



11TH ANNUAL SURFERS TOURNAMENT

Umpires Advisory

Please take the time to review this handout. It will help you and your fellow umpires to maintain consistency and understanding so that all the umpires are on the same page as to the interpretations and applications of the tournament rules. Thank you.

All Umpires are required to adhere to the following requirements.

- Tournament will provide official yellow umpire T-shirts.
- In addition, umpires must bring two additional T-shirts. (Red & Dark Blue). Yellow will be the primary color. Red/Blue will be used if there is a clash of colors with either team.
- All umpires must wear black shorts while umpiring.
- A Fox whistle (corkless) & a stop watch (to supervise yellow card suspensions).
- You must have the disciplinary cards at all times (red/yellow/green).
- All umpires must wear athletic shoes and socks. Ankle socks are acceptable. Under no circumstances should any umpire EVER umpire in flip flops or slippers etc. or without socks.
- Tournament technical officer will be responsible to provide the match ball(s). Umpires are responsible for retrieving and returning the match ball to the technical officer.

Advice to Umpires

- Umpires should NEVER blow a whistle in the opposing umpire's circle. Instead they should very visibly with their arm signals, convey what they think the proper call should be and let the opposing umpire make the call.
 - The opposing umpire may stop play and jog over to you for a quick consult before making a call, or
 - He may wave down your call if he's sure he's got the call right.
- Umpires should NOT award penalty corners in opposing umpire's 25 meters area.
- There are no offsides, so umpires should feel free to go up to opposing umpires 25 meters line to assist opposing umpires who may be shielded from making a call.
- Do not park yourself at the half way line and make all your calls from there. You are very likely to miss calls or make wrong calls in the 25 meters area and especially the penalty area. This can have a negative impact on the players perception of your calls.
- Feel free to go closer inside the field on breakaways or when the ball is lodged inside the penalty area when player(s) might be shielding your line of vision.
- It is vital that you identify the captain of each team before the start of each match. This way you will know who to approach if you need to have a talk with the captain.

Team Roster Requirements

- Competition Division is 6-a-side (women players are allowed)

- Social Mixed Division is 7-a-side
 - Social/Mixed division team must have at least two women players on the field. A Social/Mixed division team should not field more than 5 male players at anytime regardless of any injury situations.
- All players must wear shin guards at all times. No shin guards = No play !!

Substitution

The tournament format allows open substitution.

- Players may self substitute at any time. Remind captains that players subbing out must leave the field before a player subbing in can come on.
- Umpires will not stop play for substitutions unless team wishes to substitute a goalkeeper in which case the play can be stopped at a free hit or out of bounds to allow the substitution.
- No substitutions will be allowed before Penalty Corners or Penalty Strokes.
- If a team has players above the allowed number on the field, the captain should be green carded.

Scoring

- A goal scored within the attacking circle will be awarded 3 points
- A goal scored within the attacking 25 or via a penalty corner (shoot-out) will be awarded 2 points. A goal scored from anywhere else on the field will be awarded 1 point.
- A goal may not be scored directly from a free hit.
- The ball must move a minimum of 1 meter before a shot at goal from a free hit.
- The umpire responsible for awarding each goal must convey the number of points for each goal scored in his/her half to the opposing umpire as well as to the Technical officer on the sideline. This can be in a form of a hand signal signaling the points with corresponding number of fingers or communicated verbally.

Goalkeeping Rules

- Goal keeping privileges are limited to the striking circle only. A goalkeeper shall not use protective gear (pads, kickers, hand protectors etc.) outside the scoring circle. If he/she does, umpires will award a Penalty Corner against the goalkeeper's team.
- A team may decide to play a "*Kicking Back*" instead of a traditional goalkeeper at any time.
 - A Kicking Back is allowed to use his/her feet to stop a ball while inside the defensive scoring circle.
 - A kicking back must wear a distinguishing shirt color and must stay in his/her defensive half of the field.
 - Kicking Back must wear at least a helmet to defend a penalty corner or penalty stroke.
 - If a player playing kicking back elects to wear protective headgear at all times, then the kicking back is restricted to stay inside the defensive 25 meters line.

General Rules

- Hitting the ball with a long swinging motion is not allowed. “Slap” hitting the ball which involves a long pushing or sweeping movement with the stick before making contact with the ball, is however allowed. Danger rule will apply to any raised ball.
- Although points can be scored from outside of the striking circle, a raised ball from outside the striking circle towards the goal will not be judged under “shot at goal” rules; it will however be subject to rules related to dangerous play.
- If the ball hits the net (above the white side boards), the ball is considered out of bounds and restarted as a side line free hit against the team who last touched the ball out of bounds, within 2 meters of the side board where the ball exited the field.
- Self passes off the board are allowed.
- Any and all flicks and scoops must first and foremost be judged on danger/safety at the take off point and then the landing point. If the ball is flicked into a crowd, a foul should be assessed from where the ball was flicked and not where it landed.
 - An opposing player must not be within 5 meters of the person receiving the scoop and should not challenge the player with the ball until he/she has the ball under control according to your judgment.
 - If an opposing player is behind the player receiving the ball and does not interfere with the reception or control of the ball, there is no foul.
- On all free hits / self starts, opposing players should not hinder the player with the ball in any way for 5 meters.
- Remember that all attacking free hits inside opposing 25 meters line must move 5 meters before the ball can be in put into the penalty circle.

Free Hits within 5 meters of the circle

- Free Hits within 5 meters of the attacking circle will be taken at the spot of the foul.
- Defensive players are allowed to defend inside their defending circle even if they are less than 5 meters from the spot of the foul so long as they do not attempt to play/tackle the ball once it's been started.
- Attacking player must move the ball 5 meters before it can enter the circle.
- Flicking the ball over the penalty circle from one side to another (so long as it does not touch the ground anywhere inside the circle before having moved 5 meters) is not a foul. Danger rule applies.

Penalty Corners

- The penalty corner will be conducted as a one-on-one penalty shootout between the player and the defending goalkeeper.
- Play will start at 25-yard line.
- The goal keeper shall start within three (3) meters of the goal line.
- All other players of both teams must be at least 5 meters behind the 25 meters line and will play no part in the process.
- The penalty corner is complete when:
 - Seven (7) seconds elapse without a goal being scored
 - If the ball exits at least five (5) yards from the striking circle
 - If a goal is scored from within the attacking circle
 - If a Penalty stroke is awarded

- For a goal to be scored, the entire ball must cross the plane of the goal line before the count of seven by the umpire.

Note to Umpires:

- It is the responsibility of the umpire awarding the penalty corner to conduct the penalty corner by starting/ending the penalty corner with a whistle.
- The trailing umpire shall position himself at the 25 meters line (5 meters away from the player taking the penalty corner) and be responsible for keeping time (7 seconds). The trailing umpire shall verbally communicate the 7 seconds loud enough for both the players participating in the penalty corner to clearly hear it. Remember the 1 second count begins after the whistle and NOT at the whistle.

Disciplinary Cards

- Green Card – A 2 minute suspension – Technical Officer will supervise suspended players reentry onto the field or another player if substituting.
- Yellow Card – A minimum 5 minutes suspension – Umpire sending off the player will decide when to allow the player to return. NOT the technical officer. If in the umpire's judgment, the severity of the player's foul/actions or his/her demeanor during the five minutes suspension merits a longer suspension than 5 minutes, the umpire can prolong the suspension as he deems necessary.
- Red Card – Any red carded player needs to immediately leave the field and may not be present at the team bench for the remainder of the match and must not interfere with the match from the spectator's bench. Failure to do so will result in additional disciplinary action by the Disciplinary Committee.
 - Any match in which an umpire issues a red card: Both umpires must turn in a report detailing the circumstances of the red card to the Technical Officer for further review by the Disciplinary Committee. Report forms will be made available by the technical officer.

Duration of Play

- All matches are 22 minute halves with a 3 minute half time. No time stoppages. But please do stop play in case of injury. Time will be kept by Tournament Officials.

Forfeit

If a team does not have at least four (4) players on the field within 2 minutes of start time, a forfeit may be awarded to opposing team by the Technical Officer.

If you have any questions or concerns, please do not hesitate to contact me. It's better to ask than to not ask and possible create an unwelcome situation on the field.

Lastly, drink lots of water and keep hydrated. Have a fun tournament.

Cheers

Ravi Kanwal