

2015 District 6 Pregame *Prepared by Lee Spitzer Revised 1/31/15*

CREW'S POINTS OF EMPHASIS

1. **COMMUNICATE** – with crew, coaches and players
2. **GET IT RIGHT!!!!!!** We **WILL** take the time to get the correct ruling
3. **BE IN POSITION TO MAKE THE CALL**
4. **“SELL the CALL”** – good strong signals
5. **RUN** and **JOG** to position – don't walk. Hustle - don't rush.
6. **KEEP THE PLAYERS IN FRONT OF YOU – STAY WIDE**
7. Don't ball watch – focus on your area of responsibility
8. Run to the endline on shots and contested plays – single covers goal
9. Quick restarts – *when crew is ready*
10. Watch start and stop of game clock whenever possible

6 KEYS TO GOOD OFFICIATING

1. Communication
2. Judgment
3. Consistency
4. Game Management
5. Don't be **“TOO”** good!
6. *Don't let that “stuff” happen!*

THE 4 KEY ELEMENTS IN THE GAME

1. Face-offs
2. Crease
3. Penalties
4. Timing

ANY FOUL MUST:

1. Be visibly obvious
2. Materially affect play
3. Takes something from opponent

WHEN OFFICIALS MAKE MISTAKE IT IS A RESULT OF:

1. Not being technically sound
2. Violating a principle or philosophy
3. Failure to communicate

HAVE FUN!!!!!!!!!!!!!!