



## PETE'S 3 UMPIRE SYSTEM

- Teamwork all umpires in on the job
- Mid zone initiates changeovers
- Mid zone carries play into arc 5 metres at least into end zone
- Rotate through the mid zone no longer than 4-5 min.
- Alternate each qtr. start between umps
- Centre set up ensure end zone umps are high b/n arc-square looking back and at centre throw up.
- At all times throw the ball up with back to centre-major axis
- End zone can move across and mirror throw in then either hold position or move back across major axis, don't stand in hot spot.
- As ball enters end zone the end zone ump should be 10-15m off major axis either side prefer opposite to ball side.
- End zone should be no further than 15m off goal square line for kick in then run onto contest. Do not carry ball out of arc unless it's a quick carry or short kick- big kick out handover to mid zone ump.
- If end zone has to keep play look for a rotation when out of arc. If you are more than 10m out, then danger awaits
- End zone should always assist mid zone to let him off the hook- around arc at set kick- also don't go over centre circle unless it's after a siren shot on goal.
- Mid zone ump should be between arc and back of square for kick in
- All umpires can use voice for set kick control when ball leaving their zone-move up to be square at mark and assist mid zone ump when leaving end zone-teamwork.
- All violent stoppages require tap throughs umpire to stay at stoppage.
- Boundary throw in and or ball up near or on arc you will become the mid zone umpire-end zone to set up for shot on goal.
- End zone should always be high on arc-wide don't get too far back and be caught looking at backs- can always run on.
- Work hard in mid zone especially out to wing set kick
- Mid zone to stand 10 m behind kicker at shot on goal to assist.
- 3 ump system promotes better quicker and fairer contests better set kick control and positioning- improved decisive making
- Enjoy your umpiring

Peter Marshall  
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