

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

ADMINISTRATIVE (Referee leads)

- 30 min 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

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

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

TRAIL OFFICIAL

- **Position** At the top of the box
- **Transition** Stays behind the ball
- On Shots 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!
- 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
 - O Dive away, illegal push, scores, lands in crease = goal
 - o Dive toward, score, contact with goalie = no goal, flag, USC (releasable)
 - Dive toward, no contact, touch crease before score = no goal

TURNOVERS AFTER WIPING A GOAL Clear, demonstrative signal that shows conviction and certainty. Hustles to new position during the dead ball to be ready for the quick restart

ADVANCING THE BALL / OVER AND BACK (OAB)

- Single has all 30-second counts (Trail has 4-second crease count)
- All officials 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 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 no more than shoulder 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 of ball carrier on restart
- Turnover in field of play (new defensive team cannot call timeout)



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



SHOT CLOCK (Visible) – 80 seconds

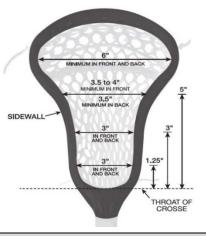
- Begins when official gives the "reset" signal
- Ball must be across the midfield line at 60 sec.

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 and reset to full 80-seconds

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"

2019-2020 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 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

- Whistles, flags, timers, scorecards, coins, measuring tape
- Do our uniforms match?
- Remember we have to call the ROUC:
 - o ROUGH, OBVIOUS, UNNECESSARY, CHEAP

WHEN THE BALL IS DEAD, WE COME ALIVE!

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-in-flight or a pass is not possession (for EMO no-face rule)
- Goalkeeper DOES NOT get 5 seconds on restarts