, three’s a crowd”. Should you be surrounded then please deal with it using your management tools.

AERIALS



- Aerial management is extremely important.
- This could be a difficult area for us to manage depending on player expectations. This is an area that is moaned about by players every week as being different from game to game.
- Let's look at how we can achieve consistency amongst the umpires and games over the weekend and take this forward into the season!
- Get in early and talk to players if necessary to aid their understanding.

AERIALS



- We are working to the general guidance that has been available throughout the last season - phase 1 and phase 2. Please can we work with this understanding.
- When the aerial is put up if two or more opposing players are already in the landing zone blow it, against the team that put the ball up.
- If two or more opposing players are running into the landing zone, with no clear primary receiver blow it, against the team that put the ball up.
- If there is a clear receiver, remember that a player of the opposite team is allowed to intercept safely, outside of playing distance.

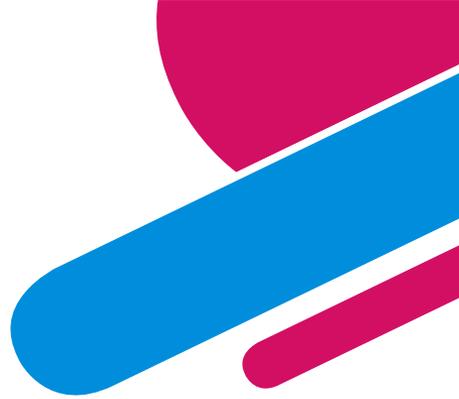
WHAT IS A BREAKDOWN?

- Breakdown is not an offence even though we use it as a reason to intervene.
- Many things fall into this category but the most common are:
 - Preventing play from restarting quickly
 - Tactical foul in certain areas of the pitch - Why does the player foul there and not 3 metres further up in the play?
 - Cynical fouls to stop the play
- THESE ARE JUST SOME EXAMPLES - THINK WHAT DO THEY GAIN FROM THE FOUL!

FREE HITS

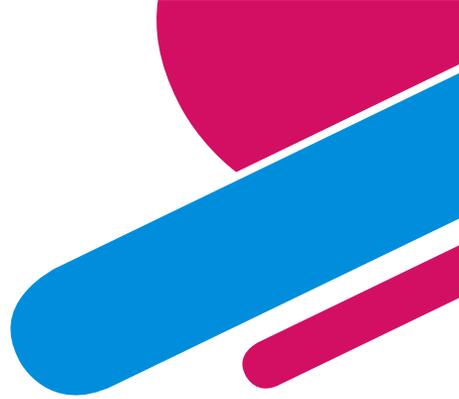
- Ensure there is an attempt to stop the ball..
- Manage the 5 metres early and penalise as appropriate, remember players cannot disappear!
- If there is interference, then this needs penalising - remember verbal communication can be just as effective as a personal penalty and is proactive management.
- Be aware of position of free hits. Manage early and try not to have any resets.

GOING TO GROUND



- Think of the danger aspect - a player sliding in who takes the ball and player must be given a 10-minute yellow card.
- A player sliding in who takes the ball only is fine. Though consider proactive management to prevent anything worse

WORKING WITH MO'S

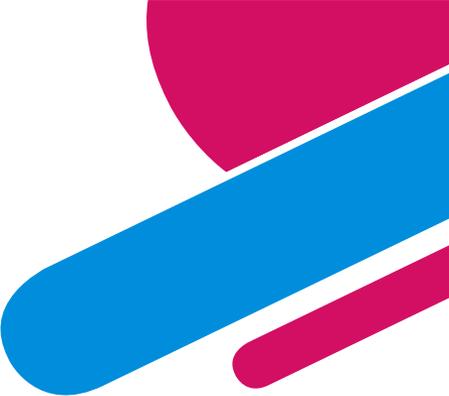


- We're hoping that most games will have a Match Official appointed (if you're happy to work as one around your umpiring, please let us know).
- Match Officials will time cards. Umpires will time the game.
- The number of players and substitutions are the responsibility of the match official BUT if there are too many players on the pitch then stop time and correct the situation.
- Any problems with bench players or team management please use the match official first.

PENALTY CORNERS

- Time is NOT stopped, unless there is a card issued in conjunction with the PC.
- FACE MASKS are advised for all defenders but are not mandatory.
- **As per the EHO 2025/2026 Season Guidance, please start all Penalty Corners with a Whistle**
- Breaking at PCs by defenders and attackers, blow immediately - please remember who goes to half-way and the rules as to when the PC is over, as this could affect subsequent PCs

GK SUBS



- Time is to be stopped
- At a PC a substitution can, be allowed for injury or suspension of a GK with another GK or an outfield player. If a GK do NOT wait for one to get kit on.

THANK YOU!

Good luck and enjoy the event

Any questions, please contact:
Paul Watts



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