



# OBSTRUCTION

## RULE REFERENCE

7, 12

## RELATED SANCTION AND ACTION

Penalty Pass

## ACTIVITY OBJECTIVE

To provide umpires with the opportunity to apply the **Obstruction** rule in a games-based activity.

## AREA REQUIRED

Your choice of indoor or outdoor playing area.

## EQUIPMENT REQUIRED

1 x Rule Book per umpire

1 x Whistle per umpire

1 x Stopwatch

1 x Set of patches or bibs

14 x Coloured cones

## 10 MINUTES DURATION

### WHAT TO DO

- From the Centre Circle, randomly place seven sets of cones, in pairs, at varying distances around one half of the Court -some at exactly 0.9m (3ft), some less than and some more than.
- Ask the group except for one (the umpire) to pair up.
- Each pair is to stand at a set of cones facing one another.
- One person in each pair is to wear a patch/bib. The patches/bibs are the attacking team.
- The umpire is to take up their position on the side of the Court, controlling the half where the cones are laid out and the participants are standing.
- Starting with a Centre Pass, the umpire blows their whistle and uses the correct hand signal to indicate the start of play.
- The attacking team, who must remain stationary at their cones, throws the ball around in any direction they like, ensuring that each attacking player has caught the ball once. Attackers must pass the ball within 3 seconds.
- Each time the attacking player has caught the ball, the defending player (the player without the patch/bib) must put their arms up to defend the pass, again remaining stationary at their cone.
- At the same time, the umpire moves up and down the Sideline and onto the Goal Line, attempting to be in the best position to see the player with the ball and their defending player.
- Each time an attacker catches the ball, the umpire must make one of three calls — 'short', 'long', or 'correct' — in relation to the distance between the attacker and the defender.
- Once the last attacking player has caught the ball and the umpire has made their final call, they blow their whistle to indicate the end of play.
- Select another umpire from the group and start again.
- After all umpires have had a turn, the umpire who has the most number of correct calls wins.
- Use the **Ask the Umpires** questions to promote further discussions around the rule and reinforce the most important aspects of the learning by referencing the **Umpire Coaching Tips**.
- Always finish each training session with the **Quick Quiz** section.

### ASK THE UMPIRES

- How does positioning affect your ability to judge defending distance?
- If the player with the ball decides to step forward, backward or sideways onto the other foot, is the distance for Obstruction still measured from the spot where the landed foot was, even if this is lifted from the ground in the stepping movement?

## UMPIRE COACHING TIPS

- Remember that Obstruction must also be judged with reference to 3 seconds and the footwork skills of the thrower.
- The Sanction for Obstruction is a Penalty Pass.
- Sanction is taken where the infringer was standing unless this places the non-infringing team at a disadvantage.
- The infringer must move quickly to the position indicated.
- The infringer must stand beside but away from the player taking the penalty pass so as not to impede that player.
- The infringer must remain in this position and not move or take any part in play (including verbal comments) until the ball has been released.
- Understand that there is a distance of not less than 0.9m that is measured from the nearest foot of the defending player to:
  - The nearest part of the landed foot of the player with the ball,
  - The nearest part of the landed foot the thrower uses to pivot on,
  - The spot on the ground from which the landed foot was lifted, or
  - The nearer foot of the thrower who lands simultaneously on both feet and does not move either.
- Defending has two aims:
  - Attempting to prevent the opponent from throwing or moving in the direction desired.
  - Attempting to intercept the pass.
- Be aware of a player with the ball who shortens the distance. Know that if the defending player takes up the correct distance from the original landed foot, they do not have to readjust their defending position.
- Understand that a defending player may take up the correct distance prior to or after a player with the ball shortens the distance.
- When a Penalty Pass is awarded, the Sanction is 'set' when the player taking the Penalty Pass is positioned correctly with the ball and the infringer is also positioned correctly. 3 seconds is measured from the time both players are in position.



Refer to the instructions within the Starter Guide

## OBSTRUCTION: QUICK QUIZ

1. A player is within a distance of 0.9m (3 ft) of an opponent without the ball. Would the player be penalised for Obstruction if outstretched arms were used to:

*Deflect or catch a pass?*

No

*Deflect or catch a fake pass?*

No

*Obtain a rebound from an unsuccessful shot at goal?*

No

*Signal momentarily for a pass?*

No

*Signal momentarily to indicate the intended direction of movement?*

No