

Crew Chief Ten Commandments

A crew chief shall...

I
Uphold all the
responsibilities

II
Confirm game

III
Confirm status of umpire

IV
Conduct a pre game

V
Know the proper mechanics

VI
Know the rules

VII
Know the officials
Code Of Conduct

VIII
Be a mentor

IX
Be Professional

X
Be a leader

1. Uphold and abide all the responsibilities of being a crew chief

- Be responsible
- Be accountable
- Understand and execute the duties as outlined in the following nine commandments

2. Confirm game site, date, and time with school contact or coach

- **The Arbiter**
 - Everything you need to know
- **Contact school (AD or coach)**
 - to confirm game site and time – especially if inclement weather is in forecast
- **Use Arbiter for “Mapquest”**
 - link for maps to site
- **Remember if you show up and game has been canceled or moved you will not be paid**
 - contact the school



3. Confirm status of umpire

- Does your umpire know he has a game?
- Does he know where?
- Does he know what time?
- **Guess what?**
 - It's up to you to make sure he knows and will be there at a time you appoint



4. Conduct a pre game with umpire (and/or field judge)

- **Let your umpire know**
 - be at game site
15-30 minutes prior if possible
(work days are difficult)
- **Eliminate surprises.**
 - Make the unexpected, the expected
- **Discuss scenarios and situations**
 - helps get head in the game
- **Your umpire needs to understand your expectations for the game**
- **The newer the umpire, the more needed**
 - there will be for a lengthier pre game discussion



5. Know the proper mechanics

- **Look sharp**
- **Clear signals**
- **Don't be lazy**
- **Set the example**



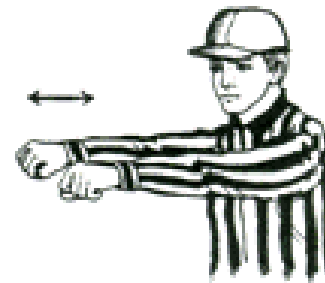
- umpires and newer officials will be watching and learning from you.
- Do not lead them astray – be the man



illegal body check



slashing



crosse checking



tripping



holding



warding off



stalling



offsides



crease violation



play on

6. Know the rules of high school lacrosse

- Read the rules
- Read the case plays
- Know the theory of advantage/disadvantage
- Be confident making a call
 - you don't have to "sell" it if the foul is there and you know it
- DFU when it comes to rules



7. Know the officials Code Of Conduct and abide it



- **Another set of commandments**
 - by which we must conduct ourselves by.
- **This code is found in your NFHS boys lacrosse rules book**

8. Be a mentor and an evaluator

- **Mechanics, rules, uniform, etc.**
 - Set the example and provide words of wisdom or relate experiences to your umpire
- **Make sure your umpire knows what he is doing**
 - well and where he needs room for improvement
- **Do not walk away from the assignment without**
 - pointing out how your umpire acquitted himself that day
- **Rate your umpire on The Arbiter**



Cont.

- **Rate accordingly**
 - comment where necessary –
 - Positive comments are just as informative as negative comments
- **Ratings allow the executive board , assigning authority and training chair know how this official is performing**
- **Ratings allow us to know:**
 - Is he an up-and-comer?
 - Should he be on the fast track to crew chief?
 - Does he need more work with other crew chiefs?
 - We need to know. You need to tell us.

9. Be Professional

- **You get paid for your services**
 - that makes you a professional
- **You are accountable**
- **You are responsible**
- **You meet all your obligations without complaint**
- **Not every assignment is the “best” game**
 - -you may be assigned to a lesser game for many different reasons
- **You’re there to evaluate**
 - and help develop the skills of an up-and-coming umpire

Cont.

- **You're there because**

- these two teams have a history of overly physical play and the assigner needs a strong individual to crew chief the game

- **You're there because**

- many other crew chiefs have been assigned elsewhere or are blocked out on that date

- **You've been assigned because**

- it's close to your home or workplace

- **You've been assigned because**

- it will be a very difficult game to officiate and your assigner is putting you – the crew chief – to the test to see if more “BIG” games are in your future

10. Be a leader on the field and in the meeting rooms



- **You are a**
 - mentor, evaluator, and rules authority
 - be all that and more.
- **“Step up” and be a leader**
- **Be confident**
 - show no fear or indeciveness
- **Lead on the field**
 - have the guts and ability to make the big call when necessary
 - ability to stand the heat when things get intense
- **Set the example by**
 - attending all meetings
 - participating in Q & A sessions
 - offering experiences at these meetings
- **Get involved**
 - present training topics and have the will to stand before your peers and run a session

You are a crew chief

- **You are the man.. It is time to fulfill the duties and responsibilities that come with it.**
- **With your help we can set another generation of officials behind us in the right direction**
 - and help make the SDCLOA one of the finest organizations in the country and within the lacrosse community.
- **Stand up and take charge! For you are a crew chief.**