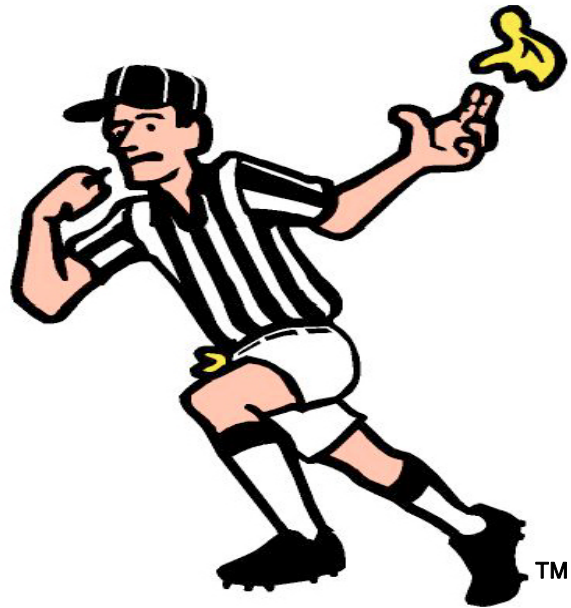


ZLAX REFEREE CAMPS

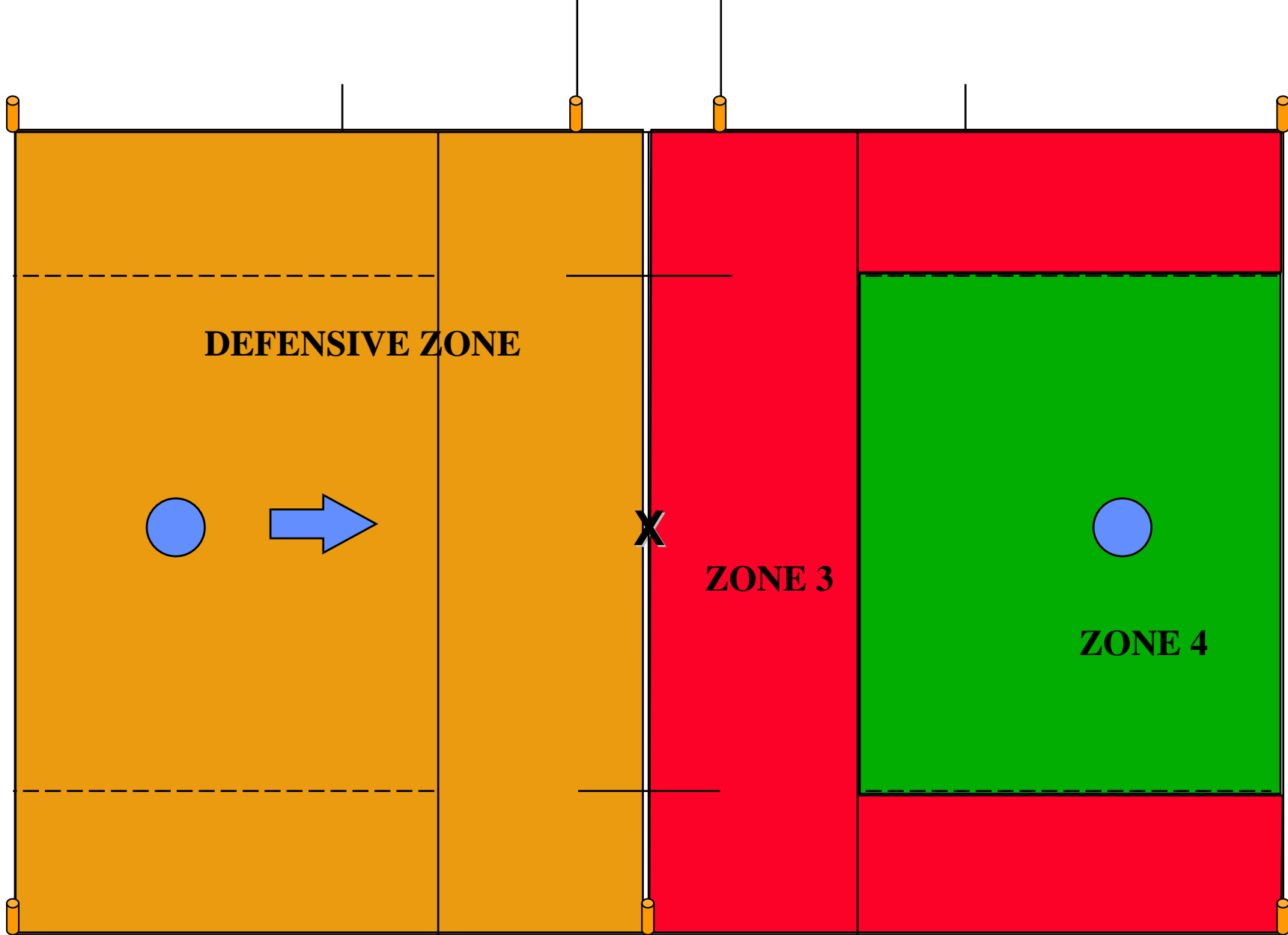
July 11-July 13, 2005



3 MAN MECHANICS

by **John P. Hill**

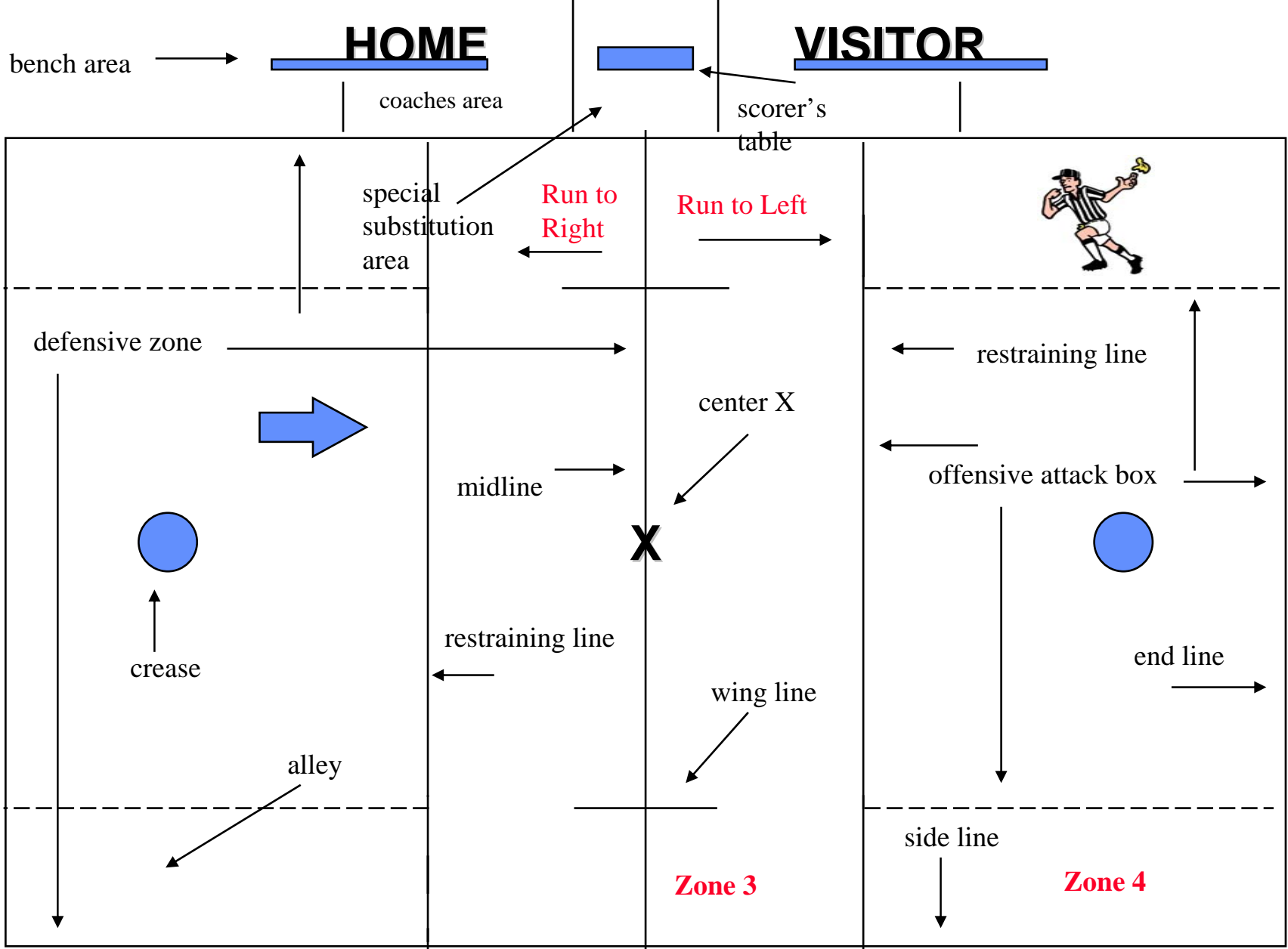
Slides & Graphics by **ZLAX** Publications



Slide #2

Updated 11/12/04

Zones of the Field



Slide #3

Updated 11/12/04

Official Terminology

HOME



VISITOR

XXXX

OOOO

XX

U

OO

FJ

Get to corner of box
before you call for
Captains.



R X



**Note: Home team leaves first, and
Visitor is about 5 steps behind**

Slide #4

Pre-Coin Toss

HOME

XXX

VISITOR

OOO

Note: use a coin at least the size of a half dollar..

NOTE: winning team has choice of ends or possession arrow.



speaking Captain

Visitor

OO OO

R



FJ

U

XX XX

Home

- 1) Home Team faces bench
- 2) Visiting team calls toss prior to toss. Referee repeats call.
- 3) Catch coin (Don't flip)
- 4) Rotate players backs to goal they are defending
- 5) Tap shoulder for Alternating possession
- 6) Left shoulder to goal for line-up



NOTE: Visiting speaking Captain should line up next to the Referee.

Note: U and FJ checks nets after the coin toss. Check for balls. All 3 officials record Alternating Possession on their cards.

HOME

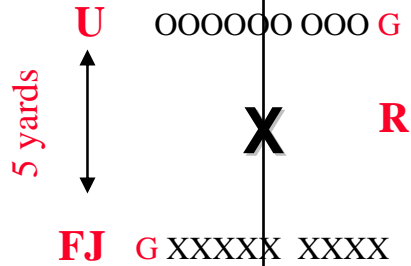
VISITOR

XXXXXX

OOOOO

**Note: U and FJ should line up
5 yards apart, and have
teams line up on them**

1) Teams should have their left shoulder
towards the goal they are defending

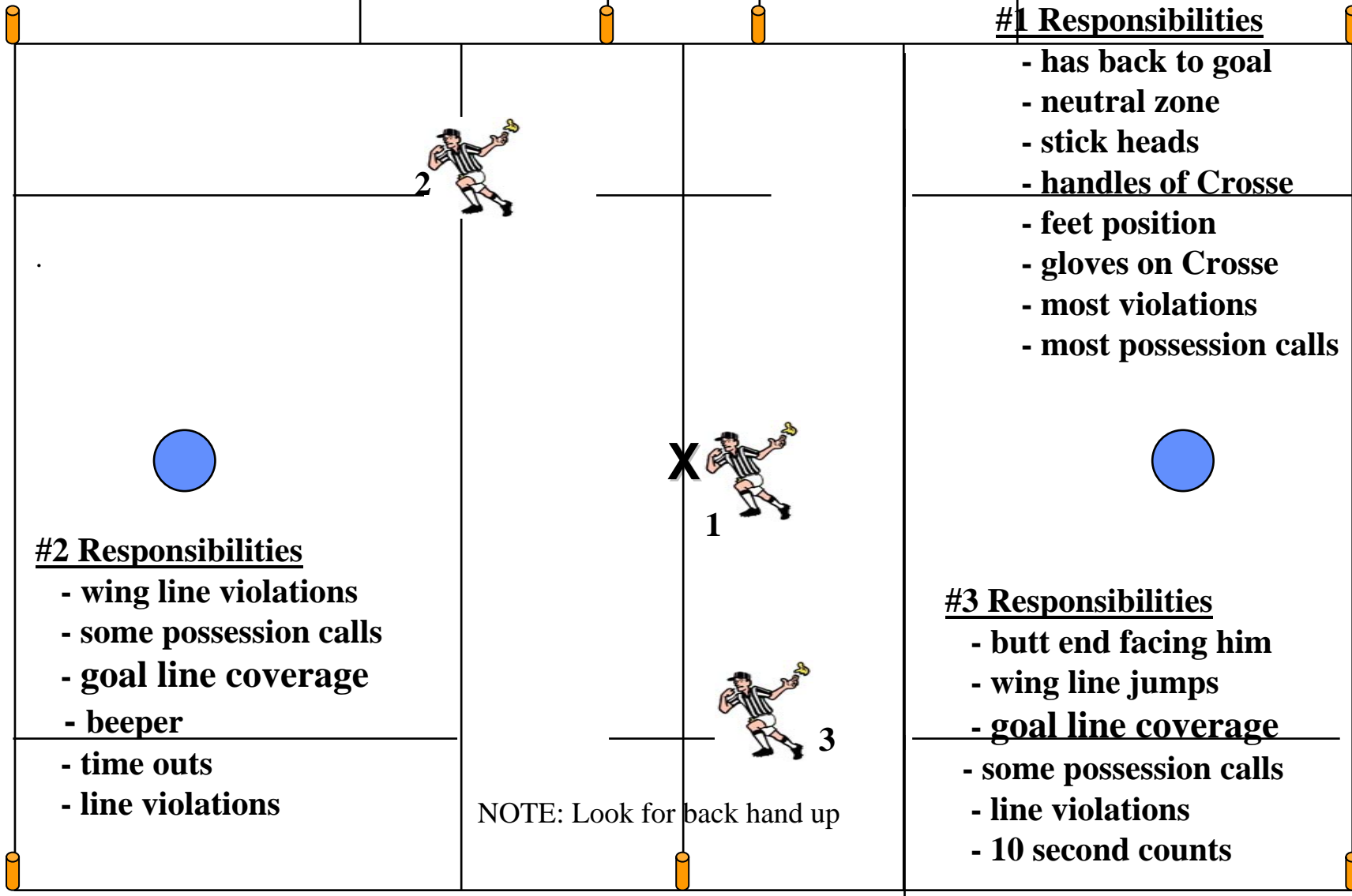


HOME

XXXXX

VISITOR

OOOOO



#1 Responsibilities

- has back to goal
- neutral zone
- stick heads
- handles of Crosse
- feet position
- gloves on Crosse
- most violations
- most possession calls

#2 Responsibilities

- wing line violations
- some possession calls
- goal line coverage
- beeper
- time outs
- line violations

#3 Responsibilities

- butt end facing him
- wing line jumps
- goal line coverage
- some possession calls
- line violations
- 10 second counts

NOTE: Look for back hand up

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HOME

XXXXX

VISITOR

OOOOO

#2 Lead official

- has goal line, endline



2

#1 Trail official

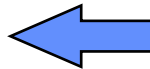
- conduct face-off
- determine possession
- sweep box
- jog into play



X



1



#3 Center Official

- don't stop at cone!
- 10 second count
- help on questionable goal



3

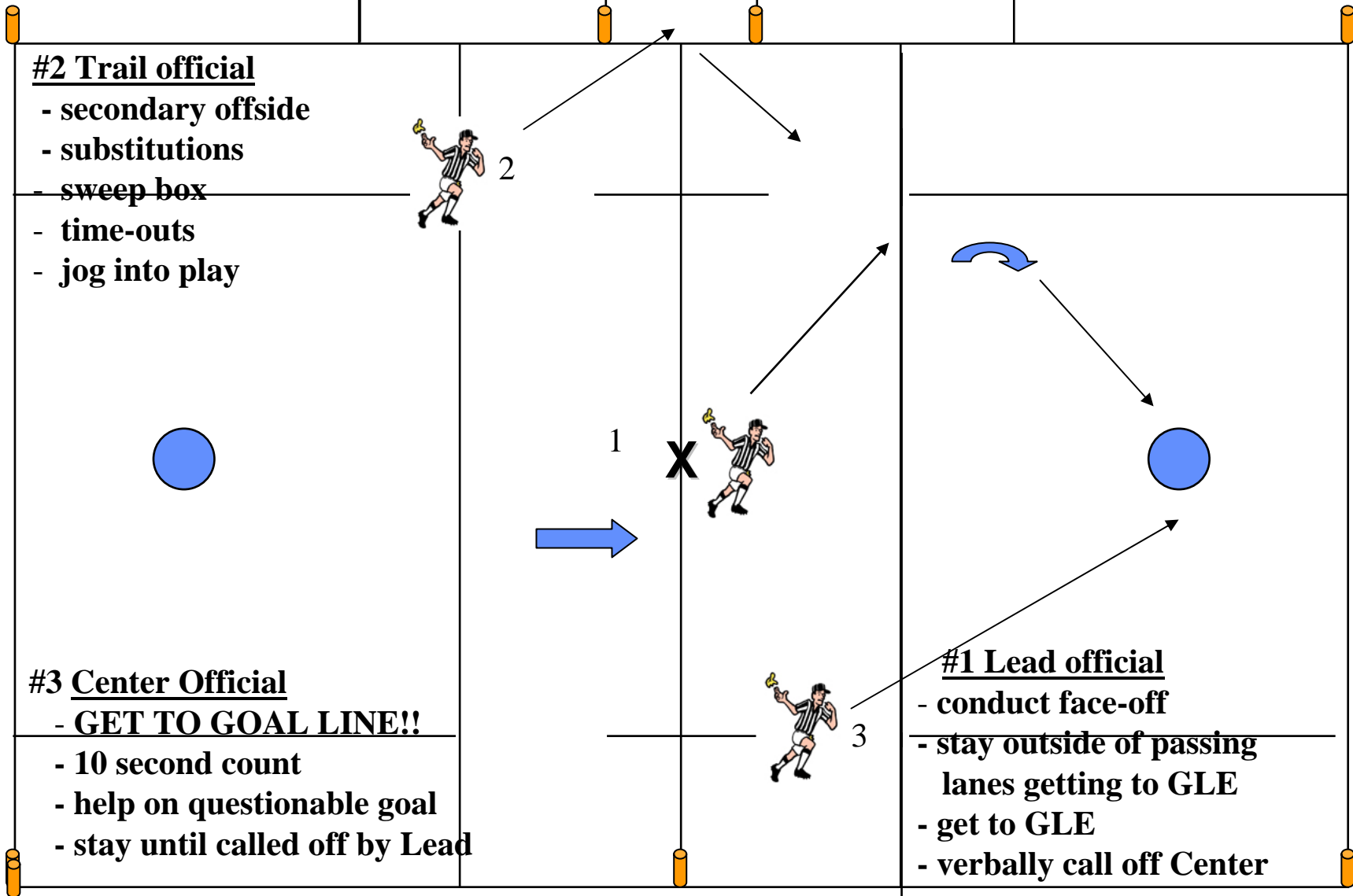
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HOME

XXXXX

VISITOR

00000



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HOME

XXXXX

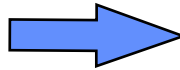
VISITOR

OOOOO

Trail-- after sweeping box, jog to 5 yds off, and 5 yds in.

Lead--be close to crease, and keep ball in front of you. Move in and out with ball.

T



X

L



C

**Center- about 7yds off & 10 yds up
Must move in as Lead gets pushed off the goalline. (COVER GOAL)**

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Slide #10

Settled Situations

HOME

XXXXX

VISITOR

OOOOO

Lead has the front of the crease, and is off official.

Trail is helping on crease, and watching shooter

Note: Center & Lead need to communicate on and off ball.

T

X

L



X^ΔO

C



Center has the ball, and is the **ON** official.

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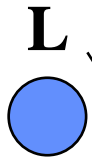
HOME

XXXXX

VISITOR

OOOOO

Lead comes to crease, signals goal and sounds whistle. Hold for 2 counts. Get ball out of goal, and transfer to Center. Exchange #, and stay in hole for a couple of seconds to be sure all is settled. Then jog to far side box area. Write down score, check #'s, and signal to your partners.



transfer



Note: Do NOT signal goal. Watch crease area!

C

Center comes in towards middle of The field, and watches for taunts, and other fouls. Only signal when Lead is screened. Obtain ball, and move to conduct next face off.

beeper

T

Trail come down into the box after goal has been scored. Wait until ball has been transferred, and then start to back out. Wait at the midline until ball reaches midline. Pump your beeper, turn and jog to your Position. Write your score down when you are in position.

NOTE: face off official does **not** cross the midline to take next face off.

HOME

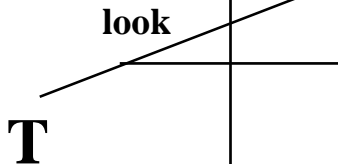
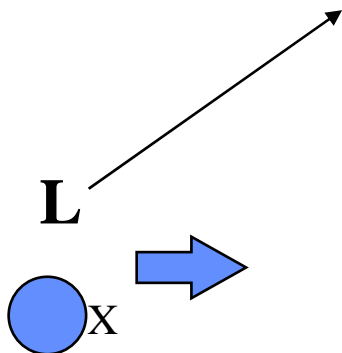
XXXXX

VISITOR

OOOOO

Lead (now Trail) has 4 second
goalie count, and 20 second beeper
Come up w/ball.

Trail (now Lead) breakout on save
look before you get to the midline,
if still coming get to goal-line



X



C

look

Center breaks for cone w/save. **Take a few
strides, take a look.** Straddle cone check
offside, initiate 10 second count. When set,
join the play. Call out "All clear" w/ball over

**Note: new Lead should not get
beat to midfield, to top of
offensive box area, goal line or
endline.**

HOME

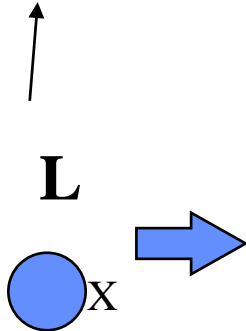
VISITOR

XXXXXX

OOOOO

Lead (now Trail) has 4 second goalie count, and 20 second beeper. Come up w/ball

Trail (now Lead) break out on save **before** **midline**, **look**, if still coming get to goal-line



T

look

X

C

look

Center breaks for cone w/save. Take a few strides, **take a look**. If ball stays flat, stay to help Trail. Move up ahead of ball. Get to cone, count

Note: new Lead should not get beat to midfield, top of box goal line and endl ine.

Call out "Ball cleared" when ball is over midline

Slide #14

Updated 11/4/04

Goalie Save-Slow Break

HOME

XXXXX

VISITOR

OOOOO

X

Situations to watch for:

- 1) How much time is left in period?
- 2) How much time is left in the penalty?

- 1) Communicate which number may be staying onsides.
- 2) Move up to end of wing line to make better eye contact.

← U O X



X O
X O
X O

X X R
O

X O
O
X O



X O FJ →

NOTE: Player must remain in the penalty box until possession, even if his penalty time has expired.

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HOME

VISITOR

XXXXX

OOOOO

Lead has goal-line

**Trail has beeper, and
any substitutes.**

T



L



X



C



ball

**Center has whistle
and count.**

Slide #16

Sideline Out of Bounds

HOME

XXXXX

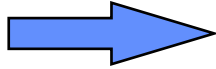
VISITOR

OOOOO

Trail has any subs on the fly
Open up and let the subs go in front of you. Close in behind.

Lead has goal-line.
Communicate with Center on who puts the ball back in play.

T



X

L



Note: remember goalie count if he chases.

Center takes the whistle from here to the sideline on re-start

Center has whistle and count
Need to talk with Lead on this

C



ball

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HOME

VISITOR

XXXXX

ball

OOOOO

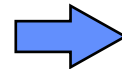
Trail brings the ball in 5 yds has the beeper. Sweep box after starting play. Be ready for ball changing directions.

L and C need to communicate. Lead has goal.

T
20 yd area



X



NOTE: be sure where the ball went out of bounds!

Center will take count
Be ready for midline jump play.
You have offside.

Slide #18

C

Sideline Out of Bounds
(in substitution area)

HOME

XXXXX

VISITOR

OOOOO

Try to have at least 1 official where the teams are crossing.
After all clear, meet w/Center official
Use remaining time for mechanics

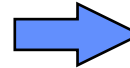
← L

X ball

T



X



C

NOTE: Know where the ball will be starting!

HOME

XXXXX

VISITOR

OOOOO

Note: Coaches are to assist in freezing benches.

FREEZE BENCHES

T

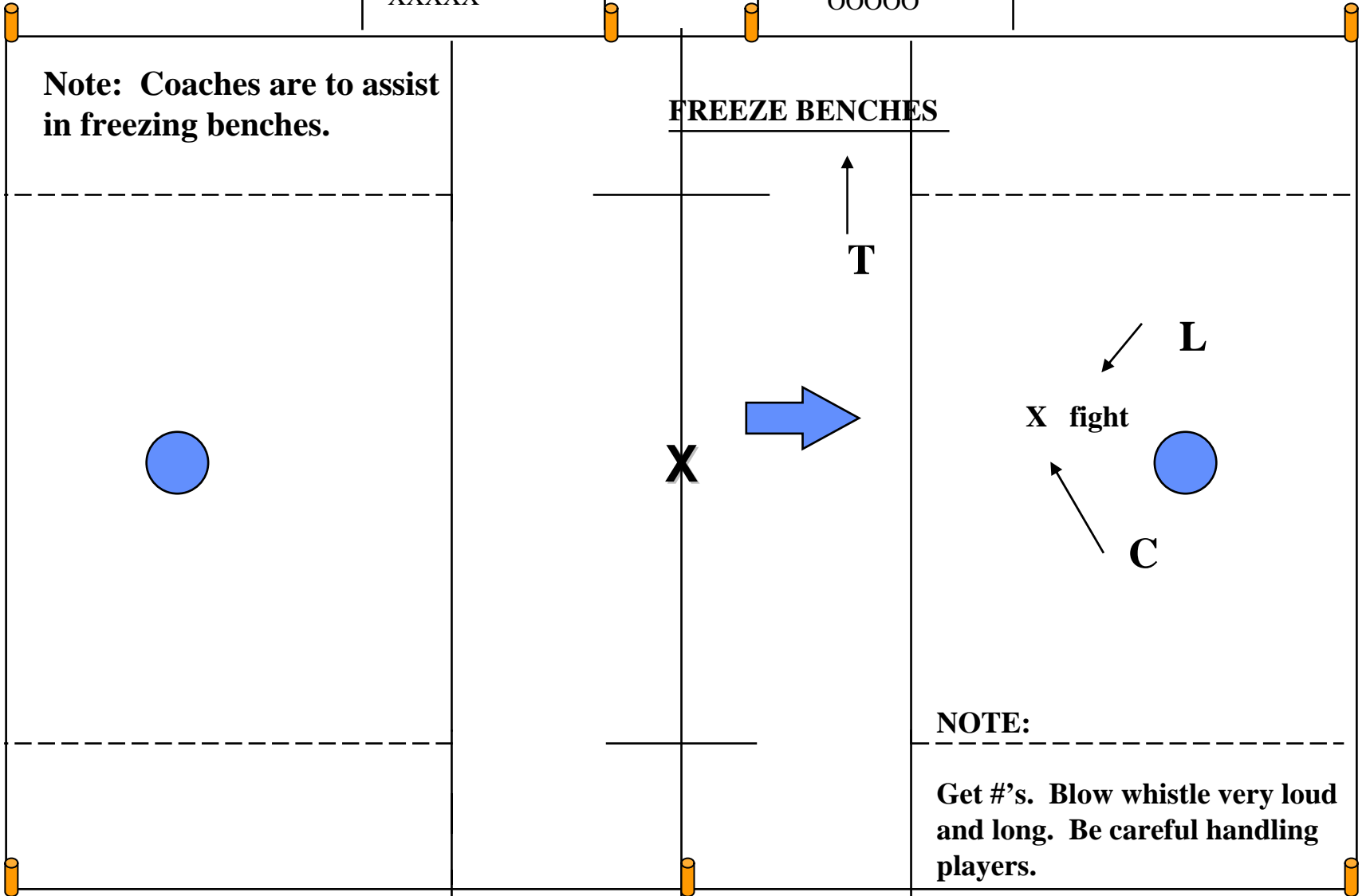
L

X fight

C

NOTE:

Get #'s. Blow whistle very loud and long. Be careful handling players.



HOME

XXXXX

VISITOR

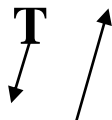
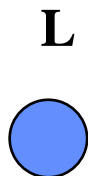
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Trail move toward Center in the open stop and take penalty. Don't be in a hurry. Turn to table, stop, and relay the penalty. Put your beeper on, and return to the play.

Note: All officials should announce "flag down".

Relay Sequence

- 1) Color of team to serve
- 2) Number of player to serve
- 3) Type of penalty
- 4) Duration of penalty



C



Flag down here

NOTE: Officials not involved in reporting penalty, be sure to get the ball ready for play!

Center calls out "flag down" stops play when appropriate. Gets out to an open area, and stops. Then signals.

HOME

XXXXX

VISITOR

OOOOO

Trail be sure to inform your partners of the foul **BEFORE** telling the table.

Trail has flag

come in and give call

flag down here

T

L

C

X

Relay Sequence

- 1) Color of team to serve
- 2) Number of player to serve
- 3) Type of penalty
- 4) Duration of penalty

Lead and Center to get ball ready for play when Trail returns.

HOME

XXXXX

VISITOR

OOOOO

Note: meet the players at the wing area. Take stick with you to center "X"

NOTE: Bench side officials MUST get sticks, and bring them to Center "X". At the "X", the Referee will measure both sticks.



R
X
↑ FJ ↑ U

T

L

C

Referee to measure both sticks. FJ & U face benches on either side of midline

Center get ball, and meet other officials at midfield. Hold stick for Referee to measure.

HOME

XXXXX

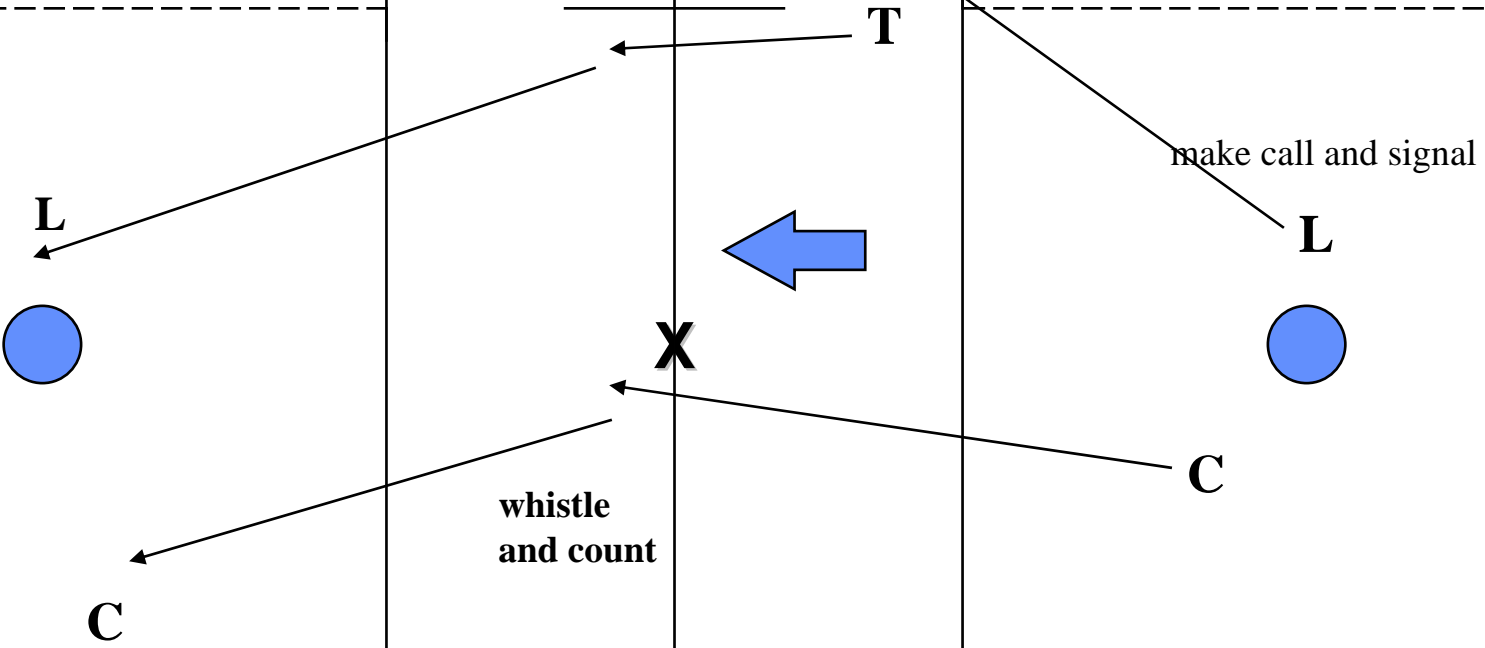


VISITOR

00000

Trail hustles down to be the new Lead.

**Lead has substitutions
Sweep box, join play**



Center get down field with the ball and start play and take count. Position yourself according to how the ball is being played.

**Free Clear
(no time served)**

HOME

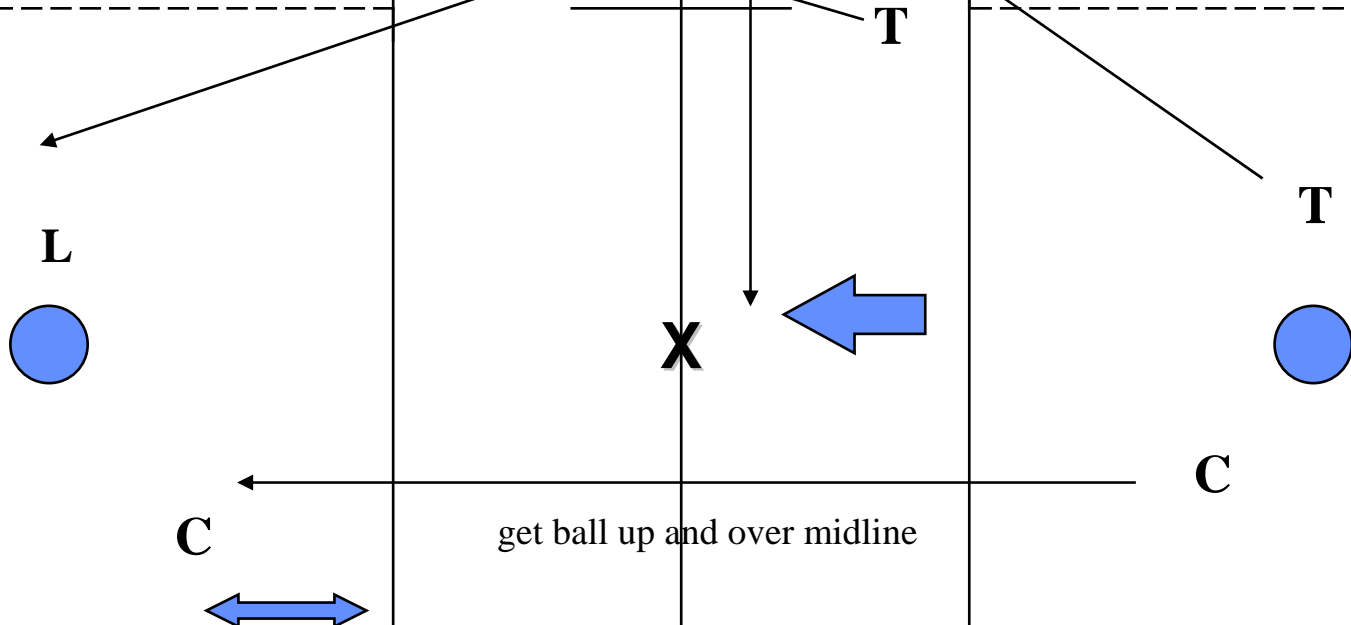
XXXXX

VISITOR

00000

Trail (new Lead) relays call to table area and then hustles down to be the new Lead.

Lead (new Trail) checks penalty area for proper player sweeps the box, then re-starts play



get ball up and over midline

Center get down field. Your Take count as ball is coming in.

NOTE: Center must adjust up the field if the defense is pressing the ball near midline.

HOME

XXXXX

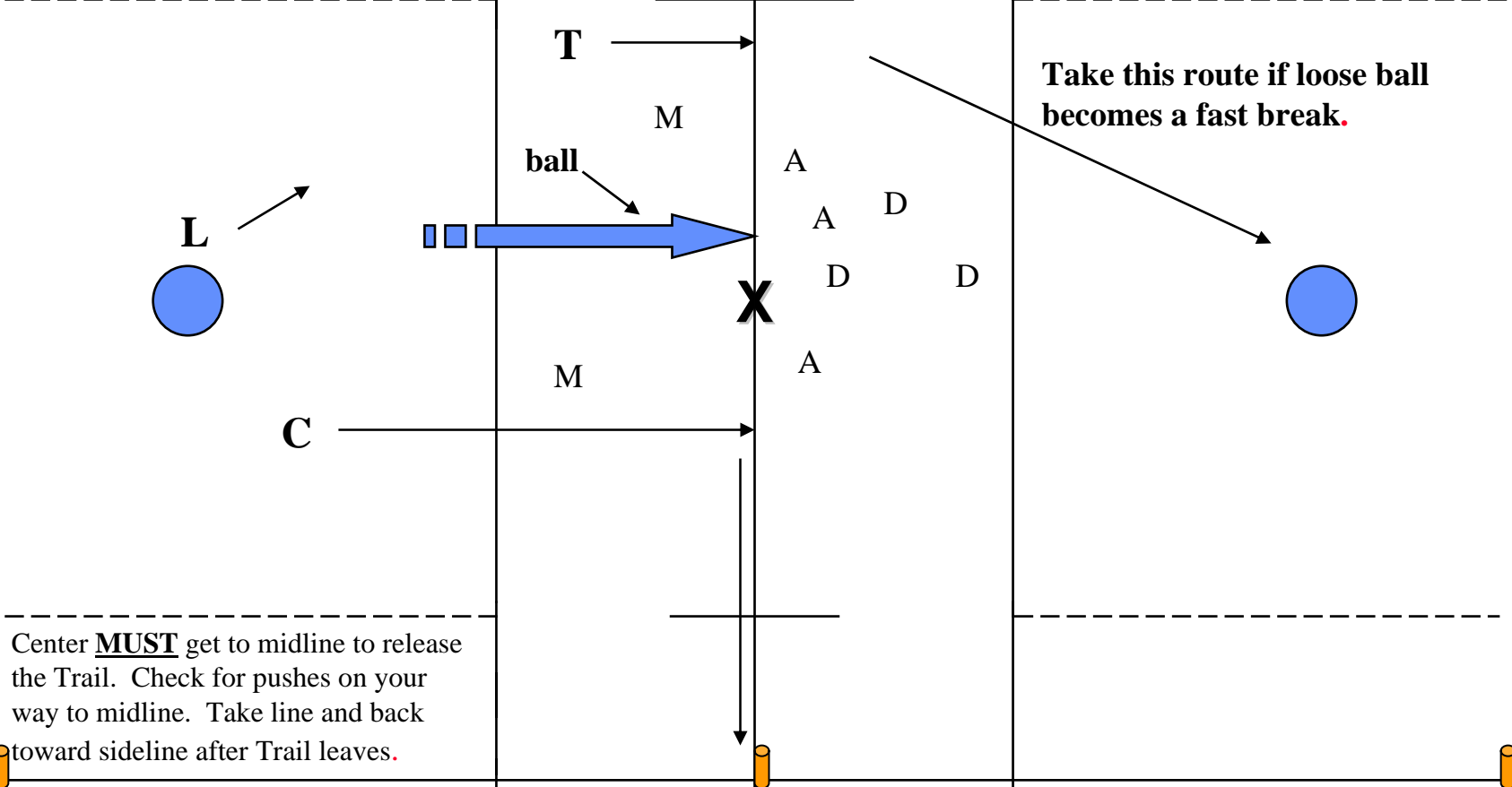
VISITOR

OOOOO

Lead needs to come up from the goal if there is a scrum at the midline. Be ready to take back the goalline.

Trail must get to midline and watch for offside. He must also be ready to cover the potential fast break the other way.

Take this route if loose ball becomes a fast break.



Center **MUST** get to midline to release the Trail. Check for pushes on your way to midline. Take line and back toward sideline after Trail leaves.

HOME

VISITOR

XXXXXX

OOOOO

NOTE: on dead balls we must use our beepers!

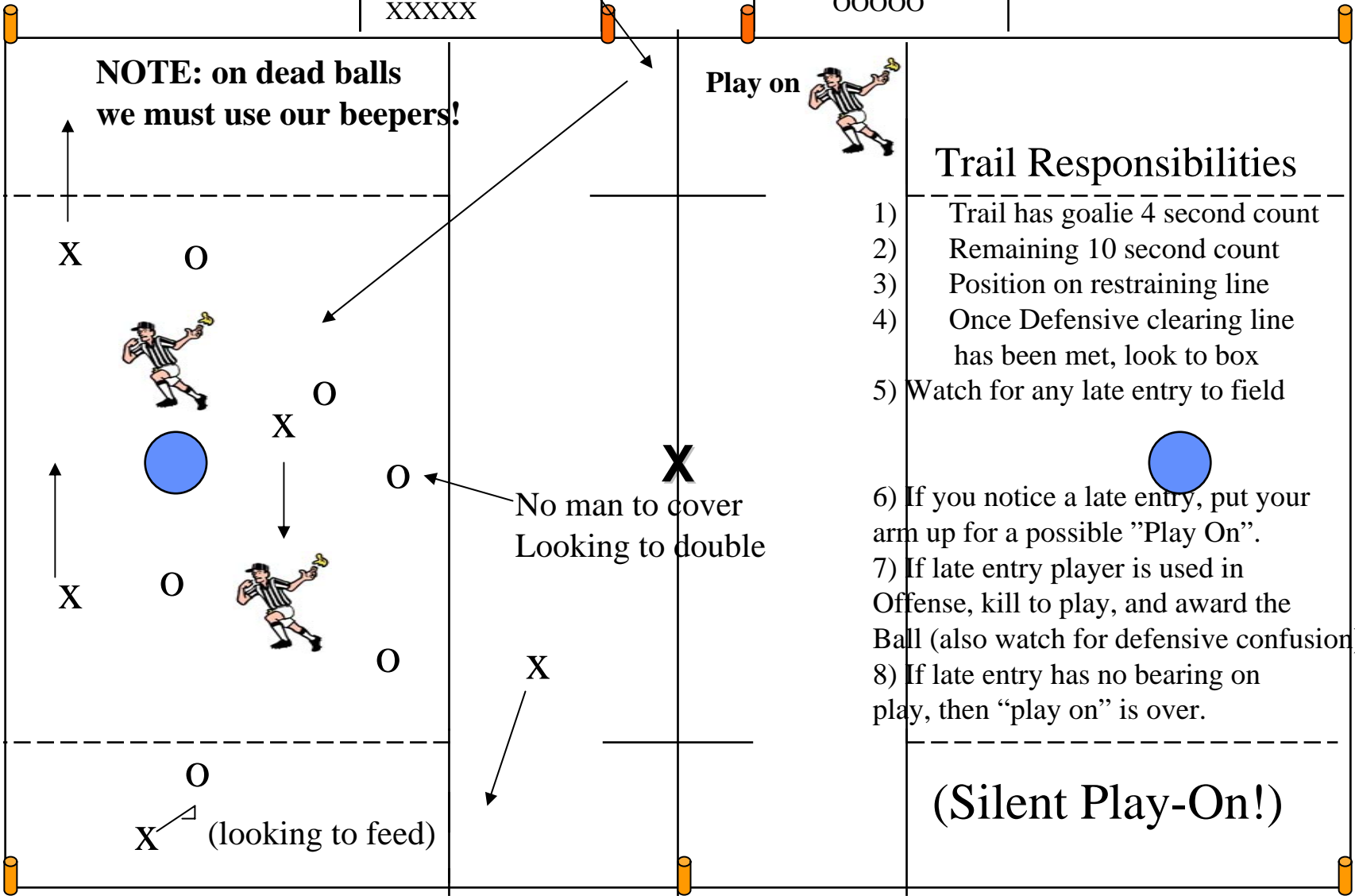
Play on

Trail Responsibilities

- 1) Trail has goalie 4 second count
- 2) Remaining 10 second count
- 3) Position on restraining line
- 4) Once Defensive clearing line has been met, look to box
- 5) Watch for any late entry to field
- 6) If you notice a late entry, put your arm up for a possible "Play On".
- 7) If late entry player is used in Offense, kill to play, and award the Ball (also watch for defensive confusion)
- 8) If late entry has no bearing on play, then "play on" is over.

(Silent Play-On!)

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HOME

XXXXX

VISITOR

00000

- 1) Counting as Trail (out of box)
- 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) Illegal Team Time Outs
- 16) Goalie Interference is now a "play on" until advantage is lost. (College)



BE PREPARED