



Student Notes



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Student Notes

THIRD TEAM ON THE FIELD

GETTING ON THE SAME PAGE

- The PREGAME is our primary method of creating consistency
- For many high school games, we have little time to pregame on game day.
- Some advance communication between crewmates is necessary for a successful game
- Consider pregame emails, text messages or phone calls.
- Cover the important details at the game

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GOALS FOR EVERY CREW IN EVERY GAME

Consistency

Rules and Mechanics Knowledge

Teamwork and Trust

Communication

← CLASS DISCUSSION - HOW DO THESE GOALS AFFECT THE FLOW OF THE GAME? →

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HIGH SCHOOL GAME LENGTH

HUSTLE VERSUS NO HUSTLE

- There are required time lengths in every game that we can't control
- There are controllable aspects to every game
- This largely is controlled by the game officials
- **HUSTLE vs. NO HUSTLE!**

DID YOU KNOW
At the international level, officials must track the time from goal scored to the next faceoff.
Do you know why?

Situation	Time	No Hustle Game	Hustle Game
Quarters	48	1 Hour and 10 Minutes Of Required Time to Complete	
Timeouts	8		
Half + Breaks	14		
Goal to Faceoff	18	@ 45 sec = 13.5 min	@ 12 sec = 3.6 min
Penalty Admin	7	@ 120 sec = 14 min	@ 30 sec = 3.5 min
Restarts	~15	@ 10 sec = 2.5 min	@ 5 sec = 1 min
		30 minutes	8.1 minutes
		1:40	1:18

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PREGAME RESPONSIBILITIES
SET THE TONE

- 1 MEET AND CERTIFY COACHES
- 2 CAPTAINS/COIN TOSS
- 3 MEET WITH FACEOFF PLAYERS (IF TIME PERMITS)
- 4 SUBSTITUTION COACHES-SET EXPECTATIONS
- 5 MEET TABLE PERSONNEL-REVIEW RESPONSIBILITIES
- 6 READY THE FIELD FOR PLAY
- 7 LINE-UP

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FACEOFFS & RESTARTS
MANAGING THE TEMPO OF THE GAME

- This section dives deeper into your role as the official in administering the face-off
- How your teamwork and communication can help keep the game flowing

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FACEOFFS
WHERE THE FLOW BEGINS

- Pre-Game Faceoff Meeting
 - Set your expectations
 - Talk about speed of setup
 - Enlist the faceoff men as partners
- Opening faceoff sets the tone
 - Take your time and be legal
 - Call violations and explain them
 - Get the restart quickly

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FACEOFF SETUP EXAMPLE
IS THIS A GOOD SETUP?



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Class Discussion Questions

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FACEOFF SETUP EXAMPLE
IS THIS A GOOD SETUP?

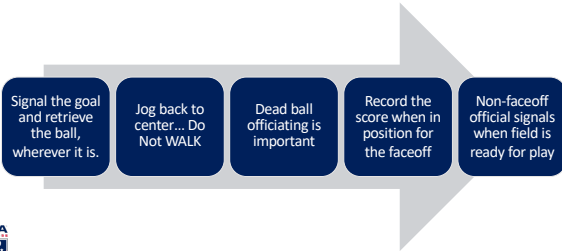


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Class Discussion Questions

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AFTER A GOAL, BEFORE NEXT FACEOFF
THE REAL TIME-SAVER



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NO HUSTLE AFTER A GOAL
THE REAL TIME-WASTER



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RESTARTS AFTER FOULS
MAKE THE CALL & START THE PLAY

- Be efficient between fouls and restarts
- Start play as soon as possible, but not before everyone is ready
- Before starting play ensure the following has been done:



Any penalty has been reported to the table



All flags have been picked up



All Referees are ready to restart



The Goalie knows where the ball will be restarted

← PARTNERS SHOULD BE SETTING THE FIELD FOR PLAY →

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VIDEO - PROPER RESTART AFTER FOUL
THREE MAN MECHANICS



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WHAT ARE YOU DOING?
WHILE YOUR PARTNER IS RELAYING THE FOUL

Class Discussion Questions

I really hope my partner is getting the field ready.



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VIDEO - QUICK RESTART HUSTLE
THREE MAN MECHANICS



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OUT OF BOUNDS RESTARTS
A KEY TO GAME FLOW

- No running restarts from out of bounds
- Start 5 yards on the field when in front of the table area
- Offensive players must be more than 5 yards from the ball carrier
- Defensive players do not need to be more than 5 yards away, but..
- Can be penalized if they do not create a 5-yard separation
- Timeouts along endline start inside box

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IN-BOUNDS RESTARTS

SOME SLIGHT DIFFERENCES

- Quick restarts allowed from in-bounds
- Play-On fouls should restart quickly
- Offensive players must be more than 5 yards from the ball carrier
- Defensive players do not need to be more than 5 yards away, but...
- Can be penalized if they do not create a 5-yard separation
- Offensive restarts must be outside of box in alley if play stopped in box

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QUICK RESTARTS

A CLOSER LOOK

- The following requirements need to met for a quick restart
- If not, a flag-down or turnover could occur

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BAD RESTARTS FROM ENDLINE

ANIMATED 2-PERSON MECHANICS

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GOOD RESTARTS FROM ENDLINE

ANIMATED 2-PERSON MECHANICS

KEY
OFFENSE ●
DEFENSE ●

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RESTARTS FROM MIDLINE

ANIMATED 2-PERSON MECHANICS

- When trouble happens most.
 - Over & Back
 - Restart after a faceoff violations

KEY
OFFENSE ●
DEFENSE ●

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BAD RESTARTS FROM MIDLINE

ANIMATED 2-PERSON MECHANICS

- When does this happen?
 - Faceoff violations
 - Shutoff in a man-down situation
 - Take-away defender

KEY
OFFENSE ●
DEFENSE ●

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GOOD RESTARTS FROM MIDLINE

ANIMATED 2-PERSON MECHANICS

- When does this happen?
 - Faceoff violations
 - Shutoff in a man-down situation
 - Take-away defender

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GOOD RESTART FROM SIDELINE

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TIMEOUTS & RESTARTS

A CHANCE TO GET ON THE SAME PAGE

- Anticipate when a TO will be requested
 - Last 2m of half
 - Close game
 - Possession saver
 - Man-down kill and double-team
 - Out of bounds in transition
 - If we start talking about stalling
 - Overtime Faceoff (this is key!)
- Trail official needs to expect this! **Pregame this point**
- Where's the restart?
- How many TO remain
- Tell the coaches

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OFFICIALS TIMEOUTS

WHEN CLARIFICATION IS NEEDED

- Know the situation...
 - Crease call (goal or no goal?)
 - Two Penalty Flags Thrown
 - A foul in which a player will be "locked" in
 - Issues at the Scorer's Table/Time Issues
- Report to coaches the results
- "Who's watching the players?"
 - 3rd official
 - Conference should never be all 3 officials
 - If 2-man, open-up your field of view to see the players



Class Discussion Questions

Be quick but don't hurry, take the time necessary to get it correct.

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STALLING

GET IT IN - KEEP IT IN

- When and where...
 - Usually start behind the goal
- Recognize the situation/level of play
 - Usually not called in lopsided games
- Bottom line, is the offense attacking the goal?
 - What does that mean?
 - Shots?
 - Dodges and re-dodges
- Last two minutes of the game with a 4-goal or less differential



Class Discussion Questions

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ALWAYS BE PROFESSIONAL

DEMEANOR AND COMMUNICATION

- This lesson was about Flow of the Game
- Professionalism from the first whistle keeps everyone focus on their job (playing, coaching, officiating)
- Respect will come when you approach the game the way the coaches do.
- We may not make the "Big" bucks officiating but, we are still getting paid for the job. WORK HARD...Hustle!
- We, as officials must approach every game, regardless of level, as the most important game at that time.
- It IS the most important game for the coaches and athletes, it must also be for us!
- If you make a mistake, ADMIT IT & OWN IT!



Class Discussion Questions

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