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|  **NFHS Rules Three-Man 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.

**SITE ADMINISTRATOR** *Identify who has lightening detector.***COACH’S MEETING** *you may Certify both, get it done early and let teams warm up.*CERTIFICATION - *Captains, In-Home, Crew Card, game time, issues?*R’s INSTRUCTIONS *with Head Coach, decorum, sportsmanship, time you will grab captains*NEW RULES & INTERPRETATIONS be *willing to answer questions.***COIN TOSS** *R at center X,* *U has home walks out first, then FJ with visitors, U and FJ repeat call.***FOGO CONFERENCE***meet with all FOGOS prior to game to set expectations. Check for tape/paint.***TABLE PERSONELL** *Start/stop on whistle, 5-minute personals, stacking, release on FO, double horn.***CHECK FIELD, GOALS, WATCH PLAYERS** *Wait for warm-ups to end; stick checks on far side.* **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 stays same, 1st goal wins.***POSTGAME** *Eyes on players. R approves score, watch teams cross, walk off as crew.***MECHANICS** **ALWAYS COUNT PLAYERS & CHECK CLOCK** *no dead ball restarts with too many or too few.***COMMUNCIATION** **ECHO** *Flag Down, He’s in, Reset, GIKI, AP, Tip, Game Time, All Even.***MIMIC** *Point ready, stop sign, direction, GIKI, Gained Attack Box, Possession.***EYE CONTACT** *be aware of where your crew, are they ready?***PENALTIES** *Relay to crew, move to open area, stand still, clean and crisp, CNOTE.***MAN DOWN** *always let keeper know where ball is before restart.***ENDING COUNTS** *make sure single stops count, verbalize “He’s in.” Key for Over & Back.***AP** *Signal Face-off & Point Direction. Make sure everyone know what is happening.***TIME** *always be aware of the game clock, verbalize.***BE AWARE** *understand the situation; know the game you’re working & how it’s changing.***RESTARTS** *Immediate whistle, no offensive player within 5 Yards. Defensive player can be within 5 Yards and must grant direct path to goal, after 5-yard separation defender can play man or ball.***COMMUNICATE** *let partner and players know where the ball is. ALWAYS point or hold.***QUICK** *but don’t rush. No running starts.* **WHERE** *Defense may restart in box or crease (5 yards). A is always outside box.***REPOSITION** *Only if Improper position gains advantage*.**GOALIE** *has 5 seconds.* **OFFSIDES** *count forwards! A 1st (whistle), then B (FDSW), Lead, Single and Trail count, then recount!* **COUNTS** *Signal with twirl, yell “reset!” on change of possession.***SINGLE** *has ALL ten and twenty counts.***FOUR** *Trail has visual count, starts with GK possession in crease.***FACEOFF** *possession begins either a 10 or 20 count.* | **STICK & EQUIPMENT CHECKS** *ALL required equipment? Minimum 2 checks.***WHEN** *at dead balls, don’t double check. No one in box.***BENCH SIDE** *Lead and Trail grab stick in front of your bench.* **MECHANICS**:  *At midfield: R faces out, U & FJ face in.* **CHECK** *length and width, shootings strings within 4’, deep pocket, roll* *front, side, 90°.***CONFIRM** *with R before flag, R brings to table. “It’s close” vs “Oh shit!”***TAPE**, **STRINGS, CAP** *No tape on plastic except GK. Get off and fix: 2’ max, manufactured cap.***FACEOFFS** *Singe take all FO; must get to far sideline. Be consistent.***SCORECARD** *always mark; wait until in position.***TAPE:** *FOGO needs 6’ contrasting color up to plastic. Delay if none.***MECHANIC:** *[Whistle in mouth, point] Down [adjust; place ball] set [back out] whistle.* **LEAD LEFT** *Do not adjust crosses; check Neutral Zone. Get in position and freeze.* **WING** *Timer on! Hold until field ready for play; focus on* *wing play. Goal coverage.***PREWHISTLE FOUL** *No whistle; stand players up, point. Trail has restart! Free Clear.***FACEOFF VIOLATION** *Ball restarts at spot. No release until whistle.***LEAD** *RUN. Lead MUST beat ball downfield. NEVER WALK.***POSITION** *GLE to endline, work in as closely as possible*, *open shoulders to field.***COVERAGE** *Goal is primary. Endline on shot or contested play; Single takes goal.***BOUNDARIES** *Lead has sideline until Trail arrives***RESTARTS** *endline, let Trail take sideline restart.***GOALS** *Blow Whistle, Run To Crease and then signal, Keep eyes on players after score!* **SINGLE** *Hustle, don’t hurry. Move to spot, stop, and move to next spot. NEVER WALK.***TRANSITION** *Get to midline ASAP, initial offsides, count forwards. Let ball pass you at midfield.***POSITION** *Move from cone to 5 Yards Above GLE.***COVERAGE** *Hybrid Trail/Lead: Offsides, Late hit on shooter, cover goal when needed.***COUNTS** *all 20 and 10 second counts.***FACEOFF** *cover Leads goal on fast break.***CREASE** *cover goal if Lead moves to Endline.***SHOT** *If not on goal***:** *Watch shooter/passer.***TRAIL** *Hustle, don’t hurry. Move to spot, stop, move to next spot. NEVER WALK.***POSITION** *5 Yards Above Box, Primary concern is return to Lead.***COVERAGE** *Offsides & substitutions, your alley, above box, Watch the shooter! Late hits!***COUNTS** *4 second count.***TRANSITION** *Primary key is goal behind you, good time to talk to bench, announce “I’m in.”***SUBSTITUTIONS** *Player on field has right of way, watch for delayed subs.***SIDELINE** *cover sideline for Lead when in position.***KEY** *Crew saver:**Watch shooter, Watch shooter, Watch shooter!***ON/OFF** *NEVER ball watch, if unsure of who has ball, verbally communicate!***SPECIAL SITUATIONS** **PLAY-ON** *Don’t disadvantage offended team. Keep it short!* **CREASE COVERAGE** *Player coming towards you = feet and goal, Back = push. Must have flag!***DEAD BALL** *Eyes on the inmates, set field for play: find ball, announce location, penalty time.***TIMEOUTS** *Trail Has 1:40 Timer, wait till teams are in huddle, watch mixed colors***.****GIKI** *Communicate, create opportunity, don’t penalize good defense, Even if uneven. Not if 4+.***OVER & BACK** *Unless shot or tipped by B immediate whistle if contested. Treat as play-on.* **FIGHTING** *Officials closest controls fight, partner freezes benches. Get numbers.* |