MichLOA Pre-Game Check Sheet

REMEMBER

Sportsmanship – including pre- and post-game

ASSIGNMENTS

- REFEREE – Contact the school 48hrs before contest to confirm:
  - Time
  - Location
  - Follow up with your crew
    - Where to meet
    - What will the crew wear, long or short sleeve shirts, pants or shorts, jackets or no jackets.
  - Crew respond and let referee know your status.
    - Working the JV game.
    - Coming from work and timing might be tight
    - Others

PREGAME

- REFEREE – SINGLE - 1ST F/O; UMPIRE – Home – LEAD LEFT; FIELD JUDGE – Visitor – RIGHT
- REFEREE – table, game clock instructions; U & FJ –ball retrievers, sub coaches & goal check.
  - Spend time with the table, they usually are parents and might not know exactly what's going on. Confirm who's running the game clock and who's doing penalties.
  - Let them know how you want them to run penalties
- On field – Try to be there at least 20 minutes prior to game time. If teams have a "history" be on the field the entire warm-up.
- Coaches' certification, coin toss, F/O instructions – ASAP – determined by teams' pregame routine.
- After certification, coin toss & F/O instructions go to the far side wing line for stick/equipment checks. Stay away from the benches.

HEAD COACHES

- Communicate w/ HC when appropriate. During dead ball situations, face coach & talk using a NORMAL speaking voice. During live play don't turn your back on the play.
- It's ok to engage with assistant coaches – They can help keep the box and substitution area clean.
- Keep coaches off the field

FACE-OFF (F/O) MECHANICS - OFFICIALS

- Review instructions w/ F/O men prior to 1st F/O
- SINGLE conducts all F/O

    - Place the ball on the centerline where you will be conducting the face off. F/O men should place sticks on “DOWN”.
    - Aligned heads TOPS to STOPS. Adjust players after they are down if necessary.
    - Center ball 5” from top of sticks & say “SET”
    - F/O official backs out & “WHISTLE”
- LEAD LEFT & LEAD RIGHT
    - In a position to cover their goal on fastbreak.
    - Watch wing players for interference & holding.
- LEAD LEFT
    - Assists F/O official checking line & neutral zone.
    - Does NOT adjust sticks.
- After goal, the LEAD retrieves ball & conducts the next F/O.
- SINGLE rotate to the bench side. If LEAD LEFT – assist with F/O; If LEAD RIGHT – start a 20-second timer
- Players shall STAND as they get into position for the face off
- The hand closest to the throat of the crosse shall be in a palm up position. NO MOTORCYCLE GRIP

PENALTIES

- Be sure everyone knows there is a flag down – verbalize “FLAG DOWN” until crew repeats – TRAIL coming on look for flags
- Must talk on ALL multiple flags – don’t signal until you talk. Must talk on simultaneous fouls, live ball vs. dead ball (F/O vs. No F/O), release vs. NR
- Penalty responsibilities
    - Let crew know what you have. Multiple flags – always talk
    - TRAIL – keep walking toward flag if you didn’t make call
    - C-NOTE – take your time – set feet – strong signals – NEVER inside wing line
    - Official(s) not involved in penalty relay spot ball and have field ready for play
    - Official closest to goalie remind goalie where the ball restarts & penalty time
    - Restart after penalty in attack area is laterally in alley
- For any foul committed against team in possession SLOW-WHISTLE is used
- During flag-down situations, ALL loose ball technical fouls against the defensive team are time serving.
- If a loose ball personal or technical foul is committed by the defense while there is a flag down, a 2nd flag is thrown & play continues if scoring opportunity. If not kill the play.
    - Slow whistle applies to the ENTIRE field
- Don’t stop play if ball is loose:
    - GOODIE - Stop play only on:
        - Goal,
        - Out of bounds,
        - Offensive foul,

  - Defensive possession or defensive 2nd penalty
  - Injury,
  - Equipment loss or End of period
- Any player who accumulates 5-MINUTES OF PERSONAL FOUL TIME has “FOULED OUT”. This is NOT an expulsion.
- It is a disqualification – 5 fouls in basketball.

HEAD & NECK OR DEFENSELESS PLAYER

- A player shall not initiate indirect contact with an opponent’s head or neck w/ a crosscheck, or any part of his body (head, elbow, shoulder, etc.) or stick - PENALTY: 1-minute NR
- A player shall not initiate direct contact with an opponent’s head or neck w/ a crosscheck, or any part of his body (head, elbow, shoulder, etc.) or stick. Any follow through that contacts the head or neck will also be considered a violation of this rule - PENALTY: 2 or 3-minute NR – official’s discretion. Excessive violation of this rule may result in ejection.
- A player shall not initiate targeting that takes aim at a player in a defenseless position – PENALTY Intentional targeting shall result in a 3-minute NR. Excessive violation of this rule may result in ejection.
- NOTE: A slash to the head is NOT automatically a NR foul. If slash to the head is UNCONTROLLED &/OR SEVERE a 1, 2, or 3-minute NR foul should be called

OFFSIDES:

- It has more than six men in its attack half of the field (between the centerline and the end line) including men in the penalty box, OR It has more than seven men in its defensive half of the field (between the centerline and the end line) including men in the penalty box.
- Count forward
- Primary offside – SINGLE; secondary offside – TRAIL.
- During subs – check box for “hidden” player.

TIMEOUTS [T/O]

- Live Play - Team in possession may call a time out
- Dead Ball – Either Team may call a timeout.
- Watch team’s crossover – TRAIL’S timer.
- Confirm T/O left with crew.
- TRAIL counts both teams before restart.
- Communicate number of T/O for each team to both coaches.
- Communicate where the ball will restart.

SUBSTITUTIONS

- All substitutions are “on the fly”.
- Free substitutions are allowed at the end of a period, after a goal, injury TO, after a time-serving penalty and for equipment adjustments.
- Count offensive / defense after substitutions

SUBSTITUTION AREA MECHANICS

- Substitution area – 10 yards
- Trail - Go to near cone & hold, let subs pass - stay for contested subs.
- Subs – man coming off has right of way – interference.
- Shallow into box, clean-up benches – DON'T RUSH TO GET ON FIELD.
- Once out of box observe contested box and midline subs
- Wheel – once initial subs gone, ignore unless contested.

ADVANCING THE BALL - STALLING

Advancing the Ball

- Upon gaining possession of the ball, a team must advance the ball into their attack half of the field within 20 seconds.
- Use 20-second timer for clearing followed 10-second visual count.
- SINGLE official will take ALL INITIAL 20 / 10 second counts. TRAIL still 4-second goalie count.
- Once the ball has successfully advanced into the attack area, a team has the opportunity to run its offense on its offensive half of the field.

OVER & BACK

- If that team causes the ball to touch or cross the midline a turnover will result. (Last to touch & last to possess).
- Result will be an immediate whistle or a play-on. If there is no distinct advantage kill the play, award the ball.
- What are you looking for:
    - Does the ball cross the center line?
    - Does the offense's defenseman keep the ball from touching the line?
    - Does offense's defenseman possess, bat or kick the ball standing in the defensive half?
    - Do we have an offside or a push?
    - Did a defensive player's touch cause ball to go over the center line
- When should a play-on be used?
    - Needs to be a quick & distinct advantage situation – FAST BREAK. No different than any other play-on situations
        - DON'T EXTEND IT
- Immediate whistle & restart
    - Quick restart – where ball was whistled dead – Restart at OUR discretion
    - No huge running restart
    - 5-yard restart rule in effect
- What's not over & back:
    - A shot that leaves the offensive half of the field
    - A loose ball that leaves the offensive half of the field and was last touched by defense

        - A loose ball that leaves the offensive half of the field and Team B is called for a loose ball violation (or play-on) or caused the ball to go out of bounds in the defensive half of the field
        - The defensive team causes the ball to go out of bounds in the defensive half of the field
- Mechanic:
    - TRAIL (who is now going to be new LEAD), MUST be on the center line to observe play
    - TRAIL must be aware that if a violation is whistled, he has the goal line at the other end of the field
    - SINGLE has the restart
    - COMMUNICATE VISUALLY AND VERBALLY

GAME MANAGEMENT

WIDE TRIANGLE

- Key is movement – react to each other. If LEAD goes to end line SINGLE must cover goal.
- Remember on/off ball responsibilities.
- Don't stand still & don't ball watch.

TRANSITION

- TRAIL to LEAD – Watch substitution area during transition.
- Fast breaks – LEAD beats ball to GLE & endline on shots.
- If ball is contested in front of SINGLE at midline – go with ball.
- LEAD to TRAIL – stay with or slightly behind ball. Watch substitution area during transition.

RESTARTS

- If an opposing player is within five yards of the player that has been awarded the ball, the official will blow the whistle to start play. The opposing player is NOT allowed to defend the ball until he reaches 5-yards from the opponent. A violation is a flag down – delay of game. If the offensive player intentionally goes off path to draw contact, then the burden is not on the defensive player and play shall continue. Offensive players who choose a path that takes them into a defending player forfeit the right to a 5-yard buffer.
- Officials are to get the ball in play quickly & not be as deliberate with the exact location of the violation. An unfair distance advantage gained by the team with the ball must occur to delay the restart.
- The goalkeeper has 5-seconds to return to the crease regardless of where the ball restarts.
- On out of bounds restarts, the player who is awarded the ball cannot get a running start from out-of-bounds; he must establish himself in bounds prior to the official blowing the whistle. The moving out of bounds restart is equal to a rolling stop when driving.

- Any stoppage of play that occurs while the ball is in the attack area will result in a quick restart. Exception: When the offensive team is awarded possession in the attack area, play will be restarted anywhere outside of the attack area.
- The offensive team is responsible for moving the ball outside the attack area for the restart.

CREW'S POINTS OF EMPHASIS

- COMMUNICATE – with crew, coaches and players
- GET IT RIGHT!!!!!! We WILL take the time to get the correct ruling
- BE IN POSITION TO MAKE THE CALL
- "SELL the CALL" – good strong signals
- RUN and JOG to position – don't walk. Hustle - don't rush.
- KEEP THE PLAYERS IN FRONT OF YOU – STAY WIDE
- Don't ball watch – focus on your area of responsibility
- Run to the endline on shots and contested plays – single covers goal
- Quick restarts – when crew is ready
- Watch start and stop of game clock whenever possible