

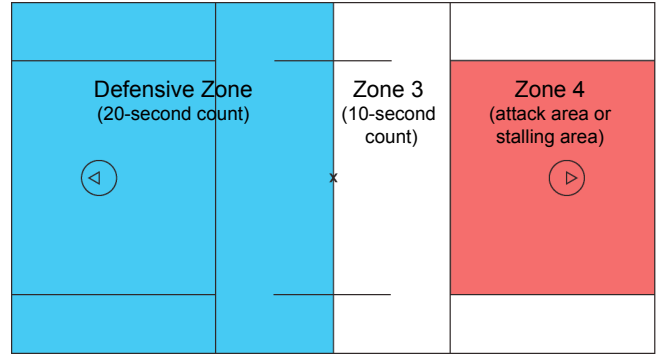


# Two-Man Mechanics

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## Zones of the Field (NCAA/NFHS)



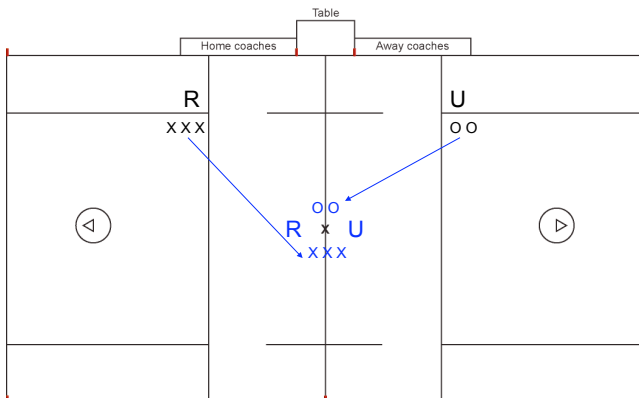
### Pre-Game

- Pre-game officials meeting off field
- Take the field as a team at least 20 minutes before start
- Inspect the field for hazards and the goals for holes
- Meet with the home coach:
  - Certify
  - Identify scorer/timer (brief after certification)
  - Balls on end lines or ball retrievers?
  - Special ground rules
  - Let him know when you will call captains
- Meet with the away coach and repeat relevant steps
- No whistles until after coin toss!

### Pre-Coin Toss

- Call for captains at the corner of the attack area
- R normally gets home team and U gets away team
- Introduce yourself
- Tell speaking captains they'll stand next to the R
- Tell them which way to face (home faces bench, away team has backs to the bench)
- R gets about 5 steps towards center before U leaves so R can set up the home team

### Coin Toss



### Coin Toss

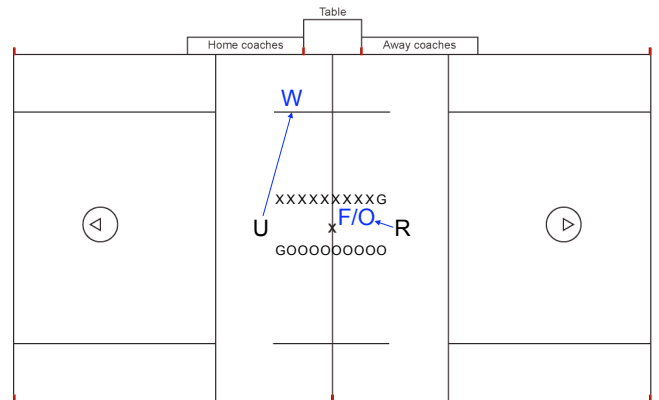
- Introduce yourselves to the captains
- Explain coin toss:
  - Visiting speaking captain calls before flip; U repeats call
  - R flips the coin in the air and catches it without turning it over (drop = re-flip)
- Winning speaking captain chooses goal or AP; loser gets other option
- Rotate so they face the goal they'll attack; tap shoulder to indicate team with AP
- Left shoulder facing goal they'll defend for line-up
- Check goals again after coin toss (new holes, balls)!

## Line Up

- Teams with left shoulder to goal they'll defend
- Goalies go on the end of the line
- A few **brief** words (including ground rules if necessary)
- Keepers shake and head for goals
- Other players shake and move to position
- R will normally conduct opening face-off and run the far side in the first half

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## Line Up



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## Positioning for all face-offs

- Sticks parallel to the midline
- Heads vertical
- Both hands wrapped around crosse and on ground
- Neutral zone clear: no head, foot, shoulder, hip to the right of the start of the plastic
- Hand off plastic
- Butt end may be off ground only if both hands are on the ground

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## NFHS Face-Offs

- Gloves/stick up to but not touching the ball (stick/gloves may touch midline)
- "Down," "Set," whistle
- Award possession for pre-whistle face-off violation, but do not send player off
- Restart for any technical foul before face-off ends is at midfield

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## NCAA Face-Offs

- Gloves/stick up to but not touching the midline
- "Down," whistle
- For pre-whistle face-off violation, send face-off player off field
- Restart for any pre-possession technical foul is at midfield

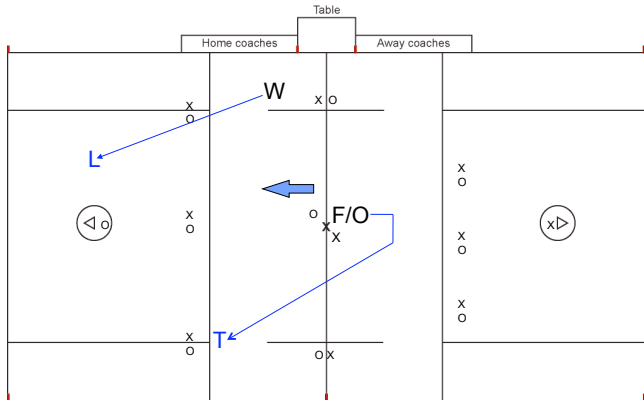
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## Face-Off Mechanics

- Wing official (W) lines up between end of the midline and midfield; no movement until whistle
- F/O official stands with arms at side, whistle in mouth
- Either official may call face-off violations
- When play starts, F/O official backs out toward goal, then to correct sideline
- F/O official has most possession calls
- Trail has 20-count, if any (or the 10-count on a short Zone 3 possession followed by a retreat into defensive zone); Lead has first 10-count

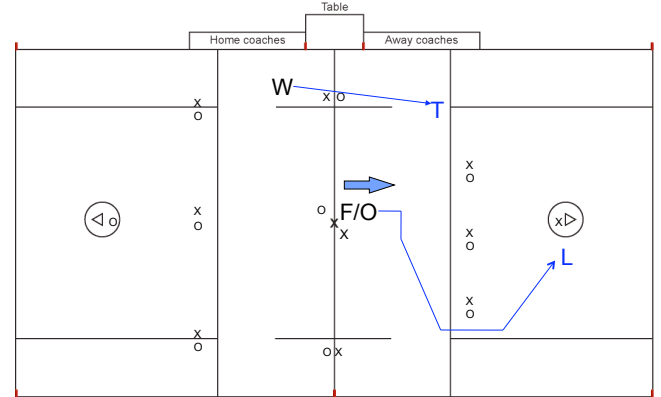
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## Face-Off (ball away)



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## Face-Off (ball toward)



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## Face-Off Violations (NFHS)

- Multiple whistles, signal violation quickly
- Post-whistle violation—short play-on if appropriate
- New Lead heads for GLE
- New Trail gets player to midfield, starts play quickly, and has 10-second count
- Middies may sub during ensuing dead ball, but attack and defense are not released if foul is technical
- NCAA is the same except for . . .

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## Pre-Whistle F/O Violations (NCAA)

- Pre-whistle violation (including wing)—multiple whistles, signal violation quickly, new Lead heads for GLE
- Offended team gets possession; offending team F/O man must sub out
- Trail must immediately flag any participation from player subbing out or delay from other players (e.g., standing within 5 yards on the free play)
- As soon as ball is in possession on offensive end near the midfield line, new Trail starts play and has 10-second count

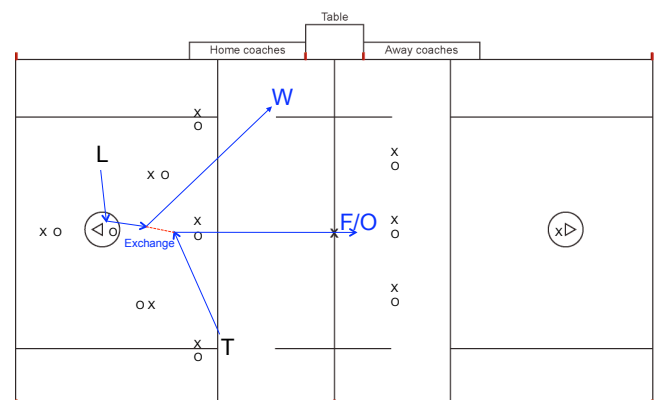
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## Goal scored

- Lead runs into crease, signals goal for 2–3 seconds, watches defensive team
- Trail must watch for late hit and other post-goal issues while moving into attack area, watches offensive team
- Lead transfers ball to Trail, goes *left* to become Wing (W), and clicks timer when F/O official is in position
- Trail **steps over midfield**, turns around, holds up ball, puts it on ground, and becomes F/O official
- Once in position, then write goal on scorecard
- When field is set, W signals F/O by pointing toward the goal the W will cover

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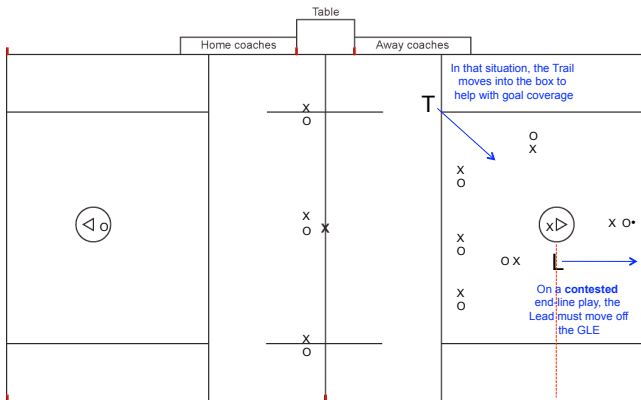
## Goal Scored



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## Settled situations II



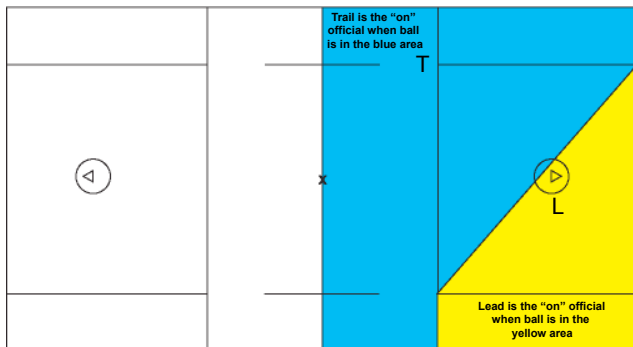
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## “On” and “Off” officials

- The “on” official watches the ball and calls most fouls there (e.g., push, hold, slash, trip, illegal body check)
- The “off” official watches everything else (e.g., crease, interference, illegal screen)
- When player is in transition from one zone to another, whoever the player is moving toward is the “on”

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## Settled situation: on/off official



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## Counts

- The face-off official has the count on the face-off
- T always has the 4-second and 20-second counts
- L always has the first count across midfield
- After the first count, the “on” official always has the count coming out of the box
- If you do not have the count and the ball goes into the box in your alley, hand up for 2–3 seconds, then point
- The official restarting play **always** has the count, if any
- Switch arms if one count ends and a new count begins
- Use “reset” signal to indicate new count on changes of possession or after a play-on

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## Restarts

- In a settled situation, the “on” official has the restart and the count
- The Trail **always** has the count if the ball is leaving the Trail’s half of the field
- The Lead may need to signal to the Trail when the player in possession is in bounds for the restart
- Make eye-contact before restart after penalties, before face-offs, after timeouts, and after sideline horns
- Quick restart on end line out of bounds, possession technical fouls

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## Shot out of bounds

- Lead **must** chase the ball to the end line
- Possession to the team with in-bounds player’s body closest to the ball when it breaks the plane of the sideline (horn allowed) or end line
- L must get back to GLE **before** restarting play unless there is a contested play on the end line
- Play can start inside the attack area for an out of bounds on the end line
- Trail restarts play if the ball is in the alley

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## Sideline out of bounds

- Hand up and whistle
- If player stepped out, point to sideline with sweeping motion to indicate OOB rather than a foul
- Point in the direction of play and call color of team getting ball
- Both hands up to indicate that a horn is allowed
- Bench-side official clicks timer and keeps arms up (1) for up to 5 seconds if no horn (2) until teams are done subbing or until beeper goes off if there is a horn
- Trail restarts if the ball is leaving the Trail's half of the field; look to Lead for point if ball is on far side
- In the offensive end, the "on" official restarts

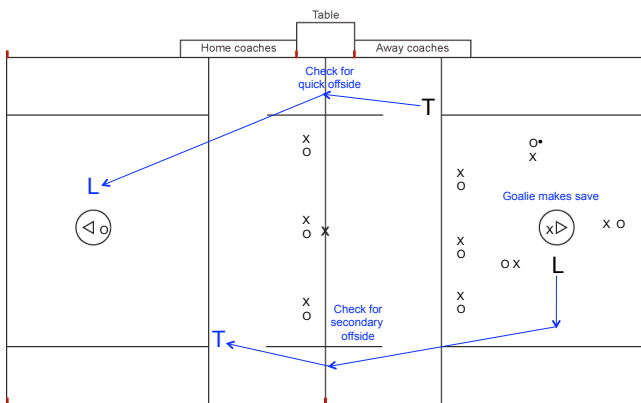
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## Transition

- When defense gains or is awarded possession, L becomes T and T becomes L
- Trail stays even with the ball and has the 4-count, 20-count, and secondary offside call
- Lead has the **quick offside call**
- Lead stays at least one zone ahead of the ball and has the first 10-count across midfield
- Lead must beat the ball to the goal

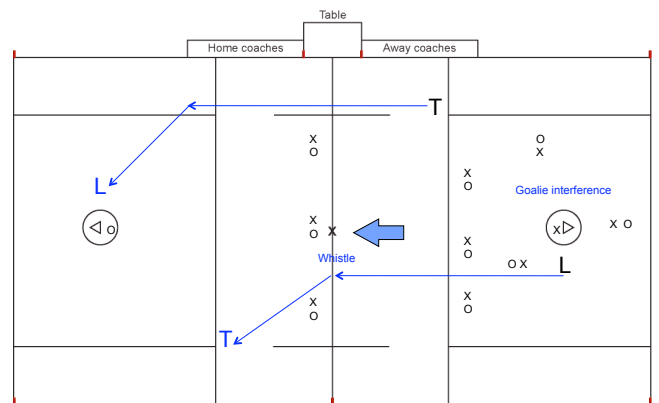
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### Transition



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### Free clear (no time served)



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## Flag Down

- Throw flag high into the air (but if foul is during a clear, throw flag toward midfield)
- Yell "Flag down!"; other officials echo the call
- NCAA—Take whistle off finger (or palm lanyard whistle) to remind you of the extended flag-down rule
- Trail takes position on the corner of the attack area (since he is no longer responsible for the other goal)
- Stop play when appropriate (recall differences between NCAA and NFHS)

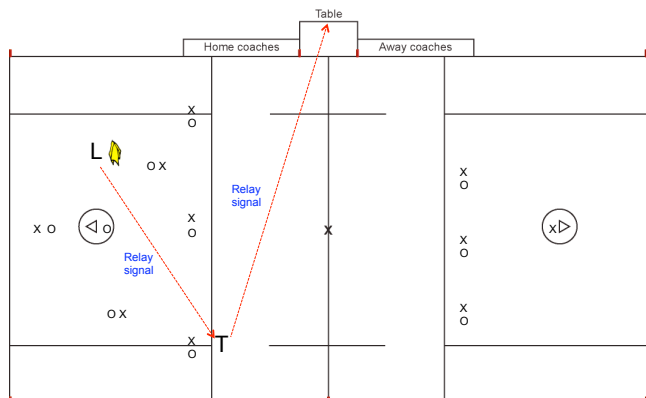
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## Signaling time-serving fouls

- Watch residual action
- T **always** reports: relay through T or briefly make sure L has the call
- Don't assume your flag is for the same foul as your partner's flag
- Find open space, plant feet, pause
- Report **C**olor, **N**umber, **O**ffense, **T**ime, **E**xplanation of restart/nonreleasability (**C-NOTE**)
- T starts timer; L should have field ready
- Don't start until you get point from T

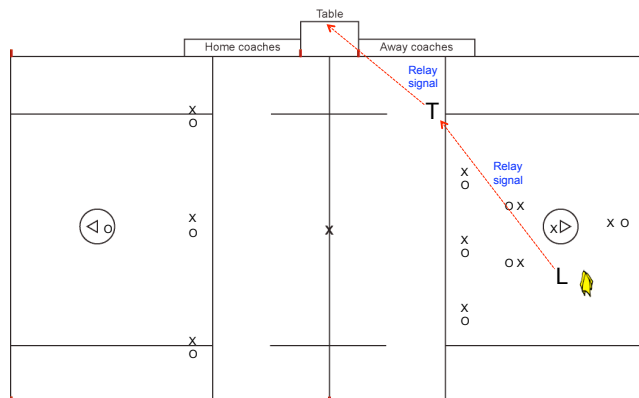
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## Signaling Penalties (Lead)



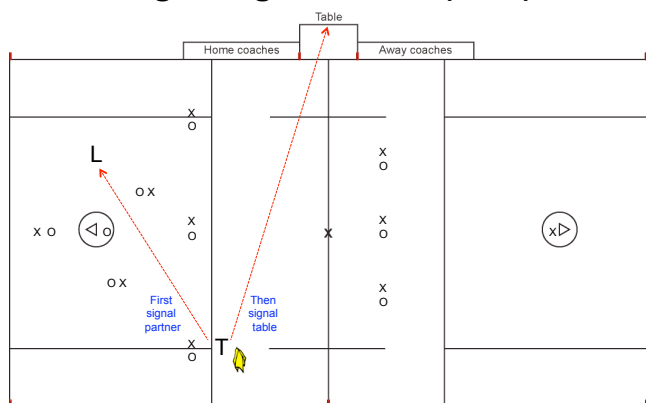
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## Signaling Penalties (Lead)



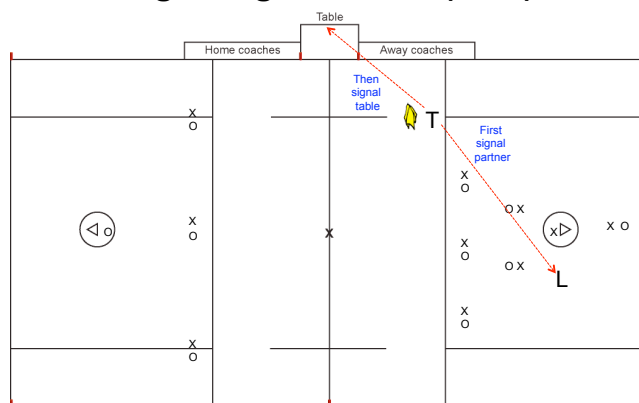
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## Signaling Penalties (Trail)



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## Signaling Penalties (Trail)



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## Signaling possession fouls

- Watch for residual action from play
- Short: “Loose ... push ... blue ball!”
- Sometimes you can even drop “Loose”
- Make the call loud and clear, with big signals
- Move ball out of Zone 4 if necessary
- **Quick restart:** everyone should be “in the play” (*exceptions: 5-count for GK out of crease, player too close on free play*)

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## Equipment checks

- Check during dead-ball situations: timeouts, between periods, after goals, before face-offs
- NCAA—six checks per team per game; only check stick unless coach requests
- NFHS—**at least** one per team per half; check stick and all protective equipment
- Decide on a plan in the pregame, but be flexible
- After a goal, trail gets goal scorer and lead gets D-pole (postpone check if there is a flag down)
- Complete check in 20 seconds; if it takes more than 5 seconds to determine legality on any aspect, move on
- Do not pull players out of huddle

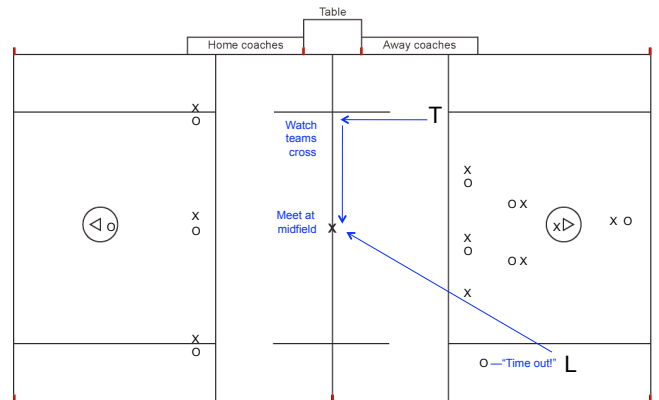
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## Timeouts I

- Can be called by *head* coach or any player on field
- Dead ball: either team can call
- Live ball:
  - NCAA—only with possession across restraining line in offensive end
  - NFHS—with possession anywhere on the field
- Bench-side official watches teams cross
- Make sure benches know which team called timeout

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## Timeouts



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## Timeouts II

- Start 1:40 timer when teams have had enough time to get to their benches (not necessarily when they get there)
- Be sure you know where ball is starting (NFHS: move ball outside box unless an end line out of bounds resulted from a shot out of bounds)
- Meet at midfield
- Write down timeout (time left in period)
- Discuss game situation
- Sound whistle and start beeper at 1:40 or when team calling timeout returns to field

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## Stalling I

- Be aware of NCAA vs. NFHS differences
- Key phrase: the offense must be “trying to create a scoring opportunity”
- Fold arms across chest to let your partner know you’re thinking about stall warning
- When appropriate, yell “Keep it in!” and give the arm signal
- Do not trap the team as they step in and out: if necessary, tell them, “White is going to have to keep it in” while they are still in Zone 3

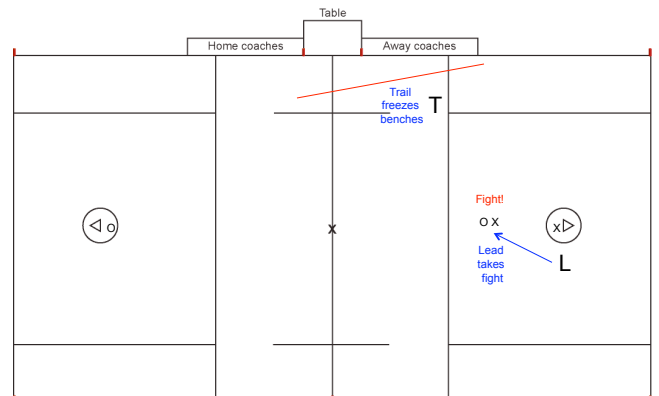
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## Stalling II

- Once given, a stall warning is in effect until defense gains possession, a goal is scored, or a period ends without possession carrying over
- If the ball leaves the attack area other than by a shot or a deflection by the defense, possible play-on
- Stall warnings should be given early in the game if appropriate whether team is leading or trailing
- A man-down team may be warned for stalling
- Warning in last two minutes for team in the lead is automatic: it is a violation to come out even if you forget to give the “keep it in” warning

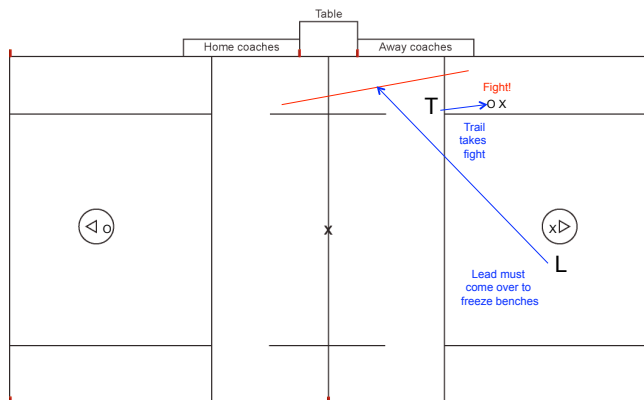
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## Fight in front of far side official



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## Fight in front of bench side official



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## Post-Game

- Come in close to the ball at the final horn to show a presence and to discourage post-game "issues"
- You have jurisdiction and can expel players/coaches after final horn (suspensions to be served)
- Watch the teams cross to their benches, then quickly leave field as a crew
- Do not stay to watch the handshake (unless your state association requires you to)
- As soon as possible, call assigner if necessary (e.g., fights, expulsions, USCs, field issues, uniform issues)
- Follow up with a written report

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