

# 2018 NFHS Rules Three-Man Pre-Game



## KEYS TO SUCCESS:

1. Anticipate!
2. Eyes are always on the players!
3. Be consistent as a crew.
4. Call clear advantage/disadvantage.
5. Hustle!

**SITE ADMINISTRATOR** R identifies who has lightening detector.

**COACH'S MEETING** get it done early to let teams warm up. R does the talking.

**CERTIFICATION** - Captains, In-Home, Crew Card, game time, issues?

**R's INSTRUCTIONS** with Head Coach, decorum, sportsmanship, time you will grab captains

**NEW RULES** FDSW, shot at end of period, crosse specs, top to stop, GIKI.

**COIN TOSS** R at center X, U has home walks out first, then FJ with visitors, U and FJ repeat call.

**FOGO CONFERENCE** meet with all FOGOS prior to game to set expectations, check for sticks.

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

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

**HALFTIME** watch mixed colors, clear field, start clock.

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

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

## MECHANICS

**ALWAYS COUNT PLAYERS & CHECK CLOCK** no dead ball restarts with too many or too few.

### COMMUNICATION

**ECHO** Flag Down, He's in, Reset, GIKI, AP, Tip, Game Time, All Even, Game Time, # of TOs

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

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

**PENALTIES** relay to crew, CNOTE, announce release time

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

**ENDING COUNTS** make sure single stops count, verbalize "He's in." Key for Over & Back.

**AP** Make sure everyone know what is happening.

**TIME** always be aware of the game clock, verbalize.

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

**HUSTLE**, don't hurry, move to spot, stop, move to next spot. NEVER WALK!

**RESTARTS** No Player within 5 and partner ready. B can restart in box/crease; A is always out.

**COMMUNICATE** let partner and players know where the ball is. ALWAYS point or hold.

**QUICK** but don't rush. No running starts.

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

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

**GOALIE** has 5 seconds.

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

**COUNTS** Signal with twirl, on change of possession. Verbalize if Single might not see.

**SINGLE** has ALL ten and twenty counts.

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

**FACEOFF** possession begins either a 10 or 20 count.

**STICK & EQUIPMENT CHECKS** ALL required equipment? Minimum 2 checks.

**WHEN** at dead balls, don't double check. No one in box.

**BENCH SIDE** Lead and Trail grab stick in front of your bench.

**MECHANICS:** At midfield: R faces out, U & FJ face in. Eyes on players.

**FACEOFFS** Be consistent as a crew.

**SINGLE** Must get to far sideline and cover Leads goal on fast break if he's pinned

**LEAD LEFT** Do not adjust crosses; check Neutral Zone. Get in position and be set.

**WING** Timer on! Hold until field ready for play; focus on wing play. Goal coverage.

**LEAD RUN.** Lead MUST beat ball downfield. NEVER WALK.

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

**COVERAGE** Goal is primary. Endline on shot or contested play; Single takes goal.

**BOUNDARIES** Lead has sideline until Trail arrives

**RESTARTS** endline, let Trail take sideline restart.

**CREASE COVERAGE** Player coming towards you = feet and goal, Back = push. Must have flag!

**SINGLE** Get to cone. Follow ball downfield. NEVER WALK.

**TRANSITION** Get to midline ASAP, initial offsides, count forwards. Let ball pass you at midfield.

**POSITION** Move from cone to 2-5 Yards Above GLE; work in and out.

**COVERAGE** Hybrid Trail/Lead: Offsides, Late hit on shooter, cover goal when needed.

**COUNTS** all 20 and 10 second counts.

**CREASE** cover goal if Lead pushed out or moves to endline.

**SHOT** If not on goal: Watch shooter/passers.

**TRAIL** crew saver, must have shooter and goal behind you. Anticipate! Only walk with GK.

**POSITION** 5 yards Above Box, Primary concern is return to Lead.

**COVERAGE** Initial offsides, substitutions, sideline. Watch the shooter!

**COUNTS** 4 second count.

**TRANSITION** primary key is goal behind you, good time to talk to bench, announce "I'm in."

**SUBSTITUTIONS** player on field has right of way, watch for delayed subs.

**SIDELINE** cover sideline for Lead when in position.

**ON/OFF** NEVER ball watch, if unsure of who has ball, verbally communicate!

## SPECIAL SITUATIONS

**PLAY-ON** Don't disadvantage offended team. Keep it short!

**DEAD BALL** Eyes on the inmates, set field for play: find ball, announce location, penalty time.

**TIMEOUTS** Trail Has 1:40 Timer, wait till teams are in huddle, watch mixed colors.

**GIKI** Communicate, don't penalize good defense, Even if uneven. Waive off if hits keeper/ pipe.

**OVER & BACK** Not if shot or tipped by B immediate whistle if contested. Single has restart.

**FDSW** one attempt to score, shot can become pass,

**SHOT AT END OF PERIOD** Can't hit A, may deflect off B

**FIGHTING** Officials closest controls fight, partner freezes benches. Get numbers.

