

UMPIRING

1 Objectives

- 1.1 Umpiring hockey is a challenging but rewarding way to participate in the game.
- 1.2 Umpires contribute to the game by:
 - a helping to raise the standard of the game at all levels by ensuring that players observe the Rules
 - b ensuring that every game is played in the right spirit
 - c helping to increase the enjoyment of the game for players, spectators, and others.
- 1.3 These objectives can be achieved by umpires being:
 - a consistent: umpires maintain the respect of players by being consistent
 - b fair: decisions must be made with a sense of justice and integrity
 - c prepared: no matter how long an umpire has been officiating, it is important to prepare thoroughly for every match
 - d focused: concentration must be maintained at all times; nothing must be allowed to distract an umpire
 - e approachable: a good understanding of the Rules must be combined with a good rapport with the players
 - f better: umpires must aim to become even better with each and every match
 - g natural: an umpire must be themselves, and not imitate another person, at all times.

1.4 Umpires must :

- a have a thorough knowledge of the Rules of Indoor Hockey but remember that the spirit of the Rule and common sense must govern interpretation
- b support and encourage skilful play, deal promptly and firmly with offences and apply the appropriate penalties
- c establish control and maintain it throughout the match
- d use all the available tools for control
- e apply the advantage Rule as much as possible to assist a flowing and open match but without losing control.

2 Applying the rules

2.1 Protecting skilful play and penalising offences :

- a the relative seriousness of an offence must be identified and serious offences such as dangerous or rough play dealt with early and firmly in a match
- b intentional offences must be penalised firmly
- c umpires must demonstrate that if players co-operate, skilful play will be protected and the match will be interrupted only when essential for its proper conduct.

2.2 Advantage :

- a it is not necessary for every offence to be penalised when no benefit is gained by the offender ; unnecessary interruptions to the flow of the match cause undue delay and irritation

- b when the Rules have been broken, an umpire must apply advantage if this is the most severe penalty
- c possession of the ball does not automatically mean there is an advantage ; for advantage to apply, the player/team with the ball must be able to develop their play
- d having decided to play advantage, a second opportunity must not be given by reverting to the original penalty
- e it is important to anticipate the flow of the match, to look beyond the action of the moment and to be aware of potential developments in the match.

2.3 Control:

- a decisions must be made promptly, positively, clearly and consistently
- b strict action early in a match will usually discourage repetition of an offence
- c it is not acceptable for players to abuse opponents, umpires or other technical officials verbally or through body language and attitude. Umpires must deal firmly with abuse of this sort and in appropriate circumstances issue a caution, or a temporary (green and yellow cards) or permanent (red card) suspension. Cautions and suspensions can be given in isolation or in combination with another penalty
- d cautions can be given to players in close proximity without stopping the match
- e it is possible, although umpires are not encouraged to do so, for a player to receive two green or two yellow cards for different offences during the same match. However, when an offence for which a card has already been awarded is repeated, the same card must not be used again and a more severe penalty must be awarded

- f when a second yellow card is awarded, the period of suspension must be significantly longer than the first suspension
- g there must be a clear difference between the duration of a yellow card suspension for a minor offence and the duration for a more serious and/or physical offence
- h when a player intentionally misbehaves in a serious manner towards another player, umpire or other match official the red card must be shown immediately.

2.4 Penalties:

- a a wide range of penalties is available
- b two penalties can be used together to deal with bad or persistent offences.

3 Umpiring skills

3.1 The main umpiring skill areas are:

- a match preparation
- b co-operation
- c mobility and positioning
- d whistling
- e signalling.

3.2 Match preparation:

- a umpires must prepare thoroughly for each match by arriving at the pitch in good time

- b before the match commences, both umpires must check the pitch markings, the goals and the nets and check for any dangerous playing equipment or pitch equipment
- c the two umpires must wear similar colours to one another, but different from those of both teams
- d clothing appropriate to the conditions must be worn
- e footwear must suit pitch conditions and assist mobility
- f umpiring equipment includes a copy of the current Rules book, a loud and distinctive whistle, a stop watch, coloured cards to indicate personal penalties and materials to record match details.

3.3 Co-operation

- a good team-work and co-operation between umpires is essential
- b prior to a match, umpires must discuss and agree how they are going to work together to assist each other. Eye contact between umpires must be practised and maintained
- c umpires must take responsibility and be prepared to assist when their colleague is unsighted or has difficulty seeing certain parts of the pitch. If necessary and if mobility is good, umpires must be prepared to cross the centre-line and go as far as appropriate into a colleague's half of the pitch to assist. This helps to reassure players that decisions are correct
- d a written record of goals scored and cards issued must be kept by both umpires and confirmed at the end of the match.

3.4 Mobility and positioning

- a umpires must be mobile so they can move to appropriate positions throughout the match.
- b static umpires cannot view play clearly enough to make correct decisions at all times
- c fit, mobile and well positioned umpires are better able to concentrate on the flow of the match and on the decisions which need to be made
- d each umpire operates mainly in half of the pitch with the centre line to their left
- e in general, the most suitable position for umpires is ahead of and on the right of the attacking team
- f for play between the centre-line and circle, umpires must be positioned near their side-board
- g when play is in the circle, umpires must move further into the pitch away from the side-boards and, when necessary, into the circle itself to see important offences and to judge whether shots at goal are legitimate
- h for penalty corners and after the ball has gone outside the pitch, umpires must take up a position which gives a clear view of all potential action
- i for penalty strokes, umpires must take up a position behind and to the right of the player taking the stroke
- j umpires must not allow their positioning to interfere with the flow of play
- k umpires must face the players all the time.

3.5 Whistling :

- a the whistle is the main way in which umpires communicate with players, each other and other persons involved in the match
- b the whistle must be blown decisively and loudly enough for all involved in the match to be able to hear it. This does not mean long loud whistling at all times
- c the tone and duration of the whistle must be varied to communicate the seriousness of offences to players.

3.6 Signalling

- a signals must be clear and held up long enough to ensure that all players and the other umpire are aware of decisions
- b only the official signals must be used
- c it is preferable to be stationary when giving a signal
- d directional signals must not be made across the body
- e it is bad practice to look away from the players when a signal or decision is made ; further offences might be missed, concentration can be lost, or this can indicate a lack of confidence.

4 Umpiring signals

4.1 Timing

- a start time : turn towards the other umpire with one arm straight up in the air
- b stop time for a time-out : turn towards the other umpire and create a T shape with both hands in front of the chest

- c stop time at any other time: turn towards the other umpire and cross fully-extended arms at the wrists above the head
- d two minutes of play remaining: raise both hands straight up in the air with pointing index fingers
- e one minute of play remaining: raise one hand straight up in the air with pointing index finger.

Once a timing signal has been acknowledged no further time signal is needed.

4.2 Bully: move hands alternately up and down in front of the body with palms facing each other.

4.3 Ball out of play

a ball out of play over the side-board: indicate the direction with one arm raised horizontally

b ball out of play over the back-line by an attacker: face the centre of the pitch and extend both arms horizontally sideways.

c ball out of play over the back-line unintentionally by a defender: using right or left arm as appropriate, with the arm well below shoulder level, draw an imaginary line from the point where the ball crossed the back-line to the point on the centre-line from which the re-start should be taken.

4.4 Goal scored: point both arms horizontally towards the centre of the pitch.

4.5 Conduct of play

Signals for conduct of play offences must be shown if there is doubt about the reason for the decision.

- a dangerous play: place one forearm diagonally across the chest
- b misconduct and/or bad temper: stop play and make a calming movement by moving both hands slowly up and down, palms downward, in front of the body
- c kick: slightly raise a leg and touch it near the foot or ankle with the hand
- d raised ball: hold palms facing each other horizontally in front of the body, with one palm approximately 150 mm above the other
- e obstruction: hold crossed forearms in front of the chest
- f third party or shadow obstruction: alternately open and close crossed forearms in front of the chest
- g stick obstruction: hold one arm out and downwards in front of the body half-way between vertical and horizontal; touch the forearm with the other hand
- h 3 metres distance: extend one arm straight up in the air showing an open hand with all fingers extended.

4.6 Penalties

- a advantage: extend one arm high from the shoulder in the direction in which the benefiting team is playing
- b free push: indicate the direction with one arm raised horizontally
- c penalty corner: point both arms horizontally towards the goal
- d penalty stroke: point one arm at the penalty stroke mark and the other straight up in the air; this signal also indicates time stopped.

PITCH AND EQUIPMENT SPECIFICATIONS

Diagrams are provided to assist interpretation of these specifications but they are not necessarily drawn to scale. The text is the definitive specification.

1 Pitch and pitch equipment

- 1.1 The pitch is rectangular, 44.00 metres long bounded by side-boards and 22.00 metres wide bounded by back-lines.

Use of a full-size pitch is strongly recommended but a smaller size pitch may be specified in national or local regulations. The minimum size of a pitch is 36 metres long and 18 metres wide.

Minimum "run-off" areas are recommended outside the back-lines (3 metres) and side-lines (1 metre).

- 1.2 Markings:

- a no marks other than those described in this Rule are to be made on the playing surface

If indoor hockey is played on a surface marked with lines for other sports which cannot easily be removed, they must be a distinctive colour.

- b lines are 50 mm wide and must be clearly marked along their entire length
- c the back-lines and all markings enclosed between them and the side-boards are part of the pitch
- d all marks must be made in a colour which contrasts with the playing surface.

1.3 Pitch side-boards :

- a mark the 36.00 to 44.00 metres long perimeter of the pitch
- b are based on a square 100 mm cross-section
- c the upright surface facing the pitch is inclined by 10 mm towards the pitch.

Side-boards must be made of wood or materials with similar physical properties. They must not having fittings or supports which are dangerous to players or umpires.

1.4 Lines and other marks :

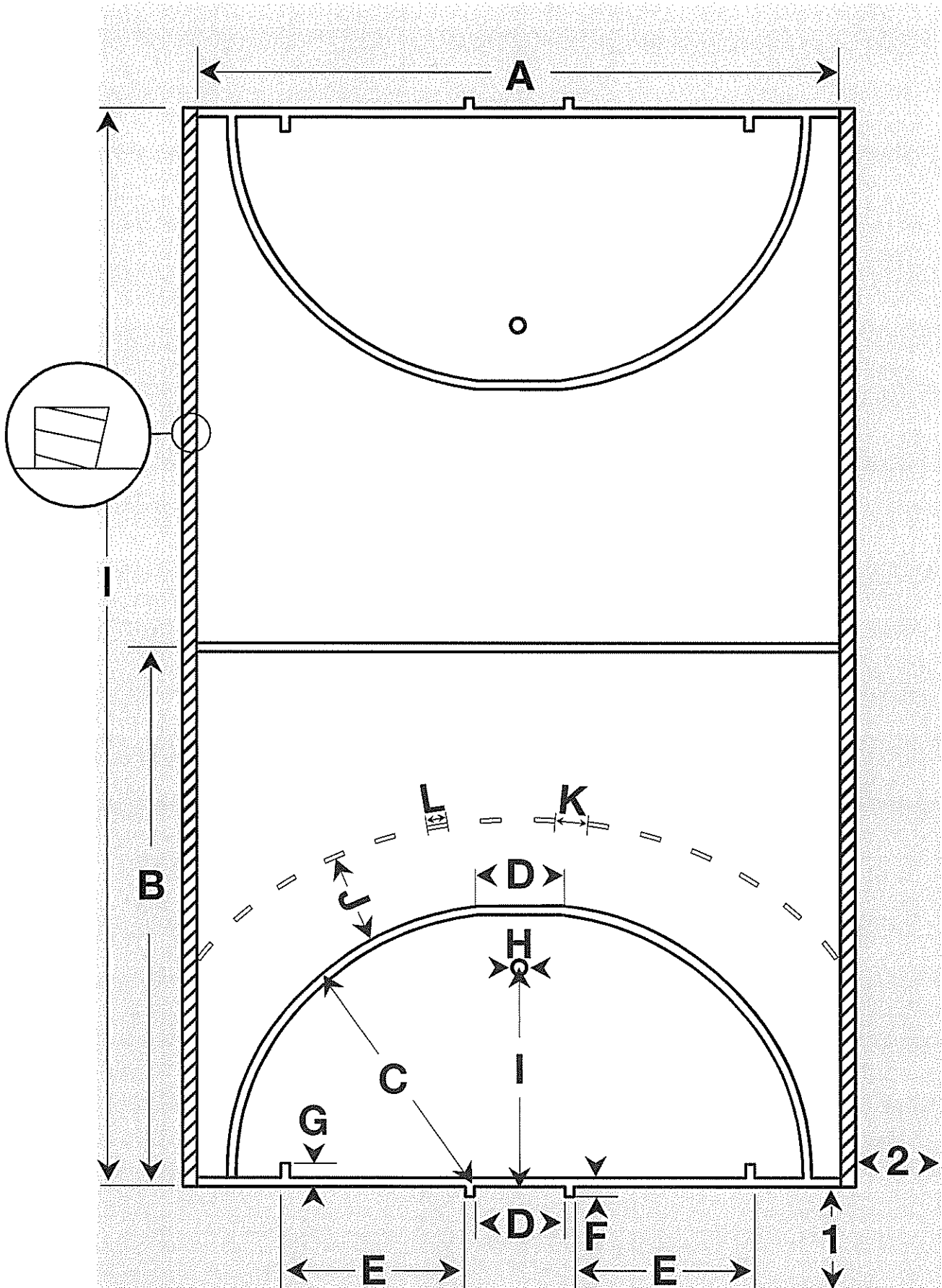
- a back-lines: 18.00 to 22.00 metres long perimeter lines
- b goal-lines: the parts of the back-lines between the goal-posts
- c centre-line : across the middle of the pitch
- d lines 300 mm long marked inside the pitch on each back-line on both sides of the goal at 6 metres from the outer edge of the nearer goal-post, as measured between the furthest edges of each line
- e lines 150 mm long marked outside the pitch on each back-line 1.50 metres from the centre of the back-line, as measured between the nearest edges of these lines
- f penalty spots 100 mm in diameter marked in front of the centre of each goal with the centre of each spot 7 metres from the inner edge of the goal-line.

1.5 Circles :

- a lines 3.00 metres long and parallel to the back-lines are marked inside the pitch with their centres in line with the centres of the back-lines; the distance from the outside edges of these 3.00 metres lines to the outside edges of the back-lines is 9.00 metres
- b these lines are continued in uninterrupted arcs in both directions to meet the back-lines in the form of quarter-circles with centres at the inside front corner of the nearer goal-posts
- c the 3.00 metres line and the arcs are called the circle-lines; the spaces enclosed by these lines, including the lines themselves, are called the circles
- d broken lines are marked with their outer edges 3 metres from the outer edge of each circle-line; each broken line starts with a solid section at the top centre of the circle-line and each solid section is 300 mm long with gaps between the solid sections 2 metres long

These broken lines are only recommended for international matches because it is recognised that many sports halls already have a profusion of markings. Their adoption for other matches is at the discretion of National Associations and Continental Federations.

Figure 1 : Indoor Pitch



Indoor Pitch Dimensions

Code	Metres	Code	Metres
A	22.00 (minimum 18.00)	H	0.10
B	22.00 (minimum 18.00)	I	7.00
C	9.00	J	3.00
D	3.00	K	2.00
E*	6.03	L	0.30
F	0.15	1	minimum 3.00
G	0.30	2	minimum 1.00

** Dimension E is measured from the goal-post line and not from the goal-post itself; the dimension from the goal-post is 6.00 metres.*

1.6 Goals :

- a two vertical goal-posts joined by a horizontal cross-bar are placed at the centre of each back-line on the external marks
- b the goal-posts and cross-bar are white, rectangular in cross section, 80 mm wide and 80 mm deep
- c the goal-posts must not extend vertically beyond the cross-bar and the cross-bar must not extend horizontally beyond the goal-posts
- d the distance between the inner edges of the goal-posts is 3.00 metres and the distance from the lower edge of the cross-bar to the ground is 2.00 metres
- e the space outside the pitch, behind but including the goal-posts and cross-bar and enclosed by the net is

a minimum of 800 mm deep at the cross-bar and a minimum of 1.00 metres deep at ground-level.

Goal side-boards and back-boards are not mandatory but if fitted should conform to the following specification :

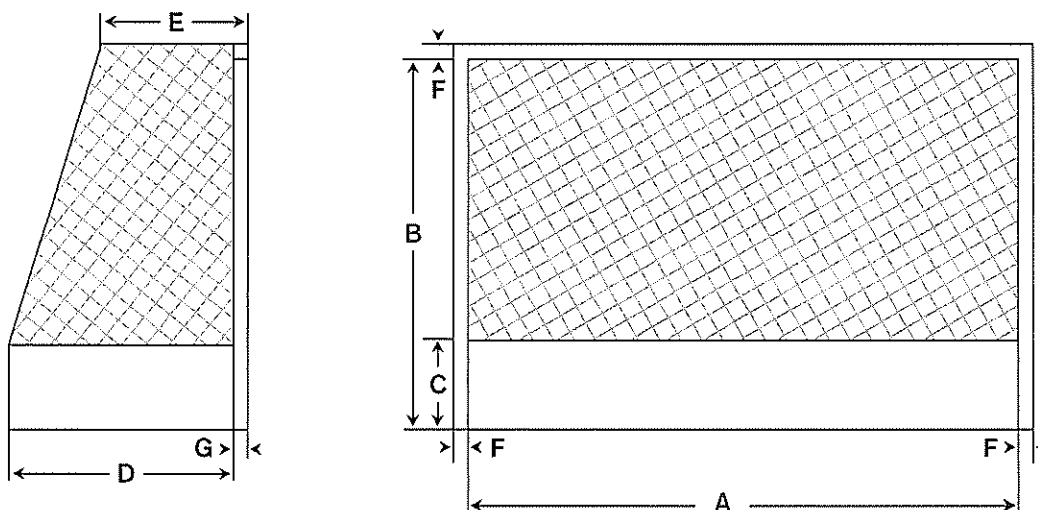
- a side-boards are minimum 0.92 metres long and 460 mm high*
- b back-boards are 3.00 metres long and 460 mm high*
- c side-boards are positioned on the ground at right angles to the back-line and are fixed to the back of the goal-posts without increasing their width*
- d back-boards are positioned on the ground at right angles to the goal side-boards and parallel to the back-line, and are fixed to the end of the goal side-boards*
- e side-boards and back-boards are of a dark colour on the inside.*

1.7 Nets :

- a the maximum mesh size is 45 mm
- b attachment to the back of the goal-posts and cross-bar is at intervals of not more than 150 mm
- c the nets hang outside the goal side-boards and back-board if fitted
- d the nets are secured so as to prevent the ball passing between the net and the goal-posts and cross-bar and between the net and the side-boards and back-boards if fitted

- e the nets are fitted loosely to prevent the ball rebounding.

Figure 2: Goal



Goal Dimensions

Code	Metres	Code	Metres
A	3.00	E	minimum 0.80
B	2.00	F	0.080
C	0.46	G	0.080
D	minimum 1.00		

1.8 Benches and table :

- a a bench for each team is placed outside and along one side of the pitch
- b a table for timekeeping is placed outside and at the centre of the pitch on the same side as and between the team benches.

The position of the benches and table must not be dangerous to players or umpires.

2 Stick

The following specification has applied to all hockey with effect from 1 September 2013. However, National Associations are requested to use discretion when applying this specification at lower hockey playing levels where it is reasonable to permit continued use of sticks meeting the previous specification.

The change to the maximum length of a hockey stick applies with effect from 1 January 2015.

All measurements are made and other specifications assessed with any coverings or additional fixings attached to the stick (that is, with the stick in the form in which it is used on the field).

- 2.1 This section specifies the properties of the stick. Properties outside the specifications are not permitted. Although the properties are described as explicitly as possible, the FIH reserves the right to prohibit any stick which, in the opinion of the FIH Rules Committee, is unsafe or likely to have a detrimental impact on playing the game.

Figure 3: The stick

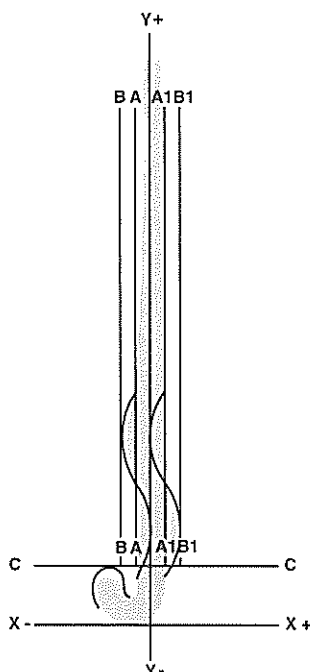
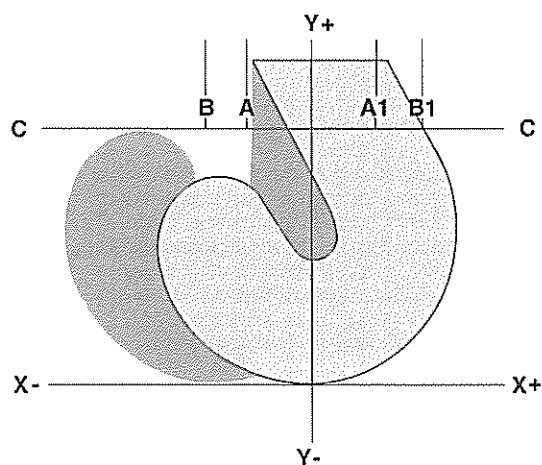


Figure 4: The Head of the stick



2.2 The shape and dimensions of the stick are tested by placing the stick playing side downwards on a flat surface marked with the lines shown in figures 3 and 4. Lines A, A1, B, B1 and Y are parallel and are perpendicular to lines C and X. The dimensions in figures 3 and 4 are:

line A to line A1	51 mm
line A to line B	20 mm
line A1 to line B1	20 mm
line A to line Y	25.5 mm
line C to line X	100 mm

2.3 The stick has a traditional shape, consisting of the handle and the head:

- a the stick is positioned in figures 3 and 4 so that the line Y passes through the centre of the top of the handle; the handle of the stick starts at line C and continues in the direction Y+.
- b the base of the head of the stick is positioned touching line X; the head of the stick starts at line X and terminates at line C.

2.4 The stick is assessed with any covering, coating or fixing belonging to the stick.

2.5 In any of the specifications below, the following definitions apply:

- a “smooth” means without any rough or sharp parts. The surface must be even and regular, free from perceptible projections or indentations and not rough, wrinkled, pitted, grooved or scored. No edge shall have an angle with radius smaller than 3 mm.

- b “flat” means without any curved, high or hollow parts having a radius smaller than 2 m, transforming smoothly to an edge with a radius not smaller than 3 mm.
 - c “continuous” means all along the defined subject without interruption.
- 2.6 The playing side of the stick is the entire side shown in figures 3 and 4 and the edges of that side.
- 2.7 The transition from handle to head must be smooth and continuous without any unevenness or other discontinuity.
- 2.8 The head must be a ‘J’ or ‘U’ shape the upturned or open end of which is limited by the line C.
- 2.9 The head is not limited between lines C and X in the direction X- or X+.
- 2.10 The head must be flat on the left hand side only (the side which is to the player’s left when the stick is held with the open end of the head pointing directly away from the player’s front, ie the side shown in the diagrams).
- 2.11 A single convex or concave deviation with a smooth continuous profile and of maximum 4 mm at any point is permitted across the otherwise flat playing side of the head of the stick and any continuation of it along the handle.

Deviation is tested by placing a straight edge of length 53mm across the stick at any point along the playing side and using a standard pointed depth gauge; the device used to measure bow or rake and shown in figure 6 can also be used for this purpose. The depth of concave curvature below the straight edge must not exceed 4 mm.

Other indentations or grooves are not permitted on the playing side of the stick.

- 2.12 The flat playing side of the head of the stick and any continuation of it along the handle must be smooth.
- 2.13 A twist or twists along the flat playing side of the stick from the head and any continuation of it along the handle are not permitted; ie the intersection of the plane comprising the flat playing side of the stick with any plane comprising all or part of the flat side of the handle must remain parallel to line C-C.
- 2.14 It is permitted for the handle to be bent or curved to protrude beyond the line A once only to the limiting line B at maximum or but not also to be bent or curved to protrude beyond the line A1 once only to the limiting line B1 at maximum.
- 2.15 Any curvature along the length of the stick (the bow or rake) must have a continuous smooth profile along the whole length, must occur along the playing side or the back of the stick but not both and is limited to a depth of 25 mm. The point of maximum bow must not be closer to the base of the head (line X in figure 3) than 200mm. Multiple curves are not permitted.

The stick is laid playing side downwards on a flat surface in its natural resting position as shown in figure 5. The device shown in figure 6 is used to measure the bow or rake and is placed with its base on the testing surface. The 25mm high end of the device must not pass freely more than 8mm under the stick at any point; ie this end of the device must not pass freely under the stick to the extent that the edge of the stick touches the remaining part of the device.

Figure 5 : Maximum bow measurement

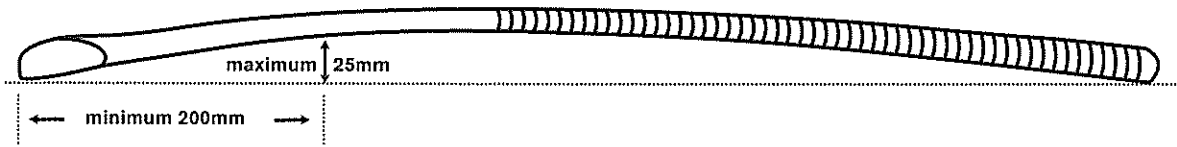
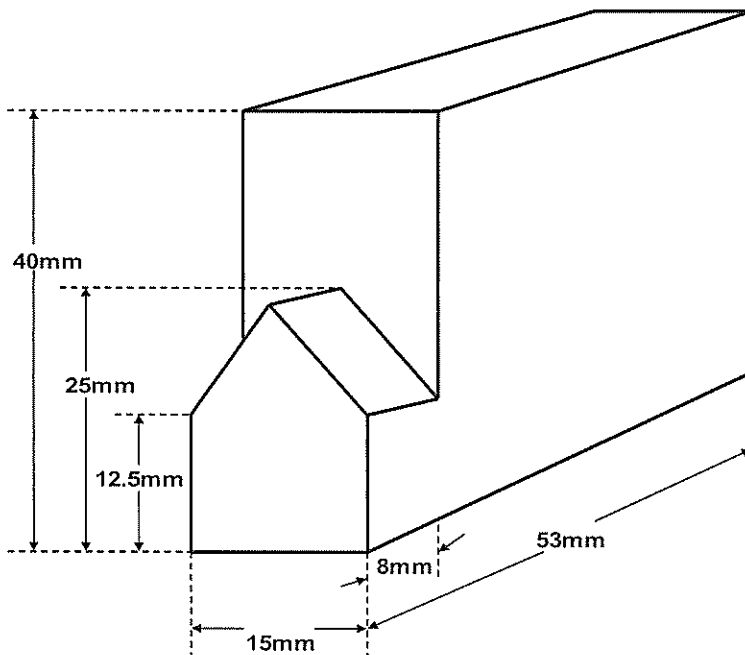


Figure 6 : Device for measuring stick bow or rake



- 2.16 The edges and the non-playing side (back) of the stick must be rounded and must have a continuous smooth profile. Flat sections along the edges or back of the stick are not permitted.

Smooth and shallow undulations or indentations on the back of the handle are permitted to a maximum depth of 4 mm. No undulations or indentations are permitted on the back of the head of the stick.

- 2.17 Inclusive of any additional coverings used, the stick must pass through a ring with an interior diameter of 51 mm.

2.18 The total weight of the stick must not exceed 737 grams. The length of the stick as measured from the top of the handle to the bottom of the head of the stick (line X in Figure 3) shall not be more than 105 cm.

2.19 Ball speed must not be greater than 98 % of stick head speed under test conditions.

Ball speed is determined over a series of 5 tests at a stick speed of 80 km/hour in the simulator of an FIH approved laboratory. Ball speed is calculated from the time the ball passes two measuring points and is expressed as a ratio to the specified stick speed. FIH approved hockey balls are used. The test is carried out at prevailing laboratory conditions with a temperature of approximately 20°C and relative humidity of approximately 50 %.

2.20 The entire stick must be smooth.

Any stick which poses a potential risk for play is prohibited.

2.21 The stick and possible additions may be made of or contain any material other than metal or metallic components provided it is fit for the purpose of playing hockey and is not hazardous.

2.22 The application of tapes and resins is permitted provided that they are not hazardous and that the stick conforms to the specifications.

3 Ball

3.1 The ball :

- a is spherical
- b has a circumference of between 224 mm and 235 mm
- c weighs between 156 grams and 163 grams
- d is made of any material and coloured white (or an agreed colour which contrasts with the playing surface)
- e is hard with a smooth surface but indentations are permitted.

4 Goalkeeper's equipment

4.1 Hand protectors :

- a each have a maximum width of 228 mm and length of 355 mm when laid flat, palm upwards
- b must not have any additions to retain the stick when the stick is not held in the hand.

4.2 Leg guards: each have a maximum width of 300mm when on the leg of the goalkeeper.

The dimensions of goalkeeper's hand protectors and leg guards are measured using gauges with the relevant internal dimensions

ADDITIONAL INFORMATION AVAILABLE

The International Hockey Federation can provide information on various topics to assist participation in the sport.

Indoor Hockey

A separate publication provides :

- the Rules of Hockey (ie outdoor/field hockey).

Indoor Facilities

Information is available about :

- providing facilities including pitches for indoor hockey.

Synthetic Fields and Lighting (Outdoor)

Information is available about :

- performance requirements
- irrigation recommendations
- guidelines for care and maintenance
- approved synthetic turf manufacturers
- installing fields and facilities
- artificial lighting.

Competition Regulations and Management

Information includes :

- roles and responsibilities of competition officials
- specification of team clothing, equipment and colours
- advertising on clothing and/on around the pitch
- interruptions of a match
- procedures for handling protests
- competition plan and ranking procedure.

Umpiring

Information of interest to umpires includes :

- grading criteria for FIH umpires
- handbook for international umpires including information about umpiring skills, competition and mental preparation and a fitness programme
- umpire managers' competition checklist including information about duties, umpire coaching, fitness testing, performance feedback and assessor forms.

Hockey Development Resources

Various materials produced by hockey participants throughout the world are available in print, on video and on compact-disk. They include :

- beginner, development and elite coaching
- school and youth programmes
- mini-hockey
- course manuals.

The information above is available on the FIH website :

www.fih.ch

or from the FIH Office :

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