



**LONDON
HOCKEY**

PC_{vs}PS & Good Game Management

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LONDON HOCKEY
OFFICIATING

Outcomes

By the end of this session, you should have:

- Greater understanding of infringements that should be penalized by a PC vs a PS and vice versa.
- Understand what is Good Game Management.
- Self analyse what you need to work on to achieve consistency with the first point and continue working towards the second point,

ANY
QUESTIONS?



Penalty Corner

12.3 A penalty corner is awarded:

- a. for an offence by a defender in the circle which does not prevent the probable scoring of a goal
- b. for an intentional offence in the circle by a defender against an opponent who does not have possession of the ball or an opportunity to play the ball
- c. for an intentional offence by a defender outside the circle but within the 23 metres area they are defending
- d. for intentionally playing the ball over the back-line by a defender
- e. when the ball becomes lodged in a player's clothing or equipment while in the circle they are defending.

Goalkeepers are permitted to DEFLECT the ball with their stick, protective equipment or any part of their body in any direction including over the back-line.

Penalty Stroke

12.4 A penalty stroke is awarded:

- a. for an offence by a defender in the circle which prevents the probably scoring of a goal. If the ball hits a piece of equipment lying in the circle and a probably goal is prevented, a penalty stroke may be awarded.
- b. for an intentional offence in the circle by a defender against an opponent who has possession of the ball or an opportunity to play the ball



Discuss

Consistency

Danger

Deflect vs Propel

Personal Penalties

ANY
QUESTIONS?



What is Management?

All managers must be comfortable with three main types of activities or roles. No manager stays in any one role all of the time, but shifts back and forth. These roles are LEADERSHIP (or interpersonal), INFORMATIONAL, and DECISION MAKING.

Discuss

LEADERSHIP (or interpersonal)

Open

Empathy

Fair

INFORMATIONAL

Arena/Global

Clear

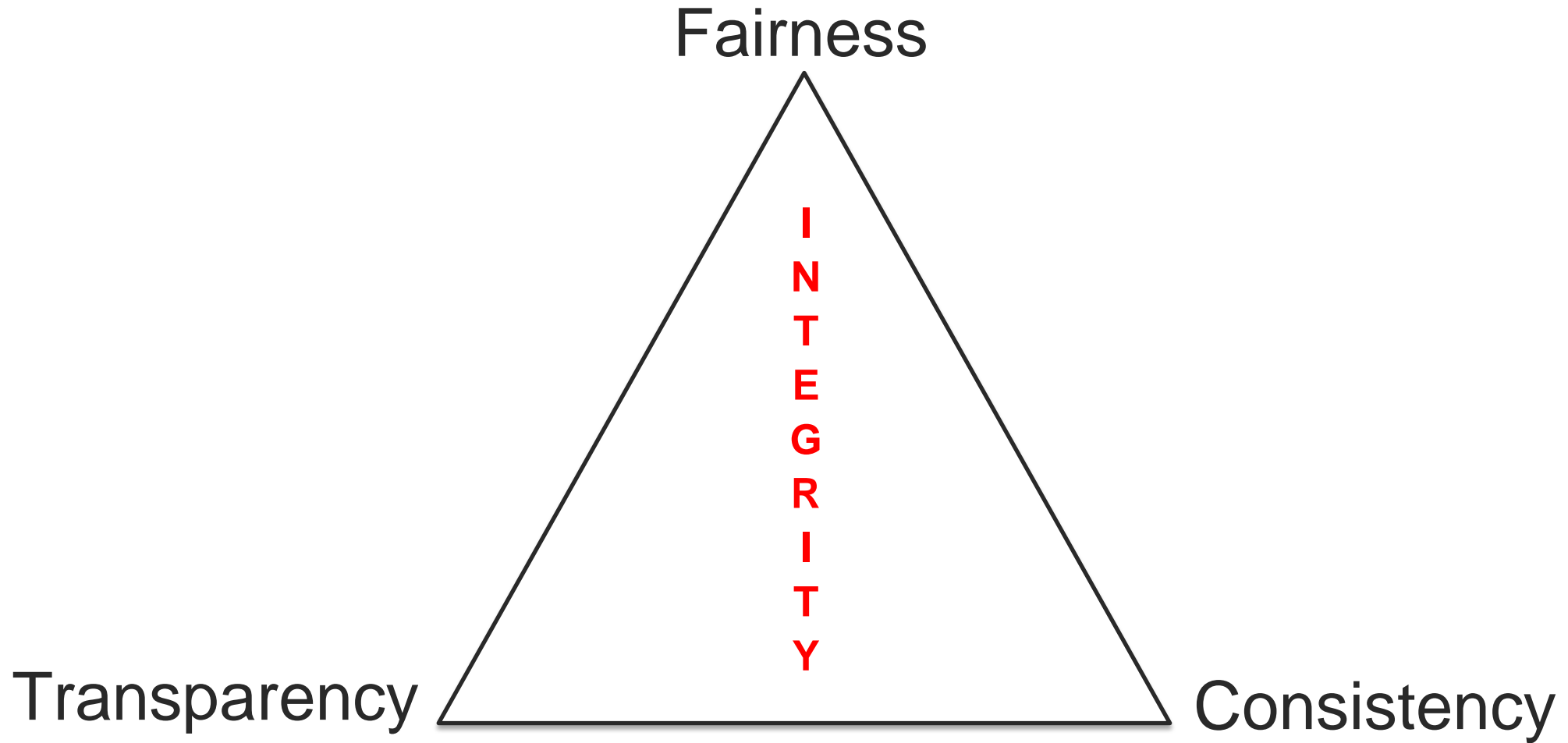
Brief

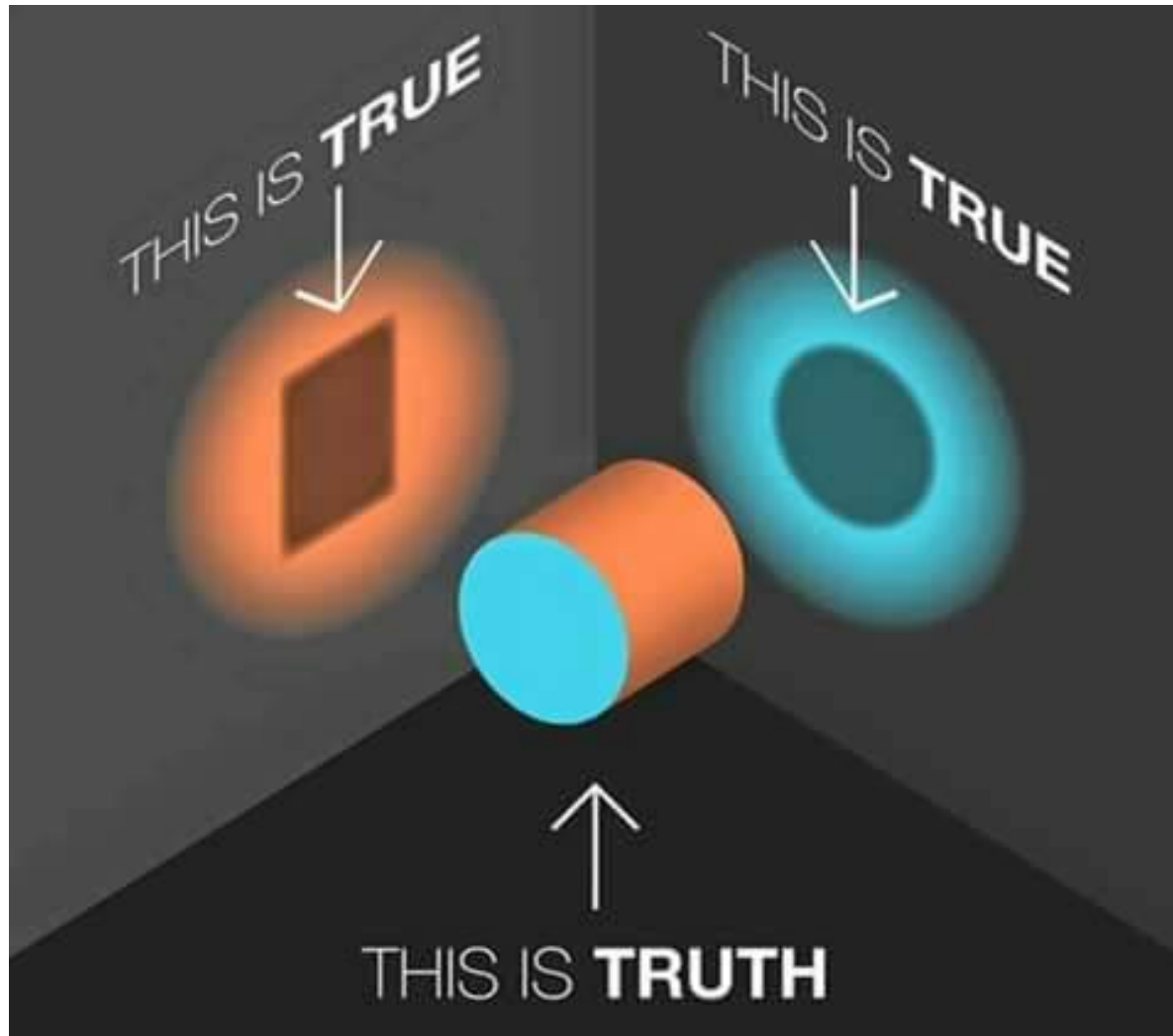
DECISION MAKING

Consistent

Big Picture/
Game Impact

Personal Penalties





ANY
QUESTIONS?

