

# EASTERN GOLDFIELDS HOCKEY ASSOCIATION INCORPORATED

## Umpire & Technical Bench

- *For Challenge Cups and Finals as opposed to the general weekly matches, time-of will be used.*
- *Time Off will be used for following.*

### 1. PLAYER INJURY TIME-OUT

- a. Umpires should ensure time-out is called with the appropriate signal
- b. No-one can enter the playing area unless called on by the Umpire for the treatment of the player, to assess/remove the player concerned from the field of play as soon as it is safe to do so.

### 2. GREEN CARD

#### Rule 14.1.b:

For any offence, the offending player may be warned and temporarily suspended for 2 minutes of playing time (indicated by a green card).

- a. if a field player receives a green card,
  - i. the Umpires stop the match (but not necessarily the time) to issue the card;
  - ii. if time has been stopped, the Umpires restart it immediately after issuing the card.
- b. If a goalkeeper or player with goalkeeping privileges receives a green card,
  - i. the Umpires stop the time and re-start it immediately after that player has left the field of play

### 3. YELLOW CARD

#### Rule 14.1.c:

For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card)

- a. If a field player receives a yellow card,
  - i. the Umpires stop the match (but not necessarily the time) to issue the card;
  - ii. if time has been stopped, the Umpires restart it immediately after issuing the card.
- b. If a goalkeeper or player with goalkeeping privileges receives a yellow card,
  - i. the Umpires stop the time and re-start it immediately after that player has left the field of play
  - ii.

### 4. PENALTY STROKES

### **Rule 13.8**

Taking a penalty stroke:

- a. time and play is stopped when a penalty stroke is awarded
- b. all players on the field other than the player taking the stroke and the player defending it must stand outside the 23 metres area and must not influence the taking of the stroke

## **5. MATCH PERIODS**

### **Rule 5.1:**

A match consists of two periods of 35 minutes and a half time interval of 5 minutes.

**Exception** – Junior Boys J9 to 12's

A match consists of 4 periods of 15 minutes with 3 Minutes interval between quarters & half-time interval of 5 minutes.

## **6. UMPIRE SIGNALS GUIDENCE**

### **Start & Stop Game Timing per umpire guidance 4.1**

- a. Start time: turn towards the other umpire with one arm straight up in the air
- b. Stop time: turn towards the other umpire and cross fully-extended arms at the wrists above the head

### **Personal Penalty Times**

Yellow Cards - Please provide clear signals for the Technical Bench and the other Umpire of time.

- a. Five Minutes - Hold hand up with a spread of five fingers
- b. Ten Minutes - Hold hand up showing a clenched fist.

Technical Bench ensure are aware, give a confirmation of signal received.