LACROSSE PRE-GAME (2- or 3-Person)

I. CREW PREPARATION & GAME LOGISTICS
A. POSITION ASSIGNMENTS (Starting Positions, Rotation)
B. OFFICIALS' ASSIGNMENTS (Captains, Stick/Equipment Checks, Ball Boys)
C. COACH’S MEETING
   - CERTIFICATION (Captains, In-Home, Crew Card)
   - REFEREES INSTRUCTIONS (Coaching area during timeouts, Bench decorum)
   - NEW RULES & INTERPRETATIONS
D. PRE-GAME INSTRUCTIONS – ALL OFFICIALS CHECK FIELD, WATCH PLAYERS
   - UNIFORMS
   - GOALS
E. COIN TOSS (Determine Alternate Possession, Review Player Decorum & Mouthpieces)
F. TIMEOUTS (Officials Positioning, Timer)
G. HALFTIME (Clear Field, Start Clock)
H. OVERTIME – One Timeout per OT Period, Coin Toss for Direction Only (AP stays same)
I. POSTGAME (Approve score, Watch first cross by teams, Walk off as crew)

II. POINTS OF EMPHISIS
A. CONTACT
   - Excessive hits to head and neck
   - Hits against defenseless players and blindside hits
B. EQUIPMENT INSPECTION
C. HELMET FITTING

II. MECHANICS
A. ALWAYS COUNT PLAYERS & CHECK THE CLOCK
B. HAND SIGNALS
   - BOUNDARIES (One arm up when signaling dead ball)
   - RESTARTS (Arm Up, Wind clock)
   - FACEOFF (Wind arm and yell possession when a player gains possession)
   - IN GOAL AREA (One arm in the air then point to ground when partner stops counting)
   - FOULS (Move to open area, Relay to trail)
   - ALTERNATE POSSESSION (Signal face-off & Point direction)
   - WHISTLES (One whistle to stop and start, "Staccato" cadence to get player attention)
C. SUBSTITUTIONS (Box official has timer & player counts, player on field has right of way)
D. BOX COVERAGE (Lead’s responsibility if ball is behind defensive area line, Otherwise trail has box)
E. RESTARTS
   - QUICK RESTART (Don’t have to count players – Restart once all requirements are met)
   - SLOW RESTART (Must count all players, Crew relays “ready” signal before restart)
   - MAN-DOWN FACEOFF (Point out empty wing as a reminder)
F. FACEOFFS (Trail pumps & has timer after goal, Trail restarts after violation)
   - STAY AND OFFICIATE AS NEEDED
   - STAND WHERE NEEDED (Wings officials must cover goal on a break)
   - CREW CONSISTENCY (Player instructions, Quick whistle)
   - GOALIE INTERFERENCE - VERBAL CALL
G. COUNTS
   - GOALIE (Trail has count)
   - TRANSITION COUNTS (2-person Trail has count, 3-person Single has count)
   - STALLING (Crew agrees, Trail initiates)
   - TIMEOUTS (Official who hears it calls it)
   - FACE-OFF (Always a count on possession)
H. STICK CHECKS
   - WHEN (Decide times to check sticks)
   - COACH REQUEST –(Full equipment check of the player)
   - PLAYER ADJUSTS STICK (USC, 1-minute NR)

IV. SPECIAL SITUATIONS – NCAA vs NFHS Rules
A. FOULS (Simultaneous vs. Multiple, Live Ball or Dead Ball, Releasable)
   - FLAG DOWN, EVERYONE ECHOES
   - PLAY-ON (Do not disadvantage offended team, Stop play quickly, No subsequent fouls)
B. MIDFIELD: WING LINES, SIDE LINES & END LINES
   - GOALIE INTERFERENCE - VERBAL CALL
C. POSITION — UNSETTLED SITUATIONS
   - LOOSE BALLS BETWEEN THE RESTRAINING LINES
   - MAN DOWN CLEAR/PRESSURE RIDE
D. STALLING – (NO TRAPS)
E. FINAL TWO MINUTES (NFHS - Shot or deflection out of box, Use play-on technique, NCAA – put on shot clock only if consistent with earlier shot clocks)
F. FIGHTING (Differences in 2-Person vs. 3-Person, Must have one official freeze bench)
G. CREASE COVERAGE (2-Person vs. 3-Person)
H. COUNTS
I. RESTARTS – NCAA vs NFHS
   - OFFSIDES
   - FACEOFF VIOLATIONS
   - RESTART REQUIREMENTS

V. COVERAGE
A. LEAD – (2 or 3 Man)
   - TRANSITION (Must beat ball downfield)
   - POSITION (Goal line extended)
   - COVERAGE (Bench side offensive area to restraining line)
   - BOUNDARIES (Runs to end line for close plays)
   - RESTARTS
   - COUNTS
   - GOALS
   - SUBSTITUTION AREA COVERAGE
B. SINGLE – (3 Man)
   - TRANSITION (Responsible for late hits)
   - POSITION (5 yards above crease, Cover goal line for lead)
   - COVERAGE (Far side, Transition offside)
   - BOUNDARIES (Far sideline)
   - RESTARTS (Far sideline above defensive clearing line)
   - COUNTS (Has all counts except 4-second crease count)
   - GOALS (Find shooter, Keep players in vision, Responsible for USC)
C. TRAIL – (2 or 3 Man)
   - TRANSITION (Primary is far goal line, Late hits on shooters)
   - POSITION (5 yards above box)
   - COVERAGE (Offside & substitutions, Late hits)
   - BOUNDARIES
   - RESTARTS
   - COUNTS
   - GOALS (Responsible for late hits)
   - SUBSTITUTION AREA COVERAGE

Equipment Checklist
Hat • Crew Cards • Scorecards • Pencil • Timer • Flags (2)
Whistles (2) • Coin • Tape Measure