

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

<p><b>ADMINISTRATIVE</b> (<i>Referee leads</i>)</p> <ul style="list-style-type: none"> <li>▪ <b>20-30 min before game time</b> – Be on the field</li> <li>▪ <b>Coaches /Game Admin meeting</b></li> <li>▪ <b>Captains</b> – Emphasize sportsmanship</li> <li>▪ <b>Faceoff Men</b> – Check contrasting color on shafts</li> <li>▪ <b>Check Goals</b> – No balls or nets in them</li> <li>▪ <b>Balls</b> – 6 on sidelines and end lines</li> </ul>		<p><b>FACEOFFS</b> (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>)</p> <ul style="list-style-type: none"> <li>▪ <b>Mechanic</b> – Place ball, Down, [Minimal adjust], “set”, whistle</li> <li>▪ <b>Faceoff Official</b> – Back out to your sideline and toward your goal</li> <li>▪ <b>Wing Official</b> – Stop sign until field is set, when ready then point</li> <li>▪ <b>Violation</b> – No play-on! Trail restarts</li> <li>▪ <b>Count</b> – Either a 10- or 20-count upon possession</li> </ul>
<p><b>CREASE PLAY</b></p> <ul style="list-style-type: none"> <li>▪ <b>Lead Has It All</b> – Trail may drop into the box to assist if Lead goes to end line</li> <li>▪ <b>Dive/Jump</b> – Can never score if player leaves his feet and lands in the crease</li> <li>▪ <b>Sequences:</b> <ul style="list-style-type: none"> <li>○ Dive, illegal push [flag], scores, lands in crease = No goal, foul</li> <li>○ Dive, legal push, scores, lands in crease = No goal, crease violation</li> <li>○ Grounded, illegal push [flag], scores, lands in crease = goal, wipe foul</li> <li>○ Grounded, illegal push [flag], lands in crease, scores = no goal, foul</li> <li>○ Grounded, touches crease, scores = no goal, crease violation</li> <li>○ Grounded, scores, touches crease = goal, faceoff</li> </ul> </li> </ul>	<p><b>DEAD BALL OFFICIATING</b></p> <p>Eyes are on the players. Remains vigilant even after a goal.</p> <p>Good positioning shows confidence that the call is correct.</p>	
<p><b>LEAD OFFICIAL</b></p> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – Step above or below GLE</li> <li>▪ <b>Transition</b> – Stay one line ahead of the ball</li> <li>▪ <b>Coverage</b> – One-man game until Trail gets into position</li> <li>▪ <b>End Line</b> – Be on or near the line for contested plays</li> <li>▪ <b>Count</b> – Has the initial 10 count on offensive half</li> <li>▪ <b>Goals</b> – Strong whistle, run closer, stop &amp; signal, eyes on bodies</li> </ul>	<p><b>TRAIL OFFICIAL</b></p> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – At the top of the box</li> <li>▪ <b>Transition</b> – Stays behind the ball</li> <li>▪ <b>Coverage</b> – Shooter, shooter, shooter!</li> <li>▪ <b>Far Goal</b> – You are the Lead on the opposite half</li> <li>▪ <b>Offside</b> – count offense first, then defense</li> </ul> <p style="text-align: center;"><b>WATCH THE SHOOTER!</b></p>	
<p><b>ADVANCING THE BALL / OVER AND BACK (OAB)</b></p> <ul style="list-style-type: none"> <li>▪ Trail has the 20-second clearing and the 4-second crease count</li> <li>▪ Both must be aware when count is satisfied (one hand in air)</li> <li>▪ OAB only when count satisfied and offense was last to touch</li> <li>▪ Turnover when ball breaks the plane (immediate whistle, rare play-on)</li> <li>▪ Old Trail stops play, runs toward GLE, New Lead restarts play</li> </ul>	<p><b>TARGETING HEAD/NECK &amp; DEFENSELESS PLAYER</b></p> <ul style="list-style-type: none"> <li>▪ <b>If it's close it's high!</b> – Call from anywhere</li> <li>▪ <b>Do not miss anything after</b> – Keep your eyes on the players</li> <li>▪ <b>Shooter, shooter, shooter</b> – Stay with him as Trail</li> <li>▪ <b>If called early</b> – Probably not going to have to worry about these later</li> <li>▪ <b>2min Non-Releasable</b> – MINIMUM</li> </ul>	
<p><b>TIME OUTS</b> (<i>Called by head coach or field player</i>)</p> <ul style="list-style-type: none"> <li>▪ <b>Called When</b> – Must be in possession or during a dead ball</li> <li>▪ <b>Timer On</b> – 1:40 seconds + 20 seconds to restart = 2 min total</li> <li>▪ <b>Reassess</b> – Confirm score with partner, timeouts remaining, AP</li> <li>▪ <b>Discuss</b> – How is the game going? Any adjustments we need to make?</li> </ul>	<p><b>EQUIPMENT INSPECTIONS</b> (<i>Minimum of 3</i>)</p> <ul style="list-style-type: none"> <li>▪ <b>Check</b> – All required equipment</li> <li>▪ <b>Where</b> – Midline; Umpire faces in, Referee faces out</li> <li>▪ <b>Fix It Tickets</b> – Incorrect butt end, hanging strings past 2”</li> </ul>	

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



Keep It In!

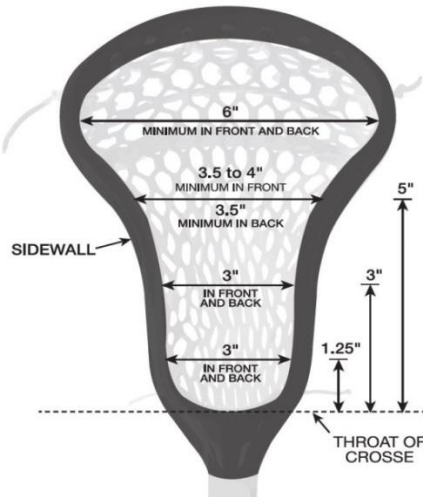
### GET IT IN/KEEP IT IN (Outside the Last 2-Minutes of Game)

- 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
- 2<sup>nd</sup> defensive flag thrown stops play immediately unless there is an imminent scoring opportunity

**Shot** = Hits pipe, goalkeeper, or a goal is scored.



### GOODIES (when to end a flag down, slow whistle)

- Goal
- Offense commits a foul
- Out of bounds
- Defense gains possession
- Injury in the scrimmage area (Loss of proper equipment / helmet)
- End of the period or the game
- Second defensive foul (not during a scoring opportunity)



### 2026 NFHS POINTS OF EMPHASIS

1. Properly Wearing Equipment
2. Contact - Head & Neck
3. Sportsmanship - Head Coach
4. Pregame Responsibilities

### 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

**WHEN THE BALL IS DEAD WE BECOME ALIVE**

### 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