

2018 Rookie Two-Man Pre-Game



KEYS TO SUCCESS

1. SAO: Safety, Advantage/Disadvantage, Obvious.
2. Family of Fouls: what are your options?
3. Five places to be.
4. Don't ball watch: on/off
5. If you see it, call it!
6. Blow the whistle. throw the flag.

DEFINITIONS

POSSESSION player can carry cradle pass or shoot.

GOAL loose ball that completely crosses that rear edge of the goal line and is released prior to horn.

OUT OF BOUNDS player in possession touching OB, loose ball touches boundary or passes plane.

OFFSIDES more than 6 on offense or 7 on defense; count forwards.

SHOT remains a shot until OB, in possession; player causes it to go OB or comes to rest.

TABLE Make sure scorer and timer know their responsibilities. They are on our team.

PENALTIES. 5 minute personal fouls is a DQ, no release on FO until possession, loudly count down release, say color if two in box.

TIMEKEEPER Start and stop on whistle, 10 or 12 minute stop time, loudly count down last 10 seconds, blow horn at end of period.

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.

TIME OUTS Head coach or field player; dead ball or in possession.

TIMER ON bench side has timer; 1:40 seconds; then 20 seconds to restart.

REASSESS confirm score with each other and how many TOs each team has.

DISCUSS how is the game going? Do you need to tighten it up? Problems?

PLACES TO BE

TOP OF THE BOX 5 Yards in and up from corner.

GOAL LINE EXTENDED work in and out to crease. Get close!

MIDLINE watch for offsides, count forwards. Release before ball crosses as Lead.

ENDLINE get to the endline on ALL shots and contested plays.

INSIDE BOX Trail must help on goal coverage if lead at endline.

WHISTLE MECHANICS

SHORT BLAST to start play.

STACCATO to kill the play, break up a scrum or waive off a goal.

LOUD. No weak whistles.

WHEN TO THROW A FLAG

FLAG Throw it high! Keep eye on the players. Yell "Flag Down!" Repeat

PERSONAL Always a flag. FDSW if A in possession. Whistle if loose.

TECHNICAL Flag if A in possession (30 seconds). If loose, Play On! Award ball.

GOODIE Goal/Ground, A foul, Out of bounds, B possession, Injury, End of Period/Equipment Loss.

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

FACEOFFS Sticks straight up & down, parallel to line, NZ is clear. Ball in center of heads.

MECHANIC [Point] "down," [adjust sticks & players, place ball] "set," [back out] whistle.

FACEOFF OFFICIAL Know where you are going: back out to your sideline and towards your goal.

WING OFFICIAL Get to wing, Hand up until ready, then point. Focus on wing players.

PREWHISTLE FOUL - No Whistle, stand players up, give quick point, Trail has restart!

COUNT Once possession is gained you ALWAYS have a count (10 or 20)

ON/OFF OFFICIAL Focus on keys! Don't ball watch, if unsure, talk to each other!

LEAD HUSTLES! Must Beat Bal to GLE, Goal is more important than off sides!

POSITION on GLE, work in and out to crease; to endline.

COVERAGE One man game until Trail Arrives.

BOUNDARIES Get to end line on shot or contested play.

COUNT has initial 10 count on possession over midline.

GOALS strong whistle, loud voice, big signals! Signal goal in crease.

TRAIL Don't run, jog up slowly. Keep wide triangle with Lead.

COUNTS Trail always has 4 and 20 counts on B possession in defensive end.

TRANSITION Primary responsibility is your goal behind you.

SUBS Watch for contested sub, player on field has right of way.

POSITION 5 Yards in and up from corner.

WATCH SHOOTER for late hits, IBC, crosschecks and UR. Watch shooter!

CREASE Be as close as you to crease on GLE to make call!

INTERFERENCE GK in possession; free clear, Loose: Defense gets ball.

NO DIVES Player leaves feet on his own No Goal.

GOAL Ball must be in goal before player touches GK, net, goal or crease.

BE DECISIVE make the call! Strong signal. Signal goal in the crease.

STICK & EQUIPMENT CHECKS

ALL. Check all required equipment.

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

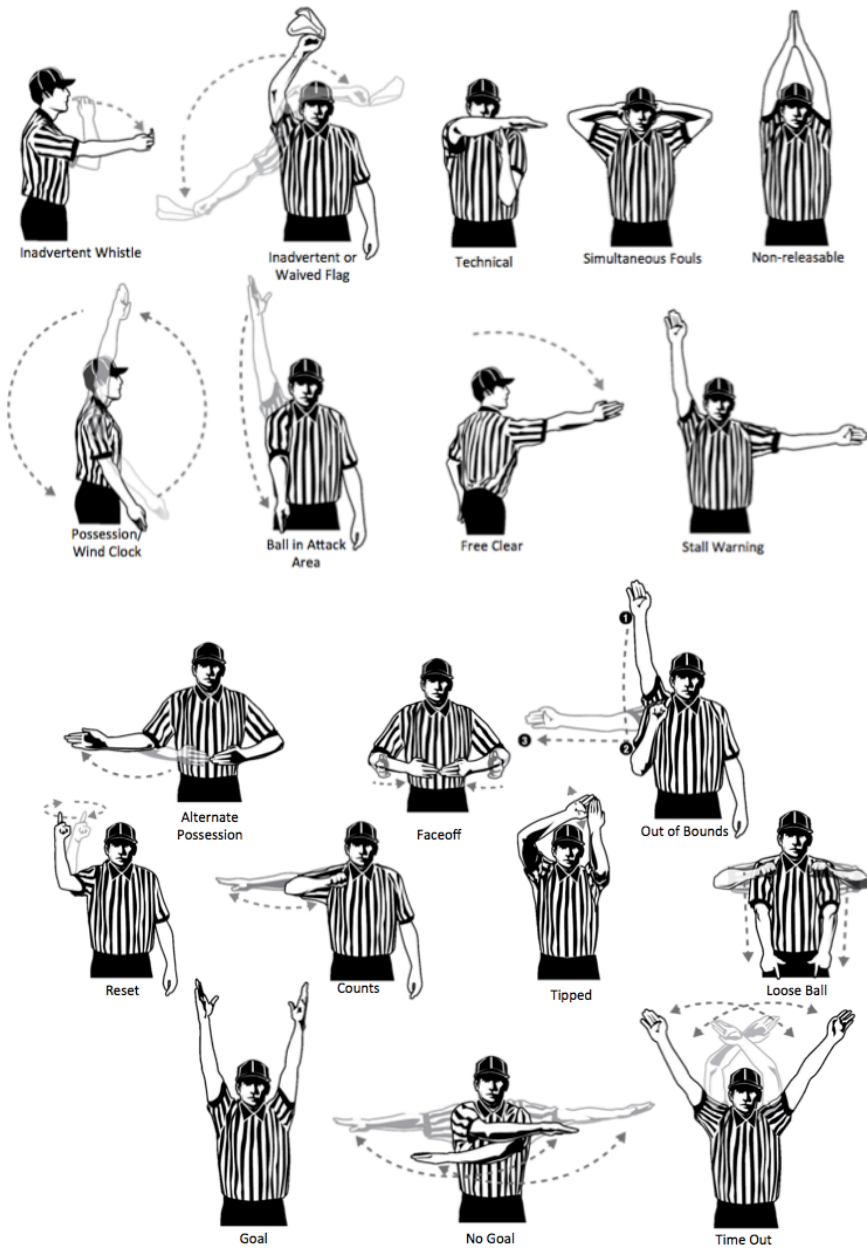
WHERE Midline, face bench, R faces out. Eyes on players.

CHECK length and widths, shootings strings within 4', deep pocket, roll front, side, 90°.

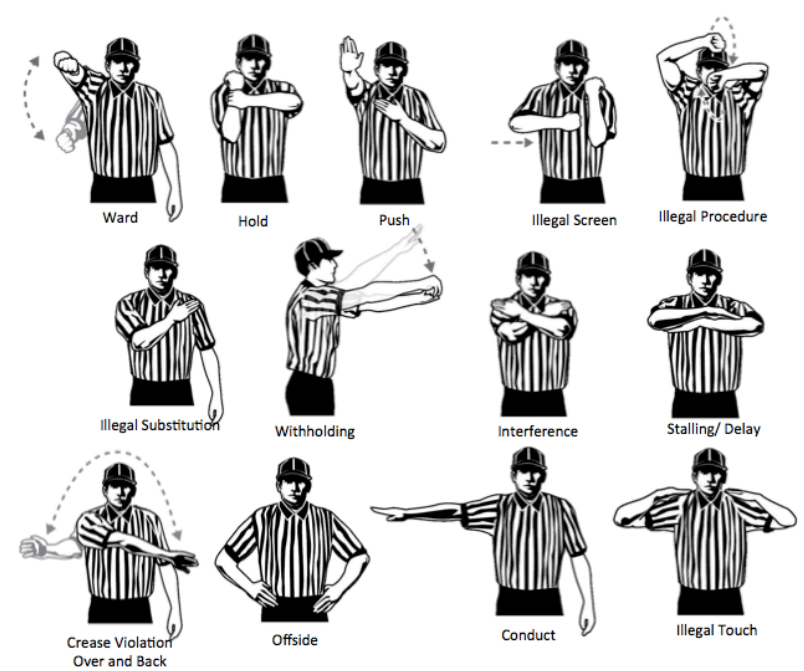
TAPE, STRINGS, CAP Get off & fix.

CONFIRM with R before flag, R brings to table.

Procedural Signals



Technical Fouls



Personal Fouls

