### 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

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

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

**WHEN THE BALL IS DEAD, WE COME ALIVE!**