

## Three-Person Mechanics 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 lightning 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.

**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.

#### COMMUNICATION

**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 is, are they ready?

**PENALTIES** Relay to crew, move to open area, stand still, clean and crisp, C-NOTE.

**MAN DOWN** always let keeper know where ball is before restart.

**ENDING COUNTS** make sure single stops count, hand signal "He's in."

**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** No Player within 5 yards and partner ready. B can restart in box/crease, A is always out.

**COMMUNICATE** let partner and players know where the ball is. ALWAYS point or hold.

**QUICK** but don't rush. No running starts from OOB.

**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 to return to crease before quick restart.

**OFFSIDES** count forwards! A 1<sup>st</sup> (whistle), then B (FDSW), Lead, Single and Trail count, then recount!

**COUNTS** Signal with twirl, yell "reset!" on change of possession.

**SINGLE** has ALL 10- and 20- second counts.

**FOUR** Trail has visual count, starts with GK possession in crease.

**FACEOFF** possession begins either a 10- or 20-second count.

**STICK & EQUIPMENT CHECKS** ALL required equipment? Minimum 4 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.

**TAPE, STRINGS, CAP** No tape on plastic except GK. Get off and fix: 2' max, manufactured cap.

**FACEOFFS** Single takes all FO; must get to far sideline. Be consistent. Vary whistle cadence.

**TAPE:** FOGO needs 6' contrasting color tape up to plastic. Delay if none.

**MECHANIC:** [Whistle in mouth, point] Down [adjust; place ball] set [back out] whistle.

**LEAD RIGHT** Timer on!

**SCORECARD** always mark; wait until in position.

**WINGS** Both on Bench side. Focus on wing play, release from box. Goal coverage.

**PREWHISTLE FOUL** No whistle; stand players up, point. Trail has restart!

### LEAD

**RUN** Beat Bail Downfield, Goal is more important than offsides

**POSITION** GLE to endline, work in as closely as possible, open shoulders to field

**COVERAGE** Goal and Endline on shot or contested play.

**BOUNDARIES** Endline, you have 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 a 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 goals coverage: Watch shooter, Watch shooter, Watch shooter!

**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 until teams are in huddle, watch mixed colors.

**GIKI** Communicate, create opportunity, don't penalize good defense, Even if uneven.

**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.

## 2017 NFHS Rules Changes

### 2017 NFHS Points of Emphasis

1. Coaches and Team Area
2. Defenseless Hits
3. Blindside Hits
4. Mouthpiece Fitting
5. Reminder of Crosse Changes in 2018

### Overtime Procedure

- 2 minute intermission(s)
- Coin Toss: winner determines goal to defend
- AP carries over
- 4-minute periods until goal scored
- 1 TO per team per period
- No stick checks once a goal is scored; game is over

### Game Termination

If lightning is detected, the game manager notifies the head official and play is suspended.

If officials spot lightning before being notified, they may suspend play.

All contests involving teams of the same classification will be played to completion. There will be no mandatory two-hour delay and no 11:30 pm curfew.

Administrators from the competing schools may agree to terminate the contest and resume competition at the point of interruption at a later time.

R should record ALL game information and submit report.

**1-3-2a:** If a flat-iron goal is used on a grass field, it may be attached to the ground with ground anchors.

**4-3-1 Exp 2:** If a player or team commits a foul before any faceoff the ball will be awarded to the offended team in its offensive side at the Center.

**4-3-3:** Paint, a single wrap of tape, or other material of contrasting color to the head may now be used on the handle of the crosse for any player taking a faceoff.

**4-18-4:** No defensive player, other than a properly equipped goalkeeper, can enter his own crease with the perceived intent on blocking a shot or acting as a goalkeeper. Penalty: Conduct foul on defensive player for 1<sup>st</sup> violation. Releasable Unsportsmanlike Conduct foul for 2<sup>nd</sup> violation.

**6-5-2:** Failure to wear the required mouthpiece (unless it comes out during play) is now a technical foul.

**6-10-3:** During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by four goals or less. When the score differential is five goals or more, neither team is forced to keep the ball in the goal area unless warned to 'keep it in.'"