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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.* |