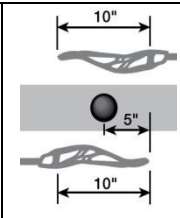
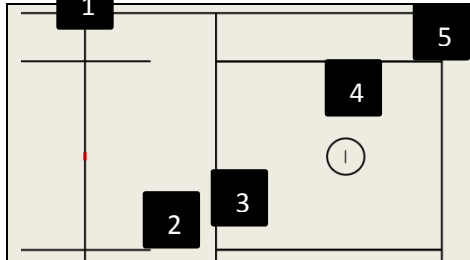


## New Adult Official 2-Person Crew – Pre-Game (NFHS Rules)

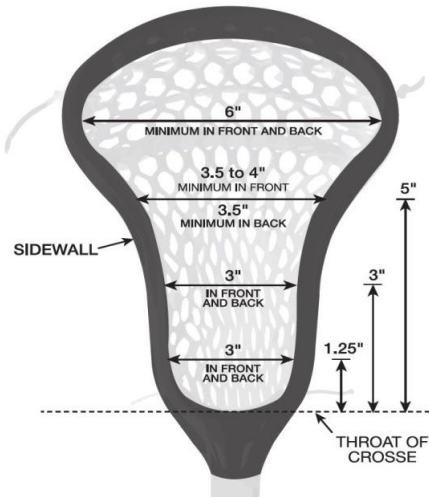
<b>SUCCESS KEYS</b> <ul style="list-style-type: none"> <li>▪ <b>SAO</b> – Safety, Advantage/Disadvantage/Obvious</li> <li>▪ Be in position</li> <li>▪ Don't ball watch</li> <li>▪ Blow the whistle loud, throw the flag high</li> </ul>		<b>FACEOFFS</b> ( <i>Top to stop, parallel to line, ball in center, clear neutral zone</i> ) <ul style="list-style-type: none"> <li>▪ <b>Mechanic</b> – Down, [adjust sticks] place ball, “set”, [back out] whistle</li> <li>▪ <b>Faceoff Official</b> – Back out to your sideline and toward your goal</li> <li>▪ <b>Wing Official</b> – Stop sign until field is set, when ready then point</li> <li>▪ <b>Violation</b> – No play-on! Trail restarts</li> <li>▪ <b>Count</b> – Either a 10- or 20-count upon possession</li> </ul>
<b>DEFINITIONS</b> <ul style="list-style-type: none"> <li>▪ <b>Possession</b> – Carry, cradle, pass, shoot</li> <li>▪ <b>Goal</b> – Loose ball that completely crosses the rear edge of the goal line</li> <li>▪ <b>Out of bounds</b> – Loose ball/player in possession touches the line</li> <li>▪ <b>Shot out of bounds</b> – Ball awarded to team with closest in-bounds player’s body (not crosse) to the ball <u>when</u> and <u>where</u> it went out</li> <li>▪ <b>Offside</b> – More than 6 on offense or 7 on defense; count forward</li> </ul>	<b>LEAD OFFICIAL</b> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – Step above or below GLE</li> <li>▪ <b>Transition</b> – Stay one line ahead of the ball</li> <li>▪ <b>Coverage</b> – One-man game until Trail gets into position</li> <li>▪ <b>End Line</b> – Be on or near the line for contested plays</li> <li>▪ <b>Count</b> – Has the initial 10 count on offensive half</li> <li>▪ <b>Goals</b> – Strong whistle, run closer, stop &amp; signal, eyes on bodies</li> </ul>	
<b>TABLE</b> ( <i>Timer and scorer are part of the officiating team</i> ) <ul style="list-style-type: none"> <li>▪ <b>Penalties</b> <ul style="list-style-type: none"> <li>○ 5-min of personal fouls = disqualification</li> <li>○ No release during faceoff until “possession” called</li> </ul> </li> <li>▪ <b>Timekeeper</b> <ul style="list-style-type: none"> <li>○ Start and stop on whistle</li> <li>○ Blow horn at the end of the period</li> <li>○ Double horn during dead ball for questions</li> </ul> </li> </ul>	<b>TRAIL OFFICIAL</b> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – At the top of the box</li> <li>▪ <b>Transition</b> – Stays behind the ball</li> <li>▪ <b>Coverage</b> – Shooter, shooter, shooter!</li> <li>▪ <b>Far Goal</b> – You are the Lead on the opposite half</li> <li>▪ <b>Offside</b> – count offense first, then defense</li> </ul> <p style="text-align: center;"><b>WATCH THE SHOOTER!</b></p>	
<b>CHECK THE FIELD</b> <ul style="list-style-type: none"> <li>▪ <b>Field</b> – Lines are clearly marked and the field is safe</li> <li>▪ <b>Balls</b> – Have NOCSAE stamp (4 balls on the sidelines and end lines)</li> <li>▪ <b>Goals</b> – No holes in the net or balls in the back of them</li> </ul>	<b>CREASE PLAY</b> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – Lead gets as close as comfortable without impacting play</li> <li>▪ <b>Dive/Jump</b> – Can never score if player lands in crease</li> <li>▪ <b>Loose GK Interference</b> – Play-on, restart at spot</li> <li>▪ <b>GK Interference with Possession</b> – Play-on, free clear</li> </ul>	
<b>COMMUNICATION</b> <ul style="list-style-type: none"> <li>▪ <b>Echo</b> – Flag down, Possession, GII/KII, Tip</li> <li>▪ <b>Mimic</b> – Stop &amp; ready signals, GII/KII, touched in box, possession</li> <li>▪ <b>Penalties</b> – Relay to crew, Trail reports to table, partner sets field</li> <li>▪ <b>Be Aware</b> – Know the game you are working &amp; how it is changing</li> </ul>	<b>EQUIPMENT INSPECTIONS</b> ( <i>Minimum of 4</i> ) <ul style="list-style-type: none"> <li>▪ <b>Check</b> – All required equipment</li> <li>▪ <b>Where</b> – Midline; one official faces in, other faces out</li> <li>▪ <b>Fix It Tickets</b> – Incorrect butt end, hanging strings past 2”</li> </ul>	
<b>TIME OUTS</b> ( <i>Called by head coach or field player</i> ) <ul style="list-style-type: none"> <li>▪ <b>Called When</b> – Must be in possession or during a dead ball</li> <li>▪ <b>Timer On</b> – 1:40 seconds + 20 seconds to restart = 2 min total</li> <li>▪ <b>Reassess</b> – Confirm score with partner, timeouts remaining, AP</li> <li>▪ <b>Discuss</b> – How is the game going? Any adjustments we need to make?</li> </ul>	<b>WHEN TO THROW A FLAG</b> <ul style="list-style-type: none"> <li>▪ <b>Flag</b> – Throw high, yell “flag down,” eyes stay on players</li> <li>▪ <b>Personal</b> – Always results in a flag down</li> <li>▪ <b>Technical</b> – Turnover or a 30-second penalty</li> <li>▪ <b>GOODIE</b> – Know when to end a flag down slow whistle</li> </ul>	

## New Adult Official 2-Person Crew - Pre-Game (NFHS Rules)



### KEY PLACES TO BE

- 1. Midline** – When you are in transition as the New Lead or the Old Trail. Great spot when calling offside.
- 2. Top of Box** – Primary position as the Trail Official. 5 yards above the box and 5 yards into the field.
- 3. Inside Box** – Trail drops into the box if Lead goes to end line.
- 4. On GLE** – Primary position as the Lead. A step above or below Goal Line Extended to better see the entire goal line.
- 5. Near End Line** – Lead runs to the boundary on contested plays and shots out of bounds.



### GOODIE (when to end a flag down, slow whistle)

- Goal or Grounded
- Offense commits a penalty
- Out of bounds
- Defense gains possession
- Injury in the scrimmage area
- End of the period or the game

### ON EVERY SHOT

Trail watches shooter

Trail watches shooter

### 2018 NFHS POINTS OF EMPHASIS

1. Shots at the Ends of Periods
2. Slow Whistle
3. Faceoffs
4. Mouthpieces
5. New Crosse (head dimensions)

### GAME MANAGEMENT – BASICS

- Respond to questions, not statements
- Be brief and factual at all times

### FIGHT MECHANICS

- **Closest Official** – Loud whistles, move around bodies, keep blowing the whistle!
- **Furthest Official** – Freeze benches, get numbers

### GAME MANAGEMENT – HELPFUL PHRASES

- “Coach, I want to work together.”
- “I understand that; I appreciate that, but here is what I saw on that play...”
- “I need you to rein in your assistant before he puts your man down.”

### FINAL CHECKLIST

- Whistles, flags, timers, scorecards, coins, measuring tape
- Do our uniforms match?
- Remember we have to call the **ROUC!**
  - ROUGH, OBVIOUS, UNNECESSARY, CHEAP

**WHEN THE BALL IS DEAD WE BECOME ALIVE**

### PENALTY REPORTING (C-NOTE)

- Color, Number, Offense, Time, Explanation [as needed]
- Blue, 27, Slash, 1-minute
- White, 14, Push, 30-seconds [give the “T” signal]
- Dead ball, Blue, 36, Unsportsmanlike Conduct, 1-minute, nonreleasable, White ball at Center X.

