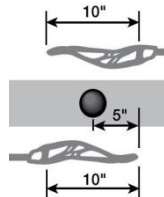


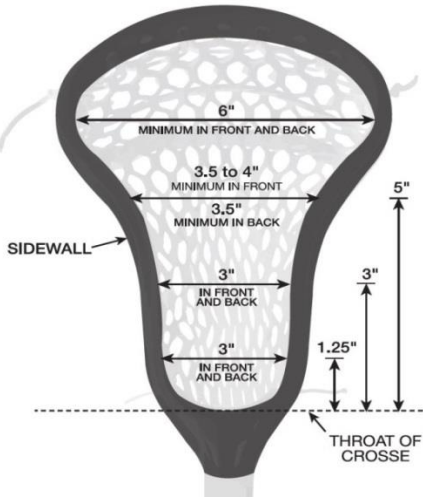




2-Person Crew – Pre-Game (NFHS Rules)

ADMINISTRATIVE (<i>Referee leads</i>) <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 – 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, [Minimal adjust], “set”, whistle▪ Faceoff Official – Back out to your sideline and toward your goal▪ Wing Official – Stop sign until field is set, when ready then point▪ Violation – No play-on! Trail restarts▪ Count – Either a 10- or 20-count upon possession
CREASE PLAY <ul style="list-style-type: none">▪ Lead Has It All – Trail may drop into the box to assist if Lead goes to end line▪ 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, 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, foul○ Grounded, touches crease, scores = no goal, crease violation○ Grounded, scores, touches crease = goal, faceoff		 <p>DEAD BALL OFFICIATING</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>
LEAD OFFICIAL <ul style="list-style-type: none">▪ Position – Step above or below GLE▪ Transition – Stay one line ahead of the ball▪ Coverage – One-man game until Trail gets into position▪ End Line – Be on or near the line for contested plays▪ Count – Has the initial 10 count on offensive half▪ Goals – Strong whistle, run closer, stop & signal, eyes on bodies	TRAIL OFFICIAL <ul style="list-style-type: none">▪ Position – At the top of the box▪ Transition – Stays behind the ball▪ Coverage – Shooter, shooter, shooter!▪ Far Goal – You are the Lead on the opposite half▪ Offside – count offense first, then defense <p>WATCH THE SHOOTER!</p>	
ADVANCING THE BALL / OVER AND BACK (OAB) <ul style="list-style-type: none">▪ Trail has the 20-second clearing and the 4-second crease count▪ Both 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)▪ Old Trail stops play, runs toward GLE, New Lead restarts play	TARGETING HEAD/NECK & DEFENSELESS PLAYER <ul style="list-style-type: none">▪ If it’s close it’s high! – Call from anywhere▪ Do not miss anything after – Keep your eyes on the players▪ Shooter, shooter, shooter – Stay with him as Trail▪ If called early – Probably not going to have to worry about these later▪ 2min Non-Releasable – MINIMUM	
TIME OUTS (<i>Called by head coach or field player</i>) <ul style="list-style-type: none">▪ Called When – Must be in possession or during a dead ball▪ Timer On – 1:40 seconds + 20 seconds to restart = 2 min total▪ Reassess – Confirm score with partner, timeouts remaining, AP▪ Discuss – How is the game going? Any adjustments we need to make?	EQUIPMENT INSPECTIONS (<i>Minimum of 4</i>) <ul style="list-style-type: none">▪ Check – All required equipment▪ Where – Midline; Umpire faces in, Referee faces out▪ Fix It Tickets – Incorrect butt end, hanging strings past 2”	

2-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>		
<div style="display: flex; justify-content: space-around;">   </div>		<p>GOODIES (<i>when to end a flag down, slow whistle</i>)</p> <ul style="list-style-type: none"> ▪ Goal ▪ Offense commits a foul ▪ Out of bounds ▪ Defense gains possession ▪ Injury in the scrimmage area ▪ End of the period or the game ▪ Second defensive foul (not during a scoring opportunity) <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>ON EVERY SHOT</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px dashed yellow; padding: 2px;">Trail watches shooter</div>  <div style="border: 1px dashed yellow; padding: 2px;">Trail watches shooter</div> </div> </div>
<p>2024 NFHS POINTS OF EMPHASIS</p> <ol style="list-style-type: none"> 1. Crosse Prohibitions 2. Player Safety - Proper Equip. 3. Eyeshade 4. Checks - Head & Neck 	<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 – 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 	