The Use of Radios or Radio Headsets
OHUA
Guidance for Umpires

The most important thing to remember when using radios is that they are an additional tool and if used correctly can help the umpiring team in a game. It is also important to note that they are not a replacement for existing communication skills you use with your colleague and how you manage players and coaches. Be aware that players, coaches and spectators close to you will hear what you are saying to your colleague. Equally, you will also hear what is being said to your colleague from those around them.

Things to do:

- advise the captains before the start of the game that you will be using radios to communicate with each other and ask them to let their respective teams know
- be aware that players may not have encountered umpires using radios before and may not understand how they are used
- you should still be communicating mainly with the players and not your colleague
- maintain eye contact with the players and make clear signals - just because you and your colleague know why you've given a decision you still need to communicate this to everybody else
- work towards achieving the right balance between talking too much and not utilising the tool
- concentrate on the game and not on the radios
- continue to take the time to come together to talk about game changing decisions

In the **pre-match chat** with your colleague agree how you're going to call offences. For example you might use "red foot" or "stick obstruction by attacker", whatever method you do it helps to decide on one method and try and stick to it.

You can also ask your colleague direct questions. This can be particularly useful if you haven't got the best possible view of play. If you think something might have happened on the far side of your D, but you're not sure, ask; "did you see an offence?”
If they tell you that there was a defenders foot inside the D, and you decided to give a penalty corner, make sure that you also establish eye contact with them and acknowledge their signal with a thumbs up. This demonstrates to the players that you are working as a team and if necessary you can tell the defenders that your colleague has seen the offence.

Finally, agree on what to do in the event that the **equipment fails** during the game. In some cases you may be able to hear your colleague but they may not be able to hear you. Agree on a **clear signal** that you can use which avoids you having to stop the game to advise your colleague.