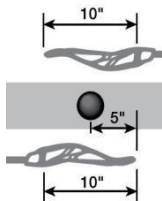




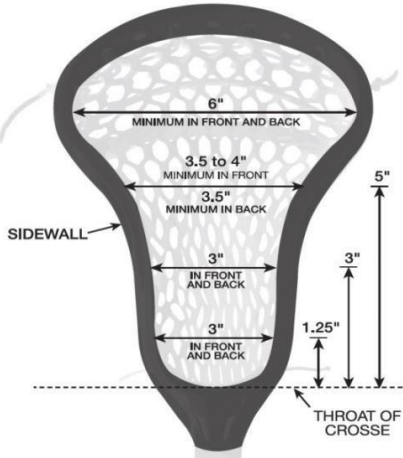



3-Person Crew - Pre-Game (NFHS Rules)

ADMINISTRATIVE (<i>Referee leads</i>) <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 – Contrasting colors; Palm up; S.N.G.▪ Check Goals – No balls or nets in them▪ Balls – 4 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, [adjust sticks], “set”, [back out] whistle▪ 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 – No play-on! Single restarts.▪ Count – Single has the 20- or 10-count upon possession.	
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▪ Dive/Jump – Can never score if player leaves his feet and lands in the crease▪ Sequences:<ul style="list-style-type: none">○ Dive, illegal push [flag], scores, lands in crease = No goal, asses foul○ Dive, legal push, scores, lands in crease = No goal, crease violation○ Grounded, illegal push [flag], scores, lands in crease = goal, wipe foul○ Grounded, illegal push [flag], lands in crease, scores = no goal, assess foul○ Grounded, touches crease, scores = no goal, crease violation○ Grounded, scores, touches crease = goal, faceoff		
ADVANCING THE BALL / OVER AND BACK (OAB) <ul style="list-style-type: none">▪ Single has the 20- and 10-second counts (Trail has 4-second crease count)▪ All 3 must be aware when count is satisfied (one hand in air)▪ OAB only when count satisfied and offense was last to touch▪ Turnover when ball breaks the plane (immediate whistle, rare play-on)▪ Single restarts, New Lead hustles to GLE		ILLEGAL OFFENSIVE SCREEN <ul style="list-style-type: none">▪ Player’s feet hips width apart▪ Not moving prior to contact▪ Crosse held within vertical plane of body▪ Contact required!
CHECKS TO HEAD/NECK & DEFENSELESS PLAYER <ul style="list-style-type: none">▪ If it’s close it’s high! – Call from anywhere▪ Do not miss anything after – Trail; eyes on the shooter▪ Indirect Contact – starts clean, finishes high, 1-min NR▪ Direct Contact – 23 min NR; excessively violent may result in ejection		RESTARTS (<i>Quick; not rushed</i>) <ul style="list-style-type: none">▪ Ball carrier must be stationary.▪ All players (offense and defense) must be 5 yards away▪ Tell the player what you want: “Pick it up and freeze!”



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

 <p>Keep It In!</p>	GET IT IN/KEEP IT IN (<i>Outside the Last 2-Minutes of Game</i>) <ul style="list-style-type: none"> Crew agrees to put the stall warning on Everyone signals and says: <ul style="list-style-type: none"> Get it in (if outside the box) Keep it in (if inside the box) 	Get It In/Keep It In (<i>Inside the Last 2-Minutes of Game</i>) <ul style="list-style-type: none"> Automatic if: <ul style="list-style-type: none"> Leading team has possession 4 or less goal differential 2nd defensive flag thrown stops play immediately unless there is a scoring play in progress
<p style="text-align: center;">Shot from above GLE = Hits pipe, goalkeeper, or a goal is scored.</p> <div style="display: flex; justify-content: space-around;">   </div>		
<p>GOODIES (<i>when to end a flag down, slow whistle</i>)</p> <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 Second Defensive Foul/Subsequent Foul (unless scoring play in progress) 		
<p>EQUIPMENT INSPECTIONS (<i>Minimum of 4</i>)</p> <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" 		
<p>2024 NFHS POINTS OF EMPHASIS</p> <ol style="list-style-type: none"> Crosse Prohibitions Eyeshade Properly worn mandatory equipment Checks involving head/neck 	<p>GAME MANAGEMENT – ADVANCED</p> <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 	<p>GAME MANAGEMENT – HELPFUL PHRASES</p> <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."
<p>FINAL CHECKLIST</p> <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 	<p>REMINDERS</p> <ul style="list-style-type: none"> Crease Calls – Come in and communicate Big Sub Area - Stay aware and count ahead Man Down Face – Vacated wing, release waits on possession End of Quarter – Shot is not possession Eye Contact – With Coaches on timeouts, and partners frequently Goalkeeper –GETS 5 seconds on restarts 	

WHEN THE BALL IS DEAD WE BECOME ALIVE!