

SDCLOA OBSERVATION KEYS

THE KEYS TO IMPROVEMENT, YOUR
INDIVIDUAL AND OUR ASSOCIATION'S
SUCCESS

MECHANICS: FACE OFFS

- Off Official

- > Timer On
- > Dead Ball Signal
- > Ready Signal

- On Official

- > Pre face off communication
- > Smooth Procedure or Clunky?
- > Motionless prior to & at whistle
- > Stays on top of scrum or runs away?

MECHANICS: FACE OFFS

◎ Post –Scrum

- > On Official Verbalizes “Possession”
- > Off Official mirrors possession
- > Was Possession truly gained upon signal
- > Violations prior to possession adjudicated correctly (Free Clear if in D end?)
- > Release or no release - pre or post possession adjudication

MECHANICS: SETTLED PLAY

◎ Lead Official

- > At GLE
- > Encroaches towards crease (“Mows The Lawn”)
- > Goes to End Line on shots and/or contested play
- > Uses proper signals on end line shots: Dead Ball + Point + Dead Ball + Wind on restart
- > Allows running restarts from out of bounds?
- > Crease Action – play ons, goal signals, free clears, flag down, looks for help from partner on bang-bang crease plays
- > Restarts inside v. outside of box

MECHANICS: SETTLED PLAY

◎ Trail Official

- > 5 & 5 rule: No more than 5 yards in from alley line, no more than 5 yards from restraining line at top of box
- > Keys passer/shooter – NO BALL WATCHING!
- > Conducts out of bounds signals properly: Dead Ball + Point + Dead Ball + Wind on Restart
- > Sideline coverage?
- > Allows running restarts from out of bounds?
- > Assists Lead on Crease action plays: Push or dive?
 - Throws flag if push?
- > Restarts Inside v. outside the box

MECHANICS: SETTLED PLAY

◎ Trail Official

- > Observes substitutions
- > Observes mid-line exchanges
- > Aware of Penalty Releases from:
 - Box
 - Midline
- > Clock Awareness/Assistance
- > Moves to see around screens and find view angles

MECHANICS: SETTLED PLAY

◎ Post Goal

- > Lead: Angles towards players while signaling goal, or looking up-field?
- > Trail: Glides along restraining line to get ball from Lead while watching players
- > Both: Crashing towards players, Multiple whistle tweets if skirmish ensues in front of crease area

MECHANICS: TRANSITION

◎ Lead Official:

- > Gets minimum one (1) zone ahead of ball
- > Anticipates ball coming
 - Looks over shoulder and maintains pace of medium to fast break
 - 180s and “Skates Backwards” on slow clear to observe sub box & potential offside
- > Beats ball to box/GLE
- > Avoids player traffic
- > Picks up 10-count upon clear

MECHANICS: TRANSITION

◎ Trail Official

- > Signals Change Of Possession (Finger Twirl or Pump)
- > Employs 20-second timer
- > Stays wide of play and either even or no more than 5 yards behind ball
- > Officiates sub box on way by
- > Catches: illegal subs or offside
- > Hustles to settled position after subs are complete

MECHANICS: PENALTIES/FOULS

- ◎ Conducts Play-ons Properly
 - > Play Ons – Employed?
 - > Not Employed?
 - > Should've been Employed?
 - > Should not have been employed or dragged out?
 - > Properly used?

MECHANICS: PENALTIES/FOULS

- ◎ Proper Flag Throw Technique – “Flag Down!” loud & clear?
- ◎ Proper Flag Down Slow Whistle employment (inadvertent whistles? Continuation of play when stoppage by rule should've occurred?)
- ◎ Crew Communication post-whistle
- ◎ Proper Field Set Up by LEAD Official – communication to GK/defense re restart location

MECHANICS: PENALTIES/FOULS

- ◉ Was restart location correct? NOT EVERY EMO Starts at top corner box – 20 yards lateral from goal (alley restarts)
- ◉ Proper CNOTE to table by TRAIL official
- ◉ Dead Ball pump & 20-second timer after penalty report
- ◉ Substitution allowed in 20-second frame (no early whistle while either team is still shuffling personnel)
- ◉ Crew communication/Counts: Dead Ball Signal + Ready Signal From partner + Proper Restart

MECHANICS: TIME OUTS

- ◎ Team in possession (or had possession) when time out called/awarded
- ◎ Clear signal by On official: Time Out + point towards team bench T.O. awarded to
- ◎ Dead Ball officiating by Off Official – gets to midline and observes teams crossing
- ◎ Both Officials – go to card AFTER teams have crossed

MECHANICS: TIME OUTS

- ◎ 2-minute timer on AFTER teams have crossed
- ◎ Teams at coaches box during time out – not out at wing area or middle of field
- ◎ Ball available & ready for restart upon return of players (correct restart location?)
- ◎ Crew communication & counts established prior to restart – ready signals

MECHANICS: GENERAL

- ◎ Clear signals
 - > Especially from far side official: out of bounds or violation? Whose ball?
- ◎ Pumps/Finger Twirls on changes-of-possession
- ◎ Counts properly employed

MECHANICS: GENERAL

- ◎ Crew communication
 - > Ball has been advanced; arm up, point down
 - > Deflection signal
 - > Assistance on shot vs. pass and or whose possession
 - > Eye contact when potential stall presents itself
 - Nods
 - Shakes of head
 - Prescribed signals discussed in pre-game
 - > Ball loose or in possession at time of (technical) infraction

GAME MANAGEMENT: PRE-GAME

- ◎ Meeting time/place CLEARLY established
- ◎ Both officials at designated location at time
- ◎ Major highlight points covered
- ◎ Was information provided by referee correct?
- ◎ Was umpire interactive?
- ◎ On field with time to certify coaches, talk to table, check field, conduct stick checks
- ◎ Field ready for play upon game time (Nets?)

GAME MANAGEMENT: FOUL RECOGNITION

- ◎ Game Flow allowed
- ◎ Good use of SAO
- ◎ Upside down or right side up?
 - > Heavy on Technical fouls calls while ignoring blatant personal fouls (vice versa)
 - > Or “this porridge is just right”

GAME MANAGEMENT: FOUL RECOGNITION

- ◎ Tone/Temper of game dictating whether “tightening” or “loosening” of foul judgment is order of the day
- ◎ Tempo v. Tone – they set the tempo, we set the tone – another way to put the above
- ◎ Consistency
- ◎ Crew consistency

GAME MANAGEMENT: COMMUNICATION

- Officials using preventive communication with players
- Officials communicating (illegal) trends with coaches – preventive officiating
- Officials communicating properly with table
- Answering questions before they're asked
 - > “Play results in a Free Clear”
 - > “Penalty is released” (or not) after a EMO goal is scored
 - > “Man Down Face” or “Dead Ball Foul. No Face. Free Clear.”

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- ◎ Time outs left – communication with partner, table, coaches

GAME MANAGEMENT: COMMUNICATION

- ◎ Recognition of Two-Minute Stall or in-game stall situations

GAME MANAGEMENT: COMMUNICATION

- ◎ Uses ladder w\ antagonistic coaches
 - > Polite verbal request
 - > Stern verbal warning
 - > Play on or award ball to opponent via Tech Foul
 - > Flag down; Tech Foul
 - > Flag down; UC (full bird)
 - > Ejection; Last Resort
- ◎ Overall control of contest