Holding the Ball Simulation

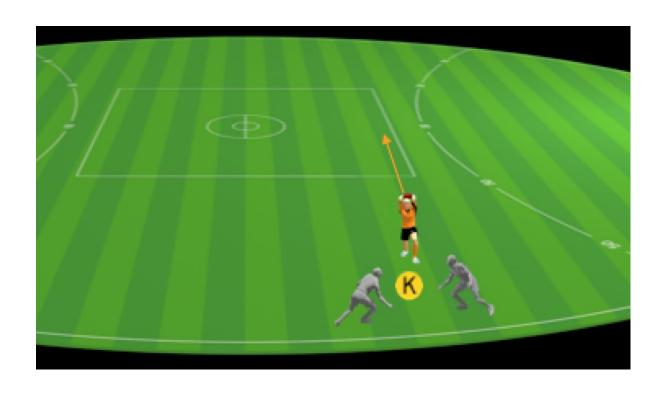


Learning Outcomes – Participants Will:	Adjudicate a holding the ball match simulation after a Field Throw Up.
Success Criteria – Participants will be able to:	 Conduct a Field Throw Up Adjudicate a ruck contest Spread from the contest to obtain appropriate distance from play Adjust position for a scrimmage in general play Adjudicate a holding the ball scenario Use change of pace to have presence into a Field Throw Up or Free Kick

Field Umpiring

Holding the Ball Simulation





Activity

- Groups of 5-6 participants
- Multiple groups running simultaneously
- 1. Umpire conducts Field Throw Up
- 2. Umpire spreads hard from ruck contest
- 3. Simulated scrimmage between players
- 4. Umpire positions and adjusts for play
- 5. Players enacted HTB scenario
- 6. Umpire adjudicates as required
- 7. Umpire triggers in and repeat
- Each Umpire does 2 throw ups and then rotate