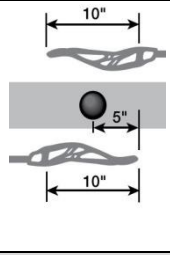
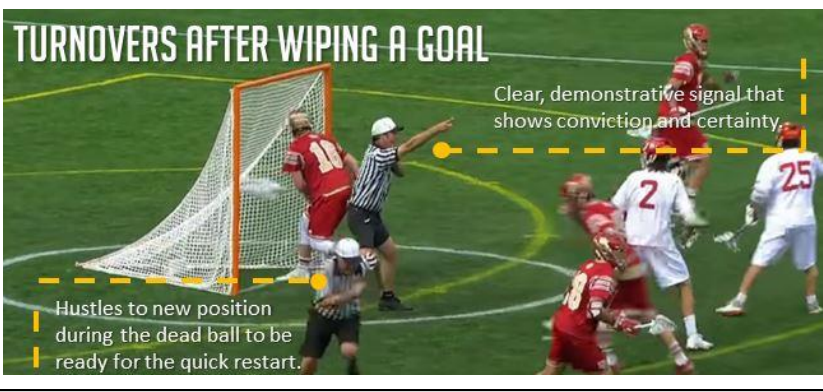

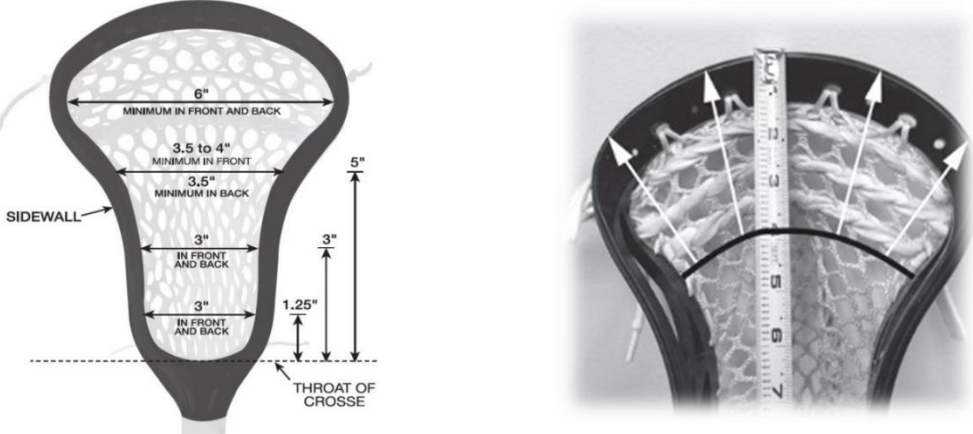


3-Person Crew – Pre-Game (NCAA Rules)

ADMINISTRATIVE (<i>Referee leads</i>) <ul style="list-style-type: none"> ▪ 30min 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 (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>) <ul style="list-style-type: none"> ▪ Mechanic – Place ball, down, adjust players, “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; violating player can not take the the next FO. Announce # and verbalize to bench area
LEAD OFFICIAL <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 	TRAIL OFFICIAL <ul style="list-style-type: none"> ▪ Position – Bottom of the wing line (40yl) ▪ Transition – Stays behind the ball ▪ On Shots – Shooter, shooter, shooter! ▪ Far Goal – You are the Lead ▪ Offside – Count offense, then defense 	SINGLE-SIDE OFFICIAL <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
CREASE PLAY <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 – Player may dive if he dives away from the goal mouth. ▪ Sequences: <ul style="list-style-type: none"> ○ 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) <ul style="list-style-type: none"> ▪ Please see shot clock rules on next page ▪ Offense must cross the ball over the midline by :60 ▪ OAB only when offense was last to touch ▪ Turnover when ball breaks the plane (immediate whistle, rare play-on) ▪ Single restarts, New Lead hustles to GLE 	ILLEGAL OFFENSIVE SCREEN <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! 	
HIGH/LATE HITS <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 ▪ If called early – Probably not going to have to worry about these later 	RESTARTS (<i>Quick; not rushed</i>) <ul style="list-style-type: none"> ▪ No running from out of bounds, tell player to slow down ▪ Defense must maintain 5 yards of separation before defending ▪ Teammates cannot be within 5 yards ▪ Turnover in field of play (new defensive team cannot call timeout) 	

3-Person Crew – Pre-Game (NCAA Rules)

	SHOT CLOCK / Event <ul style="list-style-type: none"> • Possession on Faceoff – Starts at 80 ▪ Change of Possession – Resets to 80 ▪ Valid Shot – Retained by A in Off Zone – Reset 60 ▪ Valid Shot – Retained by A in Def Zone – Reset 80 	SHOT CLOCK / Event <ul style="list-style-type: none"> • Ball Batted by B into Def End – No Reset ▪ Loose Ball Tech retained by A - >61-80 / <60-60 ▪ FDSW/TO/IAFW/Loss of Equip – No Reset ▪ Def Injury Stopping Play - >61-80 / <60-60 ▪ Period Ends uneven/team retains poss – No Reset
Clock does not start, stop play when no imminent scoring opportunity		
Shot = Hits pipe, goalkeeper, or a goal is scored. Must be above GLE.		
		GOODIE (<i>when to end a flag down, slow whistle</i>) <ul style="list-style-type: none"> ▪ 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
'24 Points of Emphasis <ol style="list-style-type: none"> 1. Head Coach Pregame & Equipment Certification (Helmets) 2. Team Conduct/Decorum 3. Uniforms 4. Goal Nets 		EQUIPMENT INSPECTIONS (<i>Minimum of 2</i>) <ul style="list-style-type: none"> ▪ Where – Midline; two officials face in, Ref faces out ▪ When – Timeouts and quarter breaks (adjust as needed) ▪ Who – Grab the bench you are closest to; Single gets ball ▪ Penalties – 1min DP (Release) – 3 min all others (NR)
GAME MANAGEMENT – ADVANCED <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 		GAME MANAGEMENT – HELPFUL PHRASES <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.”
FINAL CHECKLIST <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>		REMINDERS <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 ▪ Goalkeeper –DOES NOT get 5 seconds on restarts