

## REFEREE PRE-GAME CONFERENCE

1. Referee to talk to table and then both officials go to coaches and call for their face off men of both teams at center of the field. Faceoff:
  - a. Both players come down together, up to, but not touching the line
  - b. CAN NOT clamp or pin opponent's stick with your stick or body
  - c. CAN NOT hold or clamp your own stick over ball and withhold ball from play
  - d. CAN NOT play opponent's body on the faceoff (exception, can check stick)
  - e. Ball stuck under or in back of stick is immediate turnover...one step to dislodge ball
2. 20/10 count: once possessed, 20 seconds to advance past mid-line and 10 seconds to advance into the attack goal are in each of the following situations:
  - i. After crossing the center line with possession
  - ii. After initially gaining possession in the offensive half of the field
  - iii. After regaining possession in the offensive half of the field following a defensive possession
  - b. In last two minutes, give a 10 second "Get it in/Keep it in" warning, if team is winning by 4 goals or less & has crossed mid-line in possession or if officials feel there is stalling
  - c. All counts start upon possession & remember – finish one clearing count before starting another
  - d. Only time you would give back to back 10 second counts is when you believe there is stalling
3. Stalling: responsibility of the offense to attack the goal
  - a. Outside the box, it is referees' discretion – communicate with partner a 'signal' for stall.
  - b. Inside the box, the defense must be within stick's length for stall warning
  - c. In either case, communicate with fellow official(s) and give signal together
  - d. Remember, stall warning cease when ball hits goalie or goal pipe at which point, both officials signal and yell, "Stall is off."
  - e. Remember, this year, during the last 2 minutes stalling is called if player is in their OFFENSIVE end and throws the ball into and out of the attack goal area (without being possessed) and it goes out to the other side. Upon re-possession issue a 10 second, get it in warning. However, it is NOT considered stalling if ball is thrown likewise from his defensive side of the field.
4. Offsides: only called if more than six (6) offense and seven (7) on defense:

Not called if momentarily not enough men at either end, as long as no advantage (no rule against playing down, unless it creates an advantage like a delayed substitution.
5. Injured player/lost helmet (STOP PLAY) : re-substitute **after** next dead ball. No timeout to resubstitute.
6. Penalize 1-minute hits to the head and "target" hits to defenseless player: 2 -3 minutes or ejection.
7. 5 minutes of personal fouls results in disqualifications (not ejection) from rest of the contest, but another player serves his final penalty.
8. Upon expiration of penalty, player must wait for possession on a face-off, before re-entering field of play
9. Perform 2-4 random equipment checks, preferably at time outs and quarter.
10. Review the mechanics for the new "face-off" procedures, possibly running left and "over and back" rule: Remember team has to satisfy the 10-count before there can be "OVER and BACK."
11. Briefly review the DIVE rule that for a goal to be scored, player must be "grounded."
12. Make sure you have NOCSAE balls and make yourselves available before game to check sticks
13. Review any major new rule change.
14. Be alert for shot at end of period, hold whistle
15. Review last two minutes of game mechanics and slow whistle technique
16. Be consistent – look to each other's initial calls – what happens at one end happens at the other