

In Da Club!

Hot Tips On Running Clock
Tournament Club Games

Pre-Tournament Check List

- Update your blocks on Arbiter
- Accept your games immediately
- Contact your crew chief within 48 hours of game/s
- Get your gear together and ready to go
- Pre-Hydrate
- Make a personal itinerary
 - Account for where you'll be on game day
 - Get up early – take care of business
 - Set a time of arrival at lot or field per crew discussion
 - Time of travel – add 20-30 minutes
 - Avoid the “Slow Burn”

Pre-Game

- Talk to your Table
 - Who has Game clock?
 - Who has penalty time?
 - Score-keeping – Don't Start a face off w/o looking at score at table
 - Clarify when penalty starts/ends/time served (45s & 90s)
- Identify & Certify the **Head Coach**
- Cover specific tournament rules
- Provide time until face off (“TWO MINUTES!”)
- Start your watch at zero hour whether they're ready or not

Use Pre-Game Communication To Avoid



**In-Game Confrontation Over
Misunderstandings**

Face Offs

- New Face offs via 2016 rules/mechanics
- <https://www.facebook.com/jbistowski/videos/o.116248911824778/10206220149093316/?type=2&theater>
- Know when a face off ends
 - Possession
 - Ball crosses Restraining line
 - Out of Bounds
 - Time-serving Penalty
- Where does restart occur after a F/O violation (Non time-serving)?

Face Off Violations = FREE CLEAR



Play Of The Game

- Remember teams/players/parents 'pay to play'
 - It's their game, give them their money's worth
 - Do not over-officiate – Stick to SAO, especially the “O”
- Use preventive officiating methods
 - Communicate to player who cross check holds or illegally sets screens – let them know your expectation
 - Follow up with communication to coach about same
- If game is fast & competitive rise to the level of play
 - Hustle ball to X after goals scored
 - **DON'T DILLY-DALLY**

Play Of The Game

- If game is non-competitive take the air out
 - Slow down ball to X after goals scored
 - Go Ahead and DILLY-DALLY
 - Speed up the clock – but be smart about it
 - Stay focused – blow outs can often lead to **BIG FOULS** and/or **BRAWLS**
- **DON'T REF THE SCORE..... NOTICEABLY**
- If the Keep it In (last two minutes) is feisty – ACCELERATE the Clock
- If the down team has possession final moments and has chance for moral victory, let it play out and get their last shot

Dead Ball Officiating

- Golden Rule: Keep Your Eyes On The Inmates **AT ALL TIMES**
 - Keep eye on shooter
 - Goal-scored, remember your 45-degree stance
 - Out of bounds turn back to sideline
 - Time outs/end of half – get to midfield watch players cross

End Of Half/Game

- If goal is scored in a very competitive game and there is under 30 seconds...
 - **STOP THE CLOCK!**
- If a penalty by the team ahead occurs with under 30 seconds to play...
 - **STOP THE CLOCK**
- If you have an EMO at the end of the half and there is a shot just prior to the whistle, do you award possession or call it loose?
 - What's the scenario?
 - What can you sell, or did you sell?
 - If you made no sell and no one asks – live and let die. Face off next half

Communication

- Remember to convey tournament rules w\Coach
- Announce time of period at major intervals
 - 15 minutes
 - 10 minutes
 - 5 minutes
 - 2 minutes (or just prior to; 2:10 “Clock Is On!”)
 - 1 minute
 - 45 seconds
 - 30 seconds
 - 10 seconds
 - Count down 5, 4, 3, 2, 1 WHISTLE!!!!

Communication

- Answer The Question Before It's Asked
 - “All Even!” after a EMO goal
 - “No Release, Man-down face” if man-down goal or locked in
 - “Penalty will expire before period!” (or vice versa)
 - “Period has ended, Blue will start second half with possession and man-up!”
 - “Keeper. Man-down 90 seconds, ball is top right” Get Acknowledgement
 - Announce status of ball, how next half will start in EMO situations
 - “Ball is loose, face off to start 2nd half”
 - “Red possession, no face. Red keeps ball with ## seconds remaining in EMO”

Equipment Protocols

- Don't be an equipment Nazi – get player off field and have him fix it (no MP, tinted eye shields, shoulder pads, etc.)
- Player has MP dangling – fix it ticket
- Player loses equipment/has possession – KILL PLAY, let him keep ball
- Player has broken stick and departs field with stick/s in hand = **NO PENALTY!!!** Why penalize a player who is cleaning up his own mess?

Mechanics

- Two-man Mechanics – remember the “Black Holes”
- Pace yourself – Don’t be lazy
- Trail has passer/shooter
- Count Players CONSTANTLY
- Communicate for players to “Hustle” “Get it Right” after goals, penalty reports, start of period
- Eye contact with partner on slow restarts
- Quick restarts when all is good to go
 - Partner in or moving to position
 - No player within 5 yards that can cause desultory situation
 - No running in from out of bounds
 - Substitution box

Mechanics

- AVOID BAD HABITS
 - Hustle when required
 - Use proper signals
 - Be in the right spot for end line, crease, out of bounds calls
 - Don't make bad decisions that affect the game or rest of tournament
 - Practice proper CNOTE
- Hone your game
 - It's more than just a game fee
 - Recognize your faults – learn, remember, find remedy prior to start of HS season (Contact your trainer, confide with crew chiefs)
- Heed your crew chief's advice

Penalties

- Keep Em Safe
- Make Em Play Fair
- Don't Go hunting Wabbits
- Get the Obvious stuff
- Get the little stuff that counts
- Get the stuff you warned about
- Don't be overzealous on penalty enforcement/time served
 - If it deserves 3 minutes locked in, then do it!
 - If it does not, use the unnecessary roughness 'out clause'

Tone & Temper

- Players Playing...
 - **Stay out of the way**
- Players conducting monkey business...
 - **Get involved, be vocal, set expectations**
- SAO – no matter what the tone, get the OBVIOUS
- What were your crew's last three calls?
 - All against one team in competitive game?
 - All against team down by multi goals in blow out
 - All against winning team in multi goals blow out?
- Be a doctor, take the temperature, administer the right dosage

Situations

- Fights/Ejections – call your assigner
- Make sure your enforcement stands up to litmus
- Use communication – see it before it happens, provide preventive medicine
- Avoid crossing paths with coach/player/parent after feisty or competitive game in which participants were mouthy, combative, disrespectful – move on.
- Think, cool down, discuss with partner prior to making any rash decisions – ejections, parent toss, cancel game

Have Fun

- Know things go wrong, do your part to prevent that
- Get back in the groove
- Communicate positively/have positive attitude
- Get to know your partner: align your likes, erase your differences, be a team
- Enjoy the weather, enjoy the games
- A tournament fee awaits you on the other side of the rainbow: Dues paid; new hat, flags, timer, etc.; Christmas debt taken care of.
 - **Don't forget your significant other – a dinner with honey and you sell that it's from your lacrosse windfall will do wonders**

