



2017 Preseason
Lacrosse Official's Clinic #4

Mechanics

2-Man

3-Man

Clinic Agenda/Time Management

Mechanics are, in the opinion of many, possibly the most important part of being a good official. If you are in the correct position, watching your zone (primarily defensive players), you will see the foul and have an easier time selling it.

This clinic will spend most of it's time on 2-man game mechanics but we'll start off with a discussion of the concept of consistency as it relates to coaches and a discussion of pre-game procedures.

We'll cover 3-man briefly at the end.

Mission of our Mechanics

Mechanics put officials in the best position to make the necessary calls to keep the game safe and fair by using methods that are easily applied in a consistent manner.



Pre-Game

(applies to both 2-man
and 3-man crews)

Official's Pre-Game Coordination

- EMAIL/PHONE/TEXT (as appropriate) partner(s) to confirm meeting time and uniform – all wear same
- Referee may email coaches (use selectively)
- If you don't hear from Referee, contact him!
- Meet at school/field with sufficient time for pre-game conference.

PRE-GAME CHECKLIST

DOWNLOAD FROM US LACROSSE

Lacrosse Pre-Game (2- and 3-Person Crews)

1. Crew Preparation & Game Logistics

- a) Position Assignments (*starting positions, rotation*)
- b) Officials Assignments (*captains, stick/equipment checks, ball boys*)
- c) Coach's Meeting
 - Official introductions
 - Certification (*in-home, crew card*)
 - Cover new rules & interpretations
- d) Pre-Game Instructions (*check field, watch players, check goals*)
- e) Coin Toss (*determine AP, review player decorum*)
- f) Timeouts (*officials positioning, timer*)
- g) Halftime (*clear field, start clock*)
- h) Overtime (*1 TO/ period. Coin toss for direction only*)
- i) Postgame (*approve score, walk off as a crew*)

2. Point of Emphasis Review for Current Season

3. Mechanics

- a) Count Players & Check the Clock
- b) Hand Signals
 - Boundaries (*one arm up to signal dead ball*)
 - Restarts (*arm up, backstroke to wind clock*)
 - Faceoff (*wind arm and yell possession upon possession*)
 - In Goal Area (*one arm in the air and point to the ground*)
 - Fouls (*move to open area, relay to trail*)

4. Special Situations – NCAA vs. NFHS Rules

- a) Fouls (*simultaneous, live/dead ball, releasable, non-releasable*)
 - Flag down, everyone echoes
- b) Play-On (*permit advantage to offended team, stop play quickly if adv. lost*)
 - Midfield, Wing Lines, Sidelines, & End Lines
 - Goalie Interference
- c) Positioning in Unsettled Situations
 - Loose balls between the restraining lines
 - Man down clear/pressure ride
- d) Stalling (*no traps*)
- e) Final 2 Minutes (*NFHS – shot or deflection out of box, use play-on, NCAA – put on shot clock if consistent with earlier shot clocks*)
- f) Fighting (*differences in 2- vs. 3-person, one official freezes benches*)
- g) Crease Coverage (*2- vs 3-person*)
- h) Restart Requirements
 - NFHS (*in bounds, stationary, no player within 5 yards*)
 - NCCA (*in bounds, rolling restart allowed, players may be within 5*)

5. Coverage

- a) Lead (2- or 3-person)
 - Transition (*must beat ball downfield*)
 - Position (*GLE*)
 - End lines (*responsible for all out of bounds and contested plays*)

Do you want to take a flight with a pilot that skipped his checklist?

PRE-GAME CONFERENCE

Referee leads discussion –

Use US Lacrosse checklist to ensure key points covered in the time you have.

This is not a one way street. All officials should contribute to the discussion, but the Referee is in charge.

Go over major mechanics –

A review of the basics is always important, especially if working with a partner you have not worked with before.

“Newer” partner – Cover any questions and/or uncertainties. Stress positioning. Make sure you are both on the same page.

“Experienced” partner – Team tendencies - if known. Stress positioning. Make sure you are both on the same page.

PRE-GAME CONFERENCE

Cover odd situations –

What did each of you see in the last few games that was confusing? Talk about weird scenarios to better prepare yourself for the game ahead.

Rules changes for 2016 –

Face off

Leave feet, lose goal (Head=Feet, Back=Body)

4-inch shooting strings

Over and Back

Crew Preparation & Game Logistics

Position Assignments to start the game

Coin Toss & Face Off Clinic Timing

Team Assignments – Who gets which captains for faceoff, goals to inspect, pregame equip checks

PRE-GAME CONFERENCE

MECHANICS

- ❖ BE IN POSITION!
- ❖ ALWAYS COUNT PLAYERS & CHECK THE CLOCK
- ❖ COUNTS – Who Has?
- ❖ HAND SIGNALS
- ❖ CREASE COVERAGE (Face = Feet, Back = Body)
- ❖ SUBSTITUTIONS
- ❖ RESTARTS (Communicate Ready Signal, Visual 5-Second Count)
- ❖ FACEOFFS
- ❖ STICK CHECKS – How many? When?

PRE-GAME CONFERENCE

POINTS OF EMPHASIS (Page 91)

- **Coaches and Team Area** – The only time a coach is allowed to enter the lacrosse field is to attend to an injured player, to warm up a goalkeeper or during halftime.
- **Defenseless Hits** – In the past three years, the concussion rate in boys lacrosse players has been trending down due to the emphasis placed on illegal body checks. An illegal body check includes, but is not limited to: hitting a defenseless player from the “blindside,” a body check when the player’s head is down, and when there is a check to the player whose head is turned. *It is important officials watch for these hits and call them as directed in the section of the rules book.*

PRE-GAME CONFERENCE

POINTS OF EMPHASIS (Page 91)

- **Blindside Hits** – Boys lacrosse is a contact sport with a rich tradition and history. The penalty for excessive hits to the head and neck is in place as an effort to eliminate this type of contact from the game.
- **Mouthpiece Fitting** – It is strongly recommended that mouthguards be properly fitted and not be altered in any manner that decreases effective protection. Mouthguards cannot be clear and must be of any visible color other than white to allow for easier rule enforcement by officials. Coaches should instruct players to have their mouth guards properly in their mouths at all times, i.e., no fish hooking. Officials must enforce this rule.

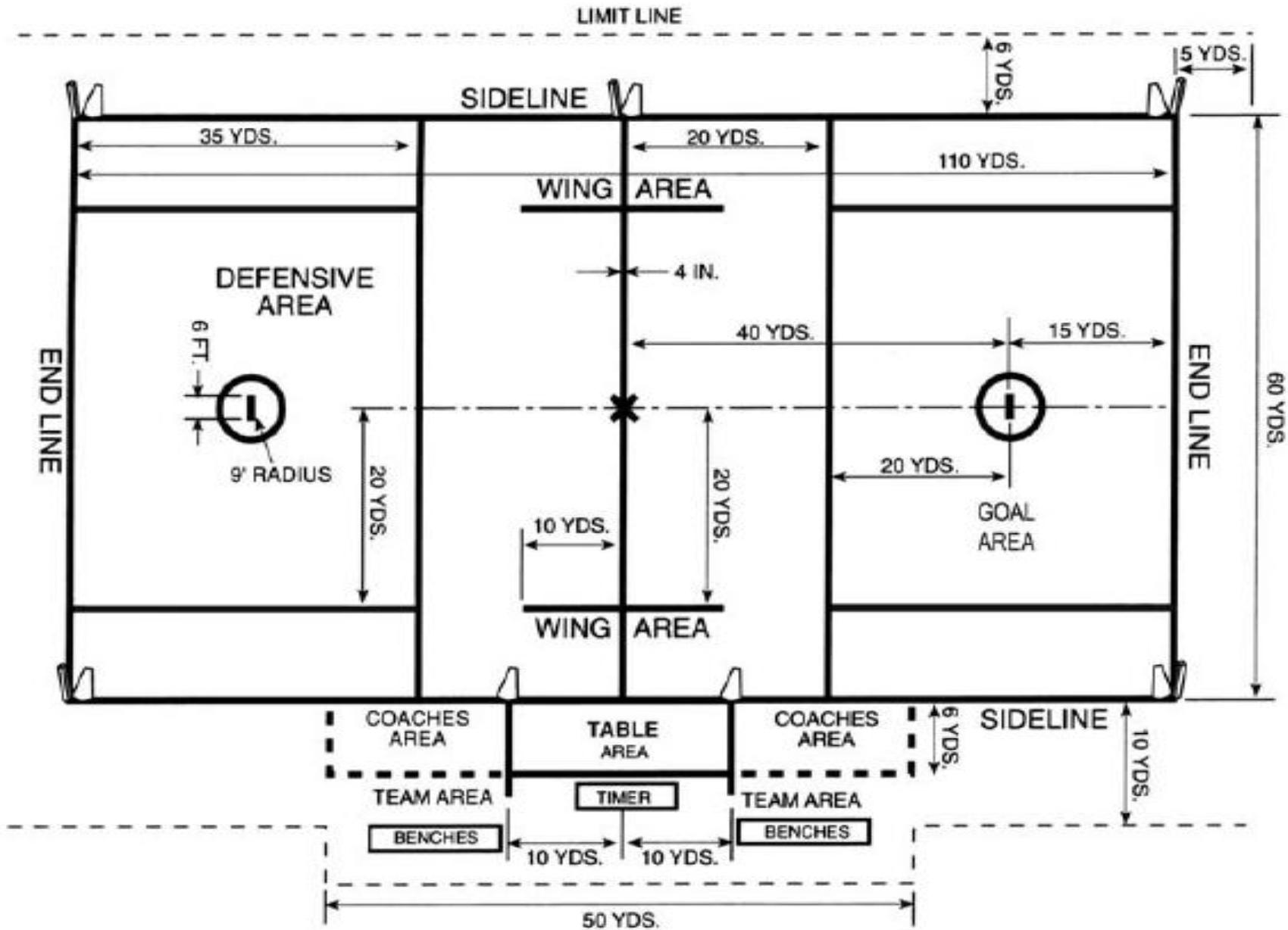
PRE-GAME CONFERENCE

SPECIAL SITUATIONS

- ❖ FOULS (Simultaneous vs. Multiple, Live Ball or Dead Ball, Releasable)
- ❖ PLAY-ON (Do Not Disadvantage Offended Team, Stop Play Quickly, No Subsequent Fouls)
- ❖ STALLING - Early and often, R MUST Start it, Try for behind the goal (NO TRAPS)
- ❖ FINAL TWO MINUTES (New Rule, Shot or Deflection Out Of Box, Use Of Play-On Technique)
- ❖ FIGHTING (Trail Freezes Both Benches, Lead Control Fight)
- ❖ GOALIE LOOSES EQUIPMENT PLAY IS STOPPED IMMEDIATELY

PRE-GAME PROCEDURES

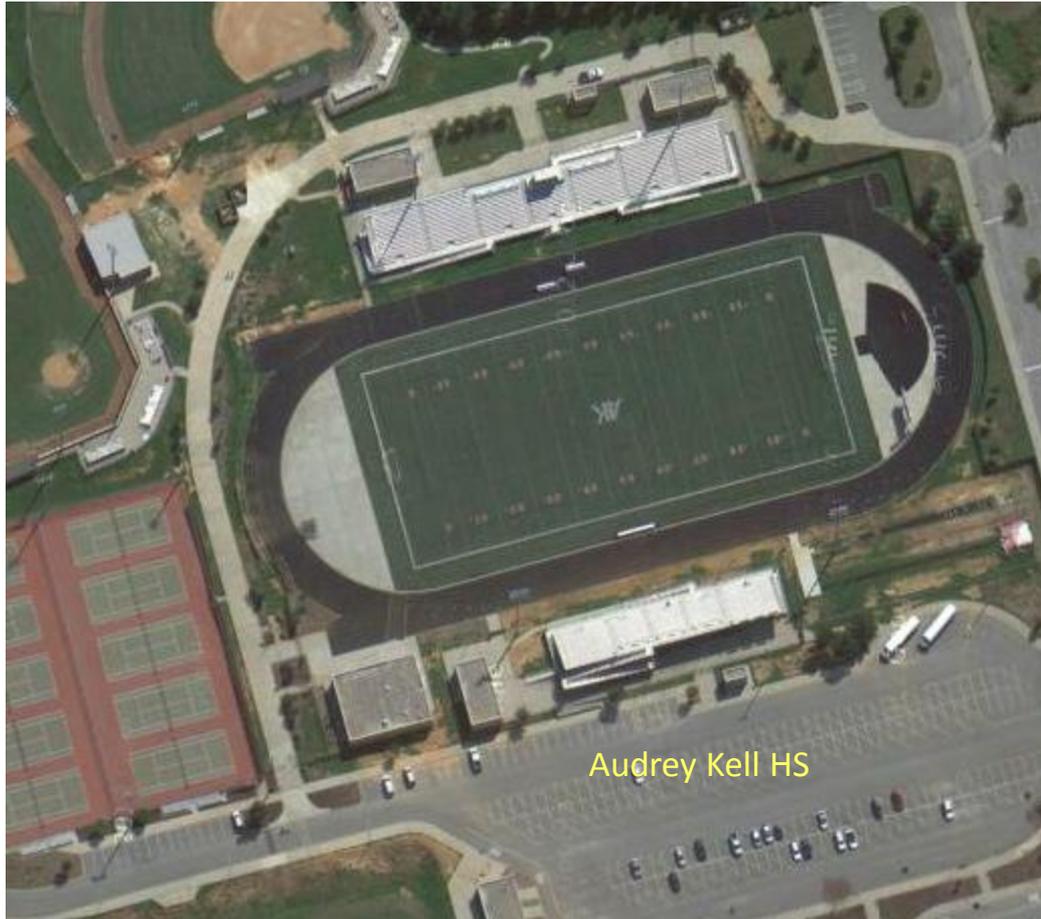
- ❖ Walk on the field 20 minutes before game time
- ❖ As you walk on the field look for:
 - ✓ General field condition (grass length, wet/puddles, mud)
 - ✓ Lines – are dimensions correct?
(Can you see them? Which lines are ours on a multisport field?)
 - ✓ Cones/Pylons
 - ✓ Is the track team still practicing?
 - ✓ Is each team warming up on their half of field?
 - ✓ Any safety hazards? (soccer goals, pole vault pits, sprinkler heads, etc)



Your Local High School Standard Multipurpose Field Layout



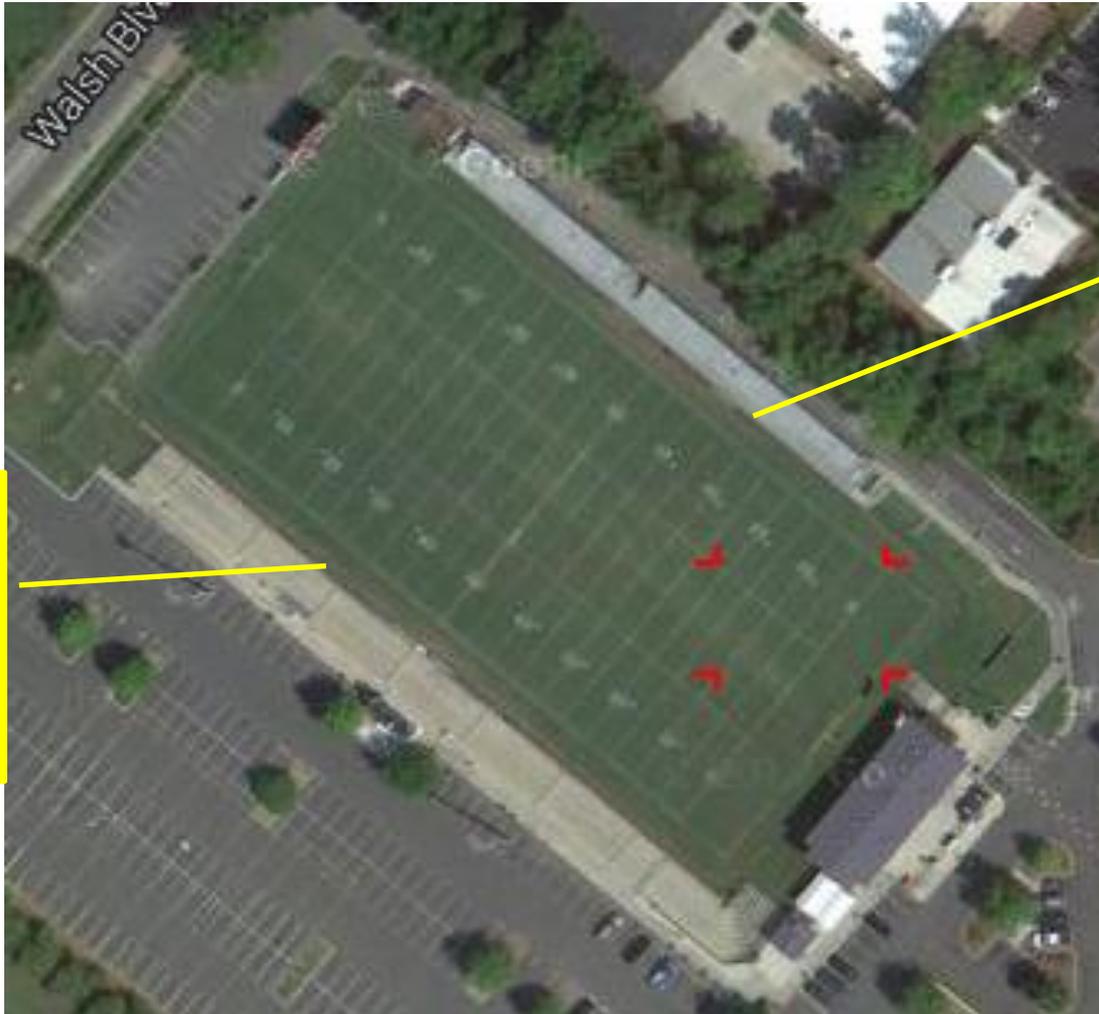
Your Local High School



Audrey Kell HS

Charlotte Catholic

Example of “Tight” Field



**Cement
wall close
to lacrosse
sideline**

**Benches
close to
lacrosse
sideline**

William G. Enloe

Example of “Tight” Field



**Fence
close to
lacrosse
sideline**

**Keep
players
behind
fence**

Your Local High School



PRE-GAME PROCEDURES

- ❖ Walk on the field 20 minutes before game time
- ❖ Referee introduces crew to the head-coaches (crew cards are not required, but are considered professional) and asks for captains, in-home and certifies the coaches.

“Coach, do you certify all players are equipped by rule?”

PRE-GAME PROCEDURES

- ❖ Ask coaches if your timing for Coin Toss and Face-Off Clinic works for them. Note: coaches generally prefer you do them earlier rather than later, but not always.

“Coach, we’ll do the coin toss now and the face-off clinic immediately following that. Does that work for you?”

- ❖ Give instructions to bench personnel and sign scorer’s books
- ❖ Be available for equipment checks.



2-Man Mechanics

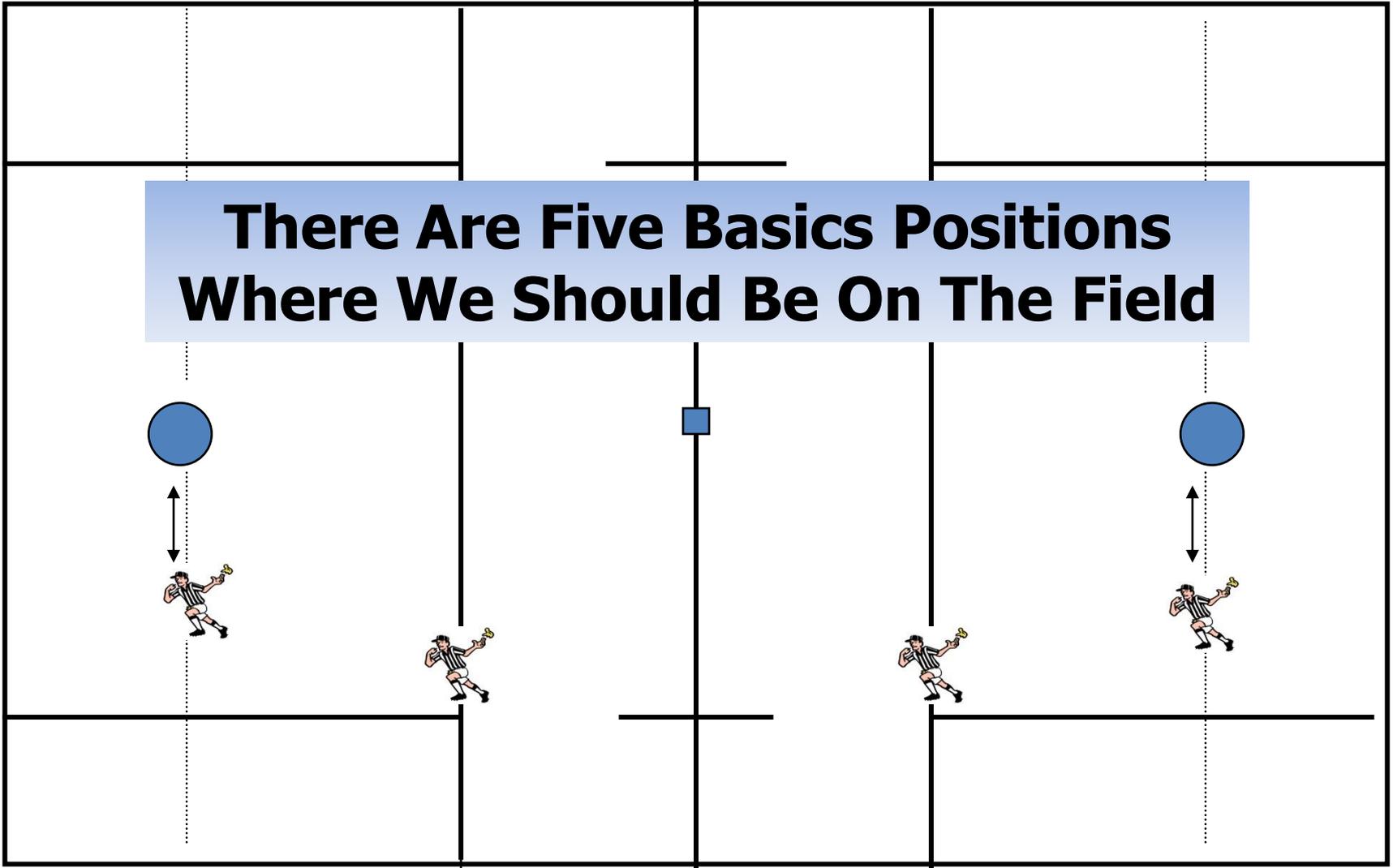
HOME

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VISITOR

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**There Are Five Basics Positions
Where We Should Be On The Field**



Most important responsibilities

- **L** has the goal
- **T** has the goal at the other end of the field
- **T** is responsible for watching the shooter and flagging **late hits**
- Call Technicals in your zone and personals anywhere.

Face-offs



Down, Adjust, Set, Whistle

US Lacrosse Mechanics:

Faceoffs

2-Man

- The faceoff official is responsible for the entire faceoff. Wing official stays in his traditional position.
- The ball is exchanged between the Lead and Trail official after every goal.
- The faceoff official backs away to his sideline after the faceoff in a safe manner.

US Lacrosse Mechanics: Counts Following a Faceoff

2-Man

The Trail is responsible for the initial 10- or 20-second count following “Possession.” This allows the Lead official to focus on getting into position.

Face Off Mechanics Recap

Two-Man Mechanic:

- One official conducts face off in the following manner.: Face off official instructs players to go down and will make all physical adjustments to the faceoff men and their sticks. He should check the neutral zone, player and stick.
- Once the players are in the proper position, the face off official shall place the ball on the ground, in between the head of each Crosse, paying close attention to placing the ball **IN THE MIDDLE** of the head of each Crosse.

Face Off Mechanics Recap

- Once the official is satisfied with the placement of the ball & of the positioning of the players crosses, he shall instruct the players to remain motionless by saying “Set.”

MECHANICS NOTE:

Officials will still have their hand **on the crosses of both players** when the command of “Set” is given.

- After the “Set” command, the official shall back out and blow the whistle when he is clear of the scrimmage area. The official does **not** have to be stationary, and in all likelihood will still be moving backwards, when he blows the whistle to start play.

The whistle cadence will vary with every faceoff.

Note: Players will be in the face-off position longer than in previous years and they **MUST** wait for the sounding of the whistle.

Face Off Mechanics Recap

Faceoff Official (face off official in 2-man)

- Will be in charge of conducting all face-offs.
- Will do all speaking & will blow the whistle to start play.
- **Hold** the ball in his hand as he says “down”.
- Adjust players after they initially go “down” into their position.
- Be sure to place the ball **EXACTLY** in the middle of the sticks. (Never in the throat)
- Be sure to say “set” with your hand still **on the sticks of both players crosse** (don't allow the ball to move).
- Delay & vary your whistle on every face-off.

Face Off Mechanics Recap

- From rule book (page 32; 4-3-k) – it is illegal to kick, step on, or place any other body part to his Crosse or the Crosse of the opponent. It is illegal for a faceoff player to use his Crosse to hold or pin down either player's cross.
- **EXAMPLE:** If the elbow goes to the ground and then comes into contact with the cross of either player, a violation has occurred. This rule was added in 2016 to decrease the length of time the faceoff players will be down “scrumming” for the ball. The Committee's intent is to get the ball out quickly to create a ground ball.

Face Off Mechanics Recap

- Further clarification – even though the example mentions the elbow it relates to any body part that is used to gain an advantage on the faceoff. What is typically happening when this is at issue is the faceoff player is grounding himself in the neutral zone area to prevent movement and in particular forward movement of the opponents stick.
- If a player's first move is into the opponent's body with the intention of not playing the ball this would be a violation and possibly more. If it is deemed that contact was severe enough for a personal foul then the correct ruling would be the following. A faceoff violation has occurred plus a personal foul. Two penalties.

Face Off Mechanics Recap

- What does “**Move, rake, or direct the ball within 1 step**” mean?
 - Intent is to get the ball moving
- Can a player jamb the ball in the back of the stick (plunger move) and stand up without taking 1 step?
 - Yes, The Rule change was designed to allow face-off players to make the same initial moves as in previous years.
 - However the player gaining possession must move the ball as described in Rule 4-3.

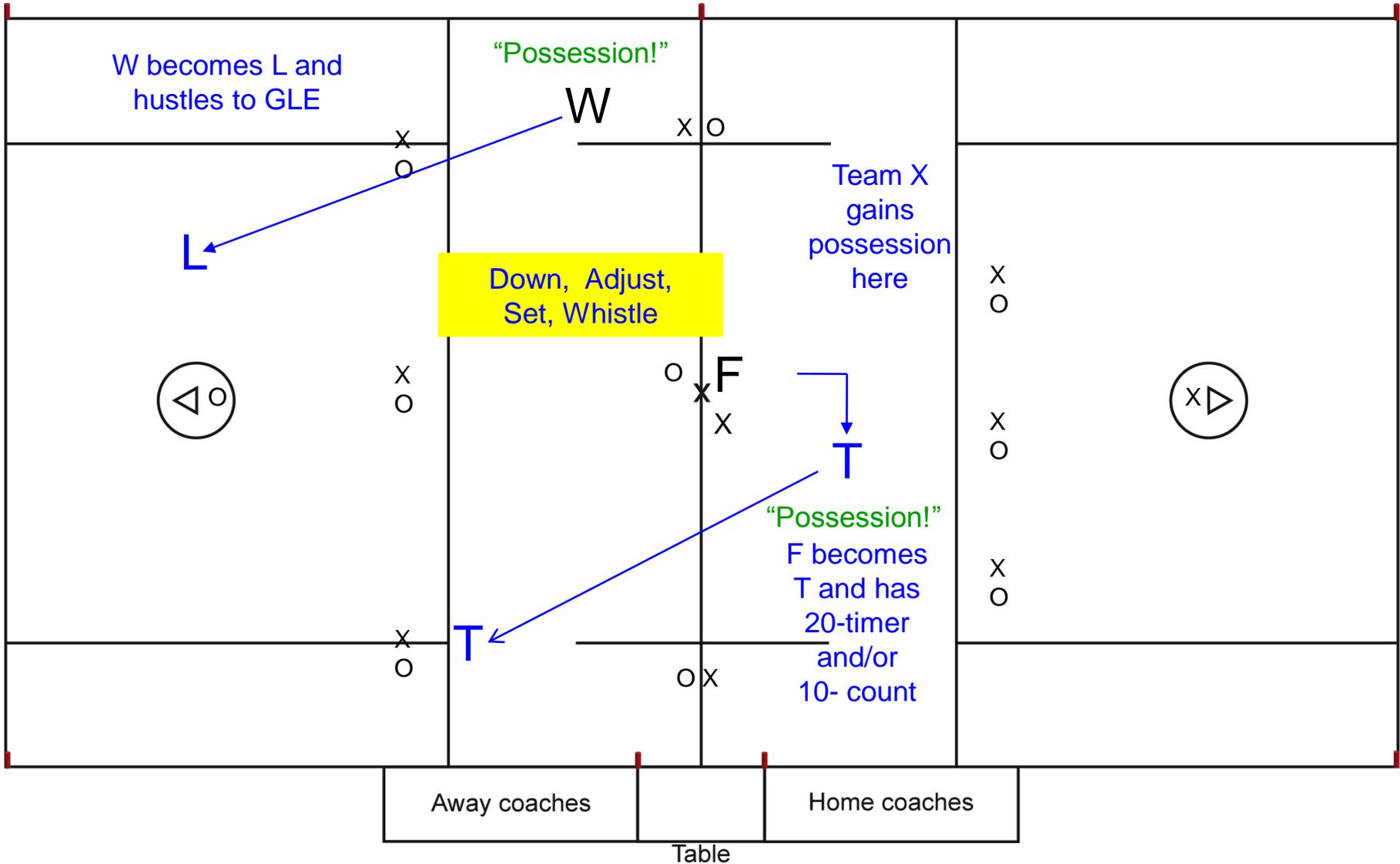
Face Off Mechanics Recap

- **Possible Questions:**
 - Can face-off players move prior to the set call?
 - Yes
 - Can face-off players delay the process every time?
 - No. If they do, call a violation.
 - How quickly do we blow the whistle?
 - Delay and vary your cadence **every** time.
 - You should be moving backwards when the whistle is blown to start play. Do NOT stop to blow the whistle.
 - Who restarts the play after a violation?
 - Single Side official.

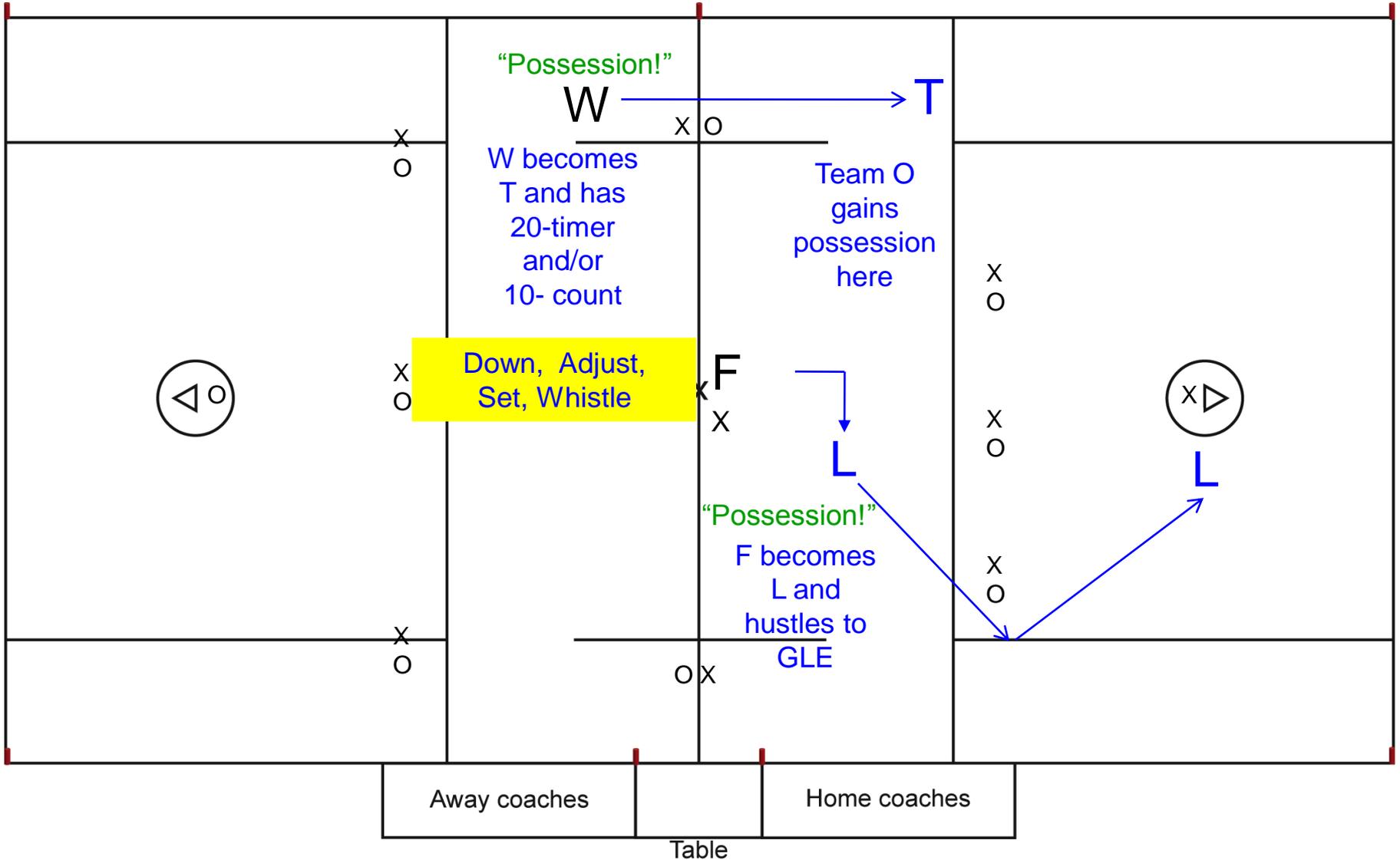
Please Note:

The template depicting field diagrams that follows is not exactly accurate as the Substitution Area/Penalty Box and Coaches Box are now larger.

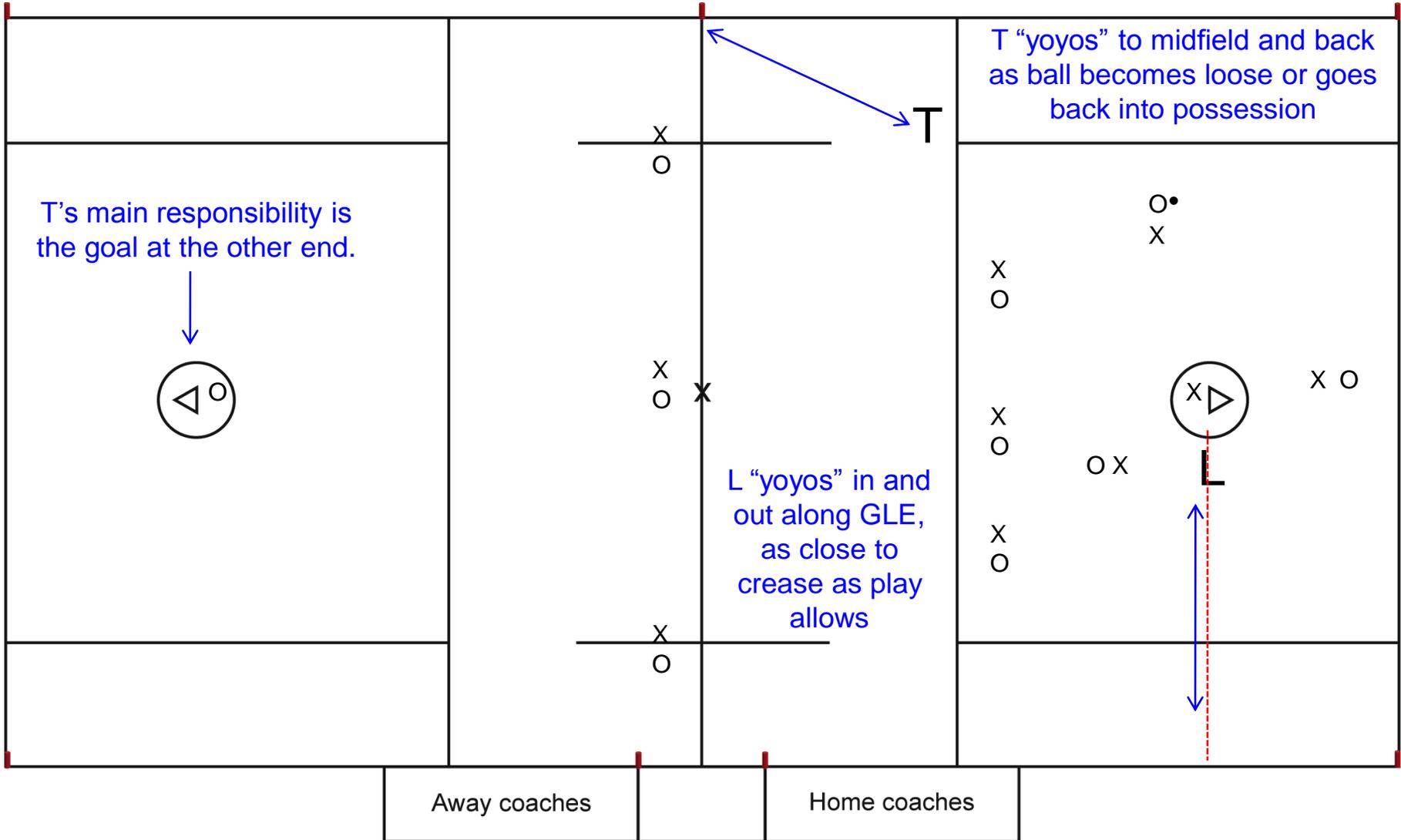
Face-off — X Gains Possession



Face-off — O Gains Possession

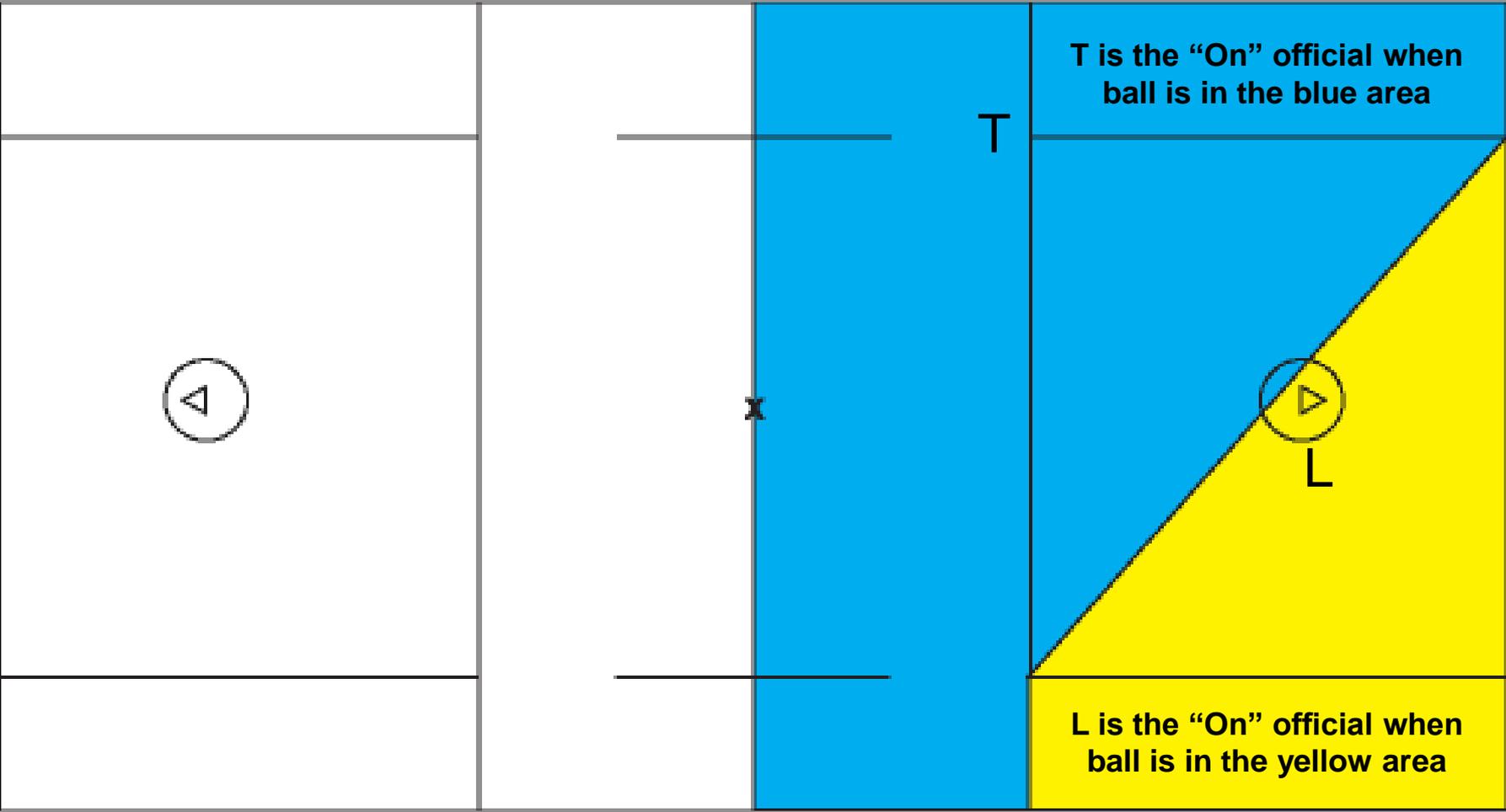


Settled Situations I

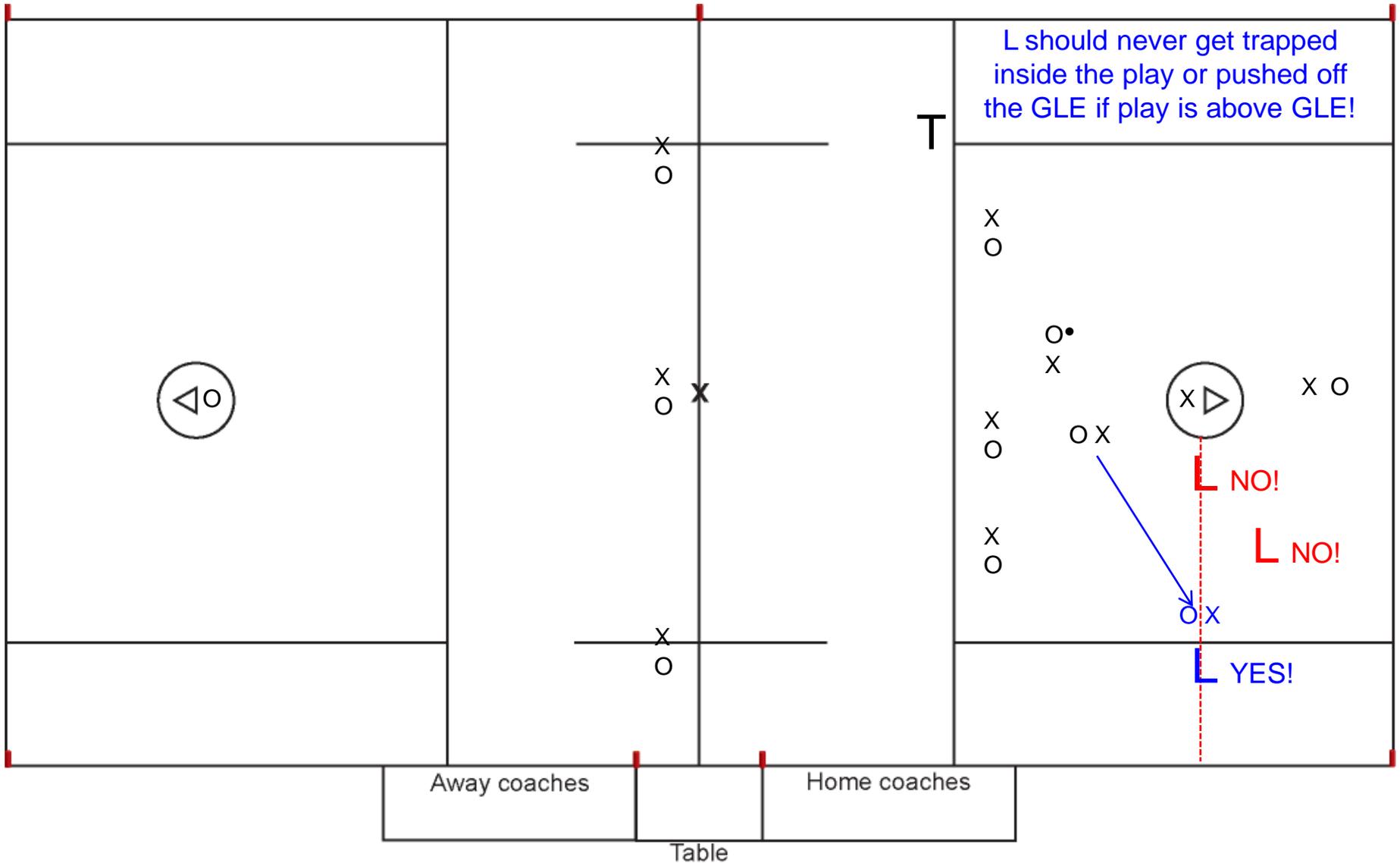


Table

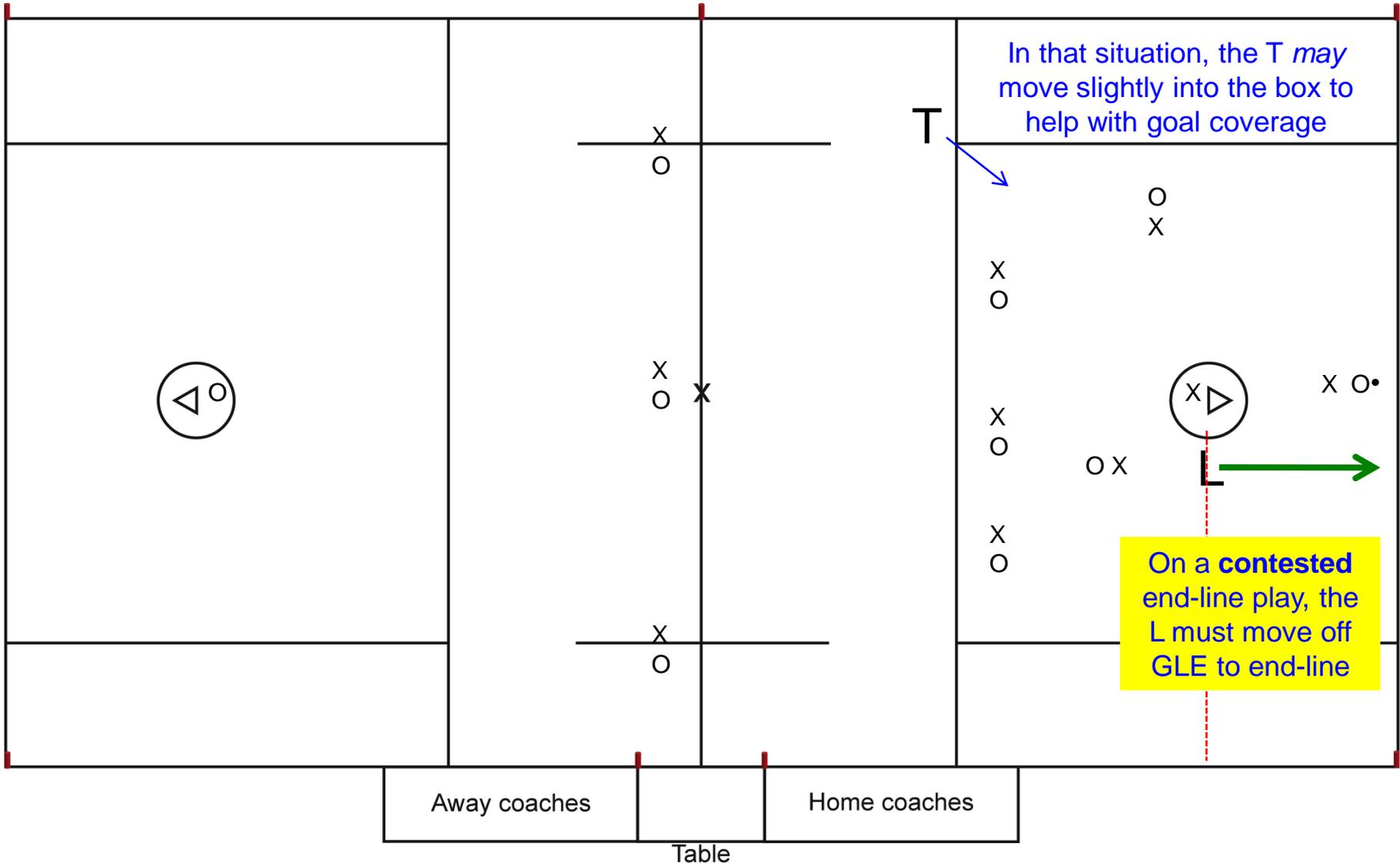
Settled Situation: On/Off Official



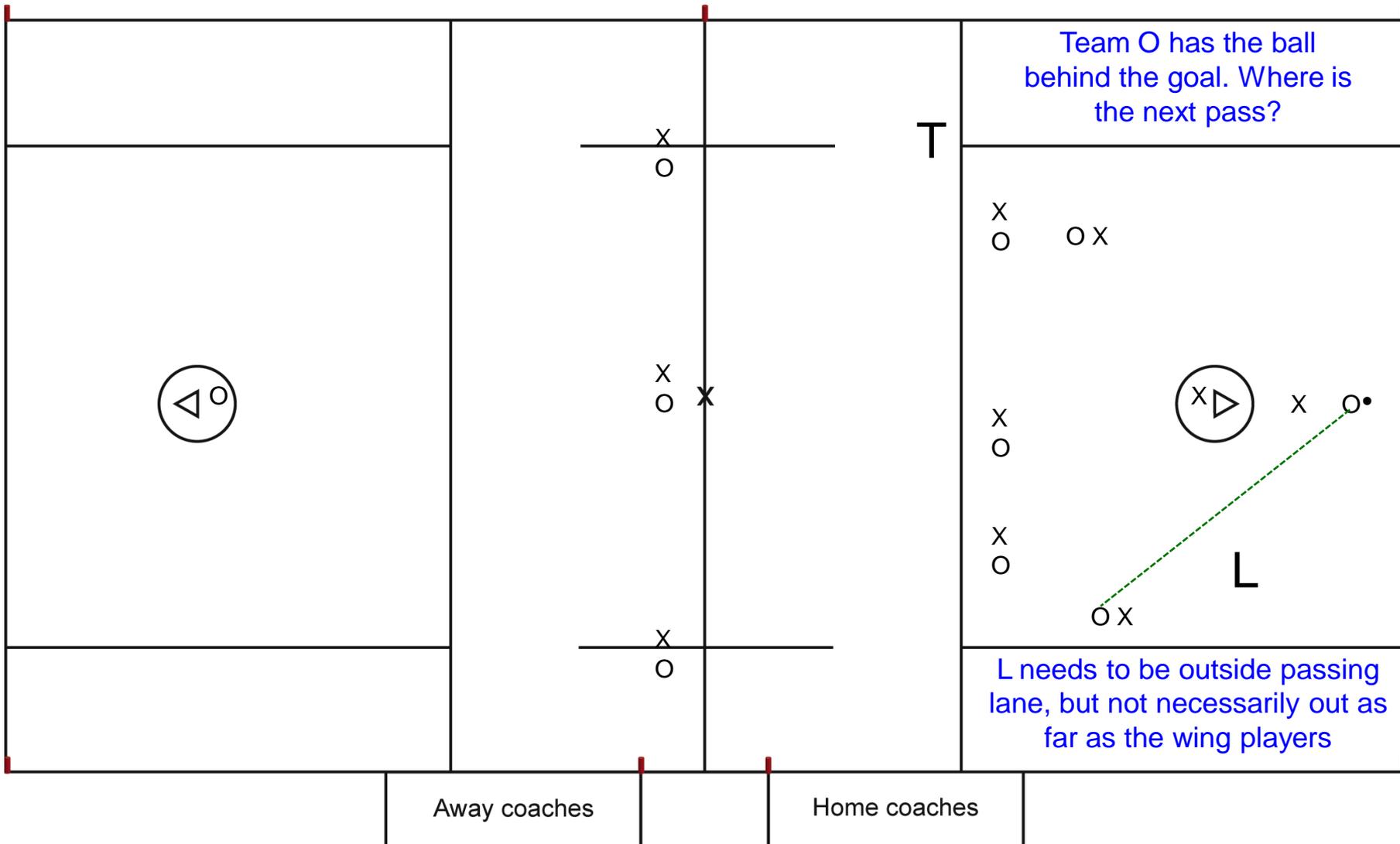
Settled Situations II



Settled Situations III



Next pass

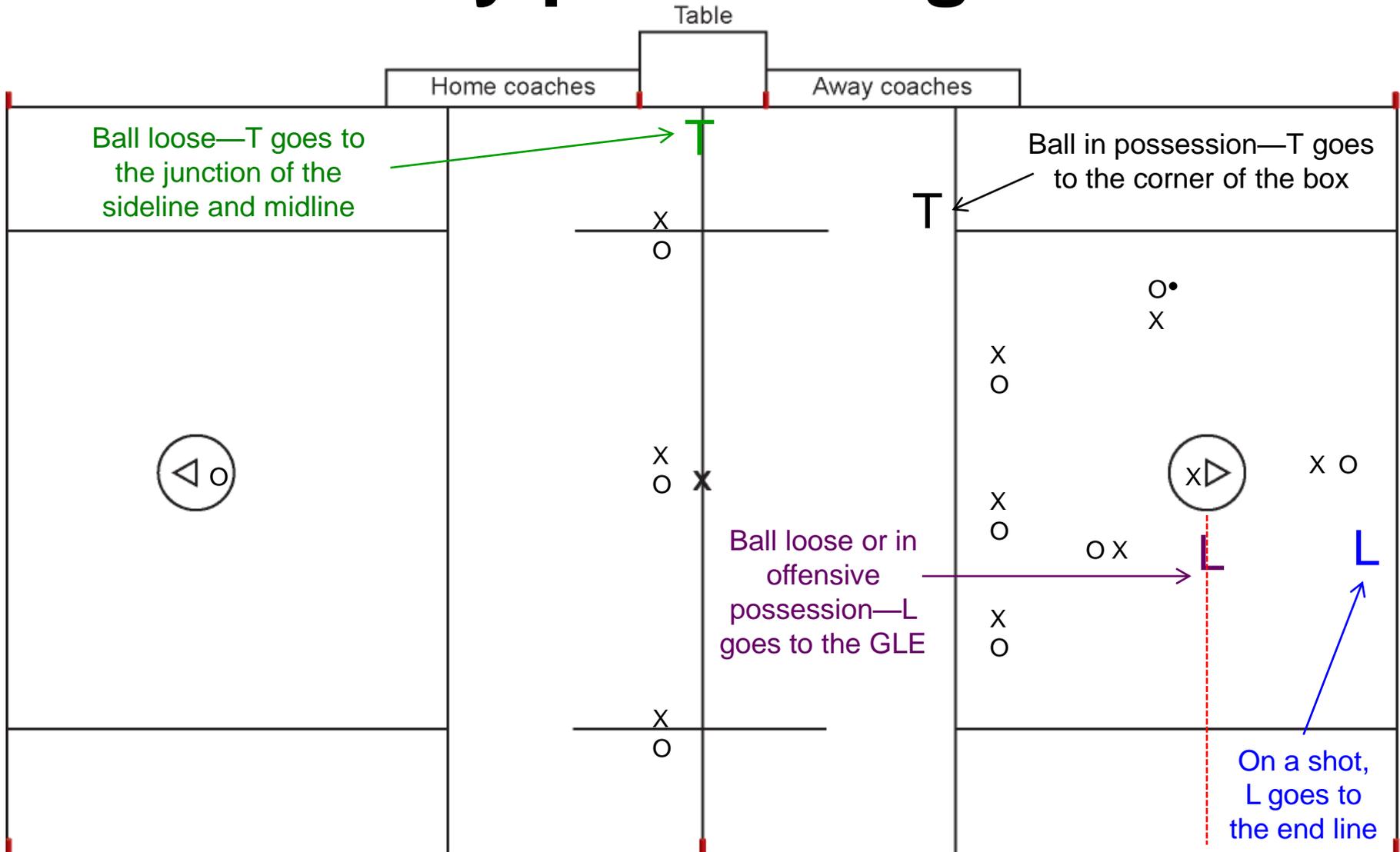


Away coaches

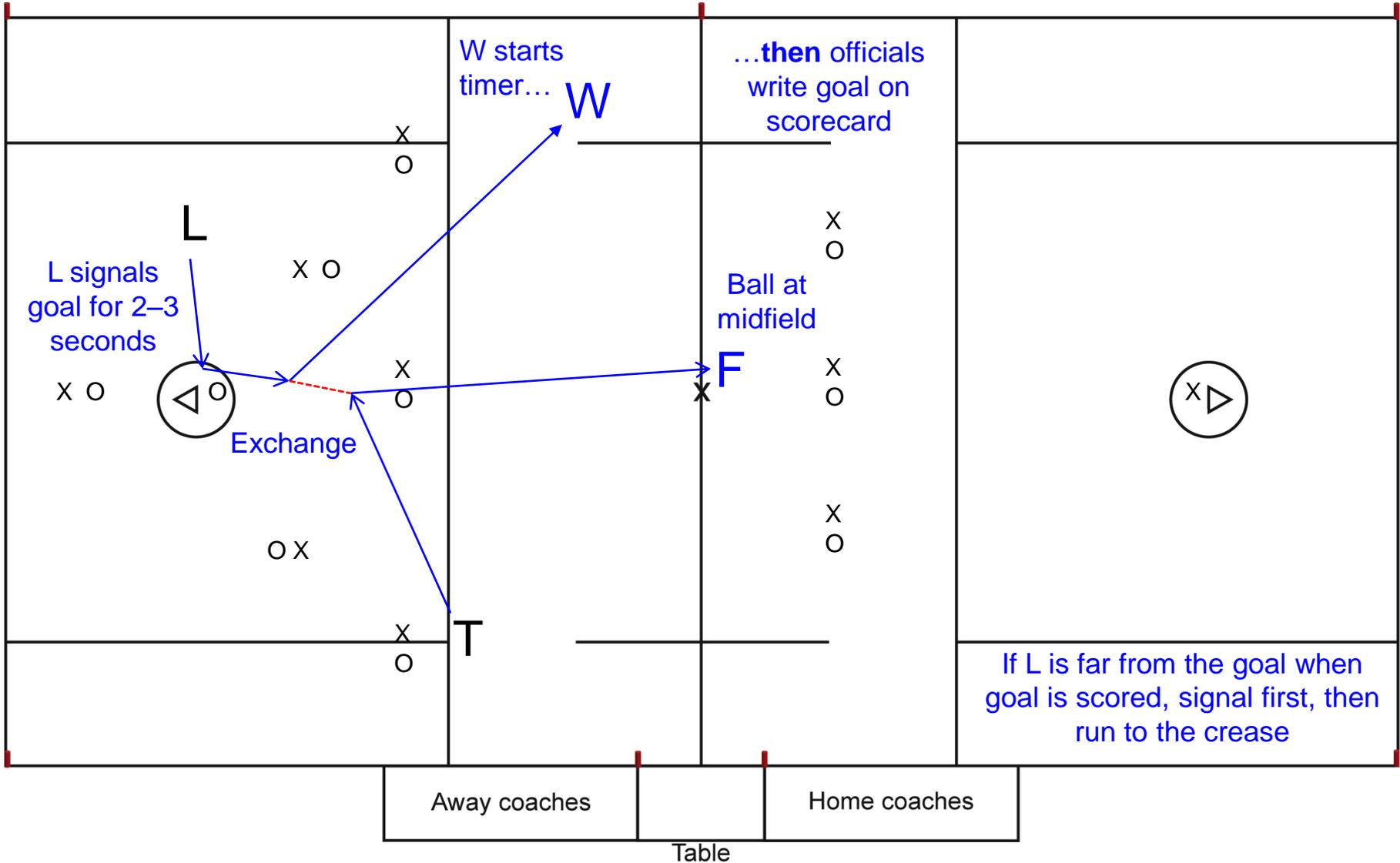
Home coaches

Table

Key places to go



Goal scored—left side



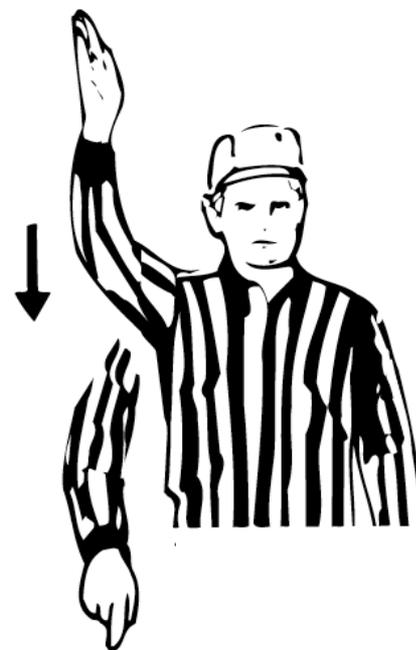
10-second count mechanics I

- L has first 10-count across midfield except on face off
- A hand count is used, from navel to 45 degrees past vertical
- No verbal count: use visual count only

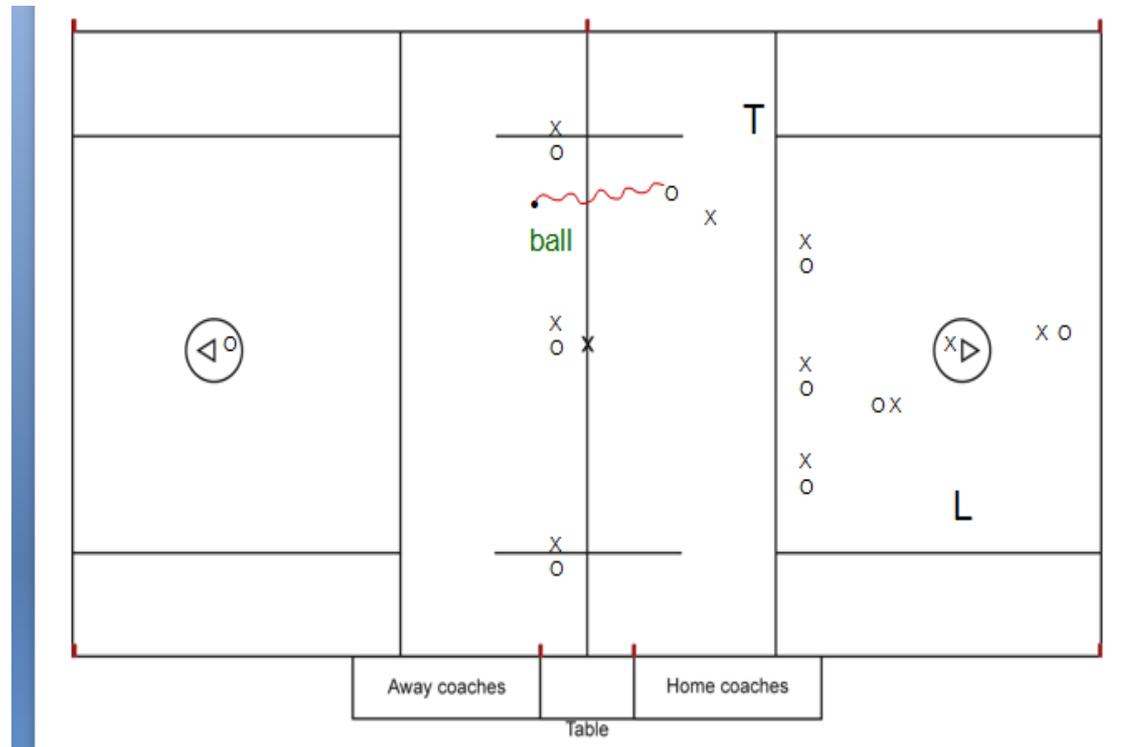


10-second count mechanics II

- Use “reset” signal to indicate new count on change of possession
- If you have the count and it ends, simply stop counting
- If you do not have the count and the ball goes into the box in your area, put your hand up for 1-2 seconds, then point into the attack area.
(Especially important on “Domed” fields.)



Ball crosses the midline after the 10-second count ends. (Over & Back)

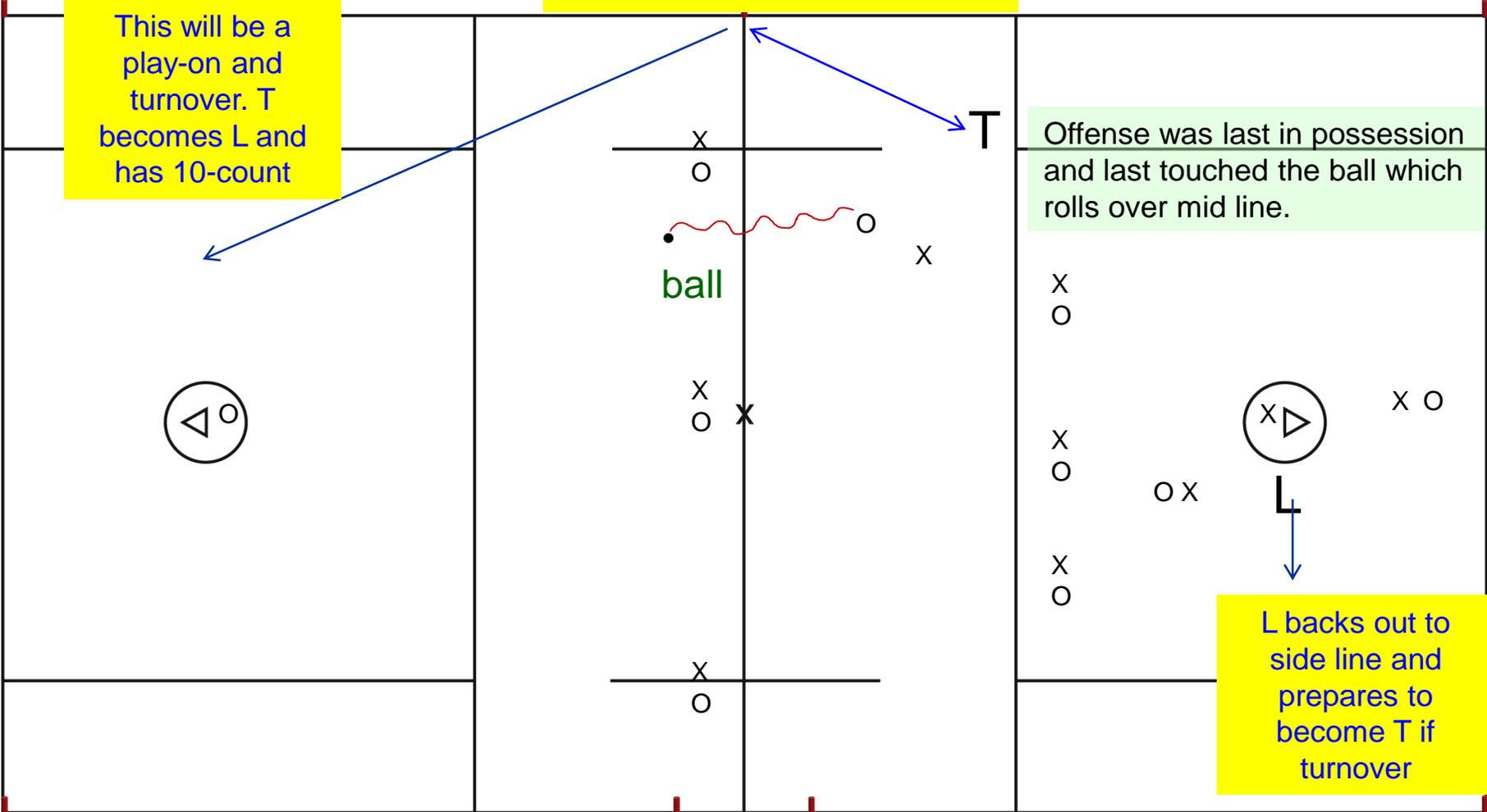


The ball crosses the midline after the 10-second count ends - offense carries, passes or propels the ball to its defensive half of the field and the offensive team was last in possession, and last touched the ball (except on shot), the result will be an immediate turnover or play-on.

T straddles midline at cone.
Know who last touched ball.
Watch everything especially
feet. "PLAY ON!"

This will be a
play-on and
turnover. T
becomes L and
has 10-count

Offense was last in possession
and last touched the ball which
rolls over mid line.

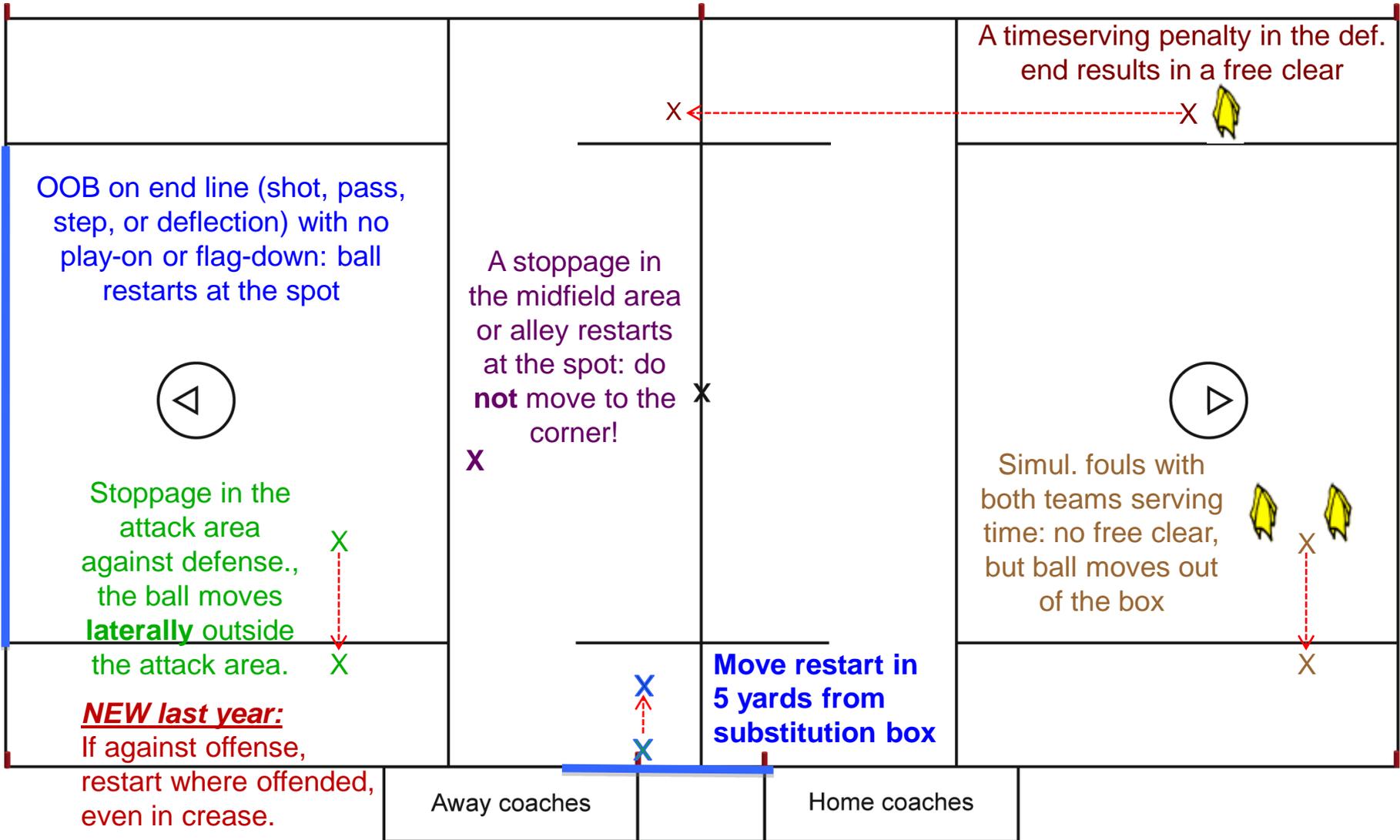


L backs out to
side line and
prepares to
become T if
turnover

Away coaches Table Home coaches

Table

Restart Location



Table

Flag Down, Slow Whistle (FDSW)

- **Fouls with offended team in possession:**
 - Yell “Flag Down!”
 - Throw flag straight up into the air
 - Allow offended team to complete their play
 - Sound whistle to stop play when the rules require you to do so (Rule 7, next slide)
- **Dead Ball**
 - Make certain all residual action among the players has ceased

Rule 7, Section 8 - ART. 2 . . .

The official shall withhold the whistle until:

(page 83 in rules book, read & remember them!)

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. A shot is taken that does not result in a goal.
- e. The ball enters the goal area or is in the goal area at the time the foul occurs and thereafter moves out of the goal area.
- f. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- g. (Y) A player loses any of the mandatory equipment in a scrimmage area, and the official is required under the rules to blow the whistle.
- h. A player on the attacking team commits a foul.
- i. The ball is in the defensive half of the field, and the team in possession fails to clear the ball into its goal area.
- j. When the ball hits the ground (not on a shot), the slow whistle is terminated.
- k. A defensive foul is committed during the final two minutes of regulation play with the team that is ahead possessing the ball in the goal/attack area, unless a scoring play is imminent.

Relaying and Reporting the Call

- Check for flags from your partner. If there are multiple flags, you may need to conference to determine if you have two flags for the same foul or flags for two different fouls.
- Position yourself promptly but not “hurriedly”:
 - Face the table
 - 2-person (**always the Trail official**)
 - 3-person (Closest official to bench, usually the Trail)
 - Make sure the table’s view to you is unobstructed
 - Stand up straight with your feet set
- Signal the penalty

Reporting the Penalty (C-NOTE)

- Announce the following information to the table:
 - **C**olor of the offending player's uniform
 - **N**umber of the player
 - **O**ffense/Foul the player committed (give signal)
 - **T**ime to be served (give "T" signal if 30 second technical foul)
 - **E**xplanation (optional, don't use everytime)

C-NOTE

COLOR

“Blue”



NUMBER

“36”



OFFENSE

“Unnecessary Roughness”



TIME

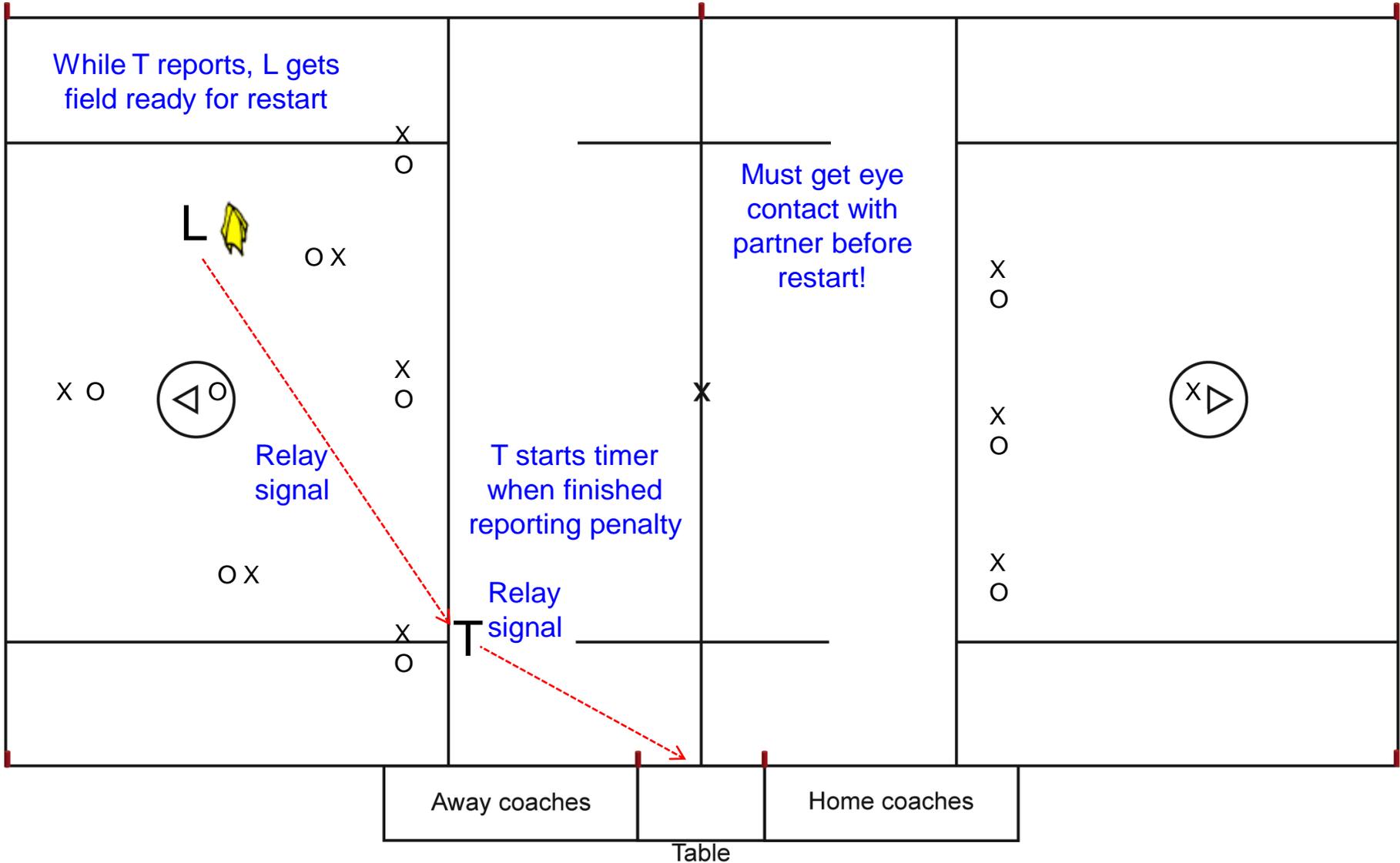
“One Minute”



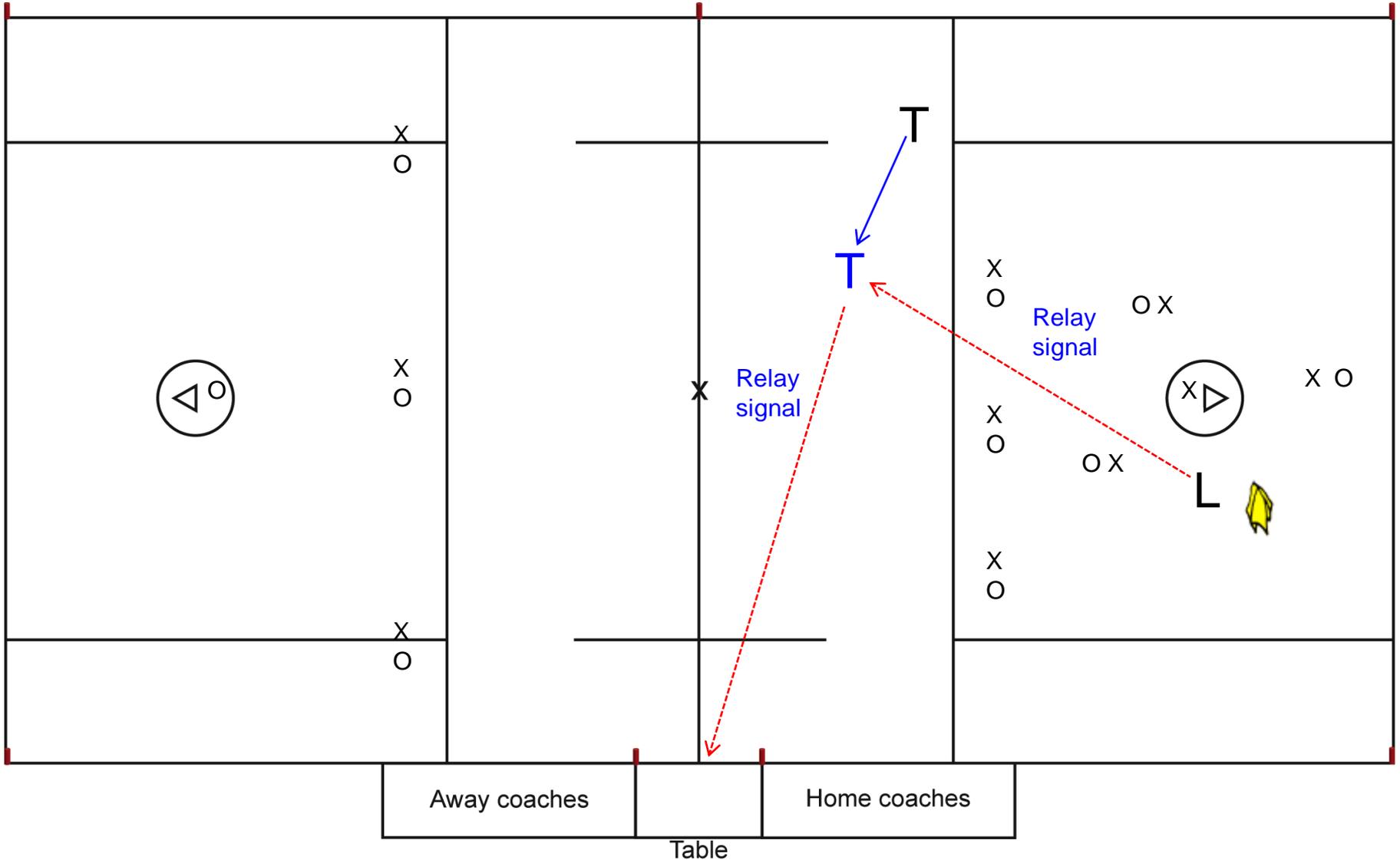
Reporting the Penalty (C-NOTE)

- Quickly explain who has possession and where the ball will restart
 - “Blue ball, free clear at Center X”
 - “Red ball, side-left, outside the box”
- Timer on after the report
 - Teams have twenty-seconds to get the right players on the field

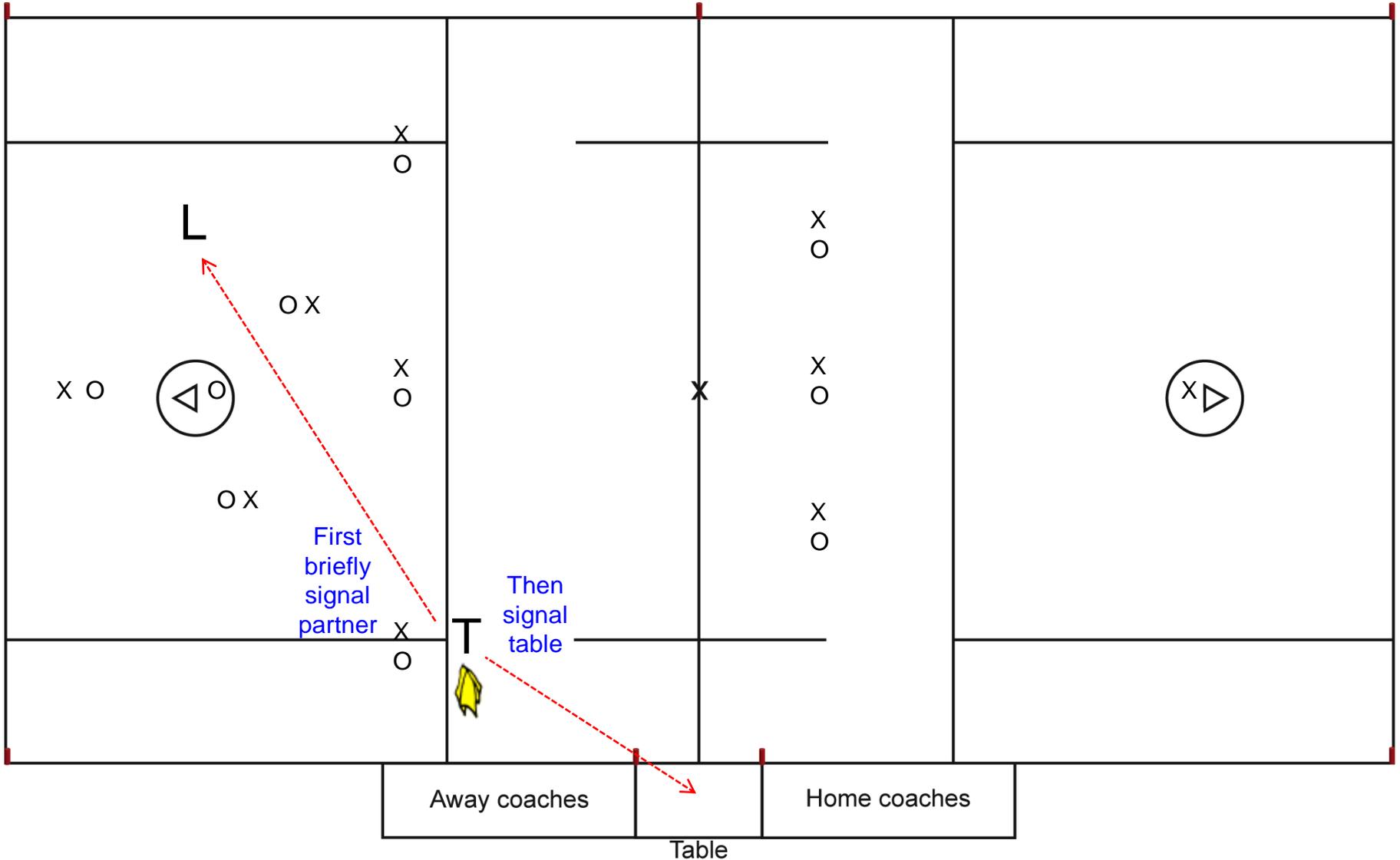
Signaling penalties (lead's flag)



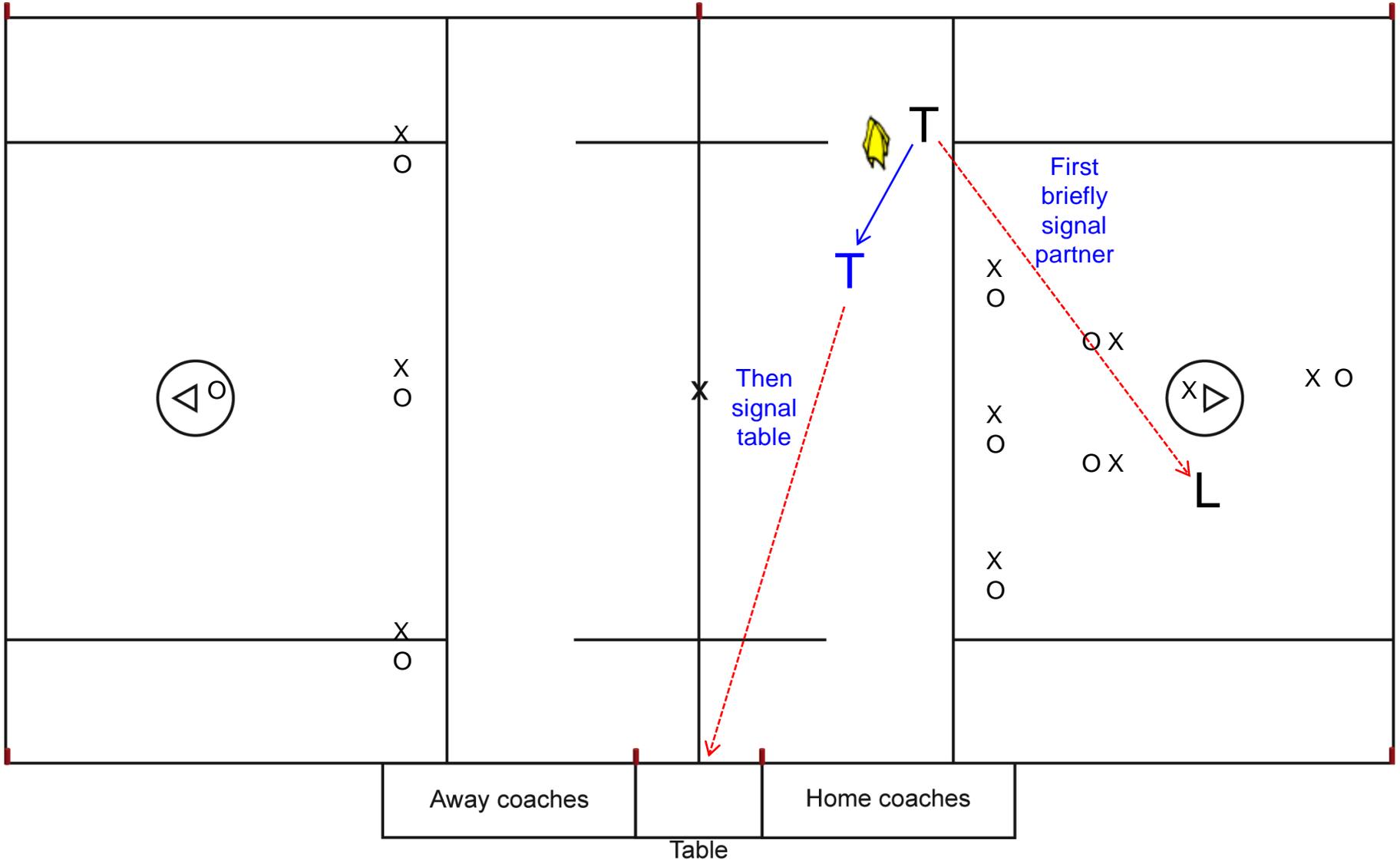
Signaling penalties (lead's flag)



Signaling penalties (trail's flag)



Signaling penalties (trail's flag)



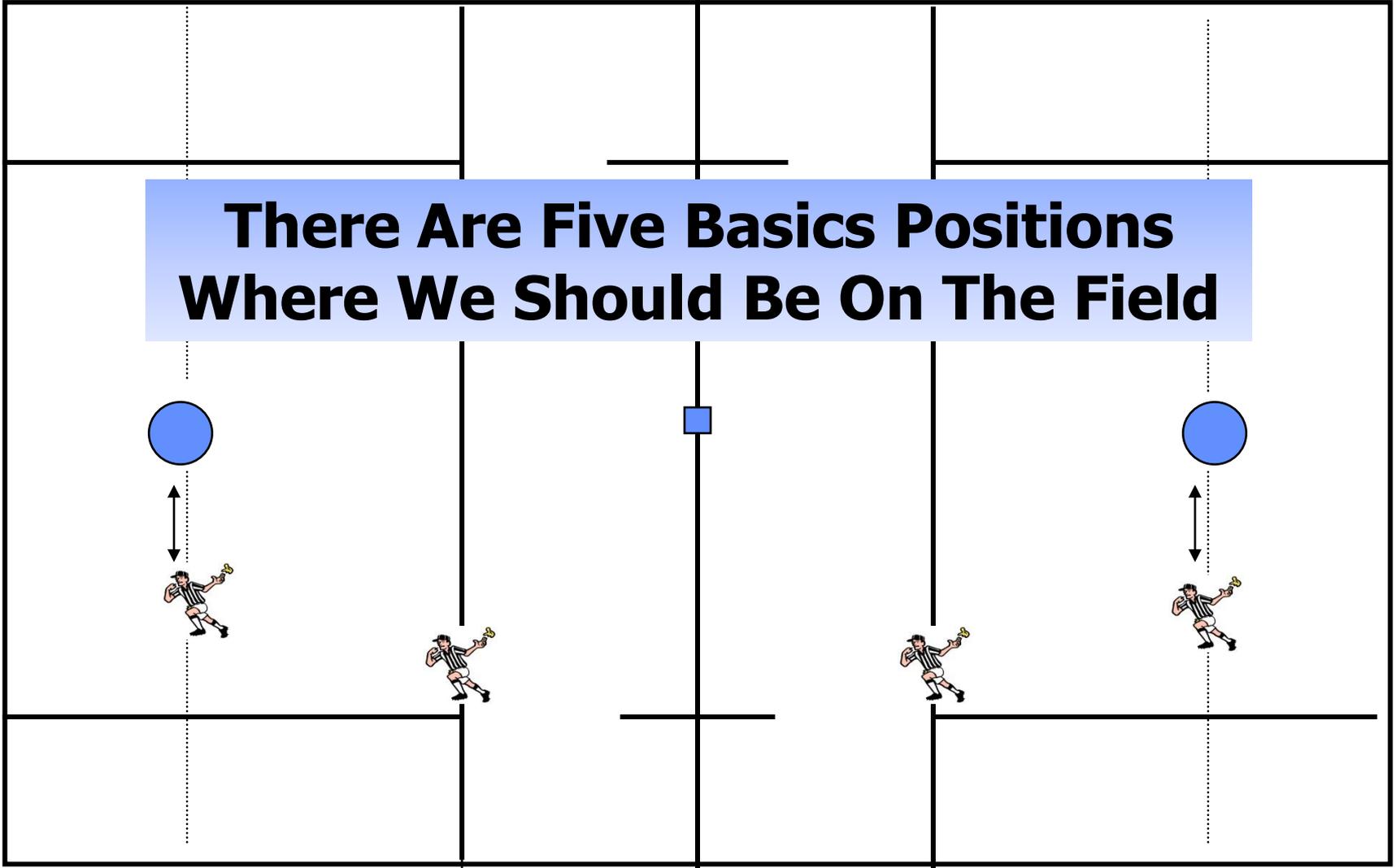
HOME

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VISITOR

OOOO

**There Are Five Basics Positions
Where We Should Be On The Field**





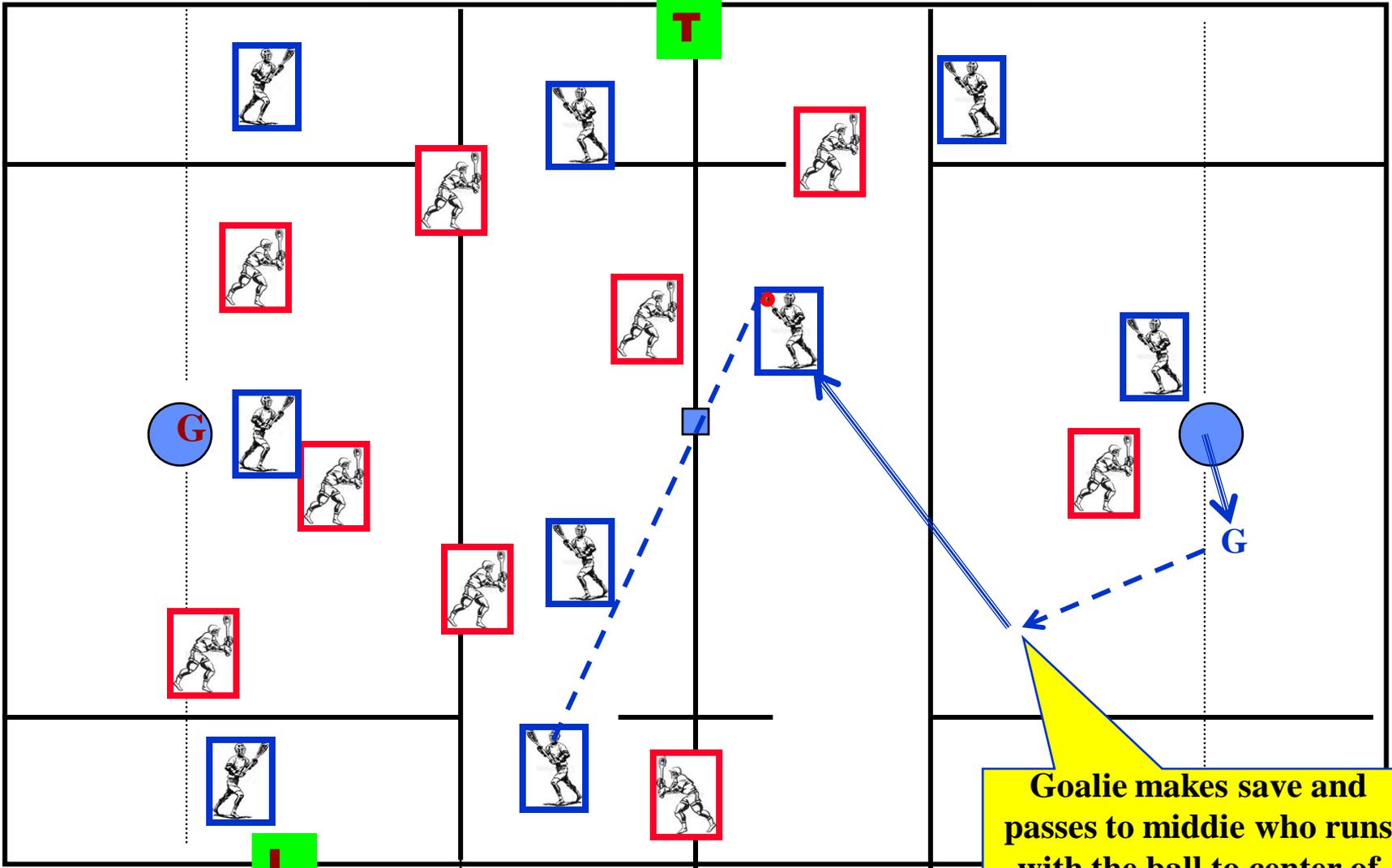
Coverage On Clear/ Offsides

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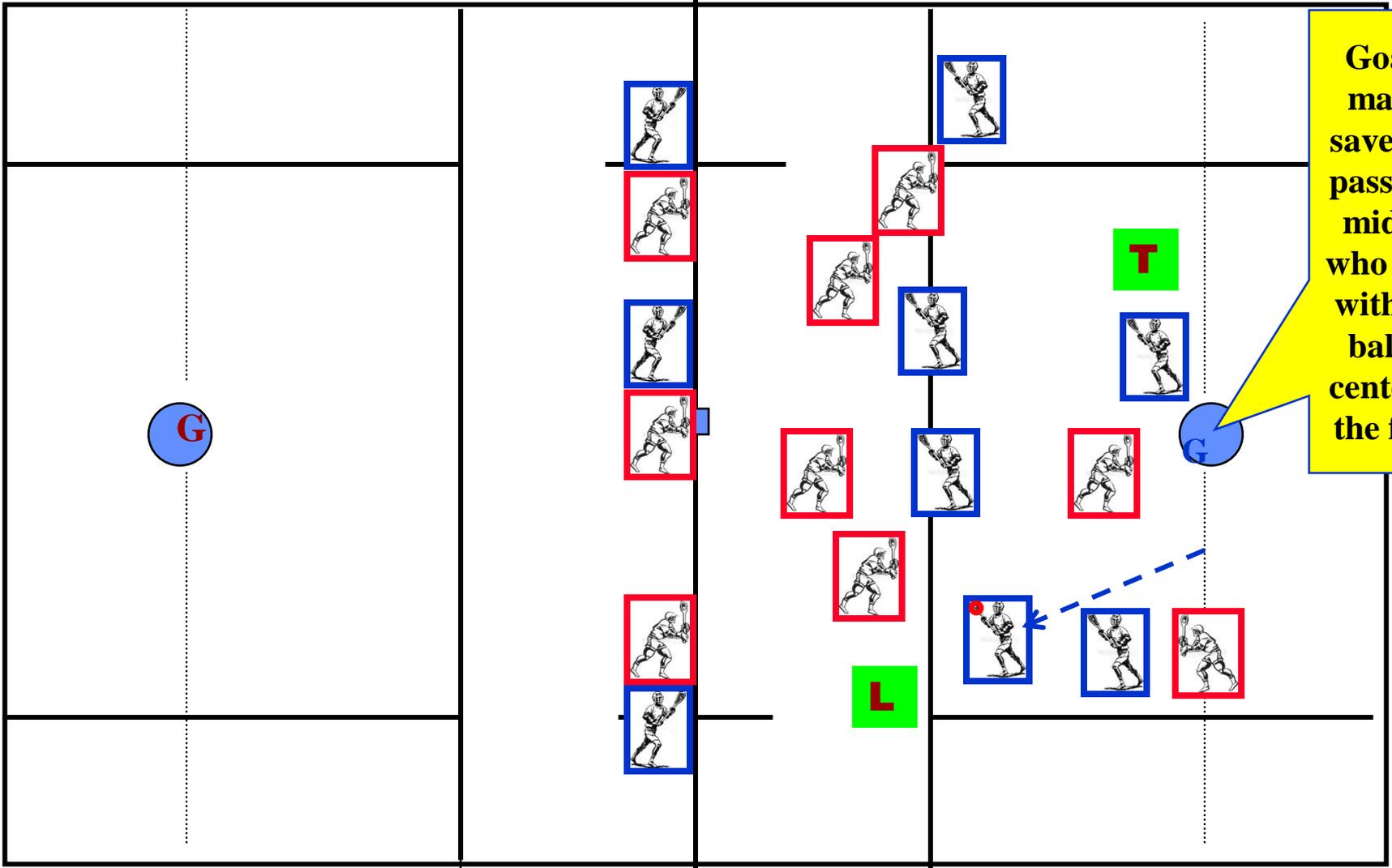
Goalie makes save and passes to middle who runs with the ball to center of the field

HOME

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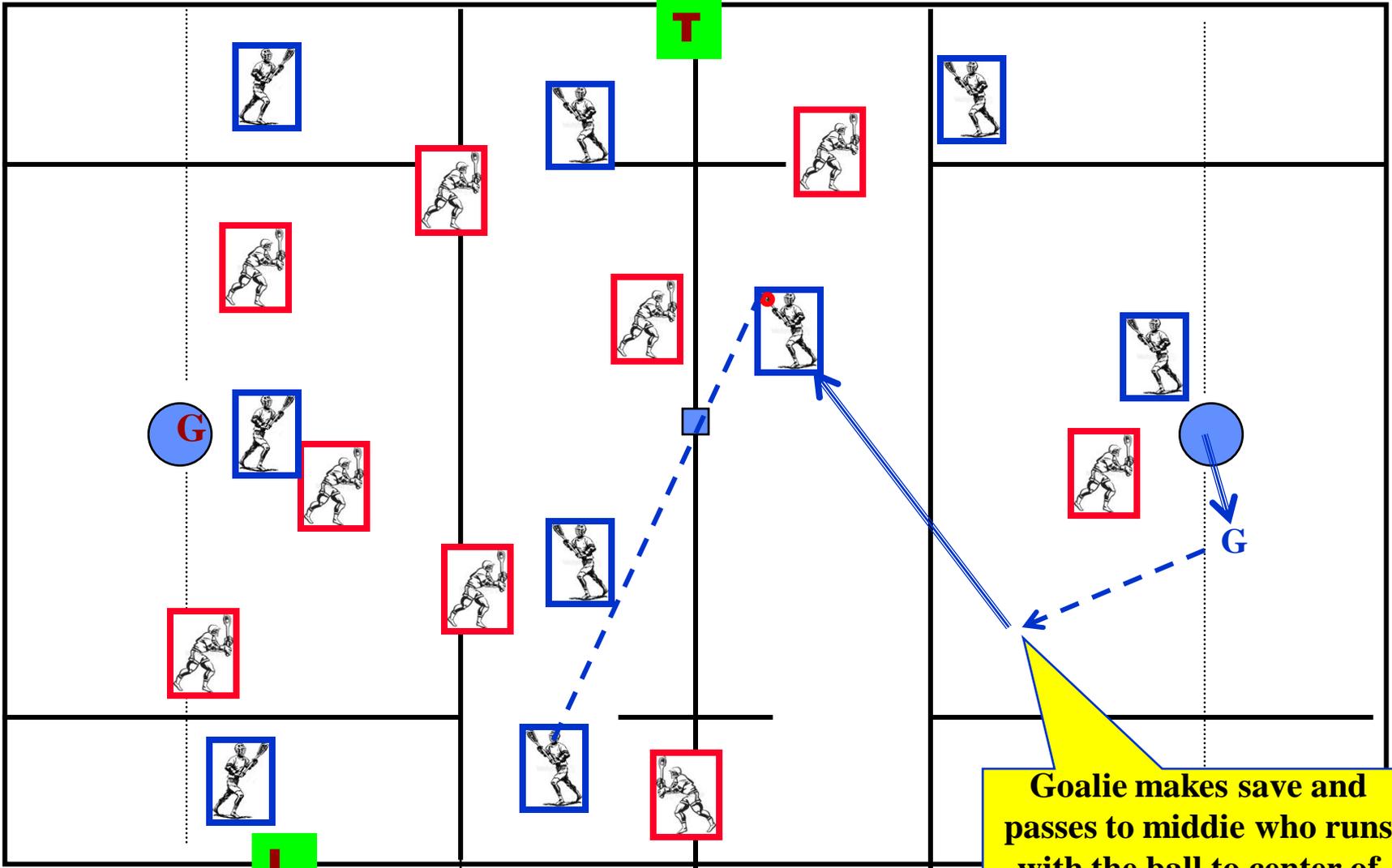
Goalie makes save and passes to middle who runs with the ball to center of the field

HOME

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VISITOR

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Goalie makes save and passes to middle who runs with the ball to center of the field

HOME

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Note: On official takes the fight,
and Off official takes benches
with coaches.

FREEZE BENCHES!

T

X



L

X O

fight

Fight Procedure

HOME

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VISITOR

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Note: On official takes the fight, and Off official takes benches with coaches.

FREEZE BENCHES!

Trail tries to stop fight before it gets out of hand, and get players #'s



X

T

X O

fight



L

Fight Procedure continued

Note: Lead has to hustle over to bench area to freeze them! Look for #'s and coaches leaving bench.



3-Man Mechanics

Face-offs



Down, Adjust, Set, Whistle

US Lacrosse 2016 Mechanics Changes: Faceoffs

3-Man Crew:

Mechanics same as NCAA

US Lacrosse 2016 Mechanics Changes: Counts Following a Faceoff

3-Man Crew:

The Single is responsible for the
10 and 20-second counts
following “Possession.”

Face Off Mechanics Recap

Three-Man Mechanic:

- Two officials conduct face off in the following manner. Single side official instructs players to go down and will make all physical adjustments to the faceoff men and their sticks. The lead left official checks neutral zone, player and stick position and verbally communicates this to the single side official and players. Both officials are responsible for calling violations.
- Once the players are in the proper position, the single side official shall place the ball on the ground, in between the head of each Crosse, paying close attention to placing the ball **IN THE MIDDLE** of the head of each Crosse.

Face Off Mechanics Recap

- Once the official is satisfied with the placement of the ball & of the positioning of the players crosses, he shall instruct the players to remain motionless by saying “Set.”

MECHANICS NOTE:

Officials will still have their hand **on the crosses of both players** when the command of “Set” is given.

- After the “Set” command, the official shall back out and blow the whistle when he is clear of the scrimmage area. The official does **not** have to be stationary, and in all likelihood will still be moving backwards, when he blows the whistle to start play.

The whistle cadence will vary with every faceoff.

Note: Players will be in the face-off position longer than in previous years and they **MUST** wait for the sounding of the whistle.

Face Off Mechanics Recap

- From rule book (page 32; 4-3-k) – it is illegal to kick, step on, or place any other body part to his Crosse or the Crosse of the opponent. It is illegal for a faceoff player to use his Crosse to hold or pin down either player's cross.
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Face Off Mechanics Recap

- Further clarification – even though the example mentions the elbow it relates to any body part that is used to gain an advantage on the faceoff. What is typically happening when this is at issue is the faceoff player is grounding himself in the neutral zone area to prevent movement and in particular forward movement of the opponents stick.
- If a player's first move is into the opponent's body with the intention of not playing the ball this would be a violation and possibly more. If it is deemed that contact was severe enough for a personal foul then the correct ruling would be the following. A faceoff violation has occurred plus a personal foul. Two penalties.

Face Off Mechanics Recap

Faceoff Official (Single Side in 3-man, face off official in 2-man)

- Will be in charge of conducting all face-offs.
- Will do all speaking & will blow the whistle to start play.
- **Hold** the ball in his hand as he says “down”.
- Adjust players after they initially go “down” into their position.
- Be sure to place the ball **EXACTLY** in the middle of the sticks. (Never in the throat)
- Be sure to say “set” with your hand still **on the sticks of both players crosse** (don’t allow the ball to move).
- Delay & vary your whistle on every face-off.

Face Off Mechanics Recap

Faceoff **3-Man Only**: Lead Left (L) (aka “Helper Guy”)

- Will assist on all face-offs
- Initially be close enough to adjust players when they are given the command “down”.
- Remain close enough hear the “set” call, but far enough away to get out quickly.
- Is responsible for the goal at his end of the field.
- Be aware of where the wing players are located (especially on the bench side)
- Visually watch for movement prior to the whistle & if observed, to make violation calls. (These calls **must** be made)
- Observe neutral zone

Face Off Mechanics Recap

Faceoff: **3-man only** Lead Right: (R)

- Will be in a position to watch both wing areas (prior to & after the whistle to start play)
- Be in a position to get to the goal at his end of the field
- In charge of all 20 second beepers – after a goal is scored

ROTATION: **3-man only**

- After a goal is scored:
- The **lead official** will retrieve the ball out of the goal & conduct the next face-off from the single side of the field.
- Depending upon which end the goal is scored the **Single side official** will rotate to bench side of the field & will either be the lead left & assist with the next face-off **OR** be the lead right & start the 20 second “delay of game” beeper as well as watch the wing area players on the next face-off.



HOME

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VISITOR

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R Responsibilities

- wing line violations
- goal line coverage
- move on whistle

- some possession calls
- beeper to start play
- time outs
- line violations



L Responsibilities

- assist in adjusting players
- F/O player movement after "SET"

- post-whistle violations
- goal line coverage
- some possession calls
- observe neutral zone

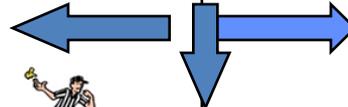


SS Responsibilities

- face-off commands/communication
- pre-whistle violations w/bench-side help
- Back toward far sideline
- 30-second counts



R



L



SS

Updated 1/14/15

F/O Mechanics

Face Off Mechanics Recap

Rotation reminders: **3-man only**

- Lead official will get the ball after a goal & carry it to midline.
- Face-off officials should be (roughly) diagonally across from each other.
- Can we change what we do based on time or situation? Yes.
- Can you move your position to get the best view. Yes.
- Try not to be predictable on every face-off.
- Locate yourself to a different spot, based upon what has occurred on previous face-offs. (Which way has the ball gone before? Adjust to it)

Face Off Mechanics Recap

- What does “**Move, rake, or direct the ball within 1 step**” mean?
 - Intent is to get the ball moving
- Can a player jamb the ball in the back of the stick (plunger move) and stand up without taking 1 step?
 - Yes, The Rule change was designed to allow face-off players to make the same initial moves as in previous years.
 - However the player gaining possession must move the ball as described in Rule 4-3.

Face Off Mechanics Recap

- **Possible Questions:**
 - Can face-off players move prior to the set call?
 - Yes
 - Can face-off players delay the process every time?
 - No. If they do, call a violation.
 - How quickly do we blow the whistle?
 - Delay and vary your cadence **every** time.
 - You should be moving backwards when the whistle is blown to start play. Do NOT stop to blow the whistle.
 - Who restarts the play after a violation?
 - Single Side official.



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R Responsibilities

- wing line violations
- goal line coverage
- move on whistle

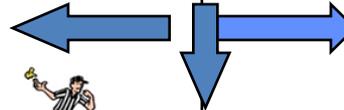
- some possession calls
- beeper to start play
- time outs
- line violations



R



L



SS

L Responsibilities

- butt end facing him
- far-side wing line
- F/O player movement

- after "SET"
- post-whistle violations
 - goal line coverage
 - some possession calls
 - line violations



SS Responsibilities

- face-off commands/communication
- pre-whistle violations w/bench-side help
- Back toward far sideline
- 20 second & 10 second counts

F/O Mechanics

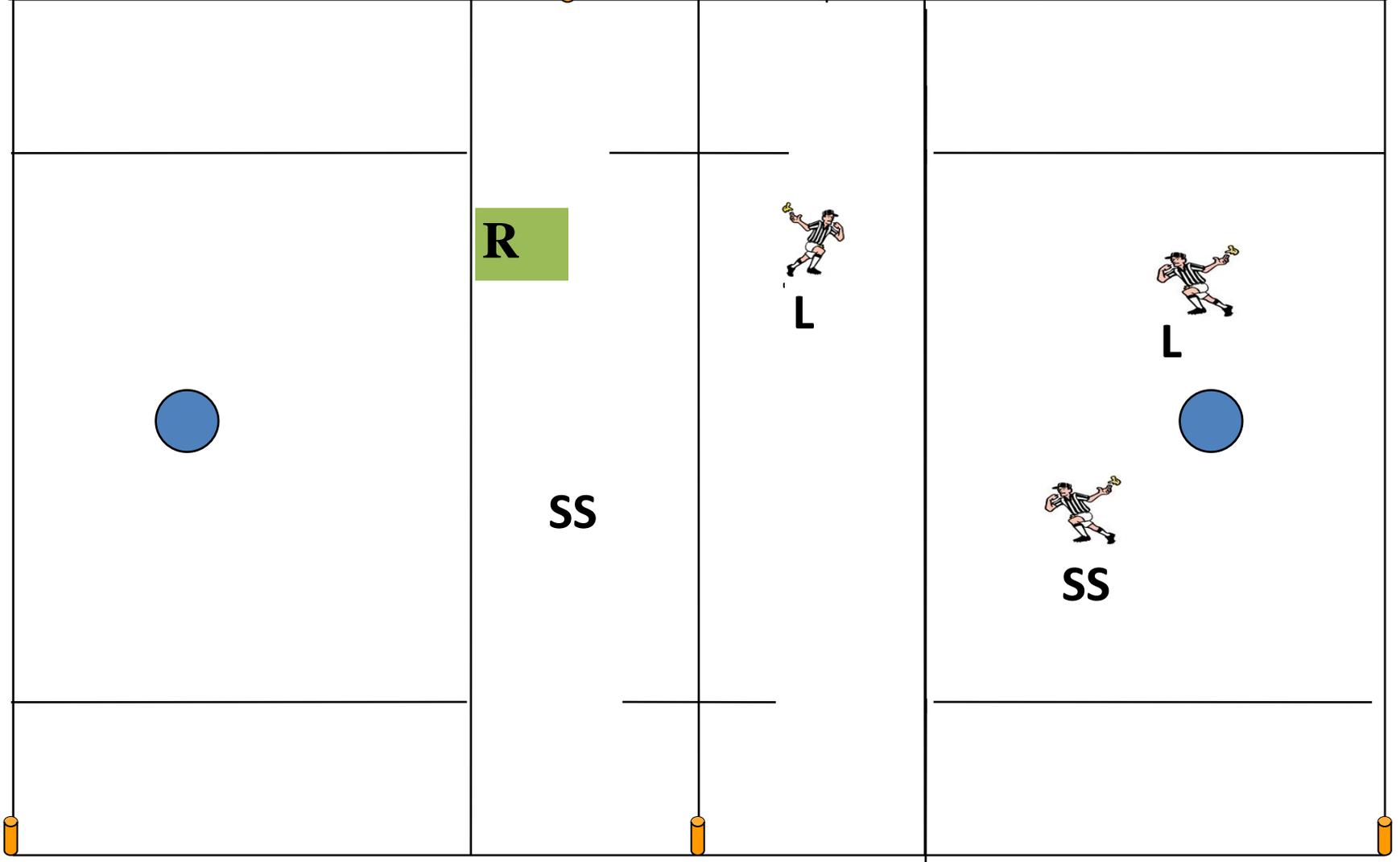


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Rotation after goals

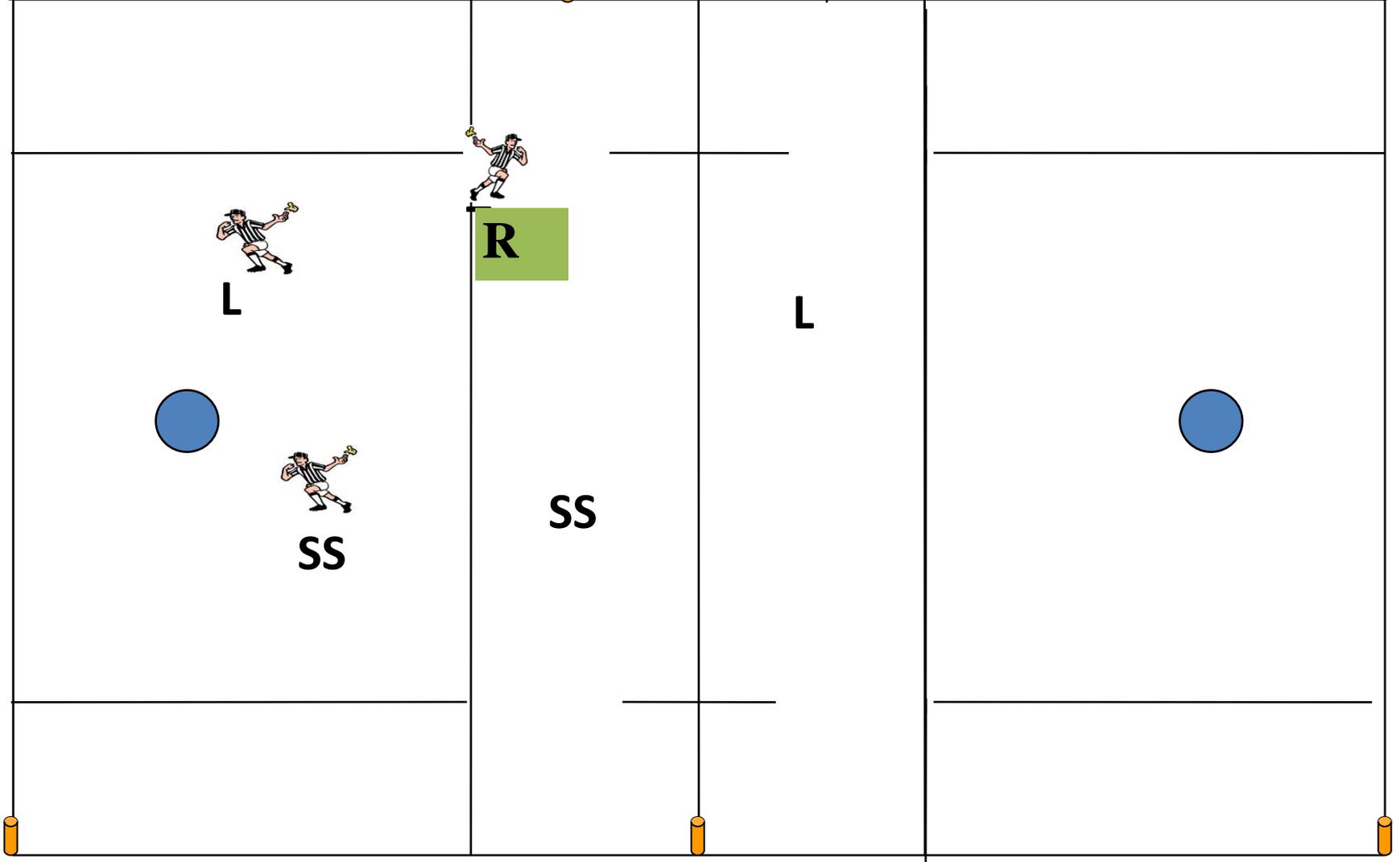


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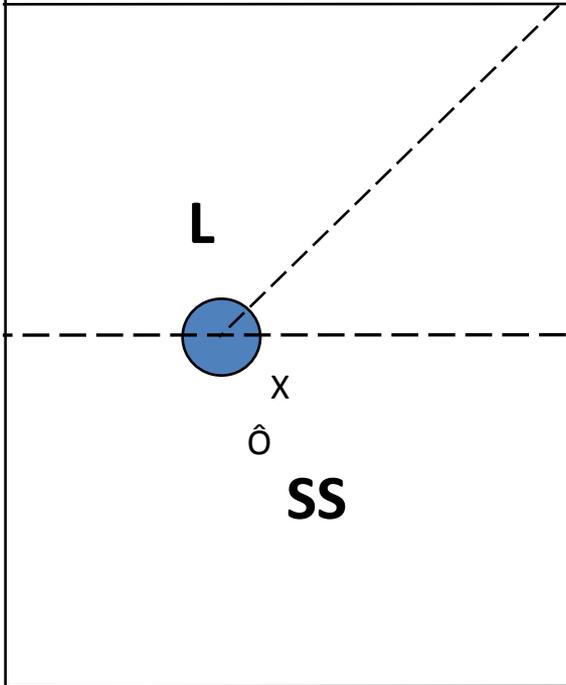


Rotation after goals

SETTLED SITUATIONS



Lead has the front of the crease, and is **off** official.



Single-Side has the ball, and is the **ON** official.

T

Trail is helping on crease, watching shooter, has sideline, and has all substitutions.

Note: Single & Lead - communicate on and off ball.

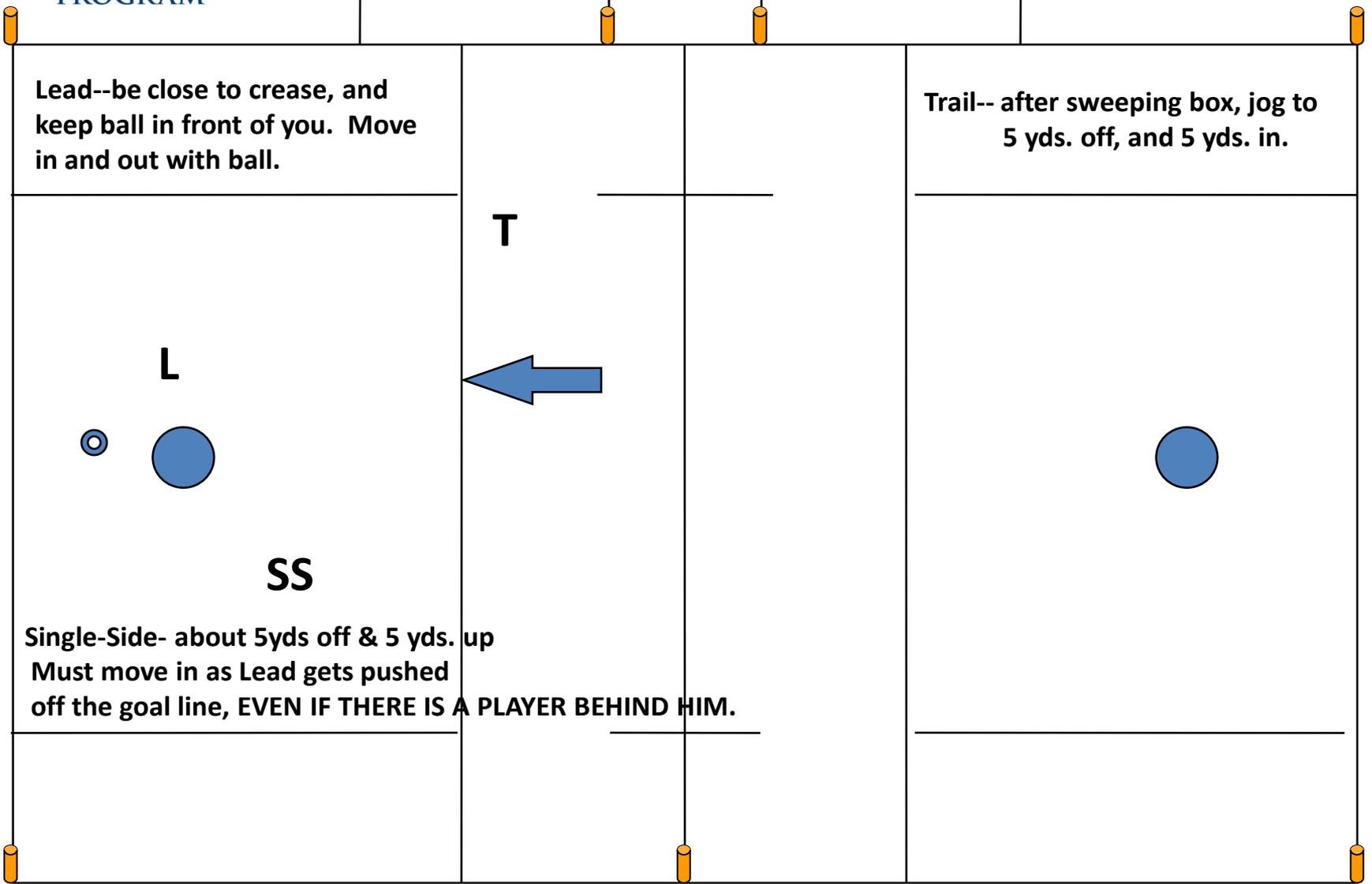


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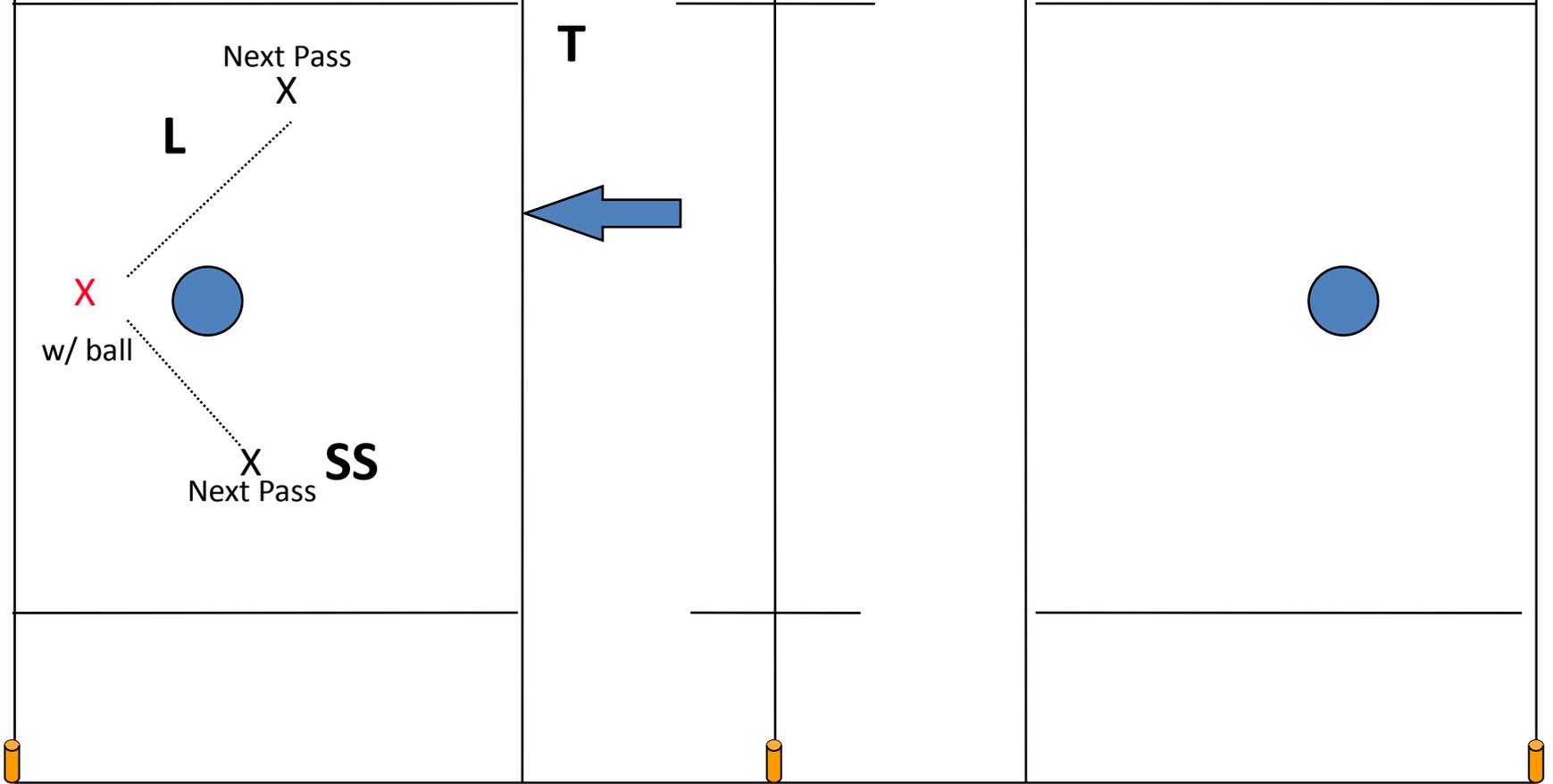
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**Stay outside of line to
"next pass"**



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VISITOR

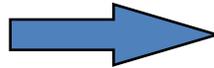
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XO

Trail must watch any contested subs on the fly.
Watch for any advantage gained by going early, or fouls.

Open up and let the subs go in front of you. Close in behind.

T



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X
O

L

SS

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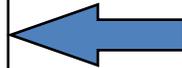
**“GET IT IN/
KEEP IT IN!”**

L



SS

T



**-Communicate
discretely- all 3 go up at
once.**

-No specific time frame

**-Give them a brief
“feeling-out” period,
but look to put it on
early.**

**-Allow for on-the-fly
subs, as long as they
don’t “dally”**

TRANSITION



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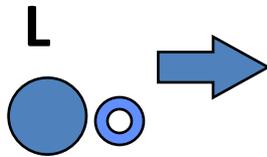
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Lead (now Trail)- Signal for SS to start timer on possession.
Take 4 second goalie count.
Come up w/ball.

If slow clear, stay as deep as ball.



SS

SS- Start 20 timer on possession- 10-second visual count begins ball crosses mid line

look

Trail (now Lead) breakout on save look before you get to the midline, if still coming get to goal-line



Note: new Lead should not get beat to midfield, to top of offensive box area, goal line or endline.

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VISITOR

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Trail (old Lead) stop at 1st cone, watch subs

Lead (old Trail) stop here, watch substitution area until ball position demands that you get to the goal.

T

L

O



SS



RE-STARTS



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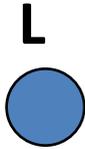
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Lead has goal-line

**Trail has beeper, and
any substitutes.**



T



SS



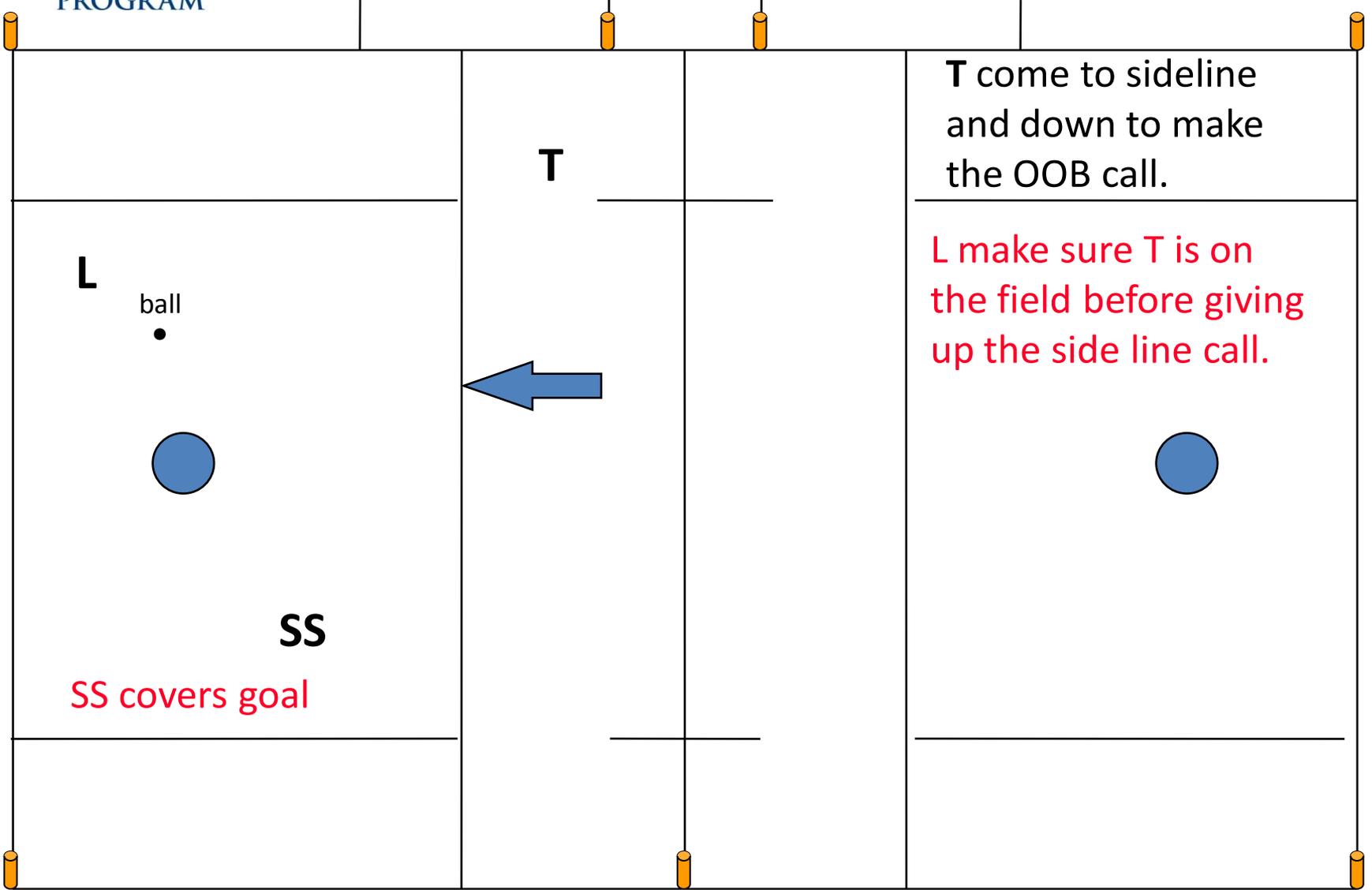
**Single-Side has whistle.
Look for "GO" from L and
T**

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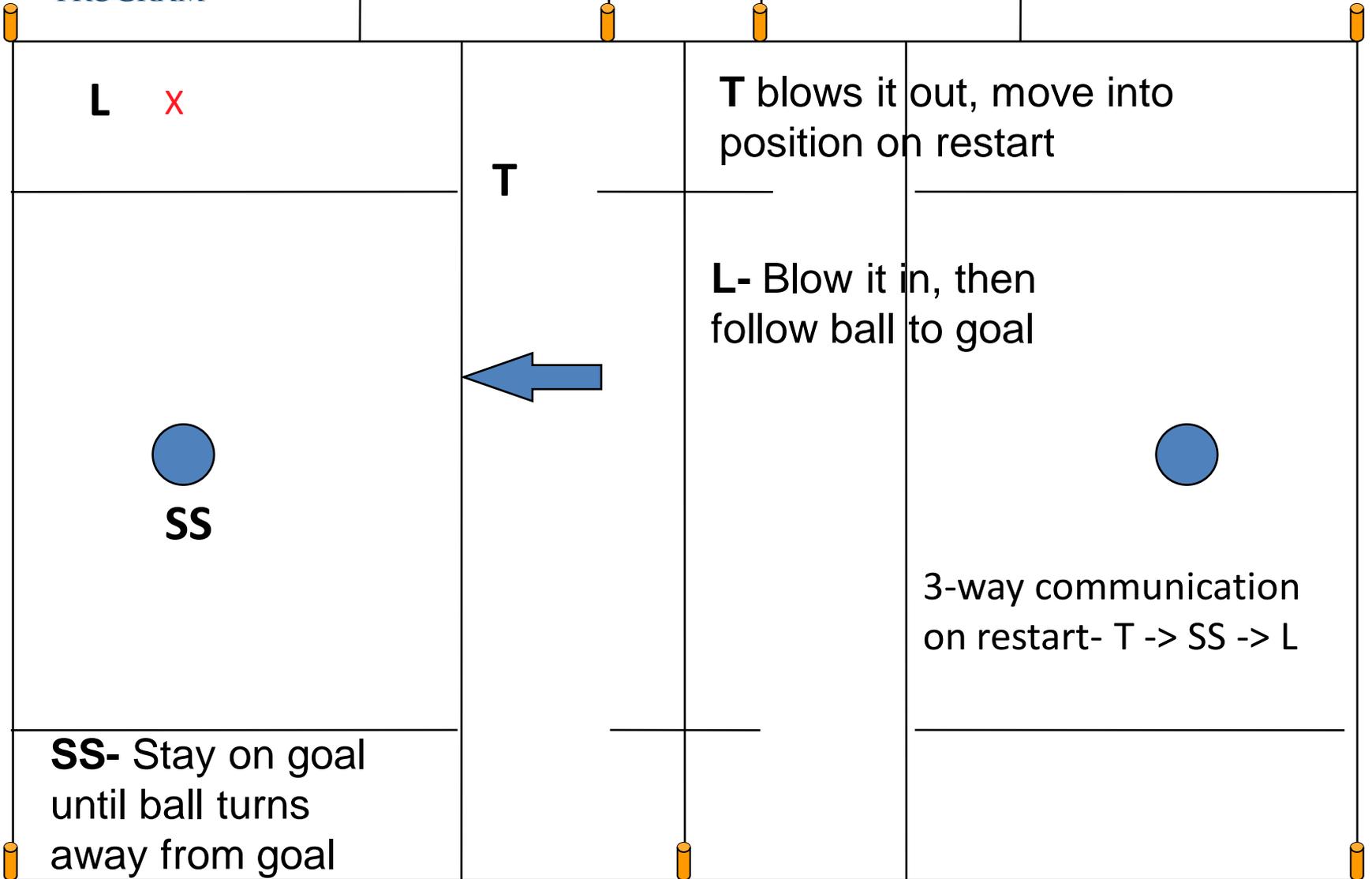


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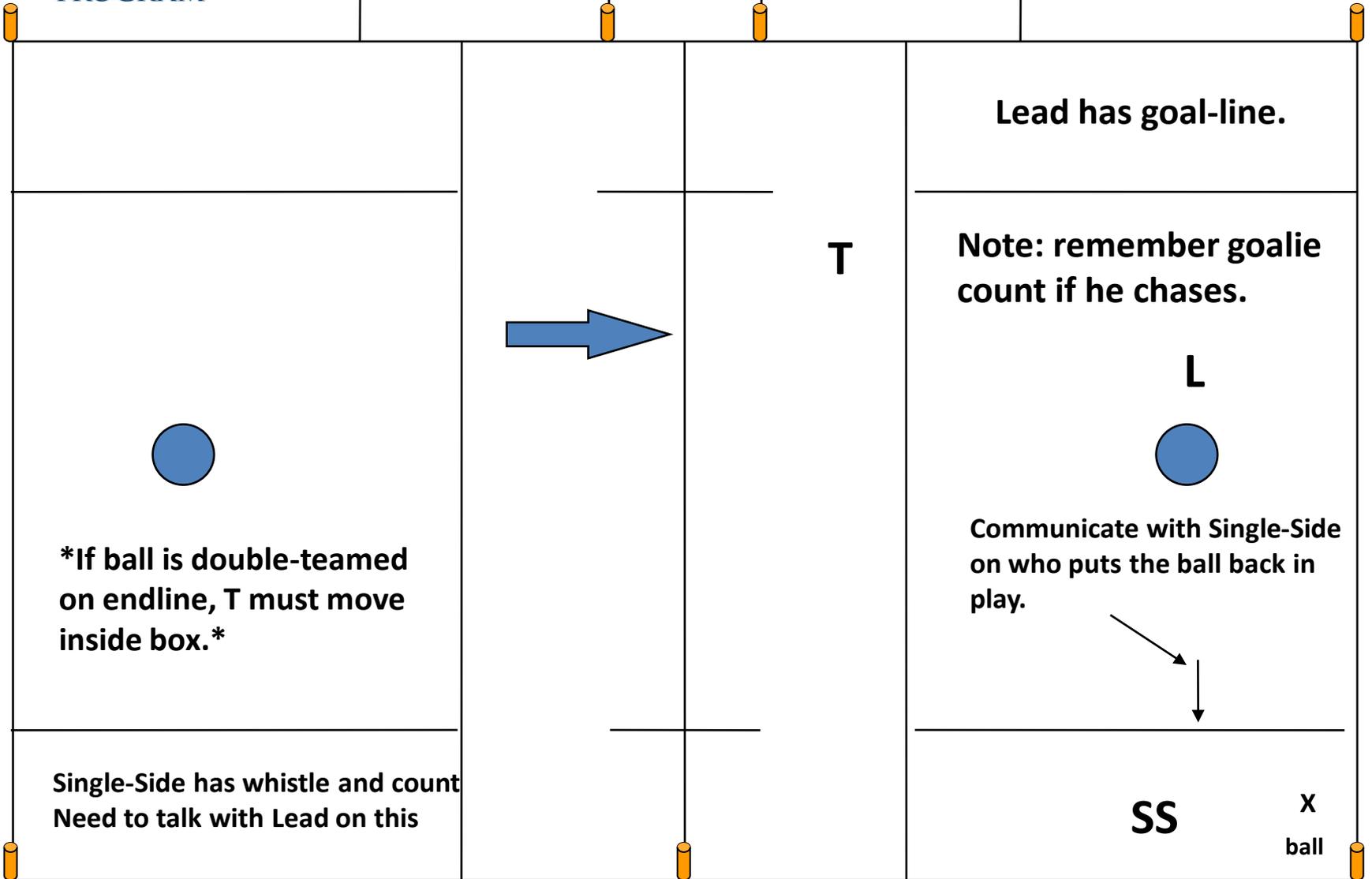


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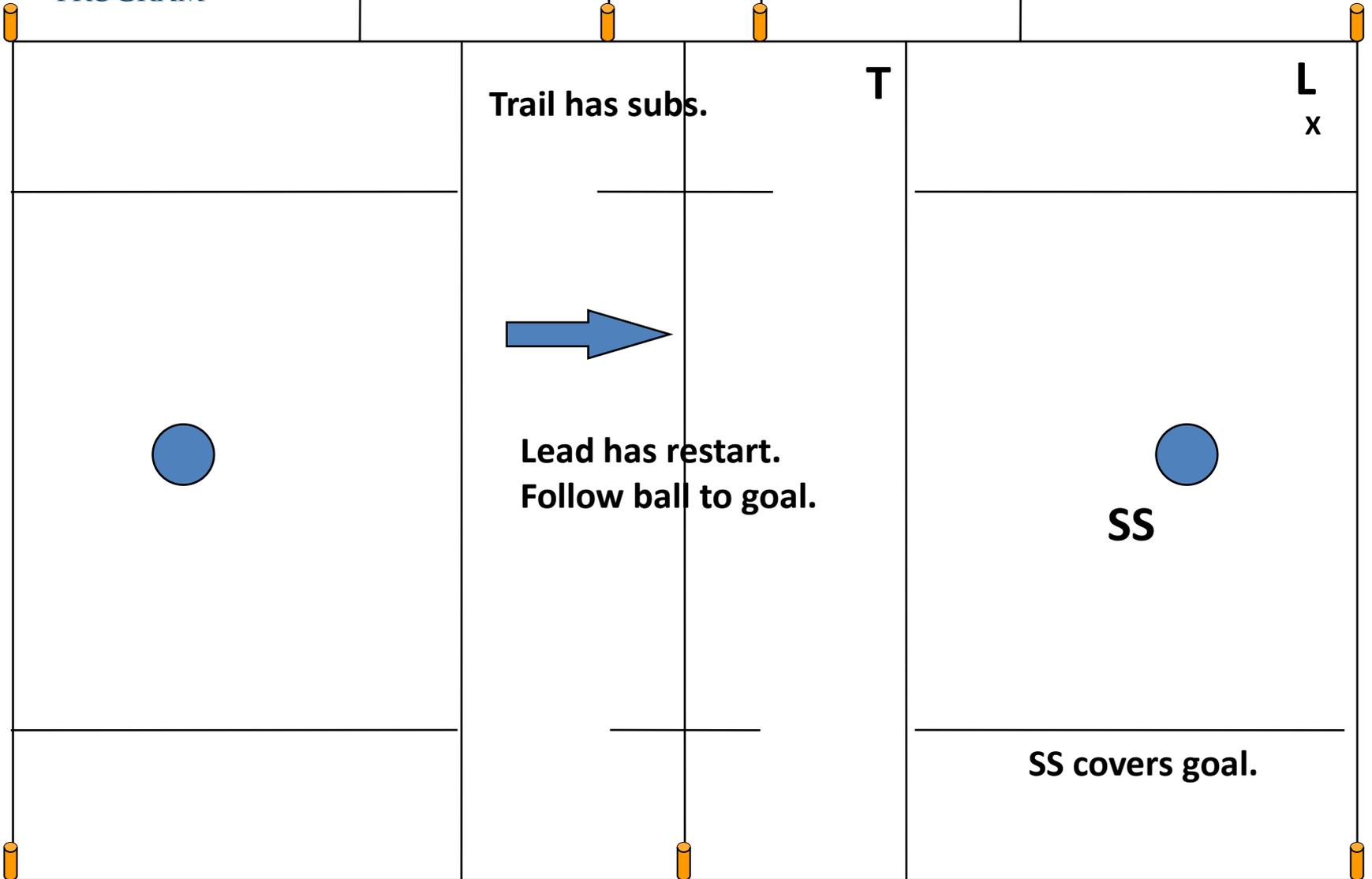


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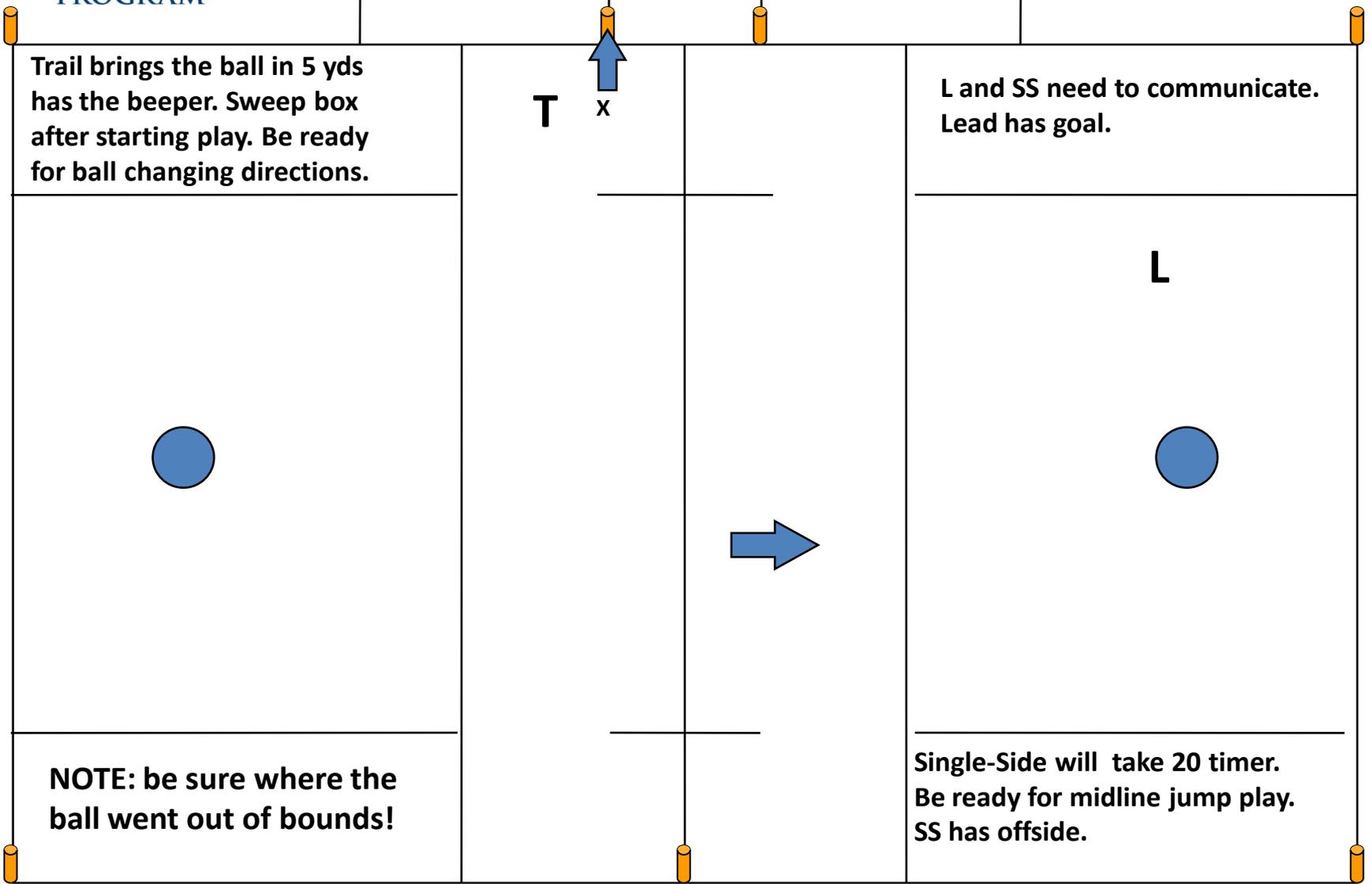


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Trail brings the ball in 5 yds has the beeper. Sweep box after starting play. Be ready for ball changing directions.

L and SS need to communicate. Lead has goal.

NOTE: be sure where the ball went out of bounds!

Single-Side will take 20 timer. Be ready for midline jump play. SS has offside.

SS

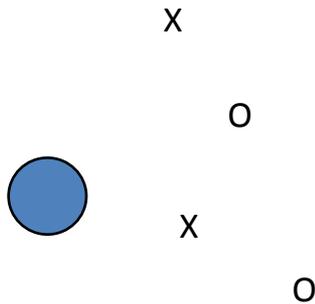
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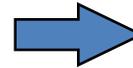
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Try to have at least 1 official where the teams are crossing.



After all clear, meet at center. After discussion, official w/ restart at ball, others 20 yards off benches.

Watch the "cross" here.



T



SS

PENALTY SITUATIONS



HOME

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VISITOR

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Trail move to corner of
box upon "flag down".

L



SS



"Flag down"

T

Flag Down

HOME

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VISITOR

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Trail move toward SS in the open, stop and take penalty. Don't be in a hurry. Turn to table, stop, and relay the penalty. Put your beeper on, and return to the play.

L



SS

Flag down here

Single-Side calls out "flag down" stops play when appropriate. Gets out to an open area, and stops. Then signals.

T

NOTE: Officials not involved in reporting penalty, be sure to get the ball ready for play!

Report Only:

Color, Number, Foul, Time



NOTE : When play is halted with ball in box, restart **OUTSIDE** if penalty on defense, free clear if on offense.

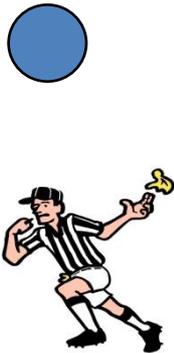
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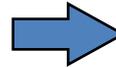
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Trail be sure to inform your partners of the foul BEFORE telling the table.



flag down here

T



Trail has flag

come in and give call

L



SS

Lead and Single-Side to get ball ready for play when Trail returns.

NOTE : When play is halted with ball in box, restart OUTSIDE if penalty on defense, free clear if on offense.

Flag Down, Slow Whistle (FDSW)

- **Fouls with offended team in possession:**
 - Yell “Flag Down!”
 - Throw flag straight up into the air
 - Allow offended team to complete their play
 - Sound whistle to stop play when the rules require you to do so (Rule 7, next slide)
- **Dead Ball**
 - Make certain all residual action among the players has ceased

Rule 7, Section 8 - ART. 2 . . .

The official shall withhold the whistle until:

(page 83 in rules book, read & remember them!)

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. A shot is taken that does not result in a goal.
- e. The ball enters the goal area or is in the goal area at the time the foul occurs and thereafter moves out of the goal area.
- f. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- g. (Y) A player loses any of the mandatory equipment in a scrimmage area, and the official is required under the rules to blow the whistle.
- h. A player on the attacking team commits a foul.
- i. The ball is in the defensive half of the field, and the team in possession fails to clear the ball into its goal area.
- j. When the ball hits the ground (not on a shot), the slow whistle is terminated.
- k. A defensive foul is committed during the final two minutes of regulation play with the team that is ahead possessing the ball in the goal/attack area, unless a scoring play is imminent.

Relaying and Reporting the Call

- Check for flags from your partner. If there are multiple flags, you may need to conference to determine if you have two flags for the same foul or flags for two different fouls.
- Position yourself promptly but not “hurriedly”:
 - Face the table
 - 2-person (always the Trail official)
 - 3-person (Closest official to bench, usually the Trail)
 - Make sure the table’s view to you is unobstructed
 - Stand up straight with your feet set
- Signal the penalty

Reporting the Penalty (C-NOTE)

- Announce the following information to the table:
 - **C**olor of the offending player's uniform
 - **N**umber of the player
 - **O**ffense/Foul the player committed (give signal)
 - **T**ime to be served (give "T" signal if 30 second technical foul)
 - **E**xplanation (optional, don't use everytime)

C-NOTE

COLOR

“Blue”



NUMBER

“36”



OFFENSE

“Unnecessary Roughness”

TIME

“One Minute”



Reporting the Penalty (C-NOTE)

- Quickly explain who has possession and where the ball will restart
 - “Blue ball, free clear at Center X”
 - “Red ball, side-left, outside the box”
- Timer on after the report
 - Teams have twenty-seconds to get the right players on the field

HOME

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VISITOR

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Note: On official takes the fight, and Off officials take benches with coaches.

FREEZE BENCHES!

T

L

X

Fight Procedure

fight

X O

SS

SS tries to stop fight before it gets out of hand, and get players #'s

HOME

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VISITOR

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Note: On official takes the fight, and Off official takes benches with coaches.

FREEZE BENCHES!

Lead tries to stop fight before it gets out of hand, and get players #'s

T

L
X O **fight**

X

SS

Fight Procedure continued

Note: SS has to hustle over to bench area to freeze them! Look for #'s and coaches leaving bench.

Questions

