



Playoff Pregame

Prior to taking the field

- R contacts crew day before to confirm game time, arrival time, parking and uniform (all must match)
- R conducts good pregame in parking lot, review 3-man mechanics, clock concerns
- Walk on field together NLT 20 mins prior, review how the field is lined, cones and goals in proper positions
- Have a plan for halftime and leaving the field at end of game

Coaches Meeting

- Home coach first, certify (reminders on eye black and mouthpieces), determine timing of anthem/lineups (if any)
- Reminders on sportsmanship, keeping clean sub box/bench areas, coaches area is 20yds (to 25s), players 6yds back (make sure field has bench cones)
- We will answer questions (not statements) professionally as play allows
- Available for stick checks after captain/FO meetings
- Try to spend an equal amount of time with each coach

Captains Meeting

- Home team faces bench, entire crew shakes hands with all captains
- Strong sportsmanship message
- Keep cards in pockets to record direction/AP until captains go back to their teams

Faceoff Meeting

- Have them bring all FO sticks, verify tape or contrasting color on shaft (4-3-3-o)
- Go down correctly, top to stop, etc. We can adjust but will turnover if players are not responsive
- Move ball off the X if grass field or indents
- Tell them we will vary the cadence of the whistle (4-3-3-h)
- Talk with them throughout the game, let them ask questions if they notice anything

Prior to Lineups

- R talks to table/timer, U/FJ available for stick checks
- Watch warmups, especially mixed colors
- Be in position for anthem (between benches), U/FJ check goals after (for balls and position)

Faceoffs

- Single and Lead Left watch different things (cover in pregame, talk during game)
- Lead Right sets field, points to show Lead Left, who points to Single
- Faceoff players shall not initiate a body check against their opponent (4-3-3-i)
- Wing players cannot body check an opponent who is crouched for a faceoff (5-3-3)
- Single has restart on violations, wings freeze players behind restraining line
- Player in the box when penalty time expires cannot be released until faceoff has ended (7-1-1-d)
- No faceoff to start quarter if there is a dead ball penalty between periods or an extra-man situation exists and a team had possession at end of quarter (5v5 is not extra-man)

Transitions

- All officials signal change of possession, Single keeps the 20/10 count, new Trail has goalie 4 second count
- New lead hustle down on fast breaks, backpedal if slower to keep eyes on players
- Single get to and behind cone at midfield, wait for ball to pass then move downfield
- New Trail get wide to cover sideline, watch contested substitutions, then come in at most to top of box. No rush
- Always be counting for offsides

Crease Play/Goals

- In NFHS, a player cannot become airborne of own volition, land in the crease and score (4-19-1)
- Lead can get closer to goal since trail has sideline, if Lead goes behind goal Single covers GLE
- Official w/player coming towards them has feet, official w/player going away has the push
- Should have 2 sets of eyes on the shooter (generally Trail and Single) to watch for late hits
- Trail makes sure the correct number of players are in offensive end

Penalties

- Multiple penalties, play stopped unless scoring play is in progress (7-8-2 SIT C)
- Trail waits for offending player to move into the box, stands on/outside the wingline to report
- All members of the crew should know what the penalty is **and release time**, inform the goalie
- Multiple flags/multiple minutes – **TALK** before reporting
- Be clear reporting multiple penalties to table – “two fouls, same player”, “two fouls, different players” etc.
- Make sure players in box are closer to midline than their bench, make them easy to identify for counting
- If goalkeeper gets a time-serving penalty, they **must** serve. **Do not** allow in-home to serve. Allow 1-minute delay for replacing a penalized or injured goalkeeper, beginning with goalkeeper’s warmup (7-1-1-e)

Timeouts

- Timeouts may be called anywhere on field by team in possession or during dead balls by either team
- Be aware when coaches are likely to request timeouts, give them leeway to come on field to signal it
- If timeout is called in an unusual situation, they may be trying to avoid offsides call (**Count!**)
- Trail gets between benches to watch teams cross
- Lead/Single get between players if necessary as they walk to bench
- Keep cards in your pocket until all mixed colors have crossed
- Verify number of timeouts for each team and inform both coaches

Restarts

- Play cannot be restarted if an offensive player is within 5 yards from the player with possession of the ball (4-22-1-b)
- Do not let teams gain an advantage with running starts or by restarting several yards away from the proper spot
- Ball is OB on the sideline, play does not restart in the box
- Ball is OB on one side of the goal, play restarts on that side of the goal no matter where the balls on the endline are
- Timeout by offense or FDSW inside the goal area moves ball laterally outside the goal area. Timeout after ball goes OB on endline restarts at spot where ball crossed endline (4-26)
- Control the game by moving and pointing to the spot of the restart if necessary
- Goalkeeper **DOES NOT** get 5 seconds on restart

Equipment/Injuries

- A goalkeeper, when outside the crease, is treated like a field player (4-24-1)
- If goalkeeper loses stick/equipment outside crease and returns to crease without proper equipment with perceived intent to block a shot or act as a goalkeeper, this is an immediate whistle USC (1-min locked) unless ball is in flight.
- Play shall be suspended immediately if a player loses any mandatory equipment in the scrimmage area. If that player’s team is in or entitled to possession, they retain possession. If ball is loose outside crease, AP (4-24-7)
- Play shall be suspended immediately if the goalkeeper’s stick or other mandatory equipment becomes broken in the crease, (4-24-7) regardless of an imminent scoring opportunity (4-24-1 Sit D)
- If a player has the helmet come off during play, immediate whistle. Player must leave the field until next dead ball following resumption of play (4-24-8)
- If injured player is not in scrimmage area or injury is not judged to be severe, withhold whistle until scoring play is completed or possession is secured if ball is loose (4-24-2)
- Injured player shall be replaced but can substitute back in after the next dead ball following resumption of play. Coach cannot use a timeout to allow player to return immediately (4-24-3 Sit)

Contact to Head/Neck or Defenseless Player (TALK if we have these)

- Indirect – 1 min NR, Direct – 2 min NR, Excessive/Flagrant – 3 min NR + possible expulsion
- Body-checking player in defenseless position is 2/3 min NR (5-4-6)

Overtime (Sudden Victory)

- 4-minute periods, 2-min intermissions, coin toss to determine sides, AP remains same
- Each team is entitled to one timeout **per overtime period**, no carryover (4-29-2)

Equipment Checks

- 1 random check each half (4-27-2), avoid doing them when there is a player in the box
- Coaches’ requests must take place during a dead ball and must refer to a specific player (4-27-1)
- Check helmet, cleats, shoulder pads, gloves, mouthpiece, it’s not just a stick check
- All time-serving stick violations are 2-minutes, stick is eligible to return
- Mouthpiece violation is technical foul (6-5-2-x)
- If goal-scorer’s stick is found to be illegal, goal does not count (4-9-2-k)
- No equipment checks following a GW goal as clock expires or in OT (4-27-1-Sit A)

Stalling (before last 2 minutes)

- It shall be the responsibility of the team in possession to attack the goal (6-10-1)
- “If it is obvious to the officials that Team A is not attempting to attack the goal or execute a scoring play”
- A team may be called for stalling even if defense is aggressively playing the ball (6-10-2 Sit A)
- A team may be called for stalling if they are a man down or while losing (6-10-1 Sits A&B)
- Use judgment, check with partners before stall warning

Goal Disallowed When (selected situations, Rule 4-9)

- An official’s whistle sounds before a goal for whatever reason
 - Do not be quick to blow whistle at end of period unless you know the ball has not been shot
- An official recognizes a timeout by team in possession, regardless of whether the whistle was blown in time
- Head comes off the crosse on a successful shot
- The scoring player’s crosse (not other equipment) is found to be illegal, or the scoring player adjusts the strings before the official requests it, or adjusts the crosse in any way after the official asks for it
- A shot is released before end of period and before entering the goal:
 - Ball makes contact with any member of attacking team or attacking team’s equipment
 - Ball is touched by any player other than defending GK after contacting GK/GK equipment, pipes, or crossbar

Player/Coach Conduct

- These games can get heated, it is our job to remain calm and talk people down
- If necessary, use the conduct foul if you can, early (if needed) to set the tone
- Some comments or actions may rise directly to the level of USC
- Do not let coaches or players swear at you without consequences
- After game, R reports any ejections immediately to assignor and WIAA

General

- Good off-ball and dead ball officiating avoids lots of problems
- Know where you’re supposed to be looking
 - If we have 3 flags, someone is looking in the wrong place
- After a pass/shot in your area, keep eyes on the offensive player for an extra second for late hits
- Let players know you are watching, thank them for holding up on hits that could be late/illegal
- Make sure someone has eyes on the clock to make sure it is working properly, catch issues early
- Communicate who has clock at end of period for shots (and possession if extra-man)
- Communicate signals for over and back
- Always be counting for offsides

Professionalism

- We are paid to enforce the rules fairly and accurately
 - Get in the rule book, re-read areas you are uncomfortable with
 - Rules 4 & 7 (Play of the Game & Penalty Enforcement)
- Show up on time, participate in the pregame, ask questions if unsure
- Always act professionally when addressing student-athletes, coaches, school personnel and spectators
 - Be careful what you say
 - Humor can be misinterpreted
 - Do not bait a coach or player
- Have fun!