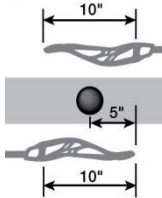





2-Person Crew – Pre-Game (NFHS Rules)

<p>ADMINISTRATIVE (<i>Referee leads</i>)</p> <ul style="list-style-type: none"> ▪ 20min before game time – Be on the field ▪ Coaches – Spend equal 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 4 on end lines and table 		<p>FACEOFFS (<i>Top to stop, parallel to midline, ball in the center, clear neutral zone</i>)</p> <ul style="list-style-type: none"> ▪ Mechanic – Plee 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 the 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 a player leaves his feet and lands in the crease ▪ Sequences: <ul style="list-style-type: none"> ○ Dive, illegal push [flag], scores, lands in the 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 the crease, scores = no goal, foul ○ Grounded, touches crease, scores = no goal, a crease violation ○ Grounded, scores, touches crease = goal, faceoff 		
<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 the 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 ▪ WATCH THE SHOOTER! 	
<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 the 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 non-releasable – MINIMUM 	
<p>TIME OUTS (<i>Called by the 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 <p>Discuss – How is the game going? Any adjustments we need to make?</p>	<p>RESTARTS (<i>Quick; not rushed</i>)</p> <ul style="list-style-type: none"> ▪ No running from out of bounds, tell player to slow down ▪ Defense must obtain 5 yards of separation or flag down ▪ All Defender 5 or more yards away when play resumes may defend. ▪ Teammates cannot be within 5 yards 	

2-Person Crew – Pre-Game (NFHS Rules)

 <div style="position: absolute; top: -20px; left: 50px; border: 1px solid black; border-radius: 50%; padding: 5px; background: white;"> <p style="margin: 0;">Keep It In!</p> </div>	<p>GET IT IN/KEEP IT IN (<i>Outside the Last 2-Minutes of Game</i>)</p> <ul style="list-style-type: none"> ▪ The 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) 	<p>Get It In/Keep It In (<i>Inside the Last 2-Minutes of Game</i>)</p> <ul style="list-style-type: none"> ▪ Automatic if: <ul style="list-style-type: none"> ○ The leading team has possession ○ 4 or less goal differential ▪ 2nd defensive flag thrown stops play immediately unless there is an imminent scoring opportunity
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Shot = Hits pipe, goalkeeper, or a goal is scored above GLE

	
<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 or a timeout ▪ End of the period or the game ▪ Second defensive foul (not during a scoring opportunity) 	
<div style="text-align: center; border: 1px solid black; padding: 5px;"> <p>ON EVERY SHOT</p> </div> 	

<p>2023 NFHS POINTS OF EMPHASIS</p> <ol style="list-style-type: none"> 1. Sportsmanship and Conduct 2. Player Safety – Properly Worn Helmet 3. Eyeshade 4. Face-offs 5. Running Clock Penalty 	<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.”
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<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 style="text-align: center; color: red; font-weight: bold;">WHEN THE BALL IS DEAD, WE BECOME ALIVE</p>	<p>REMINDERS</p> <ul style="list-style-type: none"> ▪ Crease Calls – Get in and sell the call! ▪ 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
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