

USATM
LACROSSE



BOY'S FIELD

THREE-PERSON MECHANICS MANUAL



ACKNOWLEDGEMENT

This manual is the result of hard work and collaboration past and present members of the Men's Officiating Education Development Team and the staff of USA Lacrosse that supports this group. It should be used as a resource for individuals and organizations alike. Knowledgeable, competent officials are the cornerstone for the development of lacrosse across the country. We continue to develop resources on positioning and mechanics, so that as teams travel across the country they encounter the same level of officiating and mechanics that ensure safety and fair play.

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TAKE CARE OF YOUR CREW!

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ABOUT THIS MANUAL

This manual is designed to be a supplement to the USA Lacrosse on-line course, classroom and on-field training. It is not the end-all-be-all of lacrosse officiating, but more of a guide and resource for officials to carry with them in their game bag throughout the season.

The manual is composed of two main sections.

INTRODUCTION

Resources and information related to all levels of officials. Briefly outlines the training and certification requirements established by USA Lacrosse and includes a list of resources established specifically for men's game officials by USA Lacrosse.

THE GAME

Follows along directly with the national standard for officiating mechanics and the classroom PowerPoint your local USA Lacrosse Certified Trainer will go through annually in your classroom section.

CONFLICT OF TERMS AND CONDITIONS

In the event of any discrepancy, disagreement or ambiguity between this the manual and the NFHS rule book, the NFHS rule book shall be given preference in to interpret and to resolve such discrepancy, disagreement or ambiguity.

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INTRODUCTION



HOW OFFICIALS HONOR THE GAME

By getting coaches, parents, and administrators on the same page about Honoring the Game before the season starts, we hope to reduce the number of negative incidents that occur at youth games. However, even with the right training and expectations in place, negative incidents still happen. This is when it is particularly important for game officials to have a plan. Here are a few tips to get you started —please refer to the “Post Game” section for more information.

The PCA recommends that officials always introduce themselves to the coaches before the start of the game. Officials at youth games can remind coaches that they expect them to take responsibility for the conduct of their fans, and if there is trouble during the game with the fans, the officials will come to the coaches to ask for their help in taking care of this problem. Officials and coaches should view themselves as working together to create and maintain a positive environment for the players.

Unfortunately, on some occasions officials have to deal with abusive behavior from coaches. In these cases, where coaches are no longer Honoring the Game, officials bear the ultimate responsibility to ensure players are taking part in a safe and positive environment. Although it is neither fun nor easy, officials need to address abusive coaches in a calm and respectful manner to remind them that their conduct is inappropriate. If the situation persists, coaches should be warned that the game is in danger of being terminated.

By spreading the Honor-the-Game message to all involved in lacrosse, we hope to improve the game environment for officials, hence addressing the constant lack of officials. Officials should view themselves as an important adult group working to support a culture that Honors the Game, and they should feel joined in this effort by coaches, parents, and administrators. Positive Coaching Alliance and USA Lacrosse are here to help you.

USA Lacrosse asks you to consider your role in Honoring the Game, showing respect for all the people working together to make lacrosse the great game that it is. Take this simple test—and be sure you can check off every one before you head out to officiate:

____ I understand and will reinforce that the safety of the participants in the game is more important than the final score.

____ I understand that lacrosse officials do not make the rules, they only apply them.

____ I understand that children learn from adults, and my behavior reflects what I want children to learn.

____ I value the contribution of coaches in developing players’ talents, even though I may not always agree with their strategies.

____ I understand that I must consider the level of play when officiating and respond accordingly.

____ I understand that the biggest reason for players (and officials!) quitting the game is verbal abuse. ____ I understand that players, coaches and officials are learning the game, and mistakes will be made in the learning process.

____ I understand that officials are responsible for ensuring that the game is played in a safe and fair manner for all participants.

Thank you for your help in the efforts to make lacrosse a positive experience for everyone!

USA LACROSSE CODE OF CONDUCT

Players, coaches, officials, parents, spectators and fans are to conduct themselves in a manner that “Honors the Game” and demonstrates respect to other players, coaches, officials, parents, spectators, and fans. In becoming a member of the lacrosse community an individual assumes certain obligations and responsibilities to the game of lacrosse and its participants. The essential elements in this “Code of Conduct” are honesty and integrity. Those who conduct themselves in a manner that reflects these elements will bring credit to the sport of lacrosse, themselves, their team and their organization. It is only through such conduct that our sport can continue to earn and maintain a positive image and make its full contribution to amateur sports in the United States and around the world. USA Lacrosse supports the following behaviors for those participating or involved in any way with USA Lacrosse in general. The following essentials elements of the “Code of Conduct” must be adhered to:

- Sportsmanship and teaching the concepts of fair play are essential to the game and must be taught at all levels and developed both at home and on the field during practices and games.
- The value of good sportsmanship, the concepts of fair play, and the skills of the game should always be placed above winning.
- The safety and welfare of the players are of primary importance.
- Coaches must always be aware of the tremendous influence they have on their players. They are to strive to be positive role models in dealing with young people, as well as adults.
- Coaches should always demonstrate positive behaviors and reinforcement toward players, parents, officials and spectators alike. Players should be specifically encouraged and positively reinforced by coaches to demonstrate respect for teammates, opponents, officials, and spectators.
- Players should always demonstrate positive behaviors and respect toward teammates, opponents, coaches, officials, parents, spectators, and fans alike.
- Coaches, players, parents, spectators, and fans are expected to demonstrate the utmost respect for officials and reinforce that respect in his or her players. Coaches are also expected to educate their players as to the important role of the lacrosse official and to reinforce the ideal of respect for the official by his or her players.
- Grievances or misunderstandings between coaches, officials or any other parties involved with the sport should be communicated through the proper channels and procedures, never on or about the field of play in view of spectators or participants.
- Officials are professionals and are therefore expected to conduct themselves as such and in a manner that demonstrates total impartiality, courtesy and fairness to all parties.
- Spectators involved with the game must never permit anyone to openly or maliciously criticize badger, harass, or threaten an official, coach, player or opponent.
- Coaches must be able to demonstrate a solid knowledge of the rules of lacrosse, and should adhere to the rules in both the letter and the spirit of the game. Coaches should encourage and help to educate the players and spectators surrounding his or her program to develop a basic knowledge of the rules. Attempts to manipulate rules in an effort to take unfair advantage of an opponent, or to teach deliberate unsportsmanlike conduct, is considered unacceptable conduct.
- Eligibility requirements, at all levels of the game, must be followed. Rules and requirements such as age, previous level of participation, team transfers, etc, have been established to encourage and maximize participation, fair play and to promote safety.

PROFESSIONALISM

BEING A PROFESSIONAL MEANS MORE THAN BEING ON TIME AND ATTIRED IN THE CORRECT UNIFORM. MASTERING THE FOLLOWING AREAS WILL HELP YOU PRESENT YOURSELF PROFESSIONALLY:

- **Conditioning:**

You must be in shape to meet the demands of the game, in terms of speed and endurance. You can't make the right calls if you can't get into position to make them, or if physical strain is affecting your decision making ability.

- **Rules knowledge:**

It can take years to fully understand the rules. Continual review of the rules as an official will help you to develop more quickly.

- **Mechanics:**

Officials need to know more than the rules: they also need to know where to go on the field and what their responsibilities are.

- **Game management:**

There are many times that officials can keep the game running smoothly without using their flag and whistle. See the game management manual for tips and techniques. If you master them, you'll find that officiating becomes much easier.

- **Communication:**

Communication is a key aspect of game management. Communicate with your Crew, the coaches, and the bench personnel in a clear and efficient manner.

- **Conduct:**

Demonstrate the appropriate demeanor; treat your partner, the table personnel, athletes, and coaches with the respect that you desire to receive. Aloofness, indifference, boredom, and disdain are worse behaviors than nervousness; strive to be engaged at all times.

- **Confidence:**

Confidence comes from preparation and experience. You must know the rules, interpretations and mechanics in order to be prepared for any situation.

- **Focus:**

Concentrate on what you are doing, and do not lose your focus on the game. Block out distractions and move on to the next situation that is happening in front of you. Don't let thinking about a call you might have missed interfere with getting the next call right.

- **Consistency:**

Your judgement should be the same from the beginning of the game to the end, from one end of the field to other, and match your partner(s).

- **Courage:**

You must have the courage to do what is right. Whether it's a difficult call or a difficult "no call," you won't be a successful official without the fortitude to "get it right!"

- **Uniform and equipment:**

As an official, you should have the proper uniform, and it should be neat and clean. You must also have the proper equipment for your level of play. If you don't, you'll be battling a negative impression from the start. You should check with your partner before the game, so that you are both wearing the same uniform and match.

UNIFORM AND EQUIPMENT



SHORTS AND SHORTS



SHORTS AND LONGS



LONGS AND LONGS

UNIFORM REQUIREMENTS

- black hat with white piping
- Striped collared shirt
- black undershirt
- black belt
- black shorts or pants
- black ankle socks
- black shoes

REQUIRED EQUIPMENT

- whistle (x2)
- yellow flag (x2)
- timer
- measuring tape
- coin
- scorecard
- pencil







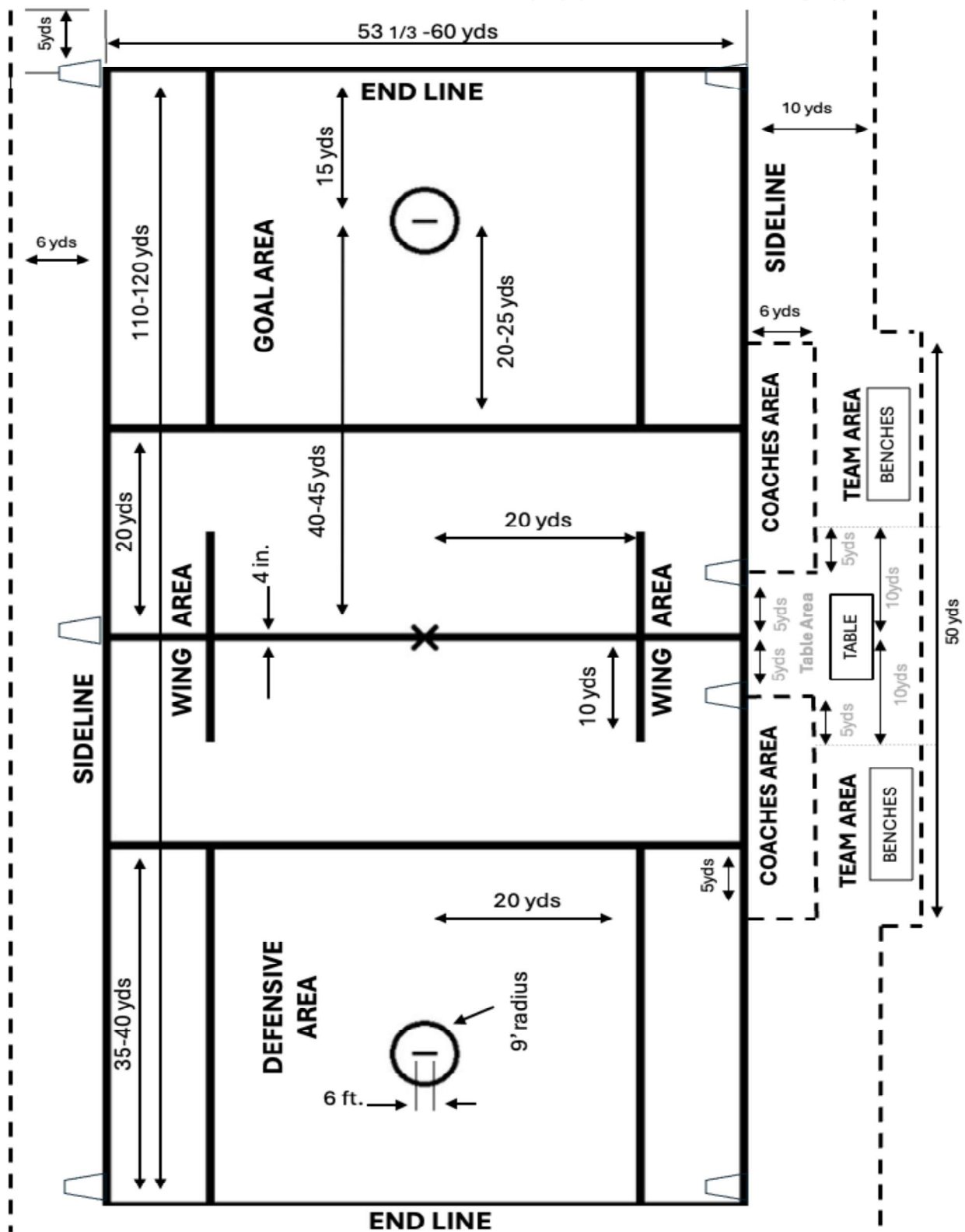
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THE GAME

GLOSSARY OF OFFICIATING TERMS

On Official	Official who is watching the ball.
Off Official	Official who is watching the action away from the ball.
Hard Eye	Primary area or matchup official should be watching
Soft Eye	Secondary or peripheral area of responsibility
Lead Official	Primary responsibility is the goal area (crease and goal line) and end line coverage.
Trail Official	Stays behind the play, helping to keep the ball between him and the Lead official. This official would have the 4-second goalie count (if used); any clearing counts (if used) and would assist the Lead official with any offensive counts (if used).
Single Side Official	Acts as the second lead official by staying to officiate just above the crease on the far side of the field, the Single Side Official is responsible for the crease when the Lead Official is away from the crease area.
Clearing Count	The amount of time a team has to advance the ball out of their defensive end of the field.
Goal Area	Defined by the 35-yard by 40-yard rectangle around the goal at the attack end of the field. Attack area is also known as the box.
Goal Line Extended (GLE)	Imaginary line running through the goal line and extending from sideline to sideline.
The Alleys	The 10-yard by 35-yard areas on either side of the attack area.
Play-On	A mechanic and call used to indicate a loose ball technical violation and some violations concerning the crease area and goalkeeper interference.
Clearing Team	The team attempting to move the ball from the defensive end of the field to its offensive end.
Riding Team	During a clear attempt, the team not in possession of the ball.
In-Home	A starting attack-man. If players listed in the official scorebook are listed as Attack, Midfield, Defense, Goalkeeper then he is the first attack-man listed. This person must serve all penalties against his team that are not assigned to a specific player or any time serving fouls called against the coaching staff.
Wing Areas	Lines parallel to the sidelines, 20 yards from the center of the field and extending 10-yards on either side of the midfield line, define this space to the sideline as the wing area.
Player Possession	When a player has control of the ball in his crosse so that he is able to perform any of the normal functions of control, such as carrying, cradling, passing or shooting.
Flag Down FDSW	A term used by officials to indicate that there will be a time serving foul. Flag-Down, Slow Whistle – The process of allowing the offended team the opportunity too take a scoring play to its natural conclusion during a delayed, time-serving penalty.
“The Box”	This term is generally used to refer to the restraining box which is bound by the endline and horizontal and vertical restraining lines.
Restraining Line	The line that extends from sideline to sideline and is positioned 20 yards from the midline on each side of the field.
Crease	The 9' radius circle around the goal.

THE FIELD OF PLAY



TEAMWORK

In lacrosse, officials are a team just like the players and the mechanics are our playbook. We need to know the role of every position in every situation both for our own execution and to trust our teammates that the job is getting done. Teamwork among officials during a game is of paramount importance to ensure fair play, maintain the integrity of the sport, and enhance the overall experience for players and spectators alike. Lacrosse officials must work together seamlessly to effectively enforce the rules and make accurate decisions. Their collective collaboration and communication enable them to cover the entire field, ensuring that no critical play goes unnoticed or unaddressed. By supporting each other and coordinating their efforts, officials can maintain consistency in decision-making, minimize errors, and reduce the potential for disputes or conflicts among players and coaches.

Effective teamwork among lacrosse officials also fosters a safer playing environment. With multiple sets of eyes scanning the field, the chances of identifying dangerous or illegal plays increase significantly. This ensures that player safety remains a top priority, reducing the risk of injuries and promoting a positive and enjoyable experience for everyone involved. Additionally, officials can communicate with each other to discuss potential concerns or incidents, enabling them to make informed and well-considered decisions that have a direct impact on player well-being.

Teamwork among lacrosse officials sets a valuable example for players and coaches. Demonstrating cohesion, professionalism, and mutual respect fosters a positive atmosphere and promotes sportsmanship. Players are more likely to respect and accept the officials' decisions when they observe a united and coordinated team of officials working diligently to ensure a fair and enjoyable game. Moreover, this positive teamwork model can inspire players to apply similar values to their own interactions with teammates and opponents, fostering a culture of collaboration and camaraderie in the sport of lacrosse.

MECHANICS

The term "mechanics" refers to the techniques the officials use to accomplish their jobs by understanding the proper positions to be in depending on where the ball and action on the field is. While knowing the rules is an important aspect of officiating, knowing the proper mechanics and where to go on the field allows players, coaches, fans, and your partner to understand your calls. By having standard mechanics, it is possible for three officials who have never met before to step onto the field and work together seamlessly.

In three-person mechanics, officials are designated either "Lead" "Trail" or "Single." These designations switch when team possession and field position changes. Depending on where the ball is, either the Lead, Trail or Single can be designated the "on" official (the one who watches the action around the ball); the other two are called the "off" officials and watch activity away from the ball. Responsibilities are divided depending on who is the Lead, Trail and Single; and who is the "on" and "off" officials – so each official is responsible for calling certain rules violations and for watching certain areas of the field. These responsibilities will be covered in detail in the pages that follow.

Typically, each official will rotate across the field from their starting positions at the beginning of each quarter. After each goal, the Single moves to the Lead position and the previous Lead administers the next faceoff while the Trail remains in the same position. The key idea is that no official stays in any one position on the field for an extended period of time.

PRE GAME RESPONSIBILITIES

PERSONAL PREPARATION:

- Uniform and equipment are clean and in good order.
- Review the rules and any modifications covering that game.
- Arrive at the game site with an adequate time cushion. Be ready both physically and emotionally. On the way to the game, mentally prepare yourself; if there is time also do this with your partner
 - Examples of things you may want to discuss with your partner or go over with yourself prior to the game:
 - * Rule interpretations and new rules
 - * Things you are personally working on
 - * Situations where you like help
 - * Improvements you want to make from previous games
 - * Any strange situations you have encountered this season

COMMUNICATE WITH PARTNER:

- By telephone, email or text message (24-48 hours before the contest):
 - Confirm the time and location of the game.
 - Confirm the time and location of meeting.
 - Confirm consistent uniform: long pants or shorts; long- or short sleeved shirt.
- At the meeting site (ideally 45-60 minutes before the contest):
 - The designated Referee for the game should lead the pre-game meeting.
 - Review any new rules for the year and the rule exceptions for this game.
 - Discuss any pertinent information (e.g., field, teams, coaches, weather).
 - Review field mechanics.
- On the field (20-30 minutes before the contest):
 - Enter the field as a team.
 - Be fully prepared and in the appropriate uniform.
 - When greeting and meeting coaches answer any questions or concerns professionally and respectfully.

FIELD INSPECTION:

- Keep safety as your reference point on all decisions.
- Look for safety issues on the field:
 - Holes
 - Mud
 - Water
 - High grass

NOTE:

*Do not walk through drills
while teams are warming up*

- Debris
- Loose equipment
- Sprinkler heads
- Immovable objects near field
- Adjacent areas:
 - The benches should be well behind the coaches' areas
 - The table should be at least 6 yards from the sideline
 - Spectators must be at least 6 yards from far sideline
 - No spectators are permitted behind the end line
- Check field lines, goals, nets, and creases well before the scheduled start time.
- Re-check the nets just after the coin toss for new holes (created by the teams' warm-ups) and for balls left in the goal.

PREPARATION WITH TABLE:

- Table personnel:
 - The home team must provide the official timer and the official scorekeeper.
 - Identify who will perform each role.
 - Do they have experience?
- If they are inexperienced go over their roles and responsibilities
- Check clock:
 - Is it operational?
 - Will the scoreboard clock be used or will the time be kept at the table?
 - Does the timer know how to operate it?
 - If a scoreboard is used, does the scoreboard have an operational horn that goes off at "zero?"

NOTE:

Write the name of the timekeeper on your scorecard if you do not know the person

If not, the Referee should explain that the horn should be used when the time gets to "zero."

- Review:
 - Start and stop on whistle.
 - Length of quarters.
 - End-of-period procedure.
- Penalty Clock:
 - Explain your communications with them.
 - Go over the two conditions of release.
 - Cover "early" release procedures.
- Horn:
 - When is a double horn allowed?
 - What if a horn is requested at an improper time?
- If there is a problem:
 - Note who has the ball, where the ball is, and what the problem is,
 - Sound a double horn at the next dead ball,
 - The officials will come to the table to sort out the problem.

- Chief Bench Official (CBO)
 - During the post-season and in some big games, a CBO may be used.
 - If a CBO is used, he becomes the leader of the table staff and may assume or assign duties as needed.
 - It is customary for the CBO to handle all penalties.

PREPARATION WITH COACHES:

- All officials, if possible, should meet with both coaches, preferably together near the midline of the field and the Referee will:
 - Ask the coach “Are all your players legally equipped by rule?” - Get the numbers of the team captains.
 - Get the number of the “in-home,” who must be a starting attack and listed first in the scorebook.
 - Ask the home team coach if there are any pre-game activities or anything out of the norm that might affect the timing of the game (e.g., will they play the national anthem or have a halftime ceremony honoring seniors?).
 - Ask whether the home coach will have ball retrievers (who must have helmets and may not wear team colors). If there are no ball retrievers, be sure the home coach understands that his team is responsible for providing the minimum number of balls according to the rules outside each boundary line to begin each period and for replacing them anytime they become exhausted.
 - Tell the coaches the time you will be calling captains for the coin toss and the time you have on your watch (or, if there is a visible scoreboard clock counting down to game time, tell him at what clock time you will call captains).
 - Ask if either coach has anything further to add.
 - Ask the coaches to verify that all players have a legal mouthpiece and legal eyeshade.
 - Ask for face-off players to be available after the coin toss, to review face-off procedures and our expectations
- Finally, ask the coaches to call you over for any rules questions or clarifications. Remind them to NOT come to you on the field of play.
- Upon completion of the certification and gathering of all necessary information – the Referee delivers the following message:
 - “We would like to request your assistance in emphasizing sportsmanship today. As officials we are required and will enforce all sportsmanship rules for players, coaches and spectators. Good luck today and have fun.”
- Coach Preparation Tips
 - If you know the coach in your personal life (which is very common), remember to address the coach as “coach” and not by first name.
 - It may be acceptable in some circumstances if you know BOTH head coaches to use first names. This is a case-by-case basis.
 - Identify the top assistant and/or the “sub box” coach and establish a relationship with them. These staff members are the key to making sure the sub box is clear and the players are back behind the benches.

NOTES:

If you don't know who the head coaches are look up their names online, or ask one of the players warming up.

Be cautious of spending more time with one coach than another. This may give the appearance of bias.

COIN TOSS

Before the scheduled start time, the Umpire and Field judge will ghte captains at the corner of the box, bench side on their respective halves of the field. The Referee will be at the Center X. No official should use their whistle yet (whistles should not be used until bringing teams onto the field for the line-up). Upon the signal from the Referee, the Umpire and home captains will talk out to the Referee, and the Field Judge will follow with the visiting captains. This will give the Referee time to introduce himself to the captains.

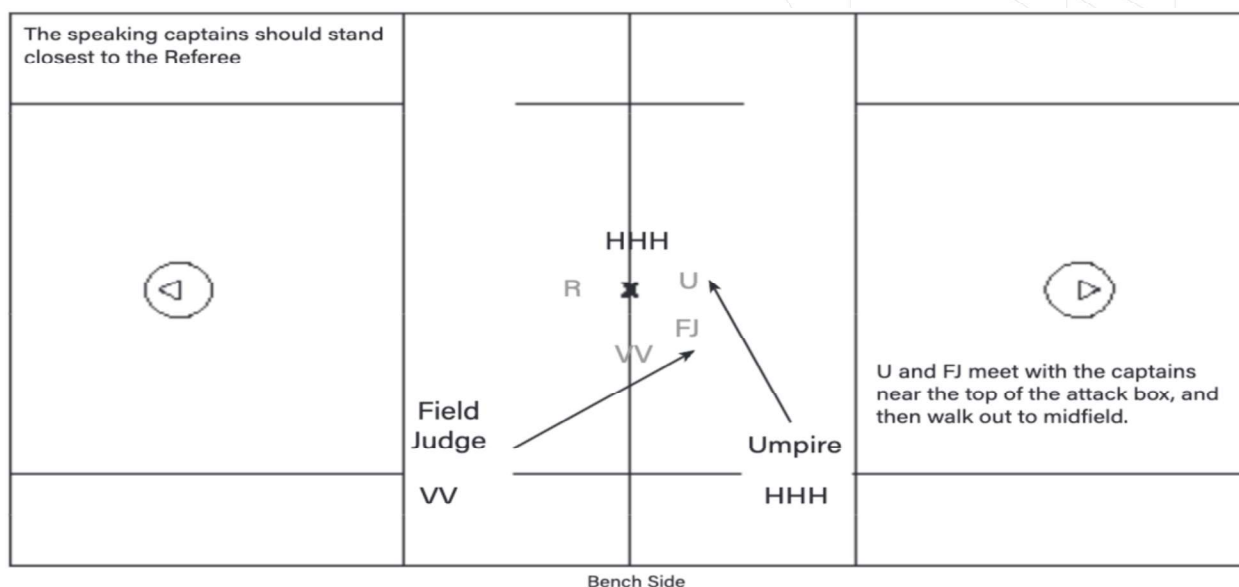
At the center, the home captains face the table area and the visiting captains face away. The Umpire and Field Judge will stand opposite to and facing the Referee

The Referee speaks to the captains:

- Introduces the officiating crew
- Asks the captains to introduce themselves to each other
- Explains and special ground rules for the game before the coin toss
- Presents a coin and shows each captain which side is heads and which side is tails
- Asks the visiting captain to select "heads" or "tails" before he flips the coin, and the Umpire repeats the selection out loud.
- The team that wins the coin toss shall receive chouse of which goal to defend or control of the first alternate possession. The referee has the captains turn and face the goals they will be attacking

The referee directs the captains to return to their benches and tell their teams

- Be prepared to begin the game when called
- When the teams take the field, to line-up with the goalkeeper positioned so that his left shoulder is closer to the goal he is defending. The rest of the team lines up next to the goalkeeper in the order defense, midfield then attack.
- Send all players who could face-off during the game to midfield



PRE-GAME FACEOFF MEETING

Immediately after the coin toss, the Referee should summon any players who may take a faceoff during the game to midfield for a brief meeting. This is a great way to set the tone for the faceoff and to answer any questions. This meeting should NOT be skipped and should happen before every game if possible.

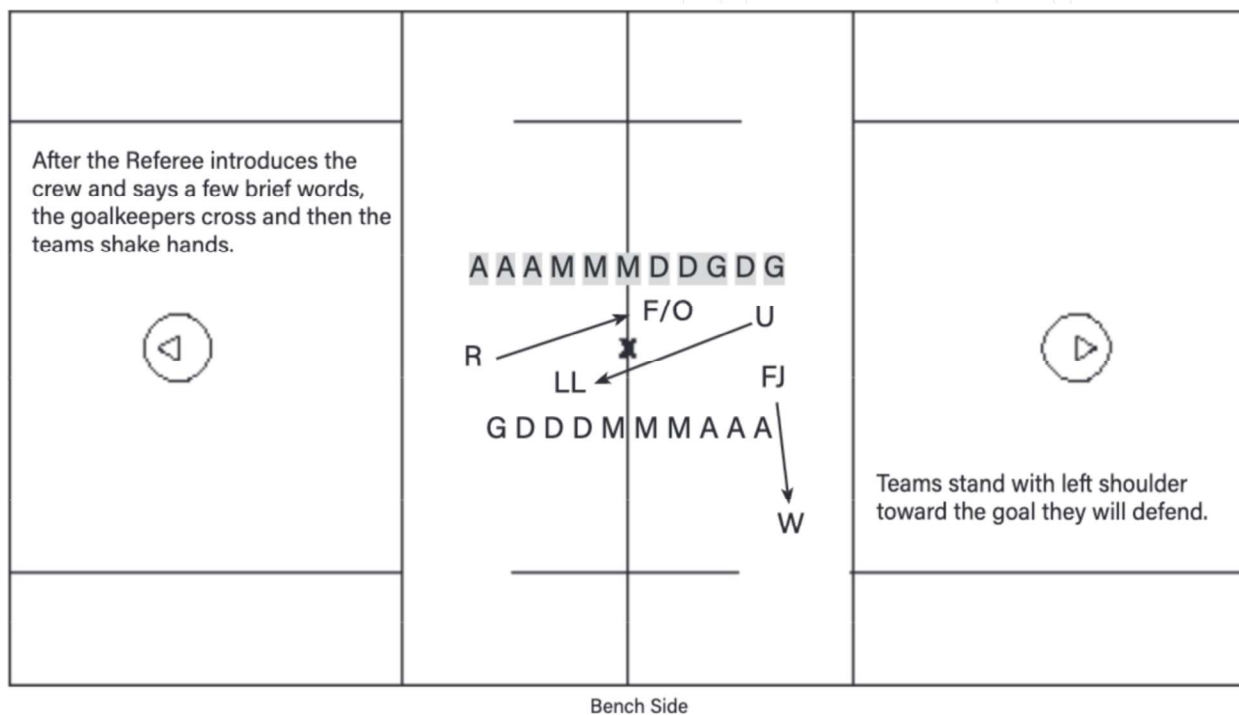
The referee should remind each player to wait for the signal and go “down” together.

Any field issues should be discussed at this time.

PRE-GAME LINE UP

For the line-up, the Referee has the game ball and stands at approximately midfield, facing the goal to the right of the table area. The Umpire faces the Referee on the other half of the field.

- The Referee sounds the whistle, signaling both teams to come to the center.
- As the players approach, the Umpire and Field Judge help direct the players to their proper line-up positions. It is best to begin with the goalkeepers and then the field players in order. The goalkeeper stands with their left shoulder near the goal he is defending. Also ensure the team’s in-home player is in the line-up.
- The Umpire and Field Judge should visually observe that every player in the lineup has a mouthpiece and only one stroke of eyeshade. Players not meeting this requirement shall be sent off as preventative officiating.
- Once set, the Referee introduces the crew and says any necessary introductory words or greeting or caution (e.g. warns about field conditions). These remarks should be as brief (<seconds).
- The Referee instructs the goalkeepers to come together to shake hands.
- Once the goalkeepers are out of the way, the Referee instructs all other players to shake hands and then move to their positions.
- The Umpire and Field Judge go to their spot for the opening faceoff. They immediately hold one hand up in the air signaling “wait” while they counts the players on both teams and makes sure all is ready for the opening faceoff. When certain all is ready, they give the “ready” signal by dropping their hands and pointing in the direction of the goal they will cover.
- When the Referee gets the “ready” signal, he conducts the faceoff.



FACEOFFS

OVERVIEW:

Faceoffs are one of the most adjusted mechanics in the game. Because of this, our approved mechanics manual will offer a baseline process as well as an approved “alternate” option for the lead left official. The mechanic adopted by the crew should be discussed during the pregame.

Other than the initial lineup of the officials, all aspects of the faceoff mechanics are the same except where noted.

If a faceoff is to begin the quarter the officials will rotate so the Referee conducts the first faceoff in the 1st and 4th quarters. If the faceoff is after a goal, the official who was the Lead conducts it.

THE FACEOFF OFFICIAL:

- Approaches the faceoff spot facing the benches and straddling the midline.
- Places the ball at the designated faceoff spot and stands over ball until ready
- Writes the number of the goal scorer on his scorecard (if there is a goal)
- Looks to the Lead Left official for the “ready” signal.
- Makes sure the players at center have their backs to their goalie.
- Instructs the players to prepare by saying “down.”
- Visually checks that both players have:
 - Both hands around the shafts.
 - All fingers touching the ground.
 - Hands off the head of the stick.
 - Sticks parallel to center line.

NOTE:

No need to be in a rush while conducting the faceoff.

- Sticks up to, but not touching, the center line.
- Heads of sticks are vertical and evenly matched.
- Entire bodies to the left of the throats of their stick so that the neutral zone is clear.
- Should verbally adjust players and may physically adjust the players' positioning (including crosses) if needed.
- Gives "Set" command and back out.
- Become motionless or continue backing out and sounds the whistle while concentrating on the faceoff players' actions, moving with the play as necessary.

THE LEAD LEFT OFFICIAL:

- If he is the trail official, backs up towards his position with his hand in the air while observing the substitution area for dead ball fouls.
- Does not write down goal scorer until the opposite lead official is set.
- Pre-Whistle Positioning
 - *Baseline (High School Mechanics)* Takes a position at the corner of the goal area leading to his left (goal for which he is responsible).
 - *Alternate Option (Collegiate Mechanic)* Take a position 5-10 yards from the faceoff spot with his back towards the goal he is covering. In this option, the official should take an "open stance" so he can observe the faceoff and also see the wingmen to his right and left.
- Watches for pre- and post whistle faceoff violations for the far wing players.
- Covers goal if the ball comes toward his half of the field

THE LEAD RIGHT OFFICIAL

- If he is the trail official, backs up towards his position with his hand in the air while observing the substitution area for dead ball fouls.
- Does not write down goal scorer until the opposite lead official is set.
- Takes a position at the corner of the goal area leading to his right (the goal for which he is responsible).
- Writes the number of the goal scorer on his scorecard (if there's a goal).
- Gives the "ready" signal to the Lead Left official when ready.
- Watches for pre-and post whistle faceoff violations for the bench side wing players. (*ALL wing players in Alternate Option*)
- Covers goal if the ball comes toward his half of the field

FACEOFF VIOLATIONS

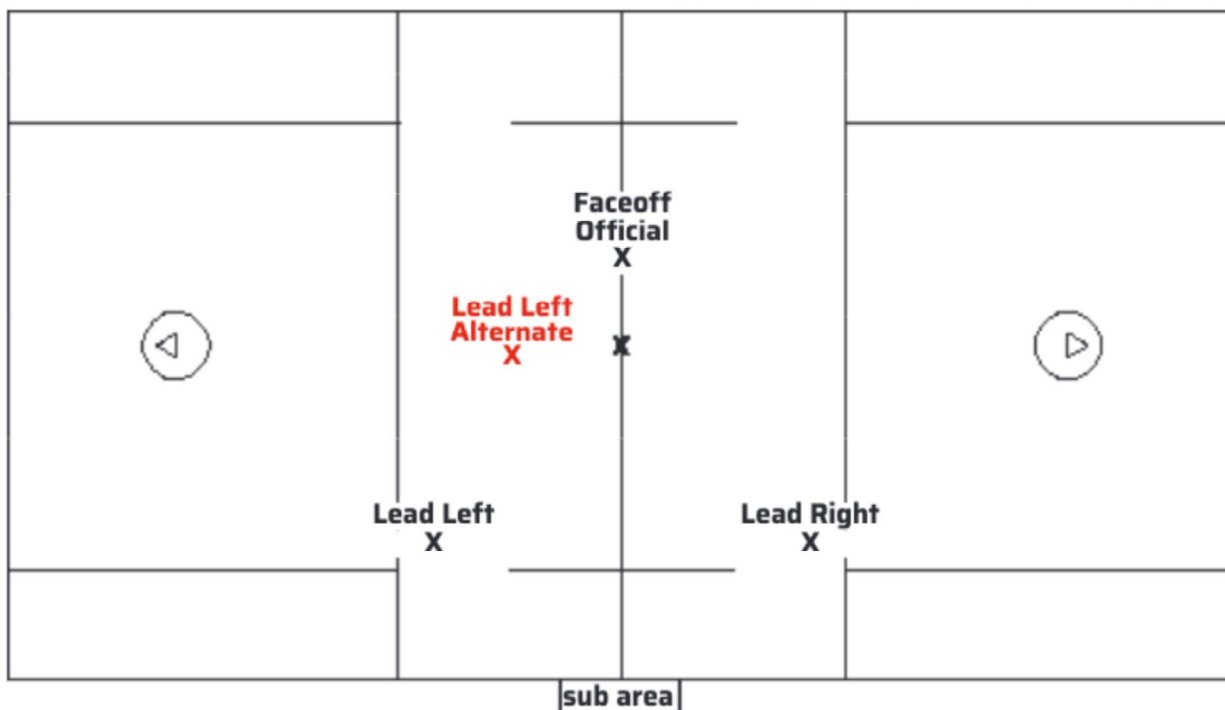
- Pre-whistle- the official first witnessing the violation stands the players up without a whistle, signals and states the violation.
- Post-whistle- the official first witnessing the violation blows the whistle immediately, signals and states the violation.
- The faceoff official will always restart play and take the count, while the train and lead left officials keep all players below the restraining line until play is started.
- Players below the restraining line at the start of the faceoff may not be substituted for until the whistle has been blown to resume play.

POSSESSION AND PLAY:

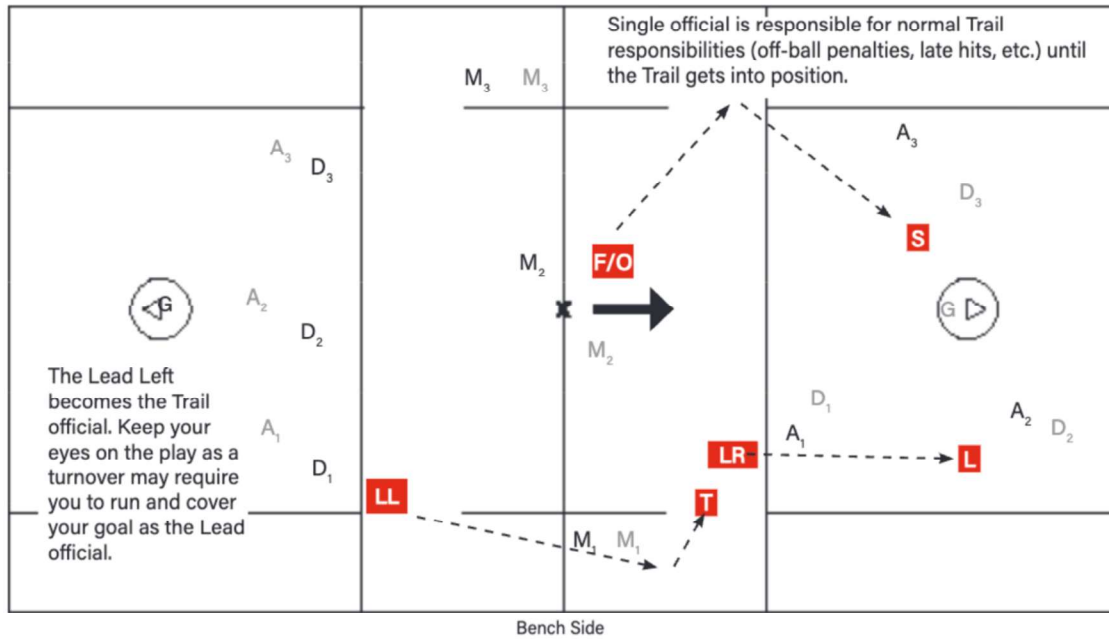
- If a player gains possession of the ball the on official first will wind his arm backward and yell “Possession!”
- The other official will echo his partner’s call by winding his arm backward and yell “Possession!” (this is so the entire field knows that the faceoff is over).
- Once possession is established the Single takes the advancement count.
- If a loose ball crosses the restraining line the official witnessing it first will wind his arm back and yell “Play,” and the other official will echo the call and the signal.

NOTE:

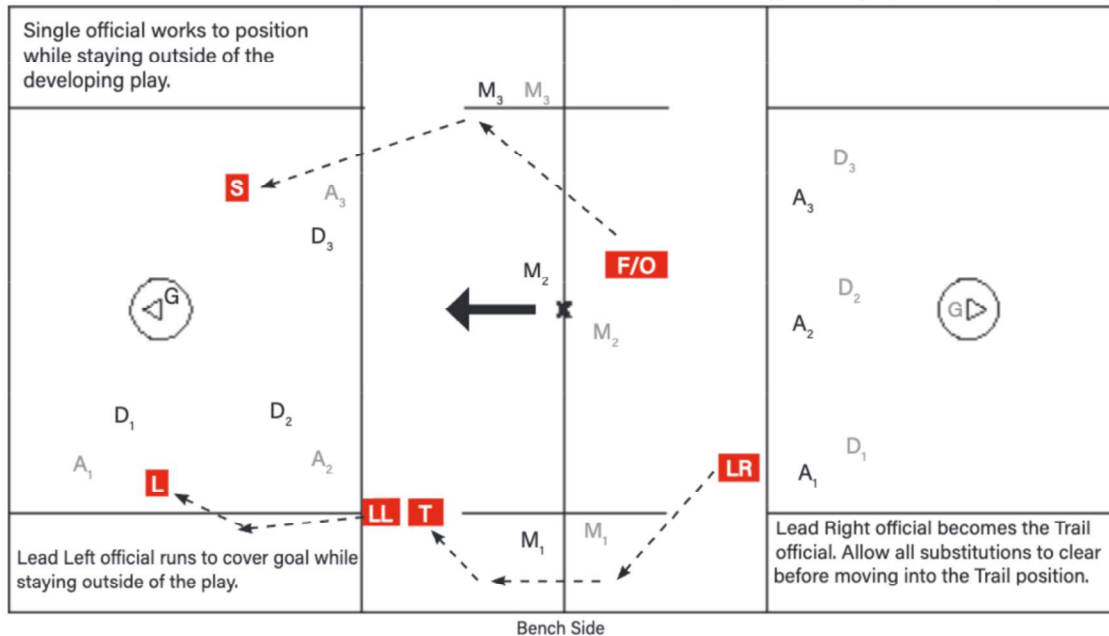
Be sure there is clear possession! If you release the players early you could have a scrum of 12 players instead of 6. Remember, “blue skies & green grass” should be used to determine possession. Make sure that the player can run, pass or shoot to establish possession



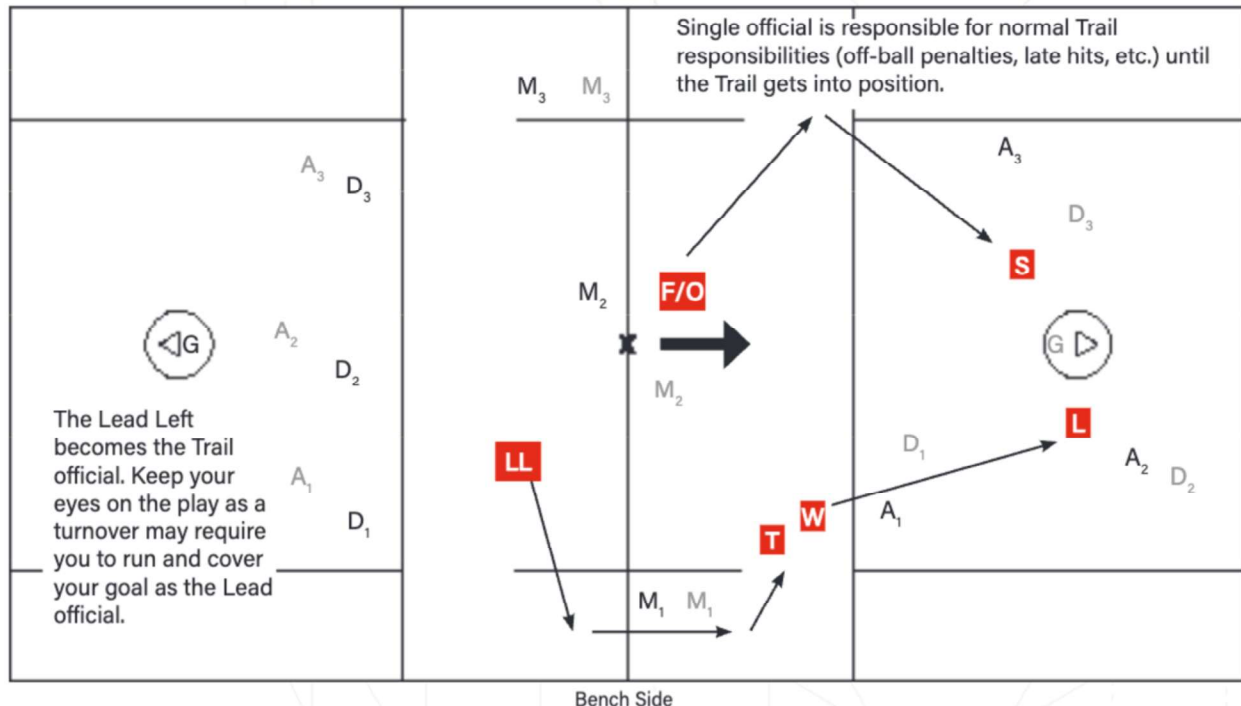
BASELINE MECHANIC FACEOFF BALL GOES AWAY FROM LEAD LEFT OFFICIAL



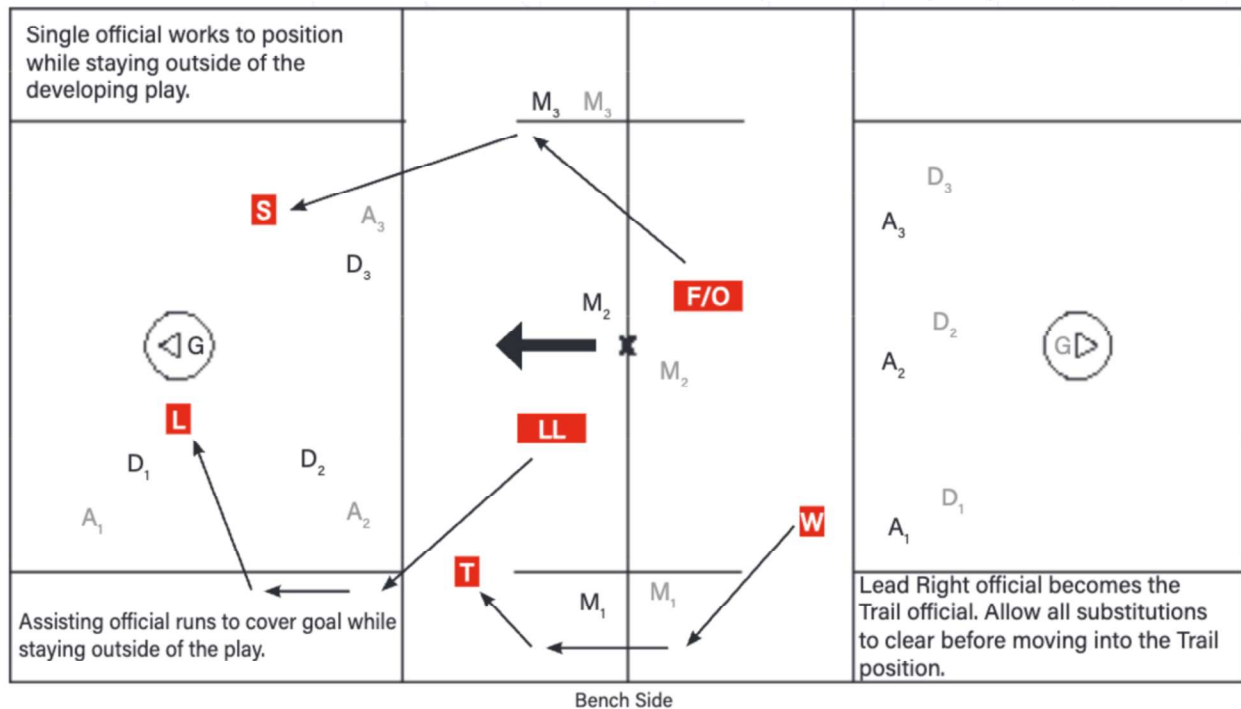
BASELINE MECHANIC FACEOFF BALL GOES TOWARDS LEAD LEFT OFFICIAL



ALTERNATE MECHANIC FACEOFF BALL GOES AWAY FROM LEAD LEFT OFFICIAL



ALTERNATE MECHANIC FACEOFF BALL GOES TOWARDS LEAD LEFT OFFICIAL



SETTLED SITUATIONS

The official without ball coverage is focusing attention on the area in front of the crease and on cutters. The “off” official is generally looking for fouls such as late hits, illegal offensive screens, interference, and crease violations, which tend to occur away from the ball.

Both officials must pay constant attention to their positioning so they can avoid turning their backs to the goal and the play, and they must always be aware of who the “on” official is, who the “off” official is, and when it is likely to change. If there is any doubt, communicate who is the “on” and who is the “off” verbally or by pointing. In a settled situation, there should normally only be one flag for a foul.

THE LEAD:

- Has the goal as the primary responsibility.
- Should start on goal line extended (GLE) and work for the best angle to see the goal line, net and ball
- Should move in, out and below GLE with the flow of the players and the ball.
- Should stay as close to the goal as possible without interfering with the play.
- Responsible for contested plays at or near the end line, and should follow the play to get the best view.
- Has end line responsibility on any shot (chase shot to the end line!)

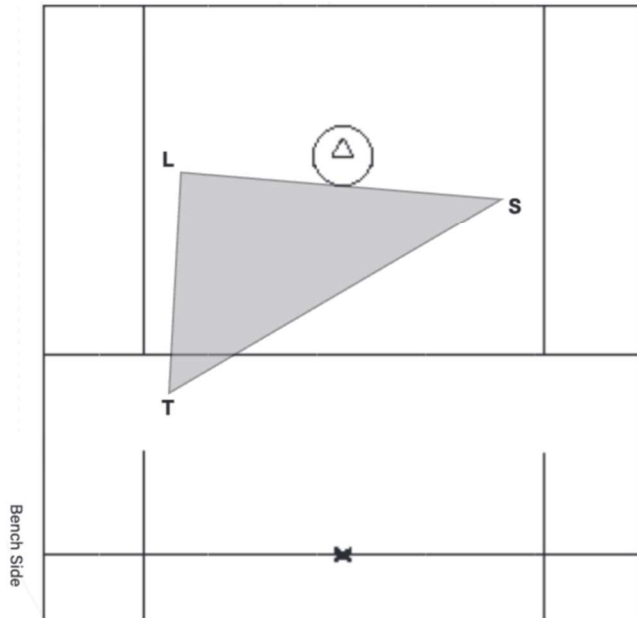
THE SINGLE

- Primary responsibility is the action in front of the crease.
- Responsible for the far sideline and all clearing counts
- Covers the goal by moving toward GLE if the Lead runs to the end line OR if the Lead is pushed outside of the play.
- Should stay approximately 5 yards above goal line extended and move in and out without interfering with play and should never let players get behind him.
- Should anticipate an over and back violation to be called by the trail and hustle to be in position to restart play, allowing the new lead a chance to get ahead of the play

THE TRAIL OFFICIAL:

- Is responsible for watching for late hits after the shot.
- Should count both teams upon taking his settled position.
- Should stay near the wing area a few yards above the top of the attack box.
- Responsible for the bench sideline and relaying all time-serving penalties to the table area.
- Watches the high crease area, especially one-on-one midfield play and picks above the crease.
- Covers the midline for offside or other infractions when a loose ball approaches that area.
- In this situation the Single MUST move up to release the TRAIL for transition.

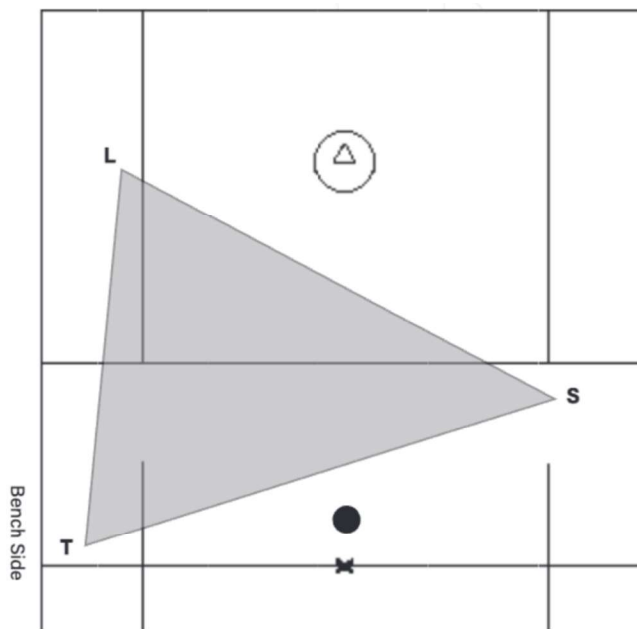
SETTLED COVERAGE



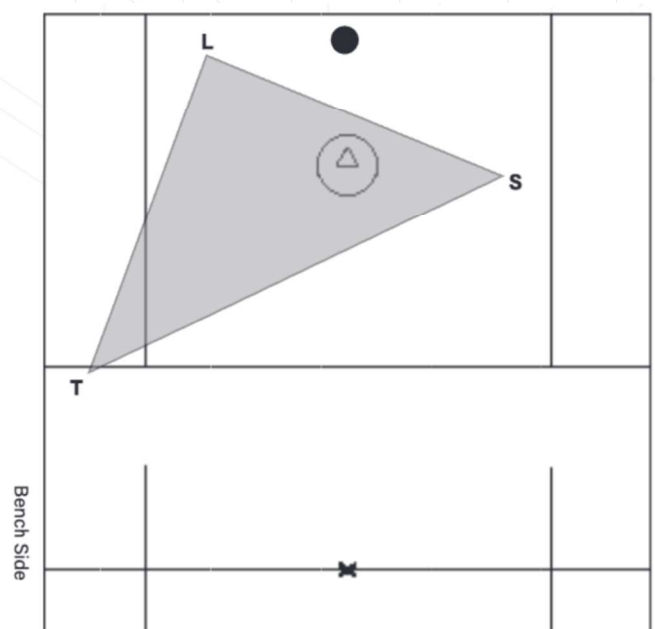
Note:

*Never let the ball get behind you.
 Anticipate where the ball will be
 passed to next so you can back
 up from a play coming at you.*

BALL NEAR MIDLINE



BALL NEAR END LINE



STOPPING AND STARTING PLAY

TO STOP PLAY:

- Each official is responsible for blowing the whistle if the ball (or the player in possession) goes out of bounds on his end line or sideline.
- When there is a play-on, the official calling the play-on is responsible for blowing the whistle to stop play if necessary.
- For a foul by the offense, the official witnessing the foul blows the whistle to stop play.
- When there is a flag down, any official noticing a condition for ending the slow-whistle situation blows the whistle to stop play.
- When a goal is scored, only the Lead should blow the whistle (unless the Lead does not see the goal and the Trail does).

TO RESTART PLAY:

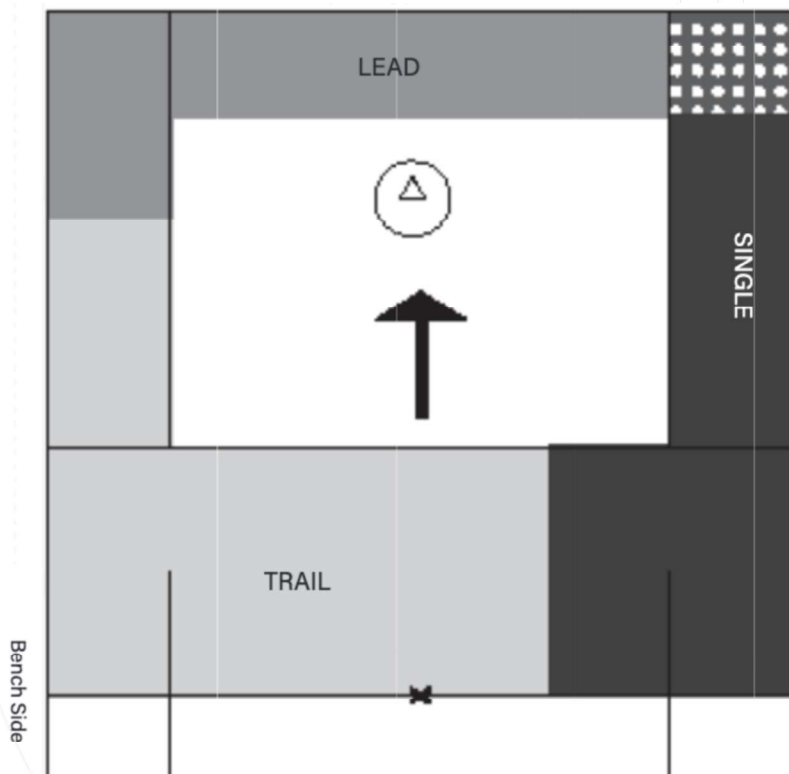
- Make sure that the player in possession is standing on the field, at least one yard in from the sideline or 5 yards in from the sideline if he is within the substitution area.
- If the ball is leaving the Trail's half of the field, the Trail will usually have the whistle to restart play. If the ball is on the opposite side of the field, the Single should hold one arm up until the player in possession is in bounds and out of the attack area; then the Single points in the direction of play. The Trail blows the whistle and has the transition count.
- If the ball is possessed by the offense and is:
 - Coming in from the bench sideline at GLE or below the Lead restarts play.
 - Coming in from the bench sideline and above GLE, the Trail official restarts play.
 - Coming in from the far sideline, the Single restarts play.
 - Starting on the endline in the attack area or in the Lead's alley, the lead restarts play. Some Referees prefer to have the Single restart play on the endline in his alley; this should be covered in the pregame.
- The officials should make eye contact before most restarts to make sure they are ready.
 - In cases where it is questionable which official should whistle the restart, communication, either verbal or through hand signals is key.
 - If you want the whistle, point to yourself; otherwise, point to your partner.

Note:

*Count both teams
before every slow
restart*

*Communication
between the officials
on restarts makes for a
smoother game*

RESTARTS – SETTLED SITUATIONS



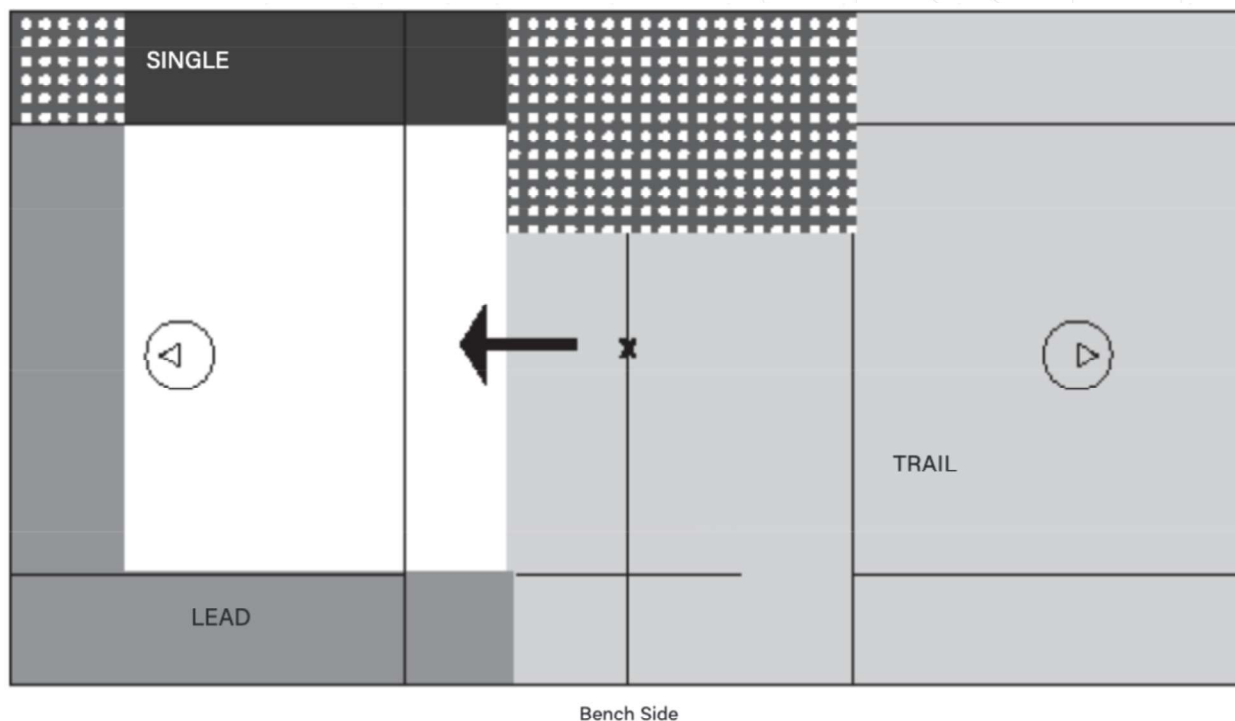
Note:

The dotted areas of the field represent overlapping coverage for restarts.

In overlapping areas, officials should discuss during pregame how these will be handled.

In this situation, the SINGLE could take the restart when the ball has left the field over the endline, but in the alley. This allows the LEAD to return and maintain goal line coverage.

RESTARTS – TRANSITION



GOAL SCORED AND READYING THE BALL FOR FACEOFF AFTER GOAL

THE LEAD

- Sounds the whistle immediately upon realizing the entire ball has passed beyond the goal line and runs toward crease.
- With one foot in or near the crease, turns to face “action” in front of the goal, and gives the goal signal while stationary (1-2 seconds),
- Retrieves the ball from the goal, (Do not ask the goalie to get the ball out of the net for you)
- Jogs to Center X with the ball and becomes the faceoff official,
- Conducts faceoff duties as discussed earlier in this manual.

NOTE:

On close goal calls near the crease the Single and Lead should look to one another to confirm a legal goal before the Lead signals.

Goal Signals – Blow the whistle WHEN it happened BUT wait to signal until you get to WHERE it happened (crease).

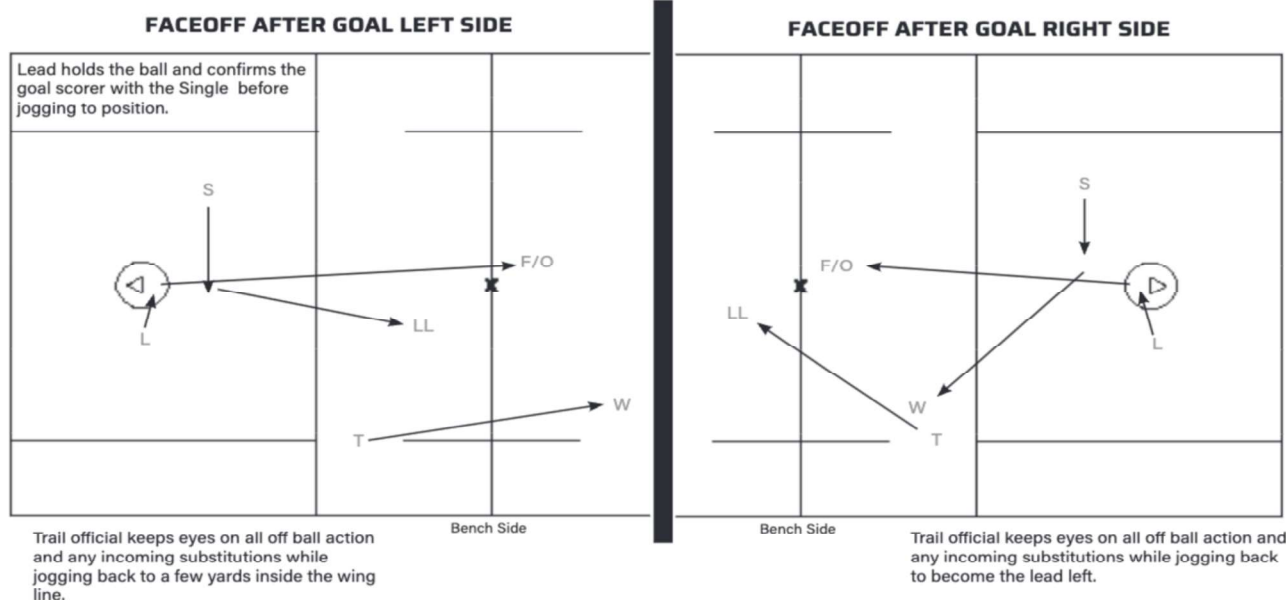
Don't run with your hands in the air.

THE SINGLE

- Waits for a whistle and goal signal by the Lead,
-Only blows the whistle if the Lead has not seen the ball enter the goal.
- Moves toward the high crease area while watching for any fouls/late hits,
- Becomes new Lead Left or Bench Side Wing official depending on which side of the field the goal is scored on
- Conducts faceoff duties as discussed earlier in this manual

THE TRAIL

- Waits for a whistle and goal signal by the Lead
- Watches the shooter and crease area for fouls/late hits
- Moves onto the restraining line and observes the whole field,
- Becomes new Lead Left or Bench Side Wing official depending on which side of the field the goal is scored on,
- Conducts faceoff duties as discussed earlier in this manual



OUT OF BOUNDS

Always attempt to position yourself in the best possible view of the play. Remember to stay outside of the play (you will often position yourself in the out-of-bounds area).

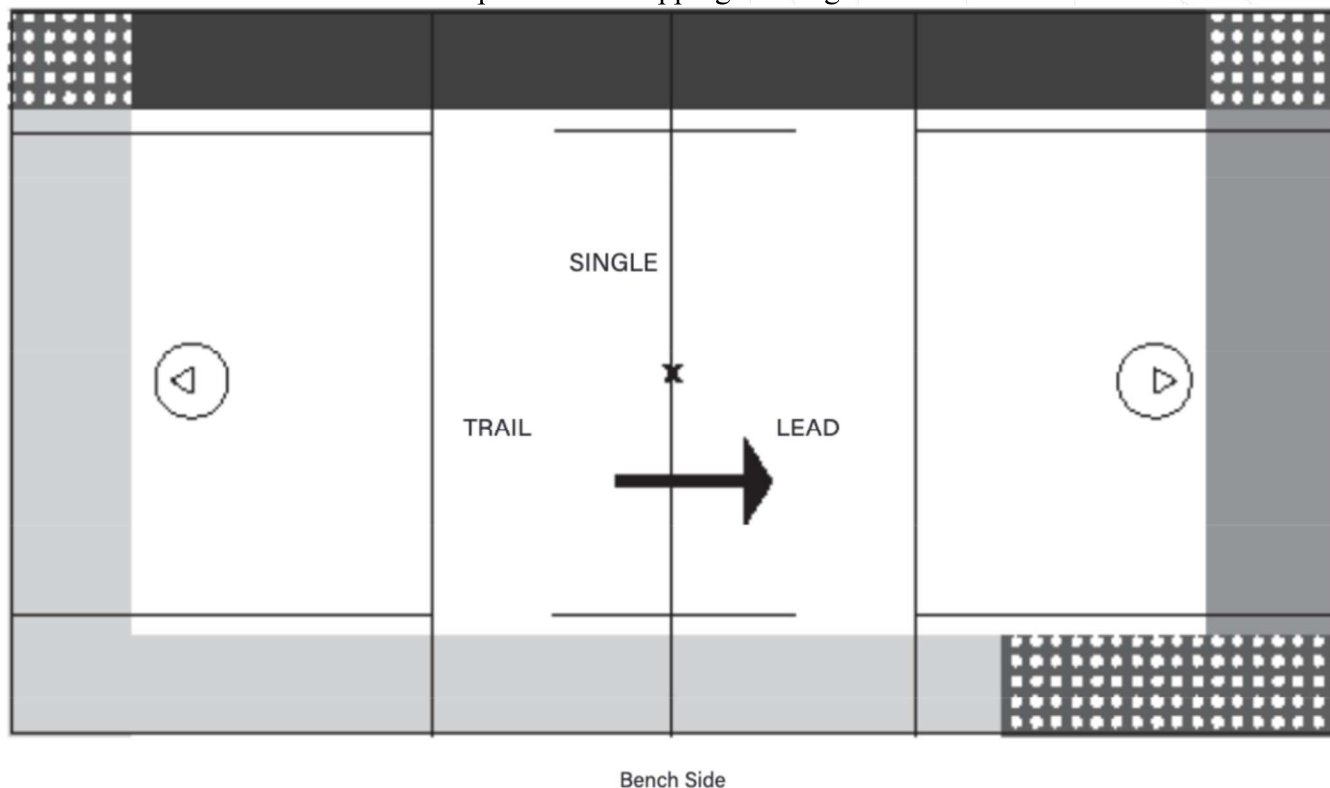
Use the following sequence of signals when you determine that the ball is out of bounds:

- Sound your whistle and signal "dead ball" (one hand over head with open palm) immediately when you determine the ball to be out of bounds.
- If the ball is out of bounds because a player stepped on the sideline or endline, give a sweeping point to the boundary line to indicate that they player stepped out.
- Signal the direction of play by pointing in the direction play will be going and calling the color of the team that now has possession. Call only one color: say "Blue Ball"
- Allow any member of the team granted possession of the ball to take possession of the ball. Sound the whistle and wind your arm to restart the game if it is your restart.

NOTE

If you need to use a sweeping point it should be low and quick so as not to be confused with your immediate directional point.

Note: The dotted areas of the field represent overlapping coverage.



DEEP RESTARTS

THE TRAIL:

- Restarts the play, positioned slightly behind the ball.
- Is responsible for the 4-second count when the ball is possessed in the crease.
- Moves up the field with, but not ahead of, the ball in order to cover his goal if there is a turnover
- Is responsible for late offsides calls and checking that players are properly substituting after the ball crosses the midline
- Must maintain visual communication with the Single (use hand signals)

NOTES:

Count forward when determining offside.

Count players on offense first. Then count defense.

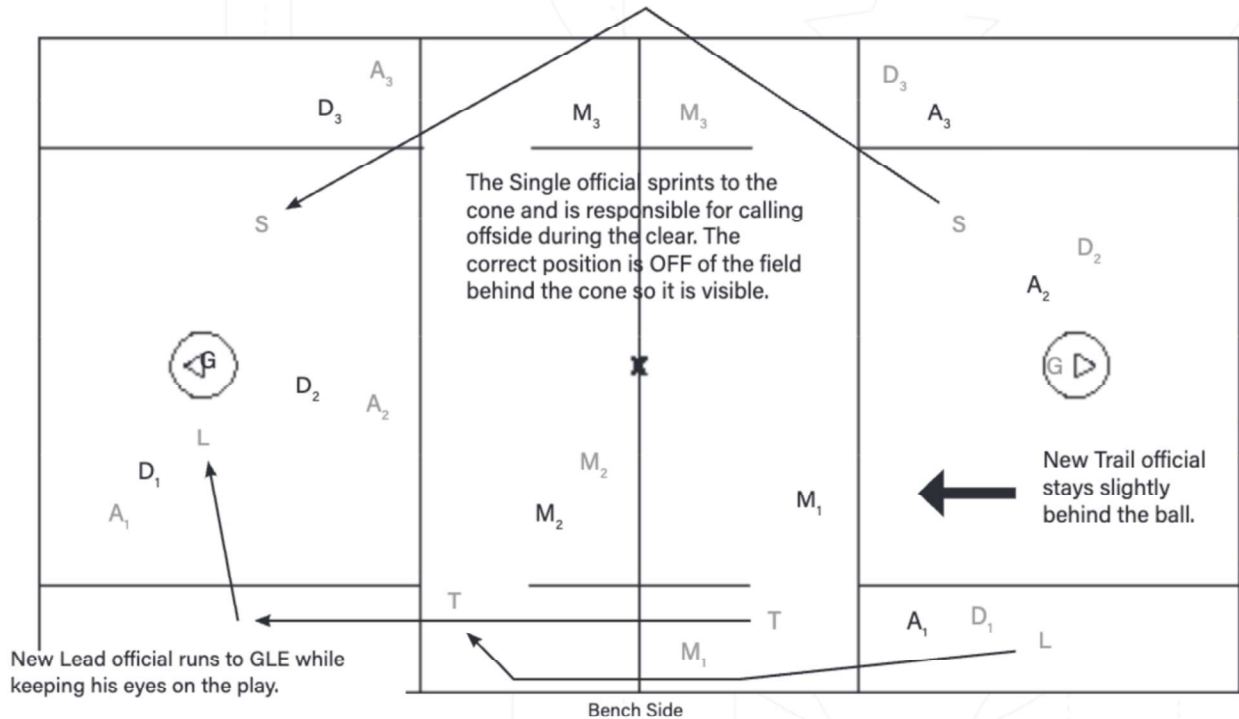
THE SINGLE

- Covers the midline for offside and keeps the clearing count.
- Is positioned at the far cone straddling the midline and holds the position until the ball passes him (does not stop at midline on a fast break).
- Must maintain visual communication with the Lead and the Trail (Single is the quarterback for relaying “Ready” Signals to his partners).

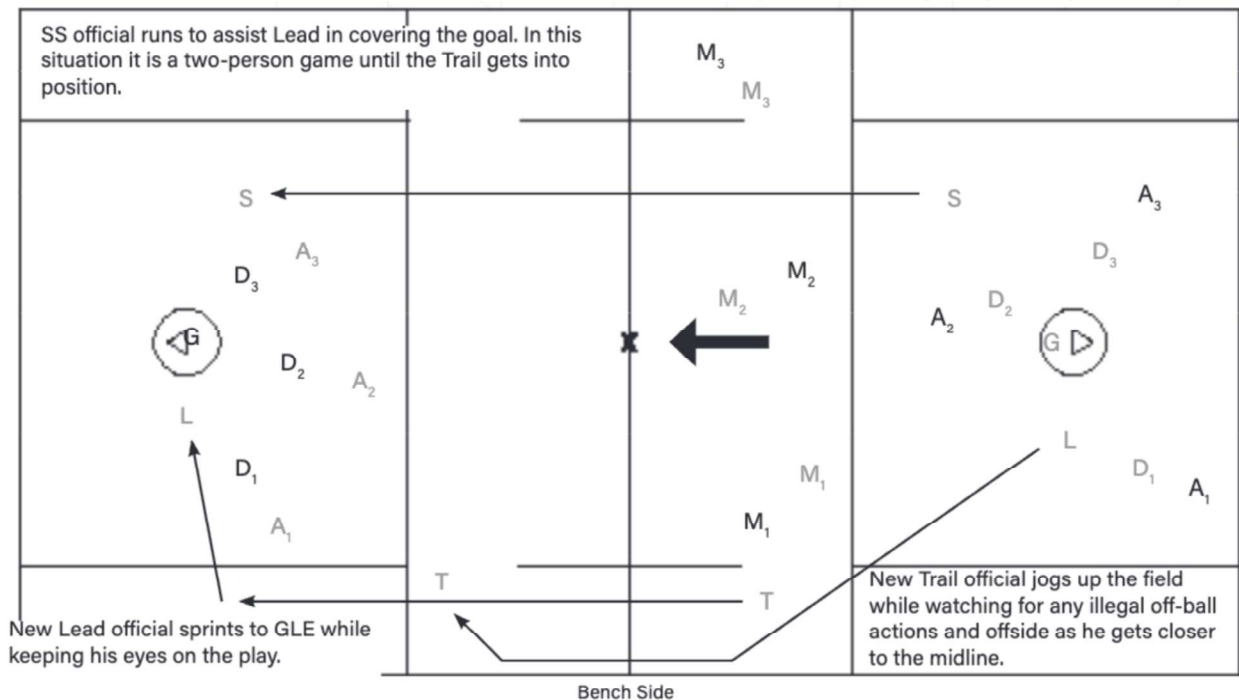
THE LEAD:

- Has primary responsibility of covering his goal
- Sets an initial position based on a variety of factors (game situation, teams’ tendencies, players’ skills, own mobility), but he will normally start at or near the far restraining line.
- Must maintain visual communication with the Single (use hand signals)
- Signal “Ready” when the field is ready.

TRANSITION SLOW BREAK



FAST BREAK



PENALTY ENFORCEMENT

Once you have determined that a foul has been committed, you must determine which of the following situations you are in:

- For loose-ball technical fouls (and also for most goalkeeper interference and crease violation fouls even if the ball is not loose), you will either employ the play-on technique or whistle immediately.
- For a foul by Team B when Team A has the ball yell “Flag down” and throw your flag straight into the air without blowing your whistle. Team A will have a chance to complete the scoring opportunity. Play stops when Team A scores a goal or when the rules require the official to whistle and stop play.
- For a foul by the team in possession, or for any loose-ball personal foul, blow your whistle immediately.

ONCE YOU SOUND THE WHISTLE, YOU SHOULD:

- Make sure the play is completed, including any dead-ball situations.
- Gather your thoughts.
- Check for flags from your partner. If there are multiple flags, determine if you have two flags for the same foul or flags for two different fouls.
- Communicate to your partners what the penalty is and the player number

NOTE:

If there are multiple flags or you are thinking multiple minutes for the foul, get with your partner(s)!

Tell your partners what your call is so everyone knows what to expect for the next restart

Always count both teams before the restart

TRAIL OFFICIAL

- Report the penalty while the other officials set up the field for play.
- Position yourself with a clear view of the table along the wing line:
 - Set your feet before reporting and do not rush
- Signal the penalty using ‘C-NOTE’
 - Color, Number, Offense, Time, Explanation (if necessary)
- Ex. “Blue, 27, Slashing, 1-minute”
- After reporting, turn on your 20-second timer.

LEAD & SINGLE OFFICIALS

- Receive penalty call from your partner
- Retrieve ball and send to restart location.
- Communicate with goalie so everyone is aware of the penalty situation.

ENFORCEMENT AFTER A SLOW WHISTLE:

- A player that has committed a personal foul will always serve penalty time whether or not a goal was scored during the slow whistle.
- A player that has committed a technical foul will not serve penalty time if a goal was scored during the slow whistle.

LIVE BALL FOULS

Live ball fouls are ones committed during the play of the game. There are four possible scenarios, since there are both personal and technical fouls that can be committed during possession by either team or during a loose ball.

Personal and Technical fouls with possession by the team that was fouled:

- ALWAYS use the slow whistle technique
 - Throw the flag high into the air,
 - Yell “Flag down” AND allow the offensive team (with possession) to complete their play,
- Sound your whistle to stop play when the rules require you to do so,
- Make certain all residual action among the players has ceased,
- Report number of player and type of foul to your partners and the field,
- Relay penalty to the table, and turn on 20 second timer,
- Let goalie know where the ball is for the restart restart play when field is ready.

NOTE:

When your partner says “Flag Down” repeat the call so the entire field knows that a flag has been thrown

Being vocal is key; be clear and concise with all communications

Technical fouls during a loose ball:

- Use the “play-on” mechanic if appropriate,
- Sound your whistle to stop play if necessary,
 - Keep the play-on short. If no immediate advantage you should stop the play immediately
- Make certain all residual action among the players has ceased,
- Announce foul, signal possession and restart play.

Technical fouls with possession by the team committing the foul:

- Sound your whistle to stop play and make certain all residual action has ceased,
- Announce foul, signal possession, and restart play.

Personal fouls during a loose ball and personal fouls by the team in possession:

- Sound your whistle immediately to stop play,
- Throw the flag high into the air,
- Make certain all residual action among the players has ceased,
- Report number of player and type of foul to your partner and the field,
- Relay penalty to the table and restart play.

DEAD BALL FOULS

Dead ball fouls are ones committed after play has been stopped (goal scored, timeout, period ends, whistle sounds for any reason), or after an action requiring a whistle occurs. There are four possible scenarios.

Personal foul by either team:

- Throw flag high into the air,
- Make certain that all residual action among the players has ceased,
- Report number of player and type of foul to your partner and the field,
- Relay penalty to the table and restart play.

Technical foul with neither team entitled to possession (after goal scored):

- Signal violation, signal possession, and restart play.

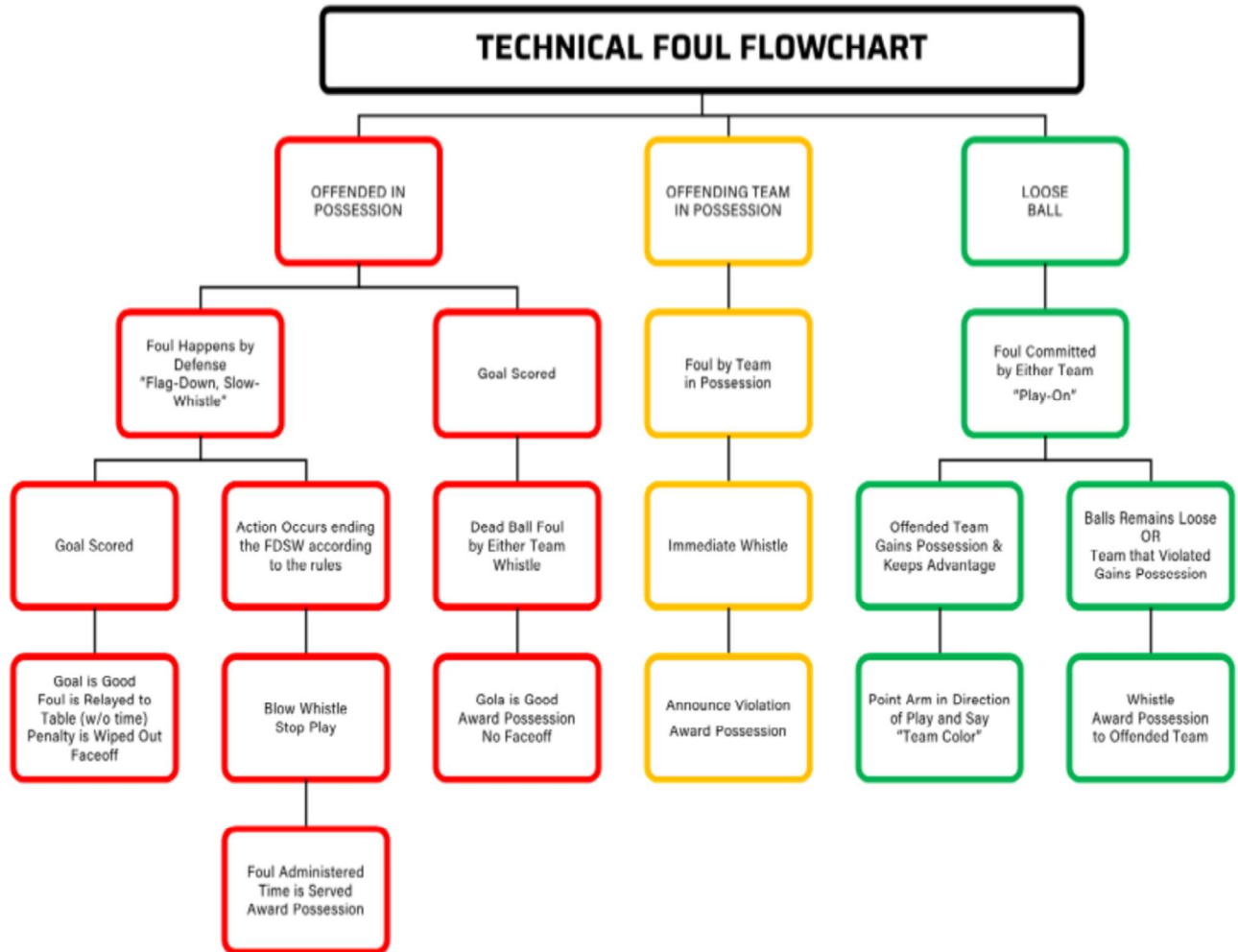
Technical foul by the team entitled to possession:

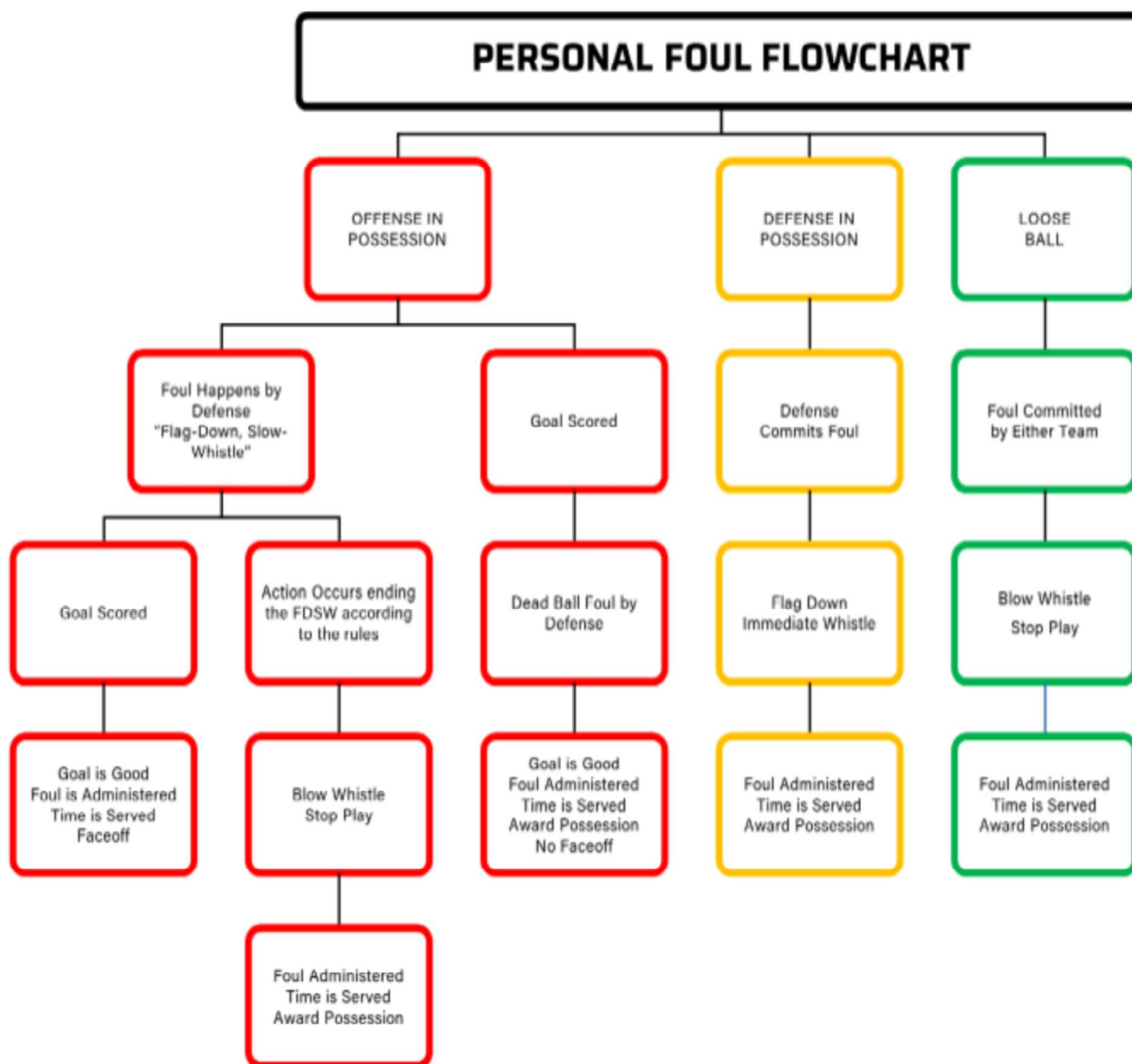
- Signal violation, signal possession, and restart play.

Technical foul by the team not entitled to possession:

- Throw flag high into the air,
- Report number of player and type of foul to your partner and the field,
- Relay penalty to the table, and turn on 20 second timer,

FOULS DECISION TREE





PLAY ON

PLAY-ON TECHNIQUE

If a player commits a loose-ball technical foul or crease violation and the offended player's team may be disadvantaged by the immediate suspension of play, the official shall visually and verbally signal "Play-on." The whistle shall be withheld until the play ends or advantage is gained or lost.

The play-on is intended to allow the game to flow. It makes no sense to stop the game for a loose-ball technical foul and then award possession to the team that is about to gain possession anyway. This is particularly true if the team that was fouled had an opportunity to create a fast break. When the ball is loose outside the crease:

- If one team has an opportunity to gain a clean possession and the other team commits a technical foul, use the play-on technique.
- If one team is about to gain possession and the other team commits a technical foul or line violation, but the team gaining possession would quickly be disadvantaged by going out of bounds or being trapped by opposing players, sound an immediate whistle.

NOTE:

*Keep the play-on short.
If no advantage or
disadvantage you should
stop the play
immediately*

ENFORCEMENT OF PLAY-ON

The play-on technique allows play to continue if the fouled team is not disadvantaged by ongoing play. This improves the flow of the game by reducing the number of stoppages, and it should only be used when it is advantageous to the team that was fouled.

When a play-on is appropriate for a loose-ball foul (and some crease violations and goalkeeper interference penalties with possession), the official shall raise one hand overhead and yell "Play on!" For a typical looseball foul, the whistle will be withheld until:

- Several seconds pass with neither team gaining possession.
- The team that committed the foul gains possession.
- The team that was initially fouled commits a foul.
- Any other action occurs that requires the officials to blow the whistle.

Once the whistle is blown, the official signals the loose-ball foul and awards possession to the team that was fouled to begin the play-on. However, if the fouled team is able to gain possession, the play-on is over and play continues without a stoppage. When this happens, the official should drop the raised arm, and point in the direction of the play and simultaneously state "[team color] ball!" so that everyone knows the playon situation is over." Ex. "Blue ball," while pointing in the direction that the blue team is attacking.

OVER AND BACK

The over-and-back foul is a technical foul against an attacking team that results in a play-on in favor of the defending team. Once Team A (attacking) has successfully advanced the ball into the attack area to satisfy the clearing count, Team A has an obligation to keep the ball on its offensive half of the field while attacking. If Team A was the last team to possess the ball and the last team to touch the ball, and if the ball (not on a shot) either touches the midfield line or breaks the plane of the midfield line, then an over-and-back foul has occurred.

- The trail official will usually be in the best position to detect an over-and-back situation.
- If the ball approaches the midfield line, the other official(s) can yell “yes, yes, yes” or “no, no, no” to alert the trail official if there is a possibility of an over-and-back foul. “Yes” indicates there is a possibility of an over-and-back foul. “No” signals that the defense touched the ball last or that the defense possessed the ball momentarily, which would cancel the previous offensive clear by Team A and commence a new defensive clearing count for Team B.
- In addition to the “yes or no” audible signals, the officials might consider using the hand signal for “deflected” or “tipped” if the defense touched the ball last. The official(s) might also consider yelling “tipped” or “defender touched” while making the hand signals.
- The choice of audible and visual hand signals to be used for the over-and-back situation should be discussed during the officials’ pre-game meeting.

NOTES

During the pre-game meeting with your crew, discuss how you want to use audible and hand signals for a potential over-and-back situation

Don’t allow one team an unfair restart advantage. If the ball squirts forward during an play-on and if you have to whistle the play dead, then bring the ball back to midfield for the restart

In most situations, the play-on will be terminated quickly unless Team B does not have a clear and obvious advantage to gain possession of the ball and continue its counter-attack.

- The trail official must watch carefully to ensure that a Team B attacker standing at the midfield line does not touch the ball first before the ball crosses midfield.
- If the over-and-back occurs and no advantage exists for Team B, then whistle the play dead quickly. Then conduct a restart from midfield.
- Bring the ball back to midfield for the restart.
- The single side official will usually restart play, allowing the new lead to get ahead of the play.

Considerations when dealing with a potential over-and-back situation:

- The touch into the attack box – Make sure the attacking team got its touch into the Attack Area. If the attacking team has not gotten its touch into the attack box, then there cannot be an over-and-back foul. Officials must communicate clearly whenever an attacking team completes its clear with a touch into the attack box.
- Who touched the ball last? – Did the pass get deflected by the defense? If so, then there is no over-and-back call unless a Team B defender touches the ball before it crosses the midfield line. However, there is the chance of an offsides or a push from behind causing an offsides.
- Did the ball break the plane of the midfield line before being touched by a player from Team B? – If so, then play-on in favor of Team B. If the ball does not touch or go over the midfield line, then no infraction has occurred. Defensive players may legally bat the ball to keep it in the offensive half, but if the defensive player possesses the ball even for a second, then it is an over-and-back infraction even if the ball stay onside.
- Offsides – Is one team offsides? Did one team go offsides first? If so, then play-on. If simultaneous offsides, then kill the play and award possession of the ball using the Alternate Possession rule.
- Pushing – Was there a push from behind causing a player to go offsides?
- Interference – Did a player make contact with an opponent before the ball was within 5 yards? If so, then play-on for interference. Team B attackers will be trying to lift the sticks of the Team A long poles to create an overand-back situation. Early contact is a play-on.
- Pre-game discussions for the over-and-back foul: Who kills the play? Who restarts the play? Where does the restart happen? When do we restart play?

NOTE

You can never over-communicate as it relates to team's getting a touch into the attack box or assessing a potential over-and-back situation

EQUIPMENT CHECKS

Whether a check is being conducted at the request of the opposing coach or as a result of a routine inspection, the crosse inspection procedure is identical. Both must be done during a dead-ball situation. You must always verify all aspects of the player's equipment and crosse if the coach requests an inspection.

- Go to the player whose crosse you've decided to check. Identify him by number and ask for his crosse.
- He may not touch the strings or jam the head once you have requested his crosse. If he seems about to do either, caution him not to; if he does so anyway, assess a 1-minute non-releasable unsportsmanlike conduct penalty and continue with the inspection.
- Any attempt by the goal scorer to adjust the pocket depth using a drawstring after a goal will be penalized with a 1-minute unsportsmanlike conduct penalty and the goal will be disallowed, even if the adjustment occurs before the official asks for the crosse.
- For coach requested checks (and for routine checks under NFHS rules), quickly check to make sure the player has a legal mouth guard, shoulder pads, arm pads, gloves (palms and fingers cannot be cut out), helmet, and cleats. If any required gear is illegal or missing, he receives a 1-minute non-releasable personal foul penalty.
- Take the crosse and move away from the player being inspected.
- Use the game ball to check the first three aspects of the crosse:
 - Place (don't jam) the ball into the pocket and hold the crosse parallel to the ground at eye level. If you can see the top of the ball beneath the bottom of the sidewall, the pocket is illegal.
 - Again, place the ball into the pocket and rotate the crosse slowly forward from a vertical orientation to verify the ball freely rolls out of the crosse.
 - Finally, place the ball into the pocket and rotate the crosse slowly forward from a horizontal orientation to verify the ball rolls out of the top end of the crosse.
- Next, use your tape measure to check the measurements:
 - Measure the total length of the crosse along the handle from end of the stick to the very end of the head.
 - Measure the inside edges of the head at its widest point.
 - Measure the length of the inside of the head from plastic to plastic.
 - Measure the length from the top of the head to the shooting strings.
- Report the foul to the table and explain what the violation was.
- A broken crosse does not draw an illegal crosse penalty. However, someone playing with a broken crosse is guilty of an illegal procedure technical foul.

NOTE:

Official nearest the ball when the play ends should bring the ball to the equipment check.

Umpire and Field Judge face the benches.

*Referee conducts all measurements,
Umpire and Field Judge conducts pocket depth and roll out tests.*

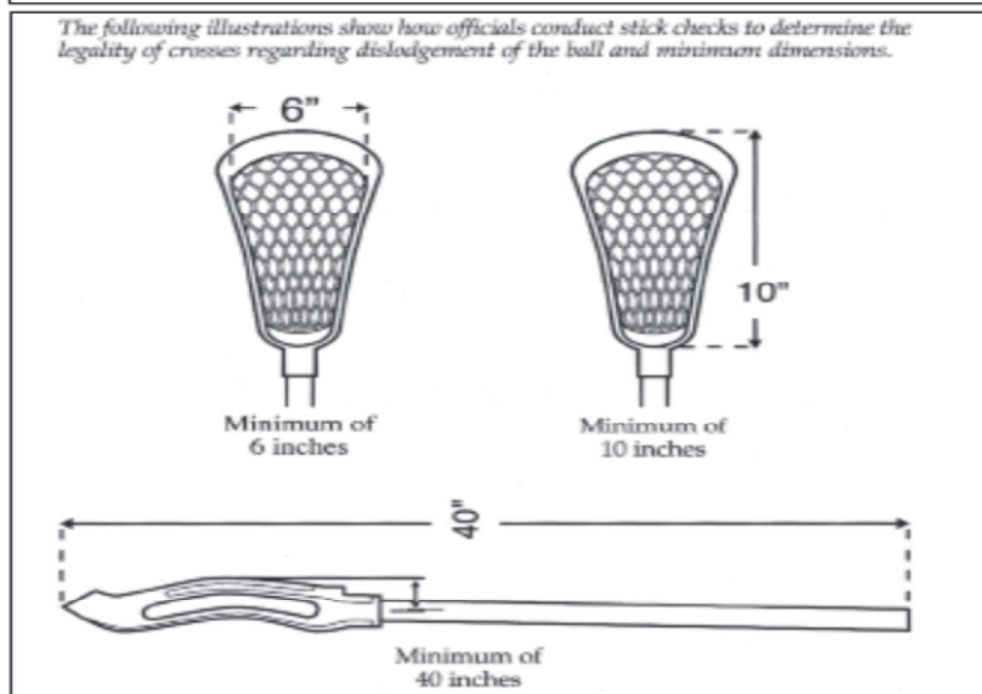
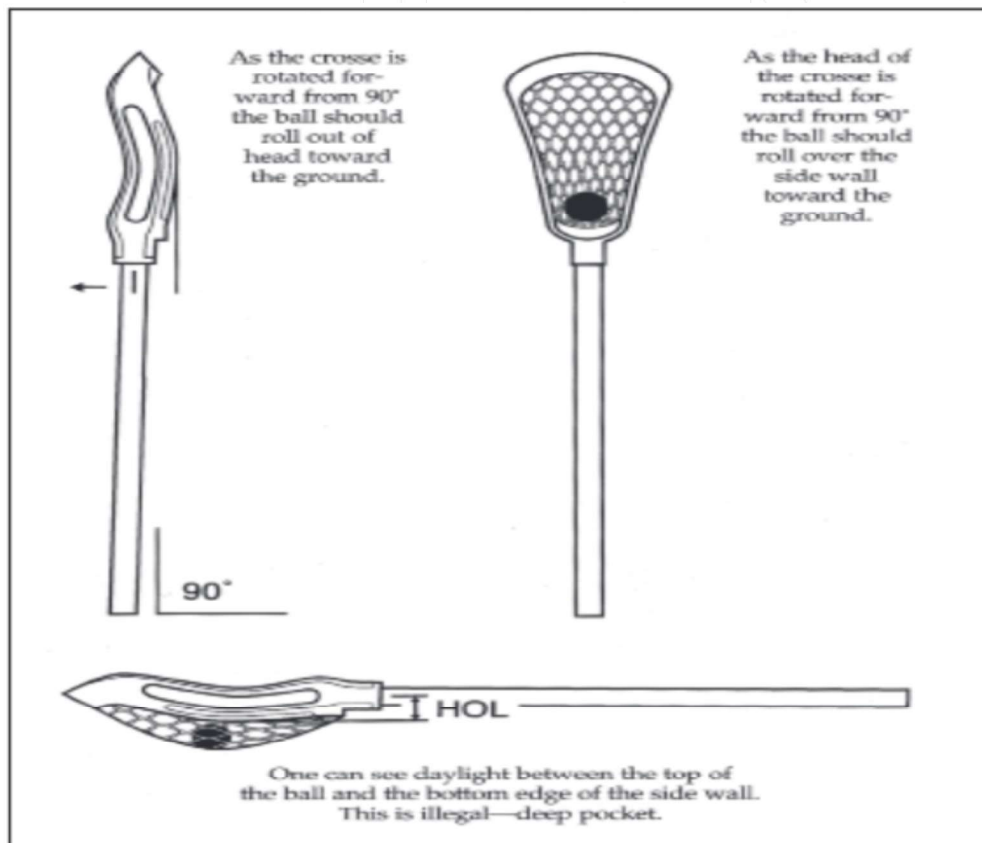
As previously mentioned, all equipment checks requested or routine, are to be done during dead ball situations, such as:

- During a team time-out,
- After a goal,
- Before a faceoff,
- Between periods

These checks should be done so they have a minimal impact on the flow of the game.

Different areas have different policies on equipment checks, so be sure to check with your trainer to find out the local procedures. In particular, be certain to find out whether you are expected to conduct inspections in local youth lacrosse contests.

Note that if the goal-scorer's crosse is discovered to be illegal after a goal and before play restarts, the goal is disallowed. Other illegal equipment, however, does not disallow the goal.



KEY POINTS REGARDING EQUIPMENT CHECKS

- In order to keep the game moving, practice until you can complete a stick check in under 30 seconds.
- A good rule of thumb is that if it takes you more than 5 seconds to complete any aspect of the test because the stick is borderline, move on to the next part of the inspection; if it's that hard to determine legality, give it the benefit of the doubt and assume it is legal.
- To speed the measurement of long poles, determine points on your body that corresponds to heights of roughly 52 inches and 72 inches(or, if you are shorter than that, how far above your head the point is); since the crossbar of the goal is 72 inches above ground, you can also use that as a benchmark.
- When checking the stick, test the pocket depth, ball rollout from the top, throat and both sides, the head width from the front, the head length, and the stick length. The back of the head is not to be measured, and we do not check to determine if the ball lodges in the back of the crosse.
- Be sure to complete all required checks before the 5-minute mark of the fourth period.
- It is not necessary to keep track of the numbers of the players inspected; writing the numbers down on your scorecard takes too much time. It is fine if the same player gets checked twice in one game. On the other hand, try to have some idea who has been inspected so you don't inspect the same player 3 or more times in the same game.
- Goalkeepers Sticks- only illegality of a goalie stick is length cannot be shorter than 40 inches or longer than 72 inches.
- If you have trouble remembering all of the measurements, tape them onto your tape measure.
- Random equipment checks should not be done during a flag-down situation or when someone is already serving a time serving foul.

NOTE:

Practice until you can check a crosse in under 30 seconds.

TIMEOUTS

OFFICIAL TIMEOUTS

- An official may suspend play at any time at his discretion for any reason he deems necessary for the proper enforcement of the rules or conduct of the game including issues with the players, coaches, spectators, table, field or weather. The Referee should notify the other officials, table and both coaches as to the reason for the game stoppage.
- Loss of Equipment – Officials will stop play if ANY player loses mandatory equipment in the scrimmage area according to the NFHS rulebook. If the player is not involved in the action, the player can fix the equipment issue or substitute for another player that is fully equipped.
- Injured player – the official will stop play if the injured player is in the play or in the attack area. If the official deems the injury to be serious, he will stop play immediately. The official closest to the player should approach, but should not touch or assist the player. The official nearest the bench should notify the coaching staff/trainer. If the uniform has blood on it that cannot be removed, the player may change numbers as long as the table and other team are notified. An official timeout due to a player injury will not be charged a timeout.
- Concussions – any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. Also note the NFHS Suggested Guidelines for Management of Concussion, in Appendix B of the NFHS Rule Book.
- Mistakes by an official should be corrected as quickly as possible. The Referee should correct the mistake, notify the table and coaches. The Referee must also allow or disallow the goal depending on the circumstances
- If a player, coach, spectator or any other person is ejected from the game and needs to be removed from the premises. The Referee will be in contact with the Game Administrator and, if necessary, security and/or law enforcement. The other official will monitor the field and have the ball ready for restart.

NOTE:

If a player loses their helmet ANYWHERE on the field the result is an immediate whistle.

TEAM/PLAYER TIMEOUTS

- During play, a timeout may be called by a team on the field or head coach when they are in possession of the ball anywhere on the field (NFHS), when in possession across the offensive restraining line (NCAA) or if there is a dead ball. The official nearest the person calling the timeout (usually the Trail) should stop play and then notify the table and start his timer. The Trail should also position himself near the substitution box to prevent any player issues while the other officials are getting the ball ready for play. The official should then confer with the table to verify the remaining timeouts for the teams and confirm with the other official.
- At 1 minute and 40 seconds, the bench official should whistle for the teams to return to the field and start the timer.

NOTE:

The Trail official should get to the wing line to watch the players crossover.

- Coaches and teams should remain in their respective coaching areas and not come onto the field during the timeout.
- Each team is allowed one illegal-equipment request per game unless an illegality is found during that check or an ensuing one.
- Each team can call for a double horn at a dead ball situation and request a count of the long poles on the field. If the head coach makes a second request where the long poles were correct, the team is assessed a timeout. If no time outs remaining, then the team will be assessed a technical foul.

POST-GAME

DEBRIEFING, LESSONS LEARNED AND IMPROVING YOUR GAME

Officials can't learn from mistakes unless mistakes are made. You will make plenty of them as you learn how to officiate the game. The trick is not to repeat them. But because mistakes are a part of the game, you will want to learn as much as you can from these errors. Post-game analysis is often difficult to conduct immediately after the game, when people have to get back to their families or other obligations. Some suggestions:

- You can control the kind and the amount of feedback that you get by the way that you react to the information that you've requested. If you request feedback, be open to it and listen to what is said rather than challenge the people who you ask to assist you.
- Rather than just asking how you did, ask specific questions. Here is a sample dialogue: "Do you remember that illegal body check call that I had in the third quarter? What did you have? Tell me why you would or wouldn't have made that call."
- Propose going somewhere to buy your officiating partners a soda, even if it is to a gas station on the way out of town. Then you can take a few minutes to clear the air regarding the game.
- Ask permission to call your officiating partners at night to discuss.
- If you have a mentor, be sure to check in with this senior official for feedback.
- Keep reading the rule book, focusing on Rules 4, 5, and 6 (and also the "play on" and "slow whistle" portions of rule 7). As you do this, you'll continually find situations that you saw in your games and didn't know how to handle. Be sure to read the situations in the rule books as well as the rules themselves.
- Continue your officiating education regularly through your local officiating organization and practice, practice, practice!

PENALTY SIGNALS

DIAGRAM

PERSONAL FOULS



PERSONAL FOULS

An offending player's team will be a man down while he serves his penalty in the penalty box. A personal foul can be one, two, or three minutes, depending on the official's judgment of the severity and perceived intent of the foul. Fouled team will be given possession.

ILLEGAL BODY CHECK

Fouls will be called for a body check:

- of an opponent without possession of the ball or more than 5 yards from a loose ball (3 yards if youth).
- delivered without both hands on the stick
- avoidable hit on opponent who's already passed or shot the ball.
- to a player from behind, below the waist or above the shoulders, including following through to head.
- to a player with any body part other than their feet on the ground.
- initiated with the head, also known as spearing and assessed a non-releasable penalty.
- considered more aggressive than necessary to knock to the ground, injure the player or made in a reckless or intimidating manner.



CROSS-CHECK

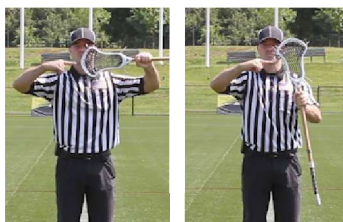
A player cannot use the stick shaft between his hands to play an opponent, either when thrust against his opponent or striking him while running with his stick extended.



DEEP POCKET | ILLEGAL CROSSE

A player may not use a stick that doesn't conform to specifications. For example, it is a:

- 2-minute non-releasable penalty if a stick has too deep a pocket or weaving not firmly attached. 1-minute if NCAA.
- 2-minute non-releasable penalty for any other reason and the stick may return. 3-minute if NCAA, and the stick may not return if NCAA.



DIAGRAM

PERSONAL FOULS



ILLEGAL EQUIPMENT

A player may not use equipment that doesn't conform to specifications. For example: cutting palms out of gloves or altering protective equipment like shoulder and arm pads, non-regulation lacrosse helmets and mouth guards, Jewelry, unless religious or medical alert items taped.



SLASHING

A poke into the ribs, chest, neck or back. A vicious, uncontrolled swinging the stick, whether contact is made or not. The gloved hand on the stick may be legally checked.



TRIPPING

A player may not trip an opponent with a positive action of his body or stick below the waist resulting in their being obstructed.



UNSPORTSMANLIKE CONDUCT

Non-releasable - arguing with official, using threatening or obscene language or gestures, baiting or taunting, or any other act officials deem unsportsmanlike. **Releasable** - repeatedly committing same technical foul, not returning to field immediately, and a substitute deliberately not complying with rules for entering game.

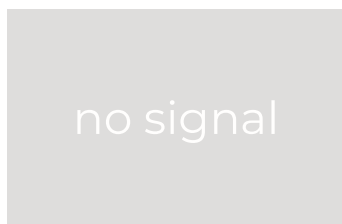


UNNECESSARY ROUGHNESS

Any excessively violent infraction of the rules governing holding or pushing. Includes checks delivered with a punching blow, against a player setting a pick or a stationary defender and checking an opponent who is in a vulnerable position.



DIAGRAM



PERSONAL FOULS

FOULING OUT

A player, substitute, coach or other team personnel can foul out from the game for accruing 5 minutes of personal foul penalty time. A substitute for that player may enter the game when the disqualified player would have been permitted to reenter the game. A player that has fouled out has not been ejected.



EJECTION

A player, substitute, coach or other team personnel can be ejected from the game for serious infractions. See ejection foul page for further details. Ejection fouls are enforced with a three-minute non-releasable penalty



DIAGRAM

TECHNICAL FOULS



TECHNICAL FOULS

The penalty for a technical foul is either:

- 30 second releasable penalty after flag-down, slow-whistle if fouled team had possession at the time
- Possession awarded to fouled team after play-on ended
- If ball remains loose, fouled team awarded ball at spot of infraction



CREASE VIOLATIONS

Usually from stepping into the crease while on offense.



HOLDING

Numerous violations, which include holding an opponent with a free hand and holding the body of an opponent with a stick.



ILLEGAL OFFENSIVE SCREENING

Teammate moving or stepping into opponent while trying to screen a player guarding a teammate.

Often referred to as a "moving pick," no offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the man he is playing.

Called only when one offensive player checks a defensive player when the checker's team has possession.



PUSHING

A player shall not thrust or shove an opponent from the rear. Pushing is permitted from the front or side when an opponent has possession of the ball or is within 5 yards (3 yards if youth) of a loose ball.

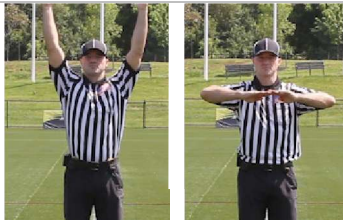


ILLEGAL PROCEDURE

Any number of actions on the part of players or substitutes of a technical nature that are not in conformity with the rules and regulations governing the play of the game shall be termed illegal procedure.

DIAGRAM

PROCEDURAL FOULS



GOAL SIGNAL

The goal line official calls all goals. The ball must pass completely through the plane of the back edge of the pipes. Hitting two or three pipes does NOT designate a goal.

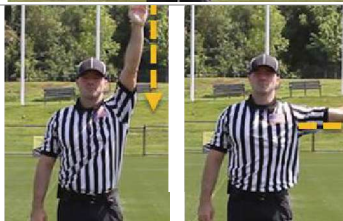
NO GOAL

Goals that are scored illegally are quickly reversed by the official.



TIMEOUT

The official will alert the timekeeper when to stop the clock. In games that use running time, certain conditions like legal timeouts, injury timeouts and equipment checks will require the clock to be stopped.



DIRECTION OF POSSESSION

The official will indicate the direction of play when either the ball goes out of bounds or there is a loose ball technical foul that results in a change of possession.



OFFENSIVE STALLING WARNING

Attacking team is not making an effort to attack the goal and score.



FAILURE TO ADVANCE

Failure to advance the ball over the midfield line in 20 seconds or to bring the ball into the goal area within 10 seconds after crossing the midfield line can result in a turnover.



LOOSE BALL

Indicates that the ball was loose when there was a technical foul.



PLAY-ON

If a player commits a loose-ball or line violation foul, goalie interference or crease violation and the offended player may be disadvantaged by the immediate suspension of play, the official will delay the whistle and signal play-on.

[illegible]

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