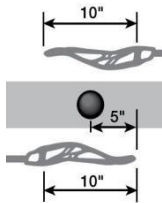








3-Person Crew - Pre-Game (NCAA Rules)

ADMINISTRATIVE (Referee leads) <ul style="list-style-type: none">▪ 30min before game time – Be on the field▪ Coaches – Spend same amount of time w/ each▪ Captains – Emphasize sportsmanship▪ Faceoff Men – Paint/Tape/Contrasting, Palm up▪ Check Goals – No balls or nets in them▪ Balls – 10 on sidelines and end lines	 FACEOFFS (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>) <ul style="list-style-type: none">▪ Mechanic – Place Ball, Down, “set”, whistle; motionless; vary cadence▪ Faceoff Official – Back out to single side, be aware of the wings; stay safe!▪ Lead Left (Helper) – Be aware of the wings, call violations if you see them▪ Wing Official – Stop sign until field is set, when ready then point▪ Violations – Time serving penalty on 3rd violation; reset at halftime/overtime▪ Play ball first – illegal procedure; wing players contacting f/o players	
LEAD OFFICIAL <ul style="list-style-type: none">▪ Position – Step above or below GLE▪ Transition – Stay one line ahead of the ball▪ Coverage – Two-man game until Trail gets in▪ End Line – On or near line for contested plays▪ Goals – Check with Single, watch bodies	TRAIL OFFICIAL <ul style="list-style-type: none">▪ Position – 5yds from top of the box▪ Transition – Stays behind the ball▪ On Shots – Shooter, shooter, shooter!▪ Far Goal – You are the Lead▪ Offside – Count offense, then defense	SINGLE-SIDE OFFICIAL <ul style="list-style-type: none">▪ Position – 3-5 yds above GLE▪ Transition – Gets to cone (mid-line)▪ On Shots – Shooter, shooter, shooter!▪ GLE – Cover goal if Lead drops below▪ Offside – Count offense, then defense
CREASE PLAY <ul style="list-style-type: none">▪ Lead/Single – Confirm before signaling goal▪ Ball Toward You – Watch feet▪ Ball Away from You – Watch body▪ Crease – legal to dive/land in crease - ball enters goal first▪ Goal Mouth:<ul style="list-style-type: none">○ Dive, legal contact, scores, lands in goal mouth = No goal, crease violation○ Dive, illegal contact, scores, lands in goal mouth = Goal, assess foul○ Dive, illegal contact, scores, lands in goal mouth = Goal, tech. foul waived○ Dive, illegal contact, lands in crease/goal mouth, scores = No goal, assess○ Excessive/Flagrant illegal defensive contact = multi minute○ Late = dead ball, multi minute, no faceoff		
ADVANCING THE BALL / OVER AND BACK (OAB) <ul style="list-style-type: none">▪ Ball in offensive half at 60 seconds on shot clock (Trail has 4-second crease count)▪ All 3 must be aware when shot clock is at 60 (UNDER – point in attacks direction)▪ OAB only when shot clock is under 60 seconds, last touched by offense▪ Turnover when ball breaks the plane (immediate whistle, rare play-on)▪ Single restarts, New Lead hustles to GLE		SHOT CLOCK RESET – ALL RESETS TO 80 SECONDS <ul style="list-style-type: none">▪ Upon possession/awarded possession - faceoff▪ Valid shot that hits goal, goalie, goalie’s equipment▪ Turnover▪ Play-on’s and after enforcement of personal▪ Defensive injury
CHECKS TO HEAD/NECK <ul style="list-style-type: none">▪ Indirect – starts good, ends high; 1-min NR▪ Direct – direct contact to head/neck; 2-min NR▪ Excessive/Flagrant – 3-min NR; possible ejection▪ Multi-minute fouls – may be necessary for 2 officials to chat		RESTARTS (Quick; not rushed) <ul style="list-style-type: none">▪ Ball carrier must be stationary.▪ All offensive players must be 5 yards away; defensive players-potential foul▪ Move inward from substitution area



3-Person Crew - Pre-Game (NCAA Rules)

	Helmet Comes Off - during live ball <ul style="list-style-type: none"> Stop play immediately Goes off the field May return on next dead ball following restart of play 	Helmet Comes Off - enforcement <ul style="list-style-type: none"> Player in possession – turnover Defender of player in possession – technical foul Loose ball – “offended team” Unless illegal contact caused helmet to come off Still must go off the field
<div style="display: flex; justify-content: space-around;">   </div>		
2024 NCAA POINTS OF EMPHASIS <ol style="list-style-type: none"> Coach Pregame Conference Sportsmanship/Bench Decorum Uniforms Goal Nets 		
FINAL CHECKLIST <ul style="list-style-type: none"> Whistles, flags, timers, scorecards, coins, measuring tape Do our uniforms match? Remember we have to call the ROUC! <ul style="list-style-type: none"> ROUGH, OBVIOUS, UNNECESSARY, CHEAP 		REMINDERS <ul style="list-style-type: none"> Crease Calls – Come in and communicate Team Benches – keep the team/coaches area in check Man Down Face – Vacated wing, release waits on possession End of Quarter – Shot clock may carry over Eye Contact – With Coaches on timeouts, and partners frequently
GAME MANAGEMENT – ADVANCED <ul style="list-style-type: none"> Remember the plays a coach may want to talk about later Create allies with goalies, captains, and assistant coaches Ghosting – Imagine you are transparent and negative comments pass through you 		GAME MANAGEMENT – HELPFUL PHRASES <ul style="list-style-type: none"> “Coach, I want to work together.” “I understand that; I appreciate that, but here is what I saw on that play...” “I need you to rein in your assistant before he puts you man down.”
GOODIES (when to end a flag down, slow whistle) <ul style="list-style-type: none"> Goal Offense commits a penalty Out of bounds Defense gains possession Injury in the scrimmage area/Inadvertent whistle End of the period or the game/Equipment Shot clock expires 		EQUIPMENT INSPECTIONS (Minimum of 4) <ul style="list-style-type: none"> Where – Midline; two officials face in, one faces out When – Timeouts and quarter breaks (adjust as needed) Who – Grab the bench you are closest to; Single gets ball Fix It Tickets – Incorrect butt end, hanging strings past 2”

WHEN THE BALL IS DEAD WE BECOME ALIVE!