



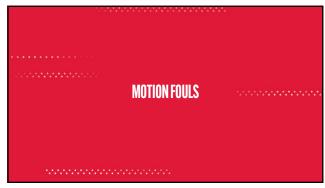
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RULE 6 - TECHNICAL FOULS MOTION VS. CONTACT VS. GAME MANAGEMENT Motion Offsides Crease Violations Illegal Procedures Illegal Contact Holding Interference Pushing Game Management Conduct Fouls Stalling

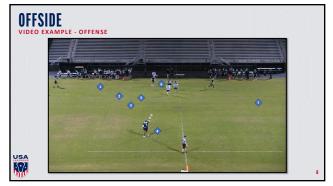




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OFFSIDE LINE CALL Offside Not always an advantage MUST be called due to a line violation Must be 7 in the offensive half How to Count Offside 2-man Mechanics Trail has responsibility Look for "toe-touch" in transition and then count forward to 7 Settled - count BOTH teams after crossing midfield

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ILLEGAL PROCEDURE

- It's a Category, Not a Call!

 Always explain what actually happened
- Get play started and offer additional explanation if needed
- Delay of Game
 - You will be tested to:
 Keep the game going
 Here the you have You will be tested for tolerance level

 - Call it early if you have issues to set tone
- · Mouthpiece
 - Discuss as a crew and be consistent
 Game Management









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HOLDING

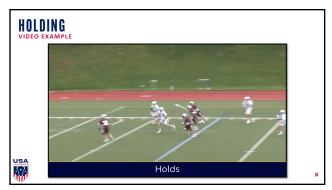
OSSESSION vs. NO POSSESSION

- Possession
- Simple advantage/disadvantage
- · Sometimes a "no-call" is OK to keep the FLOW going
- Loose Ball
 Get the ball off the ground
- Control Call
- · Level of Play Matters
- Can the player being held play through with no advantage lost Context Matters
- A1's body/stick contacting B1's

body/stick
body/stick
Contact and Pressure



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PUSHING

- Possession
 - Simple advantage/disadvantage
- · Sometimes a "no-call" is OK to keep the FLOW going

 • Loose Ball
- Get the ball off the ground
 Control Call

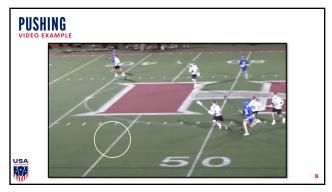
- Level of Play Matters
 Can the player being held play through with no advantage lost
- Context Matters
- Front or side is LEGAL





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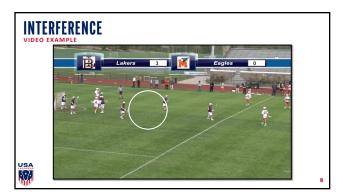




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CONDUCT FOUL

- · Use to get coaches and players under control
- · Can be called on coach, player or any non-playing personnel CANNOT be called on fans!
- Generally used as a firstlevel before going to Unsportsmanlike Conduct • Be consistent with both
- teams









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