



OBSTRUCTION

RULE REFERENCE

7, 11

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 Whistle per umpire

1 x Ball per pair

1 x 0.9m (3 ft) stick or measuring tape

10-15 MINUTES DURATION

WHAT TO DO

- Ask the group, except for one (the umpire) to pair up and spread out across one half of the Court.
- Provide each pair with a ball.
- Number each set of pairs, starting with one for the pair closest to the Centre Circle and so on.
- The 'umpire' is to take up their position on the side of the Court, 'controlling the half' where the participants are standing.
- The umpire blows their whistle and uses the correct hand signal to indicate the start of play.
- As the whistle is blown, the player with the ball in pair one throws the ball up in the air and catches it. At the same time, their partner attempts to intercept. If they are unsuccessful, they are to recover and step back to 0.9m (3 ft) and put hands up to defend.
- The umpire is to assess the defending distance, in relation to the nearest part of the landed foot of the attacking player and the nearer foot of the defending player, and either:
 - Call out loudly ('correct' indicating that the distance is good, or
 - Blow their whistle, call Obstruction, and use the correct hand signal to indicate that the distance is short.
- The umpire has up to 3 seconds to make their decision.
- Pairs are to remain stationary in their attacking and defending positions until the end of the activity.
- As soon as the umpire has made their call, the player with the ball in pair number two is to throw their ball up in the air and the process is repeated.
- The umpire is to have repositioned along the Side Line or Goal Line (depending on the best positioning to be in to judge the distance) and again make their call.
- Continue until the umpire has made a call for every pair.
- Once the umpire has made their final call, they blow their whistle to indicate the end of play.
- Using the 0.9m (3ft) stick/measuring tape, measure the distance of each pair. The umpire is awarded one point for each correct decision.
- Select another umpire from the group and start again.
- The umpire with the highest 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 the correct defending distance?
- What is the Sanction for Obstruction?
- Where is the Sanction taken?
- Who is allowed to take the Sanction?
- Does anyone need to stand out of play?
- What are the hand signals for Obstruction?

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 sanction 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 the correct distance of 0.9m (3ft) is measured from the nearer foot of the defending player to:
 - The nearest part of the landed foot of the receiver, or
 - The nearest part of the landed foot that the thrower uses to pivot on, or
 - The spot on the ground from which the nearest part of the landed foot was lifted, or
 - The nearest part of 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

1. An attacking player catches the ball in the air and lands on both feet simultaneously. If the defending player wishes to take up a correct position from the attacking player with the ball, from which foot of the attacking player should the distance be judged if:

The attacking player remains grounded on both feet?

A. Whichever is the nearest part of the nearer foot of that player to the nearer foot of the defending player.

The attacking player pivots on the right foot and steps forward with the left?

A. The nearest part of the right foot.
2. During an attempt at interception a defending player jumps from the correct distance from the player with the ball and lands close to that player. The defending player's body interferes with the throwing motion.

Name the infringement

A. Obstruction

State the Sanction if the incident occurred in the Centre Third

A. Penalty Pass

State the Sanction if the incident occurred in the Goal Circle.

A. Penalty Pass
3. A defending player has taken up a defending position at the correct distance from the player with the ball. May the defending player remain at that position and attempt to intercept if the player with the ball lessens the distance between them?

A. Yes

