

## Shootout Guidance

The two active umpires will be in the same positions for both the two- and three-umpire systems. Responsibilities may be given to the 3rd umpires if available.

### Lead Umpire:

- Ensure everyone is set up correctly before the whistle
- Check-in with the timer before beginning.
- Set up between the hash and circle- Leave enough space not to take away the attack's ability to move anywhere.
- Need to see and move with the ball. Be ahead - don't get caught square
- If the ball moves left or right, move with it
- Ensure you have a good angle to see the ball and actions

### Second Umpire Responsibilities:

- Put your whistle in your pocket. Communicate all information to the lead umpire.
- Start on the outside of the circle lower on the circle edge
- Watch for the non-stick side contact.
- Did the ball cross the line in time
- If only two umpires (3rd umpire may take on these duties)
  - Record numbers as athletes come to do shoot out
  - Record goals/misses
  - If shootouts go to sudden Victory, ensure the same athletes are taking the shootout (order does not matter)

