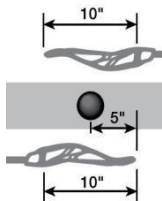


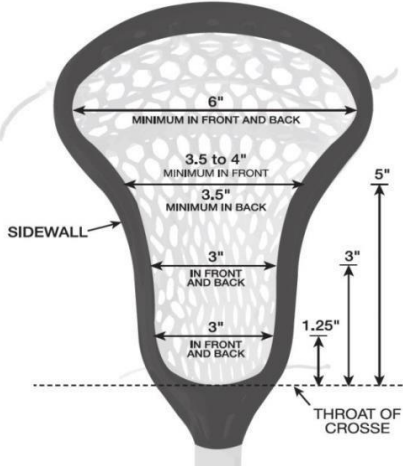



### 3-Person Crew - Pre-Game (NFHS Rules)

<b>ADMINISTRATIVE</b> ( <i>Referee leads</i> ) <ul style="list-style-type: none"><li>▪ <b>30min before game time</b> – Be on the field</li><li>▪ <b>Coaches</b> – Spend same amount of time w/ each</li><li>▪ <b>Captains</b> – Emphasize sportsmanship</li><li>▪ <b>Faceoff Men</b> – Contrasting colors; Palm up; S.N.G.</li><li>▪ <b>Check Goals</b> – No balls or nets in them</li><li>▪ <b>Balls</b> – 4 on sidelines and end lines</li></ul>	 <b>FACEOFFS</b> ( <i>Top to stop, parallel to line, ball in center, clear neutral zone</i> ) <ul style="list-style-type: none"><li>▪ <b>Mechanic</b> – Place Ball, Down, [adjust sticks], “set”, [back out] whistle</li><li>▪ <b>Faceoff Official</b> – Back out to single side, be aware of the wings; stay safe!</li><li>▪ <b>Lead Left (Helper)</b> – Be aware of the wings, call violations if you see them</li><li>▪ <b>Wing Official</b> – Stop sign until field is set, when ready then point</li><li>▪ <b>Violations</b> – No play-on! Single restarts.</li><li>▪ <b>Count</b> – Single has the 20- or 10-count upon possession.</li></ul>	
<b>LEAD OFFICIAL</b> <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> – Two-man game until Trail gets in</li><li>▪ <b>End Line</b> – On or near line for contested plays</li><li>▪ <b>Goals</b> – Check with Single, watch bodies</li></ul>	<b>TRAIL OFFICIAL</b> <ul style="list-style-type: none"><li>▪ <b>Position</b> – 5yds from top of the box</li><li>▪ <b>Transition</b> – Stays behind the ball</li><li>▪ <b>On Shots</b> – Shooter, shooter, shooter!</li><li>▪ <b>Far Goal</b> – You are the Lead</li><li>▪ <b>Offside</b> – Count offense, then defense</li></ul>	<b>SINGLE-SIDE OFFICIAL</b> <ul style="list-style-type: none"><li>▪ <b>Position</b> – 3-5 yds above GLE</li><li>▪ <b>Transition</b> – Gets to cone (mid-line)</li><li>▪ <b>On Shots</b> – Shooter, shooter, shooter!</li><li>▪ <b>GLE</b> – Cover goal if Lead drops below</li><li>▪ <b>Offside</b> – Count offense, then defense</li></ul>
<b>CREASE PLAY</b> <ul style="list-style-type: none"><li>▪ <b>Lead/Single</b> – Confirm before signaling goal</li><li>▪ <b>Ball Toward You</b> – Watch feet</li><li>▪ <b>Ball Away from You</b> – Watch body</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, asses 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, assess 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>TURNOVERS AFTER WIPING A GOAL</b></p> <p>Clear, demonstrative signal that shows conviction and certainty.</p> <p>Hustles to new position during the dead ball to be ready for the quick restart.</p>
<b>ADVANCING THE BALL / OVER AND BACK (OAB)</b> <ul style="list-style-type: none"><li>▪ Single has the 20- and 10-second counts (Trail has 4-second crease count)</li><li>▪ All 3 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>▪ Single restarts, New Lead hustles to GLE</li></ul>		<b>ILLEGAL OFFENSIVE SCREEN</b> <ul style="list-style-type: none"><li>▪ Player’s feet hips width apart</li><li>▪ Not moving prior to contact</li><li>▪ Crosse held within vertical plane of body</li><li>▪ Contact required!</li></ul>
<b>CHECKS TO HEAD/NECK &amp; DEFENSELESS PLAYER</b> <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> – Trail; eyes on the shooter</li><li>▪ <b>Indirect Contact</b> – starts clean, finishes high, 1-min NR</li><li>▪ <b>Direct Contact</b> – 2/3 min NR; excessively violent may result in ejection</li></ul>		<b>RESTARTS</b> ( <i>Quick; not rushed</i> ) <ul style="list-style-type: none"><li>▪ Ball carrier must be stationary.</li><li>▪ All players (offense and defense) must be 5 yards away</li><li>▪ Tell the player what you want: “Pick it up and freeze!”</li></ul>

## 3-Person Crew - Pre-Game (NFHS Rules)

 <p>Keep It In!</p>	<b>GET IT IN/KEEP IT IN</b> ( <i>Outside the Last 2-Minutes of Game</i> ) <ul style="list-style-type: none"> <li>Crew agrees to put the stall warning on</li> <li>Everyone signals and says: <ul style="list-style-type: none"> <li>Get it in (if outside the box)</li> </ul> </li> <li>Keep it in (if inside the box)</li> </ul>	<b>Get It In/Keep It In</b> ( <i>Inside the Last 2-Minutes of Game</i> ) <ul style="list-style-type: none"> <li>Automatic if: <ul style="list-style-type: none"> <li>Leading team has possession</li> <li>4 or less goal differential</li> </ul> </li> <li>2<sup>nd</sup> defensive flag thrown stops play immediately unless there is a scoring play in progress</li> </ul>
 		<p><b>Shot from above GLE</b> = Hits pipe, goalkeeper, or a goal is scored.</p> <p><b>GOODIES</b> (<i>when to end a flag down, slow whistle</i>)</p> <ul style="list-style-type: none"> <li>Goal</li> <li>Offense commits a penalty</li> <li>Out of bounds</li> <li>Defense gains possession</li> <li>Injury in the scrimmage area/Inadvertent whistle</li> <li>End of the period or the game/Equipment</li> <li>Second Defensive Foul/Subsequent Foul (unless scoring play in progress)</li> </ul> <p><b>EQUIPMENT INSPECTIONS</b> (<i>Minimum of 4</i>)</p> <ul style="list-style-type: none"> <li><b>Where</b> – Midline; two officials face in, one faces out</li> <li><b>When</b> – Timeouts and quarter breaks (adjust as needed)</li> <li><b>Who</b> – Grab the bench you are closest to; Single gets ball</li> <li><b>Fix It Tickets</b> – Incorrect butt end, hanging strings past 2"</li> </ul>
<b>2024 NFHS POINTS OF EMPHASIS</b> <ol style="list-style-type: none"> <li>Crosse Prohibitions</li> <li>Eyeshade</li> <li>Properly worn mandatory equipment</li> <li>Checks involving head/neck</li> </ol>	<b>GAME MANAGEMENT – ADVANCED</b> <ul style="list-style-type: none"> <li>Remember the plays a coach may want to talk about later</li> <li>Create allies with goalies, captains, and assistant coaches</li> <li><b>Ghosting</b> – Imagine you are transparent and negative comments pass through you</li> </ul>	<b>GAME MANAGEMENT – HELPFUL PHRASES</b> <ul style="list-style-type: none"> <li>"Coach, I want to work together."</li> <li>"I understand' that; I 'appreciate that, but here is what I saw on that play..."</li> <li>"I need you to rein in your assistant before he puts you man down."</li> </ul>
<b>FINAL CHECKLIST</b> <ul style="list-style-type: none"> <li>Whistles, flags, timers, scorecards, coins, measuring tape</li> <li>Do our uniforms match?</li> <li>Remember we have to call the <b>ROUC!</b> <ul style="list-style-type: none"> <li>ROUGH, OBVIOUS, UNNECESSARY, CHEAP</li> </ul> </li> </ul>	<b>REMINDERS</b> <ul style="list-style-type: none"> <li><b>Crease Calls</b> – Come in and communicate</li> <li><b>Big Sub Area</b> - Stay aware and count ahead</li> <li><b>Man Down Face</b> – Vacated wing, release waits on possession</li> <li><b>End of Quarter</b> – Shot is not possession</li> <li><b>Eye Contact</b> – With Coaches on timeouts, and partners frequently</li> <li><b>Goalkeeper</b> –GETS 5 seconds on restarts</li> </ul>	

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