



## 2 UMPIRE SYSTEM

- Always just less than a kick away from fellow umpire as number 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 mine/ yours keeping it etc.
- 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 you 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 quarter new person starts in middle.
- As number 2 always endeavour to get down and square up to mark and assume control, use voice to let number 1 know you are there.
  
- Always try to get back inside play as the umpire in control.
- Always go to long side of play near goal area 20-25m out other times to opposite side of fellow umpire.
- Tapping and voice is the key with fellow umpire.

**You as no 2 umpire are never not umpiring-awareness and assistance.....**

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