



COMMUNITY UMPIRES TOOLKIT

UMPIRE TRAINING MEMORY GAME

GAME RULES

PLAYERS

2+

Mix up the cards and place them face down on a flat surface. The first player turns over two cards. If these do not form a question and answer pair, they are returned to their original face down position and the next player turns over two cards.

When a question and answer pair of cards are turned up together, they are then removed from the rest of the pack.

Set a time limit, or continue until all cards are paired up. Each pair gained counts as one point.

Success will come if you can memorise where the cards are placed so that you can match up the question and answer.

THE SANCTION FOR

- Contact
- Obstruction

PLAYING AREA

For GS or GK.

OBSTRUCTION

Penalty Pass with the infringer standing beside and away from the playertaking the sanction so as not to impede this player in any way.

DEFENDING WITHIN

0.9m from the first grounded foot of the player with the ball.

REGROUNDING

The first landed foot while holding the ball.

HOLDING THE BALL

For 3 seconds or more.

A FREE PASS

THE HAND SIGNAL

Which shows the team to take the pass.

PENALTY PASS

PENALTY PASS

THE SANCTION FOR

- Stepping
- Replayed Ball
- Held Ball
- Over a Third
- Offside

PLAYING AREA

For the Centre

CONTACT

Penalty Pass with the infringer standing beside and away from the player taking the sanction so as not to impede this player in any way.

SHORT PASS

When a player passes the ball there must be sufficient space for an opposing player on court to be able to intercept the ball with a hand as it moves from the hands of the thrower to those of the receiver.

PLAYING AREA

For WA and WD.

THE INFRINGER

Must stand beside and away from the player taking the sanction so as not to impede this player in any way.

STEPPING

Free Pass to the opposition where the stepping (infringement) occurred.

REPLAYED BALL

Free Pass to the opposition where the infringement occurred.

FOOT ON THE LINE

Foot on the line when throwing in. Throw In to the opposition.

PUSHING

An opposing player in a way which interferes with the play of that opponent.

ROLLING THE BALL

To oneself to
gain possession.

OFFSIDE

Free Pass to the opposition where the Centre was offside.

THE BALL GOES OUT OF COURT

A THROW IN

To the opposition
outside the Court close
to the line where the
ball crossed it.

BALL PASSED OVER A THIRD

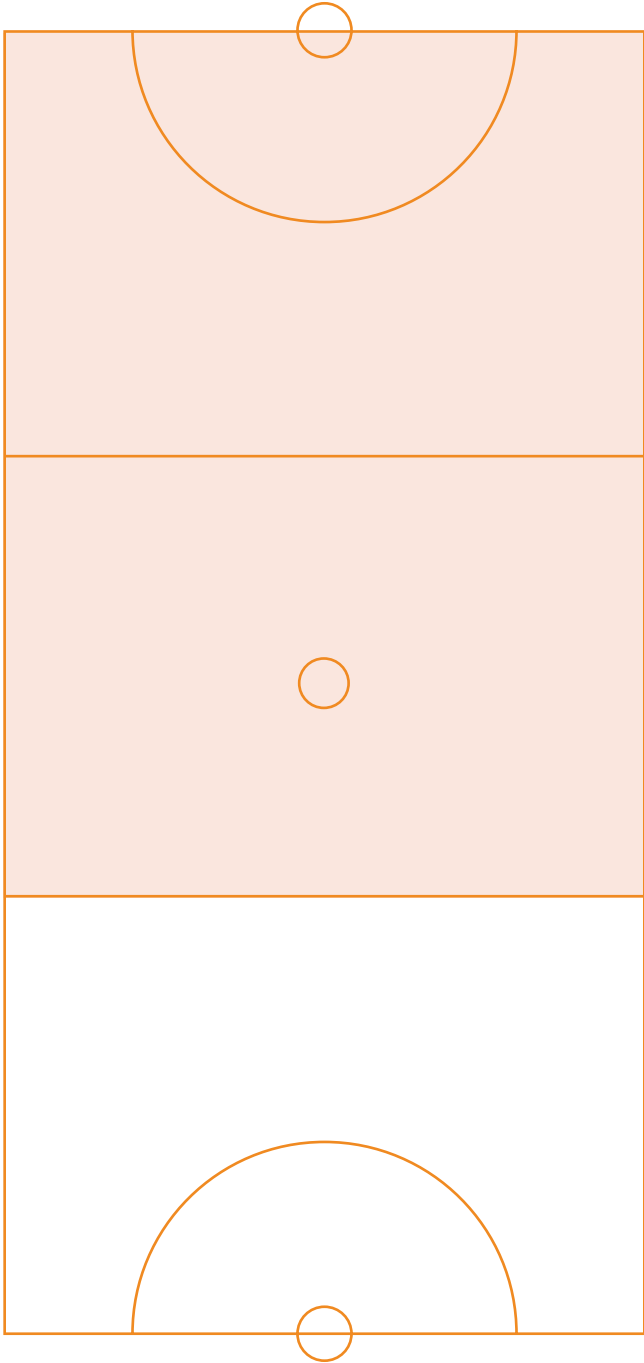
Free Pass to the opposition in the Goal Third near where the ball crossed the line before being caught.

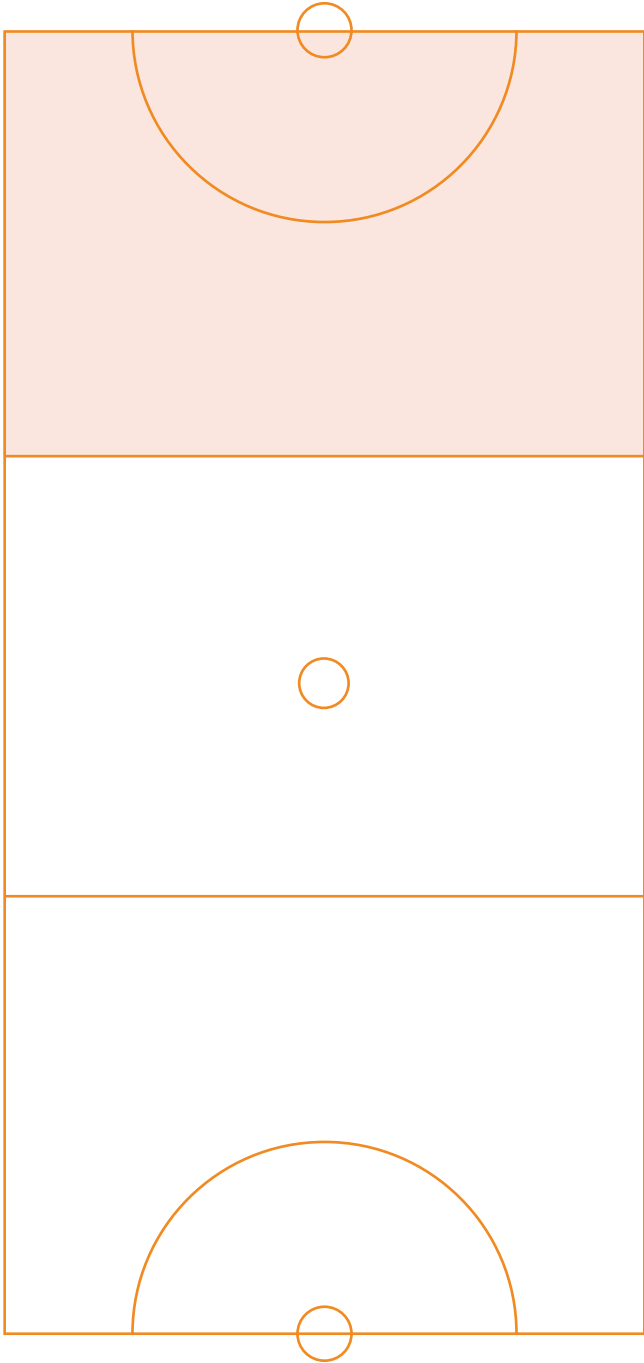
PLAYING AREA

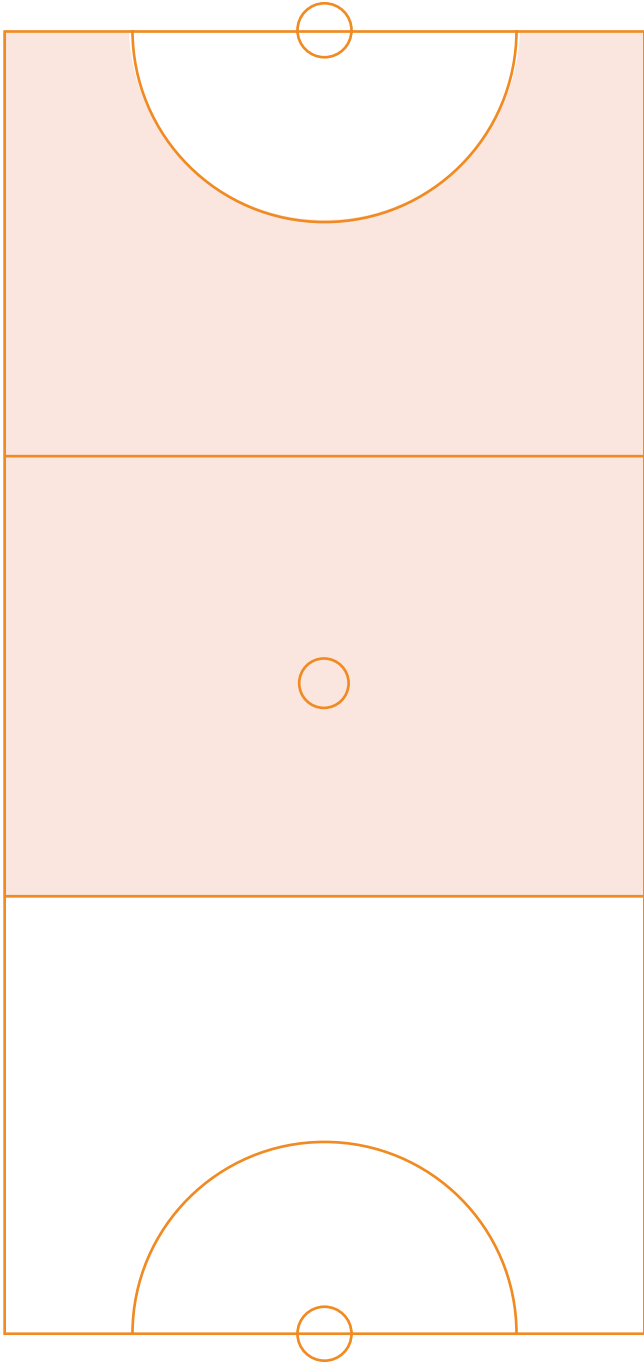
For GD or GA.

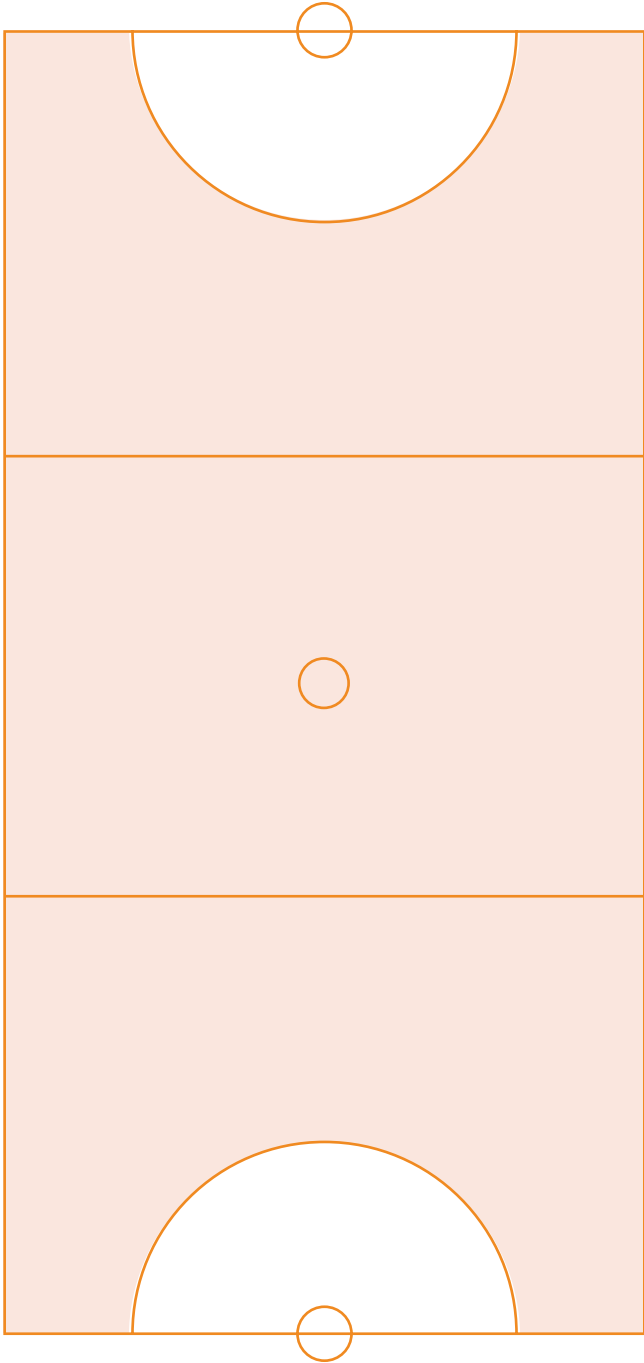
HELD BALL

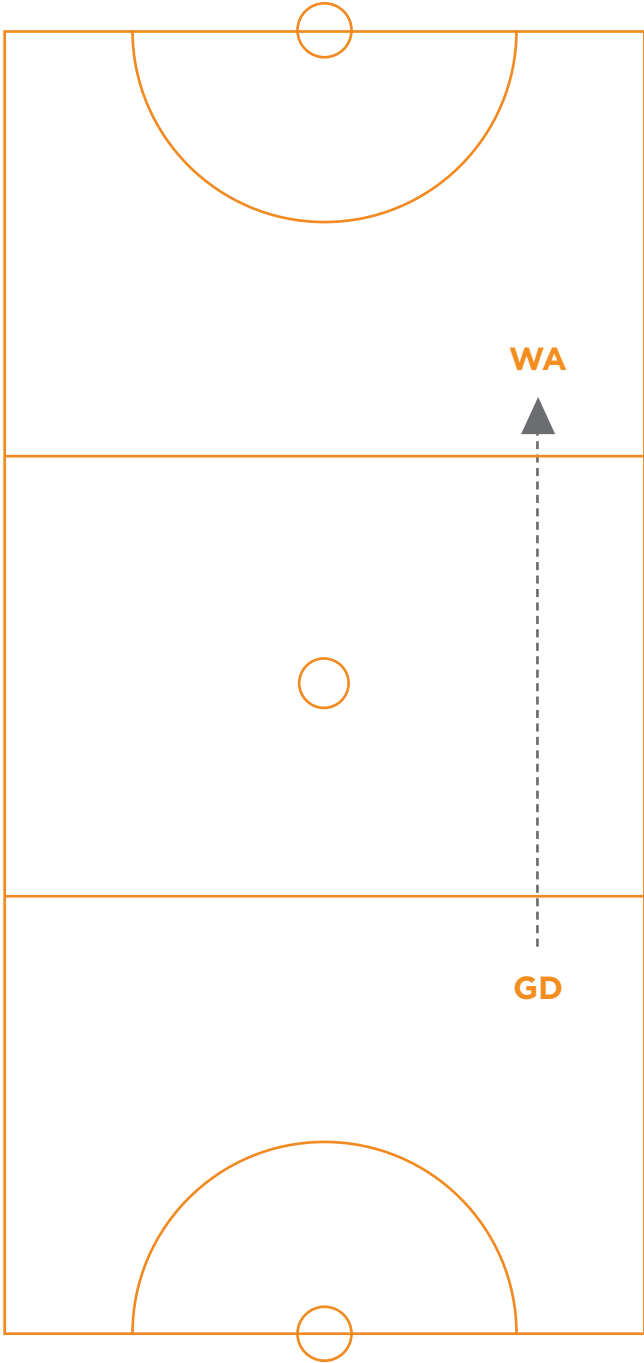
Free Pass to the opposition where the infringement occurred.

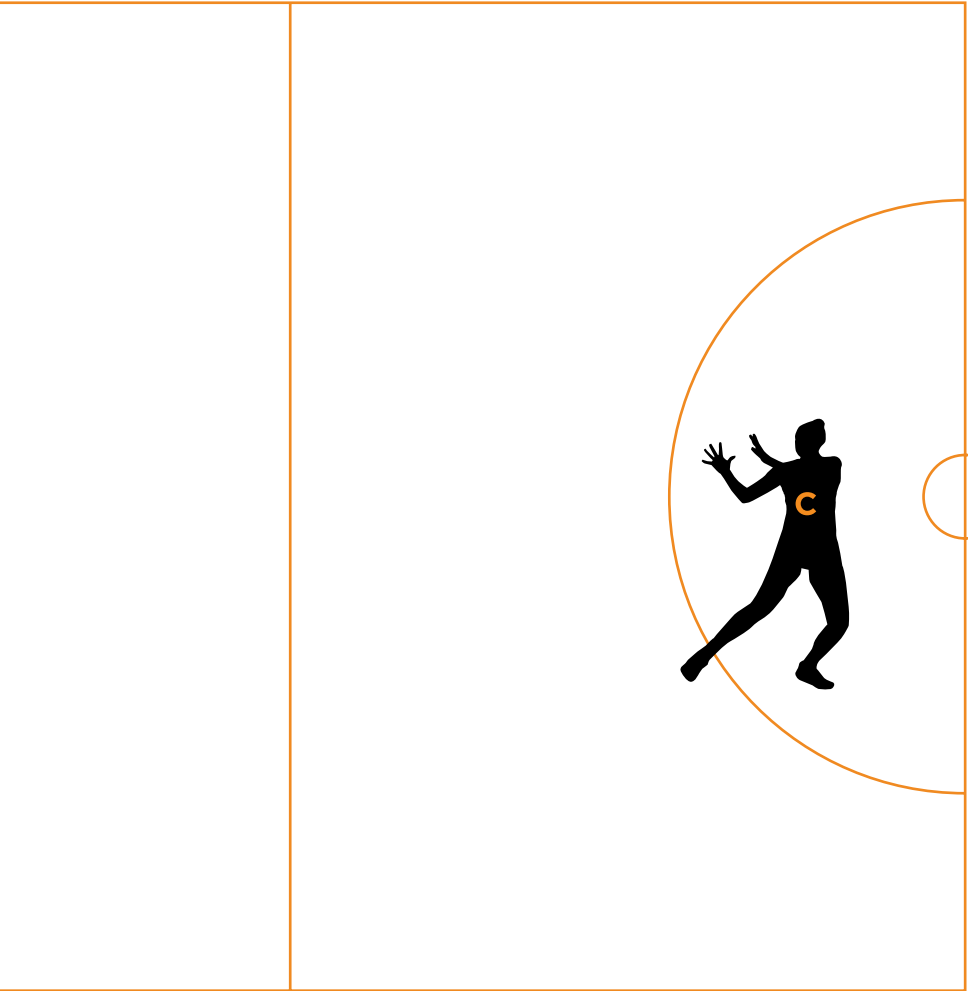


















ARM POINTED
TOWARDS ONE
GOAL LINE