



AFL Umpire Coach Professional Development Program E-Newsletter

2009 – Week 5

*Visit the AFL Umpiring Development website for the latest umpiring info -
<http://www.afl.com.au/umpiring>*

Through the AFL Umpire Coach PD program the Australian Football League along with each State Umpiring body is continuing to commit to its promise of providing stronger support and training to Umpire Coaches throughout Australia. The AFL sees Umpire Coaches as having the greatest influence over the environment in which an umpire participates in, and sees the coach as the key person in providing support for all umpires within their group.

Umpire Recognition Round – Round 4 (Reminder)

Round 4 of the 2009 Toyota AFL Premiership Season the AFL will be Umpire Recognition Round and is a follow up to the successful 'Green Shirt' round in 2006.

The four strategic objectives behind the round are to:

- Develop greater awareness and understanding of the AFL Green Shirt/Mentor Program throughout the football community.
- Develop further awareness of the umpiring pathway that currently exists for young umpires looking to umpire in the AFL
- Recognise outstanding umpiring achievements at community level
- Recognise AFL players who also umpired at junior level

There are a couple of exciting opportunities that will give umpiring groups the opportunity to get involved in the activities planned during this weekend:

FREE TICKETS – Green shirt umpires Hawthorn v Port Adelaide – MCG, Saturday April 18 (Victoria only)

2009 AFL Green Shirt Umpires across Victoria have the opportunity to receive 2 free tickets to see Hawthorn v Port Adelaide at the MCG on Saturday April 18.

To receive tickets each group will need to coordinate the number of tickets required for their group and email either Neville Nash or Gerard Ryan with the list of Green Shirt Umpires who will be using the tickets. We will only accept one request per group so please ensure you liaise with all key group representatives prior to placing your request. Please forward your request to -

- Neville.Nash@aflvic.com.au (VIC metro groups); or

- Gerard.Ryan@aflvic.com.au (VIC country groups).

NOTE: Terms and Conditions

- These tickets are for 2009 AFL 'Green Shirt' umpires only and all 'Green Shirt' umpires must be approved by the State Umpiring Manager (either Neville or Gerard)
- Green Shirt umpires are entitled to receive 2 tickets each. Further tickets are unable to be provided
- Tickets must be used by the registered 'Green Shirt' umpire, but they can be accompanied by one parent or friend etc
- Ticket allocation is subject to availability as tickets are limited
- All tickets are general admission
- All ticket requests must be submitted to the State Umpiring Manager by no later than Tuesday 7th April
- Tickets will be distributed via the State Umpiring Manager to each group for distribution amongst 'Green Shirt' Umpires by Tuesday 14th April

PRIZES – Send us your stories

Groups are encouraged to send interesting umpiring stories that may receive coverage through media including Television, Radio, Newspapers (national and local). Outstanding stories will receive a prize.

Ideas for stories may include but are not limited to:

- An umpire who has had a significant impact on a group
- Player turned umpire stories
- Family associations
 - 3 generations of one family all umpiring
 - Twins umpiring together
- Distances covered to umpire matches

All stories are welcome. Please send your stories to Andrew.Hughes@afl.com.au prior to **COB Thursday April 2**.



Coaching Topic – Control Set Play

This week we continue the 16 part series that takes an in-depth look at the key skills involved in umpiring.

These should provide coaches with practical advice about the key teaching points of each skill.

The 4th umpiring skill to be examined in this 16 part series is maintaining good control in a set play situation.

Control: Set Play

Learning Outcomes –

- A set play occurs when a player has been awarded a mark or free kick (and there is no immediate play on or advantage play).
- A player awarded a set kick must dispose of the ball from directly behind the mark, that is, from the defensive side of the mark. Law 16.2

The umpire must quickly do the following:

- Set the mark
- Check the line
- Watch the kicker for play on attempt
- Clear the protected area
- Penalise encroachment by opponent

Activities –

- Set up a skill drill where two or more people enact a mark or infringement.
- Each person in the group takes a turn as umpire to demonstrate whistle, signal, voice, setting the mark, calling play-on, clearing the area and penalising any infringement.
- Immediately after each demonstration, each umpire should self assess his effort to the group before the group suggests improvements.
- Equipment required includes a ball and whistles

Method –

Set the Mark

- Tell and show the opponent where the mark is, ie. where the mark was held or the infringement occurred
 - “You’re right on it...don’t encroach”
 - “come back 3 metres please” (don’t call “back,back,back”)
- If necessary run into the mark (but get back quickly)

Check the Line

- The line of the kick is the imaginary straight line from the kicker through the mark to the centre of the attacking goal.
- If the kicker is off the line, call and signal him to get onto the line

Watch the Kicker for play on

- Keep watching the kicker once he has the ball. If he is on his line he is entitled to play on at any time.
- Call and signal “play on” immediately if he runs off the line or attempts to kick or handball sideways off the line.
- Don’t call “play on” if he approaches along his line of kick to dispose over the mark
- Keep the opponent on the mark within your peripheral view to check he does not encroach (you need to be back 10m inside the mark to do this)

Clear the Protected Area

- The protected area is a corridor extending from 5m each side of the mark along 5m each side of the line of the kick to 5m radius behind the kicker.
- If you see a teammate or an opponent in this area once the kicker has possession of the ball, call and signal for them to clear the area but keep an eye on the kicker. Once the kicker plays on, call “play on” and there is no longer any protected area.

Penalties

- If an opponent infringes at a set play, you should whistle, signal time on and advance the mark 50m upfield (25m in some leagues).
- The kicker cannot recommence play until you have set the mark upfield.
- Infringements include:
 - Encroaching over the mark before the kick is taken (1m or more or touching kicked ball)
 - Wasting time (eg knocking ball away, holding kicker too long or throwing him to ground)

- Abusing, insulting, threatening or swearing at the umpire
- Failing to return the ball directly on the full to the kicker
- Entering the protected area (other than following an opponent within 5m)

Key Points –

- Speak to the opponent on the mark
- Watch the kicker



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Umpire.Development@afl.com.au

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