



BASIC UMPIRES GUIDE

COACHING MANUAL



Contents

WELCOME	5
AIMS OF THE COURSE	5
1. THE ROLE OF THE UMPIRE	6
2. WHAT THE GAME EXPECTS	6
3. ENVIRONMENT	7
4. WHAT TO BRING	7
5. STARTING THE GAME	8
6. COMMUNICATION	9
7. POSITIONING	11
8. DECISION MAKING	15
9. SPIRIT OF THE LAWS	15
10. OBSERVATION	18
11. WHISTLE	19
12. SIGNALS / INDICATIONS	19
13. THE THROW-IN	22
14. SCORING	22
15. WHAT'S YOUR DECISION	22
16. ADMINISTRATIVE RESPONSIBILITIES	22
17. MATCH DAY REPORT	23
18. UMPIRE FITNESS	24
19. HEALTHY EATING & HYDRATION	24
20. QUESTIONS TRUE / FALSE	25
21. AFL UMPIRING DEVELOPMENT PATHWAY	26

WELCOME

The Umpires Course will introduce you to a range of topics assisting you to adequately perform the important role of an Umpire.

Assessment of your learning will be undertaken by a variety of methods – written answer, verbalising, demonstration, observation, application and so on. Some of the assessment will be done during coaching sessions, some on the training track, and of course, some under match day conditions.

In completing this course you will benefit not only by gaining the basic knowledge and skills necessary to perform, but also increased confidence and personal development to enable you to progress to the next stage of your umpiring career.

I hope you enjoy your learning and wish you every success and enjoyment in this challenging role.

AIMS OF THE COURSE

This course has been designed to:

- Provide the umpire with coaching in the basic skills of UMPIRING;
- Measuring the participant's theoretical understanding of the basic skills of UMPIRING;
- Monitor the participant's ability to demonstrate the basic skills of UMPIRING; and
- To award AFL Level 1 Accreditation Certificate.

For an umpire to officiate in a competent manner, there are a number of fundamental requirements as well as developing a sound knowledge of the game and its laws. To the young umpires, these may appear unnecessary but there is more to umpiring than blowing a whistle.

1. THE ROLE OF THE UMPIRE

Field Umpire: to interpret and administer the laws of the game and award free kicks. Manage the match and make sure the game is played in a fair and safe manner.

Boundary Umpire: to judge if the ball is out of bounds or out of bounds on the full. If the ball does go out of bounds, they have to throw it back into play. If a goal has been scored they take the football back to the field umpire to the centre of the ground. They also need to 'police' the centre square at the start of the game and after each goal scored to make sure players don't enter the centre square before the bounce/throw up.

Goal Umpire: to be the judge of all scores and record the scores in accordance with the Laws of Australian Football.

2. WHAT THE GAME EXPECTS

The game expects umpires to be trustworthy, honest and responsible. Need to be physically prepared and have a strong understanding of the Laws of the Game.

- Place the safety and welfare of its participants above all else;
- Have a good knowledge of the laws;
- Take responsibility of their actions during a match;
- Be courteous, respectful and open to discussion and interaction; and
- Value all participants of the game and continue to seek self-improvement.

An umpire is to demonstrate the following qualities as a person:

- Integrity;
- Honesty;
- Impartiality;
- Trust; and
- Respect.

The umpire is expected to be a responsible role model in behaviour and personal appearance.

3. ENVIRONMENT

PRE MATCH (Meeting players/officials)

- Project yourself in a positive, firm and confident manner – it shows that you are in control and have some form of authority;
- Always meet the captain and coach;
- Never discuss how you will umpire (may be different if umpiring under age players);
- Avoid reference to, or comments on, last week's umpires; and
- Mobile phones are discouraged within the umpire change rooms.

DURING THE MATCH

- Always try to get along with the players;
- Do not accept abuse from players/officials – check competition for use of send-off rule;
- Block comments out from over the boundary – cope with it in some way; and
- Supporters can get emotional – verbal attacks are not personal.

POST MATCH

- Avoid arguments about incidents from the match;
- Enter into sensible discussion(s) of the match;
- Opportunity to get to know the players better; and
- If the atmosphere turns tense after the match, collect your belongings, politely excuse your-self and leave.

4. WHAT TO BRING

Before each football match, the umpire needs to prepare their equipment:

Have a positive attitude towards the game and every player.

Ensure that all clothing and equipment is in good order:

- Correct official umpires uniform;
- Correct colour socks and garters;
- Clean, (predominantly) white runners with Goal Umpires wearing black boots;
- Whistles (cleaned from previous week), (soak pea before game);
- Additional gear including pens, law book, medical material (band aids, cotton wool etc.);
- Sweat bands;
- Arrive at the ground with ample time (1 hour before start time) to complete preliminaries including:
 - Personal warm-up; and
 - Meet with other umpires.

5. STARTING THE GAME

Field Umpire:

Starting the game is an important responsibility for the field umpire. A simple check list will help you understand what you require to do as the field umpire at the beginning of the match. You should try and enter the ground at least 5 minutes before the match is set to start, this will give you enough time to warm up and check the ground conditions. A couple of minutes before the start you should get the captains together for the toss of the coin. Both teams are then to position themselves as quickly as possible. Before the bounce/throw up, you ask each team captain if their teams are ready to start. Once both teams have indicated that they are ready, hold the ball in the air, wait for the timekeeper to sound the siren, then blow your whistle loudly and move in and bounce or throw up the ball to a height that allows a fair contest between the two ruckman.

Never watch the ball, you should be watching the players involved in the contest.

Boundary Umpire:

At the beginning of each quarter and after a goal has been scored the boundary umpires position themselves on diagonal opposites of the centre square. They are to supervise the centre square lines that meet at the corners. Once the ball has been bounced/thrown in the air, you can move off towards the boundary lines.

Goal Umpire:

At the beginning of each quarter the goal umpire should position themselves in the middle of the goal post at each end of the ground.

6. COMMUNICATION

Effective communication is a very important skill you need to develop to enhance your umpiring performance and make the game more enjoyable for all. Good communication starts at the moment you arrive at the ground. It extends to being polite and having appropriate interaction with players and officials before the game. Of course it's mainly seen at the conduct of a match and concludes with the proper and appropriate action and exchanges with officials after a match.

VERBAL / NON-VERBAL

Not only does the umpire verbally instruct players, they also communicate to them with the whistle, indications and body language.

Players appreciate an umpire who communicates their decisions well. They have much more faith and confidence in the umpire when they understand what he/she is doing.

Steps in good communication are:

- Blowing the whistle loudly gets the attention of everyone;
- Communication with players in the immediate vicinity of the incident is conveyed verbally; and
- Communicating decisions to surrounding players and spectators is done with strong clear signals.

BODY LANGUAGE

The use of appropriate body language enhances effective communication. Players and officials must see the umpire as non-threatening and non-intimidating.

Positive forms of body language which achieve this are:

- Smiling and Nodding;
- Being non-invasive;
- Eye to eye contact; and
- Appropriate presence.

MUTUAL RESPECT

Respect cannot just simply be expected, it must be earned. Umpires earn respect with what they say and do and how they say and do it.

The key to earning respect from players is to treat them the same way you would like to be treated. Treat players as equals – say “Please” and “Thank you”.

RESOLVING CONFLICT

AFL football is a very emotional and exciting game. There are moments when a player may lose focus and become aggressive and/or abusive towards an umpire.

When speaking to players who are emotional, there are some proven guidelines to be followed:

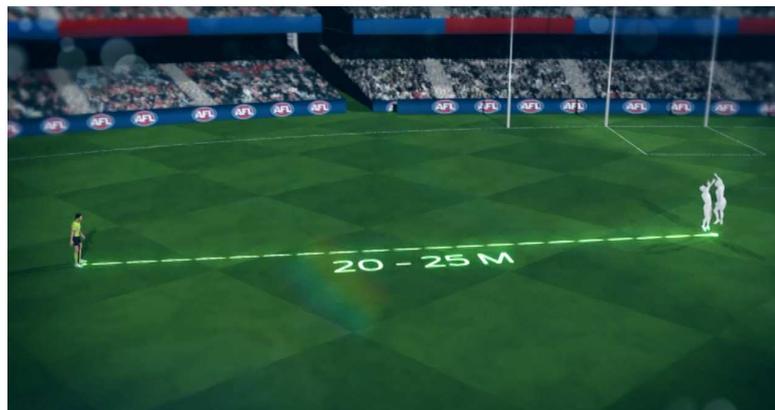
- Listen;
- Keep calm;
- Treat players with respect;
- Use positive and appropriate body language; and
- Avoid sarcasm when speaking with players.

7. POSITIONING

Field Umpire

CONTROL DISTANCE

During general play situations the field umpire should endeavour to be about 20 to 25 metres side on to the contest at all times. This distance allows you to get a good view of the emendate contest and of the players on the fringe of the contest. By maintaining this controlled distance you can move quickly to the next act of play as the contest moves on. If you are too close to the play your focus often narrows on the players contesting the ball and awareness of the football is lost.



LINE OF KICK

The line of kick refers to the position that a player takes their kick after a mark or free kick has been awarded. To determine this position the field umpire needs to line the player up on an imaginary line between the centre of the goals and the spot where the player took the mark or was awarded the free kick.



THROW UP

The field umpire should begin the throw-up by coming in with their back to the wing area. After throwing up the ball the field umpire should back away quickly attempting to obtain side on position 20-25 metres away from play.

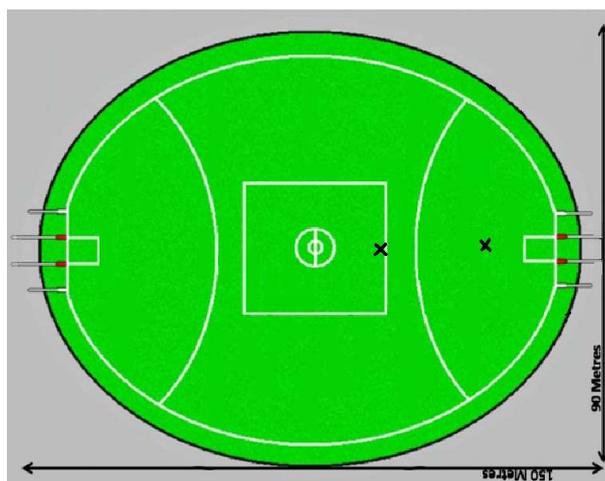
BOUNDARY THROW-IN

The initial position of the field umpire for a boundary throw-in should be 15 metres from the boundary umpire and 7 metres from the ruckman between the play and the furthest goal. When the boundary umpire throws the ball back into play you should be moving and be side on to the ruckman as they contest the ball. From here you move quickly back inside of play, keeping play between you and the boundary line.



KICK IN AFTER BEHIND

After a behind has been scored you should be positioned in the middle of the ground 15 metres from the kick off line. This allows the umpire to have verbal and visual control to clear the area of any players who are within or near 5 metres to the goal square. The No. 2 Umpire should be just inside the Centre Square in case of a big kick up the centre corridor.



RUN INSIDE THE DIAMOND

Run inside the diamond and keep your back to the Centre Circle at all times except for a centre ball up/bounce, this will help you run smarter and ensure you get side on to the next contest.

When you have a Centre Circle ball up/bounce, have the sun behind you so you aren't looking into it as you adjudicate the ruck contest.

Boundary Umpire Positioning

Maintaining the best possible position in relation to play, from which to adjudicate, is the most important skill in the umpires' preparation.

Accurate and consistent decision making can only occur if the umpire gets a "good look at the incident". There are some fundamental principles upon which positioning for boundary umpiring is based. Those fundamentals are as follows:

Centre Square

For every centre bounce (start of each quarter and after a goal has been scored), boundary umpires will position themselves on diagonally opposite corners of the centre square. Each boundary umpire is responsible for supervising the centre square lines that intersect at their corner. Immediately the ball has been bounced or thrown up, the boundary umpire must run forward at an angle of 25-40 degrees from the corner of the square towards the boundary line.

General Play

Boundary umpires must follow the ball from goal to goal, avoid interfering with players and position themselves so that they have a good view of the boundary line when play is close to the boundary line. When play is on the other side of the ground the boundary umpire is advised to move inside the playing arena, however no further than their side of the centre square.

The boundary umpire shall not place themselves between the players and the ball.

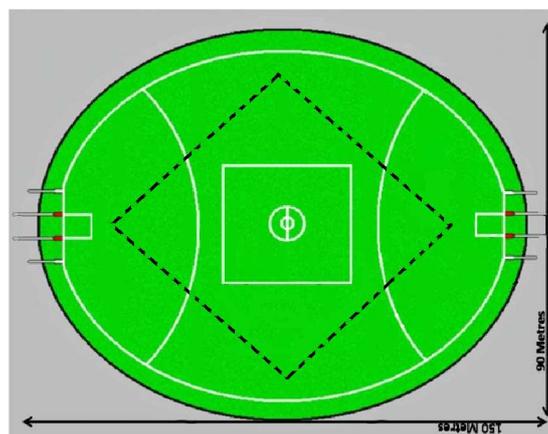
After a Behind has been Scored

A) From a set kick, when the boundary umpire is positioned behind the behind post and a behind has been scored, the goal umpire will give their signal and the boundary umpire will then run backwards along the boundary line approximately just past the edge of the goal square. Keeping the ball and players under observation at all times. The boundary umpire is not to move until the goal umpire has signalled their decision.

B) From general play, when the boundary umpire is still running towards the goal, they will immediately back off to the boundary line.

Out of Bounds Directly from Kick Off after a Behind has been Scored

When the ball goes outside the boundary line without having been touched by a player, the boundary umpire shall blow their whistle loudly and signal out of bounds on the full. The boundary umpire will face the field umpire until the field umpire acknowledges the signal. The boundary umpire will then indicate where the ball crossed the line prior to moving to position from the resultant free kick. **Blow, Show, Go.**



Set Kick at Goal

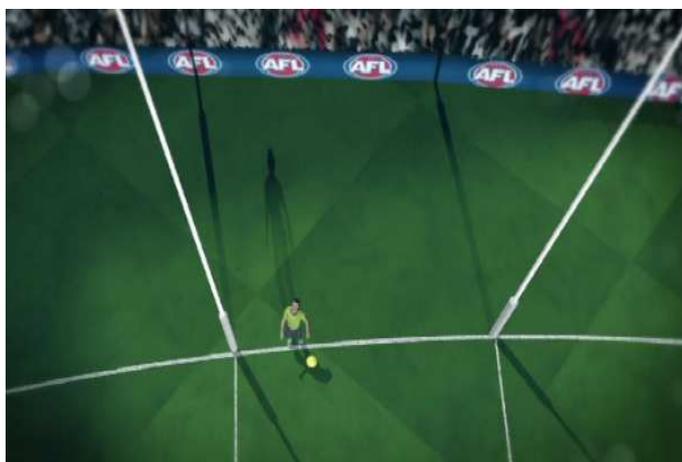
Where a player is taking a set kick at goal, boundary umpires should position themselves behind the point posts to lend support to the goal umpire. The goal umpire is the final judge of a score and can overrule the boundary umpire if necessary. Any communication between boundary and goal umpires is verbal.

Observation

The boundary umpire needs to set themselves up in a position so that they have the ball under observation **at all times**. However, they still need to be aware of keeping players under observation where necessary (e.g. volatile situations).

Goal Umpire

Under the flight of the ball



For the goal umpire to determine whether the football in flight has gone through the goals, over a goal post or through the behinds, they need to position themselves under the flight of the ball.

When the ball is within scoring distance the goal umpires initial position should be in line with the ball and the centre of the goal line.

While the ball is in flight, the goal umpire should run to get underneath the line of the ball as it crosses the score-line.

Astride the line

There are some occasions that require the goal umpire to "straddle" (or stand astride) the score-line and out of the way of the players. They are when:

- The ball is dropping in flight;
- The ball is bouncing along the ground towards goal;
- Players are running for a close goal; and
- There is a contest on the goal/behind line.



8. DECISION MAKING

KNOWLEDGE OF THE RULES

The most important factor in decision making is the possession of a thorough knowledge of the rules and interpretations.

In order to umpire correctly, the umpire must be able to identify incidents that are illegal and outside the laws.

It stands to reason therefore, that a thorough learning and understanding of the rules is essential before this can be achieved.

During the hectic pace of the game, the umpires reflexes and reaction times to situations may vary. The umpire may be called upon to judge an incident quickly and they must call on their knowledge of the rules and interpretations immediately.

Like any subject we learn, if we are able to recall things quickly and correctly, it gives us a great deal of confidence. Umpires' grow in confidence as they develop skills in recalling interpretations quickly and correctly.

9. SPIRIT OF THE LAWS

THE PHILOSOPHIES DRIVING THE LAWS OF THE GAME

THE OBJECTIVES OF THE LAWS

- a) To ensure the game is played in a fair manner and a spirit of true sportsmanship, and
- b) Where possible in a contact sport, prevent injuries to players participating in the match.

In an effort to achieve consistency and accuracy in decision making, there is an emphasis on understanding the "Spirit of the Laws". (I.e. the philosophies underlying the laws) and officiating according to the Spirit of the Laws.

1. Contest for the Ball

"The player who is making the ball their sole objective will be protected against any form of illegal contact", such as;

- Contact to the head;
- Contact below the knees;
- Held when not in possession of the ball;
- Push in the back;
- Kicking in a manner likely to cause injury; and
- Any conduct which is deemed unreasonable or unnecessary in the circumstances.

2. Marking Contests

"The player whose sole objective is to contest a mark shall be permitted to do so"

- Illegal contact includes players who unduly (excessively or unreasonable) push, bump, block, hold, interfere with the arms or make high contact;
- Where there is incidental contact in a marking contest when the ball is the sole objective (eyes on the ball), play on will result; and
- When a player leaps early, the attempt must be realistic (i.e. they must be able to touch the football).

3. Ruck Contests

"The player whose sole objective is to contest the ruck shall be permitted to do so."

- Illegal contact includes players who push, bump, block, hold or make high contact; and
- Where there is incidental contact in a ruck contest when the ball is the sole objective (eyes on the ball), play on will result.

4. Tackling - Holding the Ball

"For a holding the ball free kick to be awarded, the tackle must be legal."

DIVING ON THE BALL

"The ball shall be kept in motion."

- Where a player elects to dive on the ball or elects to drag the ball underneath their body and is correctly tackled, the player is to be penalised for holding the ball if they fail to knock the ball clear or correctly dispose of it immediately.

NO PRIOR OPPORTUNITY

- GENUINE ATTEMPT

"The player, who has possession of the ball and has not had prior opportunity, and is tackled correctly by an opponent, shall be given a reasonable opportunity to demonstrate a genuine attempt to kick or handball the ball."

- If the tackle pins the ball and a genuine attempt is made to dispose of the ball, a field throw up will result; and
- If a correct tackle or bump causes the player with the ball to lose possession, play on will result.

PRIOR OPPORTUNITY

- MUST LEGALLY DISPOSE IMMEDIATELY

"Where a player has had possession of the ball and has had prior opportunity to dispose and is then correctly tackled by an opponent they must immediately and successfully kick or handball the ball."

- If a correct tackle pins the ball or causes the player with the ball to lose possession, a free kick will result; and
- If a bump or knock to the arm causes the player with the ball to lose possession, play on will result.

ILLEGAL DISPOSAL

The Player who has possession of the ball and drops, throws or places the ball on the ground without making a genuine attempt to handball or kick will be penalised.

5. 50 METRE PENALTY

"After a mark or free kick has been awarded, a 50 metre penalty will be awarded against the opposing team which unduly delays the play or abuses an umpire."

An unduly delay of the play includes:

- Cribbing the mark;
- Not returning the ball directly back to a player after they have been awarded a mark or free kick;
- Unduly holding up an opponent after that player has marked the ball;
- A player not involved in a marking contest holds a player who has marked the ball or has been awarded a free kick; and
- Remaining in or entering the protected area.

10. OBSERVATION

As a field umpire your observation of what happens on the ground is vital in getting your decision right.

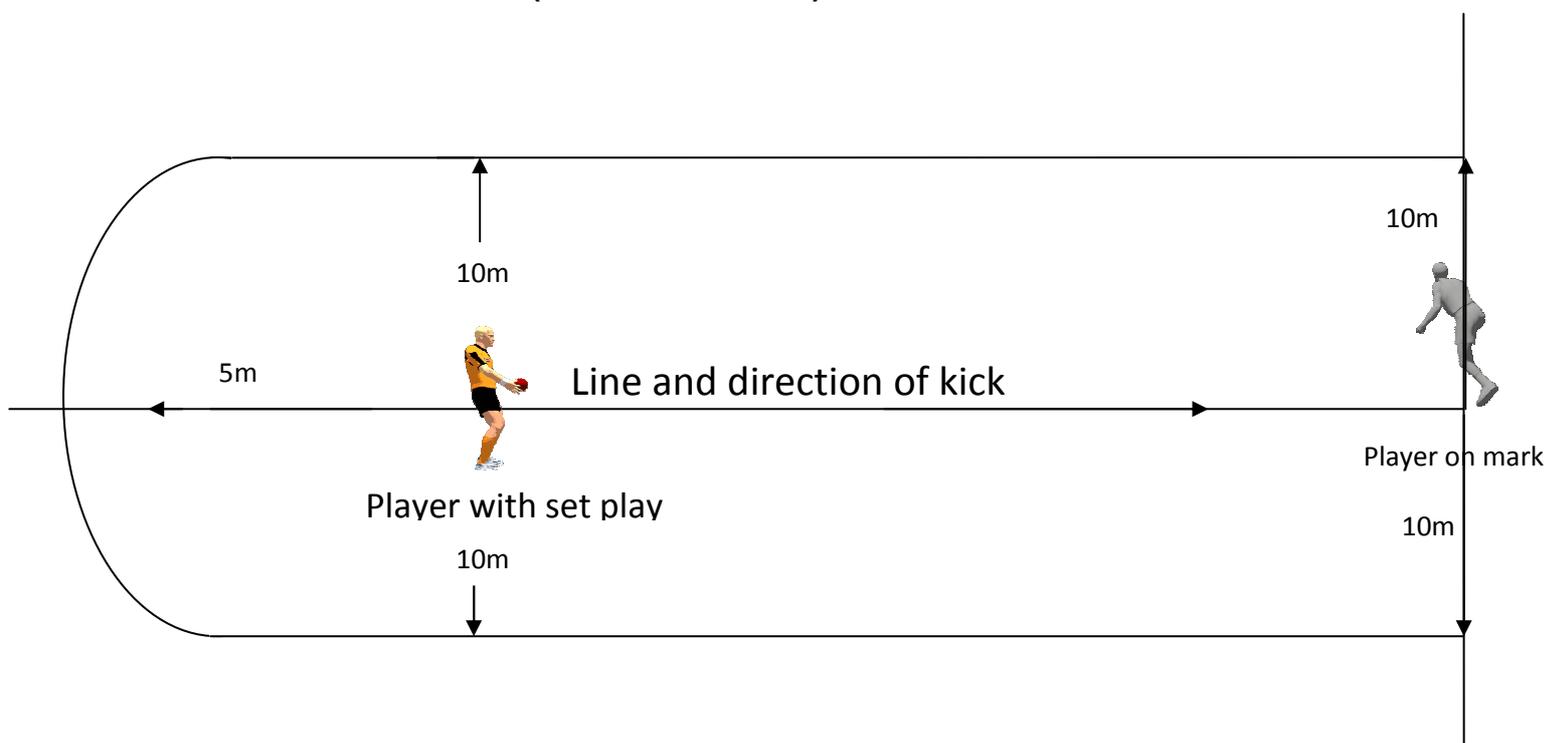
10 Metre Protected Area

When a player takes a mark or is given a free kick, an opponent is permitted to stand on the mark or free kick, an opponent is permitted to stand on the mark or spot where the occurrence took place.

Only one opponent may stand on a player's mark.

No other player is allowed within the corridor, which extends from 10 metres either side of the mark to 10 metres either side of, and a 5 metre radius behind, the player with the ball.

10 Metre Protected Area (As detailed below)



HELPFUL HINT: An unwarranted 50m penalty if paid, can be attributed by **YOU** the field umpire by not clearing the 10 metre protected area.

Be Proactive, Rather Than, Reactive

Shepherding the man on the mark is not permitted. If the shepherding occurs within 5 metres of the player with the ball, the umpire should stop play, speak to the offending player, and direct that play recommence from the correct position behind the mark. If the shepherding occurs more than 5 metres from the player with the ball and this will be the most common occurrence, the player on the mark is awarded a free kick.

11. WHISTLE

WHISTLE

The whistle is often described as the umpires' best friend. It is the most important tool they have with which to control the game as players are taught to respond to the whistle.

How and when the umpire uses the whistle will be an indicator as to the quality of their performance.

The whistle is worn in the back of the first and second fingers leaving the palm free for bouncing or throwing up the ball. It is the tool with which you umpire, controls the game.

The whistle should always be blown strongly – a **Strong, Long** whistle reflects confidence.

Short, sharp, soft, weak whistles can be indicative of a lack of confidence in the decision making, or hesitancy or uncertainty.

A motto which emphasises this is:
"If you have to blow it – blow it strong and long."

12. SIGNALS / INDICATIONS

INDICATIONS

Visual indications are a very important means of communicating a decision. A range of standard indications have been developed with the view to creating consistency amongst umpires. This promotes a better understanding of what a decision is for. Players, spectators and officials, as well as other umpires, are informed by the visual indication as to why a decision has been made.

The manner in which the indication is performed is also very important. It should be performed in a positive, clear and decisive manner, leaving no doubt in people's minds as to the confidence the umpire has in the decision.

The umpire should not be too flamboyant with the indication, but animated enough to convey the message.

When executing signals, always keep the players under observation.

An indication should be accomplished by a verbal explanation of the decision e.g.: "push in the back", "your free kick No.7". But there is no need to go into a long winded explanation of the decision.

Visual indications are also used when communicating with the other umpires, such as giving "all clear" to a goal umpire. As with indications for free kicks, these should be given in a positive, clear and decisive manner.

Field Umpire Signals



1 _____



2 _____



3 _____



4 _____



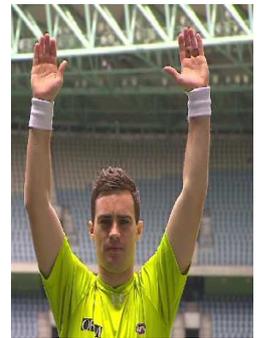
5 _____



6 _____



7 _____



8 _____



9 _____



10 _____



11 _____



12 _____



13 _____



14 _____



15 _____



16 _____

SELL YOUR DECISION

Boundary Umpire Signals



1 _____



2 _____



3 _____



4 _____

Goal Umpire Signals



1 _____



2 _____



3 _____



4 _____



5 _____



6 _____

13. THE THROW-IN

The throw-in is performed by the boundary umpire after the ball has gone out of bounds. You should grip the ball firmly placing one hand underneath the ball for support. The throw-in is performed with one continuous action, as you extend to throw the ball back into play, it is important that you time the release to ensure the ball travels with the correct height and distance (5-7 metres high, 15-18 metres in).

14. SCORING

In order for a score to be registered the football must be completely over the behind or goal line or have hit the goal post. A goal is scored when the ball is completely over the goal line after being kicked from a player from the attacking team, without touching a player or goal post.

Having signalled the score and waved the flag or flags the second most important duty of the goal umpire is to properly record the score. The completed, signed score card is forwarded to the controlling body and is the official score and result of the match. As a goal umpire you should confer with the other goal umpire at each break to check you have the same score.

15. WHAT'S YOUR DECISION

Refer to Basic Umpires Guide DVD.

16. ADMINISTRATIVE RESPONSIBILITIES

- Collect team sheets prior to the commencement of the match;
- Complete best and fairest votes if applicable;
- Collect goal umpires score cards;
- Collect timekeepers cards if applicable; and
- Assemble all the paperwork and deliver or post to the correct personnel by the appropriate time.

17. MATCH DAY REPORT

Southern Umpires Association Inc. MATCH REPORT BY FIELD UMPIRE

LEAGUE: GRADE:
 MATCH: V
 VENUE: DATE: ROUND:

1. Was the Ground marked correctly?.....**YES NO** 3. Were Footballs satisfactory?..... **YES NO**
 2. Were Umpires' Facilities satisfactory?...**YES NO** 4. Did Home Club provided Required Paperwork?...**YES NO**

	HOME TEAM	AWAY TEAM		
5. Did Club Officials remain in Coaches'Box?.....	YES NO	YES NO		
6. Was Team on time for	1st Quarter?.....	YES NO	YES NO	
	2nd Quarter?.....	YES NO	YES NO	
	3rd Quarter?.....	YES NO	YES NO	
	4th Quarter?.....	YES NO	YES NO	
7. Were Team Sheets delivered before the game?.....	YES NO	YES NO		
8. Were Escorts provided at half time?.....	YES NO	YES NO		
	full time?	YES NO	YES NO	
9. Did Clubs attend to receive all-clear?.....	YES NO	YES NO		

Rate each question as 3=excellent, 2=good, 1=poor by circling the relevant number.	HOME TEAM:	AWAY TEAM:
COACH/BENCH BEHAVIOUR	1 / 2 / 3	1 / 2 / 3
PLAYER BEHAVIOUR	1 / 2 / 3	1 / 2 / 3
SPECTATOR BEHAVIOUR	1 / 2 / 3	1 / 2 / 3

Number of Reports:..... Number of Send-Offs:.....

Signature 1. Print Name 1.
 Signature 2. Print Name 2.

If NO to any of the questions above please provide details:

.....

.....

.....

.....

.....

MORNINGTON PENINSULA NEPEAN FOOTBALL LEAGUE Inc.

MY PREFERENCE FOR THE THREE BEST AND FAIREST PLAYERS IN THE MATCH UMPIRED BY ME ARE:

ROUND
.....

FIELD UMPIRE VOTES
U19 / RESERVES / SENIORS
 (please circle grade)

..... V

VOTES

3 No..... Given Name..... Surname..... Team.....
 2 No..... Given Name..... Surname..... Team.....
 1 No..... Given Name..... Surname..... Team.....
(As per team sheet)

DATE:..... / / FIELD UMPIRE (Print Name)

Make sure all information entered is legible and checked by fellow umpires

18. UMPIRE FITNESS

The key reasons that you need to be physically fit is to consistently maintain the best possible position. To see the play, make decisions and resist the effects of fatigue to maintain concentration levels. Prior to the game a good preparation is needed, this includes a warm up and some stretching to prepare the muscles for what your about to do out on the field. Stay hydrated having water and sports drinks before, during and after the game is very important.

19. HEALTHY EATING & HYDRATION

Nutrition is important and will help you to achieve maximum performance on the sporting field. Eating the right food helps provide the nutrients required by the body for good health and assists in providing energy in meeting the physical demands of umpiring.

20. QUESTIONS TRUE / FALSE

True or False – How well do you know the Rules?

Answer the following questions true or false to see how well you know your basic rules.

1. A player can only get a free kick awarded to them if their opponent deliberately breaks a rule of football. **True / False**
2. Field umpire has a ball up, the ruckman punches the football over the boundary line on the full, the field umpire signals a throw-in to the boundary umpire, is this correct? **True / False**
3. The ball is kicked over the goal post; the goal umpire signals a behind is this correct? **True/ False**
4. A player has a set shot on goal after the siren. The player decides to play on around their mark. The umpire should bring them back and let them have another shot. **True / False**
5. A defending player (Fullback) has kicked the ball back into play before the goal umpire waved his/her flag, but has already signalled a behind. This is acceptable under the laws of Australian Football. **True / False**
6. A player kicks the ball down field and about 2 seconds after is pushed firmly in the back. The umpire should bring the free kick back to where the player was pushed. **True / False**
7. A player takes a spectacular mark, but in doing so uses both hands on the back/shoulders of the player in front. Because it was such a great mark the umpire should call it a mark. **True / False**
8. Player **A** gets hit high and the ball goes to ground, field umpire blows their whistle and pays the free kick, as the ball went to ground, player **A**'s team mate picks up the ball and proceeds to run with the ball. The field umpire has called and signalled the advantage. The player now has decided to stop; can the field umpire bring the ball back to the original spot? **True / False**
9. A player takes a mark in the goal square, but right on the goal line and virtually next to the goal post. Because the mark is in the square, the umpire should line the player up directly in front. **True / False**
10. Player **A** pushes another Player **B** in the back. As the umpire blows their whistle, player **B**, who was pushed, retaliates and knocks player **A** to the ground. The field umpire should reverse the free kick that was going to award player **B** and give it to player **A** who infringed first. **True / False**
11. A player is lined up behind the mark by the field umpire for a shot on goal... The defending players all line up about 3 metres away to ensure he doesn't play on. This is acceptable defensive positioning? **True / False**
12. The ball is above the boundary line and the boundary umpire allows the play to continue is this correct? **True / False**

TOTAL OUT OF 12

21. AFL UMPIRING DEVELOPMENT PATHWAY



*Thank you for participating in the Basic Umpires Course
If you require further information or want to know how to get started please contact the following:*

*Mark Mounsey
Director of Umpiring/Field Umpires Coach
Southern Umpires Association
<http://www.sua.org.au>*

www.afl.com.au