

Middle School Pre-Game Outline

I. CREW PREPARATION & GAME LOGISTICS

- POSITION ASSIGNMENTS to start the game
- TEAM ASSIGNMENTS – Which official gets which captains for faceoff, goals to inspect, pregame equip checks
- COACH'S MEETING
 - CERTIFICATION - Captains, In-Home, Certify equipment, Clarify questions on rules
 - REFEREES INSTRUCTIONS (Coaching area during timeouts, Bench decorum, "honor the game")
- PRE-GAME INSTRUCTIONS - All OFFICIALS CHECK FIELD, WATCH PLAYERS
 - TABLE INSTRUCTIONS
 - Endline Ball INSTRUCTIONS & FIELD MARKINGS
- COIN TOSS (Determine Alternate Possession, Review Player Decorum & Mouthpieces)
- TIMEOUTS (Meet midfield, Bench-side official has timer and check's time at table)
- HALFTIME (Clear Field, Start Clock)
- OVERTIME - One Timeout per OT Period, Coin Toss for Direction Only (AP stays same)
- POSTGAME (Approve Score, Watch first cross by teams, Walk Off As Crew)

II. REVIEW RULE DIFFERENCES, namely:

- Game time: D1 and D2 10 minute stop clock; D3 12 minute running clock; D3 overtime period 10 minutes, not sudden victory
- Goal differentials: ≥ 4 no face-off; ≥ 10 in 2nd half use running clock
- Slashes: 1-handed checks not allowed; wind-up beyond 45 degrees
- Body Checks: no take out checks; no body checks in D3
- Advancing the ball: no 10-second count; 20-second clearing count for D1 only

III. MECHANICS

- ALWAYS COUNT PLAYERS & CHECK THE CLOCK
- HAND SIGNALS
 - BOUNDARIES (Two Arms Up if sideline out of bounds)
 - RESTARTS (Arm Up, Wind Clock)
 - IN GOAL AREA (Communicate: POINT to make sure partner stops count)
 - FOULS (Move to Open Area, Relay to Trail, Trail relays to bench)
 - ALTERNATE POSSESSION (Signal Face-off & Point Direction)
 - WHISTLES (Mechanic if there is a multiple whistle, "Staccato" to take away a call)
- SUBSTITUTIONS (Trail official has timer & player counts, player on field has right of way)
- RESTARTS (Communicate Ready Signal, Don't go through "stop sign", Wait Until Goalie is Ready)
 - PLAYER IN PROPER POSITION (Player & Goalie Are Ready - Restart Immediately)
 - PLAYER NOT IN PROPER POSITION, e.g. restart off endline from shot (Reposition Only if Improper Position Gains Advantage)
- FACEOFFS
 - "Down", "Set", whistle – no hand signals, official does not move after "set"
 - STAY AND OFFICIATE at X
 - POSITION WHERE NEEDED - Wings official helps with "HOT" side hands
 - CREW CONSISTENCY- Player instructions, Quick whistle
 - MAN-DOWN FACEOFF - Point out on-side man as reminder
 - 1) How much time is left in period?
 - 2) How much time is left in the penalty?
 - 3) If less than 3-5 sec., tell table not to release till possession
 - 4) Watch player coming out of box
- COUNTS
 - Lead- take count any time ball crosses midfield into your half
 - On face offs – trail may have count if ball is clearing
- STICK CHECKS
 - Full equipment check: gloves, shoulder pads, helmet, mouth piece, cleats, and stick
 - REFEREE WILL BRING ALL STICK FOULS TO TABLE
 - COACH REQUEST - IS FULL EQUIPMENT CHECK; HEAD COACH ONLY

III. SPECIAL SITUATIONS & POINTS OF EMPHASIS

- FOULS (Simultaneous vs. Multiple, Live Ball or Dead Ball, Releasable)
- PLAY-ON (Do Not Disadvantage Offended Team, Stop Play Quickly, No Subsequent Fouls)
- STALLING - Early and often, R MUST Start it, Try for behind the goal (NO TRAPS)
- FIGHTING (On-official controls fight; Off-official freezes both benches)
- CREASE COVERAGE (Cross Cage From Off Official, On Official Calls Fouls)

Don't sweat the small stuff. This game is for the players, not the officials. Our job is to make sure the game is played fairly, but that the game flows freely. When you have to step in, step in. At all other times, stay the heck out of the way.