

*Initial post 28th April 2014 leading to an extraordinary statement from Gingerbread on the 30th. Extraordinary because it is true - there is no generally observed Rule about a dangerously played ball. "The problem is you can never have a "catch-all" guide to "danger / no danger on the line" when there is nothing to support it in any written rule, interpretation or edict - you have to look at practice and advice from your peers and player expectation or your local organisation" What is even more extraordinary is that not only is this situation accepted it appears to have been deliberately set up, despite the clearly stated rules, principles and aims published by the FIH Executive Board, with regard to the Rules of Hockey and to player safety.*

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Umpiring Corner

## Questions from a newbie umpire

Discussion in 'Umpiring Corner' started by Pharoah, Monday at 6:58 AM.



Hi guys

I've decided to get my Level 1 Badge here in Qld so I can get a bit more confidence in umpiring. I have a few questions which I was hoping the more experienced umpires on this forum could answer - I have read the rules but wanted to ask anyway so please 'be gentle!' 😊

Questions/clarifications:

1. Within the 23m line, balls cannot be hit directly into the circle unless they go 5m. However free hits outside the 23m line (ie. even just 20cm past the 23m line) can be hit directly into the circle right? (I see this happen all the time where attackers are hesitant to shoot directly into the circle from just past the 23m line)
2. You CAN raise the ball into the D, as long as its not dangerous right?
3. A shot at goal (hit) that is rising and ends up in the top right/left corner of the goal should be disallowed right? This is diff to a raised/flicked ball.
4. Hockey sometimes moves at terrific speed, esp within the D - what do you do if (heaven forbid) you are

Pharoah

FHF Newbie

Message Count:

18

unsighted and there is a foul which stops the game?

5. An attacker has had a shot on goal and the goalie has dived on the ball to stop it...is obviously trying to get up but the ball is being pushed below him by everyone fighting for the ball - PC right? He is unintentionally obstructing the ball plus to avoid injury I think.

Thanks all - if I have any more niggling questions, I'll post them here for advice, etc.

Pharoah, Monday at 6:58 AM

#1



**sanabas**  
FHF Legend

Message Count:  
1,178

1. yep. If the FHA is outside the 23, they can hit it where they want. Some forwards believe that if the FHA is 20cm inside the 23m, they can drag it back 40cm to outside the 23, and then blast it straight at the circle. They are wrong. They will whinge 'but I took it outside the 23!' Which is irrelevant, because they need to take it 5m.

2. yep

3. no. A hit at goal doesn't have any height restrictions, only danger. Except on short corners. If the first shot on a short corner is a hit, it must be crossing the line below backboard height. So top corner is definitely too high, but first shot going in knee-high is also too high. Flicks can be any height.

4. What do you mean by 'stops the game'? An injury? If something like that happens, blow your whistle, stop time, and when working out how to restart, consult the other umpire, see if they saw anything. If there was no offence, or if neither umpire knows what offence there was, restart with a bully. You are allowed to tell players 'Sorry, I didn't see what happened because it was behind the goalie/my view was obstructed/I just stuffed up.'

5. Probably not a PC in the situation you describe. If the ball is accidentally stuck underneath the goalie, then yes, PC. But people shouldn't be fighting to get to the ball. If the ball is just in front of the goalie, or partially underneath, and forwards are going digging for it with their sticks, trying to push it through the keeper, call FHD for the forward being an idiot.

sanabas, Monday at 7:17 AM

#2



**Pharoah**  
FHF Newbie

Message Count:  
18

Thanks mate. Re No 3, I've seen it called a no-goal because it was dangerous even though there weren't many people in the way (I was defending so didn't care) - just so that I get it right for when I umpire. Understand the rules re first PC being a hit, etc. Re No 4 - sometimes multiple infringements happen and the players stop and look at the umpire for a call either way (usually with an exasperated look and both hands in the air yelling "Umpire???"). This is a weird one that I happened to experience, which I ended up just awarding to the defending team just get the game moving. Thanks for your comments - worth just fessing up and admitting.

Pharoah, Monday at 7:22 AM

#3



**sanabas**  
FHF Legend

Message Count:  
1,178

For number 3, you can find a few endless threads around here on the topic of whether shots on goal could/should be called dangerous. The higher the level, the less likely you are to see it called, particularly if it goes in. For me, I'm unlikely to call a shot in general play as dangerous. Shot from top, going top corner, defender near baseline attempts to save it and misses, then tries to claim danger, no way I'm calling it. Shot from 3m inside the circle, defender on spot who couldn't quite reach for tackle jumps and turns away from it, wears it in the back, that one I almost certainly will call dangerous, which will leave forwards whinging 'but it was a shot!'. It's a judgement call, if a shot goes in the net, I think I'll say not dangerous at least 99% of the time. If an on-target shot hits a defender's body, might be dangerous, might view it as ok, that defender has made effort to get in the way but didn't have skill to save with stick, and so PC/PS.

For number 4, it sounds like the sort of thing that happens more at lower levels, at higher levels players are less likely to stop without the whistle going. Helps if you're clear about playing advantage in general, that players get used to not stopping just because somebody kicked it, instead stopping when the whistle goes. After all, you might have seen the foot, but not blown because a forward has control of it and about to have a clear shot at goal. Or you might have just not seen the foot at all. If players look like stopping, you can simply call out 'play on' to indicate you've made a decision to let play continue, especially if you're playing advantage. Or you can blow whistle, have a think about it/check with other umpire, and then make a decision either way.

And depending on the team & what sort of rapport you have with the players, you can even go to the extreme measure of asking 'did you kick that mate?' and calling PC or FHD depending on whether the answer is 'yeah' or 'no, but he did'. Don't recommend relying on that one, but there are times that it will work. If in doubt, believe what the goalie tells you, because they see absolutely everything and are always completely honest. 🍋

sanabas, Monday at 11:37 AM

#4



**keely**  
FHF Legend

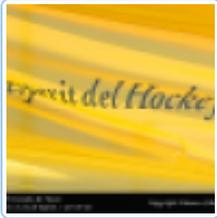
Message Count:  
10,210

4. Pick the defensive side as your error will be less egregious this way, blow your whistle and say "first foul, the one there," pointing at some nondescript spot proximate to the play. With a smile.

keely, Monday at 2:41 PM

#5

AJF, Ravennghorde, Wrighty1994 and 1 other person like this.



**redumpire**  
FHF Legend

Message Count:  
8,193

keely said: ↑

*4. Pick the defensive side as your error will be less egregious this way, blow your whistle and say "first foul, the one there," pointing at some nondescript spot proximate to the play. With a smile.*

And this is how to become an FIH umpire like Keely, @Pharoah 😊

redumpire, Monday at 2:42 PM

#6

Wrighty1994, G and Paul Watts like this.



**G**  
FHF Legend

Message Count:  
1,285

redumpire said: ↑

*And this is how to become an FIH umpire like Keely, @Pharoah 😊*

I'm well on the way then... 😊

G, Monday at 3:16 PM

#7

keely likes this.



**Pharoah**  
FHF Newbie

Message Count:  
18

redumpire said: ↑

*And this is how to become an FIH umpire like Keely, @Pharoah 😊*

lol thanks for the replies - I'm soaking it all in.

Pharoah, Yesterday at 12:04 AM

#8



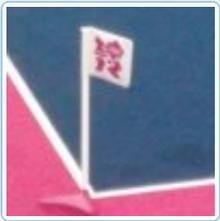
**AJF**  
FHF Regular Player

Message Count:  
107

For 3 it's easiest to use a rule of, is it dangerous within playing distance of the shot. If it hits someone above the knee within a few metres that is easy to blow for danger. If a defender chooses to stand on the line, the view is that they are putting themselves in danger, as shots high at goal are allowed.

AJF, Yesterday at 9:55 AM

#9



**Goalie64**  
FHF Legend

Message Count:  
5,426

AJF - with respect I would say it is "a" view, not necessarily "the" view. Possibly the majority view, but I would suggest very little in hockey scenarios like yours (EDIT - should have said "IN THE ORIGINAL POST)" in is black or white. Invariably there is a You Had To Be There (YHTBT) element as well.

Of course high shots are allowed, and the higher the level, the less likely a call for danger will be made, but if you as the umpire in any given case believes that anything is dangerous, then blow.

Goalie64, Yesterday at 10:51 AM

#10

SPetitt likes this.



**AJF**  
FHF Regular Player

Message Count:

Yup that is very true. That is the basis however that most umpires work on 😊

AJF, Yesterday at 10:54 AM

#11



**Gingerbread**  
FHF Starter

Message Count:  
37

Goalie64 said: ↑

*AJF - with respect I would say it is "a" view, not necessarily "the" view. Possibly the majority view, but I would suggest very little in hockey scenarios like yours (EDIT - should have said "IN THE ORIGINAL POST)" in is black or white. Invariably there is a You Had To Be There (YHTBT) element as well.*

*Of course high shots are allowed, and the higher the level, the less likely a call for danger will be made, but if you as the umpire in any given case believes that anything is dangerous, then blow.*

The problem is you can never have a "catch-all" guide to "danger / no danger on the line" when there is nothing to support it in any written rule, interpretation or edict - you have to look at practice and advice from your peers and player expectation or your local organisation. At the highest levels players will stand on the line and attempt to save shots - you can then justify (though players wouldn't argue against it) a PS if they are hit as they know the risk of trying to stop shots and missing the ball and preventing a goal. At lower levels you simply won't see the high speed drag flick whizzing at head height so players have a bit more time or the ball may be at an easier height to stop or deflect or the goalie has more chance to get it.

Players will almost certainly accept a PS for being hit on the line, I find few even consider anything other than a foul against the defence even when a ball is hit high at them, even when they complain in out field about a ball an inch higher or lower than the knee (to a degree it's the same thing with a minor foot contact in the D as the ball rolls out of play = PC even though they want to play on anywhere else on the pitch).

Gingerbread, Today at 9:10 AM

#12

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Regards  
Steve  
FHF Admin



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