



UMPIRING LOG BOOK

PERSONAL DETAILS

Name:

Address:

Phone number:

UMPIRING QUALIFICATIONS

Junior/Community Badge

Theory component: Yes / No Practical component: Yes / No

Date grading was awarded:

Level 1

Theory component: Yes / No Practical component: Yes / No

Date grading was awarded:

Level 2

Theory component: Yes / No Practical component: Yes / No

Date grading was awarded:

Level 3

Theory component: Yes / No Practical component: Yes / No

Date grading was awarded:



THINGS TO REMEMBER

- Always be punctual
- Have all your gear: whistle, shirt, trousers/skirt, stopwatch, pen and cards
- Position yourself well on the field
- Know and understand the rules – keep up with modern rule interpretations
- Ensure players safety
- To control each game you need to concentrate, be confident, consistent, clear, and firm
- Look to seek help and advice from fellow umpires

TOURNAMENT RECORD

Date	Tournament	Location



GAME DETAILS

Date:

Venue:

Team 1:

Team 2:

Co umpire:

Comments:

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Feedback from mentor:

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GAME SELF-EVALUATION

Fill out at completion of each match, before debrief with mentor

Presentation

(Pre-game routine, equipment, dress, whistle tone, signals, body language)

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Positioning and mobility

(Anticipation, circle, proximity)

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Co-operation and communication

(Assisting, eye contact, rapport)

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Control/management

(Whistle, cards, captains, timing)

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Decisions

(Danger, misconduct, injury, intent, tackling, 5m)

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TOURNAMENT GAME DETAILS

Date: Venue:

Team 1: Team 2:

Co umpire:

Comments:

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Feedback from umpire manager:

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TOURNAMENT GAME SELF-EVALUATION

Fill out at completion of each match, before debrief with umpire manager

Presentation

(Equipment, dress, whistle tone, signals, body language)

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Positioning and mobility

(Anticipation, circle, proximity)

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Co-operation and communication

(Assisting, eye contact, rapport)

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Control/management

(Whistle, cards, captains, timing)

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Decisions

(Danger, misconduct, injury, intent, tackling, 5m)

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