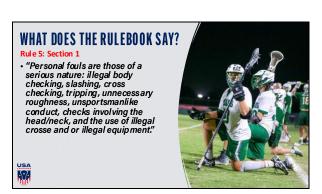
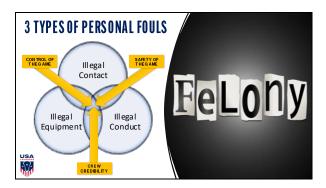


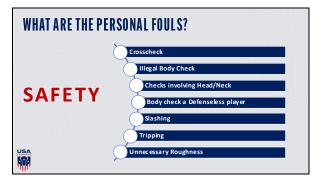


PERSONAL FOULS





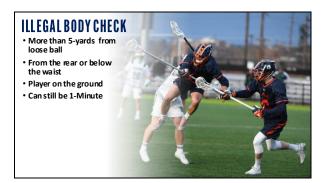


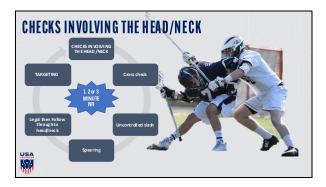


CROSSCHECK Part of the crosse between the hands Thrusting Holding arms extended Look for separation and a DEFINITIVE thrusting motion



















DEFENSELESS PLAYER

- Blind side with & without possession
- Head down on loose ball
- MUST be a 2-Minute or 3-Minute Penalty
- You CANNOT "bring this down" to a 1-minute if you use the words "Defenseless"





DEFENSELESS PLAYER VIDEO

TARGETING

- Blind side with & without possession.
- Head down on loose ball
- MUST be a 3-minute, nonreleasable foul
- Should be discussed as a crew

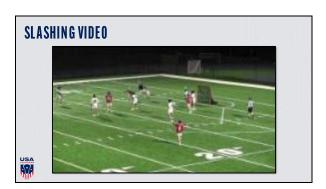






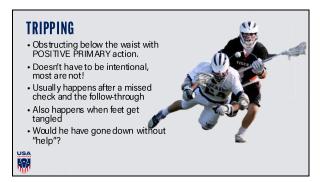


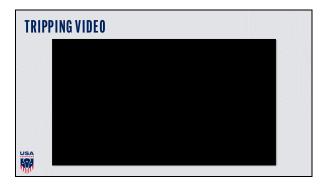














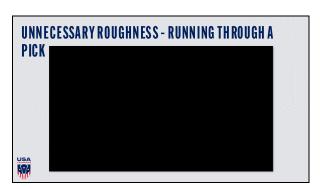
UNNECESSARY ROUGHNESS

- Excessively violent holding and pushing infractions
- Defensive player violent contact with screening opponent
- Avoidable deliberate violent contact
- Punching blows

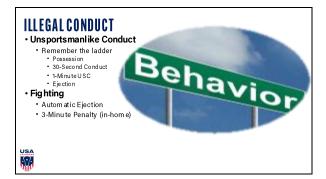


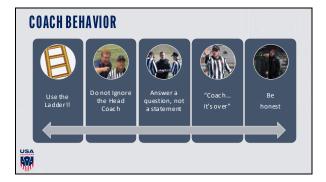


UNNECESSARY ROUGHNESS - LATE HIT VIDEO









PLAYER BEHAVIOR

- Control Player to Player Interactions
- Trash-talking
- Language
 - Teammates
 - Opponents
 - You!
- Race and Gender











OTHER PERSONAL FOULS

Illegal Crosse & Equipment

- Gloves must completely cover the hands
- Note: Mouthpiece violation is technical foul

Certain Il legal Behavior:

Grabbing ball or opponent crosse in face off







PENALTY ENFORCEMENT							
	1,2 OR 3 MINUTES						
	AFTER END IF PERIODS						
济	RELEA SABLE / NON-RELEA SABLE						
₩ •	FOULING OUT						
USA (F	EJECTIONS						



PREVENTING PERSONAL FOULS

Pre-game communication with Captains.

- It's ok to ask questions.
- It's not ok to yell and scream.

In game Communication with Players

It's ok to explain to players what they did wrong, so they don't do it again.





BE AWARE OF "FLASH POINTS"

- · After Goals!
- · Around the Crease!
- · Stop pages of Play!
- · Player Movement!
- · Sub stit ution!
- · After a BIG HIT!





•		•		•					
•	Fe	el	the	m	ome	ntu	m	shift!	
	ь.								

- · Big Long Loose ball scrums!
- Those first 5 minutes!
- After Big Hits!
- The Crowd Goes Wild!
- Near the Lines!







KAHOOT! GAME-STYLE LEARNING Kahoot it is a digital le arning platform that uses quiz-style games to he lp studients learn by making the information engaging in a fun way. As one of the biggest names in quiz-based learning, it's impressive that Kahoot still offers a free-to-use platform, which make sit highly a crossible for teachers and students alike. It's also a helpful to olf or a hybrid class that uses both digital and classroom-based learning. The cloud-based service will work on most devices via a web browser. That means this is accessible for students in class or at home using laptops, table ts and smartphones.



