



**Here is everything you need to know about YUP!**

YUP! is about giving you the confidence to umpire the game of hockey at a pace you are comfortable in doing so. YUP! allows you to work through three levels of competency, so that you can umpire games for Year 3 & 4 through to 11-a-side games. The YUP! programme was also designed to prepare Association umpires for Hockey New Zealand’s Junior and Community Badge accreditation. YUP! is your starting platform for this pathway, one that can be very exciting and aspirational to be on.

There are three levels of YUP!:

- Level 1 – competent in quarter field hockey (Mini Sticks and Kiwi Sticks Development)
- Level 2 – competent in half field hockey (Kiwi Sticks and Kwik Sticks half field competitions)
- Level 3 – competent in full field hockey (Kwik Sticks and Secondary School competitions)

To achieve the above levels (and corresponding badges) you are required to umpire consistently through a seasonal competition, with mentors reviewing and marking you on key indicators through your game.

You have been issued a notebook to track your progress through the programme and to set goals for each game you umpire. Each week you will need to ensure you bring your notebook (plus your supplied umpiring kit) and you are required to set one goal for yourself to work on during your appointed game/s. Your mentor each day will review this goal with you and talk to you about any other work on’s for you.

**Here is what you will be reviewed on:**

Mini Sticks/Kiwi Sticks Development			Kiwi Sticks/Kwik Sticks 6 a-side		
YUP Level 1		Y/N	YUP Level 2		Y/N
Match Preparation	Appearance/Dress		Match Preparation	Appearance/Dress	
	Movement/Mobility			Fitness	
Positioning	General Play		Positioning	Movement/Mobility	
	Keeping ahead of play			General Play	
	Attacking free hits			Keeping ahead of play	
Signalling	Long Corners		Signalling	Attacking free hits	
	Free Hits			Penalty Corners	
	Corners			Long Corners	
	Goals			Free Hits	
Whistling	16 yard hit		Whistling	Corners	
	Confidence			Penalty Corners	
Rules and Technical	Tone and variation		Rules and Technical	Goals	
	Removing danger			16 yard hit	
	Tackle situations			Confidence	
	Free hit management			Tone and variation	
	<b>TOTAL</b>	<b>/15</b>		Removing danger	
Mentor Name			Mentor Name	Tackle situations	
				Free hit management	
				<b>TOTAL</b>	<b>/18</b>

***Match Preparation:***

You will be required to wear your new YUP! umpiring shirt along with a black skirt/skort for girls and black pants/shorts for the boys. Please note during winter competitions boys will be required to wear black pants. Girls will be required to wear long black socks during winter competitions.

Fitness and Movement is very important, especially if you want to progress to higher level games.

***Positioning and Signalling:***

Over the course of YUP! you will learn about where best to stand on the field during various situations and the correct signals to use when managing the game.

***Whistle Tone:***

Whistle tone is an important part of the game and helps manage the game better.

***Rules and Technical:***

Rules and Technical elements of umpiring come with more experience and games. Mentors are there to help answer any questions and guide you.

At the end of each night of umpiring, you will be marked on the above with a Yes or No. And your goal is to achieve 80% of yes' consistently to achieve your badge at the end of the seasonal competition.

**When will I umpire?**

Each week a roster will be issued for all umpires across the Tuesday and Wednesday competitions. Umpires are expected to arrive 15 minutes earlier to find their mentor for the day and your partner umpire for your appointed game.

It is expected that umpires are available every week unless already advised.

Hawke's Bay Hockey appreciates that our umpires are also players and if you are umpiring the same night you play, we will try our best to roster you around these games.

It is recommended that if you haven't umpired before, that Wednesday night is a better starting point for you.

**How will I be communicated with?**

The roster will be emailed regularly to both YUP! participants and parents. However, if you are a user of Instagram please follow @andioninsta and she will add you to the insta group.

If you are unable to fulfil your umpiring duty you must let Andi Leydesdorff know in advance of your game.

**What's in my umpiring kit?**

- Whistle

- Penalty Cards
- Tossing Coin
- Pen
- Notebook
- Shirt

Your umpiring kit is unique to you, so feel free to decorate, label or write your name on it so it is easily identifiable. Don't forget to name your note book also.

### **What do I do when I arrive?**

Once you have found your Mentor and umpiring partner, you will need to report to the organisers desk to collect your match card and head to your pitch ready to take the field.

Due to the short turnaround of games during summer hockey, the coin toss will be done at the beginning of each game. The toss will be used to determine who starts the game and teams will remain as they are i.e. does not determine which way teams choose to play.

As a partnership you decide who will complete the match card as and when goals are scored, don't forget you need a pen for this!

Your games will be timed for you and a hooter will determine the beginning, the end of the first half and the end of the game. For the restart of the second half, when both teams are on the field you may start.

### **What happens next?**

At the conclusion of your game, please report to your Mentor to debrief and review your game. Once this process is complete, please drop the match card back to the organisers desk.

Congratulations on being a founding member of YUP! I am sure there will be a few teething issues as we establish and grow the programme but I am very excited to see the positive results of this initiative.

I wish you all the best as you begin your journey as an umpire, and look forward to the end of season prizegiving to celebrate your successes.

Best of luck  
Kaitlin Cotter  
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YUP! is proudly sponsored by



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