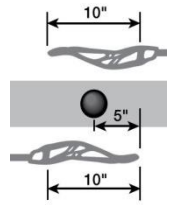
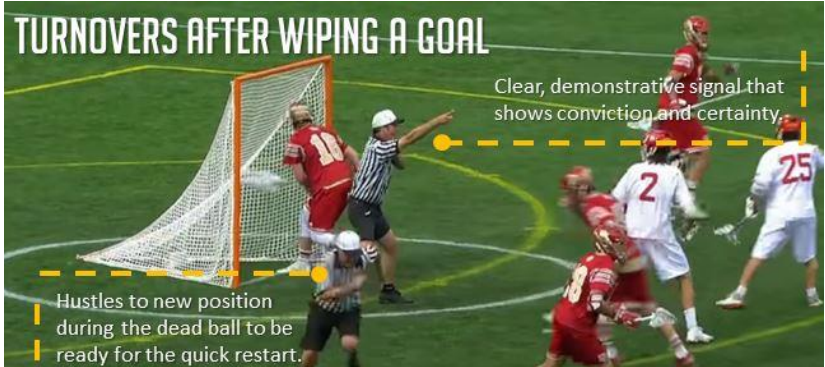


Experienced Adult Official 3-Person Crew – Pre-Game (NFHS Rules)

<p>ADMINISTRATIVE (<i>Referee leads</i>)</p> <ul style="list-style-type: none"> ▪ 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 – 4 on sidelines and end lines 	 <p>FACEOFFS (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>)</p> <ul style="list-style-type: none"> ▪ 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. ▪ Count – Single has the 20- or 10-count upon possession. 	
<p>LEAD OFFICIAL</p> <ul style="list-style-type: none"> ▪ 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 	<p>TRAIL OFFICIAL</p> <ul style="list-style-type: none"> ▪ 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 	<p>SINGLE-SIDE OFFICIAL</p> <ul style="list-style-type: none"> ▪ 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
<p>CREASE PLAY</p> <ul style="list-style-type: none"> ▪ Lead/Single – Confirm before signaling goal ▪ Ball Toward You – Watch feet ▪ Ball Away from You – Watch body ▪ Dive/Jump – Can never score if player leaves his feet and lands in the crease ▪ Sequences: <ul style="list-style-type: none"> ○ Dive, illegal push [flag], scores, lands in crease = No goal, asses 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, assess foul ○ Grounded, touches crease, scores = no goal, crease violation ○ Grounded, scores, touches crease = goal, faceoff 		
<p>ADVANCING THE BALL / OVER AND BACK (OAB)</p> <ul style="list-style-type: none"> ▪ Single has the 20- and 10-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 	<p>ILLEGAL OFFENSIVE SCREEN</p> <ul style="list-style-type: none"> ▪ Player’s feet hips width apart ▪ Not moving prior to contact ▪ Crosse held within vertical plane of body ▪ Contact required! 	
<p>CHECKS TO HEAD/NECK & DEFENSELESS PLAYER</p> <ul style="list-style-type: none"> ▪ 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 ▪ 2min nonreleasable – MINIMUM penalty time 	<p>RESTARTS (<i>Quick; not rushed</i>)</p> <ul style="list-style-type: none"> ▪ Ball carrier must be stationary. ▪ All players (offense and defense) must be 5 yards away ▪ Tell the player what you want: “Pick it up and freeze!” 	

Experienced Adult Official 3-Person Crew - Pre-Game (NFHS Rules)

<p>Keep It In!</p>	<p>GET IT IN/KEEP IT IN (<i>Outside the Last 2-Minutes of Game</i>)</p> <ul style="list-style-type: none"> ▪ Crew agrees to put the stall warning on ▪ Everyone signals and says: <ul style="list-style-type: none"> ○ Get it in (if outside the box) ▪ Keep it in (if inside the box) 	<p>Get It In/Keep It In (<i>Inside the Last 2-Minutes of Game</i>)</p> <ul style="list-style-type: none"> ▪ Automatic if: <ul style="list-style-type: none"> ○ Leading team has possession ○ 4 or less goal differential ▪ 2nd defensive flag thrown stops play immediately unless there is an imminent scoring opportunity
<p>Shot = Hits pipe, goalkeeper, or a goal is scored.</p>		
	<p>GOODIE (<i>when to end a flag down, slow whistle</i>)</p> <ul style="list-style-type: none"> ▪ Goal or Grounded ▪ Offense commits a penalty ▪ Out of bounds ▪ Defense gains possession ▪ Injury in the scrimmage area ▪ End of the period or the game 	
	<p>EQUIPMENT INSPECTIONS (<i>Minimum of 4</i>)</p> <ul style="list-style-type: none"> ▪ 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" 	
<p>2018 NFHS POINTS OF EMPHASIS</p> <ol style="list-style-type: none"> 1. Shots at the Ends of Periods 2. Slow Whistle 3. Faceoffs 4. Mouthpieces 5. New Crosse (head dimensions) 	<p>GAME MANAGEMENT – ADVANCED</p> <ul style="list-style-type: none"> • 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 	<p>GAME MANAGEMENT – HELPFUL PHRASES</p> <ul style="list-style-type: none"> ▪ “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.”
<p>FINAL CHECKLIST</p> <ul style="list-style-type: none"> ▪ Whistles, flags, timers, scorecards, coins, measuring tape ▪ Do our uniforms match? ▪ Remember we have to call the ROUC! <ul style="list-style-type: none"> ○ ROUGH, OBVIOUS, UNNECESSARY, CHEAP <p>WHEN THE BALL IS DEAD WE BECOME ALIVE!</p>	<p>REMINDERS</p> <ul style="list-style-type: none"> ▪ 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 ▪ Eye Contact – With Coaches on timeouts, and partners frequently ▪ Goalkeeper –GETS 5 seconds on restarts 	