

Arbiter

- Arbiter website is now www.arbitersports.com
- Same logon
- Same password
- New look
- Please update your contact information

PIAA Background Check

- Required for officials who became a PIAA official after 4/1/07
- Pennsylvania State Police Background check (Act 34 of 1985)
- Pennsylvania Department of Public Welfare child abuse history (Act 151 of 1994)
- FBI federal criminal history (Act 114 of 2006)
- All information for obtaining the 3 reports are on the PIAA website

PIAA Background Check

- Once you have all three background check reports.
- Keep the original with you at all games.
- For your first game at each school you officiate during the school year (in any sport) bring a copy for the school (do not give the school the originals)

Major Rule Revisions

- **Number and designation of players:** The revision to rule 2-1-1 specifies procedure should a team not have a legally equipped goalie on the field at the start of the game. This change minimizes risk for players.
- **Facing off:** This revision to rule 4-3-4 equalizes the faceoff procedure by requiring both players to completely wrap their hands around their crosse.
- **Body checking:** The revision to rule 4-16 was added to clarify that a player receiving a pass cannot be checked unless the ball is 5 yards or less from the player receiving the pass.

Major Rule Revisions

- **Holding:** The revision to rule 6-3-2f makes it explicit that a player locking down with his arm or any other part of his body over another player's crosse is illegal. It also makes it explicit that a faceoff man cannot grasp any part of the opponent's stick during the faceoff.
- **Illegal procedure:** The revision to rule 6-5-2t clarifies the penalty assessed when a team does not have a legally equipped goalkeeper on the field during the course of the game.

Major Editorial Rule Revisions

- **Facing off:** This editorial revision of rule 4-3-1 clarifies that a "play on" call denotes possession.
- **Out of bounds:** The revision to rule 4-6-3a clarifies location of the ball for restart when a loose ball has been declared out of bounds.
- **Goal not counted:** This new wording of 4-9-2k clarifies when a goal will be disallowed if a scorer adjusts his crosse and puts the rule in agreement with 5.4 Situation D and E.

Major Editorial Rule Revisions

- **Resuming play after a penalty:** This revision to rule 7-3 prevents the offensive team from being disadvantaged by a defensive foul. Defense would no longer be able to push the restart laterally outside the box by fouling after Team A is awarded the ball on the end line.

2010 Points of Emphasis

- **Pre-Game Management:** Teams must stay in their designated end of the field for warm-ups. They should not circle the field interfering with the other team's game preparations. Also, to minimize risk for players during warm-ups, the following suggestions should be implemented:
 - a. Encourage all players who utilize the goal during pre-game drills to properly wear their protective equipment.
 - b. Have no drills occur directly behind the goal during goalie warm-up.
 - c. Have no players feed shooting drills from directly behind the goal.

2010 Points of Emphasis

- **Enforcement of illegal body checking:** The rules specify that a player who excessively body checks an opponent to the head area or whose check rides up to the head area is to be assessed a two- or three-minute penalty for a personal foul. Officials are reminded to make this call when it is appropriate and coaches are reminded to teach players that this is illegal and should not be a part of the game.
- **Stalling:** Officials should be alert to and call stalling warnings during the game if it is apparent that the offensive team is not attempting to attack the goal and score.

2010 Points of Emphasis

- **Stick Specifications:** NFHS stick specifications remain unchanged for 2010 and for the foreseeable future. Be advised that there are crosses on the market that meet the specifications for other rule codes but do not meet NFHS specifications.
- **Crosse construction – cap-plugs:** Cap-plugs minimize risk. A metal crosse that does not have a cap-plug must be adequately taped. A single strip of tape is not considered adequate.

Situations

- **2.1 Situation B:** Goalkeeper B1 must leave the game due to an injury, expulsion, or penalty. Team B refuses to send in another player to play that position. **RULING:** Team B must put a legally equipped goalkeeper on the field or it forfeits the game. The official will allow a full one-minute delay for replacing the goalie on the field beginning with his warm-up.
- **4.3 E Situation:** (1) Team A has a one man advantage or (2) both teams are even strength.
- B1 has possession and A1 commits a penalty; a flag is down, ball becomes loose as period ends. **Ruling:** (1) Next period begins with a faceoff as both teams are down one man each (2) Team B retains possession to begin the next period.

Situations

- **4.5 Situation:** During normal play, A1 makes a pass to A2. While the ball is in flight, B1 commits a) a technical foul or b) a personal foul. **Ruling:** In a), the official calls out “play on” and the “play on” is over if the pass is completed. If the pass is not completed, award the ball to Team A. In b), Flag down, slow whistle.
- **4.6 Situation H:** A1 throws the ball far downfield where it is declared out of bounds. **Ruling:** Team B awarded the ball at the spot where the ball broke the plane of the boundary line.

Situations

- **4.9 Situation B:** Shooter A1's crosse makes contact with any part of the goal or the goalkeeper in his crease before the ball enters the goal. RULING: No goal.
- **4.10 Situation K:** Team A has 3 or more players serving penalties when a faceoff occurs. Ruling: Team A's faceoff player's gloved hands grasping the crosse may touch the center line during the faceoff. This is not considered an offside violation.

Situations

- **5.8 Situation F:** Anytime during live play, when a **technical foul occurs first team, followed by a personal foul on the opposing team**, then these fouls are considered **SIMULTANEOUS**. If the personal foul occurs first and a live ball technical is committed by the opposing team, then the technical foul just kills the flag down situation. These are not considered SIMULTANEOUS. The flag denotes possession and the team in possession at the time of the flag would retain possession.
- A1 with possession of the ball advances toward stationary defender B1 and with a bull-dodge runs over B1. Ruling: Unnecessary roughness if A1's actions were deliberate and excessively violent.
- **6.3 Situation F:** A1 with the ball in his possession, locks down his free arm (or arm pit) over B1's crosse. Ruling: Technical foul against A1.

Situations

- **7-3 Situation B** under RESUMING PLAY AFTER PENALTY: A1 gains possession in his defensive end and is fouled by B1, flag down. A1 passes to goalkeeper A2 who is in his crease. B2 (1) interferes with A2 or (2) checks the ball out of B2's crosse while A2 is still in the crease. **RULING:** Since there is a flag down in (1) a second flag would be thrown and the slow whistle would continue or (2) the whistle must sound as soon as the ball touches the ground. B2 serves 30 seconds for the goalie interference foul.
- Need to change the 6.2 Situation E on page 63 so that the **RULING** reads: **Play on. If there is already a flag down for a Team A infraction, then a second flag is thrown and the slow whistle continues.**

Situations

- **7.3 Situation C:** Ball crosses end line in Team A attack area, Team A awarded possession. Either team calls a time-out. Before restart, Team B commits a foul. **Ruling:** Team B penalty is assessed; ball is restarted at the same spot on the endline and is not moved laterally outside the goal area.
- **7.6 Situation P:** Goalkeeper has possession of the ball within his crease, at which time A1 checks B1's crosse. Official signals play-on. In retaliation, B1 goalkeeper intentionally slashes A1 on the follow through of his outlet pass. **RULING:** SIMULTANEOUS FOULS: Both A1 and B1 serve penalty time, with the first 30 seconds non-releasable. Ball is awarded to team A1, 20 yards lateral from the goal.