



## Boundary Umpiring



## Visual Signaling

Visual Signaling is a vital part of the boundary umpiring technique. It forms, however, only one part of one of the most important aspects of umpiring: communication. Visual Signaling is used as an indicator to the players, other umpires and, mostly, to the crowd of the boundary umpire's decision. However, the boundary umpire must always use his whistle in addition to his arm and body signals. Occasionally, voice signals are required of the boundary umpire, but not as often as for the field umpire.



### Out of Bounds (Throw-In)

The ball is out of bounds (meaning that it has completely crossed over the boundary line) having bounced or been touched prior to doing so.

The umpire raises his non-whistle arm outstretched and whistles firmly and loudly, facing himself towards the field umpire and waiting (looking and listening) for the field umpire's acknowledgement (which should come in the form of a whistle, a hand signal and a call to throw the ball in).

### Out of Bounds on the Full (1)

The ball has been kicked and passes entirely across the boundary without having been touched or hitting the ground. Also, the ball has hit the behind post on the full. Also, after a kick out only, the ball bounces across the boundary line without having been touched by any player.



### Out of Bounds on the Full (2)

The umpire brings both hands towards his mouth and blows hard and loud on his whistle, facing towards the field umpire (above)

Having completed his blow, both arms are then outstretched wide apart (left).

The umpire awaits the acknowledgement of the field umpire and, then, as soon as possible, (and if practicable in the circumstances) runs to the spot where the ball passed over the line and in a gentle stooping and pointing motion, indicates the spot for the mark to be taken.



## Throw In Technique

Throwing in of the ball by the boundary umpire is not an overly difficult skill; however it requires strength, timing and accuracy as well as a good bearing on where the umpire is on the ground!

Younger umpires might be well served, firstly, to bring themselves a couple of metres in from the boundary line so that the result of their throw places the play well away from the boundary line. The aim of the throw *must be towards the centre circle* and, hence, the umpire should find his bearings by looking there, before turning to face away from play.



### Preparation

The umpire cocks the ball in front of his eyes, with the lace facing him directly.

One hand (his natural hand) cradles the tip of the ball with the under part of his forearm forming a hold on the rest of the ball. The other hand sits on the opposite side of the ball and slightly to the left (for a right hander), giving the ball balance.

### Building Up the Power

Power and consequently height and distance of the throw is gained by a good bend of the knees, thereby allowing a substantial part of the umpire's body weight to be placed behind the throw.

The guiding hand comes apart and goes wide for balance. The knees bend; the umpire part squats. The umpire's weight moves to the ball of his feet. The ball lowers with the holding hand moving from behind to under the ball, ready for the thrust and release.



### The Throw

The umpire comes out of his part squat in a springing action, thereby bringing lots of strength to the throw about to be done.

The ball gradually is controlled-rolled from the inside forearm and palm to just the palm of the hand and ultimately the fingers for release.

Immediately on release, the fingers are whipped or flicked to give extra strength and rotation.

### The Release and Follow-Through

Like a good fast bowler in cricket or pitcher in baseball, the umpire follows through after releasing the ball. His back is, by now, arched, having sprung from a stoop to an arch to get maximum power into the throw.

His wrists and fingers have snapped the ball on release for extra power and rotation.

He settles himself down on two feet after the action and then turns on his toes to observe the immediate act of play afterwards.

A good throw should measure about 15m high and go 15m deep into play.

What have we missed in terms of signals? What about showing the mark? Tapping the post for the ball hitting the post from a set shot? Touched off the boot?

There is much more specialist boundary umpiring technical stuff that the writer couldn't even possibly contemplate writing, such as running skills, coordination with partner and goal umpires, returning the ball to the centre, running the white line (and when to cut the corners!), umpiring when the play is on the far side and many other topics. These will be brought to you later.



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