

Criteria for passing the Intermediate Practical Evaluation

DESCRIPTION

The Intermediate umpire shall be able to umpire on behalf of his/her club at competitive inter-club or senior games. They should begin to umpire inter-provincial junior games.

SECTION I: CONTROL OF THE GAME

The umpire shall:

- Demonstrate reasonable control over a competitive inter-club or senior game.
- Have a good knowledge of the official rules and apply them in a game situation.
- Concentrate on the game at all times and be prepared to give a ruling on play in the other umpire's area of control if necessary.
- Blow the whistle with minimal delay; when penalizing infringements, when signaling a goal has been scored, when the ball goes out of court, and at the moment he/she releases the ball for a toss-up.
- Make out-of court rulings for the complete length of his/her own goal line and side line and umpire the actions of the players(s) defending the Throw-in.
- Umpire only in the areas of the court under his/her control.
- Have a voice and whistle which can be heard by the other umpire.
- Control the re-starting of play, without delay, after a goal has been scored in his/her half, and demonstrate knowledge of all rules governing the center pass.
- *Typically* use the correct hand signals for all rulings.
- *Typically* indicate the correct location where a penalty is to be taken from and when appropriate penalize the incorrect setting of penalties.
- *Typically* award and administer Toss-ups correctly.
- *Typically* award and administer Throw-ins correctly.
- *Typically* demonstrate very good positioning and movement, sidestepping and running where appropriate, staying off the court unless there is a reason to enter it.
- *Typically* use the correct terminology when penalizing infringements.
- *Begin* to demonstrate knowledge of the rules governing late arrivals, substitutions/team changes, and stoppages.
- *Begin* to demonstrate knowledge of the rules governing the discipline of players.
- *Begin* to recognize infringements away from the ball.
- *Begin* to apply the advantage rule.
- *Begin* to apply the rules governing game management and discipline

SECTION II: INTERPRETATION AND APPLICATION OF THE RULES

The Umpire shall:

- Recognize most Contact.
- Recognize most Obstruction.
- Recognize most Footwork.
- Recognize most infringements of the rules governing Playing the Ball.
 - Held Ball
 - Over a Third
- Recognize most Offside.
- Recognize obvious infringements of the rules governing Scoring a Goal.
- *Typically* award the correct penalty with minimal delay.