

## Herts & Beds Umpires Checklist

1. Check if the pitch and surround is fit for play. The state may get worse during a game; be prepared to abandon the game. If so, record the reason.
2. Check team colours and goalkeeping tops are acceptable.
3. Decide your shirt colours and side you are umpiring
4. Decide areas of control, any mobility issues, positioning (especially the supporting umpire during play and for penalty corners).
5. Check pitch markings are clear and equipment (goals etc) is suitable.
6. Decide where substitutions are to take place, positioning of suspended players
7. Confirm timings, who is doing which half (agree that if the timing umpire is engaged with play, the other will assume control for ending the half).
8. Discuss how you use the Control Ladder: short/long whistling, voice/talk, cards.
9. Decide on times for suspensions (you can always extend them) and ensuring both umpires know which player has been carded and for what reason.
10. Decide how you will deal with lifted balls, protecting skill and penalising danger.
11. How are you going to signal advantage to your colleague and players?
12. Cooperation: how are you going to help each other?
13. How will you deal with a 'signpost': both signalling different ways at the same time?
14. Positioning of hits: how strict are you going to be, between 23's and inside 23's.
15. Competition rules: any special ones (extra time, penalty stroke barrages, etc)?
16. Be aware of rules regarding minors (safeguarding, protective equipment)
17. Injuries (especially to the head): these are the teams' responsibility. Umpires may only give advice, as we are not trained.
18. If your advice is not taken **on pitch status or injury**, keep a written record, for example on the results sheet.

