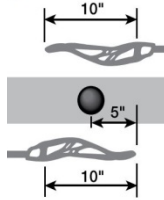
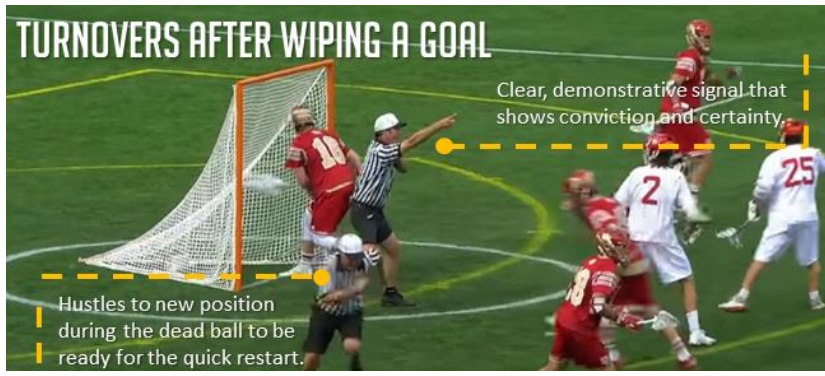
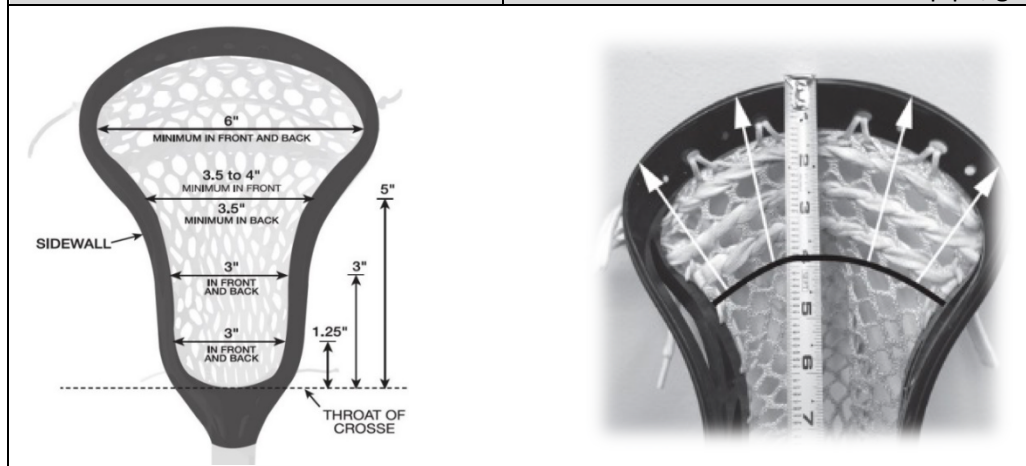


3-Person Crew – Pre-Game (NCAA Rules)

<p>ADMINISTRATIVE (<i>Referee leads</i>)</p> <ul style="list-style-type: none"> ▪ 30min 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 – Down, [adjust sticks] place ball, “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 ▪ Count – Single has the 30-second 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 ▪ 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 ▪ Dive/Jump – Player may dive if he dives away from the goal mouth. ▪ Sequences: <ul style="list-style-type: none"> ○ Dive away, no contact, scores, lands in crease = goal ○ Dive away, legal/illegal push, scores, lands in crease = goal ○ Dive away, illegal push, scores, lands in crease = goal ○ Dive toward, score, contact with goalie = no goal, flag, USC (releasable) ○ Dive toward, no contact, touch crease before score = no goal 		
<p>ADVANCING THE BALL / OVER AND BACK (OAB)</p> <ul style="list-style-type: none"> ▪ Single has all 30 second counts (Trail has 4-second crease count) ▪ All 3 must be aware when count is satisfied (one hand in air) ▪ OAB 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 (NCAA Rules)

	SHOT CLOCK (Visible) – 80 seconds <ul style="list-style-type: none"> Begins when official gives the “reset” signal Ball must be across the midfield line at 60 sec. 	SHOT CLOCK (Off the Game Clock) <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
	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.	



GOODIE (when to end a flag down, slow whistle) <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

EQUIPMENT INSPECTIONS (Minimum of 6) <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”

'19-'20 Points of Emphasis <ol style="list-style-type: none"> Head Coach Pregame Meeting Team Conduct/Decorum Substitution Box Procedures Faceoffs

GAME MANAGEMENT – ADVANCED <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
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GAME MANAGEMENT – HELPFUL PHRASES <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.”

FINAL CHECKLIST <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>

REMINDERS <ul style="list-style-type: none"> Crease Calls – Come in and communicate Big 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
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