



Prevent, Prompt, Penalise

Managing the game

There are 3 elements to your decisions which will help you to manage the game

Technical (*the decision you give*)

- What did you actually see? - Positioning is key!

Management (*the actions you take*)

Free hit, words, card, which card, upgrade of penalty

Communication (*how you whistle, speak & what you say*)

- Have you helped the players to understand?
- Have you given the players the information they need?

Aim: Be proactive to **prevent** unnecessary issues in games

Using your whistle, signals and voice will help players to understand what to do



When playing advantage, call 'play on' and signal so that all the players and coaches know you've seen the foul



Be proactive at restarts to manage 5m and position the ball e.g. 'you're not 5m' or 'inside the 23', 'move the ball back'



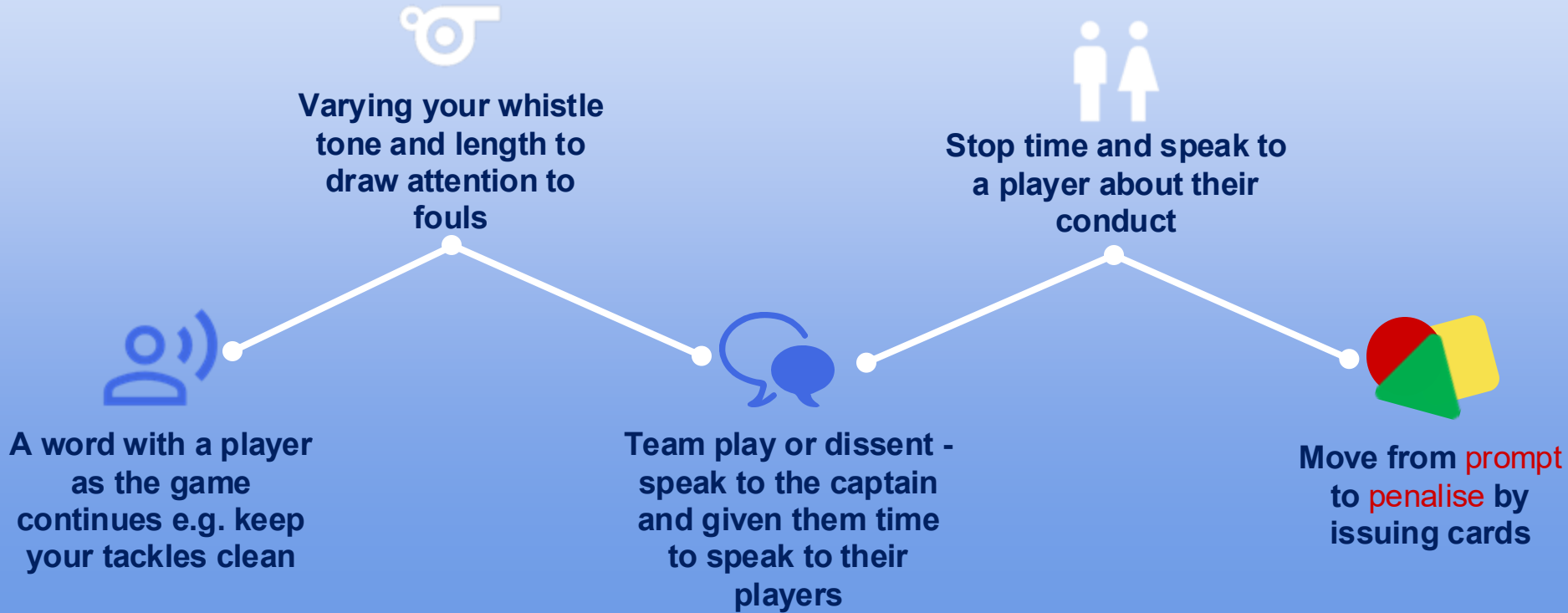
Add information to help players understand e.g. 'backing in', 'push in the back' or 'no foul', 'clean tackle'

Aim to work with the players. Help them by answering questions asked in the right way. It's an opportunity to **prevent** something else happening.
A smile goes a long way!



Tools to help you **prompt** players to change their actions

Managing the players to prevent further issues or penalties escalating



DISSENT and ABUSE: Manage Effectively

Recognise the difference between dissent and abuse and what you should do

Dissent: Umpires Manage Abuse: Umpires Penalise

- ❖ Appealing/Questioning
- ❖ Offering "Advice"
- ❖ Challenging Decisions
- ❖ Arguing
- ❖ More than one player approaching
- ❖ Persistent Dissent
- ❖ Players Crowding Umpires
- ❖ Swearing at Umpires
- ❖ Calling Umpires Bias/Cheats
- ❖ Using Threatening Behaviour

DISSENT and ABUSE: Manage Effectively

Recognise the difference between dissent and abuse and what you should do

Dissent: Umpires Manage Tools to Manage Dissent

- ❖ Do not ignore dissent, but understand that polite questions are a part of the game
- ❖ Taking action to **Prevent** dissent escalating is key
- ❖ Use **Prompts** to Manage Players
- ❖ Escalate to **Penalising** players if Behaviour does change or deteriorates
- ❖ An initial word to a player or the whole pitch (Arena)
- ❖ A whistle and a word
- ❖ Stop time, Final warning – “No means No more”
- ❖ Insist on One player Only
- ❖ Widespread Dissent – call in the Captain(s) – allow time them to speak to their team/Coach

Aim: to control and penalise abuse, first time, every time

Recognise that abuse should be penalised, not managed via warnings

Abuse: Umpires Penalise **Tools:** To Penalise Abuse

- ❖ Take action immediately
- ❖ Abuse should not be tolerated
- ❖ Never retaliate as an Umpire or make Personal Comments, Remain Calm and Professional
- ❖ Issue Personal Penalties (Cards) Not Team Penalties e.g. a Penalty Corner

1. 2 Min **Green** Card
2. 5 Min **Yellow** Card
3. 10 Min **Yellow** Card
4. A **Red** Card

Also: Check the League or Competition Regulations in case you need to card a Coach – Normally the Captain leaves the Pitch

Using the tools in your toolbox to manage the game

which one you use and when depends on the severity of the offence or behaviour



You don't have to give a warning before you give a card but if possible you should try and use prevention and prompt before penalising.

Penalty Corner from the 23

- ❖ High impact / intentional offences in the 23
- ❖ Unintentional offences in the 'D' that do not prevent a probable goal

Penalty Stroke

- ❖ Unintentional offences in the 'D' preventing a probable goal e.g. foot on the line
- ❖ Intentional offences in the 'D' depriving possession or the opportunity to score

When awarding a PC or a PS for an intentional offence, you should also consider a personal penalty.

Penalise appropriate offences using personal penalties

Repetition, recklessness, game impact, physicality, danger, violence and abuse

2 mins

- ✓ low impact
- ✓ No danger
- ✓ First repetition after clear vocal warning
- ✓ Low level dissent

5 mins

- ✓ High impact
- ✓ Repeated offences for which a green card already awarded
- ✓ Physicality
- ✓ Danger
- ✓ Strong Dissent

10 mins

- ✓ High impact and deliberate and/or Physicality and /or danger
- ✓ Going to ground causing opponent to go to ground or to take evasive action
- ✓ Extension to 5 minute YC E.G. for dissent following award of YC

**Rest
of the game +
suspension
(if applicable)**

- ✓ Violent behaviour to and Participant – Threatened or Actual
- ✓ Abuse of any Participant using Foul Language or involving protected characteristics (Race, Religion, Orientation Etc)
- ✓ Accusations of Bias or Cheating by an Official
- ✓ 2nd YC for the Same Offence “Providing Not Dissent or Violence (For which is a Straight Red)”

Understanding 'recklessness' and 'impact'

This helps you to correctly **penalise** offences

Reckless

'Deliberate' and 'intentional' fouls of a physical nature can often be identified by a player's actions as they approach and attempt to tackle..

- Coming in to a tackle at high speed meaning they are not in control.
- Going to ground to make a tackle
- Swinging their stick to tackle, hitting the player or stick mid shaft.
- Tackling in a manner where significant body contact is inevitable.
- Tackling from a high risk position where a clean tackle is unlikely e.g. behind / side.

Impact

An action that prevents a player or team from gaining a significant advantage in play. These actions are usually intended to stop play and disadvantage the opposition by depriving them of possession or rapid advancement.

- Knocking the ball away to prevent a quick free hit being taken.
- Tackling within 5m on an attacking sideline, free hit or corner in the 23.
- Tackles that breakdown play, for example:
 - as a player breaks out of defence.
 - as a player approaches 23/'D' with few defenders ahead.

For more guidance, examples and videos, please click the link below to watch:

[The FIH Umpire Briefing 2023/24](#)