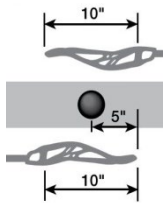

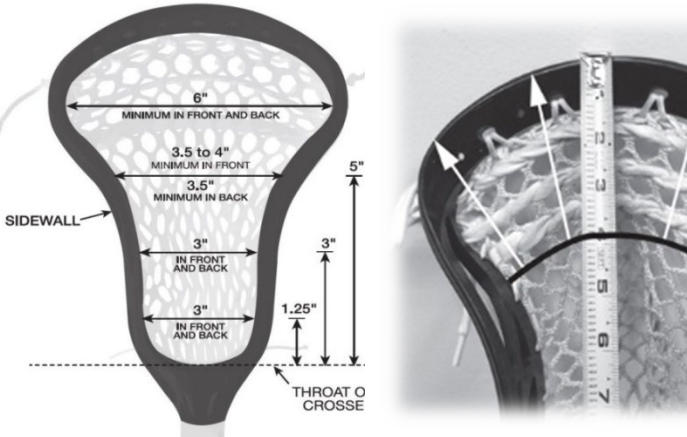


3-Person Crew – Pre-Game

<p>ADMINISTRATIVE (<i>Referee leads</i>)</p> <ul style="list-style-type: none"> ▪ 20min before game time – Be on the field ▪ Coaches – Spend same amount of time w/ each ▪ Captains – Emphasize sportsmanship ▪ Faceoff Men – Check contrasting color on shafts ▪ Check Goals – No balls or nets in them ▪ Balls – 6 on sidelines and end lines 		<p>FACEOFFS (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>)</p> <ul style="list-style-type: none"> ▪ Mechanic – Place ball, Down, adjust sticks, “set”, back out, whistle ▪ Faceoff Official – Back out to single side, be aware of the wings; stay safe! ▪ Lead Left (Helper) – Be aware of the wings, call violations if you see them ▪ Wing Official – Stop sign until field is set, when ready then point ▪ Violations – No play-on! Single restarts; crew tracks # of violations (NCAA) ▪ Count – Single has the count upon possession
<p>LEAD OFFICIAL</p> <ul style="list-style-type: none"> ▪ Position – Step above or below GLE ▪ Transition – Stay one line ahead of the ball ▪ Coverage – Two-man game until Trail gets in ▪ End Line – On or near line for contested plays ▪ Goals – Check with Single, watch bodies 	<p>TRAIL OFFICIAL</p> <ul style="list-style-type: none"> ▪ Position – At the top of the box, end of wingline area ▪ Transition – Stays behind the ball ▪ On Shots – Shooter, shooter, shooter! ▪ Far Goal – You are the Lead ▪ Offside – Count offense, then defense 	<p>SINGLE-SIDE OFFICIAL</p> <ul style="list-style-type: none"> ▪ Position – At the top of the crease ▪ Transition – Gets to the far cone ▪ On Shots – Shooter, shooter, shooter! ▪ GLE – Cover goal if Lead drops below ▪ Offside – Count offense, then defense
<p>CREASE PLAY</p> <ul style="list-style-type: none"> ▪ Lead/Single – Confirm before signaling goal ▪ Ball Toward You – Watch feet ▪ Ball Away from You – Watch body ▪ Dives: <ul style="list-style-type: none"> ○ NCAA - May land in crease under certain circumstances (cover these) ○ NFHS - MUST land outside the crease even after ball goes in ○ Remember - If feet are grounded while shooting, it is NOT a dive 		
<p>ADVANCING THE BALL / OVER AND BACK (OAB)</p> <ul style="list-style-type: none"> ▪ Single has all counts (Trail has 4-second crease count) ▪ All 3 must be aware when count is satisfied (one hand in air) ▪ Over-and-Back only when count satisfied and offense was last to touch ▪ Turnover when ball breaks the plane (immediate whistle, rare play-on) ▪ Single restarts, New Lead hustles to GLE 	<p>ILLEGAL OFFENSIVE SCREEN</p> <ul style="list-style-type: none"> ▪ Player’s feet hips width apart ▪ Not moving prior to contact ▪ Crosse held within vertical plane of body ▪ Contact required! 	
<p>HIGH/LATE HITS</p> <ul style="list-style-type: none"> ▪ If it’s close, it’s high! – Call from anywhere ▪ Do not miss anything after – 2 partners talk, 1 watches players ▪ Shooter, shooter, shooter – Stay with him as Trail and Single ▪ If called early – Probably not going to have to worry about these later 	<p>RESTARTS (<i>Quick; not rushed</i>)</p> <ul style="list-style-type: none"> ▪ No running from out of bounds, tell player to slow down ▪ Defense must obtain 5 yards of separation or flag down ▪ Teammates cannot be within 5 yards ▪ Turnover in field of play (new defensive team cannot call timeout) 	

3-Person Crew – Pre-Game

	<p>NCAA SHOT CLOCK (Visible) – 80 seconds</p> <ul style="list-style-type: none"> Begins when official gives the “reset” signal Ball must be across the midfield line at 60 sec. 	<p>NCAA SHOT CLOCK (Off the Game Clock)</p> <ul style="list-style-type: none"> Called out by the table in 10 sec. increments Over and back is in play at 60 sec. and below
<p>If clock does not start, stop play when there is no imminent scoring opportunity Shot = Hits pipe, goalkeeper, or a goal is scored. Shot must be above GLE.</p>		
	<p>GOODIES (when to end a flag down, slow whistle)</p> <ul style="list-style-type: none"> Goal is scored Offense commits a penalty Out of bounds Defense gains possession Injury in the scrimmage area End of the period or the game Second foul be defense (NFHS) 	<p>EQUIPMENT INSPECTIONS</p> <ul style="list-style-type: none"> Where – Midline; two officials face in, one faces out When – Timeouts and quarter breaks (adjust as needed) Who – Grab the bench you are closest to; Single gets ball Fix It Tickets – Incorrect butt end, hanging strings past 2” NFHS – All fouls 2m and fixable NCAA – 1-3m and varies
<p>GAME MANAGEMENT - ADVANCED</p> <ul style="list-style-type: none"> Remember the plays a coach may want to talk about later Create allies with goalies, captains, and assistant coaches Ghosting – Imagine you are transparent and negative comments pass through you 	<p>GAME MANAGEMENT - HELPFUL PHRASES</p> <ul style="list-style-type: none"> “Coach, I want to work together.” “I understand that; I appreciate that, but here is what I saw on that play...” “I need you to rein in your assistant before he puts you man down.” 	
<p>FINAL CHECKLIST</p> <ul style="list-style-type: none"> Whistles, flags, timers, scorecards, coins, measuring tape Do our uniforms match? Remember we have to call the ROUC! <ul style="list-style-type: none"> ROUGH, OBVIOUS, UNNECESSARY, CHEAP <p>WHEN THE BALL IS DEAD WE BECOME ALIVE!</p>	<p>REMINDERS</p> <ul style="list-style-type: none"> Crease Calls – Come in and communicate Sub Area - Stay aware and count ahead Man Down Face – Vacated wing, release waits on possession End of Quarter – Shot is not possession Goalkeeper – DOES NOT get 5 seconds on restarts in NCAA, NFHS does 	