



## Boundary Umpiring Basics

### How to setup at the start of each quarter:

- *At the start of the game and after half time, walk to the centre of the ground beside each other, behind the Field Umpires and in front of the Goal Umpires*
- *Warm-up (at least two laps of the centre square)*
- *Stand on the centre circle facing each other, with backs to a corner*
- *Run backwards a couple of paces, then turn and run to your corner*
- *Approx five metres from the corner, turn and run backwards to the corner*

### Running in general play:

- *Don't run inside the "Tram Lines"*
- *Do take shortcuts where you can*
- *Try and read the play, predict who's going to mark the ball etc.*
- *Stay on the line when play is near your boundary line*
- *Try and stay 10 metres from play down the line*
- *Keep your eye on the ball*

### Centre Square:

- *Be alert for any player that enters the square after the Field Umpire is set*
- *Watch for players pushing other players into the square*
- *As soon as the Field Umpire bounces or throws the ball up, move away*

### Decisions:

- *Be confident*
- *Strong whistle and signals – Blow, show, go*
- *Look to the Field Umpire*

### Ball Relays:

- *Work as a team*
- *Take turns on the long run*
- *Collect the ball as quickly as possible*
- *Person on the long run wait just near the top of the goal square*
- *Avoid running near large packs of players*
- *Run a couple of metres apart – it makes passing the ball easier*
- *Make the pass as easy to catch as possible*
- *The person that collects the ball, runs to the nearest corner on their side*
- *On the long run:*
  - *run hard through the centre*
  - *pass the ball to the Field Umpire*
  - *run to the far corner on your side*
  - *run the last five metres backwards into the corner*
- *Work as a team*