

**2 UMPIRE SYSTEM**

# ALWAYS JUST LESS THAN A KICK AWAY from Fellow Umpire as NO 2

# CONSTANTLY MOVING ALWAYS UMPIRING-READY FOR REBOUND KICK

# KICK OUT AS NO 1 -10 M OFF LINE RUN WITH PLAY

# TAP WHEN RETAINING PLAY CALL MIN YOURS KEEPING IT ETC.

# KICK GOES SHORT OR A HANDBALL OR SIDEWAYS TAP AND RETAIN.

# BIG KICK INTO SQUARE HANDOVER

# GETTING OUT OF ARC THINK – BE READY TO HANDOVER BUT WAIT FOR NEXT ACT OF PLAY

# NEVER LET PLAY RUN AWAY FROM YOU- RUN WITH RUNNING PLAYER

# MUST ALWAYS LINE PLAYER UP FOR GOAL KICK LIKELY TO SCORE

# PAYING 50M PENALTY MUST TAKE PLAYER WITH YOU

# AS NO 2 FOR KICK OUT YOU SHOULD BE B/N SQUARE AND ARC.

# TAP THRU WHEN SET KICK ON ARC EVERY TIME9 35M OUT FROM GOAL .

# ROTATE IF PARTNER HAS BEEN DOWN ONE END FOR 4 SHOTS ON GOAL MAX.

# EACH QTR NEW PERSON STARTS IN MIDDLE.

# AS NO 2 ALWAYS ENDEAVOUR TO GET DOWN AND SQUARE UP TO MARK AND ASSUME CONTROL- USE VOICE LET NO 1 KNOW U R THERE.

# ALWAYS TRY TO GET BACK INSIDE PLAY AS THE UMPIRE IN CONTROL

# BTI ALWAYS GO TO LONG SIDE OF PLAY NEAR GOAL AREA 20-25M OUT

OTHER TIMES TO OPP SIDE OF BTI OF FELLOW UMPIRE.

# TAPPING AND VOICE IS THE KEY WITH FELLOW UMPIRE.

**YOU AS NO 2 UMPIRE ARE NEVER NOT UMPIRING-AWARENESS AND ASSISTANCE…………**

FROM PETE MARSHALL FIELD COACH SFNL 2016