## 2-Person Crew – Pre-Game (NFHS Rules)

### ADMINISTRATIVE (Referee leads)
- **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

### 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 your sideline and toward your goal
- **Wing Official** – Stop sign until field is set, when ready then point
- **Violation** – No play-on! Trail restarts
- **Count** – Either a 10- or 20-count upon possession

### CREASE PLAY
- **Lead Has It All** – Trail may drop into the box to assist if Lead goes to end line
- **Dive/Jump** – Can never score if player leaves his feet and lands in the crease
  - **Sequences:**
    - Dive, illegal push [flag], scores, lands in crease = No goal, foul
    - Dive, legal push, scores, lands in crease = No goal, crease violation
    - Grounded, illegal push [flag], scores, lands in crease = goal, wipe foul
    - Grounded, illegal push [flag], lands in crease, scores = no goal, foul
    - Grounded, touches crease, scores = no goal, crease violation
    - Grounded, scores, touches crease = goal, faceoff

### LEAD OFFICIAL
- **Position** – Step above or below GLE
- **Transition** – Stay one line ahead of the ball
- **Coverage** – One-man game until Trail gets into position
- **End Line** – Be on or near the line for contested plays
- **Count** – Has the initial 10 count on offensive half
- **Goals** – Strong whistle, run closer, stop & signal, eyes on bodies

### TRAIL OFFICIAL
- **Position** – At the top of the box
- **Transition** – Stays behind the ball
- **Coverage** – Shooter, shooter, shooter!
- **Far Goal** – You are the Lead on the opposite half
- **Offside** – count offense first, then defense

### ADVANCING THE BALL / OVER AND BACK (OAB)
- Trail has the 20-second clearing and the 4-second crease count
- Both 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)
- Old Trail stops play, runs toward GLE, New Lead restarts play

### TIME OUTS (Called by head coach or field player)
- **Called When** – Must be in possession or during a dead ball
- **Timer On** – 1:40 seconds + 20 seconds to restart = 2 min total
- **Reassess** – Confirm score with partner, timeouts remaining, AP
- **Discuss** – How is the game going? Any adjustments we need to make?

### TARGETING HEAD/NECK & DEFENSELESS PLAYER
- **If it’s close it’s high!** – Call from anywhere
- **Do not miss anything after** – Keep your eyes on the players
- **Shooter, shooter, shooter** – Stay with him as Trail
- **If called early** – Probably not going to have to worry about these later
- **2min nonreleasable** – MINIMUM

### EQUIPMENT INSPECTIONS (Minimum of 4)
- **Check** – All required equipment
- **Where** – Midline; one official faces in, other faces out
- **Fix It Tickets** – Incorrect butt end, hanging strings past 2”
# 2-Person Crew – Pre-Game (NFHS Rules)

## GET IT IN/KEEP IT IN (Outside the Last 2-Minutes of Game)
- Crew agrees to put the stall warning on
- Everyone signals and says:
  - Get it in (if outside the box)
  - Keep it in (if inside the box)

## Get It In/Keep It In (Inside the Last 2-Minutes of Game)
- Automatic if:
  - Leading team has possession
  - 4 or less goal differential
- 2nd defensive flag thrown stops play immediately unless there is an imminent scoring opportunity

<table>
<thead>
<tr>
<th>Shot = Hits pipe, goalkeeper, or a goal is scored.</th>
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<tr>
<td><strong>GOODIES (when to end a flag down, slow whistle)</strong></td>
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</table>
| - Goal  
| - Offense commits a penalty  
| - Out of bounds  
| - Defense gains possession  
| - Injury in the scrimmage area  
| - End of the period or the game  
| - Second defensive foul (not during a scoring opportunity) |

## 2019 NFHS POINTS OF EMPHASIS
1. Stalling
2. Targeting
3. Holding
4. Warding

## 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** – Get in and sell the call!
- **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** – Gets 5 seconds on any restarts