Slow Whistle Technique

- When non-possession/defensive team (Team B) commits foul, official will throw flag in the air and yell out loud: “Flag Down!”
- If Team A has/maintains possession allow play to continue until

Remember ‘A GOODIE’, as in ‘that’s a goodie, that ends the play’

1. **Advance**: Fails to advance ball into the box (10 –second count) or advance the ball over midline on a clear (20-second timing rule)
2. **Goal** is scored, ball is **Grounded** (other than a shot)
3. **Offense** commits a foul/fails to advance
4. **Out of Bounds** or **Out of box** (attack area)
5. **Defense** gains possession
6. **Injury** to any player that requires stoppage in play (not if scoring opportunity is immanent)
7. **End of Period** or Equipment loss in a scrimmage area

Notes:
- Additional fouls can and may be called during slow whistle
- If it is determined that Team A committed a foul (TF or PF) prior to scoring a goal, disallow goal

Reporting Time Serving Fouls

1. **Color** (uniform color of fouling team)
2. **Number** (of player that committed foul)
3. **Foul** (Slashing, cross-check, holding, etc.)
4. **Amount of time served** (one, two, three, or thirty seconds, non-releasable if applicable)

Example: No. 22 of the blue team commits a slash. Official reports to table:

“**Blue!**”
“**22!**”
“**Slashing!**”
“**1 minute.**”