

**Midlands Region Hockey Umpiring
Association**

The Aerial Pass

&

The Ball In The Air

2015

Overview

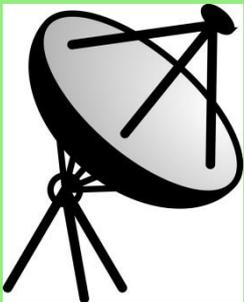
- **Managing the Aerial Pass**
- **Judging Danger from the Ball in the Air**

Managing the Aerial Pass

Identifying the Management Trigger

The player on the ball moves their centre of gravity backwards and down in order to lift the ball quickly.

Start your Management Check List



Phases of the aerial pass

Safe on the way up – check 1:

- Lifted from a Free Hit

Opposition should be 5 metres away so safe unless danger is caused by poor skill

- Lifted from open play

Was an opposition player closer than 5 metres and in line with the flight of the ball?

Was legitimate avoiding action necessary? If so, blow for danger.



Phases of the aerial pass

Look immediately at the Landing Zone
– check 2:

- Who is in the 5 metre circle of the landing zone?
- Can you identify the intended receiver?



Phases of the aerial pass

As the ball comes down there are **5** possible outcomes – check 3:

❖ **Can you list what they are?**

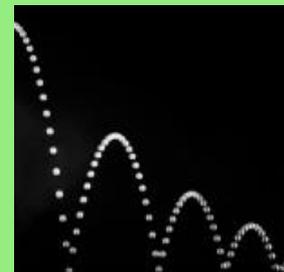


Phases of the aerial pass

Outcome 1.

The ball is going to land in space. No players are in the Landing Zone

- **Decision – Play on but watch that after the ball bounces no player from either side makes the situation dangerous.**



Phases of the aerial pass

Outcome 2.

A player or players from both sides are already in the Landing Zone.

Decision – Blow before the ball arrives in the Landing Zone and Free Hit to the side that did not put the ball up.



Phases of the aerial pass

Outcome 3.

A player is in the Landing Zone and all other players are outside the 5 metre area. No one encroaches.

Decision – Manage the status quo and play on.



Phases of the aerial pass

Outcome 4.

An opposition player is within 5 metres of the intended receiver and encroaches further or does not try to move away.

Decisions

- Blow early for a Free Hit to the receiving player
- **THINK SAFETY FIRST**
- But if a good advantage is possible, play on to see if it develops. If not, go back to the Free Hit and Manage and Communicate “Why” you have gone back.

Phases of the aerial pass

Outcome 5.

An opposition player, outside the 5 metre zone, stops and controls the ball safely with the stick above the shoulder.

Decisions

- The player with the high stick now becomes the intended receiver and so the 5 metre zone repositions to recognise this.
- The ball has further to come down so that the player must be allowed more time to control the ball onto the pitch. Opposition players have to stay disengaged for longer.

Notes on Option 5



Be aware of players jumping into the line of the aerial too close to the intended receiver to try to take the advantage. This is dangerous.

If a player jumps to reach the ball and gets an edge on the ball it can fly dangerously. That player made the play dangerous and should be penalised.

Finally



Always be aware of the skill levels of the players taking part in your game. What is acceptable in a faster more skillful game may be dangerous in a slower less skilled game.

Judging Danger from the Ball In the Air

What do we have to consider?

- How fast is the ball travelling?
- How far away are the other players?
- How high is it?
- Are the players skilled enough to deal with it?
- Is it in the air as a result of a practised skill or an uncontrolled action?



Judging Danger from the Ball In the Air

How fast is the ball travelling?

A hit or a drag flick travels much faster than a push or a ball being moved by a player in possession.

A player has more time to move out of the way or be able to adjust and play the ball at lower speeds.

At these lower speeds, a ball hitting another player is unlikely to cause damage and so is not dangerous

Only the vulnerable areas of the body such as the lower abdomen or the head are of concern.

Judging Danger from the Ball In the Air

How far away are the other players

Players further away from the striker have a better chance of judging the path of the ball and reacting.

Younger and fitter players can react more quickly.

Games in higher quality leagues played at a faster pace train players to reduce their reaction time so making faster balls less dangerous.



Judging Danger from the Ball In the Air

How high is the ball flight.

A ball striking an opponent below the knee is usually considered as a foot and not a free hit for danger.

A ball hit into a **busy** circle - above the height of the stick head when it is on the floor - is considered as dangerous.

A shot on goal from the top of the circle directed through players above knee height is dangerous. If the shot maker is closer to the goal than the penalty spot, the advantage moves from the defence to the attack.

Judging Danger from the Ball In the Air

Are players skilled enough to deal with the ball in the air?

Coaching and training methods are now encouraging the development of 3 - D skills by players at a young age. Lifting the ball over a flat stick and being able to deal with aerial balls more safely are 2 examples.

Elite players have the skill to stop or control a ball hit towards them in the air. Distance away and speed are crucial. Can you allow the player, potentially in danger, the chance to take advantage of the turnover?

Judging Danger from the Ball In the Air

Is the ball in the air as a result of a practised skill or an uncontrolled action?

A raised hit must be judged explicitly on whether or not it is raised intentionally. It is not an offence to raise the ball unintentionally from a hit unless it is dangerous.

This must be a judgement on behalf of the umpire who should read the intent of the player by their body language.

A risky or uncontrolled action should always be penalised for danger.



WHAT DO THE RULES SAY?

Page 24, Rule 9.7

Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height including above the shoulder unless this is dangerous or leads to danger.



WHAT DO THE RULES SAY?



Page 24, Rule 9.8

Players must not play the ball dangerously or in a way which leads to dangerous play.

A ball is considered dangerous when it causes legitimate evasive action by players.

WHAT DO THE RULES SAY?

Page 25, Rule 9.9

Players must not intentionally raise the ball from a **hit** except for a shot at goal.

A raised hit must be judged explicitly on whether or not it is raised intentionally. It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous. If the ball is raised over an opponent's stick or body on the ground, even within the circle, it is permitted unless judged to be dangerous.



WHAT DO THE RULES SAY?



Page 25, Rule 9.9

Players are permitted to raise the ball with a flick or scoop provided it is not dangerous. A flick or scoop towards an opponent within 5 metres is considered dangerous.

If an opponent is clearly running into the shot or into the attacker without attempting to play the ball with their stick, they should be penalised for dangerous play.

WHAT DO THE RULES SAY?

Page 25, Rule 9.10

Players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground.



Things to Consider & Remember

- ❖ What level is the game?
- ❖ How Young, Fit and Skilful are the players you are umpiring? This will affect how quickly they can react to Danger.
- ❖ What is the expectation of the players for them to have a safe enjoyable game? Do both teams feel the same?
- ❖ **Always remember that safety of the players is Paramount**

