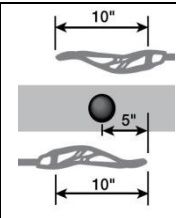
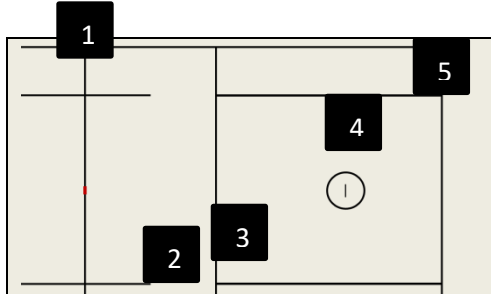


New Adult Official 2-Person Crew – Pre-Game (NFHS Rules)

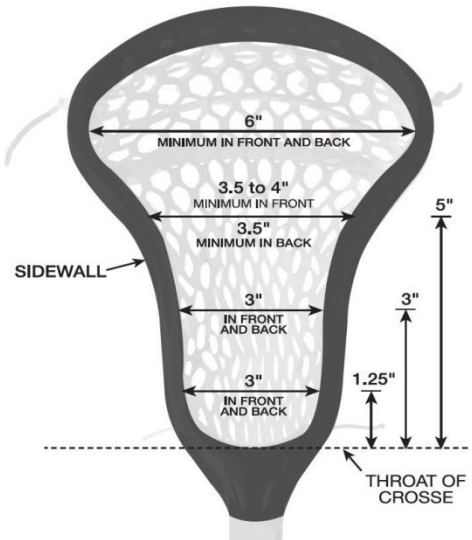
SUCCESS KEYS <ul style="list-style-type: none"> SAO – Safety, Advantage/Disadvantage/Obvious Be in position Don't ball watch Blow the whistle loud, throw the flag high 		FACEOFFS (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>) <ul style="list-style-type: none"> Mechanic – Down, [adjust sticks] place ball, “set”, [back out] whistle Faceoff Official – Back out to your sideline and toward your goal Wing Official – Stop sign until field is set, when ready then point Violation – No play-on! Trail restarts Count – Either a 10- or 20-count upon possession
DEFINITIONS <ul style="list-style-type: none"> Possession – Carry, cradle, pass, shoot Goal – Loose ball that completely crosses the rear edge of the goal line Out of bounds – Loose ball/player in possession touches the line Shot out of bounds – Ball awarded to team with closest in-bounds player’s body (not crosse) to the ball <u>when</u> and <u>where</u> it went out Offside – More than 6 on offense or 7 on defense; count forward 	LEAD OFFICIAL <ul style="list-style-type: none"> Position – Step above or below GLE Transition – Stay one line ahead of the ball Coverage – One-man game until Trail gets into position End Line – Be on or near the line for contested plays Count – Has the initial 10 count on offensive half Goals – Strong whistle, run closer, stop & signal, eyes on bodies 	
TABLE (<i>Timer and scorer are part of the officiating team</i>) <ul style="list-style-type: none"> Penalties <ul style="list-style-type: none"> 5-min of personal fouls = disqualification No release during faceoff until “possession” called Timekeeper <ul style="list-style-type: none"> Start and stop on whistle Blow horn at the end of the period Double horn during dead ball for questions 	TRAIL OFFICIAL <ul style="list-style-type: none"> Position – At the top of the box Transition – Stays behind the ball Coverage – Shooter, shooter, shooter! Far Goal – You are the Lead on the opposite half Offside – count offense first, then defense <p style="text-align: center;">WATCH THE SHOOTER!</p>	
CHECK THE FIELD <ul style="list-style-type: none"> Field – Lines are clearly marked and the field is safe Balls – Have NOCSAE stamp (4 balls on the sidelines and end lines) Goals – No holes in the net or balls in the back of them 	CREASE PLAY <ul style="list-style-type: none"> Position – Lead gets as close as comfortable without impacting play Dive/Jump – Can never score if player lands in crease Loose GK Interference – Play-on, restart at spot GK Interference with Possession – Play-on, free clear 	
COMMUNICATION <ul style="list-style-type: none"> Echo – Flag down, Possession, GII/KII, Tip Mimic – Stop & ready signals, GII/KII, touched in box, possession Penalties – Relay to crew, Trail reports to table, partner sets field Be Aware – Know the game you are working & how it is changing 	EQUIPMENT INSPECTIONS (<i>Minimum of 4</i>) <ul style="list-style-type: none"> Check – All required equipment Where – Midline; one official faces in, other faces out Fix It Tickets – Incorrect butt end, hanging strings past 2’ 	
TIME OUTS (<i>Called by head coach or field player</i>) <ul style="list-style-type: none"> Called When – Must be in possession or during a dead ball Timer On – 1:40 seconds + 20 seconds to restart = 2 min total Reassess – Confirm score with partner, timeouts remaining, AP Discuss – How is the game going? Any adjustments we need to make? 	WHEN TO THROW A FLAG <ul style="list-style-type: none"> Flag – Throw high, yell “flag down,” eyes stay on players Personal – Always results in a flag down Technical – Turnover or a 30-second penalty GOODIE – Know when to end a flag down slow whistle 	

New Adult Official 2-Person Crew – Pre-Game (NFHS Rules)



KEY PLACES TO BE

1. **Midline** – When you are in transition as the New Lead or the Old Trail. Great spot when calling offside.
2. **Top of Box** – Primary position as the Trail Official. 5 yards above the box and 5 yards into the field.
3. **Inside Box** – Trail drops into the box if Lead goes to end line.
4. **On GLE** – Primary position as the Lead. A step above or below Goal Line Extended to better see the entire goal line.
5. **Near End Line** – Lead runs to the boundary on contested plays and shots out of bounds.



GOODIE (when to end a flag down, slow whistle)

- Goal or Grounded
- Offense commits a penalty
- Out of bounds
- Defense gains possession
- Injury in the scrimmage area
- End of the period or the game

ON EVERY SHOT



2018 NFHS POINTS OF EMPHASIS

1. Shots at the Ends of Periods
2. Slow Whistle
3. Faceoffs
4. Mouthpieces
5. New Crosse (head dimensions)

GAME MANAGEMENT – BASICS

- Respond to questions, not statements
- Be brief and factual at all times

FIGHT MECHANICS

- **Closest Official** – Loud whistles, move around bodies, keep blowing the whistle!
- **Furthest Official** – Freeze benches, get numbers

GAME MANAGEMENT – HELPFUL PHRASES

- “Coach, I want to work together.”
- “I understand that; I appreciate that, but here is what I saw on that play...”
- “I need you to rein in your assistant before he puts you man down.”

FINAL CHECKLIST

- Whistles, flags, timers, scorecards, coins, measuring tape
- Do our uniforms match?
- Remember we have to call the **ROUC!**
 - ROUGH, OBVIOUS, UNNECESSARY, CHEAP

WHEN THE BALL IS DEAD WE BECOME ALIVE

PENALTY REPORTING (C-NOTE)

- Color, Number, Offense, Time, Explanation [as needed]
- Blue, 27, Slash, 1-minute
- White, 14, Push, 30-seconds [give the “T” signal]
- Dead ball, Blue, 36, Unsportsmanlike Conduct, 1-minute, nonreleasable, White ball at Center X.



