

# 2018 GLOA Two-Man Pre-Game

## KEYS TO SUCCESS



1. Communicate with partners, table, coaches & players.
2. Practice preventative officiating; eyes are always on the players!
3. Set tone early; reassess often. Be consistent as a crew.
4. Don't ref the rules, ref the game.
5. Keep the game safe, fair and fun.

## GAME LOGISTICS

**SITE ADMINISTRATOR** Identify who has lightening detector.

**TEAMS** R has home, U has visitors, Stick/Equipment Checks. Always count both teams.

**CERTIFICATION** you may meet with both, get it done early and let teams warm up.

**CERTIFICATION** - Captains, In-Home, crew card, game time, any issues.

**INSTRUCTIONS** communicate with Head Coach, decorum, sportsmanship, time for captains.

**NEW RULES** FDSW, Crosse measurements, Top to Stop, Shot at end of period.

**COIN TOSS** Determine AP, review sportsmanship, field issues, line colors.

**FOGO CONFERENCE** ALWAYS meet with all FOGOS prior to game to set expectations.

**TABLE** Start/stop on whistle, 5-min. personals, stacking, release during FO, double horn.

**CHECK FIELD, GOALS, WATCH PLAYERS** Wait for warm-ups to end; stick checks on far side.

**TIMEOUTS** Bench Side has Timer, wait till teams are in huddle; watch mixed colors.

**HALFTIME** watch mixed colors, clear field, start clock. Check with table.

**OVERTIME** – One Timeout per OT period, Coin Toss for Direction Only, AP the same, 1st goal wins.

**POSTGAME** Eyes on players. R approves score, watch teams cross, walk off as crew.

## MECHANICS

### COMMUNICATION

**ECHO** Flag Down, Possession, He's in, GIKI, AP, Tip, Game Time, All Even.

**MIMIC** Point direction and ready, stop sign, GIKI, Gained Attack Box, and Possession.

**EYE CONTACT** be aware of where your crew is, are they ready.

**PENALTIES** Relay to crew, move to open area, stand still, clean and crisp, CNOTE.

**MAN DOWN** always let keeper know where ball is before restart.

**ENDING COUNTS** make sure partner stops count, verbalize "He's in."

**BE AWARE** understand the situation; know the game you're working & how it's changing.

**RESTARTS** In bounds with ball, no one else within 5 and partner ready.

**QUICK** but don't rush. Partner must point on deep restarts

**WHERE** Defense may restart in box or crease (5 yards). A is always outside box.

**REPOSITION** Only if improper position gains advantage.

**COMMUNICATE** let partner and players know where the ball is.

**GOALIE** has 5 seconds to re-enter crease.

**COUNTS** Signal with twirl on change of possession. Your whistle, your count.

**FOUR** Trail has visual count, starts with GK possession in crease.

**TWENTY** Trail initiates with defensive possession.

**TEN** Lead has initial count; exception: your whistle, your count.

**SUBSTITUTIONS** Watch for delayed Sub, player on field has right of way.

**OFFSIDES** count forwards! A 1<sup>st</sup> (whistle), then B (FDSW), Lead counts, Trail counts, Both recount!

### FACEOFF

**MECHANIC:** [Whistle in mouth, point] Down [Tops to Stops, adjust; place ball] set [back out] whistle.

**CONTRASTING COLOR:** FOGO needs 6' contrasting color tape up to plastic.

**WING Timer on!** Watch wing for interference.

**PREWHISTLE FOUL:** No whistle; stand players up, point direction, Trail has restart!

**MAN-DOWN FACEOFF** Can't bring player up; no release until possession.

**POSSESSION** begins either a 10 or 20 count.

**STICK & EQUIPMENT CHECKS** ALL required equipment? Minimum 4 checks.

**WHEN** TOs and Between Periods; no check if a player is in the box.

**WHERE** Midline, face bench, R faces out. Eyes on players.

**CHECK** new measurements; check length and head, shootings strings within 4', deep pocket, roll front, side, 90°.

**TAPE, STRINGS, CAP** No tape on plastic except GK. Get off & fix: 2' maximum, manufactured end cap.

**CONFIRM** with R before flag, R brings to table. "It's close" vs "Oh shit!"

**LEAD** Beat Bail Downfield, Goal is more important than off sides

**POSITION** GLE; work in as closely as possible, open shoulders to field.

**COUNTS** Initial 10 count, restarts in your Alley.

**COVERAGE** One-man game until Trail arrives. You have everything!

**BOUNDARIES** End line, your sideline.

**RESTARTS** Sideline, endline.

**GOALS** Blow Whistle, Run to Crease, Signal Goal, Keep eyes on players!

**TRAIL** Jog up slowly. Move to a spot, rest, move to next spot. NEVER WALK.

**TRANSITION** Primary key is far goal line, then midline/box, good time to talk to bench.

**POSITION** 5 Yards Above Box, Primary concern is return to lead.

**COVERAGE** Off-Sides & substitutions, your alley, above box, Late hits!

**BOUNDARIES** Sideline & Rolling ball offside, far endline.

**RESTARTS** Far Sideline Behind Defensive Clearing Line, Following face-off violations.

**COUNTS** Crease Count, 20 Second Clear, Settled Situation Offensive Counts, GIKI.

**GOALS** Watch shooter, Watch shooter, Watch shooter! "Timer on" at next faceoff.

**ON/OFF** NEVER ball watch, if unsure, communicate! Stay on the passer/shooter, watch inside!

## SPECIAL SITUATIONS

**FOULS** Talk as a crew if big, important or multiple flags.

**PLAY-ON** Keep it short! Give 'em what he wants: free restart or fast break?

**DEAD BALL** Eyes on the players, find ball, set field for play, let players know what is happening.

**FDSW** GOODIE. Can now take it out of box. One attempt to score.

**GIKI** Communicate, create opportunity, don't penalize good defense, Even if uneven.

**OVER & BACK** Unless shot or tipped by B. Treat as play-on if A has CLEAR advantage.

**FINAL TWO MINUTES** Stalling if 4 or less. Communicate: shot or tipped by B.

**FIGHTING** Official closest controls fight, partner freezes benches

**END OF PERIOD** Shot released before horn hold whistle. Can't hit A.

**NO DIVES** If A leaves feet & lands in crease: no goal; grounded before, during and after shot.

