



## 2025 NCAA Pregame

Revised October 8, 2024

### KEYS TO SUCCESS

- Eyes are always on the players!
- Be consistent as a crew: reassess constantly. Catalog fouls.
- Don't ref the rules, ref the game: clear advantage/disadvantage.
- Hustle! Nobody walks.
- Any crazy situations: SLOW DOWN; make sure everyone knows what is going on.

### PREGAME

- COACH'S CERTIFICATION: Captains, In-Home, crew card, ask @ anthem, lineups.
- NEW RULES: Faceoff mechanic, FO violations, Batting, Mouthpiece, Video Review
- POEs. Coaches on field 30 minutes, Sportsmanship, Screens, Flagrant Misconduct at end of game.
- TABLE PERSONNEL FJ reviews responsibilities, vet the shot clock operator.
- SHOT CLOCK OPERATOR: make sure they don't anticipate, demonstrate signals. MCLA 80 only.
- BUFFER ZONE. monitor 45 to 45 in warmups.
- CHECK FIELD, GOALS, FIELD MARKINGS balls on endline, sideline, and table.
- COIN TOSS Get it done early.
- FOGO CONFERENCE Set expectations. Check for color/tape. Prevent cheap flags!
- UNIFORM requirements remain in force throughout contest.

### COMMUNICATION *Know the game you're working & how it's changing.*

- ECHO Flag Down, Under, FO Violations, Tip, Game Time, All Even, Release Time.
- MIMIC Point ready, stop sign, direction, reset, under, possession.
- EYE CONTACT be aware of where your crew is.
- PENALTIES Relay to crew, good CNOTE. Announce time. Partners set field. No numbers!
- TIME always be aware of the game clock, verbalize. SHORT TIME = 45 seconds.
- BE AWARE of situation; know the game you're working & how it's changing.

### FACEOFFS *work as a team, if you see players front take ball, back you have push.*

- WING Timer on! Clean up box. Hold until field ready for play.
- FOO stationary. Must get to far sideline, cover Lead's goal on fast break if he's pinned.
- LEAD LEFT 3-5 yards away. Focus on player facing you.
- POSSESSION verbalize and wind. Don't be too good.
- VIOLATIONS communicate to crew, players and benches!  
Delay is NOT; no tape is a violation. Player cannot participate in next FO.
- RESTARTS Single takes ALL restarts; LL and LR freeze players behind DRL.
- MAN-DOWN no release until possession.

### SHOT CLOCK *this is important, big hits are MORE important! Make it right!*

- CLEAR A must be over midline by 60, once over and below 60 over & back on. Failure signal.
- FAILURE TO START After 5, stop play unless scoring opportunity, reset to 80.
- RESETS Initial or change of possession (80), play on (60/80), defensive injury, valid shot on GK or pipe (60/80). NO resets for FDSW or Inadvertent Whistle reset to (60/80). MCLA to 80 ONLY.
- BATTED BY B Under 60, Team A has no obligation to clear. Above 60, MUST clear by 60.
- VIOLATION shot must be RELEASED from above GLE before 0.

### MAN UP *make sure everyone knows what is happening.*

- SET FIELD find ball, explain situation, announce release time, set Shot Clock (60/80).
- SHOT CLOCK carries over if uneven possession! Watch clock!

### OVERTIME

- AP stays the same, flip for goal to defend (switch after each OT period).
- 1 TO per OT period. No carryover.
- 1 Coaches Challenge for all OT periods.

### OFFSIDES *Always Be counting!*

- EVERYONE COUNTS Count forwards! A then B. Then count again. OK to be late but get it right!

### RESTARTS *Manage these and the game will flow.*

- STOITIONAL No running restarts. Make A & B plant feet!
- WHERE roughly same area. D in box/crease. A out of box: one pass. In Sub Area, move 5 in!
- REPOSITION Only if advantage gained OR short time/close game, then be exact.
- NO FIVE COUNT for goalie.
- DELAY D can't play within 5. (FDSW). A can't create contact. Not if East-West. Get it early!

### SUBSTITUTIONS *No one in sub box unless player is within 10 yards.*

- TRAIL stop at first cone/wing and watch for contested/delayed.
- RIGHT OF WAY: player exiting field has right of way!

### CREASE PLAY *path and late are important. NEVER ball watch, if unsure, verbally communicate!*

- SHOTS Single and Trail must have shooter/passers/late hits.
- SHOT AT END OF PERIOD Good if released before horn. Can't hit A, may deflect off B.
- CREASE COVERAGE Towards you: goal/feet, Away: push (flag). We can always waive a flag.
- CONTACT IN GM 1-3 min USC (R or NR) for direct or deliberate contact with GK; unless illegal contact by B.
- A IN CREASE allow goal if contact is with crease, GK or cage after ball is in or illegal or late contact by B.
- A IN GOAL MOUTH no goal unless illegal contact by B or late (Dead Ball). No goal is A initiates and foul by B.
- LOSS OF GK EQUIP stop if broken or dislodged unless scoring opportunity. Intentional of faking is 2 min NR!
- GK PLAYING WITHOUT CROSSE playing without non-broken crosse is IP.
- 4-COUNT can't deliberately put ball back in crease to get new count. IP. New count if accidental.
- INTERFERENCE avoid Play ons with bodies in crease; protection only to GK.

### OVER AND BACK *SINGLE MUST get to line to help; look for pushes and offsides; take restart.*

- EXCEPTIONS Last toughed by B or shot; if UNDER 60, A has full time to use in defensive end.
- BATTING with crosse ONLY from defensive end.
- COMMUNICATE Crew must signal and verbalizes shot or tip! Lead & Single MUST yell Under/Over!
- TRAIL straddle line; focus on over and back, Play On only if CLEAR advantage!

### TIMEOUTS *Anticipate when a team might ask for a TO, count if weird!*

- WHERE Team A must be below their DRL and at least one foot in contact with ground.
- DEAD BALL both teams can during a dead ball. Locations stays
- LOOSE BALL VIOLATION only team entitled to ball!
- BLEEDING can call a TO to keep a player in game but must be fixed before TO is over.
- BETWEEN PERIODS can call a TO to delay start of a period/halftime, charge to previous period.

### 10-MAN RIDE *LIMIT the number of people you are counting! OK to be late.*

- RECOGNIZE GK's out! 7 seconds in is key! If we see it, make sure your crew knows ASAP.
- SINGLE Hard to see box!
- NEW LEAD & TRAIL stay high & wide. Count B.
- SHOT CLOCK everyone must verbalize under!

### STICK CHECK *it's good, close, or oh shit.*

- TIME deep 1 min NR can return; Illegal 3 min NR can't return.
- TAPE no tape on plastic (3-minute NR).
- REQUEST must refer to a specific player. During dead ball or when entitled to possession. None after game.
- FREE CHECKS prior to game only.

### SPECIAL SITUATIONS *work backwards and get the ball to who deserves it.*

- FIGHTING Official closest controls fight, partner freezes benches.
- SIMULTANEOUS Award based on possession, time or AP. If faceoff pending FO.
- MERCY RULE game can end if both coaches agree after 3<sup>rd</sup> quarter.

### PLAYER LOSES HELMET *immediate whistle in all situations. Timer on! Time has to come off clock!*

- Award to opposing team unless illegal contact.
- A: must leave, return at next dead ball.
- B: 30-second foul, player must leave and return at next dead ball. ""
- NOT simultaneous. Not a faceoff violation.

