

Veteran Schedule

Check-in 8:30 - 9:00 am (Coffee, water & snacks)

Registration (Landon, Eubanks et al)
Arbiter (Assignors)
Treasurer (Fluery)

Welcome/Intros: 9:00 to 9:15 am Auditorium (Powell)

How do you get noticed? 9:30 to 10:00 am Auditorium (Hall)

What do observers look for; how can officials get noticed, how to incorporate feedback

Break 10:00-10:15 (Coffee, water & snacks)

Breakout Session I: 10:30 to 11:15 am

- 1. Stick Checks (Allen and DeMarchi) 98
- 2. Dealing with Coaches (Towery) Auditorium
- 3. Professionalism in Officiating (Phillips)

Break 11:15 – 11:30 (Coffee, water & snacks)

Moderated Coaches Panel: 11:30 to 12:15 pm (Powell) Auditorium

 Wade Lnenicka (Walker), Griffin Spotz (Walton), and Michael Cintineo (Etowah)

Lunch 12:30 to 1:15 pm

Breakout Session II: 1:20 to 2:05 pm

- 1. Intro to 3-man Mechanics (Hite) Auditorium
- 2. Stick Checks (Phillips and DeMarchi) 98
- 3. 3-Man Crease Play (Hall) 99

Break 2:05-2:30 (Coffee, water & snacks)

Breakout Session III: 2:30 – 3:15 pm

- 1. Intro to 3-man Mechanics (Hite) Auditorium
- 2. Professionalism in Officiating (Phillips) 98
- 3. 3-Man Faceoff (Halperin) 99

Wrap Up: 3:20 - 4:00 pm (Powell et al) Auditorium

Rookie Schedule

Check-in 8:30 - 9:00 am (Coffee, water & snacks)

Registration (Landon, Eubanks et al) **Arbiter** (Assignors) **Treasurer** (Fluery)

Welcome/Intros: 9:00 to 9:15 am Auditorium (Powell)

Rookie Sessions I: 9:15 to 11:00 am (Hite) 97

- 1. Personal Fouls
- 2. Technical Fouls
- 3. What Foul to Call
- 4. Signaling and Assessing Fouls

Break 11:00 to 11:15 (Coffee, water & snacks)

Rookie Classroom Session II 11:15 to 12:30 pm (Halperin) 97

- 1. Faceoffs
- 2. Goal, Crease Play, Goalie Privileges
- 3. Counts

Lunch 12:30 pm to 1:15 (Publix Subs, chips, apples, cookies)

Rookie Field Training 1:30 to 2:30 pm (Turf Field with Team)

Stations (Smith Coordinates):

- **Stick Check** Who do you choose, when and where do you do it, where are you looking.
- **Crease Play** positioning mechanics and how to call. What can the GK do and what can't he do.
- **Faceoff** introduce faceoff procedure and mechanic.
- **Lead and Trail Keys** Keys the lead and the trail need to focus on. On and Off officials. Where to stand and move. Demonstration of the "five places to be."

Back inside for Final Breakout Sessions

Rookie Classroom Session III 3:00 to 4:00 pm (Smith) 97

1. Season Overview (Arbiter, clinic, tests, uniforms etc...)