



CSLFUP BOUNDARY UMPIRE MANUAL



BOUNDARY UMPIRING WITH THE CSLFUP:

This handbook is designed to introduce people to boundary umpiring and for those with experience, refresh some of the specifics around this discipline of umpiring.

It is only an introduction to the practice of umpiring and more detailed information will be given to umpires at coaching sessions held weekly.

CSLFUP umpiring coaching programs are about:

- establishing a positive learning environment for umpires,
- developing umpires,
- improving umpiring performances at all levels,
- building relationships within the CSLFUP

CONTACTS:

Your points of contact as a goal umpire should be as follows:

Coach

Boundary Umpire Coach: **David Popplewell** 0411889164 Email: davidpopplewell@hotmail.com

CSLFUP Contacts

Selection Secretary: **Ian Curran** 0412729396 Email: cslfupselection@gmail.com

Secretary: **David Curran** 0435657898 Email: david.curran2@anz.com

President: **Roy Webb** 0401121747 Email: roy.webb564@schools.sa.edu.au

Umpire Director: **Jason Edwards** 0412429961 Email: cslfupcoach@gmail.com

Umpires Representative: **David Uthenwoldt** 0417840360 Email: dubolt@bigpond.net.au

CSLFUP Website - http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&slD=342564

CSLFUP Facebook - <https://www.facebook.com/groups/cslfup/>

APPOINTMENTS:

Appointments are managed by the Schedula online appointments system. All umpires are required to register via Sports TG as an umpire before being provided with access to Schedula.

Appointments will be released each Tuesday evening. If you have been appointed to a match then you will receive an email notifying you of an appointment. You are then required to login to Schedula (www.schedula.com.au) to confirm your appointment. Appointments **must** be confirmed by as soon as possible. **If you do not confirm by Thursday evening your match could be allocated to another umpire.**

Appointments take a lot of time to organise so please be respectful to your Coach and our Selection Secretary by following this process.

If your email / contact details change at any time please update them in Schedula and advise your coach and the Selection Secretary (contact details above) immediately.

Unavailability

It is your responsibility to inform your coach and Selection Secretary if you are unavailable to umpire on a particular day by recording it in Schedula and by email or phone. If you know well in advance your unavailability especially during school holidays please advise the above as early as possible.

If possible, we require at least **two** weeks' notice.

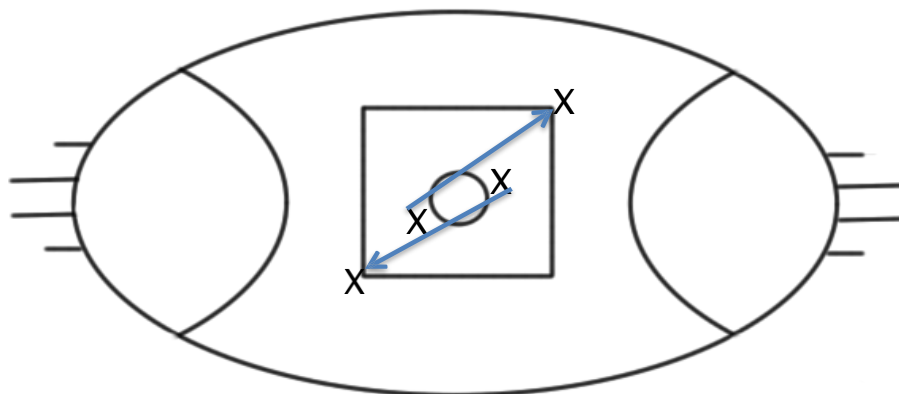
Information on how to use Schedula can be found -

http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&slD=413376

POSITIONING:

Setting Up For a Ball Up At the Start Of The Game

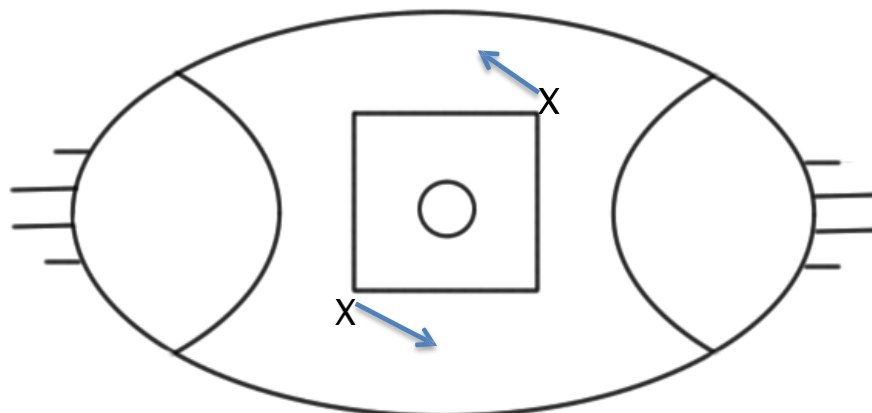
Both boundary umpires are to start on the centre circle, facing each other. When the first football club break, or upon directions from the field umpire, the boundary umpires are to run past each other towards the corner that they are facing. Approximately 10m before reaching the corner, boundary umpires are to turn around and run backwards. You will remain stationary on this corner with your hands behind your back until the field umpire bounces or throws up the ball.



At a Centre Ball Up (at the start of a quarter or after a goal)

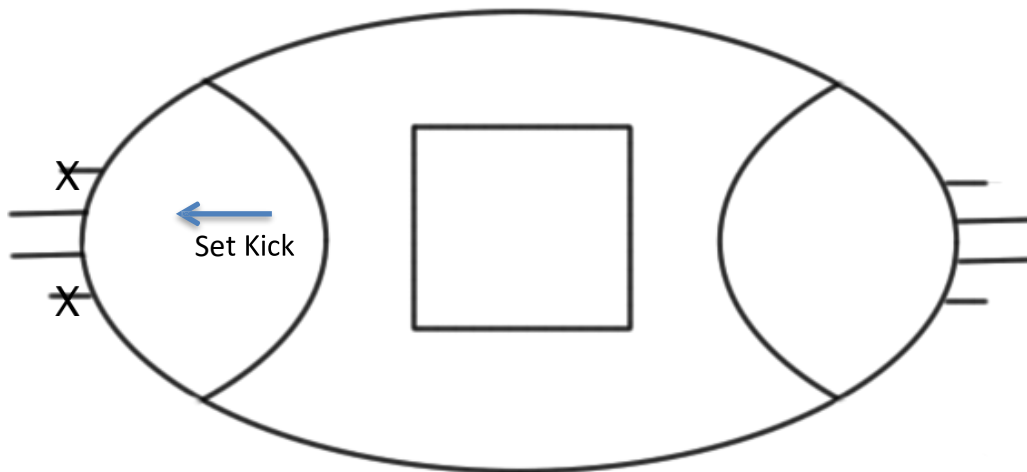
Boundary umpires must position themselves on diagonal corners of the centre square so that they can monitor the lines of the square. When the ball is thrown up you are to run at a 20-45° angle towards the boundary line.

*Monitor for players entering the centre square before the ball up. If this occurs, blow your whistle and move in the direction that the free kick is to be taken.



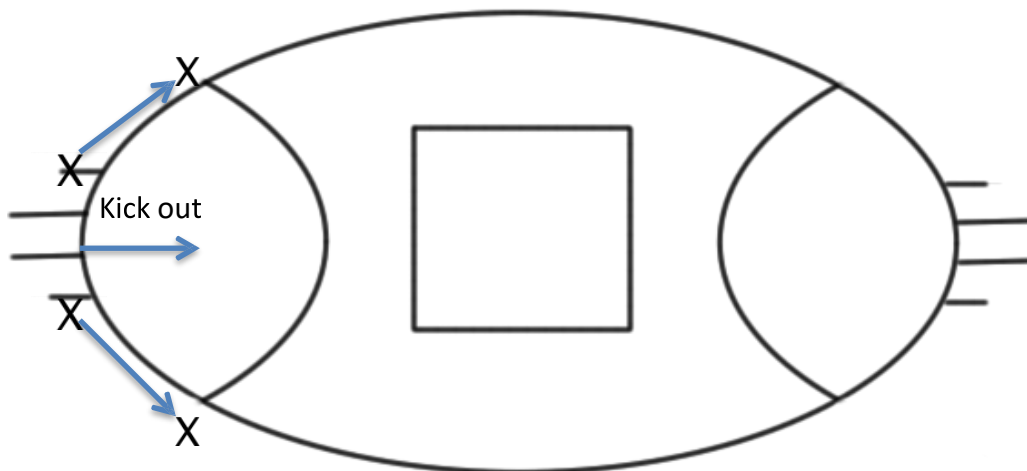
Set Kick at Goal

Where there is a set kick at goal, the boundary umpire must be positioned directly behind the point post to assist the goal umpire. The final decision is that of the goal umpire. You may communicate with the goal umpire at this stage, but it must be verbal.



After A Behind Has Been Scored

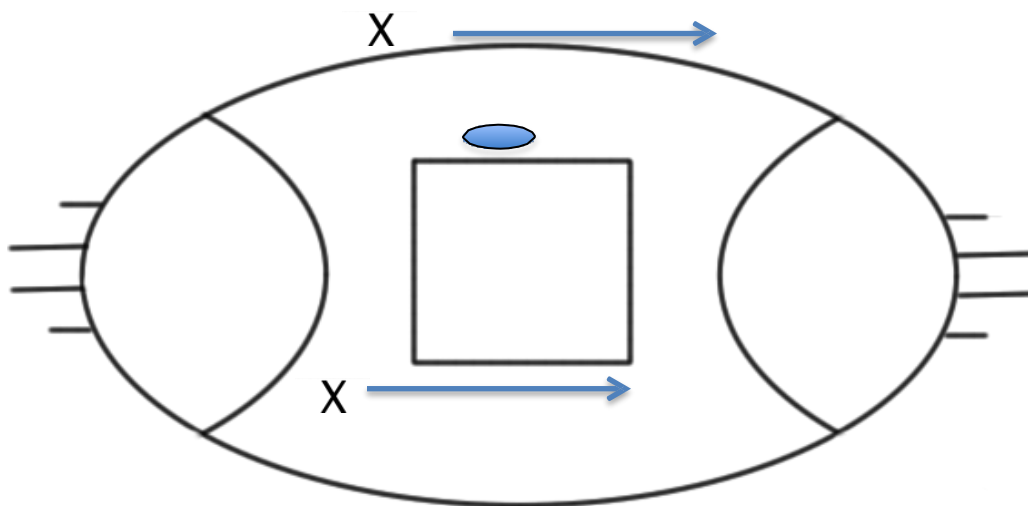
Irrelevant of whether the behind is scored as the result of a set kick or general play, boundary umpires must back off towards the boundary line. Boundary umpires should aim to position themselves on the corner of the boundary line and the 50m arc. Remember to keep the ball in sight at all times.



General Play

Boundary umpires need to follow the ball from goal to goal. They need to make sure that they do not interfere with any players and ensure that they have a good view of the boundary line if the ball is near.

Boundary umpires are expected to have the ball in sight at all times. If the ball is on the opposite side of the ground, umpires are encouraged to run in from the boundary line, but no closer than the centre square

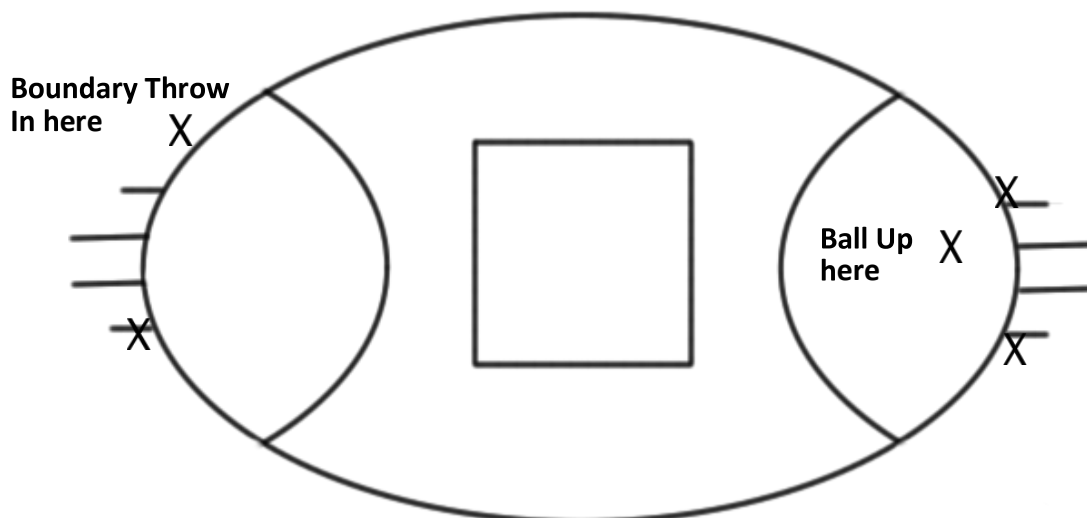


Ball Up Or Throw-In Near the Goals

Where the ball up is within 15m from the goal or point post, umpires are required to stand directly behind the point post.

Where the boundary umpire on the opposite side is throwing the ball in within 40m of goal, the boundary umpire should position themselves directly behind the point post.

Boundary umpires when taking up a stationary position within the 50m arc should be standing either behind the point post or on the 50m arc, not hovering somewhere in the middle.



Returning the Ball to the Centre after a Goal

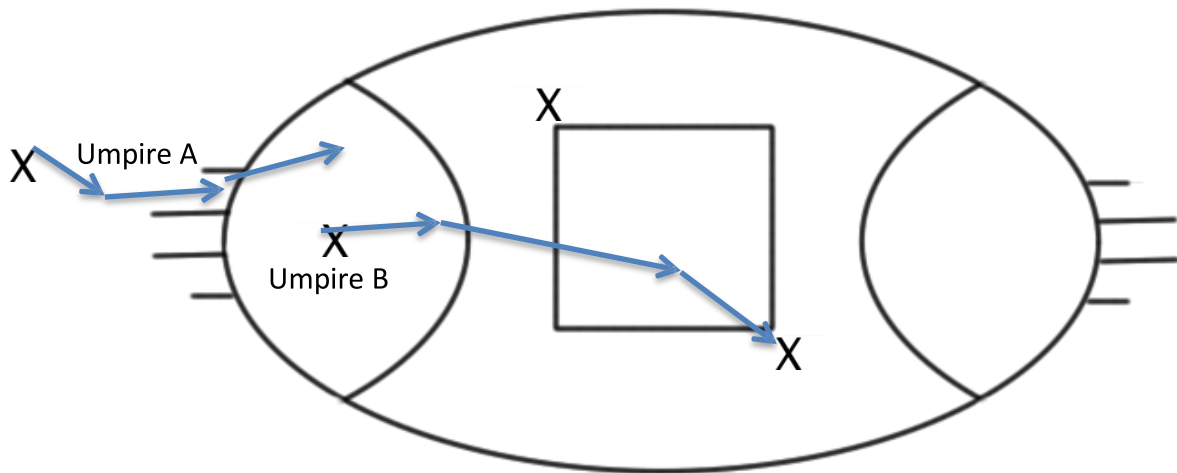
After a goal is scored it is the boundary umpires responsibility to return the ball to the field umpire. Often the closest umpire to the ball / goals will retrieve the ball (Umpire A).

The other umpire (Umpire B) will position themselves approximately half way between the goals and the 50m arc and wait for the ball, signaling to the field umpire which side they will be running to.

Umpire A will run to Umpire B where they will hand over the ball and continue to the nearest corner.

Umpire B will return the ball to the field umpire and continue to the furthest corner.

**Under no circumstances are any umpires to climb over/under the fence to retrieve the ball!
Players/Spectators will retrieve the ball if necessary.**



LAWS:

Centre Square Infringement

Prior to the field umpire throwing up the ball at the start of a quarter or after a goal, the players will set themselves up either inside or outside the centre square. Once the square is 'set', all players are in position, the field umpire will start the motion of throwing up the ball.

Until the ball is released from the hand(s) of the field umpire, no player is permitted to run into the centre square. Should a player enter the circle, even partially, the boundary umpire shall blow their whistle, indicate in the direction of the infringement and run in the direction of the free kick.

The only exception to this rule is if an opposing player pushes the player who enters the square. Then the free kick will be given to the player who was pushed.

Last Possession Out of Bounds

All boundary umpires need to be aware of the last possession out of bounds rule. A video (CSLFUP Umpiring Video) explaining this rule can be viewed -

http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&sID=413377

Out of Bounds

To be out of bounds, the ball must be completely over the boundary line. The position of the player is irrelevant. If any part of the ball is still above or on the line the ball is still in play. A whistle and an extended arm indicate the ball is out of bounds. Hands behind back indicate ball is still in play.

If a player fumbles the ball while trying to take a mark and is not in clear possession of the ball before it crosses the boundary line, the ball is considered out of bounds (touched). The signal is the same with the addition of three sharp taps to the back of the raised hand to indicate the player touched the ball before it crossed the line.

The boundary umpire should wait until the field umpire has acknowledged the decision (or overrides it with a free kick) and then throw the ball in at the point it crossed the boundary line. The throw in direction of the ball should be towards the centre circle, and if within 10 meters of the point post, in a straight line.

Out Of Bounds on the Full

If the ball goes over the boundary line as a direct result of a kick and is not touched by a player or does not bounce, the ball is out of bounds on the full.

The boundary umpire should blow their whistle loudly and extend both arms out horizontally to either side of the body.

The boundary umpire shall wait until the field umpire acknowledges the decision (or overrides it with a free kick). The boundary umpire, if positioned within 15m of the ball crossing the boundary line, will run to that spot and indicate where the ball crossed the line, prior to moving to position for the free kick.

Out of Bounds from a Kick In

The last possession out of bounds rule applies

Knocked out of Bounds (over the line on the full) from a Ruck Contest

If the ball crosses the boundary line on the full (during a ruck contest) without being touched the Out of Bounds on the full rule applies. Blow your whistle and extend both arms out horizontally. Indicate the point where the ball crossed the line.

If the Ball Hits the Point Post

If the ball hits the point post on the full (without it being touched), the boundary umpire will indicate that the ball is out of bounds on the full.

If the ball is touched before hitting the point post, the boundary umpire should indicate that the ball is out of bounds, tap the post three times and throw the ball back into play. If the ball is not touched before hitting the point post after bouncing the Last Possession Out of Bounds Rule applies and a free kick is awarded. If the boundary umpire is not in position when it hits the point post, the goal umpire will assist.

If the Field Umpire Doesn't See Your Decision

If the boundary umpire signals that the ball is out of bounds and the field umpire does not hear or see the decision, the boundary umpire should run after the field umpire and notify him that the ball was out of bounds.

When notified, the field umpire shall indicate that the ball be thrown in or award a free kick dependent on the decision of the boundary umpire.

If the field umpire awards a free kick before the boundary umpire can notify them of the out of bounds, the decision becomes voided and the boundary umpire should take up the appropriate position to continue with play.

If a goal or behind is scored (but no free kick), the boundary umpire shall still notify the field umpire of the out of bounds. The field umpire will then direct the goal umpire to annul the score.

THROW-INS:

The boundary umpire will throw the ball back into play from the spot where the ball crossed the line. Following the signaling of the decision, the boundary umpire will wait for the field umpire to acknowledge the decision before picking up the ball. The boundary umpire shall face with their back to the arena, before throwing the ball over their head into play.

The ball needs to land 10-12m from the boundary line and reach a height of at least 3m. If the boundary umpire cannot achieve this distance, they are permitted to move in from the boundary line, but no more than 3m, in order for the players to have a fair ruck contest.

If the ball does not reach the required height and distance, the field umpire may direct you to re-throw the ball.

Under no circumstances are you to leave the playing arena to retrieve the ball. Request a player or official to do this for you. Seek help from the field umpire if necessary.

SIGNALING:



Out of Bounds



Touched – Out of Bounds



Out on the Full



Hit the Post



Indicating the Mark

COMMUNICATING WITH OTHER UMPIRES REGARDING DECISIONS:

The boundary umpire is the sole judge of when the ball is out of bounds except when a field umpire awards a mark before the ball crosses the boundary line or awards a free kick.

A goal umpire may overrule the boundary umpire if the discrepancy surrounds a score.

Despite this, it is important that all umpires work as a team! Communication is important.

If the boundary umpire is 'out of position' the goal umpire may assist the boundary umpire in the following ways:

- May signal that the ball is out of bounds.
- May signal that the ball is out of bounds on the full.
- May signal that the ball hit the post on the full.
- May signal that the ball hit the post after bouncing / being touched.

The goal umpire is there to assist you. If you see one of the signals mentioned above, you need to blow your whistle and indicate the out of bounds or out on the full decision. The only exception to this is if you believe you were in the correct position to make the correct decision without assistance.

REPORTS:

- Umpires are expected to make reports on any reportable incident they observe during a match.

Boundary, Goal Umpire Report

Before the commencement of the next quarter a field umpire must go with the reporting boundary or goal umpire to the offending player and the player offended against and the reporting umpire must notify them of the report. It is important that the reporting emergency, boundary or goal umpire notifies the players of the report, not the field umpire. If either of the players involved in the incident are not on the ground at the time, then notification should be given to that team's Manager.

If the report is in the last quarter and there is no chance to notify the player or Team Manager then the team official will be notified by email once the reported is submitted via the Match Day Paperwork App.

Instructions on submitting a Match Day Report can be found [HERE](#)

It is important that you enter enough detail into the App for the leagues to make a determination on the charge, the more detail you provide the better. It may save you a trip to the Tribunal. You must also make notes of the incident and contact the Umpire Representative – David Uthenwoldt as soon as possible to inform him of your report.

BOUNDARY UMPIRE RESOURCES – 2 AND 4 UMPIRE SYSTEMS:

The CSLFUP will use a combination of 2, 3 and 4 Boundary Umpire system. Further instructions on how to umpire in a 2, 3 or 4 umpire system are available at the following –

http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&slD=390947

Video's showing Boundary Umpiring positioning, throw-ins and throw-in techniques can be viewed –

http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&slD=413377

MATCH DAY ATTIRE:

Neat casual dress to and from the ground – CSLFUP Polo, Hoody or Jacket must be worn

On-Field – Green Shirt, Grey Shorts, Green / Grey Socks, Green or White Sweatbands and Green or White Hat. Running shoes or football boots in any colour, appropriate for the conditions.

**** Shirts MUST be tucked in and Socks MUST be pulled up when on field ****

BOUNDARY UMPIRES QUICK GUIDE:

How to setup at the start of each quarter

- At the start of the game and after half time, walk to the centre of the ground beside each other, behind the Field Umpires and in front of the Goal Umpires
- Warm-up
- Stand on the centre circle facing each other, with backs to a corner
- Run backwards a couple of paces, then turn and run to your corner
- Approx. five metres from the corner turn and run backwards to the corner

Running in General Play

- Don't run inside the "Tram Lines"
- Do take shortcuts where you can
- Try and read the play, predict who's going to mark the ball etc.
- Stay on the line when play is near your boundary line
- Try and stay 10 metres from play down the line
- Keep your eye on the ball

Throw-Ins

- 10-12m into the field of play
- Directed towards the centre of the ground
- 3-4m high to give a fair contest
- Don't come into the field of play any further than 3m

Centre Square

- Be alert for any player that enters the square after the Field Umpire is set
- Watch for players pushing other players into the square
- As soon as the Field Umpire throws the ball up, move away

Decisions

- Be confident
- Strong whistle and signals – Blow, show, go
- Look to the Field Umpire

Ball Relays Back to the Centre

- Work as a team and take turns on the long runs
- Collect the ball as quickly as possible
- Person on the long run wait just near the top of the goal square – signalling to the field umpire which side they will be running
- Avoid running near large packs of players
- Run a couple of metres apart – it makes passing the ball easier and make the pass easy to catch
- The person that collects the ball, runs to the nearest corner on their side
- On the long run
- run hard through the centre
- pass the ball to the Field Umpire
- run to the far corner on your side
- run the last five metres backwards into the corner