

## THREE UMPIRE SYSTEM

The three umpire system is more “territorial” than the two umpire system. In other words when the play moves from one zone to the next, it is a change of control. The mid zone is from the centre of the ground to just inside the 45 metre arcs.

### Initial set up

The two end zone umpires should be situated on the opposite corners to the boundary umpires near the 45 metre arc. After every goal, the umpire who gives the all clear remains at that end. The other two umpires rotate their positions.

### Play coming out of defence

As a general principle, there should be a change of control every time the ball crosses the 45 metre arc. This applies to long kicks out of defence as well as when running players in the clear cross the arc.

### Mid Zone

The same principles apply as in the two umpire system. The controlling umpire should be about 20 metres from the play constantly adjusting his or her position.

At set plays the umpire should back off about 10 to 15 metres at 45 degrees unless the kick is going to obviously result in a change of control.

Long kicks from the mid zone to just inside the arc should not result in a change of control.

The mid zone umpire should spend no more than 3 minutes at a time in the mid zone. End zone umpires need to look for opportunities to rotate positions. This could be at a behind, ball up, boundary throw in or set play.

### Forward Plays

In the end zone there are 3 scenarios that usually occur: a running player from the middle kicks the ball or runs into the end zone, a set shot comes from mid to end, a set shot comes from CHF. You have to work out which position will be best in order to be side on to any contest. As a general rule, same principles apply as in the two umpire system.

The end zone umpires should always be side on to effectively adjudicate contests. Therefore, they need to work hard and not be static observers waiting for the ball to come to them. Most of the running you do will be short, sharp sprints.

All umpires should attempt to be inside the play for most contests. However, if the boundary side gives you a better view because of the sun, team tactics or other conditions, don't be afraid to position yourself there.

For set shots in the one umpire area (within 35 metres of goal) the end zone umpire should be close to the mark and constantly looking back and forth. Run with the kick if there is a chance of a contest on the goal line. The mid zone umpire should have a presence within the vicinity of the player with the ball.

All set plays further than 35 metres out should result in tap throughs either on your chest or bum. Talk to each other but try to avoid looking back and maybe missing a quick play on situation.

As an end zone umpire there may be periods where you are not involved for quite a while. Keep up your concentration and ensure that when the play does come your way that you are ready for it, i.e. side on to the contest. Look for opportunities to switch with the umpire in the mid zone.

### Boundary Throw ins

Umpires should not change control at boundary throw ins unless one umpire has been in one zone for an extended period of time. Rather, they should tap themselves to indicate they are keeping the play and the other umpire should change zones.

### Set kick control

When the mid zone umpire pays a free kick near the back end of the square, there is no need for the closest end zone umpire to come up to the mark. (He or she should not be outside the 45 metre arc) The mark is still the responsibility of the mid zone umpire who will back off as indicated above.

### Incidents

As there are three umpires, there should always be at least one umpire who can keep the game going. At the end of an incident, the umpires should come together and compare notes re send offs, reports etc.