

# SDCLOA Game Day

## 24-48 Hours Prior To Game Day

### Umpires (U)

- Call your referee!!!!!!!!!!!!!!

### Crew Chiefs (CC)

- Call your school – confirm site & time (weather?)
- Contact Umpire if you have not received notice

## Pre-game

### Officials

- Meet 30 minutes prior to game
- CC – conduct as informative a pre-game as time allows

### Field & Table

- Walk field – address issues
- Address table – sideline horn, penalty signals, verbal count downs, horn on zero

### Coaches

- Introductions and certifications
- One voice from bench (head coach) – polite and respectful

### Captains - Coin Toss

- Check nets after

### Lineup Sequence

- Introductions and expectations (5 yards apart)

## Basics

### Field Presence

- Be decisive, use strong signals, blow whistle hard (no tweetie birds)

### Game Management

- Control game – use technical calls when possible to stop potential physical altercations
- Call big hits early – erase them from the teams game plan

## Game Play

### Face-off Mechanics

- Face-off Official waits for signal.
- "Down, set".

The checklist (refer to Bistowski document on face offs from 1/28/09 meeting)

- Quick whistle, get clear.
- Post whistle (see F/O doc.)

### Man Down: Face-off

- Identify hot player(s) on man down.
- Watch for early release

### Quick Restarts

- 5 yards from players and box area.
- Visible 5 second count (Goalie gets 5 anywhere on field).
- Eye contact with partner

### Side of End Line Out of Bounds

- Only one whistle (whose?).
- Clear direction signal (verbal as well)
- Bench-side has beeper if horn
- Who's counting who?

### Stalling

- Can be anytime during game, not just last 2 minutes.
- Once on it stays on unless there is a goal or change of possession
- Out of box off the offense – play on (defense will get ball no matter what)
- Out of box off the defense or shot – anybody's ball

### Equipment Check

- One per half
- Full service – stick, helmet, gloves, mouthpiece, elbow and shoulder pads
- Can be conducted at a timeout – end of period most likely
- Get high scorer – DO NOT GRAB FACE OFF MIDDIES

- 1 Minute (non-releasable) deep pocket or equipment violation
- 3 minutes (NR) stick length or width violation – remove stick from game

## **Foul: Penalty Enforcement**

- Flag down Slow Whistle – ends when? (failure to advance, goal scored, out of bounds/box, offensive foul, defensive possession, injury in scrum area, equipment loss or end of period).
- “Play-on” – quick or kill play if advantage not re-gained.
- Report fouls: Color, Number, Foul, Time – proper signals
- **No extras; example, “I’ve got . . . ” – YOU’VE GOT NOTHING!** – color, number, foul, time only
- Start beeper after reporting foul – do not allow teams to start at below strength – avoid the dreaded “they’re offside” because you started too early. Give them the full 20 seconds unless they’re ready

## **Time Outs**

- Proper mechanics.
- Time for 1:40, "Timers On," 20-second timer,
- Watch teams cross to benches – Keep your head up.
- Stand at the center of field and go to your card only after teams have crossed.

## **Goalie and Goal Crease Privileges**

- Goalie is in crease area when any part of his body touches the crease.
- Ball to defensive player outside the attack area if mired in mud or ensnared in the goal netting.
- Interference: play on & free clear – retart outside box is ball was loose, free clear is possessed.
- Goal disallowed, when the offensive player deliberately jumps or dives and lands in the crease.
- Goalie picks ball up and puts it in his stick is illegal procedure – he can sweep with fingers, can not clutch ball.

## **Post Game**

- Post game debrief,
- Ejection and other reporting. Verify information for game reports.
- R files all game reports AND RATES UMPIRE ON ARBITER
- Umpire brings beer if working with Biz – other CCs should instruct as same

**Final Note** – Be a good official every game. Bad habits in bad games translate to bad habits in good games.

- Know your mechanics
- Know your rules
- Stay in shape
- Expect the unexpected
- Good luck