



JOB DESCRIPTION – JUDGE

1. PREAMBLE

The judges are appointed to a tournament by the F.I.H. and one judge is appointed by the T.D. to each of the matches in order to assist the T.O. on duty.

2. BRIEFING MEETING

All judges are required to attend the pre-tournament meeting for judges. The T.D. will advise the date, place and time of the meeting which will normally be held the day before the opening matches.

3. CHECK LIST PRIOR TO DEPARTURE FROM THE HOTEL

- 3.1 Check your personal equipment, which ideally should include a F.I.H. standard stick ring, a stopwatch and a whistle, apart from the necessary pen, pencil, writing pad, etc.
- 3.2 Check your clothing, either wearing the official tournament uniform, if provided, or the F.I.H. uniform, if so entitled, or a suitable blazer.
- 3.3 Ensure you take with you your accreditation card and a copy of the appointments sheet, tournament regulations and current "Rules of Hockey" Booklet.
- 3.4 Protective clothing may be desirable depending upon weather conditions prevailing, i.e. rain wear or anti-sun gear.
- 3.5 Take the official transport from the hotel to the stadium at the time stated to arrive at the match venue, about 30 minutes prior to the start of the match. If you leave by other means or depart earlier, then first advise the hotel hockey desk or transport officer so that he is aware of your movements and can mark his departure chart accordingly.

4. DUTIES UPON ARRIVAL AT VENUE

- 4.1 Report to the T.O. on duty at the technical officials' table 20 minutes before the start of the match. Check the availability of the medical doctor on duty and the stretcher, splints and stretcher-bearers and the whereabouts of same.
- 4.2 Ensure that the colours of the players clothing and umpires shirts are as per the appointment sheet and that there are no clash with the colour of the ball boys shirts and also that the goalkeepers are wearing a shirt of a distinctive colour with numbers on both the front and back.

- 4.3 Ensure that players are wearing shoes which are not green and preferably - compulsory as from 1.1.1998 onwards - of a dark colour and goalkeepers pads and kickers not green and preferably - compulsory as from 1.1.1998 onwards - of a dark colour).
- 4.4 Ensure that the advertisement regulations are obeyed.
- 4.5 Check that the F.I.H. flag is flying.

5. DUTIES AT TECHNICAL OFFICIAL'S TABLE

- 5.1 Check the table equipment to include 3 stop watches, 2 hooters, coloured arm bands with small safety pins or ribbons, writing pads, pens, pencils, 2 F.I.H. official stick rings, template for checking the goalkeepers' hand protectors and pads, 3 copies of the match report and (if relevant) of the penalty stroke competition report, copy of tournament regulations and doping policy, 2 spare whistles, 2 sets of umpires cards (green, yellow and red). Check whether a set of substitution boards (numbered 1-16) is available at each team bench.
- 5.2 Check the availability of F.I.H. approved balls with a spare ball to be kept at the technical official's table.
- 5.3 Check the stop watches and clocks prior to the start of the match and announce when there is one minute to the commencement of the match. Check the hooter in operation.
- 5.4 If required, provide each team manager with an appropriately contrasting coloured captain's armband with a small safety pin or ribbon to be worn by the captain during match.
- 5.5 Forbid any practicing on the field of play before the match, unless otherwise agreed upon during the pre-tournament briefing meeting.
- 5.6 The T.O. on duty will allocate the duties to include the operation of the electronic clock, if available, and stopwatch time as well as match report recordings.
- 5.7 Check the players' sticks with the 2" F.I.H. official ring. First check all spare sticks in the stick rack and then, approximately ten minutes, before the match is due to start, give the signal to the umpires to line up the teams on the field of play and check all sticks plus the goalkeepers equipment (i.e. hand protectors, pads and headgear (no dangerous edges).
- 5.8 Any stick not passing through the 2" ring and/or any non regulatory goalkeeper's equipment must be notified to the relevant team manager and placed under the technical official's table for the duration of the match.
- 5.9 Make sure that all players entering the field of play for starting the match are properly numbered and dressed (shirt tucked in, socks up with shin guards worn inside with any additional item of clothing of the same colour as the adjoining corresponding piece of clothing - not blood stained clothing,

6. DUTIES DURING THE MATCH

- 6.1 Take time stoppages from umpire's signals including for penalty strokes.
- 6.2 Check the number on the shirts of the players starting the match against those marked off on the match report and advise the T.O. on duty whether anything is correct.
- 6.3 Register on the match report the time-on of substitute players, all goals and umpires cards with the number of the player and the time of play. Goals should be marked 'FG' for a field goal, 'PC' for a goal scored directly or indirectly from a penalty corner and 'PS' for a penalty stroke conversion.
- 6.4 Control the team benches for persons seated (maximum 8 plus the registered medical doctor) and prevent vocal communications directed to the Technical Officials seated at the table, umpires and players of the opposing team.
- 6.5 Prevent any unauthorised entry onto the field of play.
- 6.6 Control the player substitutions, if so directed by the T.O. on duty - No player going in is to enter the field of play until the player he substituted has left it. - No player with an injury causing bleeding, unless adequately covered, or wearing bloodstained clothing may enter the field of play.
- 6.7 Sound the hooter for half time at the count down of the T.O. on duty.
- 6.8 Supervise the half time field of play watering if so directed by the T.O. on duty.
- 6.9 Ensure that players leave their sticks and the goalkeepers their hand protectors and headgear at their team bench if going to the changing rooms at half time.
- 6.10 Sound the hooter at full time under same procedure as at half time, zeroing the watches immediately thereafter.
- 6.11 If a penalty stroke competition is played then you may enter the field of play and assist the T.O. on duty and umpires at their direction. Check that only the five stroke takers and the goalkeeper of each team enter the field of play and that the stroke takers remain behind the 23 meters line and then come forward in the correct sequence in the first round, sending the players one by one. If a second series is required the players may go forward in a revised sequence. The goalkeeper has to wear a headgear when defending the goal.

7. DUTIES AFTER THE MATCH

- 7.1 Check the match report entries or copies with those of the T.O. on duty.
- 7.2 Supervise the signing of the official match report by the team managers, umpires and sign then it yourself.
- 7.3 Collect all table equipment including the captain's armbands or ribbons.

- 7.4 Return any rejected sticks and/or goalkeeper equipment to the team manager concerned.
- 7.5 Only leave the table when authorised to do so by the T.O. on duty.
- 7.6 If an appeal is lodged, make a personal note of your own views upon the incident, as it may be that you will be called upon to give evidence.
- 7.7 Leave the stadium and return the table kit to the tournament secretary.
- 7.8 Refrain from commenting on the umpiring to persons other than the T.D.