

## The SHUA guide for New and Aspiring Umpires - use the **WRISKY** mnemonic

### **W**histle

This is your most significant means of control. Your use of the whistle needs to be versatile so that it gives different emphasis when appropriate.

- A clear well pitched entry whistle.
  - To start or restart play.
  - There has been an infringement which will lead to a free hit.
- A louder longer whistle.
  - Drawing attention to foul play you do not wish to see repeated.
  - Because of the area of the field that the offence takes place you are drawing attention to the increased seriousness.
- A blast on the whistle.
  - Stopping play immediately because of an injury.
  - Stopping play immediately because of the seriousness of an offence.
    - to administer a personal penalty.
    - to administer a serious team penalty.

### **R**ange

It is important to convince players of your decision making, in order to do this you need to be close enough to play and in a good position to view the game and to be in contact with your colleague. You need to be comfortable with your range of positioning so you are best placed to control your 22 metre area (sometimes called your red zone).

- Avoid getting in the way of play, take up positions which are least likely to interfere.
- Come out with play at the same pace that you use when you are returning with play.
- Keep a clear line of sight with your colleague.

### **I**ndicate

Players should be watching the game but they will also be watching you, as much when you don't blow the whistle as when you blow the whistle. They may see an offence which they want to know that you have seen even if you do not intend to stop the game. You can indicate (signal) with your voice as well as your body.

- Confident signalling simply and clearly identifies the direction of the hit awarded.
  - One arm raised to at least the horizontal, the other by your side avoids confusion.
  - You should be squarely facing the field of play when signalling.
- When allowing play to continue after an offence it is important to indicate this visually and verbally to the players/coaches and your colleague.
  - Raise the arm to the signalling position and direction of the award.
  - Players may not be watching you so signal with your voice "play on".
- When allowing play to continue when no offence has been committed (players stop, players appeal) it is good practice to signal that there has not been an offence that you are going to blow and play is to continue.
  - So, there is no need to raise your arm as there was no offence.
  - But it is best to signal with your voice "nothing there".

### **S**ympathy

Remember the game is played by the 22 players. You are there to let it happen.

- Understand what does and does not constitute an advantage.
- Don't let skill be destroyed by cynicism.
- We all make mistakes, be prepared to admit when you have made one.
- Don't get smart with the players, treat them fairly and appropriately.

### **K**nowledge

You can't umpire if you do not know the rules, keep up-to-date, refresh your knowledge, discuss things with more experienced colleagues.

- Be convincing in your decision making, it gives the players confidence in you.
- Very few players know the rules; it is to your advantage if you do.

### **Y**our team

You and your colleague are the third team on the field!

- Consistency is the key between colleagues.
- Follow each other up the disciplinary ladder.
- Keep in contact with your colleague.