

SOME THOUGHTS FOR DEALING WITH FIGHTS OR POTENTIAL FIGHTS

1. PRE-GAME BRIEFING CONCERNING FIGHT POSSIBILITIES

- A. DISCUSS POSITIONS AND DUTIES: TWO OFFICIALS CLOSEST TO THE CONFRONTATION ADDRESS THE SITUATION.
- B. BENCH: THE OUT OFFICIAL FURTHEST FROM THE CONFRONTATION RESPONSIBLE FOR THE BENCH AREAS.
- C. IDENTIFY THE GAME ADMINISTRATION AND SECURITY.
- D. CARRY A PENCIL AND A NOTE CARD.

2. GAME SITUATION AND AWARENESS

- A. ELIMINATE UNNECESSARY ROUGH PLAY OR TAUNTING OR BAITING.
- B. SLOW DOWN WHEN MAKING THE CALL AND STAY WITH THE PLAYERS UNTIL YOU ARE CERTAIN THE ACTION AND ANY FOLLOW ON ACTION HAS CEASED.

3. SOME DO'S AND DON'TS

DO'S

- A. SOUND WHISTLE (REPEATEDLY)
- B. USE STOP SIGN
- C. GET BETWEEN THE PLAYERS OR POTENTIAL COMBATANTS
- D. USE COMMAND VOICE
- E. BECKON COACHES
- F. BECKON SECURITY

DON'TS

- A. TRY TO AVOID CONTACT WITH THE PLAYERS
- B. DON'T GRAB OR PUSH THE PLAYERS
- C. DON'T HAVE ALL THREE OFFICIALS INVOLVED IN THE CONFRONTATION

4. ASSESS THE SITUATION TO INCLUDE WHETHER OR NOT TO RESUME PLAY

5. APPLY PENALTIES CORRECTLY
6. POST GAME

IT IS IMPOSSIBLE TO COVER EVERY SITUATION BUT TAKE THIS GUIDE AND EXPAND UPON IT WITH YOUR OWN PRE-GAME THOUGHTS. YOU MUST BE PREPARED.

THIS GUIDE IS INTENDED FOR INFORMATIONAL PURPOSES AND IS NOT TO BE CONSTRUED AS LEGAL ADVICE.