

Pregame Discussion

1. CBO lead discussion on responsibilities. See below. We will definitely discuss timeouts.
2. FJ lead discussion:
 - a. High hits – fit the crime, coming together.
 - b. Over and back – Yes/No, hand mechanics, whistle, SINGLE restart, positioning; Last in possession, Last to touch.
3. U lead discussion:
 - a. Crease play – goal/no goal, lead/single team, crease/push.
 - b. On a FO, with no possession, are the players in the boxes released on a violation, illegal procedure, time serving foul, and out of bounds? Violation: no, IP: no, Time serving: yes, OOB: yes unless needs refaced.
4. R lead discussion:
 - a. Officiating bad decisions and out of bad decisions
 - b. GII/KII – preventive officiating, mechanics, pre-warning. If stall is put on, it stays on even if we stop to administer a penalty and they go man up.
 - c. You can't achieve the box until you have possession in the OFFENSIVE half.
 - d. If there is a play on or flag down on the defense while the offensive team is clearing, it resets the count.
 - e. Coaches get one free stick check. If they question the misapplication of a rule and are wrong, they lose a timeout.
 - f. Ball caught in equipment: goalie, defense; field of play, AP.

Keys to OUR success: Communication, Control and Consistency

1. Remember 95% of our job is position and mechanics; Concentrate on both through the contest.
2. Communicate with partners, table, coaches & players.
3. Practice preventative officiating; eyes are always on the players, especially dead ball time. Do not coach the players.
4. Keep the game safe and fair. Call what you need to.
5. Set tone early; reassess often. Be consistent as a crew.
6. Consistency - First 5 and Last 5 minutes of the game.

PLAY OF THE GAME

1. ALWAYS COUNT PLAYERS & CHECK CLOCK; no dead ball restarts with too many or too few; set field for play: find ball, announce location, penalty time.
2. COMMUNICATION
 - a. ECHO Flag Down, He's in, Reset, AP, Tip, Game Time, All Even.
 - b. MIMIC Point ready, stop sign, direction, GII/KII, Gained Attack Box, Possession.
 - c. EYE CONTACT be aware of where your crew is, are they ready?
 - d. PENALTIES Relay to crew, move to midline, stand still, clean and crisp, C-NOTE.
 - e. MAN DOWN always let keeper know where ball is before restart.
 - f. ENDING COUNTS make sure all signal count stops, hand signal "He's in."
 - g. AP Signal Face-off & Point Direction. Make sure everyone know what is happening.
 - h. TIME always be aware of the game clock, verbalize.
 - i. BE AWARE understand the situation; know the game you're working & how it's changing.
3. RESTARTS
 - a. No Players within 5 yards and partners ready. Watch for the delay of game. B can restart in box/crease, A is always out.
 - b. COMMUNICATE let partner and players know where the ball is. ALWAYS point or hold.
 - c. QUICK but don't rush. No running starts from OOB.
 - d. SINGLE has all restarts on faceoff violations, LEAD/TRAIL hold players in their boxes.
 - e. Player loses equipment: possession, maintain; loose outside crease, AP; loose inside crease, defense.
4. OFFSIDE
 - a. Count forward! Lead, Single and Trail count, then recount!
5. STICK & EQUIPMENT CHECKS
 - a. Try to get 3, first half - any timeout (includes TO for injuries) & end of first and third. Avoid FOGOs unless they're "playing." No check if man in the box.
 - b. BENCH SIDE Lead and Trail grab stick in front of your bench.
 - c. MECHANICS: At midfield: R faces out, U & FJ face benches. U & FJ perform tape-measure checks. R checks pocket depth.
 - d. CONFIRM with R before flag, R brings to table.

CBO Duties

ART. 1... When assigned by an assigning authority, an official acting as the chief bench official shall have supervision over the timer's table and complete jurisdiction over the timer, scorer, coaches area and both benches. The chief bench official (CBO) shall wear the same uniform as the other officials and shall have a whistle, flag and horn. The horn shall be provided by the home team.

ART. 2... The CBO shall supervise and have complete jurisdiction over the timekeeper, penalty timekeepers, scorers, coaches, substitutes and any other persons within the bench areas, the substitution area and the penalty box.

The assigned chief bench official also shall be empowered to count crosses when requested and call the following:

- a. Violations of the coaches-, bench- and table-area rules.
- b. Any unsportsmanlike acts that occur within the coaches, bench and table areas.
- c. Any illegal-crosse exchange.
- d. A player who has been substituted for not leaving the field of play at the table area or bench area.
- e. Offsides.
- f. Too many players on the field.
- g. Delayed substitutions.
- h. Time-outs.
- i. Count crosses when requested.
- j. Violations related to substitution.

If the CBO becomes aware of any of the above infringements, he shall, depending on the circumstances, either throw a signal flag or blow his whistle, and apply the appropriate penalty.

Additionally, when the CBO becomes aware of a player committing an act of flagrant misconduct, then, if the act is away from the current area of play and is unlikely to have been seen by the on-field officials, the CBO shall either throw a signal flag or blow his whistle, as appropriate. When a whistle has stopped the play, the CBO shall inform the referee of what has happened and the CBO shall make the appropriate call.