

Use Your Tools

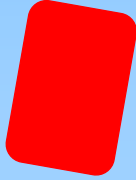
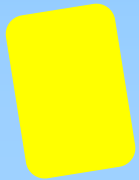


Whistle



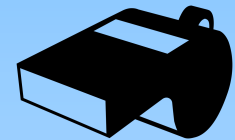
Flag

Cards



Whistle

- Whistle Talk
 - Vary tone based on severity of play
 - Loud and bold for BIG fouls
 - Short and sweet for restarts, boundaries
 - “Celebration” tweet for goals



Midfield Whistle

- Recognize a foul
- Whistle. This communicates with players that their actions are not legal (*new guidance due to self-start*)
- May put arm up horizontally in the direction of advantage (*old guidance that still may be used*). Make sure it's a quality advantage. If not – whistle.

Do not whistle if the player is almost entering the CSA because it is not to their advantage here. Use arm.



Flag – Advantage in CSA

A flag is displayed when an attack player is:

- A. In the **critical scoring area**
- B. On a **scoring play**, and
- C. Is fouled by a defensive player committing a **Major foul**, and
- D. Retains possession of the ball

OR

When an attack player on a scoring play and a Major foul is committed against an attack teammate without the ball

Raised Flag: Criteria

Flag is a
Held Whistle
(Advantage)

In the
Critical
Scoring Area

On a
Scoring Play

Major Foul
by Defense

Scoring Play



A scoring play is a continuous effort by the attacking team within the Critical Scoring area to move the ball toward the goal and to complete a shot on goal.

End of the Scoring Play

- A shot is taken
- The attacking team loses possession of the ball
- The attacking team passes or carries the ball below the GLE and stops continuous attempt to score
- The attacking team stops the continuous attempt to score, or the player with the ball is forced by the defense to lose her forward momentum
- The attack fouls
- Note: the official who pulls the flag determines when the scoring play has ended.

Foul in CSA, above the GLE, Outside 8m Arc

✓ Headed to goal
(Start of scoring play)

✓ Cross check by
defensive player



In
CSA



Foul Below Goal Line Extended

? Headed to goal?
(Start of scoring play?)

✓ Cross check by
defensive player



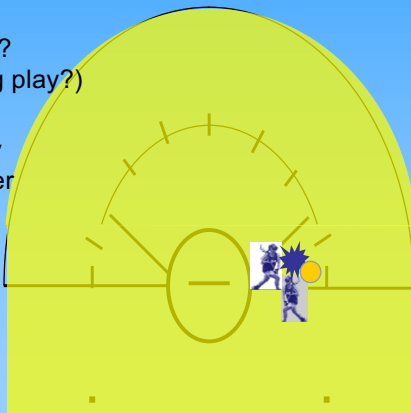
In
CSA



Attack "Wrapping" the Goal Circle

✓ Headed to goal?
(Start of scoring play?)

✓ Cross check by
defensive player



In
CSA



Flag in the CSA



<https://youtu.be/2WGoEisF8i4>

Attack Loses Possession



Headed to goal
(Start of scoring play)



Cross check by
defensive player



In
CSA



Attack drops the
ball
(End of scoring
play)

Attack Shoots



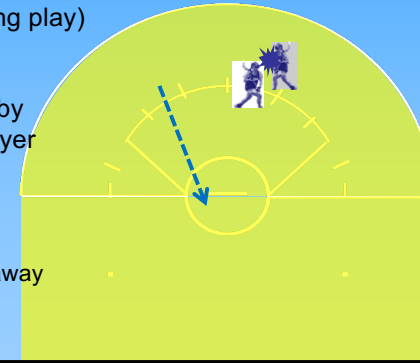
Headed to goal
(Start of scoring play)



Cross check by
defensive player



Flag put away



In
CSA



Attack shoots
(End of scoring
play)

REVIEW SLOW WHISTLE

True or false

1. The slow whistle allows the attack to continue to 'go to goal'.
2. The foul against the attacking player must be a major foul in the CSA.
3. If the movement to goal stops, the foul is whistled.

NOTE!

- ✓ If the flag is raised and and Shooting Space develops, **THE OFFICIAL WILL BLOW THE WHISTLE IMMEDIATELY.**
- ✓ The official may, at any time following a flag, blow the whistle to halt potentially dangerous play.

Green crosses check Red as they are running laterally between the 12 and 8m. Official pulls their flag. Is this correct?



No. A player running laterally between the arc and fan is not on a scoring play

The official should hold for advantage (arm) or whistle

Remember that a flag can provide special privileges such as a hash for a second foul

Do not apply this rule indiscriminately

Don't skip it when they are entitled.

Enforcement of a Flag

- Shot = advantage gained (flag away)
- No shot (Scoring Play ends) = FP
- Shot is affected by the foul so that no advantage is gained (Scoring Play ends) = FP
- Cardable offense by defense = card
 - If goal is made = FP at center for attack
 - If goal is not made = FP, card to defense etc

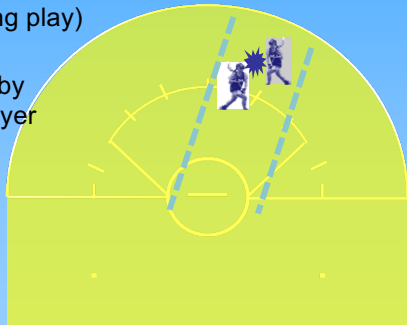
Penalty Administration of a Flag

- Administer the penalty at the spot of the foul.
- If you are administering the foul outside the 8m, make sure the **Lane** is wide and clear.
- If you are administering the foul on any **8m hash**, make sure the **Penalty Zone** is cleared.
- If there are additional fouls, administer the foul on the **8m hash** nearest to the most recent foul at the end of the unsuccessful scoring play.

Penalty Administration - Outside the 8m

✓ Headed to goal
(Start of scoring play)

✓ Cross check by
defensive player



In
CSA



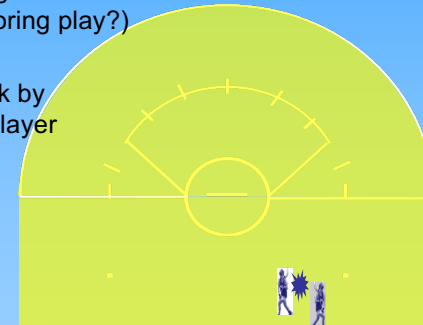
Attack drops ball
(end of scoring play)

Clear a Lane

Foul Below Goal Line Extended

⊗ Headed to goal?
(Start of scoring play?)

✓ Cross check by
defensive player



In CSA

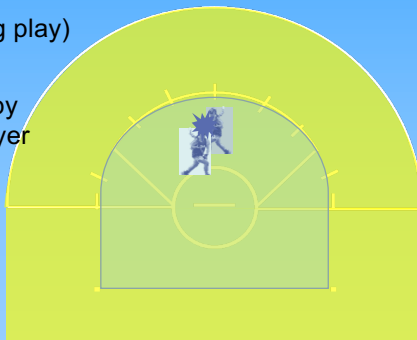
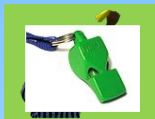


**Foul
administered at
closest dot**

Penalty Administration in 8m Arc

✓ Headed to goal
(Start of scoring play)

✓ Cross check by
defensive player



In CSA



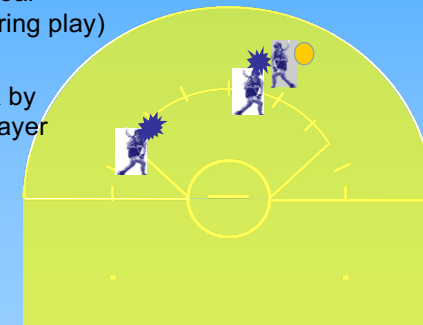
Attack drops ball
(end of scoring play)

Foul administered
at nearest 8m Hash
Clear the Penalty
Zone

Second Foul on a Flag

✓ Headed to goal
(Start of scoring play)

✓ Cross check by
defensive player



In CSA

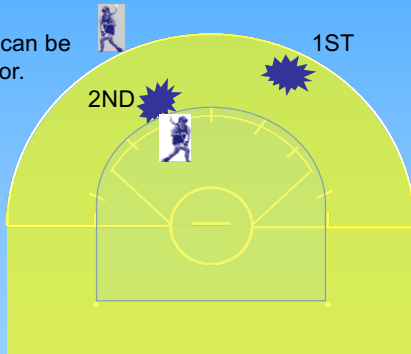


Second foul-
(major or minor)
and attack drops
the ball

Second Foul on a Flag

This 2nd foul can be Major or Minor.

Clear the Penalty Zone



Even if the 2nd foul is not in the 8m, the attack will be awarded a free position at an 8m **HASH** nearest to the most recent foul at the end of the unsuccessful scoring play.

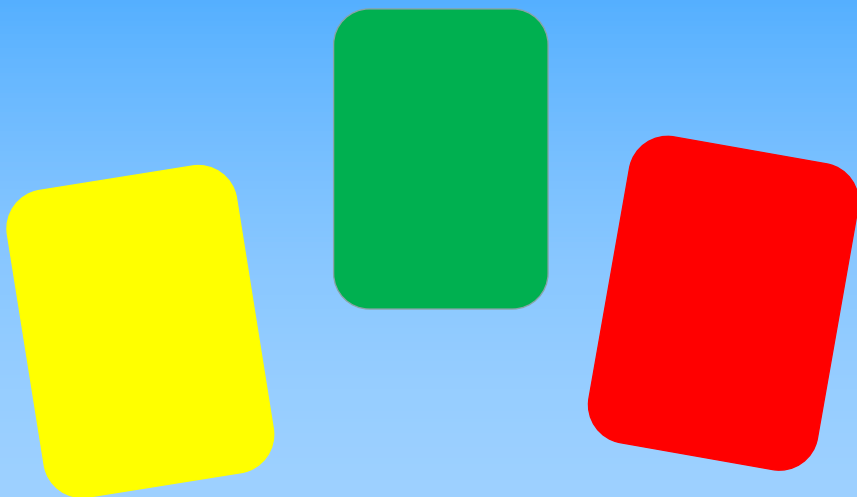
Attack Foul during a Flag

If, during a slow whistle, the attacking team commits a foul, it will be treated as an offsetting foul.

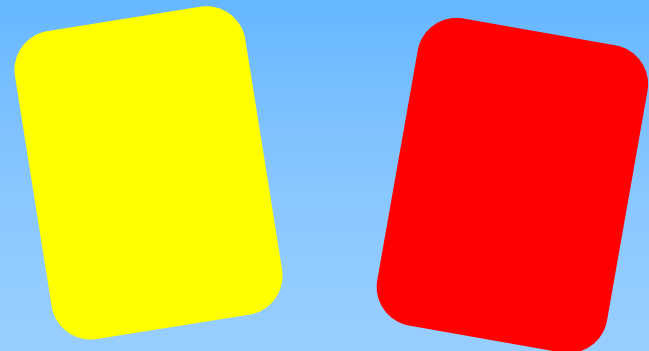
Alternate Possession shall be awarded at the Dot nearest the spot of the foul that caused play to stop.



Cards – Misconduct or Delay?



Misconduct



Misconduct Fouls

Mandatory Cards

- Check to the Head
- Slash
- Dangerous
- Dangerous Propelling
- Dangerous Follow-Through
- Dangerous Contact



Discretionary Cards

- Dangerous Play
- Repeated Major Fouls
- Unsportsmanlike Behavior
 - Verbal
 - Physical

Misconduct Possibilities

First offense



- May return to game

Second offense



- May NOT return to game
- May play in next game

OR



- May occur after First Yellow but does not have to
- May be issued Without a Yellow having been given

- May NOT return to game
- May not play in next 2 games
- Report filed in DragonFly

Penalty Administration

Yellow Card

- ✓ Time = 2 minutes
- ✓ Player must sit or kneel in the penalty area
- ✓ No opponent is behind the Free Position

End of Penalty

- ✓ Player may return to the field
- ✓ Player may be replaced by a substitute



Cards are not releasable

Penalty Administration

Red Card

- ✓ Time = 4 minutes
- ✓ Player must sit or kneel in the penalty area
- ✓ No opponent is behind the Free Position

End of Penalty

- ✓ Player may **NOT** return to the field. Goes to bench area
- ✓ Player may be replaced by a substitute



Cards are not releasable

What May an Ejected Player Do?

During the ejection period, a player may:

- Be on the sidelines/team bench,
- Accompany and/or travel with the team
- May not participate in pregame warmups
- May not wear a team warmup or game uniform while on the sidelines/team bench

OHSAA General Sports Regulations p. 74

What May an Ejected Coach Do?

During the the ejection, a coach who has been disqualified shall:

- Be ejected from the vicinity of the playing area
- Must return to the locker room or team bus or leave the premises.
- Shall not go to the spectator area.
- Is prohibited from further contact, direct or indirect, with team members, managers and other coaches during the remainder of the contest.

After the initial ejection and suspension, a coach may:

- Attend the next contest(s), but must be seated in the spectator area
- May not give instructions to the players or assigned coach any time prior to or during the contest including halftime or any intermission.

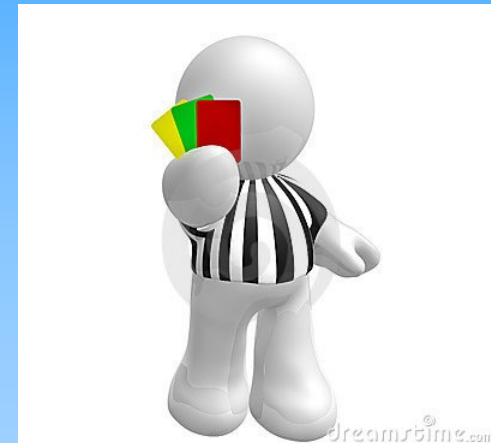
OHSAA General Sports Regulations p. 75

Issuing a Card



<https://youtu.be/Z68yB3r8bzQ>

Delay



Delay

Intentionally delay the game:

1. Failure to move 4 meters away on a free position or 2m from a boundary restart
2. Repeated self-starts from beyond 4 meters of the ball or when self-starts is not allowed
3. Any type of behavior the official deems a delay

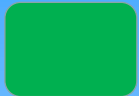
Delay

These fouls are **NOT** delay of game fouls

1. Jewelry
2. Mouthguard
3. Uniform
4. Goggles
5. Improperly worn headgear
6. GK equipment

*They do **NOT** get a **green** card:*

Delay of Game – Penalty Progression



1st Delay -

- **Green** card to the offending **team**.
 - A change of possession takes place if applicable for the minor foul.
 - No player leaves the field and the team does not play short.



2nd Delay–

- **Green/yellow** card shall be issued against the **offending player**.
 - Award the appropriate penalty for a major foul.
 - The offending player must leave the field and the team plays short for 2 minutes.
 - This card is not included in the team or player's card count.



Subsequent Delays –

- **Yellow** card for misconduct against the **offending player**.
 - The offending player must leave the field and the team plays short for 2 minutes.
 - This card is included in the team and player's card count.

Progression doesn't need to be the same player or type of delay

Minor Foul or Delay... ?

Teams failing to promptly return to the field after the time-out or time between quarters has expired.
(Rule 9-1p; minor foul)

Warn if team(s) are not breaking the huddle. If they respond quickly to verbal warning - take a draw or set up the restart as dictated by what preceded the TO.

Don't allow this dawdling to happen multiple times without any consequences....you can give a bit of a cushion but not a lot.

Minor Foul or Delay, cont.. ?

If they do not break the huddle efficiently or this action has been repeated, progress to Delay protocol.

1. Green card goes to the coach. FP for minor foul for the opponent if warranted.
2. 2nd delay (green/yellow) The card goes to the coach.
 1. FP for major foul for the opponent.
 2. The coach has to choose a player to serve.
 3. Team plays short.
3. 3rd delay (yellow) card to the coach.
 1. FP for major foul for the opponent.
 2. The coach has to choose a player to serve.
 3. This yellow card is misconduct to the coach
 4. Counts against the team total

The sooner in the game that delays are warned/called (if necessary), the sooner this behavior will stop.

Questions?



Questions?

