### 3-Person Crew – Pre-Game (NCAA Rules)

#### ADMINISTRATIVE (Referee leads)
- **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

#### FACEOFFS (Top to stop, parallel to line, ball in center, clear neutral zone)
- **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

#### LEAD OFFICIAL
- **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

#### TRAIL OFFICIAL
- **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

#### SINGLE-SIDE OFFICIAL
- **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

#### CREASE PLAY
- **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:**
  - 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

#### ADVANCING THE BALL / OVER AND BACK (OAB)
- 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

#### HIGH/LATE HITS
- **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

#### ILLEGAL OFFENSIVE SCREEN
- Player’s feet hips width apart
- Not moving prior to contact
- Crosse held within vertical plane of body
- Contact required!

#### RESTARTS (Quick; not rushed)
- 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)
### SHOT CLOCK (Visible) – 80 seconds
- Begins when official gives the “reset” signal
- Ball must be across the midfield line at 60 sec.

### SHOT CLOCK (Off the Game Clock)
- 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)
- 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)
- **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
1. Head Coach Pregame Meeting
2. Team Conduct/Decorum
3. Substitution Box Procedures
4. Faceoffs

### GAME MANAGEMENT – ADVANCED
- 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

### GAME MANAGEMENT – HELPFUL PHRASES
- “Coach, I want to work together.”
- “I understan’ that; I ‘preciate 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
- Whistles, flags, timers, scorecards, coins, measuring tape
- Do our uniforms match?
- Remember we have to call the **ROUC**!
  - ROUGH, OBVIOUS, UNNECESSARY, CHEAP

### REMINDERS
- **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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*WHEN THE BALL IS DEAD WE BECOME ALIVE!*