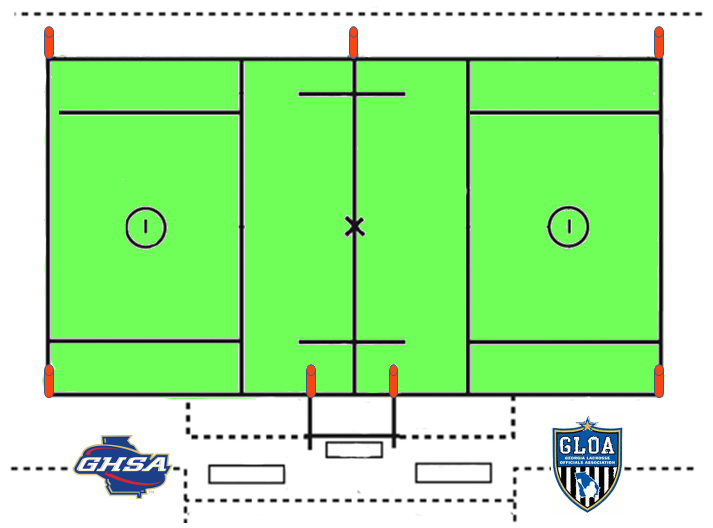
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| **2016 NFHS Rules Three-Man Pre-Game**  **KEYS TO SUCCESS:**   1. Communicate with partners, table, coaches & players 2. Practice preventative officiating. 3. Eyes are always on the players! 4. Set tone early; reassess often. Be consistent as a crew. 5. Keep the game safe, fair and fun.   **SITE ADMINISTRATOR** *Identify who has lightening detector.*    **COACH’S MEETING** *you may Certify both, get it done early and let teams warm up.*  CERTIFICATION - *Captains, In-Home, Crew Card, game time, issues?*  R’s INSTRUCTIONS *with Head Coach, decorum, sportsmanship, when you will grab captains*  NEW RULES & INTERPRETATIONS be *willing to answer questions.*  **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 tape.*  **TABLE PERSONELL** *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.*    **HALFTIME** *watch mixed colors, clear field, start clock, horn at 4 minutes. Check with table.*  **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 few.*  **COMMUNCIATION**  **ECHO** *Flag Down, He’s in, Reset, GIKI, AP, Tip, Game Time, All Even.*  **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, 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 single stops count, verbalize “He’s in.”*  **AP** *Signal Face-off & Point Direction. 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.*  **RESTARTS** *No Player 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.*    **OFFSIDES** *count forwards! A 1st (whistle), then B (FDSW), Lead, Single and Trail count, then recount!*  **COUNTS** *Signal with twirl, yell “reset!” on change of possession.*  **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 4 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.* **CHECK** *length and width, shootings strings within 4’, deep pocket, roll* *front, side, 90°.*  **CONFIRM** *with R before flag, R brings to table. “It’s close” vs “Oh shit!”* **TAPE**, **STRINGS, CAP** *No tape on plastic except GK. Get off and fix: 2’ max, manufactured cap.*  **FACEOFFS** *Singe take all FO; must get to far sideline. Be consistent.*  **TAPE:** *FOGO needs 6’ contrasting color tape up to plastic.*  **MECHANIC:** *[Whistle in mouth, point] Down [adjust; place ball] set [back out] whistle.*  **LEAD RIGHT***Timer on!* **SCORECARD** *always mark; wait until in position.*  **WINGS** *Both on Bench side.* *Focus on* *wing play, release from box. Goal coverage.*  **PREWHISTLE FOUL** *No whistle; stand players up, point. Trail has restart!*  **LEAD**  **RUN** *Beat Bail Downfield, Goal is more important than off sides*  **POSITION** *GLE to endline, work in as closely as possible*, *open shoulders to field*  **COVERAGE** *Goal and* *Endline on shot or contested play.*  **BOUNDARIES** *Endline, you have sideline until Trail arrives*  **RESTARTS** *endline, let Trail take sideline restart.*  **GOALS** *Blow Whistle, Run To Crease and then signal, Keep eyes on players after score!*    **SINGLE** *Hustle, don’t hurry. Move to spot, stop, and move to next spot.*  **TRANSITION** *Get to midline, initial offsides, count forwards. Let ball pass you at midfield.* **POSITION** *Move from cone to 5 Yards Above GLE*  **COVERAGE** *Hybrid Trail/Lead: Offsides, Late hit on shooter, cover goal when needed.*  **COUNTS** *all 20 and 10 second counts.*  **FACEOFF** *cover Leads goal on fast break.*  **GOALS** *cover goal if Lead moves to Endline.*  **SHOT** *If not on goals coverage***:** *Watch shooter, Watch shooter, Watch shooter!*  **TRAIL** *Hustle, don’t hurry. Move to spot, stop, move to next spot. NEVER WALK.*  **POSITION** *5 Yards Above Box, Primary concern is return to lead.*  **COVERAGE** *Offsides & substitutions, your alley, above box, Watch the shooter! Late hits!*  **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.*  **KEY** *Crew saver:**Watch shooter, Watch shooter, Watch shooter!*  **ON/OFF** *NEVER ball watch, if unsure of who has ball, verbally communicate!*  **SPECIAL SITUATIONS**  **PLAY-ON** *Don’t disadvantage offended tea. Keep it short!*  **CREASE COVERAGE** *Trail assists if lead moves to End Line. Be in position! Flag for push.*  **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, create opportunity, don’t penalize good defense, Even if uneven.* **OVER & BACK** *Unless shot or tipped by defense. Treat as play-on if A has advantage.* **FIGHTING** *Official closest controls fight, partner freezes benches* |



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| **2016 NFHS Points of Emphasis**   1. Contact 2. Equipment Checks 3. Properly Fitted Helmet   **Overtime Procedure**   * 2 minute intermission(s) * Coin Toss: winner determines goal to defend * AP carries over * 4 minute periods until goal scored * 1 TO per team per period * No stick checks once a goal is scored; game is over   **Game Termination**  If lightning is detected, the game manager notifies the head official and play is suspend  If officials spot lightning before being notified, they may suspend play.  All contests involving teams of the same classification will be played to completion. There will be no mandatory two-hour delay and no 11:30 pm curfew.  Administrators from the competing schools may agree to terminate the contest and resume competition at the point of interruption at a later time.  R should record ALL game information and submit report. | **2016 NFHS Rules Changes**  **1-6-1: ART. 1:** Shooting strings within 4’ of top pf crosse. New crosse dimensions in 2018 (NCAA).  **1-8:** One sidewall string, no pull strings.  **4-3-3: ART. 3**  FOGOs need 6’ of single wrap tape of contrasting color up to plastic. NCAA faceoff mechanic: Down, Adjust, Set with ball in hand. Back away, whistle. On a faceoff, a player may carry ball in back of crosse for one step only; otherwise a turnover.  **4-14-3: ART. 3** Over and Back. A must gain attack area. May not cross or touch midline; unless tipped by defense or shot. A may bat ball back into offensive half, but may not possess. Treat as a play on. |