

2018 NCAA Points of Emphasis

- **PLAYER SAFETY** – protect shooter & passer, defenseless player, head & neck fouls
- Face-offs – rip move now illegal, initiating contact with helmet illegal, adjust lead left mechanic to observe F/O & wing players
- Shot clock – applied consistently, restarts after violation
- Bench decorum – control sideline & substitution area
- Illegal offensive screen (Pick) – correct setup with stick inside body frame
- Over & back – if there is no clear advantage on the violation, stop play & restart
- Crease play – look for feet grounded, does player launch, goalie contact. call the defensive foul

2017 NCAA Rule Changes

- Pocket completely attached to sidewalls
- Adjustable length handles permitted
- Technology permitted on sideline for coaching purposes
- Officials shall be on the field 30 minutes before game
- Officials permitted use of communication devices
- Officials' jurisdiction end when officials leave facility
- Mechanic added if shot clock fails to start
- Paint or tape allowed for F/O player's stick
- Exception added for live ball T/O
- Goal may not be scored by a team that fouled to cause a slow whistle or play-on
- Clearing count satisfied if a live ball T/O is called
- Over & back provisions added
- End of period negates shot clock
- Principles added when multiple fouls are in effect

2017 NCAA Points of Emphasis

- Coaches not permitted on field
- Stall warning/shot clock
- Use of the head
- Face-offs
- Face-off stick alignment

ASSIGNMENTS

- **REFEREE** – table instructions – **SINGLE** - 1ST F/O
- **UMPIRE** – HOME – **LEAD LEFT** – assist w/ 1ST F/O
- **FIELD JUDGE** – VISITOR – **BENCH RIGHT**
- **U & fj** – speak to ball retrievers, sub coaches & check goals before 1st F/O and before 2nd half F/O

PREGAME

- Identify/ meet with game administrator
- On field – at least **30** minutes prior to game time. If teams have a "history" be on the field for warm-ups
- Coaches certification – ASAP. Both together if possible. Include sportsmanship statement. Confirm pregame routine & timing.
- Coin toss – determined by teams' pregame routine
- F/O instructions – immediately after coin toss OR determined by teams' pregame routine
- After certification, coin toss & F/O meeting go to the far side wing line for stick/equipment checks

GAME MANAGEMENT**HEAD COACHES**

- **COMMUNICATE** w/ them anytime during play when it is appropriate
- At half – w/ reps from BOTH teams
- During deadball situations, always face coach & when talking use a NORMAL speaking voice
- **POINT OF EMPHASIS:** Keep them off the field

FACE-OFF (F/O) MECHANICS

- **SINGLE** conducts all F/O
- Review instructions w/ F/O men prior to 1st F/O
- F/O official holds ball in hand and points w/ toe to indicate where F/O men should place sticks as he says **"DOWN"**
- Heads aligned **TOPS** to **STOPS**



GAME MANAGEMENT**FACE-OFF (F/O) MECHANICS**

- Adjust players after they are down if necessary
- Place ball **center ball 5" from top** of sticks
- Rest hand on top of sticks of both players and say "**SET**"
- As F/O official backs out "**WHISTLE**" – Delay & vary whistle w/ each F/O – No "**SSSWHISTE**" – F/O may be moving at whistle
- Remind F/O men to "wait for whistle" – Players will be in F/O position longer
- **LEAD LEFT** assists on F/O watching the line and neutral zone. Lead Left DOES NOT ADJUST sticks
- **LEAD LEFT** initially is close enough to hear "**DOWN**" & remains close enough to hear "**SET**", but far enough away to get out quickly.. Watch for movement prior to whistle & if observed make the violation call. **LEAD LEFT** is responsible for goal at his end of the field.
- **LEAD RIGHT** is in a position to observe the wing players and the F/O. . **LEAD RIGHT** is responsible for goal at his end of the field & the 20-second timer after a goal.
- The rip move is now illegal. F/O player may not use his helmet to gain an advantage.
- After a goal is scored the **LEAD** will retrieve the ball from the goal & conduct the next F/O from the **SINGLE SIDE** of the field, Depending on end where goal is scored the **SINGLE** will rotate to the bench side & will either be **LEAD LEFT** & assist with F/O **OR LEAD RIGHT** & start a 20-second timer as well as watch the wing area players on F/O
- Call violations **BEFORE** the whistle if possible. Stand F/O men up with no whistle if it is not a false start
- No hands on the plastic. Tape or paint of contrasting color to head, shaft & gloves must be placed from the throat of the stick down the shaft 6 inches of any player taking the F/O. Tape must be **single-wrap**. A violation is enforced as a pre-whistle violation.
- After two or more pre or post whistle violations by a team in one half, subsequent violations will result in a **30-second technical foul** served by the **IN-HOME**. Includes wing & restraining line violations.
- **NOTE:** Post whistle pertains to F/O activities ONLY. **EXAMPLE:** Pinning an opponent's crosse immediately after the whistle. A push after the ball is in the open field would not constitute a post whistle F/O violation.
- No release from defensive restraining lines on non-time serving technical on F/O
- **POINT OF EMPHASIS:** F/O player may pinch or clamp ball in back of stick, but must move, rake or direct the ball immediately. Immediately = 1 step
- F/O player may not trap the ball longer than necessary to control the ball and rake it out or pick it up. It must be one continuous motion.
- F/O player may not intentionally place any part of his body or stick on his opponent's stick or arms. F/O player may not use his stick to hold or pin down his opponent's stick. Technical foul: **HOLDING**
- F/O man intentionally pushes the ball to the defensive half of the field after a violation – **DELAY OF GAME**. Multiple times = **USC-R**
- F/O man intentionally uses hand to direct or grab ball = **1-MINUTE USE-NR**. Counts as a F/O violation. If on 3rd or subsequent violation – F/O man serve **1-minute USC & IN-HOME 30-second technical**.
- No release from defensive restraining lines on non-time serving technical
- After all F/O violations the **F/O OFFICIAL/SINGLE** will restart play
- F/O during penalty situation: each team must have 4 players in defensive half & 3 players in the offensive half of the field. **EXCEPTION:**
- when a team has 3 or more players in the penalty area, a player may come up from the defensive area to take the F/O. Be aware of potential offsides.
- When penalty time expires during F/O, possession must occur **BEFORE** penalty is released
- F/O reminders:
 - **SINGLE** needs to cover sideline out of bounds
 - **LEAD LEFT** needs to position himself to get to goal
 - F/O officials should be diagonal from each other
 - Which official looks where during the entire F/O

OFFSIDE

- A team is considered offside when it has no more than 10 players on the field (including players in the substitution/penalty area) &:
 - It has more than **6** men in its attack half of the field including players in the substitution/penalty area; OR
 - It has more than **7** men in its defensive half of the field including players in the substitution/penalty area
- Count forward
- **SINGLE** has primary offside; **TRAIL** has secondary offside
- During subs check substitution/penalty area for "**HIDDEN**" players

TIMEOUT (T/O)

- Team in possession must be over the attack area restraining line or on a dead ball
- Team not in possession – on dead ball only. **EXCEPTION:** A team not entitled to possession may **NOT** take a T/O during dead ball situations when there is a **NON-TIME SERVING TECHNICAL FOUL IN THE FIELD OF PLAY**. **PENALTY: 30-second technical foul**
- Watch teams cross over – **TRAIL** has timer
- Confirm T/O & F/O violations w/ crew
- Count teams before restart
- Communicate T/O & F/O violations for each team to both head coaches
- Communicate where ball will restart
- If T/O is called when **SHOT CLOCK** is in effect communicate with crew & teams that it will be in effect when play resumes & the time remaining
- Live ball T/O while under the 30-second clearing count ends the 30-second count

GAME MANAGEMENT OVER & BACK

- Once the team in possession has satisfied the 30 second clearing count, the over & back rule applies to that team. If that team causes the ball to touch or cross the midline a turnover will result. (Last to touch & last to possess).
- Result will be an immediate whistle or a play-on. If there is no distinct advantage kill the play & award the ball.
- What are you looking for:
 - Does the ball break the plane of or cross the center line?
 - Does the offense defenseman keep the ball from touching the line?
 - Does offense defenseman possess the ball standing in the defensive half?
 - Do we have an offside call or push?
 - Do we have a defensive player touch cause ball to go over the center line?
- When should a play-on be used?
 - Limited – It will need to be a quick and distinct advantage situation – **FAST BREAK**
 - No different than any other play-on situation - **DON'T EXTEND IT**
- Immediate whistle & restart
 - Quick restart – at spot where ball was whistled dead – Restart at OUR discretion
 - No huge running restart
 - 5 yard restart rule in effect
- What's not over & back:
 - A shot that leaves the offensive half of the field
 - A loose ball that leaves the offensive half of the field and was last touched by defense
 - A loose ball that leaves the offensive half of the field and Team B is called for a loose ball violation (or play-on) or caused the ball to go out of bounds in the defensive half of the field
 - The defensive team causes the ball to go out of bounds in the defensive half of the field
- Mechanic:
 - **TRAIL** (who is now going to be new **LEAD**), **MUST** be on the center line to observe play
 - **TRAIL** must be aware that if a violation is whistled, he has the goal line at the other end of the field
 - **SINGLE** has the restart
 - **COMMUNICATE VISUALLY AND VERBALLY**
 - Yell "**NO**" if there is no over & back.
 - Signal "**TIP**" if deflected by defense

SUBSTITUTION

- All substitutions are "on the fly" – **NO** horn for substitutions
- Free substitution is allowed at the end of a period, after a goal, injury, T/O, after a time serving penalty & for equipment adjustment

SUBSTITUTION AREA MECHANICS

- Substitution area – 20 yards
- **Trail** – stay 2-3 yards inbounds as you come up the field. When even with cone hold & let subs pass – stay if contested subs
- Player coming off has right of way – **INTERFERENCE**
- Clean-up benches & substitution/penalty area – **DON'T RUSH TO GET UP FIELD – GOOD TIME TO REMIND COACHES TO STAY IN COACHES AREA**
- Once in position observe contested subs at substitution/penalty area & midfield
- **Wheel** – once initial subs are gone, ignore unless contested

STICK CHECKS

- Minimum – 6 per game
- Measurements – 3" – 3" – 3" – 6"
- Shooting strings must be 4" from top of stick. **PENALTY: 3-minutes NR & stick remains at the table for duration of game**
- No more than one sidewall string on each side of the stick. A looped continuous string counts as 2 sidewall strings
- To insure that all sticks meet specifications, 2 field tests will be performed by officials
 - Place ball in stick (perpendicular to the ground) at the throat & tip the stick forward 90 degrees;
 - Place ball in stick (horizontal to the ground) at the deepest point of the pocket & tip stick forward 90 degrees so ball rolls out at the top of the head;
 - **PENALTY: 3-minutes NR & stick remains at the table for duration of game**
- All **MEASUREMENT** penalties are **3-minute NR & stick remains at the table for duration of game**
- All "**DEEP POCKET**" penalties are **1-minute NR & stick may return to the game when corrected**
- No hanging strings longer than 2" – Direct player to cut strings – If player does not comply – **1-minute USC NR**
- **ADJUSTING STRINGS** – **immediate flag – 1-minute USC NR** – stick check ends – **GOAL DISALLOWED IF SCORER**
- **COACH'S STICK CHECK** – all equipment – dead ball – double horn – inverted table check = 2-3/4". **Coach's stick check is NOT allowed to the team that lost possession on a non-time serving violation**
- No stick checks on penalties
- **DO NOT** go into a huddle during a T/O for a stick

GAME MANAGEMENT PENALTIES

- Be sure everyone knows there is a flag down – verbalize “**FLAG DOWN**” until crew repeats – **TRAIL** coming on look for flags
- **Must talk on ALL multiple flags – don’t signal until you talk**
- Must talk on **simultaneous fouls, live ball vs. dead ball (F/O vs. No F/O), release vs. NR**
- Penalty responsibilities
 - Let crew know what you have. **Multiple flags** – always talk
 - **TRAIL** – keep walking toward flag if you didn’t make call
 - **C-NOTE** – take your time – set feet – strong signals – **NEVER** inside wing line
 - Official(s) not involved in penalty relay spot ball and have field ready for play
 - Official closest to goalie remind goalie where the ball restarts & penalty time
 - Restart after penalty in attack area is laterally in **SINGLE** alley
- For any foul committed against team in possession **SLOW-WHISTLE** is used
- **During flag-down situations, ALL loose ball technical fouls against the defensive team are time serving. EXCEPTION: Goal**
- If a loose ball personal or technical foul is committed by the defense while there is a flag down, a 2nd flag is thrown & play continues
 - Slow whistle applies to the **ENTIRE** field
 - Don’t stop play if ball is loose. “Eat your whistle” – palm it. Stop play only on **Goal, Out of bounds, Offensive foul, Defensive possession, Injury, Equipment loss or End of period – GOODIE**
 - **AR** – Flag down, slow-whistle, **A2**, who is outside attack area, throws a bounce pass to **A8**, who is inside attack area.
 - **RULING:** Slow-whistle continues. A ball that bounces outside the attack area will also continue the slow-whistle.
 - **AR** – During a slow-whistle in the defensive area, the clearing player throws the ball back to his goalie to start the clear. The goalie misses the ball & the ball goes into the goal. **RULING: NO GOAL**, administer penalty
 - Any player who accumulates **5-MINUTES OF PERSONAL FOUL TIME** has “**FOULED OUT**”. This is **NOT** an expulsion. It is a disqualification – 5 fouls in basketball. Remember a 3-minute illegal stick puts a player 3/5’s of the way to disqualification

HEAD & NECK

- A player shall not initiate contact with an opponent’s head or neck w/ a crosscheck, or any part of his body (head, elbow, shoulder, etc.) or stick. Any follow through that contacts the head or neck will also be considered a violation of this rule. **PENALTY: 1, 2 or 3-minute NR – official’s discretion. Excessive violation of this rule may result in ejection. NOTE:** A slash to the head is **NOT** automatically a NR foul. If slash to the head is **UNCONTROLLED &/OR SEVERE** a **1, 2, or 3-minute NR foul** should be called

ILLEGAL OFFENSIVE SCREENING

- In establishing & maintaining a legal screen, the player shall:
 - Stay within his vertical plane w/ no stance wider than shoulder width apart & shall not lean or extend his hips into the path of an opponent even though his feet are stationary
 - The screener is **NOT** required to face any particular direction
- No player, while moving, shall set a screen that causes contact & delays an opponent from reaching a desired position
- **NOTE: There must be contact for a screen to be illegal**

SCORING

- **AR:** If the goal cage is accidentally dislodged during play, officials shall let a scoring play continue & allow the goal if the ball enters the goal cage. Officials should stop play if/when no scoring play exists & replace the goal cage
- **If the ball is released from the stick on a shot prior to the end of a quarter & goes in the goal, the goal is good. Hold whistle until play ends.**

THE DIVE

- Avoid the tendency to bail out the attack on dive plays
- If an attacking player, in possession of the ball & outside the crease area, dives or jumps (becomes airborne of his own volition) prior to, during or after the release of the shot & lands in the crease the goal shall be **DISALLOWED**. Officials should not speculate whether contact made the player land in the crease. If he hits the crease the goal can’t be scored.
- An attacking player may legally score a goal & touch the crease area, provided the ball enters the goal before contact with the crease area, and the player was **GROUNDED** prior to, during or after the release of the shot
- **GOAL:** A player in possession outside the crease in contact with the ground (**GROUNDED**) shoots & falls, steps, rolls or runs in to the crease **AFTER** the ball enters the goal
- **NO GOAL:**
 - A player on possession while shooting who becomes airborne of his own volition & lands in the crease.
 - A player in possession who has **NOT** become airborne by his own volition is illegally pushed into the crease & prior to the ball entering the goal touches crease, goal or goalie
 - A player outside the crease in contact with the ground (**GROUNDED**) shoots & falls, steps or runs into the crease prior to the ball entering the goal

CORRECTABLE ERRORS

- Time for correcting errors extended to the 2nd live ball or the ensuing F/O
- **AR:** B1 is serving a 1-minute penalty. After 30-seconds of play, B1 is released from the substitution/penalty area by the official timekeeper or returns to the game w/out being released. There is a stoppage of play and then a restart after which B2 scores, After the goal & before the F/O, Team A protests. **RULING:** The goal does **NOT** count. The error is correctable because it was brought to the attention of the officials before the 2nd live ball or ensuing F/O

GAME MANAGEMENT**FIGHTS**

- Nearest official to bench – **FREEZE THE BENCHES**
- Use judgment when deciding to break up a fight situation
- Write down numbers and other pertinent information
- Crew must get together & review
- Report penalties & ejections
- Notify assigner immediately after game and complete a game report

OTHER POTENTIAL CONFRONTATIONAL INCIDENTS

- Pregame at midfield – if the teams have “history” this may necessitate the crew being on the field for the start of warmups
- T/O – crossover
- What mechanic are we going to use to defuse the situation?
- Penalize if necessary

OVERTIME- SUDDEN VICTORY

- Coin toss for goal to defend **ONLY** – AP remains the same
- 4-minute period, 2-minute intermission – 1 T/O per period
- F/O violations reset for overtime

EXIT STRATEGY

- **Watch teams as they go to their goalie & benches after the game**
- Determine how you are going to leave the field **PRIOR** to the end of the game
- If there is a need to take a jacket or bag to the field, leave it where you are going to exit the field
- Leave field quickly as a **CREW**
- Do not stop to talk w/coaches, friends or spectators

DISCUSSION

- ▶ New AR's
- ▶ Situations from other games we have not discussed
- ▶ Questions
- ▶ Check uniform – whistle, scorecard, pencil, timer, flags, referee game cards

REFEREE INFORMATION

- ▶ Complete game report as soon as possible after conclusion of game
- ▶ Report poor locker room conditions & poor game security from your locker room to the field and back to their locker room. Make sure report conditions very specifically in 1st game report or the 1st time poor conditions are encountered.
- ▶ Be very specific with game expulsions – include full names and numbers in game report. You might be asked to share the game reports with Conference Commissioners & Athletic Directors so the more specific their report is, the more it helps
- ▶ **REMEMBER:** The officials authority begins when they arrive on the field and ends **WHEN THEY LEAVE THE FACILITY PARKING LOT**

ASSIGNER POINTS OF EMPHASIS

- **PLAYER SAFETY #1 PRIORITY**
- **COMMUNICATE – with coaches, players & crew**
- **CONSISTENCY**
- **PROFESSIONALISM**

6 KEYS TO EFFECTIVE OFFICIATING

- **Communication**
- **Judgment**
- **Consistency**
- **Game Management**
- **Don't be TOO good!**
- **Don't let STUFF happen!**

CREW POINTS OF EMPHASIS

- **COMMUNICATE – with coaches, players & crew**
- **GET IT RIGHT!!!! We WILL take the time to get the 4 KE correct call.**
- **BE IN POSITION TO MAKE THE CALL**
- **“SELL THE CALL” – good strong signals**
- **RUN & JOG to position – DON'T WALK. Hustle, but don't rush**
- **KEEP PLAYERS IN FRONT OF YOU – STAY WIDE ANY**
- **Don't ball watch – focus on your area of responsibility.**
- **Run to the endline on ALL shots & contested plays (SINGLE covers goal)**
- **QUICK RESTARTS – when CREW is ready**
- **Watch start & stop of game clock – Watch reset of shot clock**

4 KEY ELEMENTS OF THE GAME

- **F/O's**
- **Crease**
- **Penalties**
- **Timing**

ANY FOUL MUST:

- **Be visibly obvious**
- **Materially affect play**
- **Take something from the opponent**

OFFICIALS MISTAKES ARE A RESULT OF:

- **Not be technically sound**
- **Violating a principle or philosophy**
- **Failure to communicate**

HAVE FUN!!!