

## 2017 US Lacrosse Two-Person Pre-Game

### KEYS TO SUCCESS

1. Communicate with partners, table, coaches & players.
2. Practice preventative officiating; eyes are always on the players!
3. Set tone early; reassess often. Be consistent as a crew.
4. Keep the game safe, fair, and fun.
5. Don't ref the rules, ref the game.

### GAME LOGISTICS

**SITE ADMINISTRATOR** Identify who has lightning detector.

**TEAMS** R has home, U has visitors, Stick/Equipment Checks. Always count both teams.

**CERTIFICATION** you may meet with both, get it done early and let teams warm up.

CERTIFICATION - Captains, In-Home, crew card, game time, any issues.

INSTRUCTIONS communicate with Head Coach, decorum, sportsmanship, time for captains.

NEW RULES & INTERPRETATIONS be willing to answer questions.

**COIN TOSS** Determine AP, review sportsmanship, field issues, line colors.

**FOGO CONFERENCE** meet with all FOGOS prior to game to set expectations. Check for tape.

**TABLE** Start/stop on whistle, 5-min. personals, stacking, release during FO, double horn.

**CHECK FIELD, GOALS, WATCH PLAYERS** Wait for warm-ups to end; stick checks on far side.

**TIMEOUTS** Bench Side Has Timer, wait until teams are in huddle, watch mixed colors.

**HALFTIME** watch mixed colors, clear field, start clock, horn at 4 minutes. Check with table.

**OVERTIME** – One Timeout per OT period, Coin Toss for Direction Only, AP the same, 1st goal wins.

**POSTGAME** Eyes on players. R approves score, watch teams cross, walk off as crew.

### MECHANICS

#### COMMUNICATION

ECHO Flag Down, Possession, He's in, GIKI, AP, Tip, Game Time, All Even.

MIMIC Point direction and ready, stop sign, GIKI, Gained Attack Box, Possession.

EYE CONTACT be aware of where your crew is, are they ready.

PENALTIES Relay to crew, move to open area, stand still, clean and crisp, C-NOTE.

MAN DOWN always let GK know where ball is before restart.

ENDING COUNTS make sure partner stops count, hand signal "He's in."

BE AWARE understand the situation; know the game you're working & how it's changing.

**RESTARTS** No Player within 5 yards and partner ready.

QUICK but don't rush. Partner must point on deep restarts

WHERE Defense may restart in box or crease (5 yards). A is always outside box.

REPOSITION Only if Improper position gains advantage.

COMMUNICATE let partner and players know where the ball is.

GOALIE has 5 seconds to get back to his goal before any quick restart.

**COUNTS** Signal with twirl, yell "reset!" on change of possession. Your whistle, your count.

FOUR Trail has visual count, starts with GK possession in crease.

TWENTY Trail initiates with defensive possession.

TEN Lead has initial count; exception: your whistle, your count.

**SUBSTITUTIONS** Watch for delayed Sub, player on field has right of way.

**OFFSIDES** count forwards! A 1<sup>st</sup> (whistle), then B (FDSW), Lead counts, Trail counts, Both recount!

#### FACEOFF

MECHANIC: [Whistle in mouth, point] Down [adjust; place ball] set [back out] whistle.

TAPE: FOGO needs 6' contrasting color tape up to plastic.

WING Timer on! Watch wing for interference.

SCORECARD always mark; wait until in position. Record timeouts.

PREWHISTLE FOUL No whistle; stand players up, point direction, Trail has restart!

MAN-DOWN FACEOFF Can't bring player up; no release until possession.

POSSESSION begins either a 10- or 20-second count.

**STICK & EQUIPMENT CHECKS** ALL required equipment? Minimum 4 checks.

WHEN Timeouts and Between Periods; no check if a player is in the box.

WHERE Midline, face bench, R faces out. Eyes on players.

CHECK length and width, shootings strings within 4', deep pocket, roll front, side, 90°.

TAPE, STRINGS, CAP No tape on plastic except GK. Get off & fix: 2' maximum, manufactured end cap.

CONFIRM with R before flag, R brings to table.

### SPECIAL SITUATIONS

**FOULS** Simultaneous vs. Multiple, Live Ball or Dead Ball, Releasable and Nonreleasable

**PLAY-ON** Don't disadvantage offended team. Keep it short!

**DEAD BALL** Eyes on the players, find ball, set field for play, let players know what is happening.

**GIKI** Communicate, create opportunity, don't penalize good defense, Even if uneven.

**OVER & BACK** Unless shot or tipped by defense. Treat as play-on if A has CLEAR advantage.

**FINAL TWO MINUTES** Communicate, shot or deflection out of box OK, Play on!

**FIGHTING** Official closest controls fight, partner freezes benches

**CREASE COVERAGE** Trail assists if lead moves to End Line. Be in position! Flag for push.

**NO DIVES** If A leaves feet & lands in crease: no goal; grounded before, during, and after shot.

**LEAD** Beat Ball Downfield, Goal is more important than offsides

**POSITION** GLE; work in as closely as possible, open shoulders to field.

**COUNTS** Initial 10 count, restarts in your Alley.

**COVERAGE** One-man game until Trail arrives. You have everything!

**BOUNDARIES** End line, your sideline.

**RESTARTS** Sideline.

**GOALS** Blow Whistle, Run To Crease, Signal Goal, Keep eyes on players!

**TRAIL JOG** Hustle, don't hurry. Move to spot, stop, move to next spot. NEVER WALK.

**TRANSITION** Primary key is far goal line, then substitution box, good time to talk to bench.

**POSITION** 5 Yards Above Box, Primary concern is return to lead.

**COVERAGE** Off-Sides & substitutions, your alley, above box, Late hits!

**BOUNDARIES** Sideline & Rolling ball offside, far endline.

**RESTARTS** Far Sideline Behind Defensive Clearing Line, Following face-off violations.

**COUNTS** Crease Count, 20-Second Clear, Settled Situation Offensive Counts, GIKI.

**GOALS** Watch shooter, Watch shooter, Watch shooter! Timer on for ball at faceoff spot.

**ON/OFF** NEVER ball watch, if unsure, communicate! Stay on the passer, watch inside!

## 2017 NFHS Rules Changes

### 2017 NFHS Points of Emphasis

1. Coaches and Team Area
2. Defenseless Hits
3. Blindside Hits
4. Mouthpiece Fitting
5. Reminder of Crosse Changes in 2018

### Overtime Procedure

- 2 minute intermission(s)
- Coin Toss: winner determines goal to defend
- AP carries over
- 4-minute periods until goal scored
- 1 TO per team per period
- No stick checks once a goal is scored; game is over

### Game Termination

If lightning is detected, the game manager notifies the head official and play is suspended.

If officials spot lightning before being notified, they may suspend play.

All contests involving teams of the same classification will be played to completion. There will be no mandatory two-hour delay and no 11:30 pm curfew.

Administrators from the competing schools may agree to terminate the contest and resume competition at the point of interruption at a later time.

R should record ALL game information and submit report.

**1-3-2a:** If a flat-iron goal is used on a grass field, it may be attached to the ground with ground anchors.

**4-3-1 Exp 2:** If a player or team commits a foul before any faceoff the ball will be awarded to the offended team in its offensive side at the Center.

**4-3-3:** Paint, a single wrap of tape, or other material of contrasting color to the head may now be used on the handle of the crosse for any player taking a faceoff.

**4-18-4:** No defensive player, other than a properly equipped goalkeeper, can enter his own crease with the perceived intent on blocking a shot or acting as a goalkeeper. Penalty: Conduct foul on defensive player for 1<sup>st</sup> violation. Releasable Unsportsmanlike Conduct foul for 2<sup>nd</sup> violation.

**6-5-2:** Failure to wear the required mouthpiece (unless it comes out during play) is now a technical foul.

**6-10-3:** During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by four goals or less. When the score differential is five goals or more, neither team is forced to keep the ball in the goal area unless warned to 'keep it in.'"