

2-Person Crew – Pre-Game (NFHS Rules)

<p>ADMINISTRATIVE (<i>Referee leads</i>)</p> <ul style="list-style-type: none"> ▪ 20min before game time – Be on the field ▪ Coaches – Spend same amount of time w/ each ▪ Captains – Emphasize sportsmanship ▪ Faceoff Men – Check contrasting color on shafts ▪ Check Goals – No balls or nets in them ▪ Balls – 6 on sidelines and end lines 		<p>FACEOFFS (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>)</p> <ul style="list-style-type: none"> ▪ Mechanic – Down, [adjust sticks] place ball, “set”, [back out] whistle ▪ Faceoff Official – Back out to your sideline and toward your goal ▪ Wing Official – Stop sign until field is set, when ready then point ▪ Violation – No play-on! Trail restarts ▪ Count – Either a 10- or 20-count upon possession
<p>CREASE PLAY</p> <ul style="list-style-type: none"> ▪ Lead Has It All – Trail may drop into the box to assist if Lead goes to end line ▪ 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, 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, foul ○ Grounded, touches crease, scores = no goal, crease violation ○ Grounded, scores, touches crease = goal, faceoff 	<p>Good positioning shows confidence that the call is correct.</p>	
<p>LEAD OFFICIAL</p> <ul style="list-style-type: none"> ▪ Position – Step above or below GLE ▪ Transition – Stay one line ahead of the ball ▪ Coverage – One-man game until Trail gets into position ▪ End Line – Be on or near the line for contested plays ▪ Count – Has the initial 10 count on offensive half ▪ Goals – Strong whistle, run closer, stop & signal, eyes on bodies 	<p>TRAIL OFFICIAL</p> <ul style="list-style-type: none"> ▪ Position – At the top of the box ▪ Transition – Stays behind the ball ▪ Coverage – Shooter, shooter, shooter! ▪ Far Goal – You are the Lead on the opposite half ▪ Offside – count offense first, then defense <p style="text-align: center;">WATCH THE SHOOTER!</p>	
<p>ADVANCING THE BALL / OVER AND BACK (OAB)</p> <ul style="list-style-type: none"> ▪ Trail has the 20-second clearing and the 4-second crease count ▪ Both 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) ▪ Old Trail stops play, runs toward GLE, New Lead restarts play 	<p>TARGETING HEAD/NECK & DEFENSELESS PLAYER</p> <ul style="list-style-type: none"> ▪ If it's close it's high! – Call from anywhere ▪ Do not miss anything after – Keep your eyes on the players ▪ Shooter, shooter, shooter – Stay with him as Trail ▪ If called early – Probably not going to have to worry about these later ▪ 2min nonreleasable – MINIMUM 	
<p>TIME OUTS (<i>Called by head coach or field player</i>)</p> <ul style="list-style-type: none"> ▪ Called When – Must be in possession or during a dead ball ▪ Timer On – 1:40 seconds + 20 seconds to restart = 2 min total ▪ Reassess – Confirm score with partner, timeouts remaining, AP ▪ Discuss – How is the game going? Any adjustments we need to make? 	<p>EQUIPMENT INSPECTIONS (<i>Minimum of 4</i>)</p> <ul style="list-style-type: none"> ▪ Check – All required equipment ▪ Where – Midline; one official faces in, other faces out ▪ Fix It Tickets – Incorrect butt end, hanging strings past 2” 	

2-Person Crew – Pre-Game (NFHS Rules)



Keep It In!

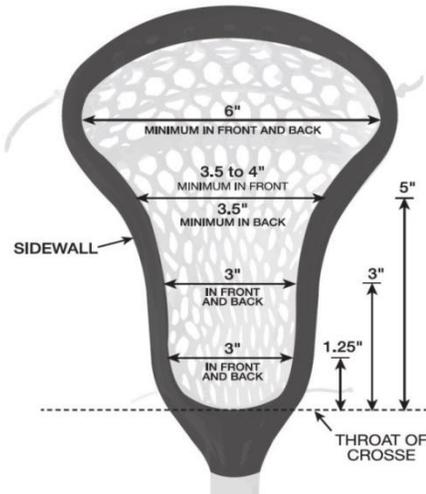
GET IT IN/KEEP IT IN (Outside the Last 2-Minutes of Game)

- Crew agrees to put the stall warning on
- Everyone signals and says:
 - Get it in (if outside the box)
 - Keep it in (if inside the box)

Get It In/Keep It In (Inside the Last 2-Minutes of Game)

- Automatic if:
 - Leading team has possession
 - 4 or less goal differential
- 2nd defensive flag thrown stops play immediately unless there is an imminent scoring opportunity

Shot = Hits pipe, goalkeeper, or a goal is scored.



GOODIES (when to end a flag down, slow whistle)

- Goal
- Offense commits a penalty
- Out of bounds
- Defense gains possession
- Injury in the scrimmage area
- End of the period or the game
- Second defensive foul (not during a scoring opportunity)



2019 NFHS POINTS OF EMPHASIS

1. Stalling
2. Targeting
3. Holding
4. Warding

GAME MANAGEMENT – ADVANCED

- 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

- “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.”

FINAL CHECKLIST

- Whistles, flags, timers, scorecards, coins, measuring tape
- Do our uniforms match?
- Remember we have to call the **ROUC!**
 - ROUGH, OBVIOUS, UNNECESSARY, CHEAP

WHEN THE BALL IS DEAD WE BECOME ALIVE

REMINDERS

- **Crease Calls** – Get in and sell the call!
- **Big Sub Area** - Stay aware and count ahead
- **Man Down Face** – Vacated wing, release waits on possession
- **End of Quarter** – Shot is not possession
- **Goalkeeper** – Gets 5 seconds on any restarts