

Umpire USE OF Radios

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LONDON HOCKEY



Outcomes

By the end of this session, you should be able to:

- Describe the best practice for using radios while umpiring.
- Understand the umpiring etiquette around radio use.
- Start using radios in your matches.









Introduction

Using radios can enhance and establish an easier, direct means of communication between umpires, whilst assisting them to improve and speed-up their management of a game for the benefit of the players.





Radios add another dimension to the game for many umpires though they take a little getting used to. Like all umpiring skills, practice makes perfect! **Used well they help eradicate** over blowing and speed up decisions between the officials.









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Introduction

They can reduce (but not completely rule-out) occasions whereby umpires pause a game to meet and discuss a situation.









Principles

The following principles apply to the effective use of radios:

- Radios are an additional tool that can help umpires clarify and address issues quickly that they may not otherwise be able to discuss without disrupting the game.
- They are NOT a replacement for existing (arena) umpiring communication skills used to manage a match.





Some of your colleagues may only require your input if they explicitly ask for it, others will be happy for you to interject with 'advice' as the game progresses. The use of radios coincides with areas of responsibility and support that you will have discussed in your pre-match chat.











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- Prepare properly discuss their use in your prematch chat
- Achieve a balance of talking when necessary
- Still maintain eye contact with players and your colleague give clear signals
- Ensure most verbal communication is directed at the players (the game) and not your colleague
- Incorporate in your debrief how effective were they, what could you do differently / better?
- Still come together if necessary (for major decisions) so you're not having a debate over the radio



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Using Radios



DON'Ts

- Run commentary on every decision or aspect of the game
- Distract players and/or your colleague with too much chat
- Try to umpire for your colleague only intervene if requested, or as agreed as part of your pre-match chat
- Agree with a player near you that a decisions was wrong!
- Make contentious or ambiguous comments
- Allow the radios, microphones to reduce or prevent effective verbal communications (to players and colleague)







Using Radios



Some instances when the use of radios can be especially helpful:

- To support, consult or clarify decisions if necessary (especially if requested by your colleague)
- To identify an offender, particularly if playing an advantage and you intend to 'go back' to administer a card
- To discuss tightening, or lightening, whistles in response to a rise or fall in tempo and tensions during a match
- To offer praise for a good call or use of advantage (particularly if it leads to a goal)







Using Radios



When used try to be concise and specific: "Foul, arm in the back, #16 White". (Decision, reason, player/Team). Just saying 'Foot' is not very helpful and may lead to confusion and indecision or a wrong decision that then has to be corrected.

- Be mindful of players, substitutes, coaches and even supporters who may be within earshot of your radio communications. Ensure that you do not say things you should not, or that could cause difficulty / embarrassment for your or your colleague.
- If your radio, and associated ear piece fail or become a distraction during the game, discard them and focus on the primary task which is umpiring the ongoing match.







Conclusion

Used effectively in today's fast moving game radios can help to enhance and strengthen the 'Third team' on the pitch. Hockey Umpires at all levels have embraced the use of radios. They have become a fundamental part of an umpires' matchday 'kit'. Like many skills associated with umpiring, good use of radios requires thought and practice. They can be a fantastic aid to help ensure the right decisions are made and a 'fair contest' takes place – which is what the players want.

