

## Slow Whistle Technique

- When non-possession/defensive team (Team B) commits foul, official will throw flag in the air and yell out loud: “Flag Down!”
- If Team A has/maintains possession allow play to continue until

Remember ‘**A GOODIE**’, as in ‘that’s a goodie, that ends the play’

1. **A**dvan**C**e: Fails to advance ball into the box (10 –second count) or advance the ball over midline on a clear (20-second timing rule)
2. **G**oal is scored, ball is **G**rounded (other than a shot)
3. **O**ffense commits a foul/fails to advance
4. **O**ut of Bounds or **O**ut of box (attack area)
5. **D**efense gains possession
6. **I**njury to any player that requires stoppage in play (not if scoring opportunity is immanent)
7. **E**nd of Period or Equipment loss in a scrimmage area

Notes:

- Additional fouls can and may be called during slow whistle
- If it is determined that Team A committed a foul (TF or PF) prior to scoring a goal, disallow goal

## Reporting Time Serving Fouls

1. **Color** (uniform color of fouling team)
2. **Number** (of player that committed foul)
3. **Foul** (Slashing, cross-check, holding, etc.)
4. **Amount of time served** (one, two, three, or thirty seconds, non-releasable if applicable)

Example: No. 22 of the blue team commits a slash. Official reports to table:

**“Blue!”**

**“22!”**

**“Slashing!”**

**“1 minute.”**