Minutes from prior meeting were accepted. Noted the Board’s website was improperly reflected in minutes.

Disqualification Form: Forms are on website. You can download the form, input necessary information regarding any disqualification, and then send the completed form as an attachment via email. Completed form to be distributed to Carl Davis, Ed Storrs, Pete Shambo, and the appropriate league coordinator for the player/team disqualified. Please send the completed form out as soon as possible after the completion of the contest, preferably the same day as the contest.

Midseason Meeting Date: Week of break was considered. Several people were unavailable during that time. Date of meeting TBD.

Sportsmanship Rating Form: Steve Simmons will collect all rating forms from officials and compile results. Form used to track cards administered, and ratings of players, coaches and fans. Ratings are 1-5, any rating of 3 or less should include a comment as to why that rating was given. Forms are to be turned into Steve at mid-season and end of season.

Concussions: If we believe a player has a concussion, we advise the coach that we opine the player is injured. It is up to the coach & their medical personnel to assess the player. We do not render medical opinions. Concussions are treated like any other injury.

Rule Changes/Emphasis:

2010: Each team has two time outs per game. Can be called during dead ball as indicated or either team may call a time out after a goal. Mechanic: In pregame ask coach to say team color & ask for time out when a time out is requested. Officials to advise players to drop sticks where they are standing before players are allowed to leave their spots on the field. Officials are to note the number of the player who has the ball so proper player restarts play. Officials should note the situation so they know how play is to be restarted.

Marking distance – to be considered to be marking a player, the player who is marking must have some portion of the marked player’s body within a stick length’s distance. Marking will affect shooting space and three seconds.

2011: Carding changes. If a player is not on the field they are considered bench personnel, any card assessed v. bench personnel goes against the coach unless you have definite knowledge of who the
offending player is. A player must come off the field for three minutes when the coach or bench personnel are carded.

Crosses may be appropriately strung through bottom holes (Mantra Crosse). That crosse is not allowed to be used in a draw.

No barrettes, bobby pins, jewelry, etc., allowed as per NYS guidelines. If a player is wearing this illegal equipment, they are allowed to remove it on the spot. If there is a delay, a substitute should be requested. Jewelry is not a delay of game, it is a minor foul. Preventative officiating during stick check allows officials ample opportunity to properly inspect mouth guards, crosses, and to look for jewelry.

Mouth guards must cover the players’ molars, not be chewed up, and fit properly. If the mouth guards are not proper per the rules, the player needs to use a different mouth guard that is compliant with the rules. Mouth guards should also be properly worn. The officials’ consistent application of ensuring proper fit, condition, and wearing of the mouth guard is necessary.

Test: Everyone did a very good well on the test. It is imperative that all officials know the rules and consistently apply the letter of the rule.

Restart Mechanics: Boundary ball – players must be set up 4 m. from the sideline or end line. Move only those players necessary and make sure they maintain relative proximity to the ball carrier. Take your time to restart play and to establish early in the game what 4 m is.

Restarting play w/ whistle: Kids anticipate when the whistle will blow. Be consistent on how you call restarts to avoid unnecessary false starts. Do not keep your hand overhead for restart for prolonged period and invite false starts. For our area/region, focus on raising your hand and THEN blowing your whistle w/ a split second delay. Definitely blow the whistle before you drop your hand. If you cause a false start, stop the match immediately and re-set up the play.

If no foul is involved in the stoppage of play, the ball is restarted in possession of the player who had possession when play was stopped, or the player closest to the ball at the time play was stopped. If players from opposing teams are equidistant from the ball, but no one is in possession of the ball, the play is restarted w/ throw. (p 28, Rule 5, Sect 24b)

Dangerous Propelling: Rule is a player’s shot does not have to hit another player for dangerous propelling to be called. A mandatory yellow card is issued for dangerous propelling. Preventive officiating is to call shooting space as soon as possible in effort to prevent a dangerous shot from being taken. If a shot is taken before anyone is in shooting space, and a player runs through shooting space after the shot goes off, dangerous propelling should not be called. Do not penalize the shooter in that case. Keep in mind that just because a shot is taken when someone is in shooting space, that does not mean an automatic dangerous shot has been taken. Evaluate each shot on a case by case basis.
**Dangerous Shot:** Must watch for placement of the shot, force and distance of the shooter to the goalkeeper. Must make sure to not penalize the shooter in instances where the GK moves into the shot, even if the movement is minimal, if the shot is deflected off of a goal pipe or a crosse, etc.

**Stick checks:** Develop a system/routine to ensure that you are consistent w/ every player and check the stick, mouth piece, and for jewelry. Have players remove goggles, mouth pieces, ear warmers and other clothing/equipment that prevents officials from checking from jewelry. Have a measuring tape so all sticks may be checked for proper length. It is recommended that each official mark their tape measure to identify the proper stick lengths for field crosses and GK sticks for quicker stick checks. GKS must have proper protective equipment (helmet, throat guard, thigh guard, shin guard, mouthpiece, and chest protector).

**Illegal shooting strings:** You must be sure to check the strings on each stick to make sure there are not illegal stringing or the improper kind, type and number of shooting strings. Specifically look between the 1&2 thongs and the 3&4 thongs for illegal coiling or wrapping of shooting strings. The shooting strings can only be twisted, wrapped or coiled two times between any two thongs.

Illegal crosses should be removed from the game and kept at the scorer’s table. Those sticks may not be used in the contest until they are checked and deemed legal by an official.

**Example of illegal shooting strings** (note number of coils between vertical thongs):

**Arriving at the game:** Drive together whenever possible, arrive 30 minutes before the game. Notify the field administrator that you are there, introduce yourself to the coaches & ask if all equipment and clothing is legal, complete your vouchers.
At captain’s meeting address amount of time for halftime, identify speaking captains, identify field lines and any unusual condition of the playing field, coin flip to determine defensive end, advise no jewelry is permitted.

Scorekeeper must be present at the table for the home team. The visitor’s book does not have to be at the table, but it is recommended it be there. (Exception: JV level: if home team does not have an extra player or person to keep score, the visitor’s book can be made the official book.)

Instructions to scorekeeper: keep track of who is in game, cards & when penalty time for carded offenses expire, who scores each goal. The scorebook stays at the table for the entire game, including halftime.

**Game Management:** Officials must work as a team. If your teammate makes a call and you are 100% positive that the wrong call was made, stop the time and approach your partner to advise of your observations. It is the calling official’s responsibility to determine whether to change their call. The officials need to support each other no matter what. Do not criticize or badmouth your fellow officials before, during or after a contest; however, you are encouraged to talk with your official post-game (out of earshot of coaches, players, spectators, etc.) regarding any discrepancies or conflict of opinion.

Officials should not change ends of the field after “x” goals or “x” amount of time.

Record pertinent events on your cards when the event occurs. During time out compare notes with your partner(s), discuss situations and any concerns voiced by coaches or players.

If a coach requests a conference with the officials, the other team’s coach or representative should be invited to that conference. Keep the conference objective and professional. Cites rules using proper verbiage whenever possible.

**Availability:** Keep availability current as best as possible. Turnbacks may result in an assessment of a penalty (financial).

**Test Review:** Questions missed by three or more people:

**18:** (shooting space for defender marking player who is behind goal)

**25:** (call offside immediately if a player is offside, regardless of whether or no they catch themselves & attempt to go back onside);

**29:** (foul at end of half, regulation if there is to be OT, and/or after a goal – note proper positioning);

**36:** GK outside of goal circle when offside is called against defense. GK can only return to goal circle when offside is on defense while ball inside CSA, GK can return to goal circle if she needs to clear the shooting lane.

**41:** Carding.
46: Attack foul where offender is placed four behind goal circle is a dangerous shot.

Youth: 6: Shooter cannot break plane of goal circle on a shot in youth level. Offender goes 4-away from the circle in that instance.

There is a list of District Officials’ games available so you can observe a game. Contact Steve Simons for further information.