

TABLE OF CONTENTS

Officials' Conduct
Pre-game Responsibilities
Face-off
Positions in Settled Situations
Wide Triangle Positions.....
 A. Settled Situation.....
 B. Transition
 C. Summary
Positions of Officials
 A. Goal Scored
 B. Penalty, Signals, Relays.....
 C. Equipment Checks, Time-outs, End of Period, Injury.....
Play-on Procedure
Common Situations
Appendix
 A. Two Sample Pre-Game Conferences
 B Code of Ethics Procedures.....
 C. Code of Ethics Procedures.....
 D. Two Man Mechanics

GLOSSARY OF TERMS

ON	Official who is watching the ball.
OFF	Official who is watching the action off the ball.
LEAD	Official who has goal line and end line responsibility.
CENTER	Far side official, also called "SINGLE."
TRAIL	Official who has defensive count and clear as teams move up field.
COUNT	Refers to 20-second defensive and 10-second offensive counts.
GOAL LINE EXTENDED	Imaginary line running through goal line to sideline.

PLAY-ON	Call and mechanic used on loose ball technical fouls. (Exception: some crease violations—goalie in possession; some line violations)
WIDE TRIANGLE	Mechanic used by officials delineating positions and philosophy for three man games.
LOW CREASE AREA	Area from goal line to five yards above goal crease.
HIGH CREASE AREA	Area five to ten yards in front of crease.
DEFENSIVE ZONE	Defensive 20 second count area
ZONE #3	10 second starts with possession over midfield
ZONE #4	Offensive count stops, Attack Goal Area

COC

There are three teams on the field every game. They are the home team, the visiting team, and the officials. **ALL OF THEM WANT TO DO A GOOD JOB.**

The key to good officiating is similar to that for good team defense. The crew must be properly positioned in order to see the entire play. Each official must have faith that his partners will cover their respective areas, and each must understand that his performance will impact the success or failure of the entire group in that game.

OFFICIALS' CONDUCT:

- 1) Officials are to arrive at all weekend game sites two hours prior to game time at which time they are to inspect the field and attempt to correct any problems with the help of home site management. (not MDIA)
- 2) Officials will wear coat and tie to COC College games. (not MDIA)
- 3) The Referee will conduct a thorough pre-game conference.
- 4) Officials are to have no contact with the coaches during the season, except on game days when carrying out their responsibilities. All such contact will be through their t Assigning Authority
- 5) Officials, while on the field, will refrain from making comments to coaches and players other than the normal explanation of a call.
- 6) Officials at all times will convey the image as a professional concentrating on officiating.
- 7) Officials are required to follow the **COC** approved mechanics.
- 8) Officials are not to accept assignments at schools where they work, or where a close relative is employed.

UNSPORTSMANLIKE CONDUCT/ETHICS

Officials will report any unsportsmanlike situations to their Assignor within 24 hours of the contest and follow the call with the submission of the **COC/MDIA** game conduct report. All one minute or more unsportsmanlike fouls are to be reported in this manner.

Game Reports

Referees are to complete a COC/MDIA Official's Game Report for every College game. The report is to be sent or faxed to the appropriate assignor after the game. Some assigners will have you hold your game report if there were no problems to later in the year.

PRE-GAME RESPONSIBILITIES

The officials have five primary responsibilities before the game begins.

1. Pre-game conference: The officials are required to meet prior to the game to review their responsibilities and coordinate communications. The Referee conducts the conference. The extent and depth of topics will vary from game to game, crew to crew, and Referee to Referee.

2. Checking the field: The field must be checked prior to the game. If possible, the field should be checked two hours before scheduled game time. If the field does not meet the requirements and the home team does not correct the problem, the home team should be penalized accordingly.

3. Coaches' Certification: A game cannot start without this certification. It must be done with the Head Coach. If possible, this should be done before going out onto the field so as not to interfere with the team's pre-game. If this is not possible, do it as soon as you get onto the field. Try not to interrupt or impose upon the coach. The COC Certification card should be handed to the head coach, with names and numbers on it, and then the Referee should recite: **“Coach, are your players equipped to play by rule?”**

4. Check pre-game and half-time ceremonies: Officials and coaches must know if there will be a National Anthem, introductions, etc. so that all are on the same timetable. There should be no surprises five minutes before game time. If there are any events which could delay the start of the game, the Referee should communicate this with both coaches.

5. Instruct the bench personnel and ball people: The timers and scorers have a great deal of power in the game of lacrosse. Few are professional officials or even adults. The Referee must make sure that they know what is expected from them. While the Referee is instructing the bench personnel, the other officials should instruct the ball people on their duties. Even if the bench and ball personnel say that they know what they are doing, tell them what **YOU WANT** them to do. If ball people are not available, be sure that an adequate supply of balls is provided to each endline, and that the home coach understands that he is responsible for maintaining an adequate number on the endline.

Summary

The crew that is thoroughly prepared for a game does a better job than one which waits for problems to develop, then tries to sort them out. Situations can be anticipated because

the crew has discussed them. There is less confusion on the field because the crew has discussed signals, responsibilities and mechanics. Bench personnel know their jobs, coaches are informed and the game flows. Coaches have been instructed to note on game card if officials are not at game site on time or do not have pre-game conference.

ON THE FIELD PRE-GAME

The crew should be on the field at least 20-25 minutes before game time. If possible, have scoreboard run down to game time. If the Referee has not obtained captains' numbers and completed the Coaches Certification, it should be done at this time. Ask the Head Coaches if they could send you the Captains at the **10:00** minute mark. All communication with coaches, beyond a simple yes or no comment will be done through the Referee only!

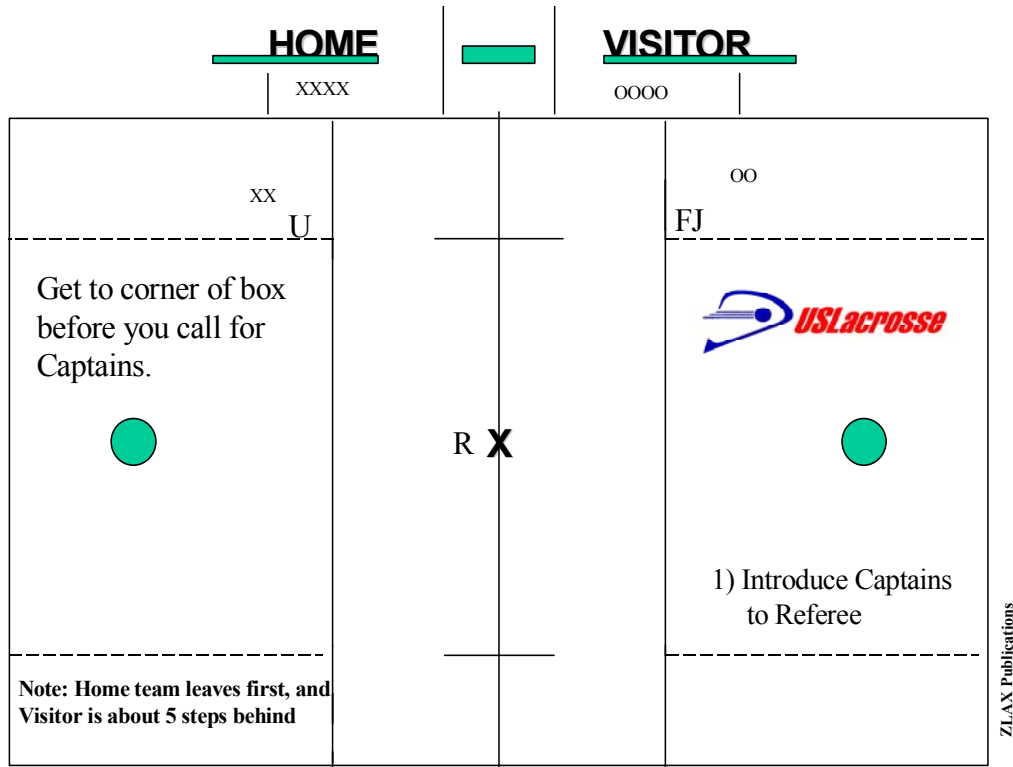
At this point final instructions should be given to the bench personnel and ball people. Also during this time the Umpire should check equipment from randomly selected players from the home team and the Field Judge should check equipment from the visiting team. Goalies should be checked for mouthpieces. After walking the field one more time, ensuring placement of corner cones, and taking notice of any field situations (muddy area, long grass, etc.), the officials should go to far side cone (at the midline) for further discussions and to await the time for the coin flip. Officials will still be available for equipment checks at this time. Officials should look for any players whose uniforms do not conform to rules. This is the time to catch and correct illegal equipment. Think preventative officiating!

Captains and coin toss:

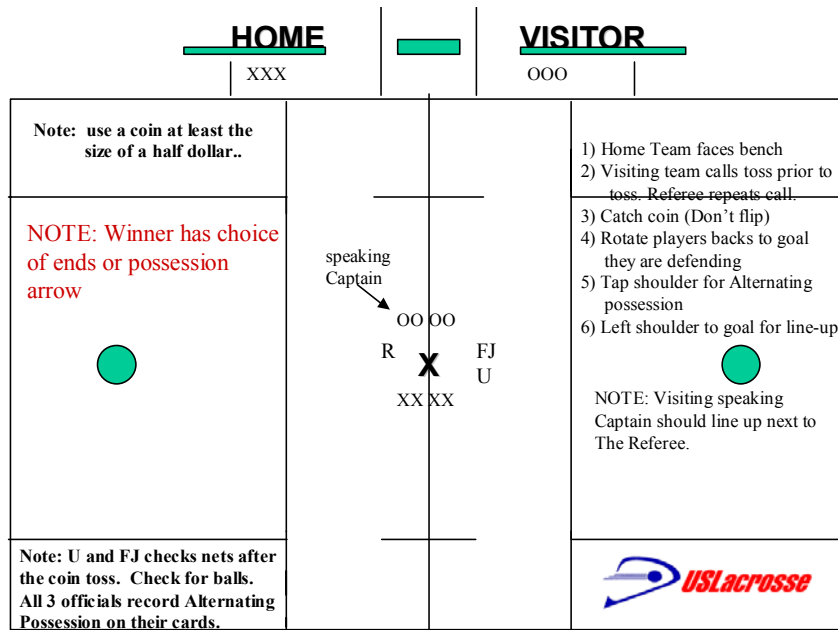
Ten (10) minutes before game time the Officials will begin the coin toss process. The Umpire and Field Judge will get the captains at the corner of the box, bench side on their respective halves of the field. The Referee is at center "X". There is no need to blow your whistle and yell for captains, as this tends to disrupt and distract team warm-ups. After getting the captains, introduce yourself to them. Upon the signal from the Referee, the official with the Home team will walk them out to the Referee about 5 seconds before Visitors. This will give the Referee time to introduce himself to the captains. Home captain's face in towards benches, visitors face out. The speaking Visiting Captain should be positioned next to the Referee. The Umpire and Field Judge will stand opposite and facing the Referee. Referee asks the Captains to introduce themselves to each other, and shake hands. He then shows both captains the coin to be used for the toss. The Referee will ask the Visiting speaking captain what he will call. He will repeat the call, and then flip the coin. The Referee will catch the coin in his open palm, and not flip it over. If the Referee drops the coin, he will do the flip again. At this time the Referee will state which team won the coin flip and give the winning Captain a choice of defending a certain end of the field or the first possession arrow. The other team gets whatever the winning team did not choose. Rotate the captains so that their backs are to the goal they are defending. Announce "Red, you will defend this goal, come out with your left shoulders facing this goal. White, you will defend this goal, come out with your left shoulders facing this goal. Each official should note this on his scorecard. As the

captains are rejoining their teams, the Umpire and Field Judge should check the nets one last time for holes, extra balls etc. When the Umpire and Field Judge return, the Referee will blow his whistle for the lineup to begin.

NOTE: Referee should make sure players introductions and the National Anthem does not delay the start of the game.



Pre-Coin Toss



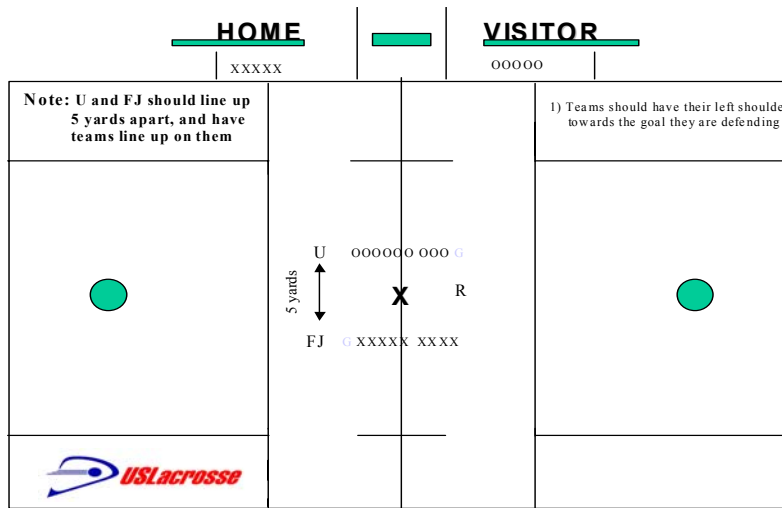
ZLAX Publications

Updated 1/11/03

Coin Toss

Lineup prior to start of game:

Teams line up on Field Judge and Umpire who are five yards apart. **NOTE:** Do not call the goalies out to the middle. Referee introduces crew and briefly instructs teams on anything he deems necessary. This is not the time for a clinic or an inspection. The Referee will first ask the goalies to meet and then for the teams to shake hands. Officials will jog to their predetermined positions.



ZLAX Publications

Line-Up

FACE-OFF:

NEW MECHANICS 2005

Face-off Mechanics- Stand with your back toward "your" goal to conduct the face-off. Before the first face-off (or the first several face-offs if different players are involved), explain to the face-off players what you are going to do.

Place the ball on the center-line in the face-off box. Indicate to both players to assume their respective positions at the same time by saying "**down.**" The crosses shall be parallel to each other, and shall rest on the ground along the edge of the center-line, **up to, but not touching the line.** Every part of the players' bodies and equipment must be outside and behind the four-inch center-line.

Make certain that the backs of the crosses match evenly and are perpendicular to the ground. Each player must have both hands wrapped around the handle of his own crosse, and firmly touching the ground. The right hand may not touch any part of the head of the crosse. The player's feet may not touch his crosse. The hands and feet of each player must be to the left of the throat of his crosse. Each player must be positioned so his entire body is to the left of the throat of his crosse. It is legal to lean over the center-line.

Both players are to go down at the same time. Position yourself further behind the center-line than the face-off player to your left, and far enough to his right so that you have a clear view of both sticks, and so that you do not obstruct the face-off in any way. As the players take their positions, place your whistle in your mouth; point one arm at the ball while raising the other arm over your head. If, prior to the "set" signal, a face-off player moves in a way that creates an unfair advantage, award the ball to the other team.

Once the players facing off have assumed their positions, and you are in your desired position, say "set." The players may not back out or reset their positions once the "set" signal has been given. Once this signal is given, both players must remain motionless until the official sounds the whistle for play. **ONCE YOU HAVE SAID "SET", YOU SHOULD ALSO REMAIN MOTIONLESS.** Sound the whistle promptly, varying your cadence slightly with each face-off. Back out toward your goal.

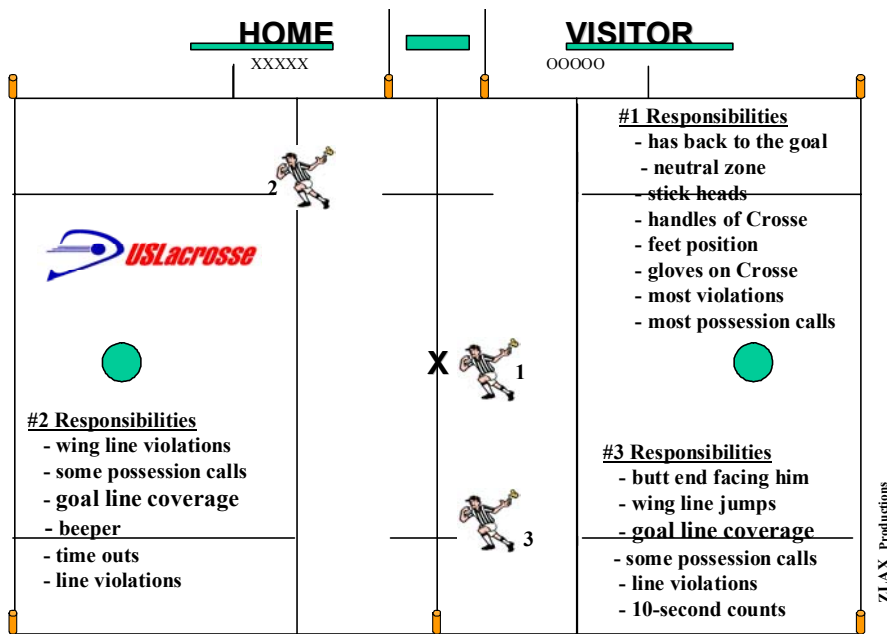
The Center official will stand on the end of the wing-line. Watch the positions of the face-off players and their equipment, and be prepared to support the face-off official, if necessary. When the face-off whistle blows, the Center official should move toward his goal in case of a fast break. The Bench-side official will stand on the corner of the goal area (box). He should check the substitution area, and be especially alert for time-out requests in potential time-out situations. Both wing officials will watch their wing players, making sure they are behind the wing line when the face-off whistle is blown. When the whistle blows, both wing

officials should watch the wing players advancing toward the center, and be aware of any restraining line violations by the players in your end of the field.

VIOLATIONS MUST BE CALLED!!! WE MUST CLEAN UP THE FACE-OFF FOR THE GOOD OF THE GAME!! Good signals must be used to signify the violation. Re-starts should be quick, but make sure the 5-yd zone around the player with the ball is observed.

The possession call should be verbal, "Possession," and visual with a clockwise wind of the arm. All officials will call out possession and wind their arm.

The Center official must cover the Face Off official's goal and end line until the face-off Official verbally and visually relieves him of the responsibility. If the ball goes away from the face off official, he may release the Center official to the midline before team possession. If the ball comes toward the Face Off official, the Center official might not be released until after a shot. In either case, the Face Off official need not rush to his settled position. If the Face Off official has become the Trail, he should curl back about five to ten yards and go into the substitution box as he normally would. If he is the Lead after the face off, he should widen out and approach the goal as he would in normal Lead mechanics. He must stay wide and out of the play and passing lanes.



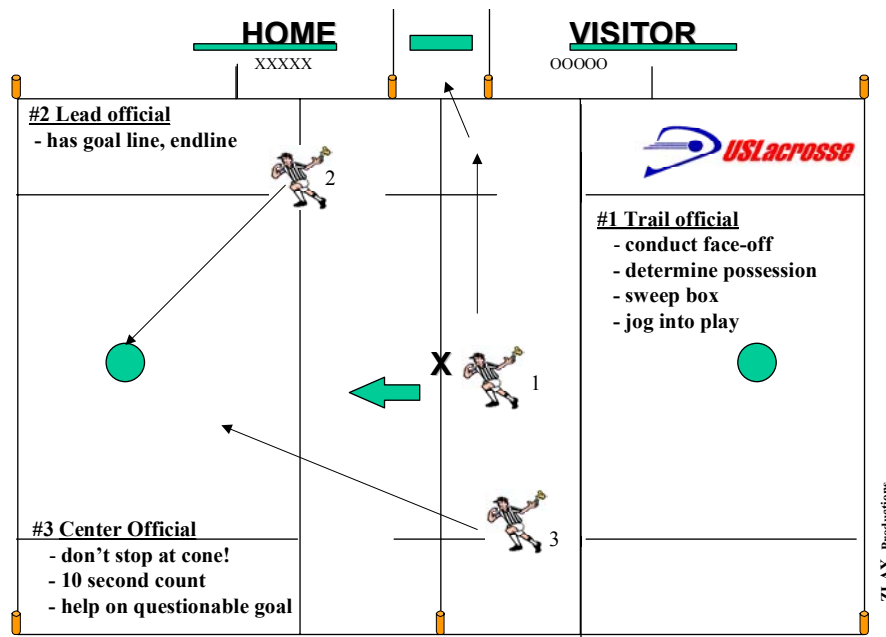
1 Updated 11/23/04

Face-Off

When a violation occurs at the face off, the Trail official will **ALWAYS** put the ball in play. This is to be done as quickly as possible. In such situations, the Center official is not to stop at the centerline when moving to his position. The Center official has the offensive count on all Face-Off possessions, even on face-off violations.

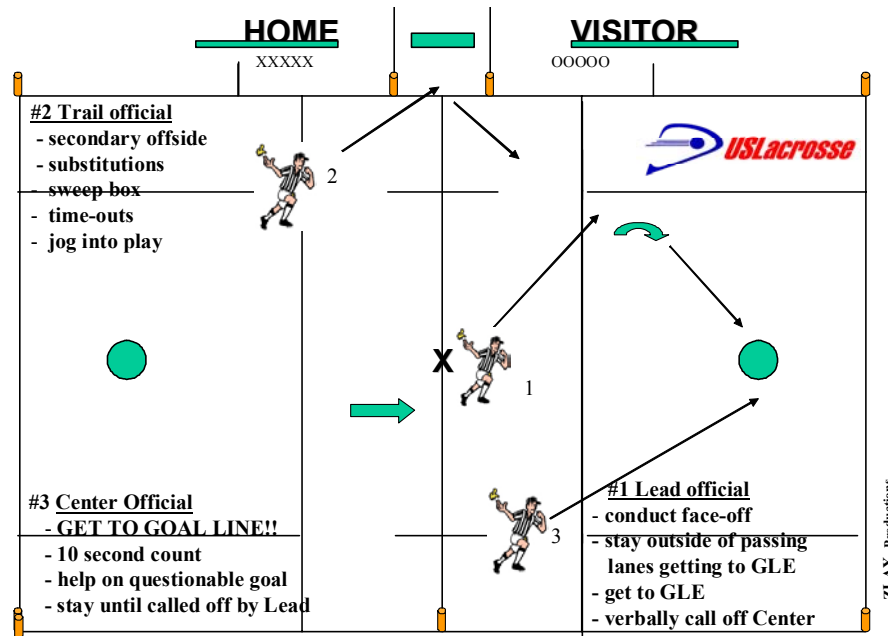
When there is a man down Face-Off, both wing officials will move up closer to the end of the wing area line to watch for offsides. During a man down face off with less than five seconds left in a period, the Trail official has the whistle sounding the end of the period; the other officials have the possession call.

If the ball crosses the defensive clearing line without possession having been called, the "ON" official shouts "PLAY" and winds his arm in a clockwise motion, thereby releasing players from face off restrictions. ¹



1 Updated 11/23/04

Face-off (ball away)



1

Updated 11/23/04

Face-off (ball towards)

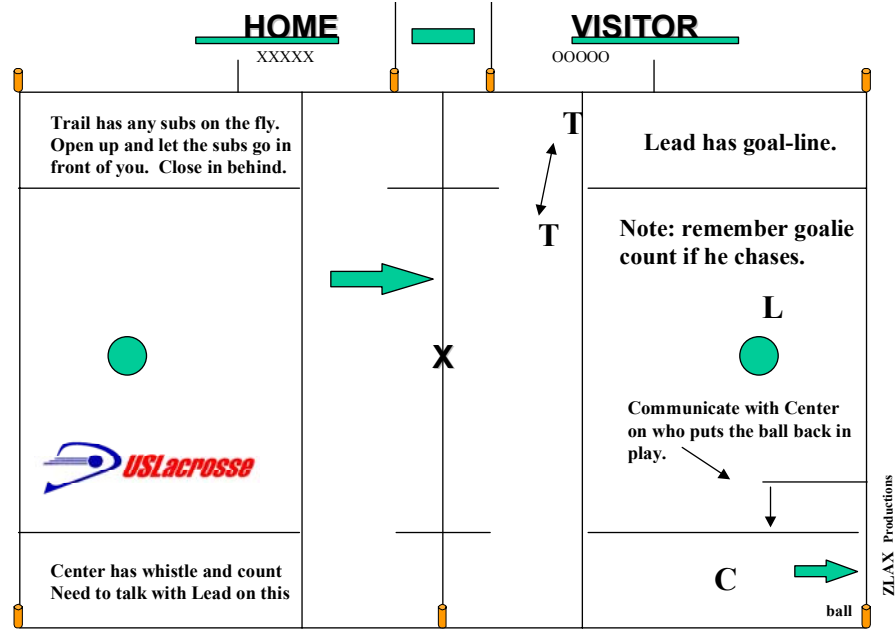
WIDE TRIANGLE:

The key to proper coverage is to maintain a wide triangle, one, which allows the crew to keep the play in their lines of vision. To teach this, each position is labeled as "Lead" (the official running ahead of the ball), "Center" (the single side official), and "Trail" (the official behind the play). Each position has specific responsibilities. Each has backup responsibilities as well, in the event that the primary official is unable to make the call.

WIDE TRIANGLE SETTLED SITUATION:

Lead: Lead has the most important call of the game—**GOAL**. He should stand on the goal line extended and work for the best angle to see the goal line, net and ball. He must move in and out with the flow of the players and the ball. He should stay as close to the goal as possible without interfering with the play and should never let players get behind him. He is constantly moving as the play moves as if he is on a rubber band.

Lead's second responsibility is to cover the end line. He must be on the end line if the call is going to be close. If the play is tight behind the net and near the line, he must follow the play. If the play of the ball or the offensive style of the attack moves him off the goal, then the Center must slide down and cover the goal line. Lead will only have a sideline call or a ten second count in a transition situation where the Trail is not in position yet.



1

Endline out of bounds

Center: Center should position himself between five and seven yards above the goal line extended, triangulating himself with his partners. He will move in and out often adjusting to the play and his partners. His primary responsibility is in front of the crease where most of the offensive action occurs.

As the ball moves from behind the goal or from the top of the crease to his side, he must adjust his focus to watching the ball. This is where the team concept of officiating and the terms "ON" and "OFF" come into play. Simply put, the official who is responsible for the ball is the "ON" official. The official who is looking to the crease area is the "OFF" official. If the ball is in the Lead's area, the Center official takes the crease. When the ball moves into the Center's area, the responsibilities reverse themselves.

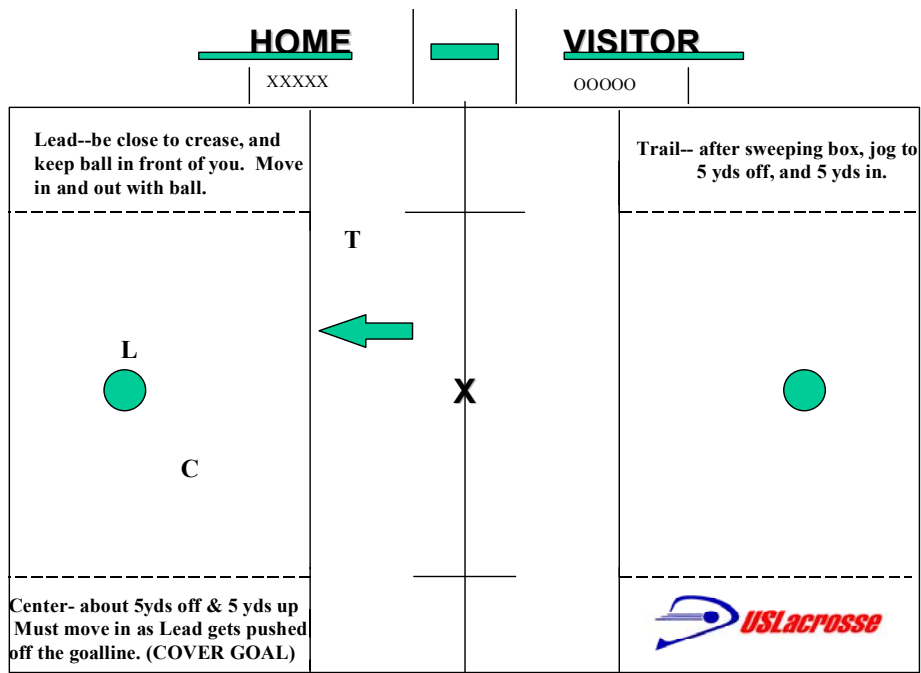
In the "gray area" between officials, use the rule of thumb that if the ball carrier is facing your direction, you have responsibility for the ball. Your partner should look off the ball to the crease area. **NOTE:** Center official can be used for help in these situations.

When a goal is scored the Center, when he does not assume goal line responsibilities, must be watching the shooter or feeder looking for late hits, moving picks, crease violations, and any other actions in the crease area. **He does NOT signal goal unless he is asked for help by the Lead!** He should move in quickly and watch & listen in front of the crease for violations. The Center's job is to make sure all players stay reasonably calm after the goal, talking to players to avoid penalties if need be. Be alert for taunting! (**NOTE:** be aware when Lead goes in the net for the ball).

Center official has far sideline, and is in charge of all offensive ten second counts on his side and at the top of the attack goal area. He should call out “**CLEAR**” when the ball goes over the midline. **WHEN IN DOUBT, CENTER TAKES THE COUNT.** When a shot goes out of bounds on the end line, outside of the attack goal area box on the far side, Center after communicating with Lead, will blow the ball back in play and Lead will cover goal. This is the only time the Center will start play on an endline call.

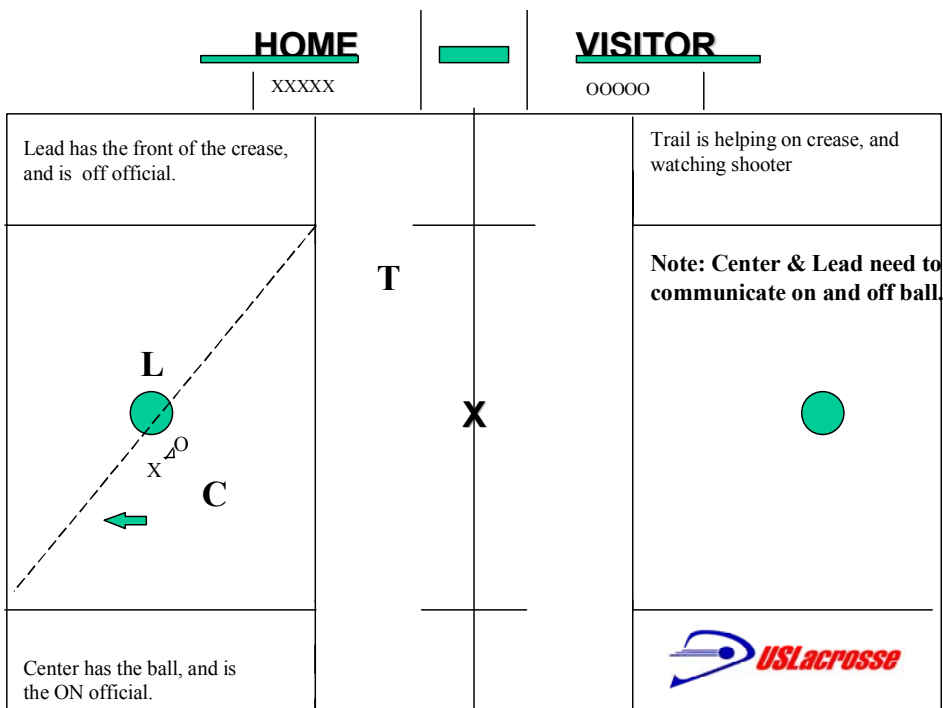
Trail: Trail official has mostly a supporting role in the settled situation. His position is just outside the wing area line extended, and 3-5 yards from the top of the box. He is to watch the crease area, especially one on one midfield play, and any late hits or cheap hits on passes or shots. **He MUST stay alert for the time-out call!** He makes the bench sideline call and relays all calls to the table area. He must continue to monitor the substitution box and will take the ten second count on the near side and through communication with Center official, he may also take counts from top of box. He should **NEVER** start a 10 second count unless he is settled in his position. The other 2 officials will be responsible for all counts until he is in proper position.

Trail is also responsible to cover the midline for offside or other infractions when a loose ball approaches that area. Center must move up to release the Trail for transition.



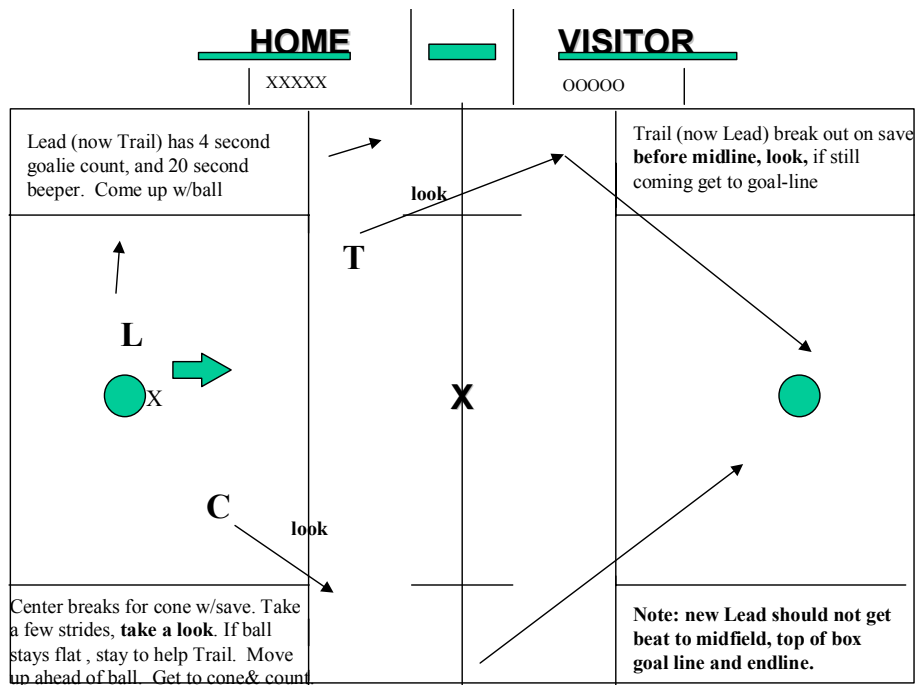
ZLAX Publications

Settled Situations



ZLAX Publications

Coverage During Settled Situations



ZLAX Publications

Updated 11/23/04



Goalie Save-Slow Break

WIDE TRIANGLE: TRANSITION

Lead: Very succinctly, **BEAT THE BALL INTO THE BOX, TO THE GOAL LINE AND END LINE.** However, unless the clear is an obvious fast break, the Lead should back-peddle or run sideways so that he can watch the substitution area. This allows the play to come to him. To do this, the Lead official has to break early, anticipating the clear. It is important for the Lead official to go up the sideline on a clear and be in position to officiate illegal substitutions or out of bound in front of the bench area. If the ball goes to the ground or a shot is taken, he should start backing out towards the sideline and up the field. He should widen out if possible as he nears midfield and start to curl in to the goal as he crosses the top box line extended. Lead should not stop running until he is in position to rule on a goal. Do not slow down at the top of the attack goal area box, expecting your eyes to cover the rest of the field. If you do, you are out of position. Remember your responsibility is the goal and end line.

Center: At the change of possession, Center breaks out, and then up to the midline and **STOPS** at the midfield cone. Do not put your head down and run or turn your back to the play. As the defensive team breaks out, the Center must straddle the midfield line at the far cone and hold until he has the proper number of players accounted for. Center has primary offside responsibility and all initial offensive ten second counts.

Center must keep a wide angle and stay with the player who has just released the pass, looking for the late hit. This area of responsibility is generally from top of box to top of

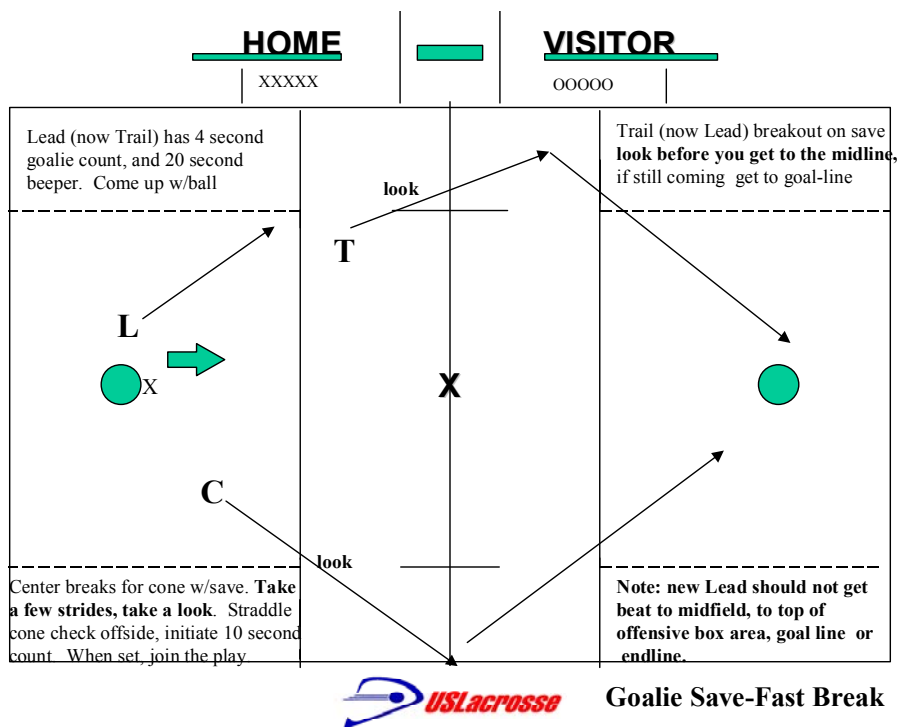
box. The Center will call out "Clear" when the ball crosses the midline. If the ball is loose in this area, the Center official is to continue to straddle the midline, watching primarily for offsides. He must learn to officiate from the cone! Lead and Trail are generally at the corner of their respective boxes watching the play for other fouls. When a team gains possession, Center begins the count, if appropriate, or remains at midline as the play passes in front of him.

On initial defensive possession, if the ride forces the ball behind the goal, the Center official must come down and cover the defensive clearing line and, if necessary, cover the goal.

Trail: Trail is responsible for the 4-second count on the goalie, **the remaining 20-second count on all clearing situations**, and is primarily responsible for all fouls occurring in the defensive zone. If the Attack is running a "hard" ride, the Trail must stay even with the ball or slightly behind the ball and be conscious of his goal in the event of a turnover. **AS ALWAYS, THE GOAL MUST BE COVERED.** If the ride forces the ball behind the goal, the Center must come down and cover the defensive clearing line. The Trail should never follow the flight of a long pass, for that is when fouls generally occur between a defender and the offensive player. The Trail must be aware of crease violations and goalkeeper interference.

As the ball crosses the mid-line, the clearing (20-second) count is over. If the ball is loose, the Trail is watching the play from his position at the defensive clearing line. If the ball is being cleared, he now looks to count for offside and to the substitution box for substitutions. The Trail should run to the substitution box, and allow the substitutions to take place in front of him. Trail must stop at the box, go into the box 1-2 yards deep; and watch until all substitutions are completed. The substitution box must be clear, with all players and coaches in their proper areas. Then the Trail should check for delayed offside and substitutions, and be prepared for a sudden transition. If all is settled he should jog to his position (five yards above and in from corner of attack goal area box). The Trail should not walk to the substitution box or to his settled position; a jog is expected.

From settled position, if the ball rolls toward the midline, the Trail must get to the midline and hold to observe the potential offside. (Be ready to call for a "Play On" if necessary. If ball continues across the midline, he must beat the ball down field as the new Lead. Center official must run up to midline to cover the offside and assume the offensive count.



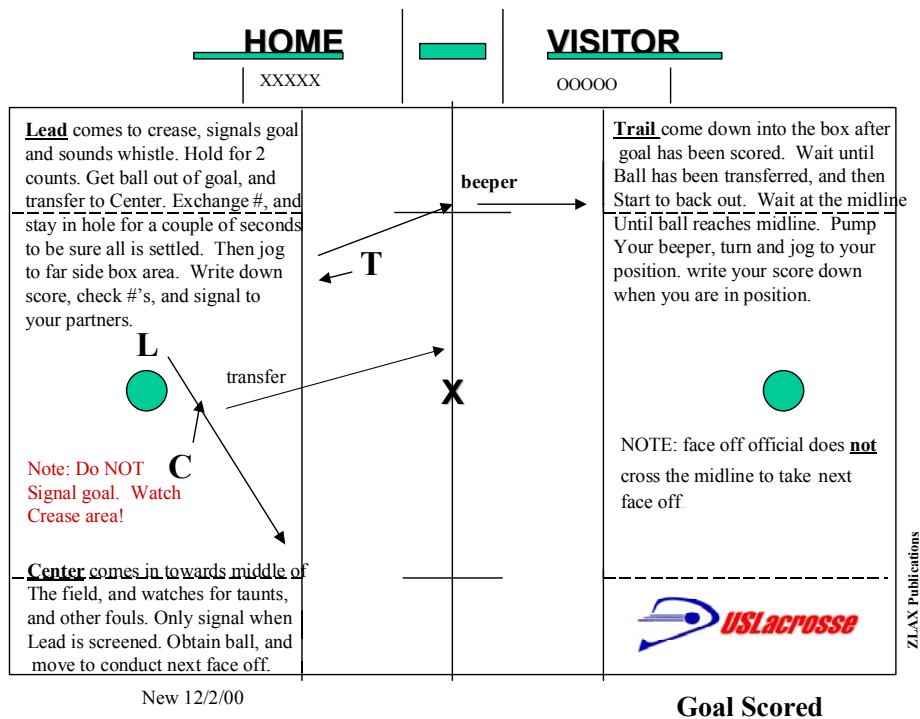
WIDE TRIANGLE: SUMMARY

In a scrimmage area, the Lead official determines the positioning of the crew and the communication between both the players and crewmembers. He is only as good as his Center is in backing him up. It is crucial that they work as a team; adjusting to the play and each other's coverage. The Center moves in response to every move the Lead makes. He also must adjust as a potential scoring play develops. If the Lead is in the corner or at the end line, Center has the goal. If the Lead has the goal, Center has the scrimmage area in front of the goal.

The Center controls the midline. Primary offside and ten counts are his. He is always "there" for his fellow official, backing up the call or covering his goal. Do not leave the midline until the ball is in possession or is deep in the offensive zone.

The Trail cleans up. He calls the late hits when everybody else is watching the ball. He watches events after transition. He controls the substitution area and relays all calls, thus ensuring limited confusion between coaches, officials and bench personnel.

NOTE: Remember—we do not need 6 eyes following the ball. Two is all that is required. Watch the rest of the field.



ZLAX Publications

Goal Scored:

Upon the scoring of a goal, the Lead official blows his whistle and follows the ball to the goal crease line and signals goal. He should be on the crease line, goal line extended looking into the front crease area watching for any extracurricular activity. He should get there quickly and hold the goal signal for a two or three second count. The Center official also moves in 7-10 yards in front of the crease area watching for late hits or any other trouble or situations. The Center official does **NOT** signal goal unless the Lead needs his help. He does not blow his whistle unless the Lead has not seen the ball enter the goal. One whistle on a goal is all that is required. Center should look for taunting, late hits, and Unsportsmanlike conduct fouls.

The Trail official moves onto the defensive clearing line and observes the whole field, looking for any abnormalities such as offsides, too many men, etc., as well as late hits, taunting and unsportsmanlike behavior. If he is in the offensive half of the field at the time of the goal, he should hold his position while the ball is retrieved from the goal, and then back out to the midline wing area. He should wait on the midline until the ball is up near the Center "X". He then activates his beeper, and jogs to his position to write his score down. The Trail official does not signal the goal or blow his whistle.

Lead official retrieves the ball and tosses the ball to the Center official who will take the next face off. In a settled situation this transfer should take place in front of the crease (about 5 to 7 yards above). If the goal was scored in a fast break situation, the Center official should jog down to the defensive clearing line, meet the Lead official and make the transfer there.

After the transfer of the ball, the Face Off official should JOG to the center “X”. When the Face Off official reaches the midline, he will place the ball in the “X” and stand over the ball. (Do NOT step over the midline) The Trail official pumps his arm and puts on his timer, and jogs to his position. There needs to be no further verbal or demonstrative acts informing the players that the ball is ready for play.

After receiving this signal from the Center official, and when Benchside official is ready, he will signal the Face-Off official by dropping his raised arm and pointing in the same manner. Bench side official should now turn off his beeper as both teams and officials are ready. Any substitution or movement now would constitute a face off violation.

Officials should get to their positions quickly and wait for the players. If the players are waiting for you, you are too slow. Officials must not write on their scorecards until they have reached their face off positions. Bullet pencils are slow! Try **NOT** to use them!

Penalty, Signals and Relays:

On every time serving penalty, always make certain that a flag is thrown. Penalty flags should be thrown into the air, not at the player or into the play. After whistle is blown stopping play, officials should move towards the play and make sure that the situation is settled. Don't turn your back on the players involved in the penalty. Officials should always confer if there are multiple flags.

Be sure to tell your partners what the penalty is before you inform the table! Trail needs to report, so he needs to know!

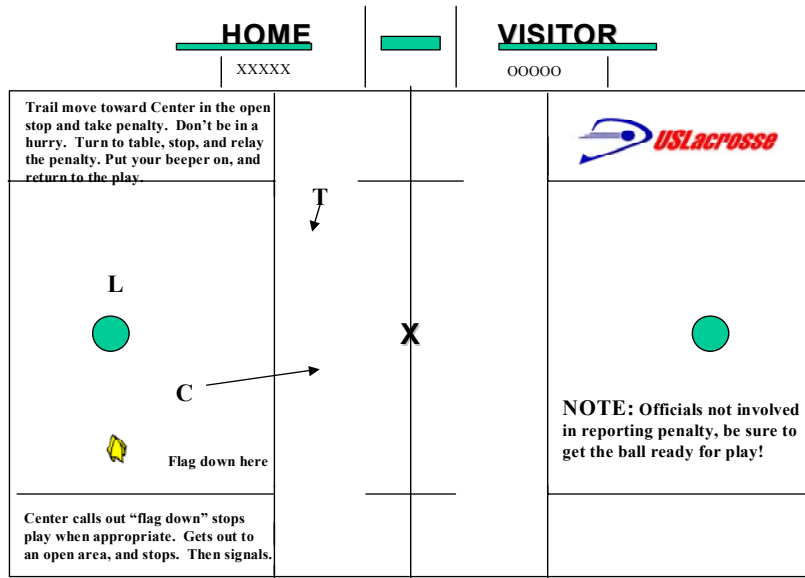
The official who has thrown the flag makes the call after visual contact with fellow officials. Official should move to an open area and stop. Then with a calm voice and slightly exaggerated movements make and signal the call. Do not shout through the Trail. Penalty relay should be as follows: **1) color of team to be penalized, 2) number of the player, 3) type of violation, and 4) duration of the penalty time to be served.**

Trail official will relay the call to the table area. This should be done from below the wing area. There is no need to come to the centerline. If the call is confusing or complicated, the Trail official will go to the table area. (Some Referees will come to the table to be sure that everything is correct in multiple foul situations). It is imperative that the bench personnel and the coaches understand the call and its ramifications. Be calm and clear; do not rush. When the Trail official has relayed the call, he will turn back to the field raise one arm, pump and put on his beeper.

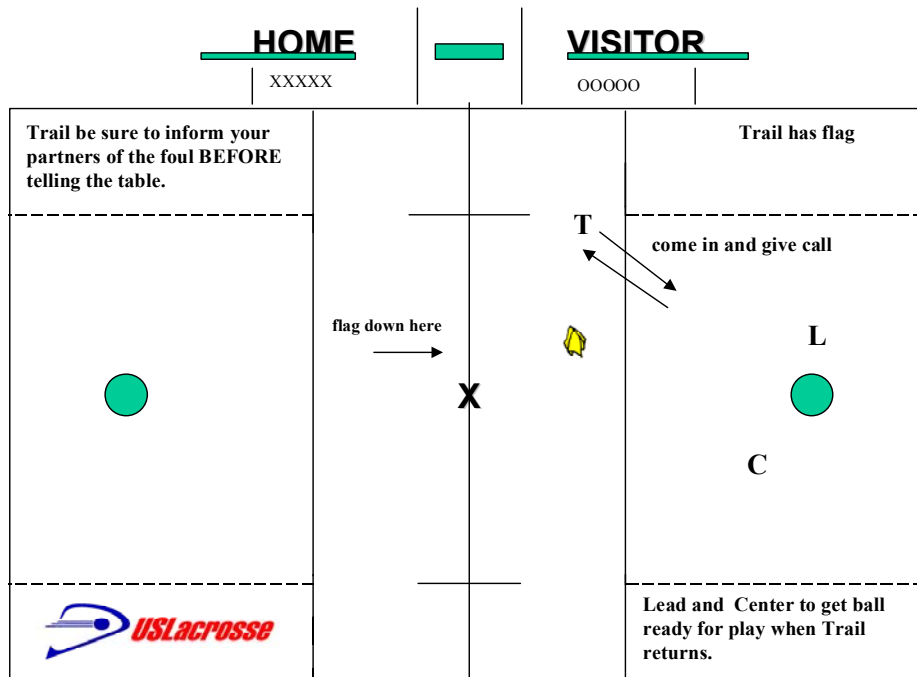
The officials not involved with the call or the relay of the call should stay in the scrimmage area telling the players the call and making sure that all is calm. They should have the ball ready for play so that the ball may be put into play quickly and without confusion when the Trail returns.

The official putting the ball back into play will make sure that no player from either team is within five yards of the player with the ball and that the goalie knows where the ball is.

He should announce the number of the player with the ball. At this point, the official putting the ball in play should be the only official communicating with the players. This penalty enforcement procedure should be done quickly and efficiently, but it must not be rushed and not create an advantage/disadvantage situation. There must be good eye contact between officials before putting the ball back into play. If there is a visual clock, officials should mentally note time of penalty.



Penalty Relay #1



Updated 12/2/00

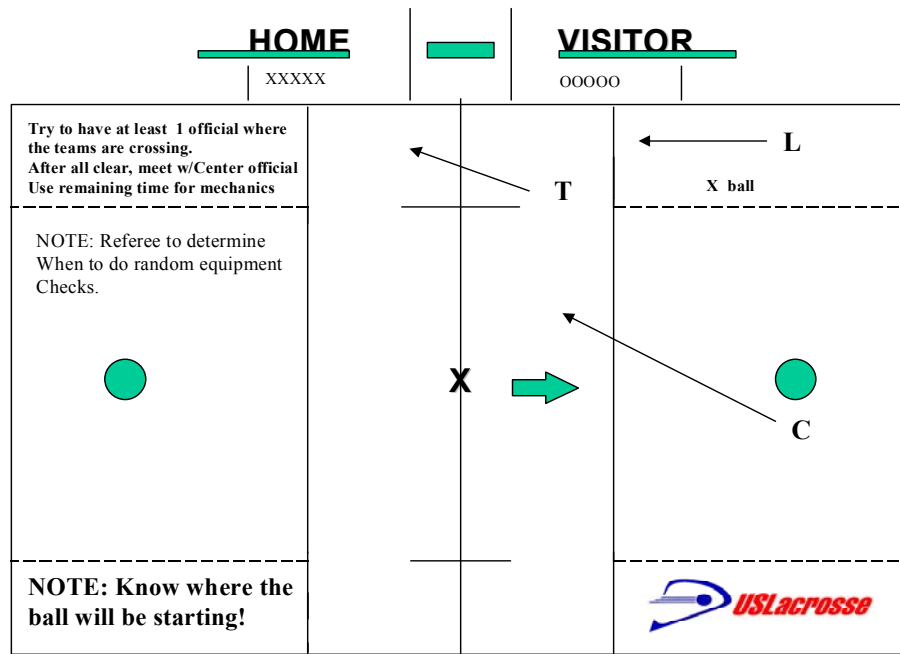
Penalty Relay #2

Technical foul with no time served: **NO FLAG IS TO BE THROWN!**

Official should blow his whistle, quickly move into scrimmage area if necessary, and signal the call. He should point the direction of play and when the offensive player is ready for a restart, blow his whistle. If goalie is out of his crease, he must be given time to return, but no more than five seconds. The rest of the crew must anticipate the whistle and be in position.

"Play-on" procedure:

When a loose ball technical foul has occurred, the officials should employ the "play-on" procedure. The official who sees the infraction should raise one arm, open palm, while calling out loudly "PLAY-ON." If the offended team can recover the ball without putting themselves at a disadvantage, they should be allowed to do so. If the offended team cannot control the ball cleanly, the official should blow his whistle and award the ball as outlined in the rulebook. Blow the whistle and award the ball. The call should be "loose ball, (penalty signal) White." Point the direction of play and whistle a restart as you normally would. Be sure offended team has their 5 yard free area. "Play-on" situations should not be allowed to carry on too long as other fouls could occur as a result of the "play-on" (1-2 seconds max.). If the "play-on" situation results in the offended team gaining possession without any disadvantage, then the official should bring his arm down **and point in the direction of the play.**



Time-Out Procedure

Time Outs

Team Time-Outs: The team in possession of the ball may call a live-ball time-out only when a player with the ball in his possession has at least one foot in contact with the ground in the attack area (box). Both Center and Lead officials should signal when the ball is in the box by raising an arm overhead, then immediately pointing it down at a 45-degree toward the ground in the direction of play and repeating this motion several times (2 or 3) until the ball leaves the box, or it is clear to all that the ball is well inside the box. The Trail must be cognizant of this signal, especially when the ball is in the far side "alley", and be alert to a time-out request from a Head Coach.

He should then signal time out, and point to the team bench with both arms extended that requested it. If a team has a live ball possession in their Defensive end of the field and they request a time-out, Officials should blow their whistle, signals Illegal Procedure, and award the ball to the opposite team. **NO TIME OUT IS GRANTED IN THIS SITUATION.** If the team has possession when their coach calls time-out, and then they lose the ball, give the team the time-out (Official taking too long) The officials should make sure that all play has stopped, get into position to watch the players and teams, then record the time-out on their scorecards. Be mindful and watchful of any incidents that could occur as the teams go to their sidelines. The recommended positioning is that at

least 1 official is between the 2 teams as they are crossing to their respective benches, and then meeting his partners at center "X". Having both bench side officials in between would be ideal, and the center official at the "X" watching their backs.

If there is a dead ball situation, the official indicating the time out should blow his whistle two or three times, signal time-out, and point to the team bench that requested the time-out. Blowing the whistle notifies players and coaches that a time out has been taken. Either team may call a dead ball time-out.

End of Period/Half

When a period ends (except end of game), officials should whistle the play dead, secure the ball, and jog to center X, except when mandatory equipment checks are to be done.

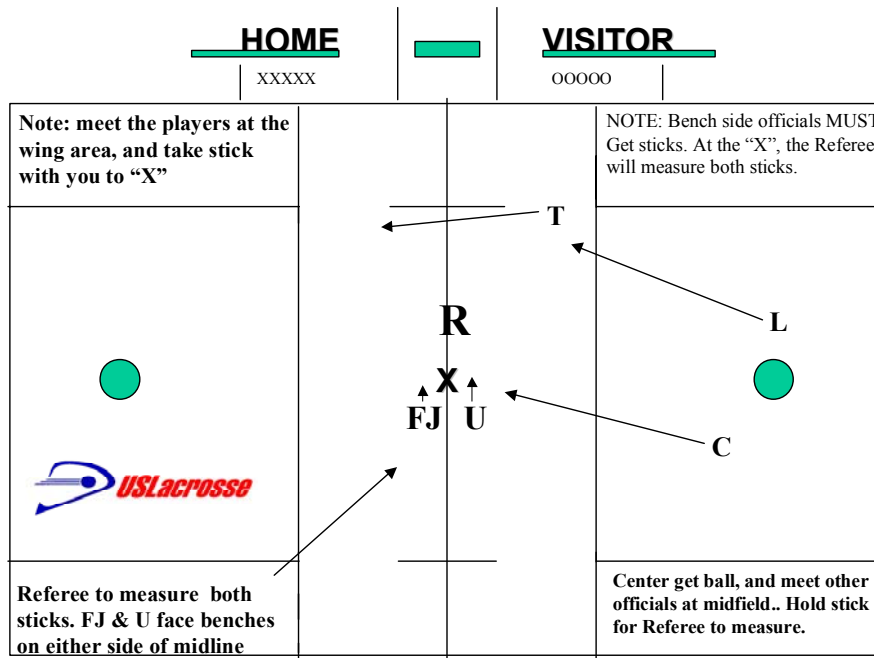
At half time the Referee will wait until teams have had a reasonable time to clear the field then will signal the timekeeper to begin timing the half-time intermission. The signal is a winding of his arm. He will then confirm the score with the table as well as discuss any problems or situations that might have occurred.

With four minutes left in the half time, the crew will be at wing area bench side in the event a coach has a question. If a question needs to be answered, both teams must be represented. This should be done near the wing area in front of the table. The Referee will do all the talking for the officials, but all officials will be present. All officials have jurisdiction in calling fouls between periods.

Equipment Check

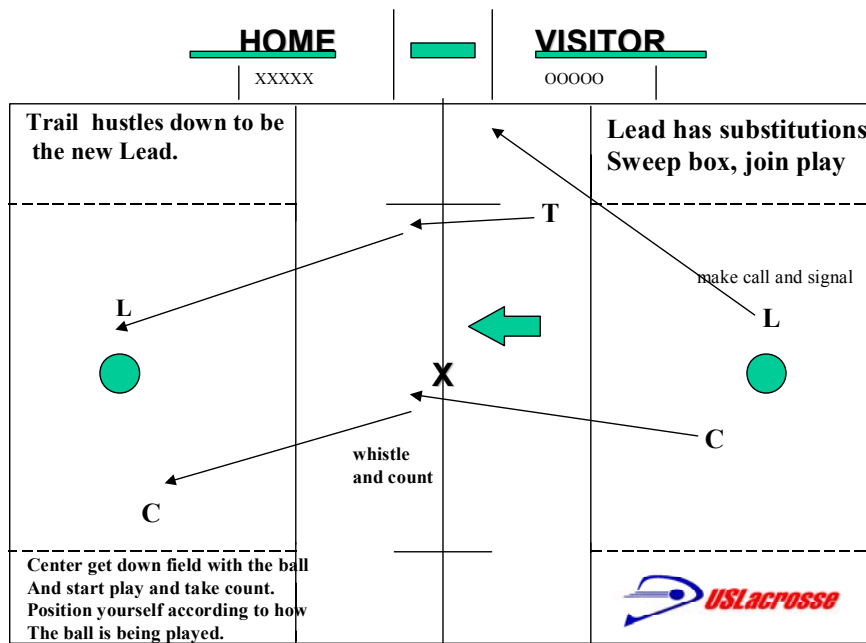
Mandated random equipment checks will be done at time outs or at the end of the first and third periods. The bench side officials will select a player from each team that they feel had an impact on the game. They will take a stick out to the Center "X" to be measured by the Referee. If it is a "Coaches Request" they will check for legal helmet, stick, gloves, shoulder pads, arm pads, mouthpiece and cleats. They will bring the sticks and any questionable equipment to the center of the field. The Center official will secure the ball and meet the other officials at the "X." The Referee, with his back to the benches, will measure the sticks, which are held out in front of the Field Judge and Umpire. The Field Judge and Umpire are positioned on either side of the midline facing the benches. If the stick or equipment is deemed illegal, the Referee will throw his flag and make the call. When a Coach asks about the illegality of the stick or equipment, the Referee will tell him what is wrong, **but is not required to re-measure or demonstrate for him.** Make sure that the coaches and table are fully aware of the penalty (nonreleasable, able/unable to correct stick, or return to game, etc.).

If a coach requests an equipment check, the official will get stick and/or equipment and bring it to Referee at the "X." Every equipment check is a full service check. **MUST BE DONE DURING A DEAD BALL!**



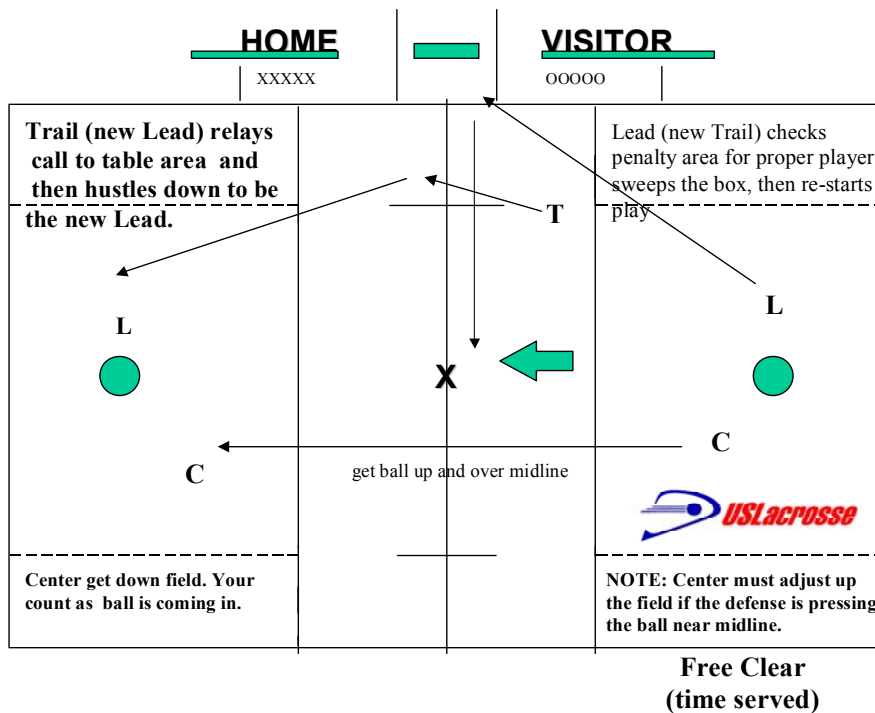
Random Equipment Check

ZLAX Publications



**Free Clear
(no time served)**

ZLAX Publications



ZLAX Publications

Injury

If there is an injury on the field, the officials first concern must be for the injured player. If he is in a scrimmage area, stop the play. If the injured player is not in scrimmage area and the injury does not appear to be serious, allow play to continue in a slow whistle manner. The Trail official should position himself near the injured player. Always err in stopping play for an injury. Don't assume you know. **The Referee, at his discretion, may send all players to the sideline during an injury situation.**

End of Game

At the end of game, the Referee confirms the score, the crew meets at a prearranged part of the field and jogs off together. The officials are not to linger on the field. They should leave as they entered, in a dignified and professional manner, making no comments to coaches, players, press or spectators. Referee will complete the COC Game Report and fax or mail it to the appropriate assigning authority within 24 hours if appropriate. Exception: Unsportsmanlike Conduct Fouls should be relayed to appointing authority as soon as possible.

COMMON SITUATIONS:

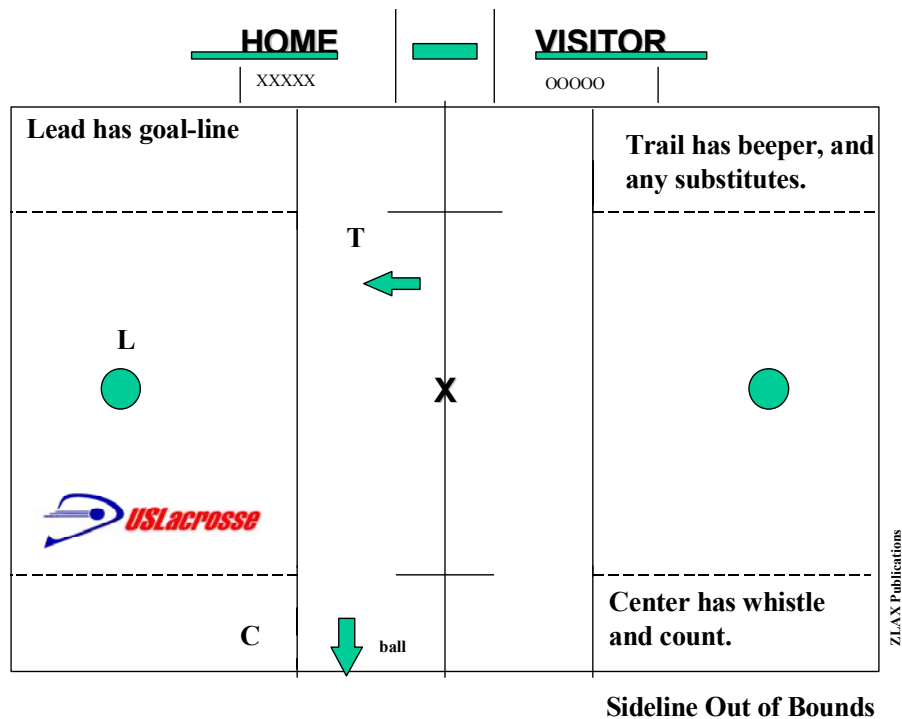
Restarts:

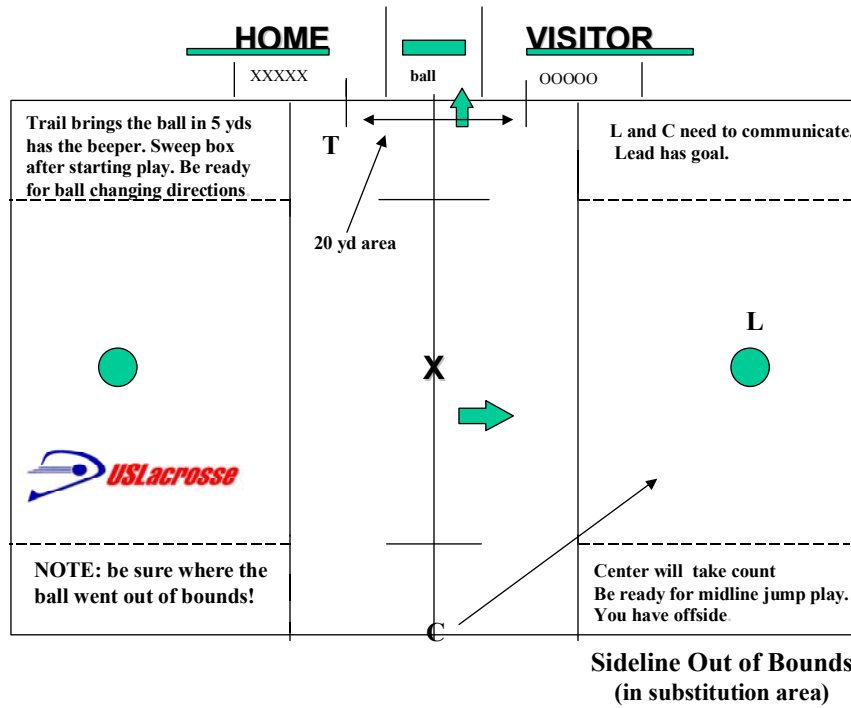
Putting the ball back in play should be done as quickly as possible, but not at the risk of creating confusion and causing an advantage/disadvantage situation. No more than 5 seconds should pass on any restart. Officials should use the visual 5-second count if a player has not picked up the ball that is ready for play.

Play-on and turnover technicals should be restarted quickly after the call has been made and the offensive player is ready. The restart official should blow his whistle and wind his arm. No more than 5 seconds should elapse for a restart. Fellow officials must anticipate, and be where they are supposed to be. If there is another problem on the field, they will inform the on official before the restart, by using quick, numerous bursts with his whistle. The restart official should allow the goalie a maximum of 5 seconds to return to the crease.

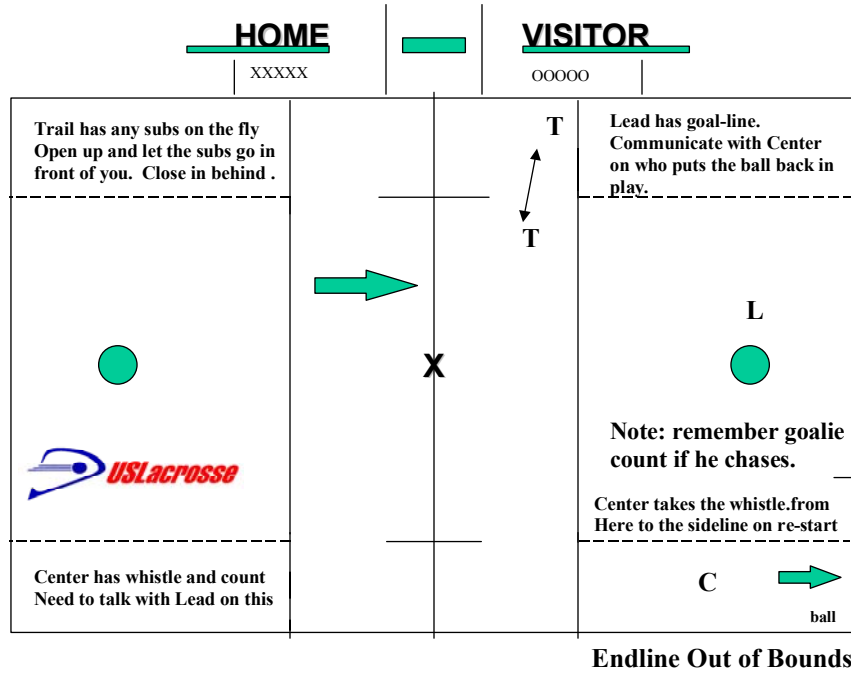
Side line Out of Bounds:

When the ball crosses the sidelines out of bounds, the official responsible for making the call will blow his whistle and raise one arm in the air to signal for stoppage of the clock. He will then point the direction that the ball is going, face the Team benches with both arms raised straight over his head. This signals that the teams are able to substitute in a dead ball situation. The Trail official will half-face the table with both arms raised, and will then pump one arm and put on his beeper if substitutions are to occur. He must still be aware of the players running on and off the field. Trail official, for this procedure, will be the one closest to the substitution box at the resumption of play. All officials should hold at least one arm raised until substitutions are complete. When substitutions are complete, Trail official will then signal with a point in the direction of the play that substitutions are complete and shut off his beeper. If neither team wishes to substitute, then Trail will immediately signal for the resumption of play. Official nearest the ball will then whistle the ball back into play.





ZLAX Publications



ZLAX Publications

Ten Second Count:

The counting signal is from the belly button down toward the ground at a 45-degree angle. If a player runs through the corner of the box or steps in and out again, and the same official is resuming the count, that official must signal that the ball has entered the box and then start a new count. Switching to the other arm is a good mechanic.

Possession- Inside Attack Box:

The official with the best view of the player entering the attack box will signal to his partners. Officials should raise one hand above their head, and then point down into the box (exception: the Trail at the top of the box and it is a settled situation). The raised hand signals to everyone that the count is over. **In a time-out situation, the center official should also repeat the “in box” signal 2 or 3 times.**

Goal Scored, Flag Down:

If Lead has the call, he will communicate call to the Center official and then relay the call to the Trail. Center will retrieve the ball himself assume normal face off role. If Center has the call, he will communicate the call to the Lead who will relay to Trail as Center retrieves the ball.

Fighting:

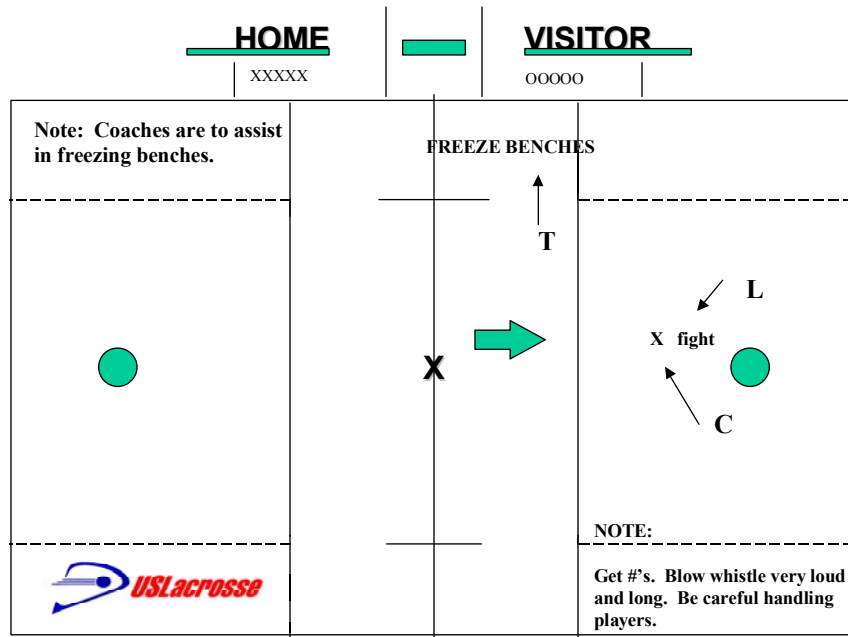
The "On" official immediately stops play and attempts to control players. Use long and loud whistles, followed by voice commands "22 RED, 4 WHITE, Knock it off." While this might not stop the players it does reinforce the numbers in your mind and in your crew's minds for later discussions when trying to reconstruct the events.

The "Off" official gets to the area as soon as possible and keeps other players on the field from getting involved. He also should be taking note of numbers and write them on his card, if necessary.

Trail official puts the stop sign on the benches, freezing coaches and players alike. Do not let a coach come off the bench to help simply because others will follow. If the coach wants to help, tell him to control his bench. If any players or Coaches go through you, get the number, and they must be ejected. **NOTE: BE SURE OF NUMBERS!**

When calm has been restored, send the teams to their respective benches. The crew then must meet and discuss what occurred and what penalties are to be called. At least one official should keep his eye on the bench areas. The Referee will do the talking to the bench personnel. Do not restart the game until all officials, both head coaches, and table personnel know the penalty situation and restart situation.

Referee must report incident to the appropriate assigning authority immediately after the game or as soon as possible as suspensions will occur. When reporting the incident try to recall all aspects of the situation and document it. Don't guess. There is no need to “even up” the calls unless that's what actually occurred.

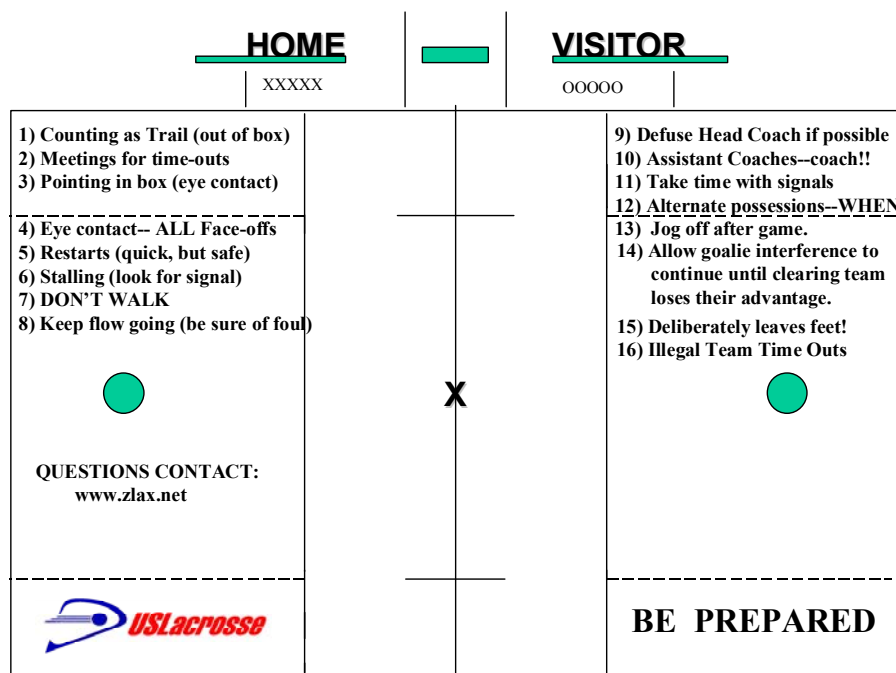


ZLAX Publications

Fight Procedure

Stalling:

Officials should communicate to each other that they believe a team is stalling. Referee should give the crew the signal to "KEEP IT IN" except in the last two minutes of the game when it is automatic and every official must signal. On every restart, if applicable, official putting ball in play will repeat the stalling call and signal. Don't entrap players when making the initial call. Should the ball come out of the offensive box, blow the whistle to stop play unless the defensive clearing team has the clear potential for a fast break. Be aware of teams stalling early in the game. Call it early. Stalling must be called earlier as coaches are looking for it.



ZLAX Publications

Possible Situations

APPENDIX A

COC REFEREE'S INSTRUCTIONS

1. Referee is to be contacted by Field Judge and Umpire at least 48 hours prior to game time. If they do not, the Referee must confirm their status.
2. Referee is to be certain that the crew knows where and when to meet.
3. Referee is to be certain that a room (or appropriate area) is available for conducting his pregame conference.
4. Referee is responsible for checking field; particularly the location of benches, timer's table, etc. and is responsible for ensuring any discrepancies are corrected prior to the start of the game.
5. Referee is to give each Head Coach a COC index card with the name of each official, his District and field position. In USILA games, the officials number will also be listed.
6. Referee is to coordinate actual time with each coach, do certification as soon as possible, captains, etc. **NOTE: Do Not interrupt coach when he is warming up his goalie.** He will come to you when he is done.

7. Referee is advised that whenever possible, his crew should not be in contact with coaches for the hour prior to game time.
8. Referee is responsible for seeing that crew has available any newly issued interpretation, rule and/or mechanic.
9. Referee assigns field positions to his crew for opening face-off. (**Suggestion: Referee take face-off, Umpire on bench side, Field Judge on far side (Center position)**)
10. Referee must be ready to correct situations that could jeopardize game control. It's the Referee who has the leadership role on the field, and his actions and demeanor will set the tone of the game.
11. Report all unsportsmanlike conduct and expulsion penalties to the appropriate assigning authority as soon as possible.
12. Referee is responsible for conducting a post-game review.
13. All officials are responsible for keeping track of which team gets possession (alternate possession rule).
14. Referee must complete the COC Game report after each game and fax or mail it to the appropriate assigning authority.

APPENDIX B

PRE-GAME CONFERENCE

GENERAL PROCEDURES

Arrive 2 hours before game time for all weekend and night games. (College Varsity)
Arrive 1 1/2 hours before game time for weekday game. (College varsity)
Check field with fellow officials: Goals, lines, bench area, etc.

Meet Coaches:

- Obtain numbers. Certify both coaches
- Inquire about events—team introductions, half time, etc.

Conference in locker room away from coaches, etc.

On field:

- Check players for required equipment
- Recheck field if needed.
- Instruct table personnel.
- Only Referee** talks to Coaches.
- Referee handles all explanations of rules and procedures.

Time-outs:

Called by player on field or head coach only with possession in offensive half.

(Live ball) **(at least 1 foot in offensive box)**

If a dead ball situation, blow whistle several times.

Near side officials watch teams huddle (coaches must be off field).

Stay at wing area and observe crossover.

Meet at center.

Defensive half of field, blow whistle, Illegal Procedure, ball goes to other team

Half-time:

Similar to time-outs.

Referee signals when to start clock.

Referee checks score.

Coach's question 4 minutes left in half, representatives from both teams present.

All officials present.

Between periods:

Equipment checks. (random can be done anytime)

Bench side officials take stick out to Center "X".

Referee measures both sticks

End of game:

Referee verifies score.

Jog directly off field to locker room.

Don't worry about ball after game.

Communication:

Only one person counting—check your partners. When in doubt, Center has count.

ONE whistle on goals, and out of bounds.

ONE beeper on after goals, and sidelines.

Good eye contact before putting ball in play after goals and penalties.

Good clean hand signals.

WIDE TRIANGLE

LEAD: Move in and out to cover ball.

Stay on goal line not behind.

Move down towards end line if ball is being played HARD behind.

All end line calls—BE THERE.

Start 10-second count on near side.

Line call: end line.

CENTER: Move in and out to cover ball.

7 -10 yards above the goal line.

Goal line responsibility when Lead moves down to end line or wide.

Watch for late hits, moving picks and cheap talk.
Start 10-second count on far side of box.
Help with push in crease and crease violations.
Line call: far side.

TRAIL: Watch for late hits and crease play.
Check special substitution area.
Start 10-second count on top of box (if in position)
Sideline out of bounds horn and beeper.
Line call: near sideline.

POSITION-TRANSITION SITUATION

TRAIL: Whistle restarts end line to top of box.
Crease count and defensive clearing count. **(20-second beeper)**
Stay even with ball when putting it into play.
Watch for late hits on clearing pass.
Secondary offside calls.
Clear substitution box. Go 1-2 yards into box.
Loose ball-trail breaks out to lead.

CENTER: Whistle restart top of box to top of box.
Loose ball-break out, then to midline.
ALWAYS stop and straddle midfield line.
Primary offside calls.
Primary 10 second count for offensive zone.
Transition in front of you, take the play if it is strongly contested.
(Trail takes offside).

LEAD:
BEAT BALL INTO BOX, GOAL LINE AND END LINE.
Loose ball-hold position and watch play.

MISCELLANEOUS:
One official moves, they all move.
Anticipate quick turnovers.
Two man game with help.
On restarts tell goalie where the ball is.
Quick restarts on end line and turnovers.
Goalie has five-second count to return to crease.

PLAY OF THE GAME

Coin Toss: 10 minutes before game time Referee at center.
Home team faces bench, visitors call toss. (Ask first)
Referee catches coin, doesn't flip it.(Speaking Visiting captain next to Referee)

Option for end of field or first AP.
Rotate captains to goal they defend, FJ & U rechecks nets.

Face off: Straddle midfield line with back to goal
Wait for fellow officials ready signal.
Call both players in by pointing to ball.
Raise hand in air, step back, and place whistle in mouth.
Command "SET," blow whistle and chop.
Face-off official has primary possession call.
Center side official has initial count on face-off.
Center official has goal line and end line until taken away. (Ball towards)
Face-off violation-multiple whistles-Trail whistles all restarts and then goes to substitution box to clean it up.
Bench official corner of box, Farside at end of wing line

Loose ball: ON Official has the ball, second official has the push.
At midfield: Trail has initial offside, Center and Lead have push or possession.
Fast ball rolling toward midline: Trail (new lead), holds 1 second for immediate offside, then moves down field.
Center has secondary offside. (must come up to release Trail)

Play-on: Don't allow play-on to continue too long.
Second loose ball technical kills play; award ball to first player fouled.
Signal: arm up, hand open, verbal.
"LOOSE BALL, PUSH, WHITE Ball." Then point in appropriate direction.
Goalie-no possession-Play On until possession.
Goalie with possession-If goalie runs out of crease, Play-On is over. If goalie passes from crease, his team must come up with the ball (direct pass does NOT have to be caught. Check for advantage.

Goal scored: Lead blows whistle and moves to goal crease.
Lead gets ball unless he has a penalty to call. (If penalty call, Center retrieves ball) Center watches for after goal nonsense.
Lead and Center switch positions.
All jog to face-off positions.
Trail starts timer when face-off official is at center.
Officials write on scorecard upon reaching positions.

PENALTIES

Flag down: Throw flag up in air.
Be vocal, "FLAG DOWN." (Entire Crew repeats)
Whistle and move into scrimmage area.
Make sure situation is settled.
Move to open area and make call, use strong signals.
Trail official moves to near the wing area and relays call to bench personnel.

(Color of team, # of player, type of violation, and duration of penalty)

Third official stays in scrimmage area and gets ball.

If visible clock, mentally note time.

If multiple flags, Trail official becomes quarterback and gets the penalties

Fighting: Trail freezes the benches and gets #'s. (Coaches to help)

Lead and Single settle fighters.

Together, go over numbers, what happened, penalties that will be called and how to restart play.

Referee reports to table.

Other officials spread out.

Referee reports to appropriate assigning authority immediately after game or as soon as possible.

Penalties to watch: Late hits-Trail and Center.

After goal scored-live ball, dead ball, personal or technical.

Face-off-push or unnecessary roughness.

Defenseless position-personal foul.

Substitution area-player exiting has right of way but can not "clean out" box for you.

Tossing the ball away—delay of game - no warning. Automatic Flag!

Mouthpiece-no warning.

Stalling: Signal to show you are thinking about it. (Call it early)

Referee should determine the initial "keep it in"-except in last 2 minutes. All mirror signal.

Ball goes out of box on shot or off defensive player, the offensive team may recover.

Don't entrap players when getting ball in box.

Remember: NO CHEAP CALLS.

But, if one team fouls another, gaining an advantage, the foul must be called.

Anticipate the play-stay alert.

Concentrate for the full 60 minutes.

TAKE PRIDE IN A JOB WELL DONE.

APPENDIX C

UNIFORM REQUIREMENTS

The COC uniform reflects the national nature of the game of lacrosse. But this uniformity of dress must also take into account the regional realities of lacrosse. Accordingly, the uniform requirements are as follows:

Hat: Black with 1/8-inch piping. (Fitted preferred) Rain hats are available in this style.

White hats will be allowed in MDIA games as long as everyone in the crew has the exact same hat.

Jacket: Black & white vertical stripes with black collar and sleeves. Suggest that jackets are **not** worn during the games. If jackets are worn all members of the crew must have matching jackets. **(No patch or number is required on your jacket)**

Shirt: One inch black & white vertical stripes on the body and on the sleeves. A black collar & black cuffs are required. When the weather is unusually warm, the crew may employ a mesh shirt. It is acceptable to wear such a shirt provided the entire crew is similarly attired. All must have short sleeves at the minimum.

College Patch: For all non NCAA playoff games, officials are required to wear the official College patch on the left sleeve approximately 4 inches below the shoulder seam. American Flag patch to be worn on left breast $\frac{3}{4}$ " above the pocket. **(Numbers are to be worn on the back of the shirt for all College varsity games) MDIA games do not require a number.**

Undershirt: Turtleneck or undergarments are to be black. Shirts worn beneath the shirt will be black.

Shorts: Bermuda length white shorts with belt loops with at least a 5-inch inseam.

Long Pants: Solid black nylon pants with zipper bottom. Sweat pants are not allowed.

Socks: Black upper stocking with a white lower portion is required. The black portion of the sock must be visible for at least **two** inches. Two-piece or one-piece stockings are acceptable.

Shoes: Shoes must be **all** black with black laces. Black out any other color on the shoes.

Penalty Flags: Officials flags are solid gold with a weighted portion added in a safe manner. Flags (2) shall be carried in the **front**, and tucked in.

Whistles: Officials whistles are to be black in color. A Fox40 **finger whistle** is strongly recommended for its clarity and power.

Gloves: When the weather is cold, officials have the option to wear gloves. They must be solid in color or black and white ("receivers" gloves.) If one official wears gloves, the entire crew must wear gloves.

Equipment Bags: Members are encouraged to carry their equipment in bags, which are black in color and neat in appearance.

Manufacturer s logos: There should not be any manufacturer's logo on any garment unless approved by COC Executive Board.

APPENDIX D

COC ETHICS PROCEDURES

Article I: Sports officials must be free of obligation to any interest other than the impartial and fair judging of sports competitions. Without equivocation, game decisions, which are slanted by personal bias, are dishonest and unacceptable.

Article II: Sports officials recognize that anything, which may lead to a conflict of interest, either real or imagined, must be avoided. Gifts, favors, special treatment, privileges, employment or a personal relationship with a school or team, which can compromise the perceived impartiality of officiating, must be avoided.

Article III: Sports officials have an obligation to treat other officials with professional dignity and courtesy and recognize that it is inappropriate to criticize other officials publicly.

Article IV: Sports officials have a responsibility to continuously seek self-improvement through study of the game, rules, mechanics, and the techniques of game management. They have a responsibility to accurately represent their qualifications and abilities when requesting or accepting officiating assignments.

Article V: Sports officials shall protect the public (fans, administrators, coaches, players, et al) from inappropriate conduct and shall attempt to eliminate from the officiating avocation/profession and all practices which bring discredit to it.

Article VI: Sports officials shall not be party to actions designed to unfairly limit or restrain access to officiating, officiating assignments or association membership. This includes selection for positions of leadership based upon economic factors, race, creed, color, age, sex, physical handicap, country or national origin.

In the area of ethics there are two fundamental theories of obligation. The first holds that the rightness or wrongness of an action is determined solely by its consequences, actual or expected. That line of thinking entitles a person to do whatever seems to him to be in his own best interest.

The second fundamental theory holds that consequences are not the only factor to consider when determining whether a course is right or wrong. Other factors involved include intentions, motive, rules and contracts, and any or all of them are relevant to assessing what is morally right.

Ethics is a highly personal subject, dependent on each person's background, awareness, and beliefs to determine what is right.

Conduct Procedures

COC Officials Conduct

It is expected that officials will conduct themselves at the highest level of professionalism,

1. There is to be no use of profanity at anytime toward coaches, players, team personnel, or others associated with the game.
2. Officials will not consume alcoholic beverages on the day of the game prior to or during the game. There will be no consumption of alcoholic beverages post-game while on campus.
3. Officials will treat players, coaches and other team personnel with respect at all times.
4. Officials will discharge their duties according to COC policy.

Process to follow:

1. If a problem arises, the Head Coach or Athletic Director should report the incident in as much detail as possible to the Assigning Authority within 48 hours, (phone, fax, or in person). The assigning authority will contact the appropriate people immediately to report the incident. Written follow-up with all pertinent information must be done within 5 days of the incident with copies to the assigning authority, and COC Ethics Committee. Written follow up must be done within 5 days or no disciplinary action will be taken.
2. As soon as the COC Ethics Committee Chairman receives the complaint as well as the official (s) involved to gather a description of the problem (phone, fax, e-mail or in person).
3. The COC Ethics Committee Chairman will contact the official (s) and gather written information regarding incident.
4. COC Ethics Committee Chairman will contact the appropriate assigning authority as soon as possible to discuss the recommended actions.

Coach's Conduct

It is expected that coaches, players, and other team personnel will conduct themselves at the highest level of professionalism at all times.

1. There will be no use of profanity at any time toward officials.
2. Coaches, players, team personnel and others associated with the game will treat

officials with respect at all times.

3. Coaches will discharge their duties according to USILA, USLCA, and NCAA policy.

Process to follow:

1. If a problem arises, the Referee should report the incident to their appropriate assigning authority in as much detail as possible within 24 hours. (phone, fax, e-mail or in person).

2. Referee must complete the Unsportsmanlike Conduct form and get it to their assigning authority within 5 days. Officials should contact the COC Ethics Chairman and send a copy of the Game Report within 24 hours of the Game.

3. The assigning authority contacts their Director as soon as possible to discuss the incident and sends copies of the written reports to the Coordinator of Officials as received.

4. The assigning authorities and the COC Ethics Committee Chairman discuss whether the incident should be forwarded to the COC Ethics Committee for resolution and follow-up; or whether the assigning authorities should handle the incident.

5. The COC Ethics Committee Chairman adjudicates the incident and report to the Coordinator of officials what action(s), if any, are to be taken. The Coordinator of Officials will communicate to the Assigning authority and the COC Ethics Committee Chairman of the decision.

APPENDIX E

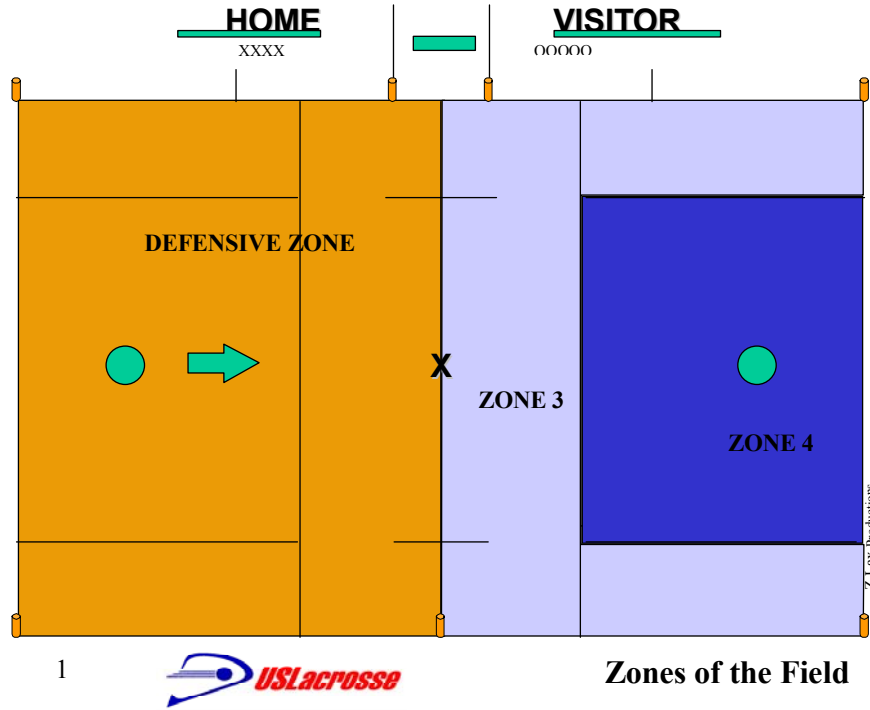
TWO MAN MECHANICS

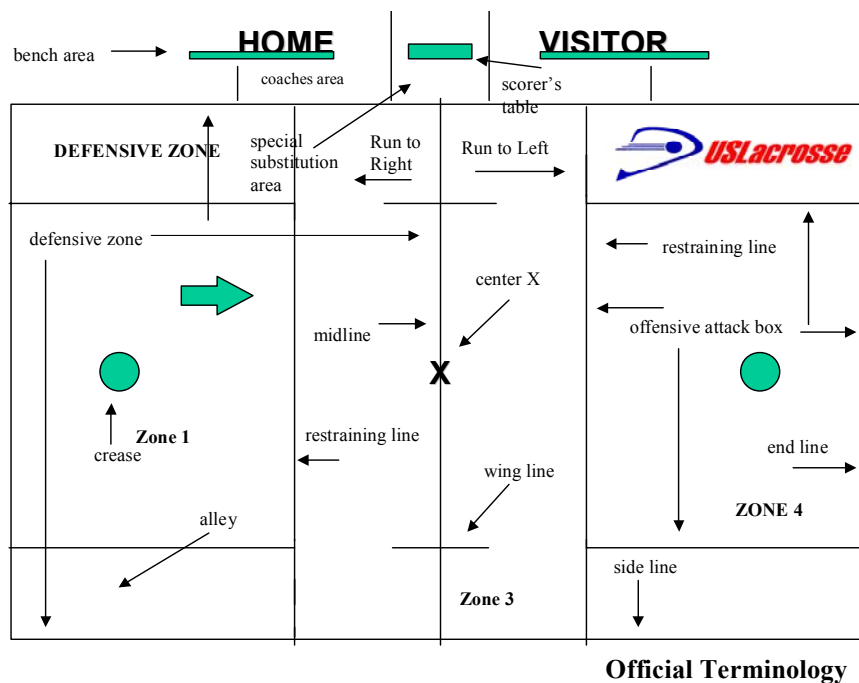
Telephone Call

Always try and call the school the day before or the day of the game to check the time of the game and location. If the weather is or has been inclement, this call could save you valuable time. For weekend and night games you might want to call the other official to ride together, or to set up a meeting place. If you do ride together, this is a good time to start your pre-game especially if you are pressed for time.

Pre-game Meeting

This is where you will go over the different parts of the game, and what each of you will do in certain situations that may arise during the game. You always want to be prepared for the unexpected.





Coaches Certification

- 1) What is mandatory equipment?
- 2) Have been provided with said equipment
- 3) Have been instructed in its proper use
- 4) Will notify coach if equipment becomes broken or illegal
- 5) Coach has inspected all crosses?

NOTE: Referee to ask coach: "are your players equipped by rule?"

At this time you could discuss length of half time, ball retrievers, any special events that might be going on, any ground rules that need to be discussed, and that 4 minutes before the second half starts you will be available to discuss situations. Now ask for the Captains and In-home numbers. Is the in-home a starter? Tell them the time you have on your watch, and what time you will call the Captains for the coin toss. Hand the coach your COC/USL card with the officials name, field position and District listed. The earlier this is done before the game, the better!

Walk Field

You and your partner should walk the field to check for proper markings, holes, and other hazards that might cause a problem while you are officiating. If field does not meet specifications, inform the home coach immediately. Make a check of the nets for legality, holes, etc.

Captains/Coin Toss

Referee gets the home team, and the Umpire will get the visiting team. Home team will face the benches for the toss. Visiting team will call the toss. Position the speaking Visiting Captain next to the Referee. Show them the coin before hand. Make sure it is a large coin (at least half-dollar). Referee will toss the coin, Visitors will call it before toss, and the Referee will catch it. Don't flip it over, just show teams. Rotate teams to have their backs to the goal that they are defending. Winning the toss allows you to select the end of the field that you would like to defend or to take the first Alternate Possession. The other team will have the choice not selected.

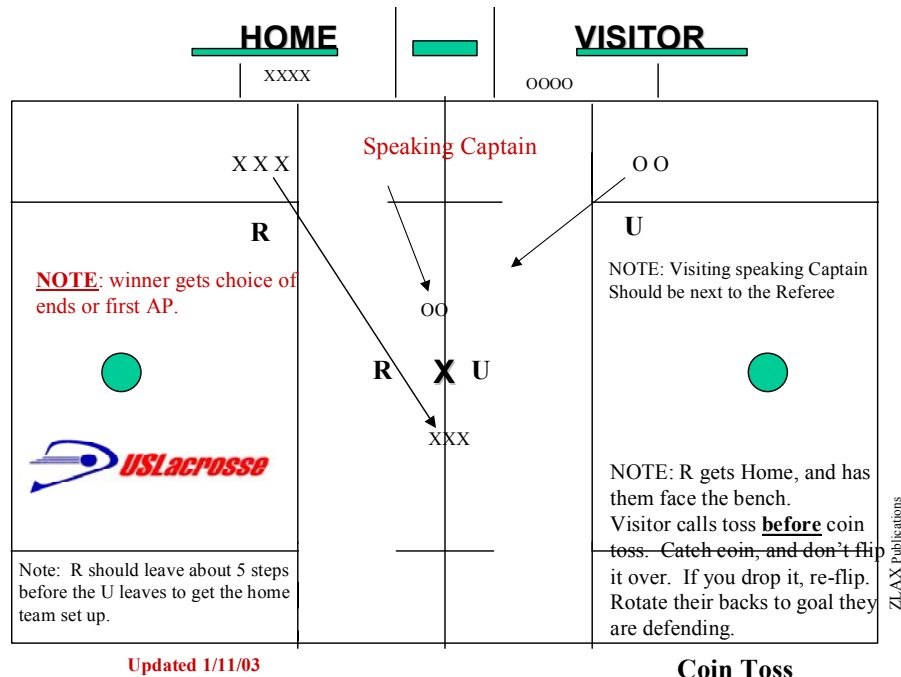
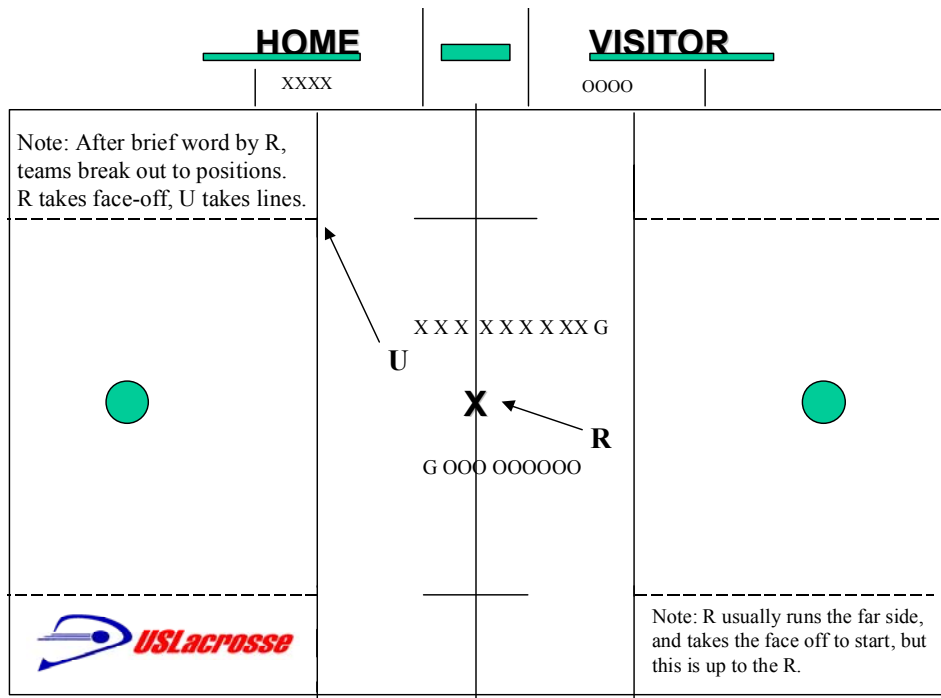


Table Personnel

Home team has the official scorer and timer, unless otherwise designated. Make sure they know what you expect of them! Notify if a player has 5 personal fouls. If they have a problem in the table area, write down the time, and if there was any possession, and then sound the horn twice at the next DEAD BALL. If you have any questions about what was called, don't be afraid to ask for clarification. Notify nearest official of 1 minute, and count down the last 10 seconds, out loud, including zero, then sound horn if scoreboard doesn't have one.

Line Up

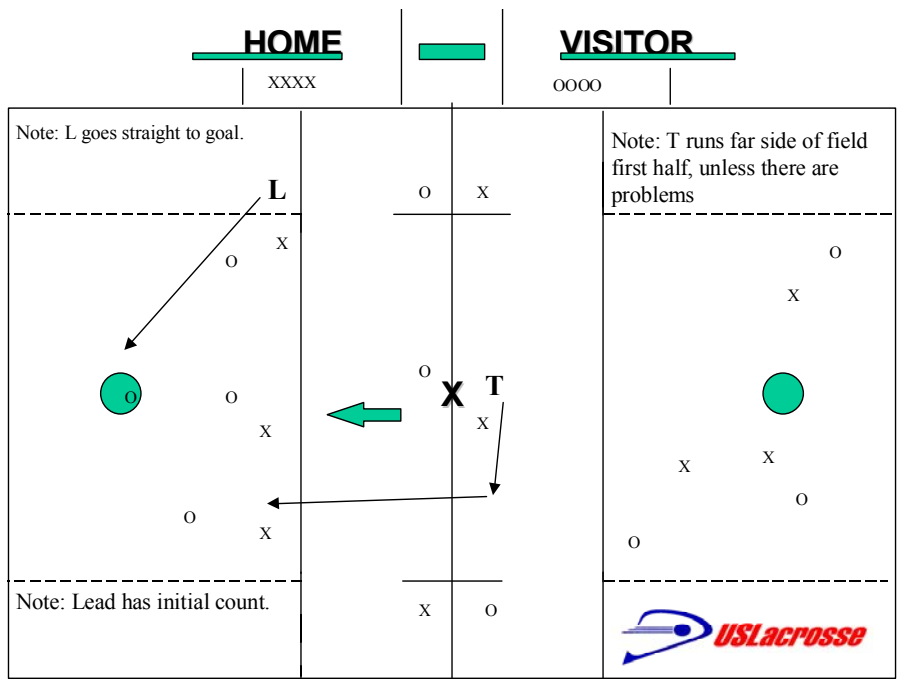
Both teams' starters will be called to the center of the field to line up with their left shoulder to the goal that they will defend. Check for the Goalies mouthpiece. Officials will be introduced, a few short words from the Referee have the goalies shake hands first, and then everyone else meet their opponent. Then proceed to your position.



Line Up

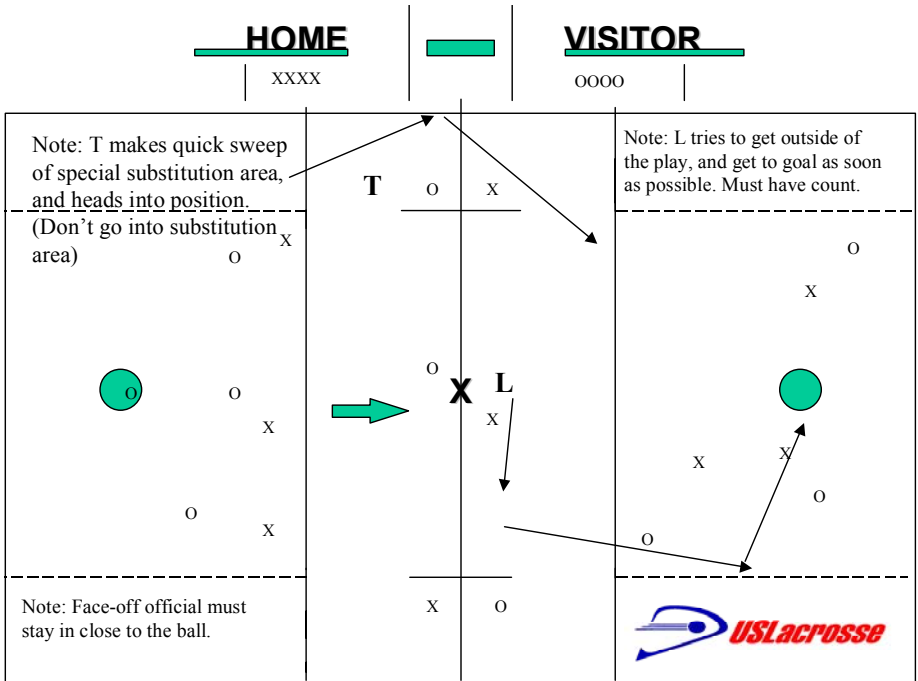
Opening Face-off

The Referee usually takes the first face-off, but it is entirely up to him. He will run the far side of the field during the first half, unless he deems it necessary to run the bench side. All other face-offs will be taken by the Trail official. Face-off official should stay with the ball.



ZLAX Publications

Opening Face-Off
(ball goes away)



ZLAX Publications

Face-Off
(ball comes to you)

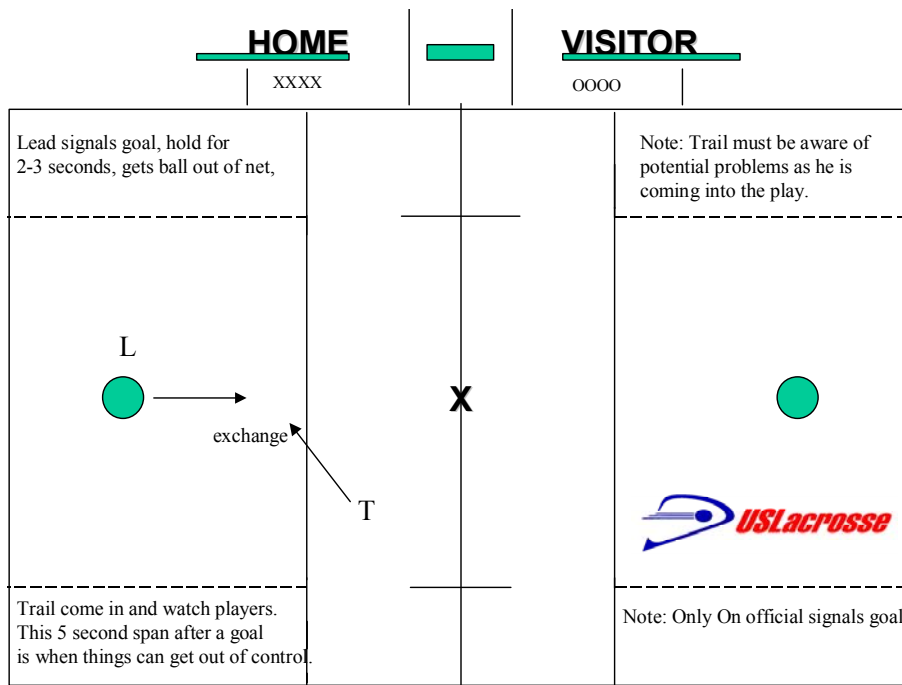
Counting

Official taking the face-off will be responsible for at least 99% of the initial 10-second counts. Trail official will take the goalie 4-second count, and the 20-second defensive clearing line count (with his beeper). Lead official will take the offensive 10 second count once it crosses midfield. The ON official will take other counts. Counts are done from the navel and down. Help your partner by signaling him, by pointing one arm above your head, and then down towards the ground (45 degree angle) when the ball enters the offensive box.

Goal Scored---Procedure for Face-off

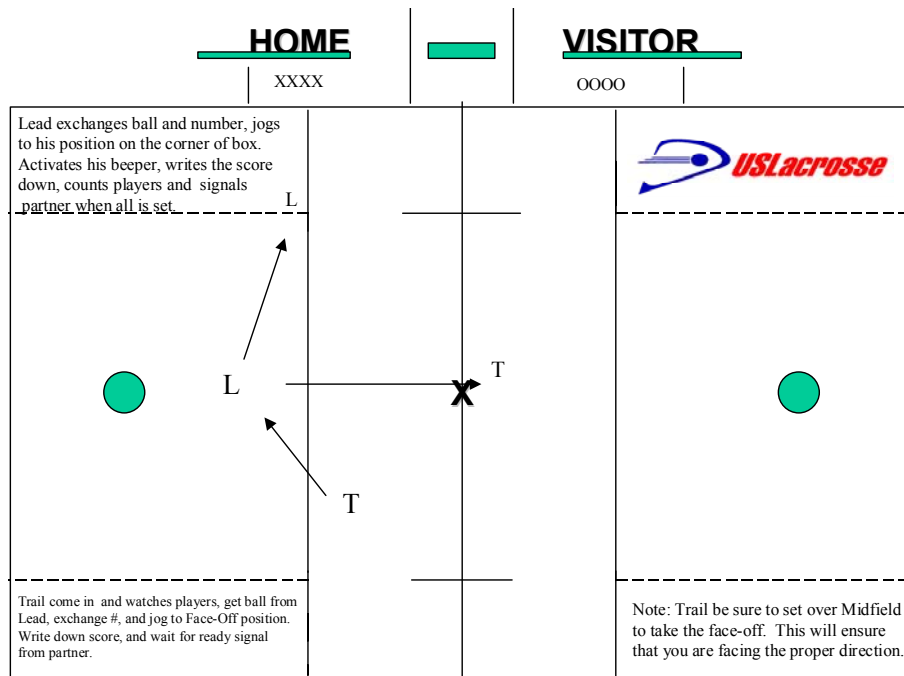
Lead: When goal is scored, he blows his whistle on the way into the edge of the crease, and holds it for 2-3 seconds, while signaling. Only 1 whistle and goal signal on the goal. Lead then retrieves ball from the net, and jogs to top of box to transfer ball, and number of goal scorer to Trail. After transfer, he activates his beeper while pumping his arm, and jogs to his face-off position at the corner of the box. The Lead then writes the score down, and checks for the proper number of players on the field, and then signals he is ready to the Trail (face-off official).

Trail: After goal is scored come in a few steps, and watch in front of goal. You need to watch for late hits, taunting, etc. After all is settled, move to top of box to receive the ball, and goal scorer from the Lead. Turn and jog to midfield at the Center "X", cross over midfield to ensure that you are facing the correct way. Put the ball down on the "X", and either straddle it or put your foot on top of it. Write the score down, and wait for the ready signal from your partner. When you receive the signal, bring the players in and begin your face-off mechanics.



ZLAX Publications

Goal Scored

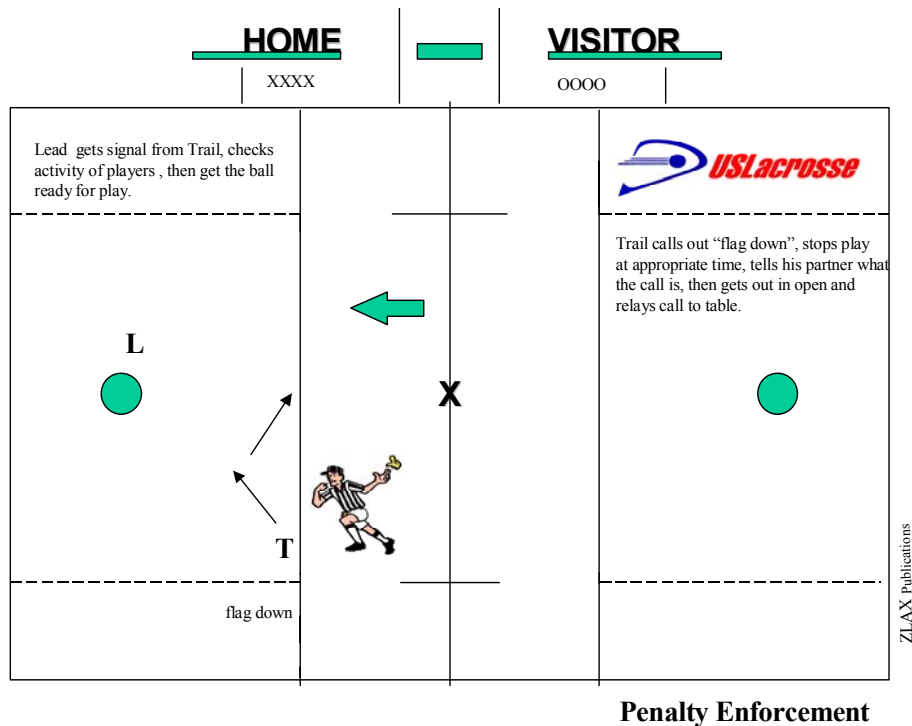


ZLAX Publications

Goal Scored--Face-Off

Penalty Enforcement

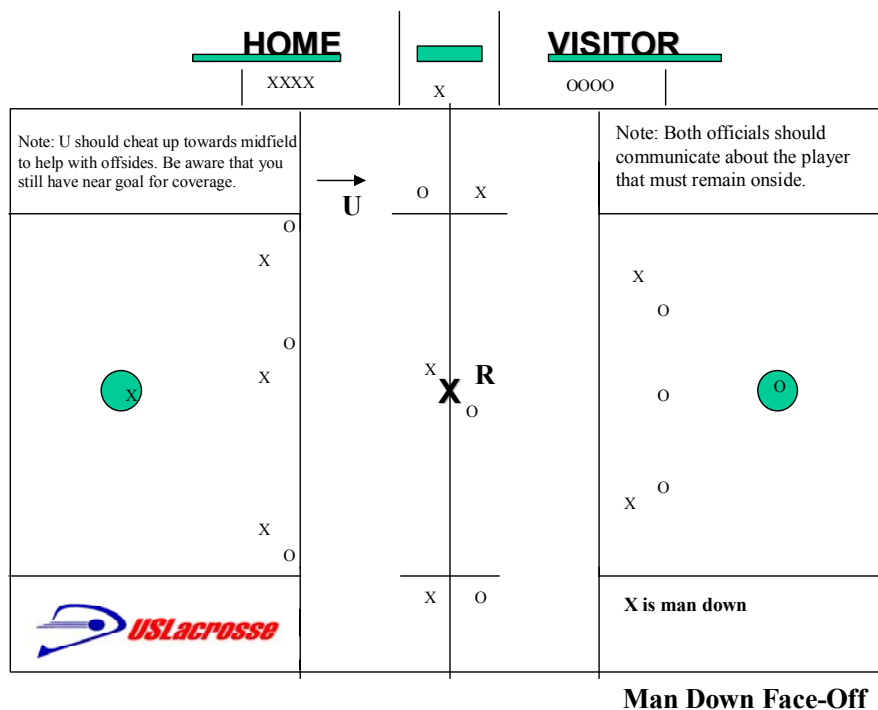
Throw your flag up in the air to be visible, call out "flag down", and signal play dead at appropriate time. Get out into the open, stop, and give a good clear call of the color, number, penalty signal, and the duration of the penalty. The Trail official should always relay the call to the table area. You should always inform your partner first, and then the table area. Be sure to angle away from the benches, and move toward midfield. Don't give a coach a free shot at you. After you finish reporting the penalty, pump your arm, and activate your beeper. Your partner will be getting the ball, and have it all set to put into play when you return.



Be sure to relay the penalty to the table in the following manner: 1) Color of team to serve the foul, 2) number of player to serve foul, 3) type of violation, and 4) duration of the foul.

Man Down Face-offs

Non face-off official will come up as close to the midline as is possible (depending on speed) to help with the offside call. You should communicate to each other the number of the player that should stay on sides if an attack player comes up to the vacant wing area.



ZLAX Publications

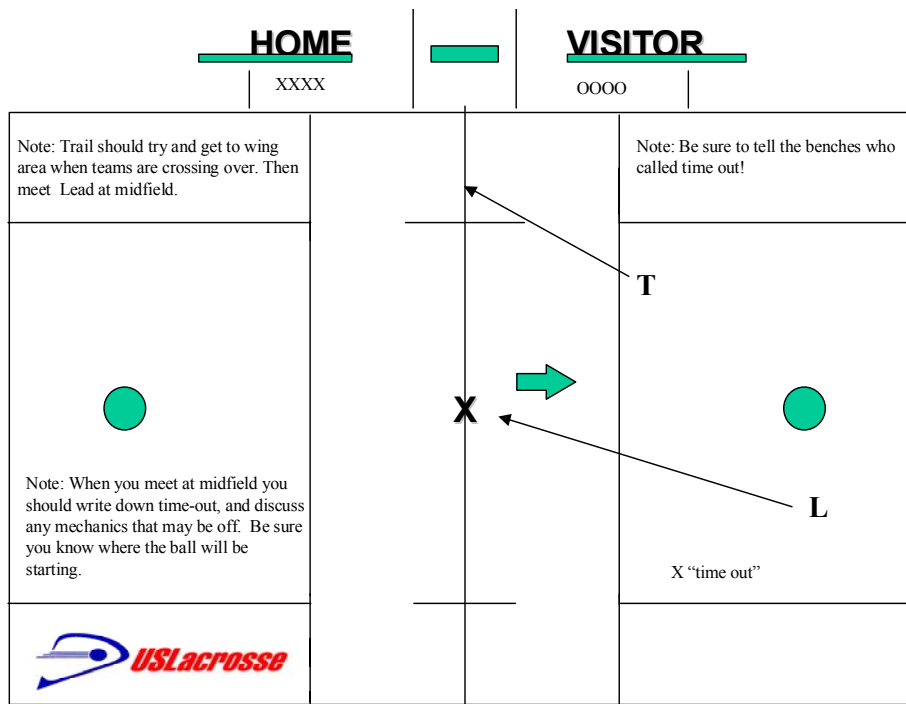
Man Down Face-Off

Penalty at End of Period

If there is an uneven situation at the end of a period make sure of possession. Ball in flight at the end of a period is possession, if caught. Flag down at the end of a period is possession. Make sure you report the penalty, and are aware where the ball should start at the beginning of the next period. If you are checking equipment, you must be very organized. Let your partner get the sticks while you report the penalty. Cover this in your pre-game.

Time-out Procedure

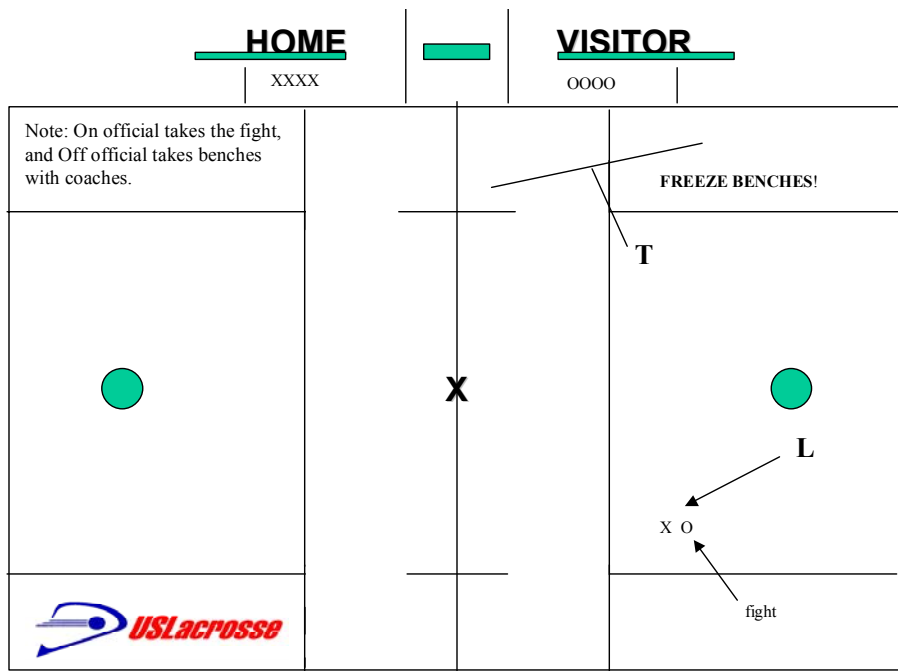
Teams are allowed 4 time-outs per game, 4 full time-outs, with a maximum of 2 time-outs per half. They may be taken during any dead ball situation, or if you have possession in your offensive box. (At least 1 foot in) During dead ball situations, sound your whistle several times to call time-out. Cross your arms over your head, verbally signal what color called time-out, and point to the team bench that requested the time-out. Be near the middle of the field, where the teams cross to watch for any infractions. Be sure to keep the coaches off the field. If there is a visible clock write down the time of the time-out. Use the remaining time to go over any mechanics with your partner, and to check the score. Remember to always have eye contact with your partner. If a team has used its last time-out, be sure to remind the coach.



Time Out Procedure

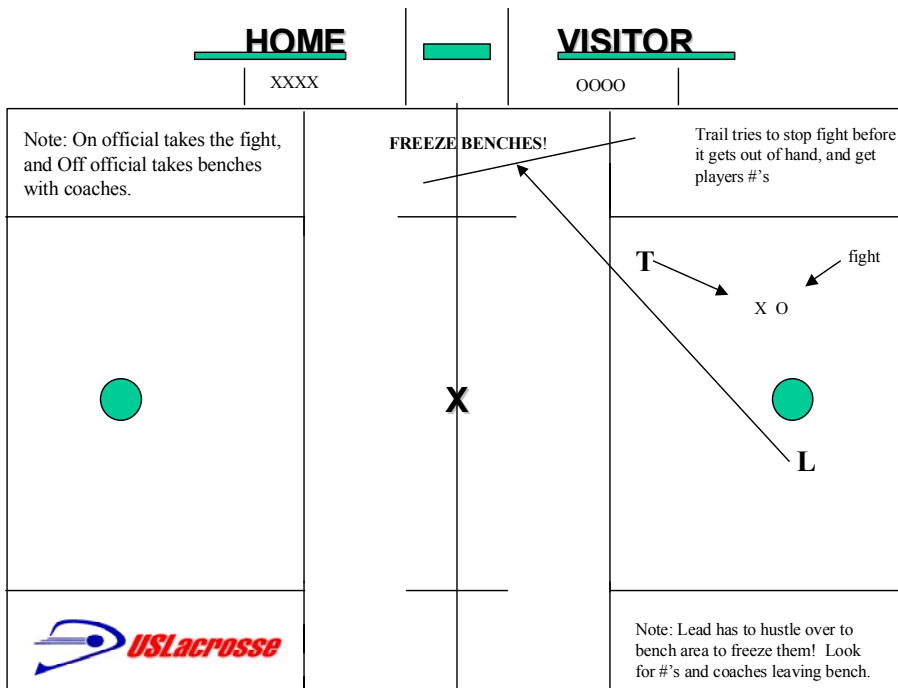
Fight Procedure

If a fight should start during the game, the most important action to take is to freeze the benches. This is the responsibility of the bench side official. If he is stopping the fight, then the far side official must come across the field to freeze the benches. Next most important issue is to get numbers of players leaving the bench area. The official who is controlling the fight should get those players numbers. After all is settled down, get together with your partner and sort everything out. Make your decision, report your penalties, and get the game going. After the game, be sure to call your Assigning Authority to let him know what went on, and whom you ejected (if anyone) from the game. Fill out proper forms if necessary. **BE SURE OF THE NUMBERS!**



ZLAX Publications

Fight Procedure



ZLAX Publications

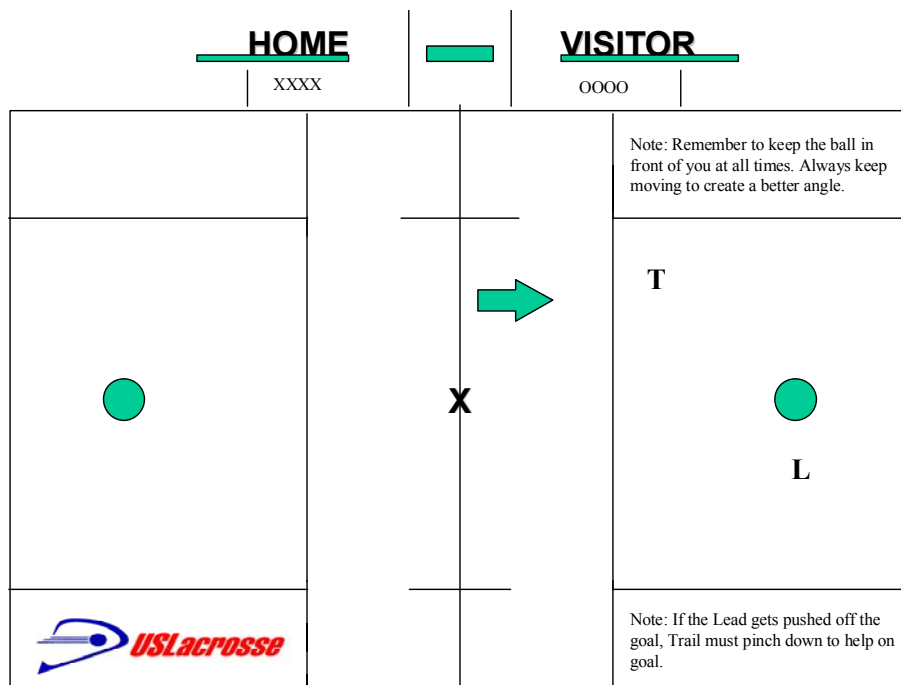
2nd Fight Procedure

Overtime Procedures

Get the captains together at the center "X", have the coin toss. Coin toss is only to determine ends of field. Alternate Possession remains the same as listed. Face-off to start the overtime within 2 minutes, unless any exceptions apply. 1 time-out, per overtime period (not accumulative). 4 minute periods for college. If no one scores in the allotted time, change ends and continue until a goal is scored. Face-off if no exceptions take place. Remember, **NO STICK CHECKS** when the game is over. Check the table to confirm the score, and jog with your partner to your predetermined meeting spot.

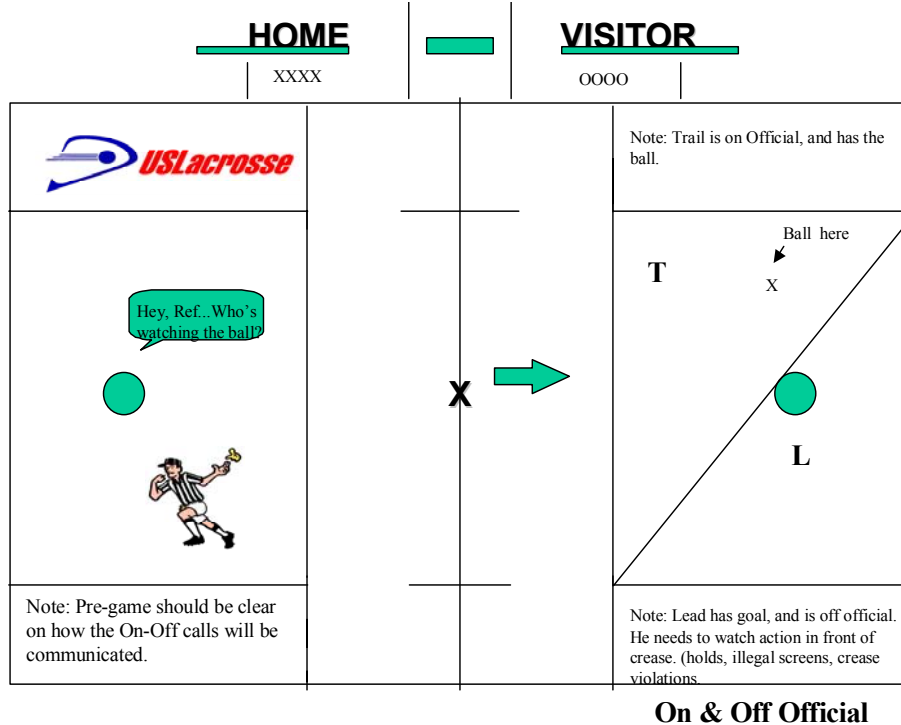
Settled Situations

Lead official must be on the goal-line. Trail official should be on or inside the back of the box. The "on" official is the official covering the player with the ball and the defensive players playing him. The "on" official has the primary action.



Settled Situations

The "off" official is the official covering any action outside of the "primary action" such as illegal picks, pushing, holding, crease violations, offsides, etc. The play should never get behind either official. Both officials must operate as a team, constantly moving and adjusting to the play and movement of the ball. Officials must try to avoid the straight line positioning of the defensive player, offensive player and official. This situation puts the official at a disadvantage of being unable to get a true read of the play. At all times on of the officials **MUST** be in position to cover the goal.



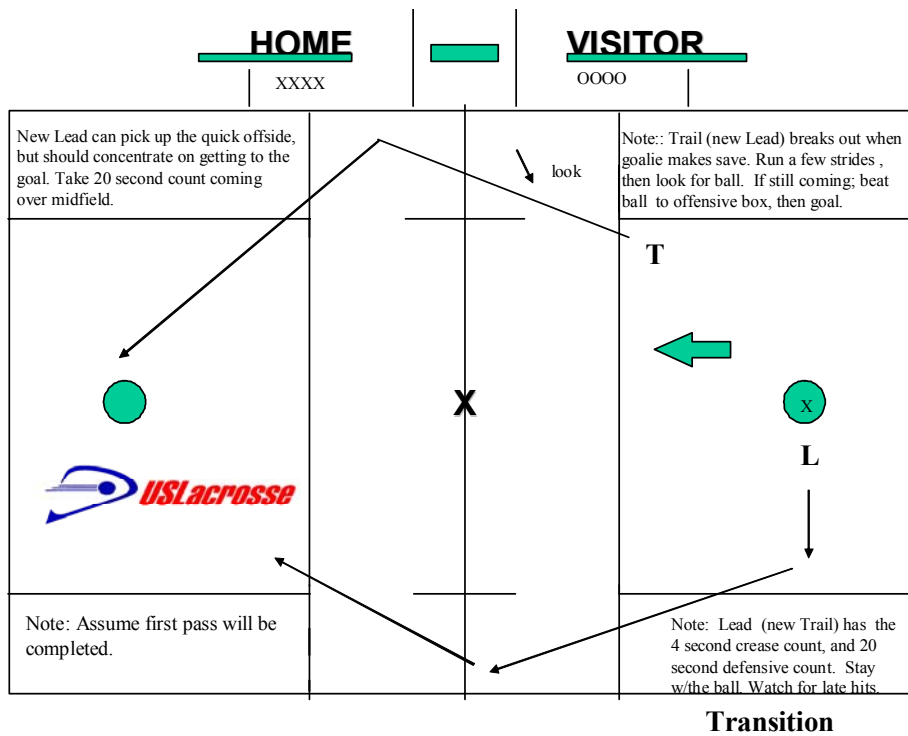
Both officials must be aware of gray areas where shifts of responsibility may occur. There must be a definite understanding between the officials as to when "on" becomes "off" and vice versa. This should be emphasized during the pre-game conference. Verbal communication or pointing with hand to signify when you have the ball or when you are giving up the ball should be used early in the game if needed. This is also a 3 man mechanic between Lead and Center.

Depending upon the abilities of the teams, the Trail official should be expecting to break to transition as the ball becomes loose or the defensive team gains possession. In any situation, the Trail must break upfield ahead of the ball and beat the ball into the attack goal area and then to the goal-line.

Transition

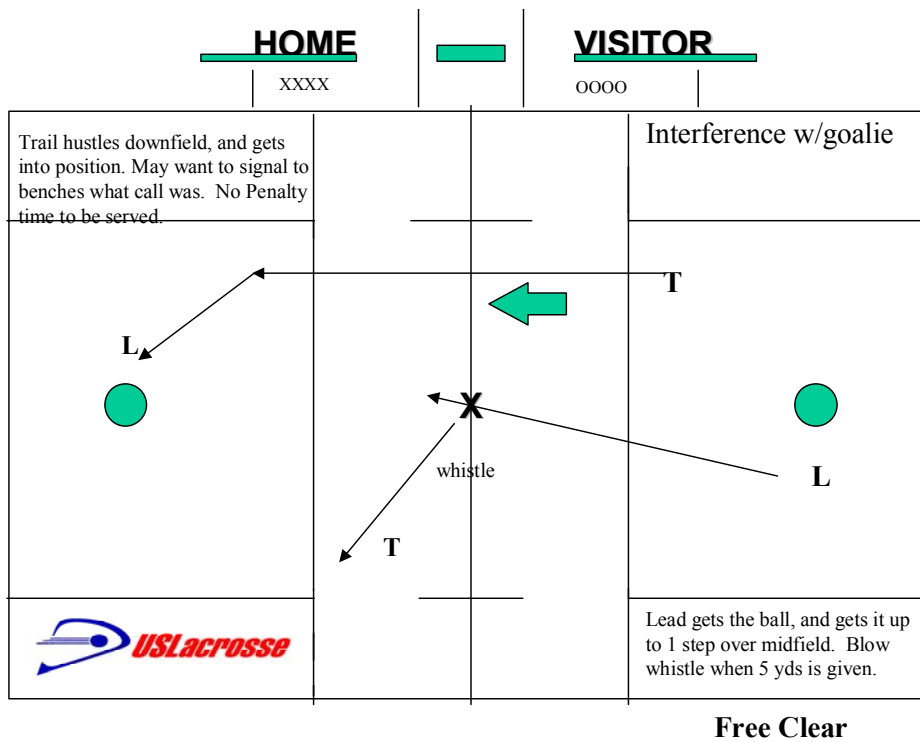
As soon as the defense gets possession of the ball and starts to clear it, the Trail official becomes the Lead official, and the Lead official becomes the Trail. The Trail stays with the ball and has the defensive (20 second beeper) count. The Lead breaks to the midline immediately. Lead has initial offensive count. Lead has immediate offsides. Lead also must try to stay ahead of the ball if possible, or if trailing the play must continue to run to his position on the goal-line as the play develops. He must never stop moving until he is in proper position.

If the clear is a fast break, Lead must stay with the ball and cover the goal. Trail is responsible for the offside call in this situation.



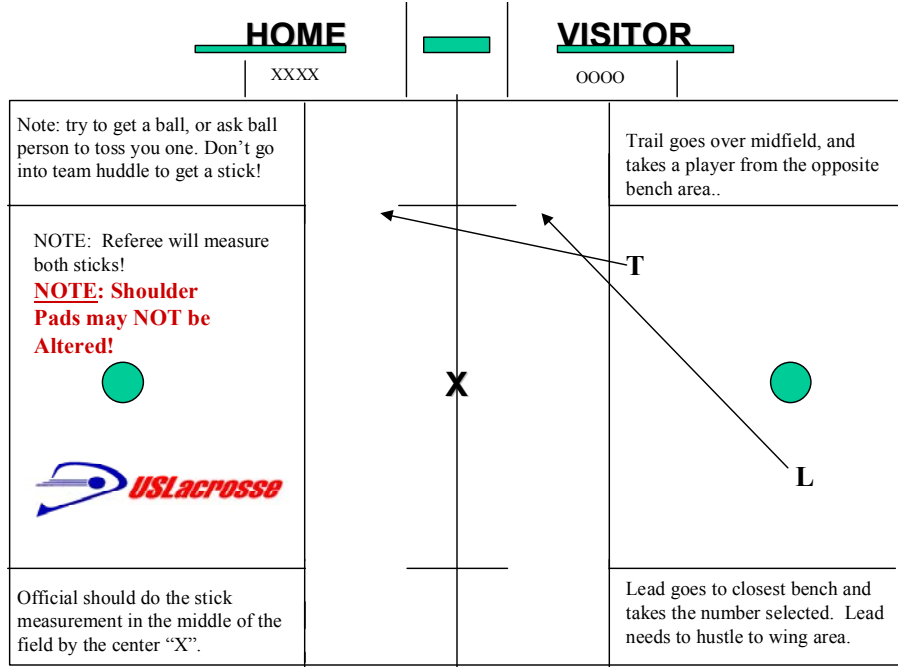
Free Clear

When a team is awarded a free clear, be sure that the Trail hustles up the field to become the new Lead. The new Trail should also hustle the ball up to midfield, and place the ball 1 step (both feet) over the midline. Be sure the player has 5 yards, and blow your whistle to start play. Trail has 10 second count. Notify the benches of what was called.



Equipment Check Procedure

This should be covered in your pre-game, but talk to each other during the 1st period. Talk with your partner, and be sure which team he is getting. Try and chose someone that has had an impact in the game thus far. A rule of thumb is the Trail take the team bench behind him, and the Lead take the other bench. Take the players stick with you to the center of the field. A full service stick check is done at the middle of the field away from the players if it is a Coaches request. If the stick is illegal, the Referee will throw his flag up in the air, and then report it to the table. Officials will start play within the required time lines. Don't show a coach what is wrong with the stick, but tell him.



ZLAX Publications

Updated 1/11/03

Equipment Check

Post Game

After the game is over, and you are in the locker room, it is a good time to go over situations that happened during the game while they are still fresh in your mind. Use this time to help each other. If something happened, and you are not sure if it was handled correctly, look it up in the rule book, talk it out, or write it down to discuss at your next local meeting. If it had a direct impact on the game, you should contact your local Assigning Authority immediately.

The above points are to be used as a guide.

You still must be in position, and you still must make the call!

1/5/05