



Turning gray-area rules into black and white

Tidbits for March 27, 2018:

1. WARDING OFF

- a. Rule 6, Section 11.
- b. In short: "A player in position of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check."
- c. Notice the key word "free hand". An offensive player can't ward if he has both hands on his crosse.
- d. However: An especially aggressive bull dodge can still be flagged for unnecessary roughness, or even spearing if the offender leads with his helmet.
- e. Also: Sometimes a defensive player will lift the arm of the ball carrier so that, from a distance, it appears that the offensive player is warding. But be watchful if the offense lifts his free arm over the stick and reestablishes a guarding position. If that motion pushes the defenders stick away, we might have.....warding!

2. FACEOFF MECHANICS (2-Person)

- a. The faceoff official backs out toward their left-end goal. You should be able to see between both FOGOs, and the front of the FOGO closest to you. (For those of us who use 3-person mechanics, don't forget to cover the goal!)
- b. An official who is not conducting the faceoff needs to watch all other players, especially the wing men, and should never call a faceoff violation; it means they're watching the wrong thing. Remember there are 18 other players on the field, not just the 2 faceoff men. This official must also for early releases from the restraining line.
- c. After a goal is scored, the lead official passes the ball to the trail for the next faceoff.

Stay Tuned for more Zebra News throughout the season, and send your questions and contributions to our Rules Committee at: ZebraNews@INLaxRef.org

Thanks,

- Dave Levine
- John McGrath
- Jon Swain