



## Officials' Training: Rules 5-7

# Rule 5 – Personal Fouls

## Safety

- Crosse check
- Illegal body check
- Slashing
- Tripping
- Unnecessary Roughness

## Equipment

- Illegal equipment
- Illegal crosse

## Behavior

- Unsportsmanlike Conduct
- Fouling out
- Ejection




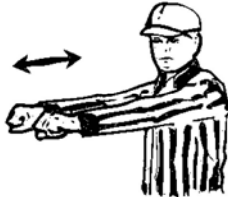


RAISE YOUR GAME



Rule 5



# Personal Fouls: Safety

<p><b>Slash</b> (Rule 5-9)</p> 	<p><b>Always</b> Head, neck, shoulder, back <i>Judgment</i> Unnecessary force, uncontrolled stick Blow not on stick (attack can protect)</p>
<p><b>Illegal Body Check</b> (Rule 5-3)</p> 	<p><b>Always</b> High, low, back Hand off stick Player on ground <b>Spearing (non-releasable)</b> <i>Judgment</i> Over 5 yards from loose ball or late</p>
<p><b>Crosse Check</b> (Rule 5-2)</p> 	<p><b>Blow, not push</b> Using stick between hands</p> 
<p><b>Tripping</b> (Rule 5-7)</p> 	<p><b>Positive action with crosse or body</b> <b>Not by scooping ball</b> <b>Often highly visible!</b></p>
<p><b>Unnecessary Roughness</b> (Rule 5-8)</p> 	<p><i>Judgment</i> Headhunting Fouled player is vulnerable Out of play = OK; out of game = UR</p>

**Penalties are 1, 2 or 3 minutes**

# Personal Fouls: Safety



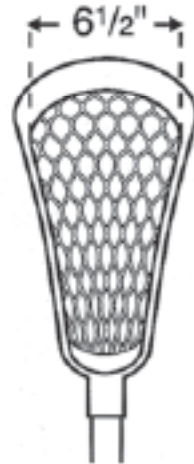
Rules related to high hits moved to new section (Rule 5.4) for emphasis.



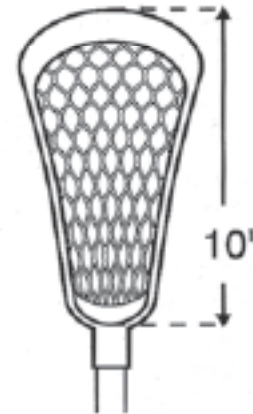
# Personal Fouls: Equipment

*The following illustrations show how officials conduct stick checks to determine the legality of crosses regarding dislodgement of the ball and minimum dimensions.*

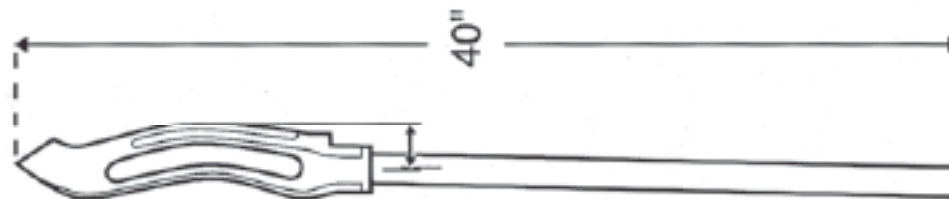
Maximum sidewall height of 2"



Minimum of  
6 1/2 inches



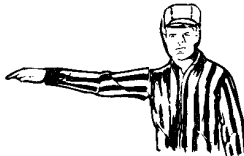


Minimum of  
10 inches



40"-42" or 52"-72" (also refer to youth play modifications)

Notes: 4 long poles permitted on the field at one time  
(except MS D3, where no long poles allowed)  
Plastic or rubber butt end **REQUIRED** for 2012

# Personal Fouls: Behavior

<p><b>Conduct</b> (Rule 6-6)</p> 	<p>Head coach impolitely questions official's judgment          Coach enters field of play          Any assistant coach comments on officiating</p>
<p><b>Unsportsmanlike Conduct</b> (Rule 5-9)</p>	<p>Player questions call, maligns official, baits opponent, curses          Excessive celebration by players          Coach maligns or baits official          Coach curses or loses temper          Extreme fan behavior interferes with game</p> 
<p><b>Ejection</b> (Rule 5-11)</p> 	<p>Any taunting (race, religion, ethnicity, gender, etc.)          Fighting or leaving the bench area during a fight          Second non-releasable Unsportsmanlike Conduct</p>

**Always a point of emphasis by NFHS and NILOA**

**Zero tolerance for players; use ramp for coaches**

# Rule 6 – Technical Fouls

## Player Control

- Holding, Pushing
- Illegal screening
- Interference
- Warding off
- Withholding

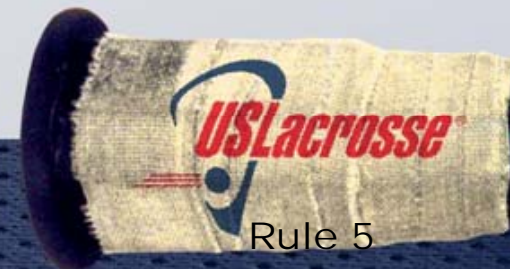
## Play of the Game

- Crease violations
- Stalling
- Offside
- Illegal procedure

## Behavior





- Conduct foul

RAISE YOUR GAME



Rule 5

# Technical Fouls: Player Control

<p><b>Holding</b> (Rule 6-3)</p> <p>Exception = <b>legal hold</b></p>		<p>Uses 'body on crosse' or 'crosse on body' Hand off stick Over 5 yards from loose ball Steps on opponent's crosse</p>
<p><b>Pushing</b> (Rule 6-9)</p> <p>Exception = <b>legal push</b></p>		<p>Uses 'body on crosse' or 'crosse on body' Hand off stick Over 5 yards from loose ball From behind</p>
<p><b>Warding</b> (Rule 6-11)</p>		<p>Controls Defense body or crosse <b>Positive action required</b></p>
<p><b>Interference</b> (Rule 6-7)</p>		<p>Blocking when teammate has ball Defense prevents a cut <b>Contact is required</b></p>
<p><b>Offensive Screening</b> (Rule 6-4)</p> <p>Stationary screen is <b>legal</b></p>		<p>Turnover if moving or crosse is used <b>Contact is required</b></p>
<p><b>Withholding</b> (Rule 6-12)</p>		<p>Trap / clamp ball w/o immediate scoop Hold ball in crosse with thumb or body</p>

## Principle of Advantage / Disadvantage

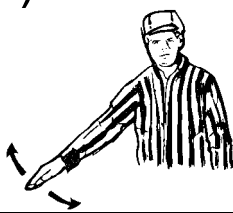



- Governs player control fouls
- If **no advantage** is gained by the fouling team or lost by the offended team, there is **no foul**
  - Possession gained or lost
  - Good position / momentum gained or lost
  - Movement toward goal impeded
  - Pass or shot lost
  - Line violated

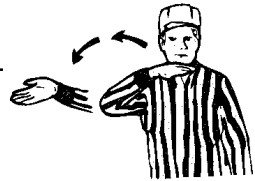
RAISE YOUR GAME







Rule 6

# Technical Fouls: Play of Game

<b>Crease violation</b> (Rule 6-2) 	D takes ball into crease	Turnover
	Ball outside crease	D ball > FDSW A ball or loose > D ball
	GK possession or loose ball in crease	Loose > D ball GK ball > free play/clear
<b>Offside</b> (Rule 6-8) 	Rule = too few in one side Enforce >> too many on side where ball is	Loose, D offside > turnover Loose, A offside > free clear Possession > FDSW
<b>Stalling</b> (Rule 6-10) 	<b>Judgment</b> Team with possession in attack area must attempt to score "What do you think?" Last 2 minutes of game	<b>Referee</b> will issue warning, then team must stay in box 



# Technical Fouls: Illegal Procedure

Failure to advance	Time	20 seconds to clear 10 seconds to enter box	
Delay of game		5 seconds on quick restart 20 seconds on FO, TO, OB	
Faceoff positioning	Space	Faceoff players Wing or restraining lines	
Free play violation		5 yards – enforce strictly	
Playing without crosse	Player	OK to leave field w/o crosse	
Touching ball		Only GK can bat ball	
Wrong number of players	Team	Live ball – too many Restart – too few / many	
Substitution violation		On, then off	

# Visual Triggers

- Defender is out of position
- One or both hands off of crosse
- Contact over 5 yards from loose ball
- Player not aware of possession
- Attacker moving into a screen
- Player dancing on a line

RAISE YOUR GAME



# Use Technicals to Manage the Game

- Good officials use technical fouls to manage the game
  - Flow
  - Players
  - Coaches
- Caliber of play considerations
  - Low level – You can't call them all
  - High level – Every possession counts

RAISE YOUR GAME



# Rule 7 – Penalty Enforcement

Adjudication

Procedure  
Slow whistle  
Play-on

Enforcement

Team penalties  
Dead ball fouls  
Simultaneous  
fouls  
Penalty time

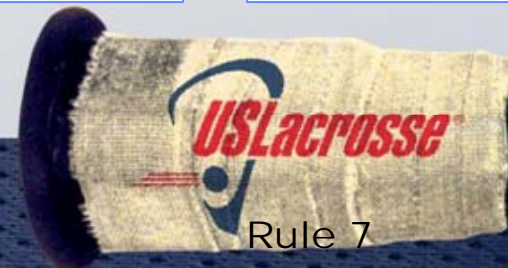
Administration

Ejection  
Correction of  
errors  
Relay to table

Restart

Possession  
Placement

**RAISE YOUR GAME**

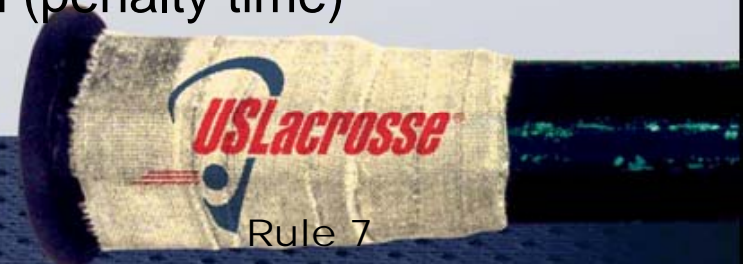


Rule 7

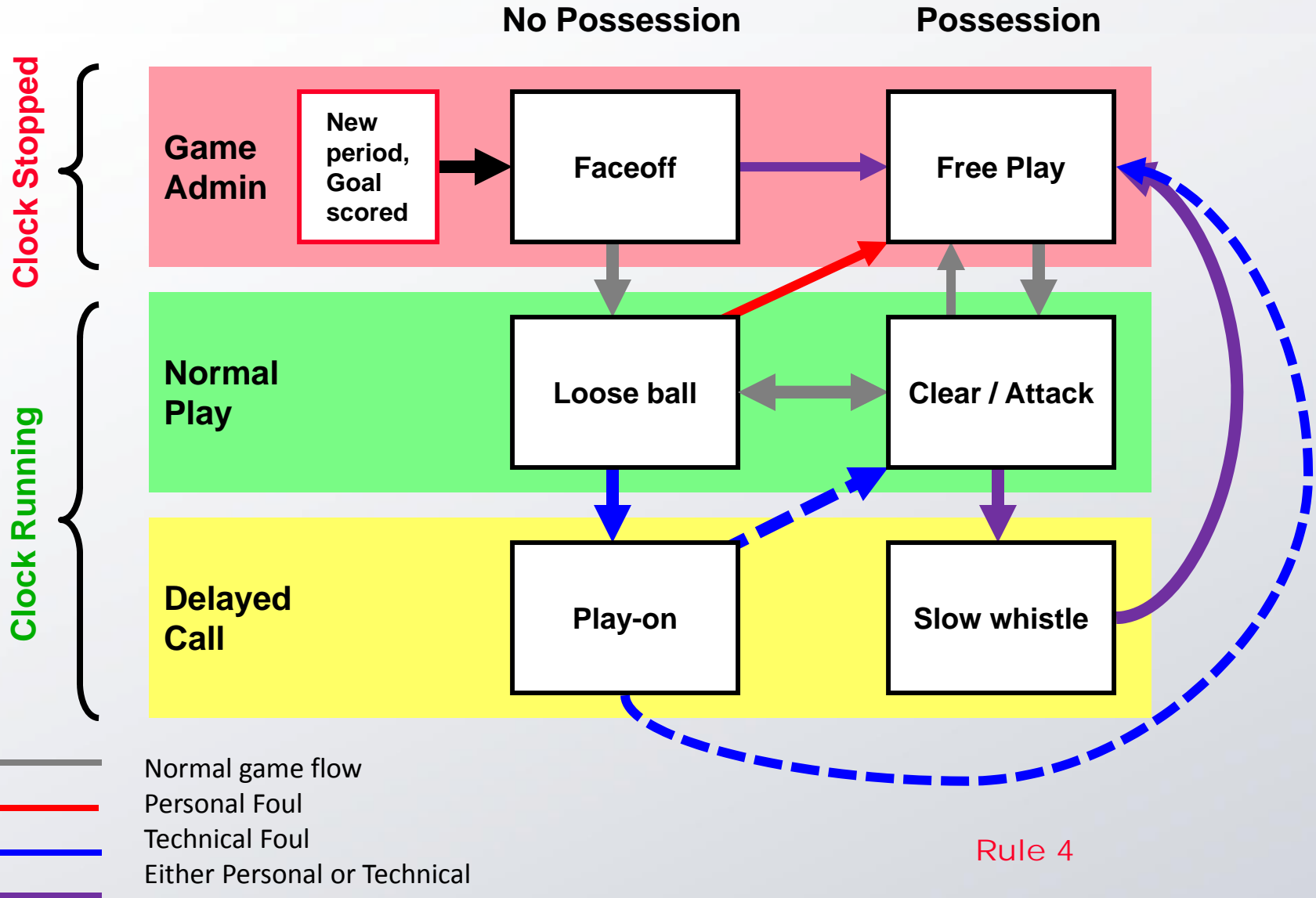
# Adjudication

- Every officiating decision is based on the **situation**
  - Considering **possession**, **status**, **location**, **advantage** and player **actions**
  - Only the official can decide whether a **violation** occurred (which may reset the situation)
- A **violation** always results in –
  - **Possession** for offended team
    - & may result in –
  - **Delayed call** (to preserve **attack** & **flow**)
  - **Dead ball** (to enforce penalty)
  - **Location** change = better (free clear) / different (outside attack area)
  - **Advantage** = man-up for offended team (penalty time)

RAISE YOUR GAME



# Game Flow

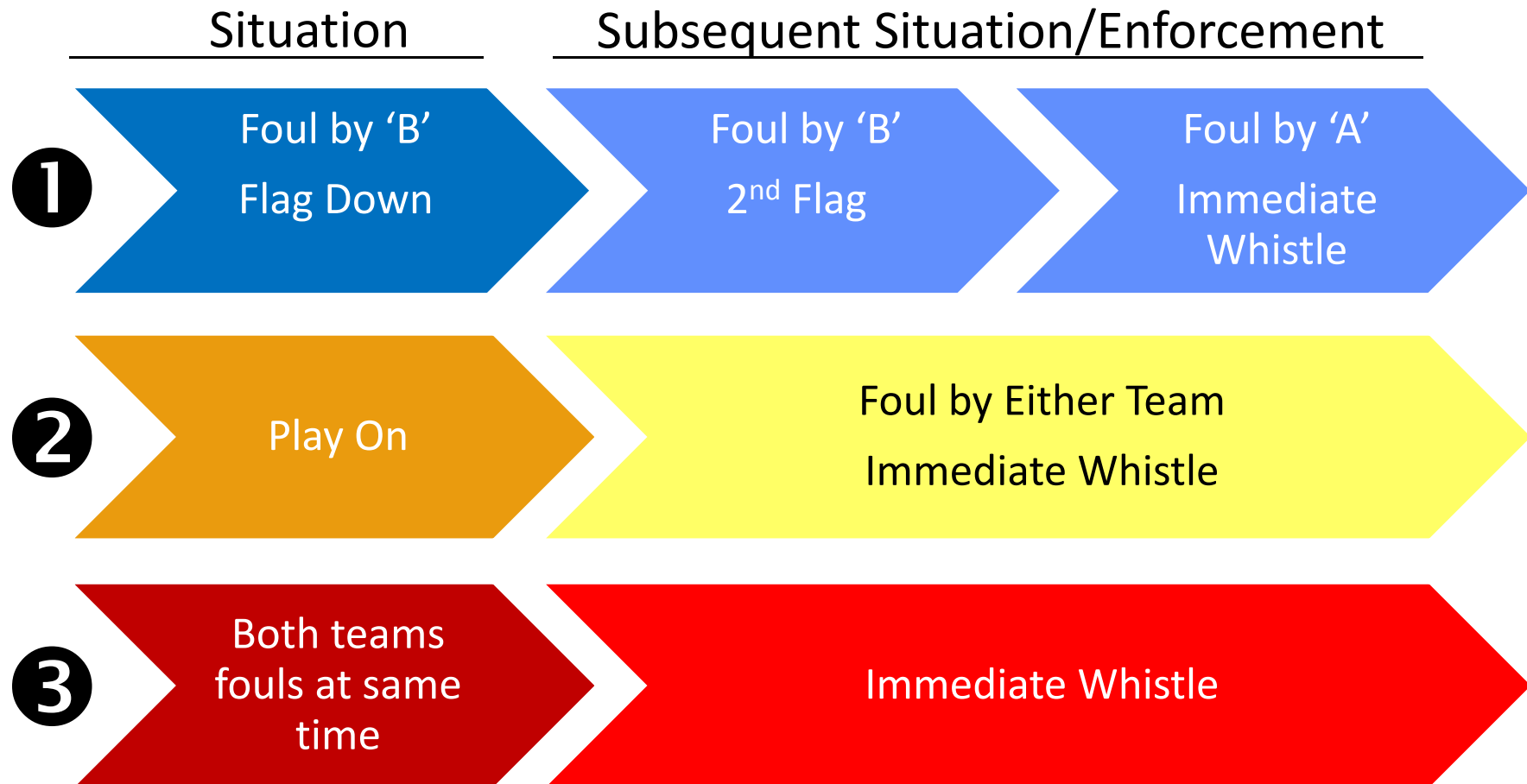


# Enforcement – Single Live Ball Foul

FOUL		PERSONAL BY 'B'			TECHNICAL BY 'B'			
Possession		Team A	Team B	Loose	Team A	Team B	Loose	
Signal		"Flag down"				none	"Play on"	
Whistle		After scoring play	Quick		After scoring play	Quick	None, if 'A' not disadvantaged	
							Max 1-2 sec	
Penalty		1-3 minutes*, even if 'A' scores a goal			30 sec*, unless 'A' goal	No time served		
Possession		'A', except face off after goal				'A'		
Location		Zone 3, except face off at X				Spot*, but outside box		
Restart		< 20 seconds after penalty relay				< 5 seconds		
Release		Penalty time ends* or 'A' scores						
		* Additional considerations exist for non-releasable or locked-in time, and for expulsion fouls			* Exceptions include crease violations w/ ball in crease, interference w/ goalie in crease and offside w/ possession			

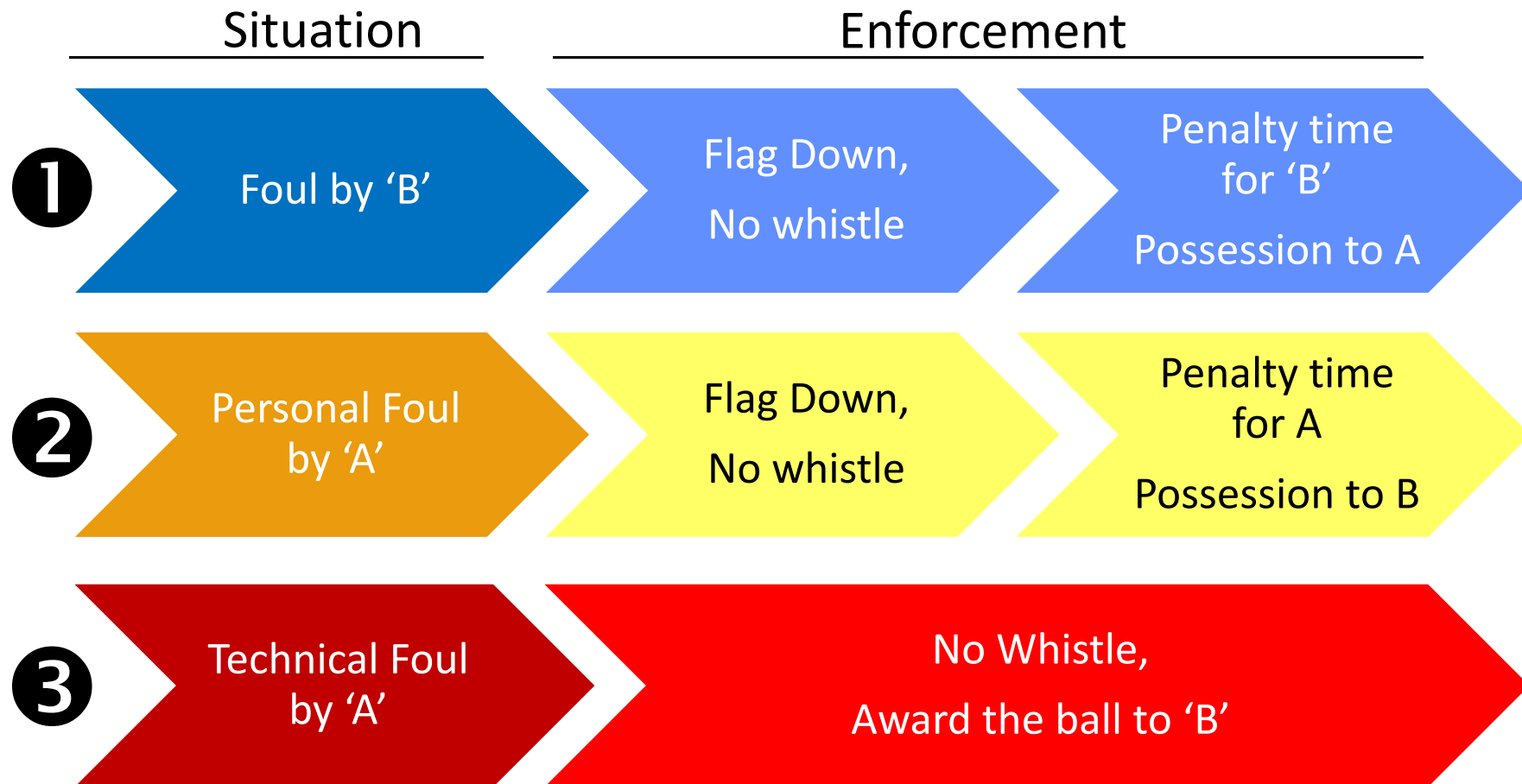
# Enforcement – Other Situations

## Live – Multiple Fouls



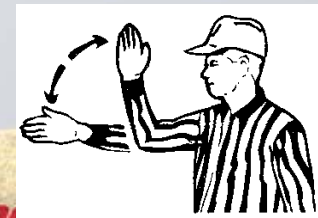
# Enforcement – Other Situations

## Dead Ball – ‘A’ Possession



# Awarding Possession

- Following any **delayed call** –
  - 'A' remains entitled to possession unless –
    - 'A' scores a **goal**
    - The **period ends** with both teams at **even** strength
    - 'A' earns **more penalty time** than 'B' (simultaneous)
    - 'A' surrenders possession by committing a dead ball **foul**
- In all other **free plays** (dead ball) –
  - 'A' (entitled to possession) retains possession, unless they commit a dead ball **foul**



Rule 7

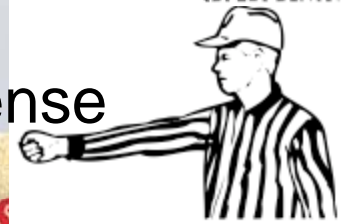
# Free Play / Restart

1. No player from either team may be within **5 yards** of the player with possession;
2. After an **out of bounds**, restart **where the ball went OB** (but 5 yards onto field within the bench wing area);
3. Other than OB/shot, restart **laterally outside** the attack area;
4. After any **time-serving** penalty, restart in the attack half;
5. A few non-time serving penalties also result in a **free clear** –
  - 'B' goalkeeper has possession in crease and 'A' enters crease or interferes with 'B' goalkeeper and the outlet pass is not completed; **OR**,
  - When 'A' is offside or violates a face-off line.
6. **Time outs** never change the restart position.
7. Simultaneously sound whistle and wind arm



# Administration

- Any ejected player or coach must leave field
  - Ejected player must have adult supervision
- Coach's **challenge**
  - Must occur on next dead ball, via double horn
  - **Referee** will meet with both coaches
  - Only consider application of rule (*not judgment*)
  - Invalid challenge costs time out or technical foul
- **Inadvertent** whistle or inadvertent flag
  - Team with possession retains possession
  - Loose ball outside crease – use AP
  - Loose ball inside crease – possession to defense



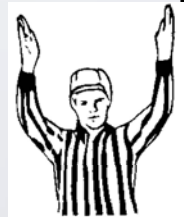
# Communication

- “Inside Out” to (in priority sequence) -
  - Fellow Official
  - Players
  - Coaches and Table Personnel
  - Fans
- Components
  - C-NOTE: Color, Number, Offense (Foul), Time, Explanation (limited and only when necessary)
  - Possession, Free Play location
  - Clear visual signals



# Signals Related to Flow

- |   |   |
|---|---|
| 1. <b>Live ball</b> - <u>Faceoff</u>        | ⇒ standing still (arms at sides) & loud whistle |
| 2. <b>Live ball</b> - <u>Free play</u>      | ⇒ one hand up & loud whistle & wind arm once    |
| 3. <b>Dead ball</b> – <u>goal scored</u>    | ⇒ loud whistle & two hands up                   |
| 4. <b>Dead ball</b> – <u>all other</u>      | ⇒ loud whistle & one hand up (then process!)    |
| 5. <b>Possession</b> after <u>faceoff</u>   | ⇒ wind arm once & verbal “Possession”           |
| 6. <b>Possession</b> after <u>dead ball</u> | ⇒ point in direction of attack & verbal “Color” |
| 7. <b>Slow whistle</b> <u>started</u>       | ⇒ flag straight up & verbal “Flag down”         |
| 8. <b>Slow whistle</b> <u>over</u>          | ⇒ dead ball (#4)                                |
| 9. <b>Play on</b> <u>started</u>            | ⇒ one hand up & verbal “Play on”                |
| 10. <b>Play on</b> – <u>advantage kept</u>  | ⇒ point in direction of play & verbal “Color”   |
| 11. <b>Play on</b> – <u>advantage lost</u>  | ⇒ dead ball (#4)                                |









**PRACTICE IN FRONT OF A MIRROR**


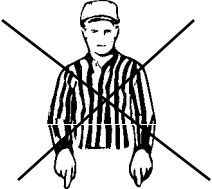

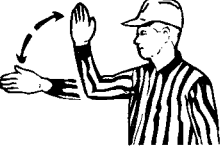
Signals





# Sequences of Signals

**A**   →  "Slashing" → "One minute"

**B**   →  "Holding" → "30 seconds"

**C**  →  →  →  "Dead ball" → "Loose ball" → "Pushing" → "Blue ball"

**D**  →  "Dead ball" → "Time out"

**E**  →  "Crease violation" → "No goal"

**F**  →  →  "Dead ball" → "White ball" → "Sideline, subs OK"

Signals



Thank you. Questions?