

THREE PERSON PRE-GAME CONFERENCE

Focus on what is best to discuss with your officiating crew that day. Pre-game discussions differ depending on the needs of the crew.

- Field inspection – goals, nets, cones, sideline setback, lines (color and placement), special conditions; audible horn; any notable conditions – no nets, close walls, sideline restrictions
- Captains and coaches meeting – head coaches only, required statement, coin toss; extra balls; who talks
- Sideline personnel – timer, scorekeepers; rosters
- New rules or rule interpretations
- Field coverage – on ball/off ball;
 - boundary coverage; coffin corner/end line; deep trail always has sideline in attacking third
 - Midfield shared areas
 - Shooting space responsibilities
 - Stay with the play: fouls by attack or defense during or after the shot; trail/C
 - Unusual attack set ups; clusters of players blocking view of an official
 - Simultaneous whistles
- Draw: illegal draws, early entries, substitutions; count and check sub area before touching sticks; eye contact
- Off ball responsibilities:
 - During settled play
 - during FP set ups;
 - transition – new trail supports new lead
- 8 Meter set ups: who talks;
 - Trail/C helps to manage player movement and positioning; trail/C have a presence; eye contact before restart
 - False start: offense – immediate whistle; defense – flag or immediate whistle? Who calls it?
 - Trail/C help with penalty area management
- Goal circle fouls – set up
- Self start: : review when not permitted; false starts; settled position; when whistle is needed.
- Restraining line:
 - get offsides early
 - simultaneous foul?
 - Set up;
 - staying with the RL on contested clears; responsibility for long lasting goalie clear; handing off to C and releasing new lead
 - everyone can call offsides
 - support from other side of field if contested play at RL
- Mid-field play: double whistle in shared area; who sets up? Who restarts? Hold/arm or immediate whistle?
- Restarting play: eye contact; count players after TO or card.
- Cards: use them including green; who is writing? Share/confirm information.

- Game awareness: level of play; is play getting too rough? Patterns; spread offense; face-guarding.
- Clock awareness: under 2 minutes – remind each other to stop clock in CSA; Check clock regularly in stop clock situation; end of period awareness; who has last second shot?
- Stick check requests: number of player; securing the stick; when allowed; penalty and set up.
- Alternate possession: circumstances; mechanic and set up.
- Time out: when allowed; who can request; who is timing; official's TO in certain circumstances; count when returning to field; managing injury time out
- Communication: signals to each other and to the timer; sideline communication in professional manner
- Team rivalries/coaching and team personalities – be professional and remain composed