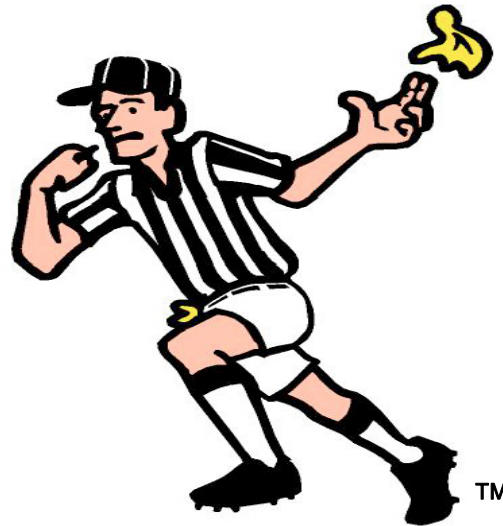


ZLAX Referee Camps

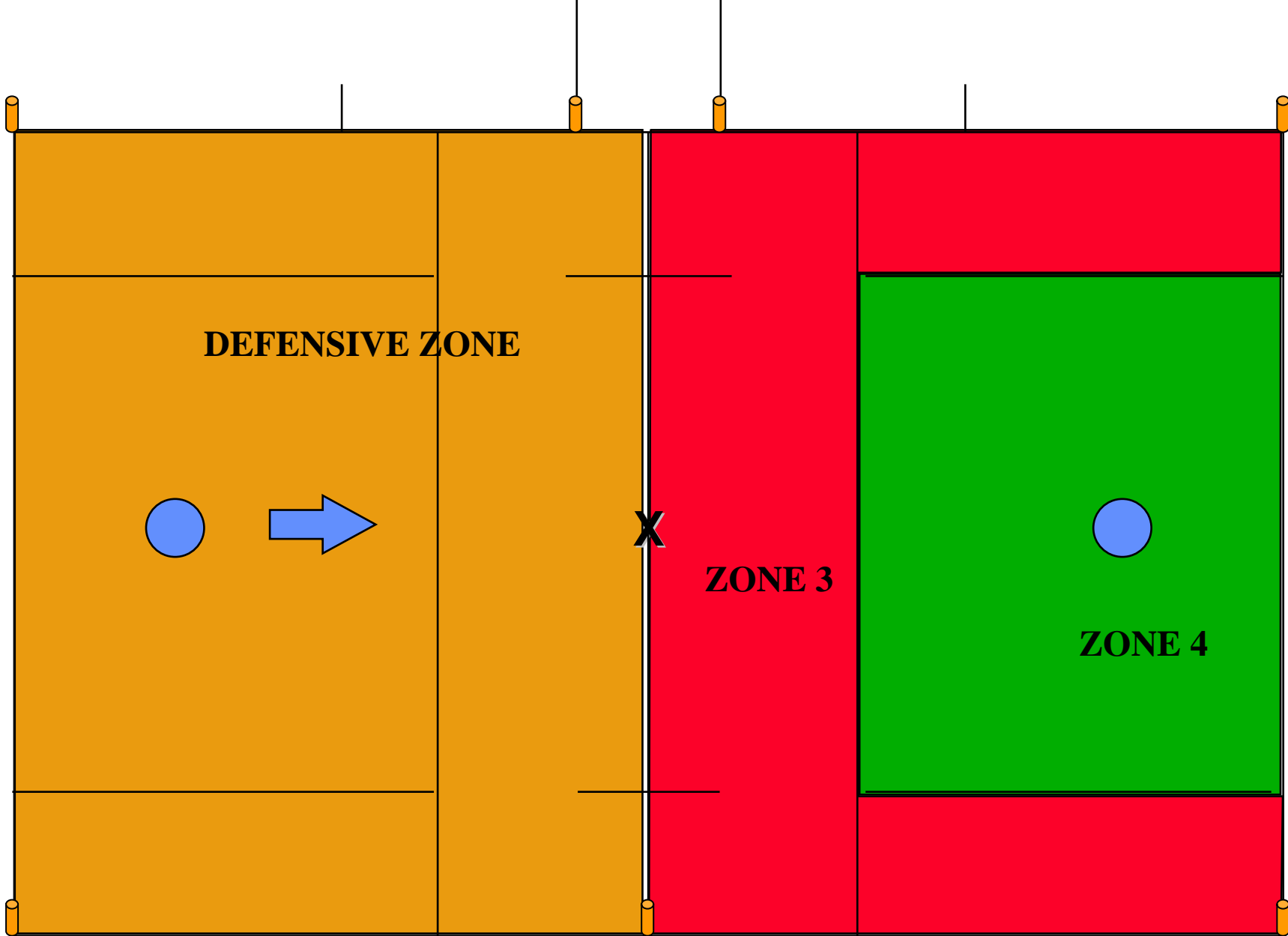
July 11-July 13, 2005

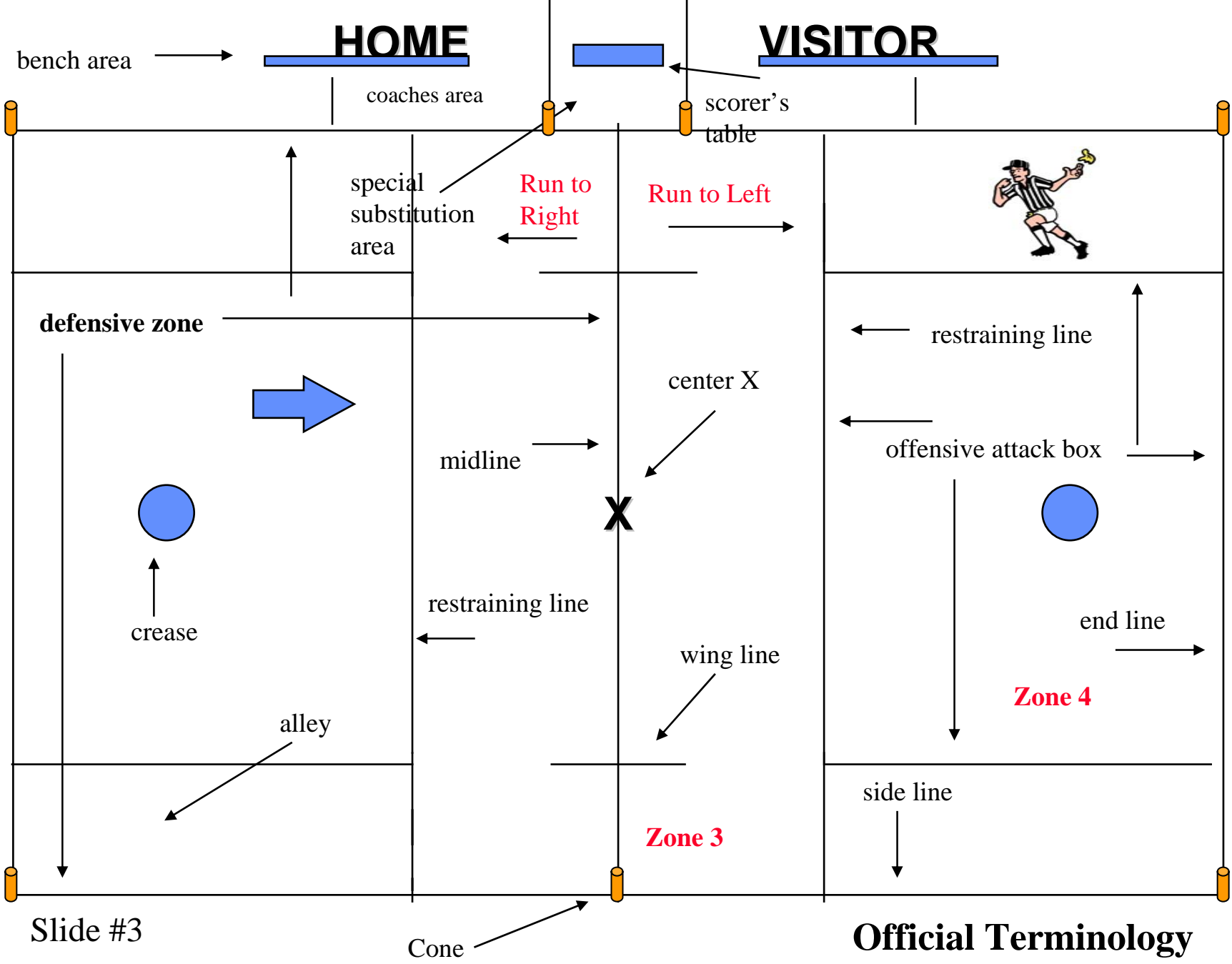


2 MAN MECHANICS

by **John P. Hill**

Slides & Graphics by **ZLAX** Publications





Slide #3

Official Terminology

HOME

VISITOR

XXXX

OOOO

X X X

O O

R

U

NOTE: Visiting speaking Captain Should be next to the Referee.

OO

R X U

NOTE: Winning team has choice of end or possession arrow.

XXX

NOTE: R gets Home, and has them face the bench. Visitor calls toss **before** coin toss. Catch coin, and don't flip it over. If you drop it, re-flip. Rotate their backs to goal they are defending.

Note: R should leave about 5 steps before the U leaves to get the home team set up.

HOME

VISITOR

XXXX

OOOO

Note: After brief word by R,
teams break out to positions.
R takes face-off, U takes lines.

Note: R usually runs the far side,
and takes the face off to start, but
this is up to the R.

X X X X X X X X X G

U

X

R

G O O O O O O O O O

HOME

XXXX

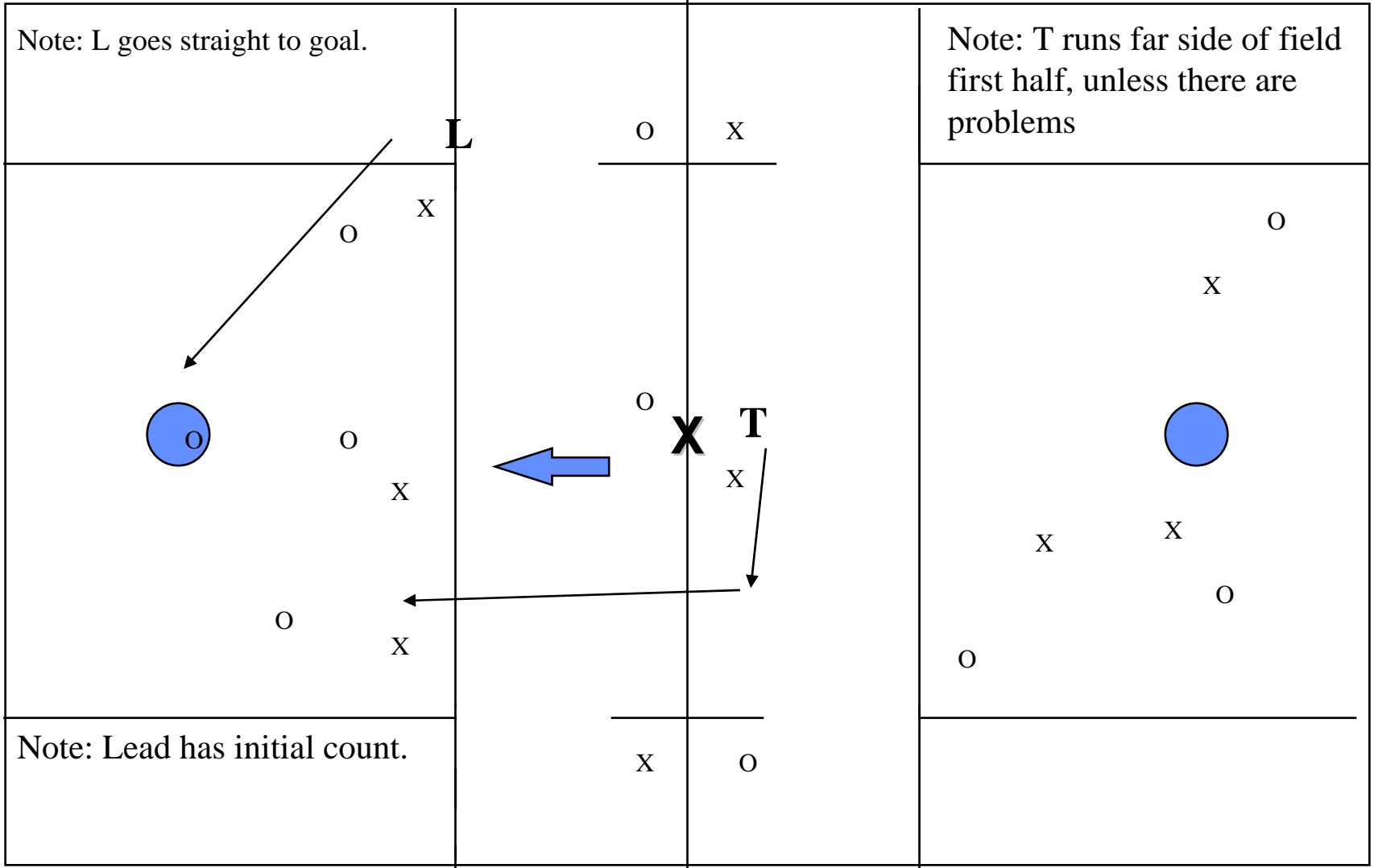


VISITOR

OOOO

Note: L goes straight to goal.

Note: T runs far side of field first half, unless there are problems



Note: Lead has initial count.

Slide #6

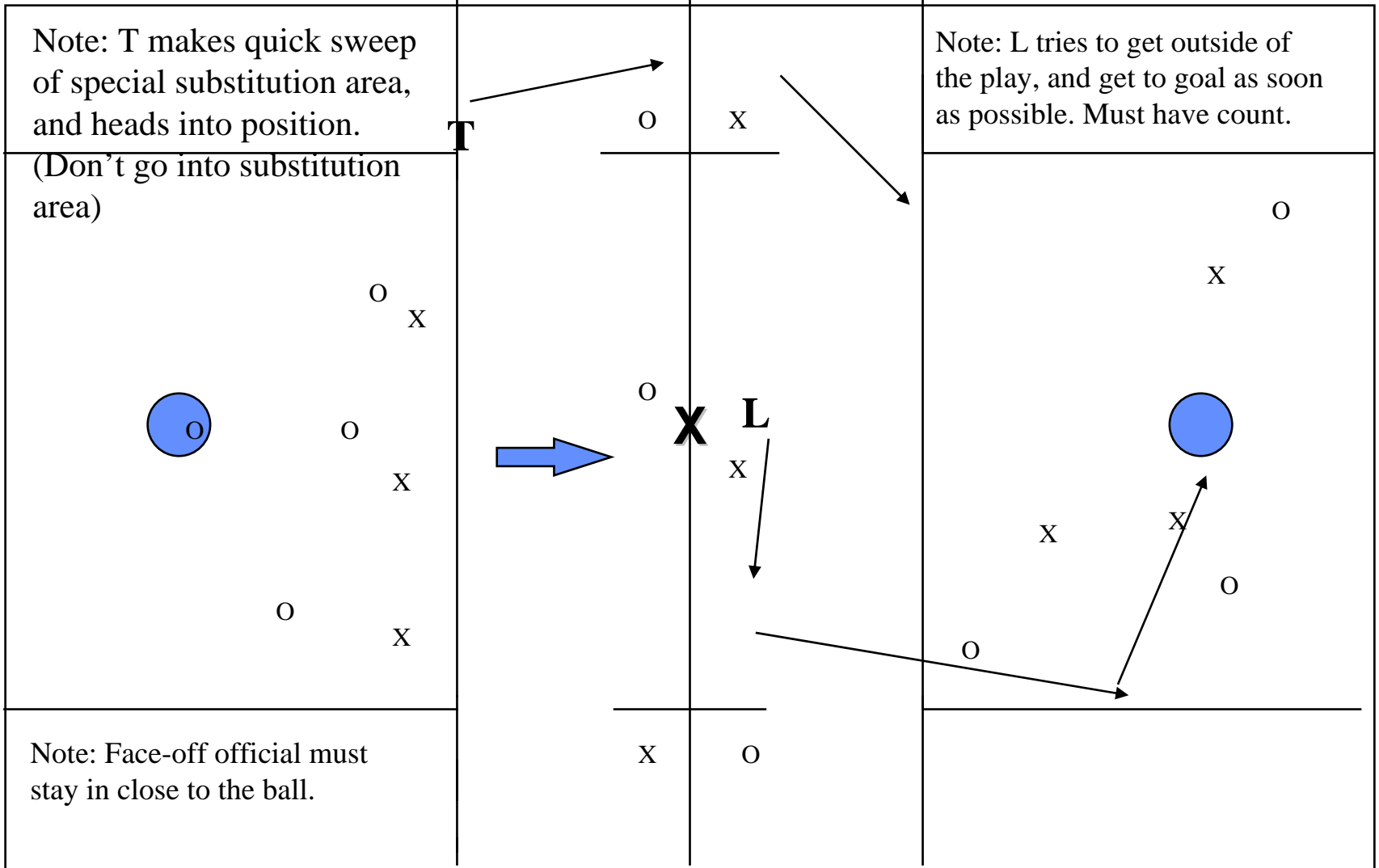
Opening Face-Off
(ball goes away)

HOME

XXXX

VISITOR

Oooo



Slide #7

Face-Off
(ball comes to you)

HOME

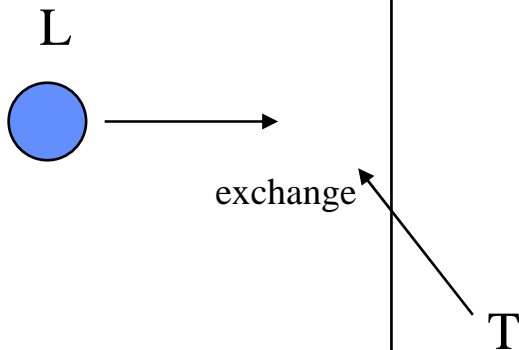
XXXX

VISITOR

0000

Lead signals goal, hold for 2-3 seconds, gets ball out of net,

Note: Trail must be aware of potential problems as he is coming into the play.



X

Trail come in and watch players. This 5 second span after a goal is when things can get out of control.

Note: Only On official signals goal!

Slide #8

Goal Scored

HOME

XXXX

VISITOR

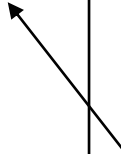
0000

Lead exchanges ball and number, jogs to his position on the corner of box. Activates his beeper, writes the score down, counts players and signals partner when all is set.

L



L



T



T



Trail come in and watches players, get ball from Lead, exchange #, and jog to Face-Off position. Write down score, and wait for ready signal from partner.

Note: Trail be sure to set over Midfield to take the face-off. This will ensure that you are facing the proper direction.

Slide #9

Goal Scored--Face-Off

HOME

XXXX

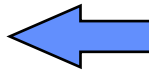
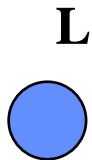
VISITOR

0000

Lead gets signal from Trail, checks activity of players, then get the ball ready for play.

NOTE: Trail always reports the foul to the table!

Trail calls out "flag down", stops play at appropriate time, tells his partner what the call is, then gets out in open and relays call to table.



X



Reporting Sequence

- Color
- Number
- Type of violation
- Duration of penalty

flag down

HOME

XXXX



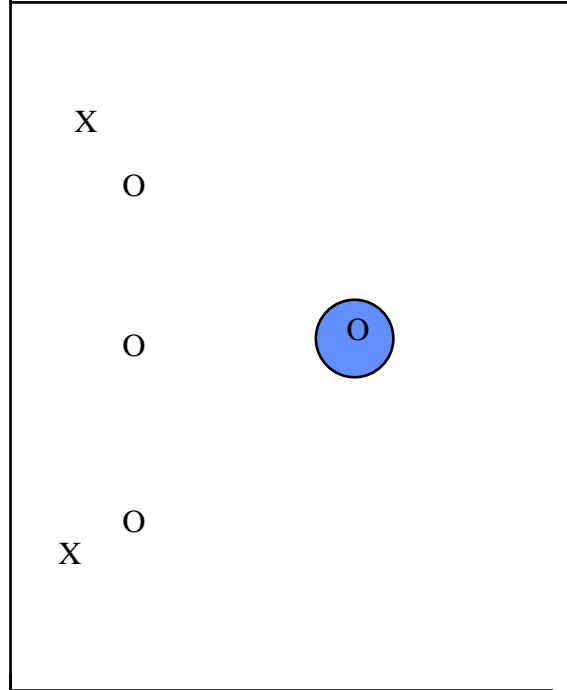
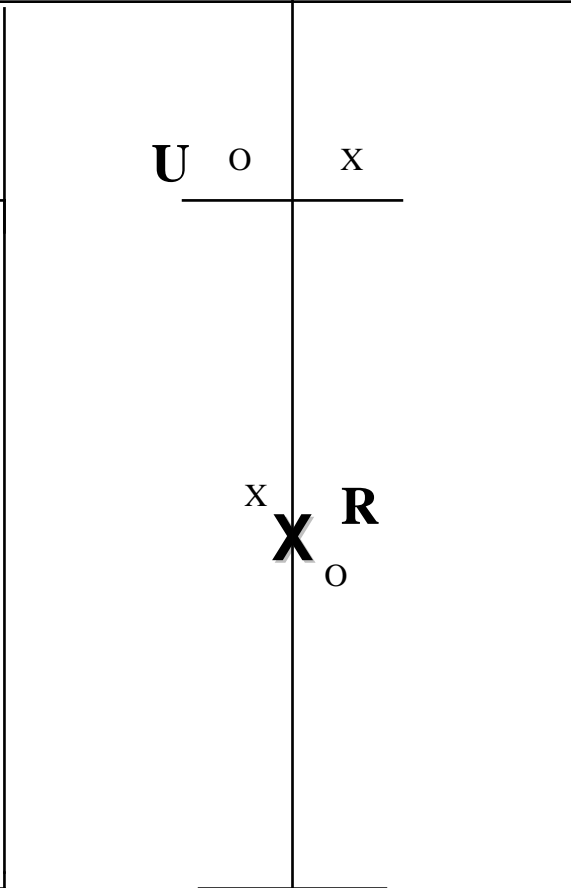
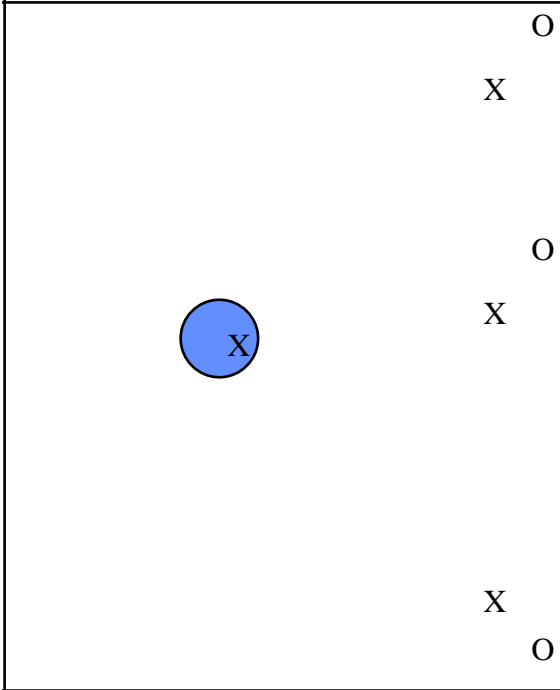
X

VISITOR

OOOO

Note: U should cheat up towards midfield to help with offsides. Be aware that you still have near goal for coverage.

Note: Both officials should communicate about the player that must remain outside.



X is man down

HOME

XXXX

VISITOR

OOOO

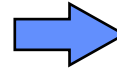
Note: Trail should try and get to wing area when teams are crossing over. Then meet Lead at midfield.

Note: Be sure to tell the benches who called time out!



Note: When you meet at midfield you should write down time-out, and discuss any mechanics that may be off. Be sure you know where the ball will be starting.

X



T



L

X "time out"

HOME

XXXX

VISITOR

OOOO

Note: On official takes the fight,
and Off official takes benches
with coaches.

FREEZE BENCHES!

T

X

L

X O

fight

HOME

XXXX

VISITOR

OOOO

Note: On official takes the fight, and Off official takes benches with coaches.

FREEZE BENCHES!

Trail tries to stop fight before it gets out of hand, and get players #'s



X

T

X O

fight



L

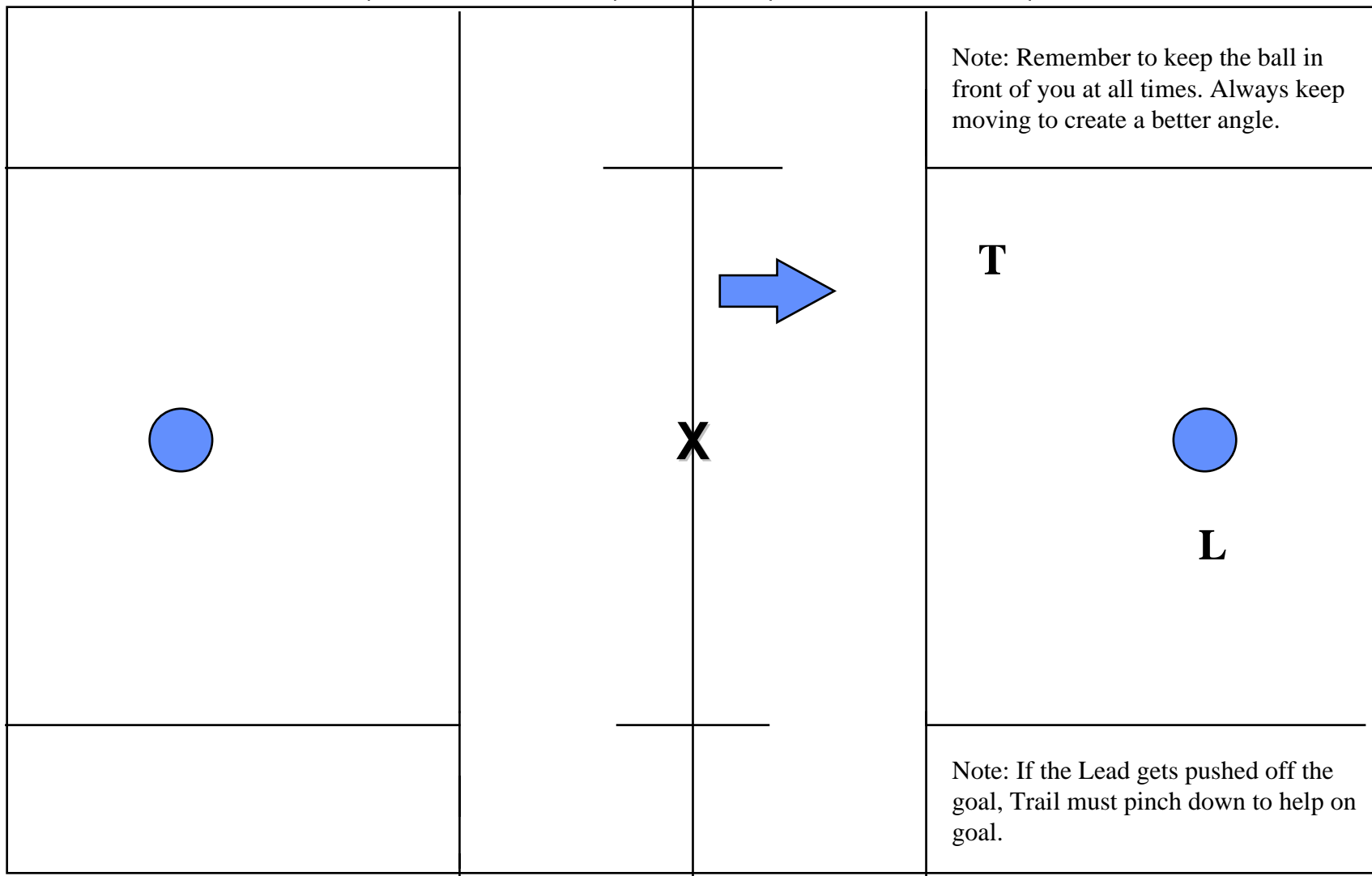
Note: Lead has to hustle over to bench area to freeze them! Look for #'s and coaches leaving bench.

HOME

XXXX

VISITOR

OOOO



HOME

XXXX

VISITOR

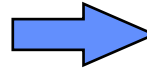
OOOO

Hey, Ref...Who's watching the ball?



TM

X



Note: Trail is on Official, and has the ball.

T

X

ball here



L

Note: Pre-game should be clear on how the On-Off calls will be communicated.

Note: Lead has goal, and is off official. He needs to watch action in front of crease. (holds, illegal screens, crease violations.)

HOME

XXXX

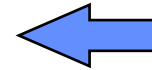
VISITOR

OOOO

New Lead can pick up the quick offside, but should concentrate on getting to the goal. Take 10 second count coming over midfield.

Note: Trail (new Lead) breaks out when goalie makes save. Run a few strides, then look for ball. If still coming; beat ball to offensive box, then goal.

T



X



L

Note: Assume first pass will be completed.

Note: Lead (new Trail) has the 4 second crease count, and 20 second defensive count (beeper). Stay w/the ball. Watch for late hits.

look

Slide #17

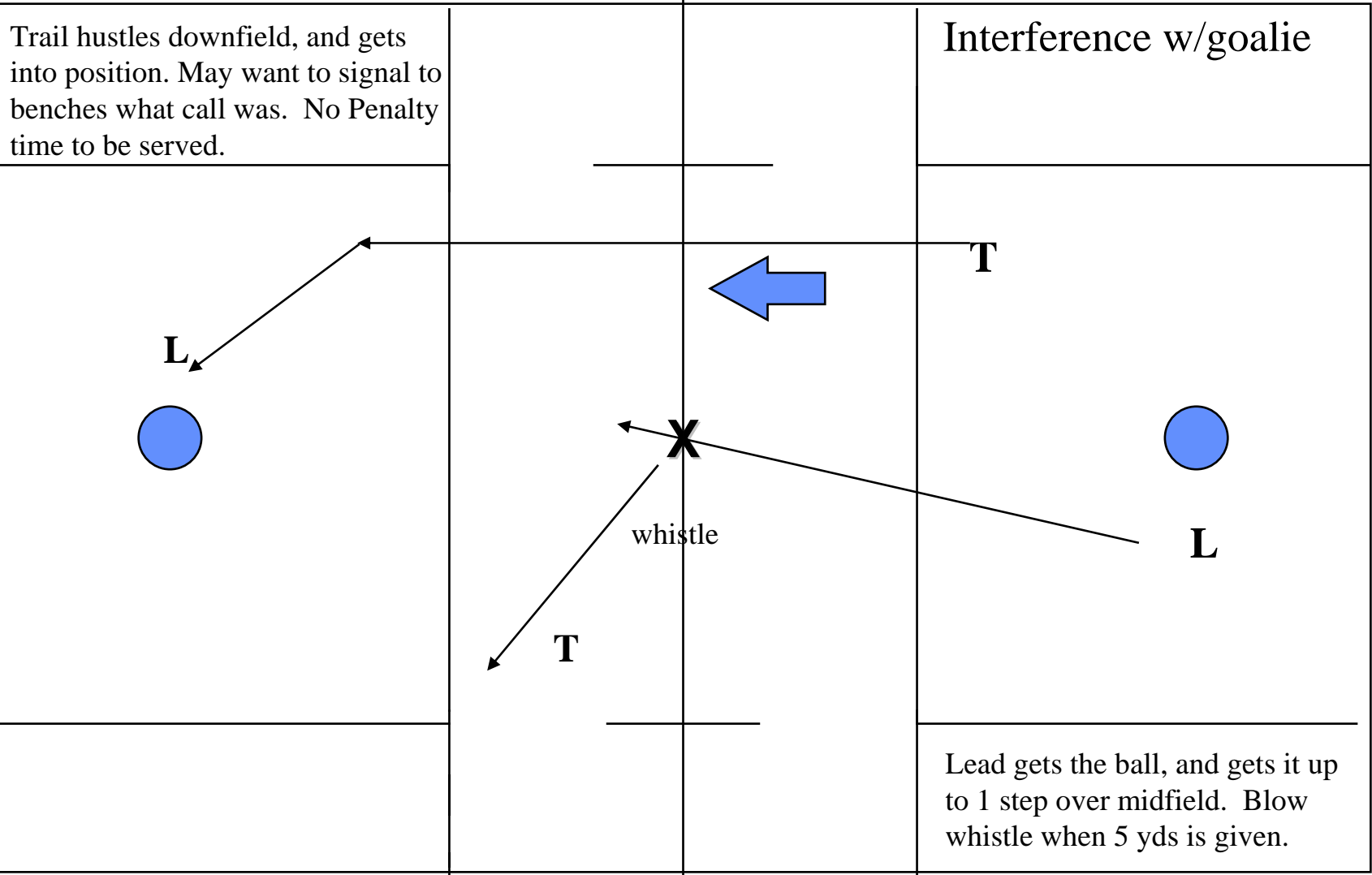
Transition

HOME

XXXX

VISITOR

0000



Slide #18

Free Clear

HOME

XXXX

VISITOR

0000

Note: try to get a ball, or ask ball person to toss you one. Don't go into team huddle to get a stick!

Trail goes over midfield, and takes a player from the opposite bench area.

NOTE: Referee will measure both sticks!



T



L

Official should do the stick measurement in the middle of the field by the center "X".

Lead goes to wing line in front of closest bench and takes the number selected. Lead needs to hustle to wing area.

HOME

XXXXX

VISITOR

00000

- 1) Counting
- 2) Meetings for time-outs
- 3) Pointing in box (eye contact)
- 4) Eye contact-- ALL Face-offs
- 5) Restarts (quick, but safe)
- 6) Stalling (look for it early)
- 7) DON'T WALK
- 8) Keep flow going (be sure of foul)



QUESTIONS CONTACT:

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- 9) Defuse Head Coach if possible
- 10) Assistant Coaches--coach!!
- 11) Take time with signals
- 12) Alternate possessions--WHEN
- 13) Jog off after game.
- 14) Deliberately leaves feet!
- 15) Goalie Interference is now a "play on" until advantage is lost. (College)
- 16) Be alert for time-out!



BE PREPARED