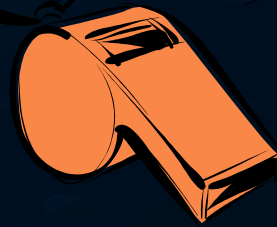


The Essence of Umpiring



An in-service presentation for
club umpires

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Control



The essence of umpiring: the core issue.

Control



Defined as:

“managing the game, and all involved, in a manner which is conducive to maximum enjoyment of the game.”

Aspects of control



Three major components of control:

- **Respect** - for the players and by the players.
- **Fitness** - a key element in “good” positioning.
- **Appropriate use of tools** - (cards, whistle, signals etc.) to establish and maintain control from start to finish.

Respect



1. Empathy:

The ability to display an understanding, and an appreciation, of the pressures faced by the players and the consequences of these pressures in the context of the game itself.

Respect



2. Accuracy of decision making process

The ability to make the “right decision “ is the basis for a player’s respect.

Dependant on:

- Knowledge and application of the rules
- Application of current interpretations

Fitness



The ability to be in the right place at the right time to make the right decision.

● Testing:

- Speed
- Aerobic (Beep Test)

● Positioning:

- Changing trends:
 - Near post in the circle; trailing on a fast counter-attack.

Appropriate use of control tools



Technical

- **Whistle:** used to “talk” to the players through sensible use of varied tone and strength.
- **Cards:** used in an appropriate and logical sequence.



Appropriate use of control tools

Non-technical

● Body language:

- Facial expressions

- Use of hands, arms, and shoulders to express satisfaction or dissatisfaction with a player's actions.

● Communication

- Verbal

- Non-verbal: use signals to communicate the reason for giving a decision. "Sell" your decision—don't leave people "guessing" why a particular decision has been made.

In Summary



Modern Umpiring

Proactive – anticipate, read the play

Communicate to all

Every key decision is “sold” with confidence

Performed with flair