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

## SUCCESS KEYS
- SAO – Safety, Advantage/Disadvantage/Obvious
- Be in position
- Don’t ball watch
- Blow the whistle loud, throw the flag high

## FACEOFFS (Top to stop, parallel to line, ball in center, clear neutral zone)
- Faceoff Official – Back out to your sideline and toward your goal
- Wing Official – Stop sign until field is set, when ready then point
- Violation – No play-on! Trail restarts
- Count – Either a 10- or 20-count upon possession

## DEFINITIONS
- **Possession** – Carry, cradle, pass, shoot
- **Goal** – Loose ball that completely crosses the rear edge of the goal line
- **Out of bounds** – Loose ball/player in possession touches the line
- **Shot out of bounds** – Ball awarded to team with closest in-bounds player’s body (not crosse) to the ball when and where it went out
- **Offside** – More than 6 on offense or 7 on defense; count forward

## LEAD OFFICIAL
- **Position** – Step above or below GLE
- **Transition** – Stay one line ahead of the ball
- **Coverage** – One-man game until Trail gets into position
- **End Line** – Be on or near the line for contested plays
- **Count** – Has the initial 10 count on offensive half
- **Goals** – Strong whistle, run closer, stop & signal, eyes on bodies

## LEAD OFFICIAL (cont.)
- **Position** – At the top of the box
- **Transition** – Stays behind the ball
- **Coverage** – Shooter, shooter, shooter!
- **Far Goal** – You are the Lead on the opposite half
- **Offside** – count offense first, then defense

## TRAIL OFFICIAL
- **Position** – At the top of the box
- **Transition** – Stays behind the ball
- **Coverage** – Shooter, shooter, shooter!
- **Far Goal** – You are the Lead on the opposite half
- **Offside** – count offense first, then defense

## TABLE (Timer and scorer are part of the officiating team)
- **Penalties**
  - 5-min of personal fouls = disqualification
  - No release during faceoff until “possession” called
- **Timekeeper**
  - Start and stop on whistle
  - Blow horn at the end of the period
  - Double horn during dead ball for questions

## COMMUNICATION
- **Echo** – Flag down, Possession, GII/KII, Tip
- **Mimic** – Stop & ready signals, GII/KII, touched in box, possession
- **Penalties** – Relay to crew, Trail reports to table, partner sets field
- **Be Aware** – Know the game you are working & how it is changing

## CREASE PLAY
- **Position** – Lead gets as close as comfortable without impacting play
- **Dive/Jump** – Can never score if player lands in crease
- **Loose GK Interference** – Play-on, restart at spot
- **GK Interference with Possession** – Play-on, free clear

## CHECK THE FIELD
- **Field** – Lines are clearly marked and the field is safe
- **Balls** – Have NOCSAE stamp (4 balls on the sidelines and end lines)
- **Goals** – No holes in the net or balls in the back of them

## EQUIPMENT INSPECTIONS (Minimum of 4)
- **Check** – All required equipment
- **Where** – Midline; one official faces in, other faces out
- **Fix It Tickets** – Incorrect butt end, hanging strings past 2”

## TIME OUTS (Called by head coach or field player)
- **Called When** – Must be in possession or during a dead ball
- **Timer On** – 1:40 seconds + 20 seconds to restart = 2 min total
- **Reassess** – Confirm score with partner, timeouts remaining, AP
- **Discuss** – How is the game going? Any adjustments we need to make?

## WHEN TO THROW A FLAG
- **Flag** – Throw high, yell “flag down,” eyes stay on players
- **Personal** – Always results in a flag down
- **Technical** – Turnover or a 30-second penalty
- **GOODIE** – Know when to end a flag down slow whistle

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**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

**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

**GAME MANAGEMENT – HELPFUL PHRASES**

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

**FIGHT MECHANICS**

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

**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.