



# SDCLOA 2013 IN- SEASON MEETING

House Keeping Items



# Pre-Game

- Meeting 30 minutes prior to a varsity game is Unacceptable
- Meet a minimum 45 minutes prior, particularly if it's a 3-man game and your third is relatively new to the mechanic
- Be prepared and professional when you walk on field
  - When Do We Walk On The Field?
  - Who Does The Speaking?
  - Which Coach Do You Speak To First?
  - Does Crew Chief Have To Do All The Work Prior To Game?
  - Who Checks Nets?



# Coin Toss/Line Up

- Referee/Ump (and/or FJ) Stand Opposite Each Other
- Be polite and courteous to captains
- Introduce your crew and yourself to captains
- Show BOTH teams the coin and which side is heads/tails
- After flip show coin to LOSING captains
- Choice: AP or Goal to defend
- Spin em
- Tap team that gets AP whether they won toss or not
- Do not Show “Defend End” unless its OT
- Explain OT Rules thoroughly to Captains – Ump/FJ should inform coaches that each has ONE time out per OT period



# FACE OFFS

- Off official has timer (bench if 3-man)
- Wait until ball is at Center-X before putting on
- If your crew chief wants you to say “Ball is Ready” then do it.
- Get em down, say set, blow whistle
  - Unless an obvious egregious violation occurs let it play out
  - If you noticed something illegal or slightly illegal on a face off communicate to player AND partner what you’re seeing.
  - Provide corrective action proactively to avoid violations
- MIDDLE SCHOOL: Help them, Don’t PUNISH them!
- Make sure possession is CLEARLY gained before signaling such
- ON Official ONLY verbalizes “POSSESSION!”



# FREE CLEARS

- There are FIVE (5) Free Clear Situations in an NFHS contest: What Are They?
  1. Offensive team in possession goes offside
  2. GK interference or Crease Violation when GK has possession and GK fails to complete play (successful outlet pass or exits crease)
  3. Time-serving Foul and play ends in offended team's defensive half
  4. Possession awarded to team via violation on a face off (non time-serving), and offended team is defensive half of field – NO RELEASE!
  5. Foul between Quarters that nullifies a face off to start next period



# COUNTS

- There are Three (3) Live Ball Counting situations in NFHS Play:
  1. 4-second Crease Count (possession)
  2. 20-second Clear (once Possession is gained)
  3. 10-second advance (Possession in O-Half)
- Do Not Rush Hand Counts
- Clear is set by timer
- Crease/Clear Counts Overlap
- In all Counts it's about **THE BALL** – Possession STARTS the counts, advancement of the ball ENDS the count
- Understand advantage/disadvantage situations as they relate to counts



# FREE PLAYS

- There Are Two (2) Types Of Restarts In an NFHS game
  1. Deliberate or Delayed Restarts (after a time out)
  2. Quick Restarts
- Time Outs:
  - Team
  - Official/Injury
  - After a goal
  - Sideline out of bounds
  - Time-serving foul
  - Start Of a Quarter
- MUST HAVE EYE CONTACT ON DELAYED RESTARTS
- Restart ALL plays in Proper location

# PLAY ONS

- Lasts as long as it takes to say “Playyy Onnn”
- If no possession gained or no advantage to be had KILL IT!
- If You Said PLAY ON, someone BETTER Come up with possession or play shall be halted IMMEDIATELY!
- REMEMBER: You said Play On because someone was fouled or a violation occurred – That team is **ENTITLED** to FREE, UNMOLESTED, UNENCUMBERED, UNCONTESTED Possession
- That means if he actually gains possession but is immediately checked, bumped, loses possession BLOW YOUR WHISTLE and award a clean possession





# SAFETY FIRST

- NEVER put safety second to technical rules of the game
  - High (Violent/Deliberate) Hits
  - Body Checks from rear (Hard/Heavy)
  - Butt Ends
  - Vicious Slashes
  - Overt Rough Play That Requires Attention/Control
- DON'T PENALIZE MISDEMEANORS OVER FELONIES
- Find out WHO or WHICH Players are antagonists:
  - Penalize early/often
  - Provide communication/warning
  - Get the people who want to play lacrosse ON the field
  - Get the people who want to play rollerball OFF the field



# GAME FLOW

- Ref The GAME, Not the Rules
- Respect the Letter of the rules, KNOW the spirit
- Be Pro-active/communicative
- If they're Playing Lacrosse LET THEM PLAY!
- Don't interfere with minor calls that have no bearing on the GAME.
- Remember SAO
  - If no one's Safety is threatened, then there's most likely nothing to call
  - If Advantage is gained by ILLEGAL means then it's something
  - Don't penalize players for being bigger, faster, smarter
  - OBVIOUS is obvious no matter the score



# GAME MANAGEMENT

- Get your head out of the rule book and into the game
- See It Before it Happens
- Keep game fluid as possible and get to end if lop-sided
- When negative energy AMPS UP..... COOL DOWN (on The Outside)
- Communicate, communicate, communicate
- Know what's going on/brimming
- Take Measures to bring game back to playing level
- DO NOT OFFICIATE SCORE – SAO Applies ALWAYS!
- 50/50 calls can go to losing team NOT EVERY CALL/NON CALL



# 20-SECOND TIMER

- Face offs after a goal (wait for ball to get to X, Count players)
- Sideline out of bounds (Team-count responsibilities)
- After Time-serving Penalty Enforcement
- After a Time Out
- Equipment Time Outs
- Clears (live ball)
- The device cost you \$50-\$60, KNOW WHAT IT'S PURPOSE IS AND USE IT!!!!!!!!!!



# DEAD BALL OFFICIATING

- Do not write down time outs while teams are crossing – You have a full two minutes after that to write it down
- Do Not turn back on players on out of bounds or after a goal
- Count Players. Count, Count, Count prior to restart
- The Moment that a dead ball foul is most likely to occur is 1 to 3 seconds after whistle blows.... Officiate through and past whistle until tension wanes.
- KEEP YOUR EYES ON THE PLAYERS AT EVERY CONCEIVABLE MOMENT
- You begin to officiate from the moment you walk on the field (20 minutes prior to face off) until you walk off.
- **Expect the unexpected!!!!!!**



# EQUIPMENT

- **Mouthpieces:** Fix first, penalize as last resort or if player simply is playing WITHOUT one (not dangling, fish-hooked, non rule conforming color-wise)
- **STICKS:** If you're going to go 3-minutes/stick removed make sure the dimensional violation was EGREGIOUS! EGREGIOUS! EGREGIOUS! And or OBVIOUS (ball stuck in head)
- **Shoulder Pads:** If he has pads on of any type, he is legal. Do you know what's been altered?
- **Equipment Check Requests:** One "Freebie". Any checks thereafter, and opposing player is legal, it shall cost requesting coach a time out or delay of game if T.O.s are exhausted.