

Rule Change Review

Review Major Rules Changes Early and Often

Pregame

Arrive 30 min before game time. Enter field together- stay together

20 min: walk the field; find the lines; observe warm-ups for safety.

15 min: speak with coaches- certify, get in-homes, answer rules questions; tell coaches we flip coin at 10 min, make yourself available for stick checks after coin toss/FOGO talk.

10 min- coin flip, (Home faces bench), turn backs to goal defending. Meet with face-off men. NO tape on plastic head.

5 min- Speak to table personnel. Need: Timing device, Horn?, Scorebook (?) - (paper) to record penalty time.

1. Signals (NR, #, Tech) 2. Table: penalty release; players' serving penalty at table; running clock 3. Issues-wait for dead ball - double horn 4. Go far side for stick checks (with partner).

1 min-Check the nets for holes; extra balls on endline, sideline, @ table.

Line-up: introduce you to players, brief comment; mention hear whistle = drop ball and get out of the way

FACE-OFF

Referee starts away from bench. Ball centered. Withholding: ball, stick, body (arms).

Grabbing ball in face-off= USC, 1 min NR-. Inadvertent touch=technical foul

STAY HOME: Violations- *verbalize* but enact the IP signal; announce one color to benches.

Far side- may have to assist on withholding body and stick; rookies start at restraining lines.

TRAIL **ALWAYS has the shooter**

Goalie save-Pump/twirl, start 20 second timer and start goalie 4 second count.

You have the 20 second timer (failure to advance); you DO NOT have the first 10 second count.

Trail primary for offsides: count ahead (prepare); Trail can jog up field. Long clears –stay behind the ball.

Trail reports ALL penalties to the table.

Trial has ALL restarts above restraining line; OOB on your sideline.

Goal scored- Need to have the shooters number. (60 yard eyes)

You have the next face-off; (cross over midline); wait for partner "ready signal".

LEAD **GLE**

Initial 10 sec count into the attack box.

Sprint. **GLE**- get there, you can see the endline but run if contested end line OOB; RESTART, get back to **GLE**.

Don't allow ball or players behind you; TALK to players; close down for crease violations. Watch shooters feet.

LEAD may not have shooters number if crease play exists. (Trail should always have number.)

YOU have restarts on endline and in your alley; OOB – your sideline.

Goal scored- watch players, then move to wing; you have "timer on"; set the field.

Penalties

Always serve personal fouls; technical can be wiped off with goal.

Tell your partner; Trail reports ALL penalties to the table. Go to midfield area- make eye contact with table.

C-NOTER (Color, Number, Offense, Time, Explanation, Release Time) - take your time. Be clear, loud and BIG.

Player to serve his time..... not on sideline but, 5 yds. off field and in sub box @ table.

Lead will reset the field: find the ball, count the players, note the time, notify goalie of ball location.

Restart on offensive side of field OR in the alley (trail side).

Flag down (end-of-period) DENOTES possession (unless creates even strength).

UNEVEN strength, end of period, retains possession; restart in same location.

Stick checks



2-3 per game, with full equipment: during time-outs, between quarters; finished before start of 4th quarter.
 Pocket depth, head width (6) length (10); stick length 40-42 or 52-72; endcap; 4" shooting string, 2" hanging
 Players' equipment: colored mouthpiece, NOSCAE helmet, shldr pads, elbow pads, gloves.

Stalling

Last 2 min (game) if team is ahead (4 or less) OR any time when Offense not attacking goal; defense **must** play the ball.

Consider: 40-45 seconds (turn your timer on 2 xs), be careful - forewarn ("Get it in"). Both refs agree.

Stalling: final 2 min, stopped with 2nd defense penalty

Running clock

12 goal differential, 2nd half, starts with FO. Clock stoppers: Time-out and injury

Overtime

Sudden death; 4 min periods; Coin flip for end-of-field; AP remains; 1 time out

MISCELLANEOUS

Player SAFETY - OFF BALL don't look away too soon; try to stay with your zone.

COUNT players; SEE the clock; anticipate the action; play-ons: keep 'em short.

Restarts: Players must allow 5 yards distance. Goalie gets 5 seconds to return to crease.

Illegal substitution: stupidity or planned - (accepts a pass-penalize it)

GLE: Be there! (to cancel the goal). Look down at shooters feet, not up-no numbers (Lead).

Talk/Communicate with the coach. Answer his questions. Don't respond to comments.

Conduct penalty-Climb the ladder: Warning, take the ball away, technical foul (time), USC- NR (In-home)

Communication

Tell penalties to each other, then to the bench; announce penalty release time to partners.

Goal coverage: know - on and off coverage (diagram below)

Talk to players as preventive officiating ("Let 'em move, control your stick", etc.); F/O men "I will vary my cadence"

Help each other on (live) ball location - "in the box".....lines are difficult to see.

Quick restarts: be ready or whistle will catch up; No endline or sideline running restarts (OK to "roll thru the stop sign")

YOUR MISTAKE- get a horn/ask disadvantaged coach if he's ready.

