

Mid-season Federation Rules Reminder

Say ladies and gentlemen, as we are now in mid-season, just because we have passed the rules exam, let's not push the book aside. I wanted to share with you just a few play situations I have witnessed which has caused me to put out this rules refresher.

- 1.) Don't forget **Unnecessary (UNN) roughness is NOT a full-time foul**. If you examine the language under UNN under Rule 5-9 on pages 66-67, the only time UNN is full time is when the check is applied to a "defenseless player." (Situations 5.9.3 B,C,D reference the possibility of a 3-minute non-releasable foul against a defenseless player. If you believe the foul is egregious enough, I recommend changing your call to "Illegal body check," which under rule 5.3,5.4 (pp 61-62 are anywhere from 1 minute (indirect contact rising into the helmet area) to as much as 2-3 full-time for direct contact to the head/neck area. Which leads me to my second point ...
- 2.) In **Federation a direct hit** to the head/neck area starts at 2 minutes non-releasable (see above) and can be reason for ejection. Saw an open field directly hit to the head where 2 college officials determined this to be 1-minute non-releasable, but 2-minutes as to be the minimum here.
- 3.) Defenseless player: What used to be good hit when many of us were playing and what may be a good hit in college, may well be an illegal body check - 2 minutes or more non-releasable, in high school Federation. NCAA does not have "defenseless player" as such, but Federation does. Particularly in a lop- sided game, do your best to tighten up the calls to protect the players and this call is one which can be used.
- 4.) **COUNTING REMINDERS**: Remember, when a loose ball passes from the team's offensive side to the defensive side, you may have a play-on, but nonetheless, the 10" count does not begin until the attacking team gains possession. Recently saw a loose ball trickle over midline and as soon as the ball crossed, he began his count and was at 4 by the time the attacking team possessed it.
- 5.) **COUNTING MECHANIC**: Although you will not find this suggestion in any Federation mechanics manual, it is because we don't have one per say. Nonetheless, in college, a mechanic often employed is for the officials to count players throughout the game . In a 3-man crew, Umpire counts home, Field Judge counts visitors and "R" counts both. In a high school 2-man crew the "R" counts home and "U" counts the visitors. The idea is before every dead-ball restart, you are counting your team to make sure you have the proper number of players, and all are properly on-side. (just good preventative mechanic).The same technique can be applied as to what sticks you get – if that is the team you are counting – you get their stick.
- 6.) In college, I understand, it is no longer mandatory to keep score, but under the "Duties of Officials in Federation, we are not only to keep score but verify it after every quarter with the official scorer. Good time to verify timeouts and see if any player might have 4 personals. (Check Rule 42.4) on page #26. I recently witnessed a discrepancy with the

score and because one official chartered each goal (including the #), his scorecard determined the official score. Good habit to form)

- 7.) Like any other player, the Goalie serves his penalty time. Rule 7-21€ on p. 83 states, If the goalkeeper is penalized or injured, the official will allow a full one-minute delay for replacing the goalkeeper on the field beginning with the goalkeeper's warm-up."

ON A POSITIVE NOTE, I AM OBSERVING SUPER COMMUNICATION WITH COACHES AND REALLY GOOD FIELD POSITIONING AND COMMUNICATION WITH FELLOW OFFICIALS. IN GAMES I HAVE OBSERVED, I THINK WE ARE DOING A FINE JOB ON "NO-CALL" WHERE NO DISADVANTGE WAS CREATED REGARDING SOME OF THOSE TECHNICALS. KEEP UP THE GOOD WORK! I have only focused on small stuff, but the absence of small stuff makes for good stuff.