



REFINEMENT 3 UMPIRE SYSTEM 2018

- Multiple rotations especially at top of square and arc depend on size of ground.
- Shot on goal mid zone must come down and assist in set up and after kick hightail back to just inside the arc.
- Kick out from point or deep in defence mid zone to set up 5m inside arc so as ball comes towards he/she can run on to play rather than have to adjust if ball drops short
- Kick in from point or deep in defence as the ball leaves end zone Umpire will run to the side of where the ball goes so he or she can be another pair of eyes looking down the contest front on so as to assist the mid zone Umpire.
- End zone Umpire must move down every time a shot on goal so as to create the triangle effect looking down to the contest in the far goal square.
- At throw ups in the middle of the ground we want to be covering all sides not standing on same side.
- End zone Umpire should not be more than 10m off the goal square for kick in
- End zone Umpire should always square up at set kick ball leaving the area
- Mid zone Umpire should carry the play into 5-10m inside end zone arc.
- End zone Umpire is encouraged to support and if required assume set kick control outside the end zone and then move to the side.
- End Zone Umpire should be 5-10m off the arc as ball is moving in and preparing to run onto play towards goals, watching down Goal area also.
- Mid Zone Umpire should always be endeavoring to be on the move in the square but not getting ahead of play but using angles and run wide- not safe. Voice control is important and whistle.
- Don't get caught in Mid zone for more than 3-4 mins and equally down 1 end for more than 4 scoring shots. If u have to go Coast to Coast then do it