

# RULES OF THUMB



# FREE CLEARS 5

1. OFFENSIVE OFFSIDE W\POSSESSION
2. TIME-SERVING FOUL WHEN PLAY ENDS IN OFFENDED TEAM'S DEFENSIVE HALF OF FIELD
3. GK INTERFERENCE/CREASE VIOLATION WHEN GK HAS POSSESSION
4. TECHNICAL FOUL AWARDED PRIOR TO END OF A FACE OFF
5. DEAD BALL FOUL PRIOR TO A FACE OFF

# FREE CLEAR



# FACE OFFS

- FACE OFF ENDS

1. POSSESSION
  2. BALL CROSSES RESTRAINING LINE
  3. OUT OF BOUNDS
  4. TIME-SERVING PENALTY AWARDED
  5. RESTART AFTER LOOSE BALL TECHNICAL FALL AWARDED
- AP – WHEN BALL “CROSSES” RESTRAINING LINE AND POSSESSION CANNOT BE DETERMINED
  - RE-FACE – WHEN PLAY ENDS “BETWEEN” RESTRAINING LINE AND POSSESSION CANNOT BE DETERMINED

# PLAY-ONS

- DOING NOTHING/NOTHING DOING = QUICK WHISTLE (NO PLAY-ON)
- “PICK IT UP, PICK IT UP” – POTENTIAL POSSESSION = HOLD WHISTLE UNTIL NOTHING DOING
- OBVIOUS ADVANTAGE = HOLD WHISTLE (EXTEND PLAY-ON ONLY IF TRUE ADVANTAGE EXISTS)
  1. FASTBREAK POSSIBILITY
  2. OFFENDING TEAM NOWHERE CLOSE TO BALL/PLAY

# WITHHOLDING BALL FROM PLAY

- “IN ANY MANNER”
  1. CLAMPING (GROUND/CHEST)
  2. LAYING/SITTING ON OR OVER
- STUCK = WITHHOLDING
  1. BACK OF HEAD/THROAT
  2. IN/UNDER HEAD OF LOOSE STICK
- NOT STUCK = NO WITHHOLDING
  1. IS IT STUCK?
  2. POP-AND-FLY DOES NOT = STUCK – **NO PENALTY!**

# CREASE DIVES

- AIRBORNE SHOOTER LANDS IN CREASE = NO GOAL
- “GROUNDED” SHOOTER LANDS IN CREASE
  1. BEFORE BALL CROSSES GL = NO GOAL
  2. AFTER BALL CROSSES GL = GOAL

QUESTION: “HOW DID HE GET THERE?”

IF PUSHED SAME RULES OF THUMB APPLY

1. AIRBORNE = NO GOAL + POSSESSION OR FLAG DOWN
2. GROUNDED = NO GOAL + POSSESSION/FLAG DOWN OR WAIVE FLAG AND COUNT GOAL

# CREASE COVERAGE

- FEET COMING AT YOU.....
- .....WATCH SHOOTER'S FEET/CREASE LINE
- FEET GOING AWAY.....
- ..... WATCH SHOOTER'S BACK (PUSH, ILLEGAL BC)





END LINE CALLS (SHOT)

CLOSEST

TO THE

**BALL!**

# POSSESSION CALLS (WHEN IN DOUBT)

- CONTESTED GAME

1. PARTNER HELP (TAKE A LOOK)
2. WHO'S GOING AFTER IT/RUNNING AWAY?
3. ALTERNATE POSSESSION

- UNCONTESTED GAME (BLOW OUT)

1. 50/50 CALLS TO LOSING TEAM

NOTE: SLOW DEAD BALL INTERVALS DOWN IN RUNNING CLOCK GAME – STEADY WINS THE RACE

# FOULS (WHEN IN DOUBT)

- **SAFETY**

1. HELMET – LISTEN FOR BOOM! ECHO
2. LOOK FOR REACTION – CRINGE, CRUMPLE, OW!
3. “I’VE FALLEN, AND I CAN’T GET UP”

- **ADVANTAGE/DISADVANTAGE**

1. LOOKS LIKE A PUSH, MIGHT BE A PUSH
2. FREE HAND – CLUTCH, GRAB, PUSH, HOLD, WARD
3. OFF BALL

- **OBVIOUS**

1. W.W.G.D. –  
WHAT WOULD GRANDMA DO?



FOULS (WHEN IN DOUBT)

IF THE GLOVE DON'T FIT

YOU MUST  
ACQUIT!



WHEN IN DOUBT

IF I'M NOT CONVINCED

IT AIN'T

NUETHIN!

# AIRBORNE PLAYER (NEW RULE)

RULE 4-5-10: THE LOCATION OF AN AIRBORNE PLAYER IS THE SAME AS AT THE TIME SUCH PLAYER WAS LAST IN CONTACT WITH THE FIELD OR AN EXTENSION OF THE FIELD.

**YOU ARE WHERE  
YOU WERE!**

# “CLIMB THE LADDER”

- **POLITE REQUEST** – SMILE CAN’T HURT
- **STERN REQUEST**- SENSE OF URGENCY
- **STERN WARNING** – TURN THAT SMILE UPSIDE DOWN
- **TAKE BALL AWAY** – REAFFIRM WARNING
- **“FLAG DOWN”** – CONDUCT FOUL SAYS ‘CAN YOU HEAR ME, NOW?’
- **“FLAG DOWN!”** – UNSPORTSMANLIKE ‘ONE MORE AND YOU’RE GONE!’

# Move It Along

- This is what is!
- This is where we're going!
- Blow & Go!