

Revised January 28, 2009

Terminology

- Three officials:
- -Referee (R)
- -Face-off (F)
- -Umpire (U)
- -Field Judge (FJ)

- During play:
 - -Lead (L)
 - -Single (S)
 - -Trail (T)

- •During a face-off:

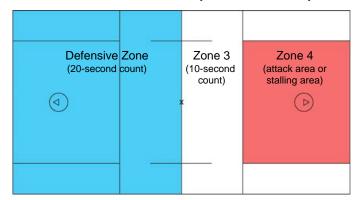
 - -Bench-side (B)
 - -Single (S)

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Acknowledgements

- The US Lacrosse Men's Division Officials Council Training Committee would like to acknowledge:
 - -John Hill and David Seidman for the development of the mechanics in this presentation
 - -Harold Buck for the development of this presentation
- For comments, corrections, and suggestions, contact Harold Buck at lax.ref@comcast.net

Zones of the field (NCAA/NFHS)



Pre-game

- R is responsible for pre-game
- Meet off field, then take the field as a team at least 20 minutes before start
- Inspect field and goals
- Certify home coach, then away coach
- No whistles until after coin toss!



Photo by Dave Adams

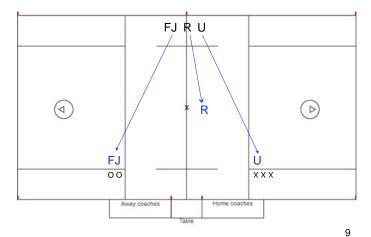
Timer/scorer

- R briefs personnel before game
- Explain as much as you think they can handle
- Make sure they know to never come onto the field
- One-page guidelines are available at www.tinyurl.com/yj7x5k

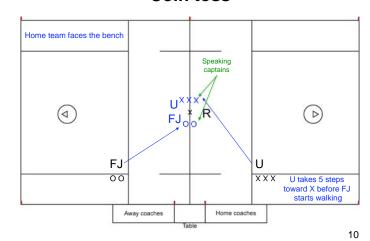
Key points for timer

- End of period: count down from 10, sound horn on zero
- Notify at 2:10 and 2:00 of fourth period only
- They should call you over if they're confused (double horn at next dead ball)
- Write all fouls in scorebook; notify for 5 personals or two USCs

Pre-coin toss



Coin toss



Coin toss

- R introduces crew and explains coin toss:
 - Visiting speaker calls; U repeats call
 - R then flips, catches coin (don't turn over)
 - Drop = re-flip
- Winner chooses goal or AP
- Rotate so they face goal they'll attack (U and FJ in line with captains)
- Tap shoulder to indicate team with AP
- Re-check goals for new holes, balls

Line up

- Teams with left shoulder to goal they'll defend
- Goalies go on the end of the line
- A few brief words (including ground rules if necessary)
- · Keepers shake and head for goals
- Other players shake and move to position
- R will normally conduct opening face-off and run far side for first half and bench side for second

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Line up

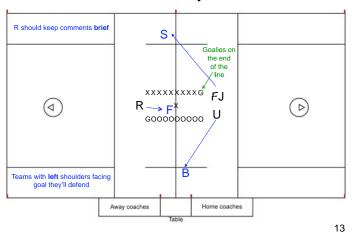




Photo by Jim Manahan

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Face-off positions

- For opening face, R decides, but typically
 R = F, U = B, and FJ = S
- Positions rotate clockwise to start each period (or as directed by R)
- B ensures table ready/sub area clear before start of each period
- Officials also change positions after goals
- The R takes all face-offs in overtime

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Pre-faceoff



- B and S give "not ready" signal (left above)
- When ready, S points toward goal S will cover, parallel to the sideline
- After point from S and when B is ready, B points toward goal B will cover
- After point from B, F starts face-off
- F need not look at S

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NFHS face-offs

- Gloves/stick up to but not touching the ball (stick/gloves may touch midline)
- "Down," "Set," whistle
- Award possession for pre-whistle face-off violation, but do not send player off
- Restart at midfield for any technical foul before face-off ends

NCAA face-offs

- Gloves/stick cannot touch midline
- "Down," whistle
- Offender sent off field for pre-whistle faceoff violation
- Restart for any pre-face-off technical foul is at midfield

Face-off mechanics I

- For the opening face-off of period:
 - B lines up on bench-side wing line right of midfield
 - -S lines up on the far-side wing line left of midfield
 - F lines up on the same side of the field as
- For other face-offs, F goes right if the goal was scored on the right and vice versa

Face-off mechanics II

- No official moves between "down" (NCAA) or "set" (NFHS) and the whistle
- F stands with one arm at side, other hand with whistle to mouth
- If there is a violation and you haven't blown your whistle yet, don't. Signal (but do not say) illegal procedure, verbalize exact violation, and award possession

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Face-off mechanics III

- Wing officials help with calling the violation for the left hand off the ground
- On the whistle, both B and S take several steps toward their goals
- If the ball moves toward F, S must cover F's goal until he is verbally called off or until there is a turnover

Face-off mechanics IV

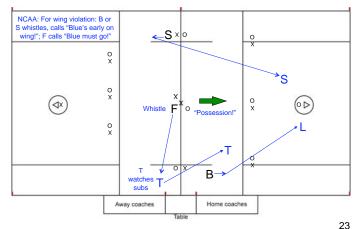
- Any official may call face-off violations
- F stays with ball until possession (S covers F's goal)
- Wind arm and yell "Possession!" (or call color); other officials echo call
- S has 10- or 20-count, if any
- If ball crosses the restraining line before possession, yell "Play!" and wind arm

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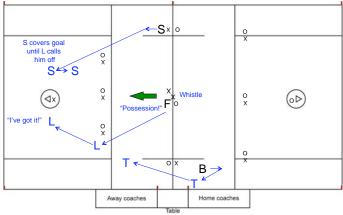
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Face-off (ball away)



Face-Off (ball toward)



Face-off violations (NFHS)

- Multiple whistles, F signals violation quickly
- New L heads for GLE; S may need to cover
- New T gets player to position, starts play quickly, then sweeps sub area
- Middies may sub during ensuing dead ball, but attack and defense are not released if foul is technical (also true in NCAA)

Pre-whistle F/O violations I (NCAA)

- Multiple whistles, signal violation quickly
- Ball toward F:
 - -S covers goal
 - -F (now L) starts play, heads for goal
- Ball away from F:
 - -B becomes L and covers goal
 - -F (now T) starts play, sweeps sub area

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Pre-whistle F/O violations II (NCAA)

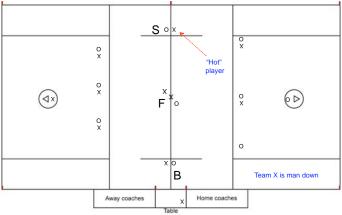
- Offending team F/O man must sub out
- New T and/or F must flag delay (e.g. rolling ball away, withholding, violation of 5 yards) or participation from player subbing out
- When ball is in possession on offensive end within 10 yards midfield, new F starts play and S has 10-second count
- Need not bring player to stop if he had to retrieve ball from his defensive end

Man-down face-off

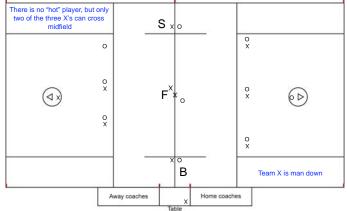
- Communicate with table if penalty could expire during face-off
- NCAA: player cannot return to field until possession
- NFHS: player can return before possession if wing area is left vacant
- Communicate number of "hot" player
- B and S move up to midline

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Man-down face-off I



Man-down face-off II



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Goal scored I

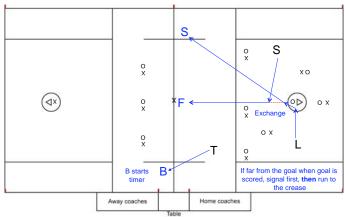
- L normally runs to crease, signals goal for 2–3 seconds, watches defense, gets ball
- S signals goal only if L doesn't see it
- S watches for late hits/post-goal issues, moves into attack area, watches offense
- T also watches for late hits and monitors the both teams and the benches

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Goal scored II

- L gives ball to S, then goes to the far side to become S (not to the left as in two-man)
- S becomes F, goes to the midline and does not step over; F hold up ball, puts it down, and stands over it until ready for face
- T become B, stays on same side of field, and clicks timer when F has ball at midfield.
- Once in position, then write down goal

Goal scored—right side



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Goal scored—left Side

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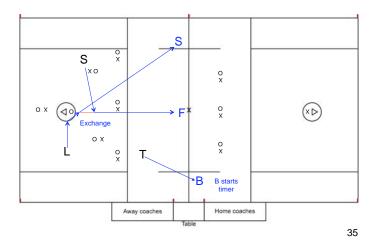




Photo by David Seidman

Transition

• If defense gains or is awarded possession:

 $L \rightarrow T$ $T \rightarrow L$ $S \rightarrow S$

- T stays with ball, has 4-count and timer
- L has quick offside on loose ball but must beat ball to goal
- S gets to cone, has first 10-second count and secondary offside; may need to hustle to help on quick offside to release L
- T has subs and offside, then jogs into play

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20-second timer mechanics

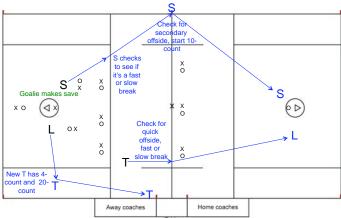
- T has 4-count, if any, and 20-timer:
 - Click timer (fist pump optional) for 1
 - Do a hand count for 2, 3, 4
- Stay with the ball during clear
- When appropriate, turn off timer (look for S counting or giving the "clear" signal)
- When restarting count (play-on, double change of possession), give "reset" signal

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Trail sweeping sub area

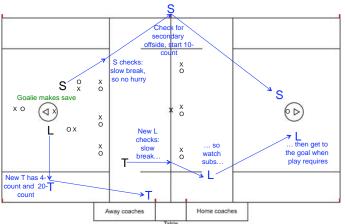
- T stops at the first cone and/or enters the box and watches subs in transition
- When contested subs are completed, the T sweeps the box and jogs into the play
- T should take a position 5 yards above and 5 yards in from the corner of the attack area

Transition—fast break



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Transition—slow break



On-the-fly substitutions

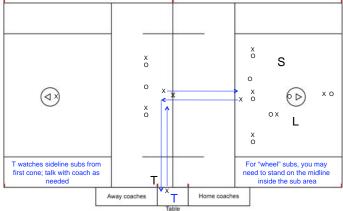




Photo by Spencer Norcross

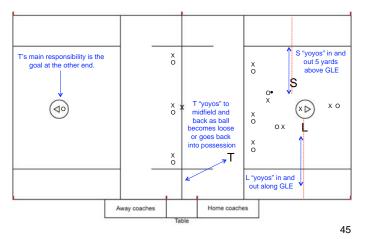
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Trail responsibilities

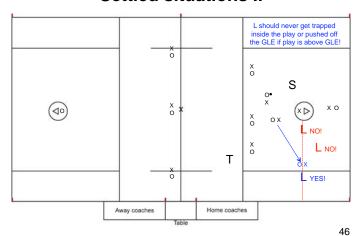
- T verbally notifies L upon arrival in play
- T should keep a wide view and watch for late hits and away-from-the-ball fouls except when T is "on"
- Once in the play, the T has count except when the ball comes out in S's alley
- T will call L's sideline, but L needs to stay on the GLE and keep play in front, even if L has to go to the sideline for the restart

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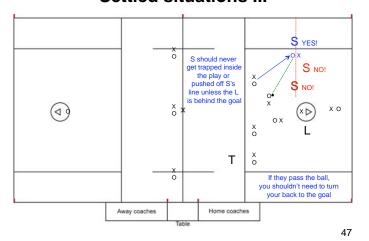
Settled situations I



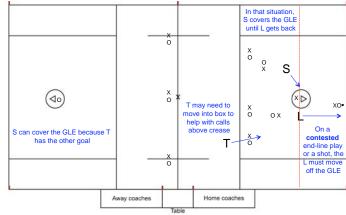
Settled situations II



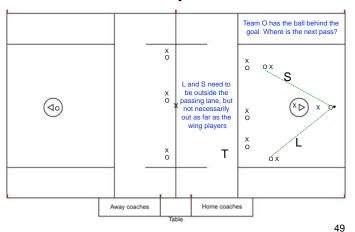
Settled situations III



End line coverage



Next pass

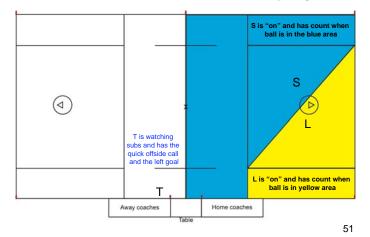


"On" and "off" officials

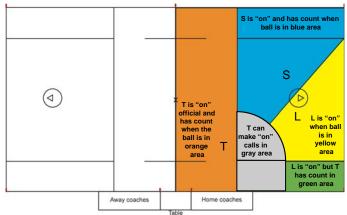
- The "on" official watches the ball and calls most fouls there (e.g., push, hold, slash, trip, illegal body check)
- The "off" official watches everything else (e.g., crease, interference, illegal screen)
- When player is in transition from one zone to another, whoever the player is moving toward is the "on"

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On/off before Trail is in play

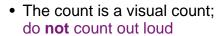


On/off after Trail is in play



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Counts I

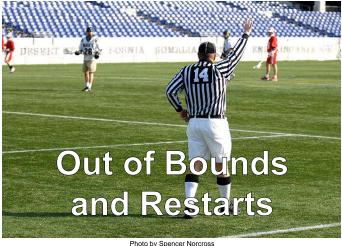




- S always has the first count across midfield
- Until T is in the play, S has the count unless the ball comes out in L's alley
- Once the T is in the play, T has the count unless the ball comes out in the S's alley

Counts II

- If you do not have the count and the ball goes into the box in your alley, hand up for 2–3 seconds, then point into box
- Switch arms if one count ends and a new count begins immediately
- Use "reset" signal (twirl finger in the circle overhead) to indicate new count on changes of possession or after a play-on
- T always has the 4-count and 20-timer



hoto by Spencer Norcross

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Restarts

- The "on" official usually has the restart
- When the ball is in L's alley and T is in the play, whoever is closer to the ball has the restart
- Make eye-contact before restart before face-offs and after penalties, timeouts, and sideline horns
- Quick restart on end line OOB, changeof-possession technical fouls

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End line out of bounds

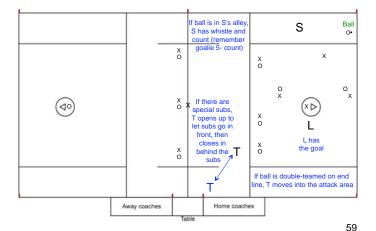
- L covers all contested plays behind the goal; S covers goal until L returns
- L must chase shots to the end line and has all end line out-of-bounds calls
- On shots, possession to team with inbounds player's body closest to ball when it breaks the plane of the sideline (horn allowed) or end line
- Play can start inside the attack area for an end line OOB if there are no fouls

End line out of bounds signals

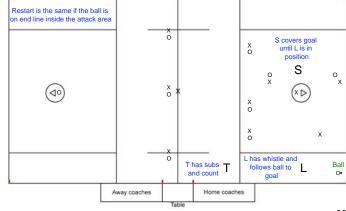
- Whistle *simultaneously* with dead-ball signal
- For a player stepping out on the end line, point to the end line with a sweeping gesture
- Point direction of play; don't point across body
- L must get back to GLE before restarting play unless there is a contested play on the end line
- Start a 5-count if no player picks up the ball

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End line offensive restart—far side



End line offensive restart—bench side



Sideline out of bounds signals



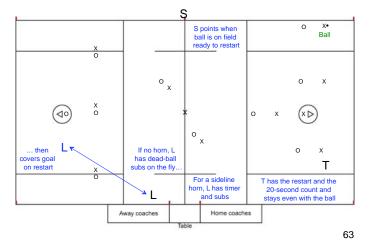
- Whistle simultaneously with dead-ball signal
- Player stepped out: sweeping point at line
- Point in the direction of play and call color of team getting ball (e.g., "Blue!")
- Both hands up to indicate that a horn is allowed

Sideline out of bounds

- L has bench sideline until T is in the play; S always has far sideline
- T official starts timer and keeps arms up:
 - For 3-5 seconds if no horn
 - Until teams are done subbing or until timer goes off if there is a horn

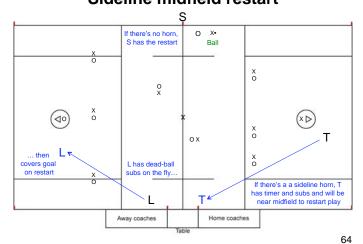
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End line/sideline defensive restart

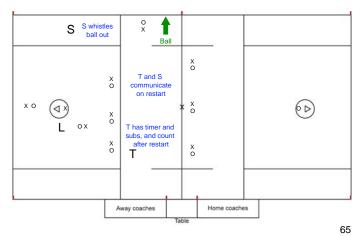


Sideline midfield restart

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Sideline out of bounds



Bench-side alley out of bounds

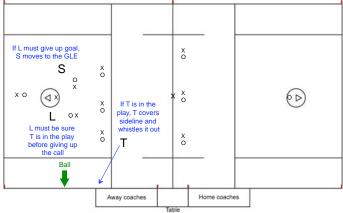
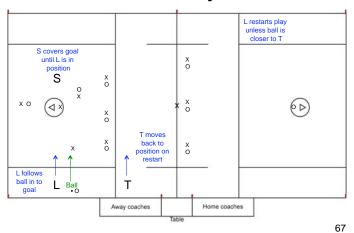
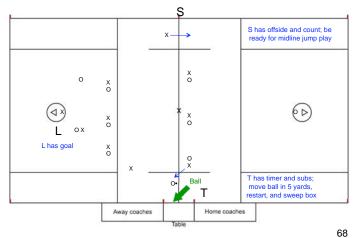


Table 66

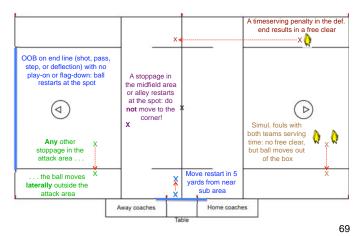
Bench-side alley restart



Sub area out of bounds

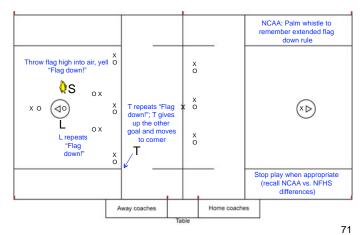


Restart Location





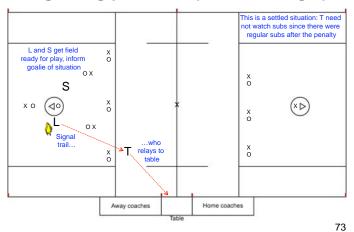
Flag down



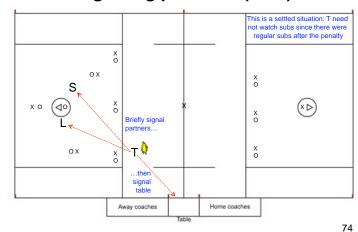
Signaling time-serving fouls

- · Watch residual action
- Sort out multiple flags (same fouls or not?)
- · Briefly inform player, then partner
- T finds open space, plant feet, pauses
- Report Color, Number, Offense, Time, Explanation (restart/NR) (C-NOTE)
- T starts timer; L and S should have field ready
- Don't start until you get point from partners

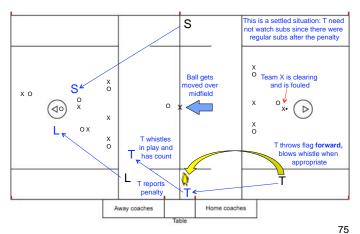
Signaling penalties (Lead or Single)



Signaling penalties (Trail)



Free clear (time served)



Goal scored on a flag down

- Report personal foul as usual; make sure teams know it will be a man-down face-off
- For a technical foul, signal:



"Goal is good."



"There is a push..."





"...which is wiped out by the goal."

"The goal is good."

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Photo by Justin Wetterer

Dead balls

- · There is:
 - An action requiring a whistle to stop play
 - A pause while the official recognizes it
 - -The sounding of the whistle
- The dead ball begins with the action requiring a whistle
- Any foul that occurs during a dead ball is a dead-ball foul even if it happens during the pause between recognition and whistle

Assessing dead-ball fouls

- Dead-ball fouls are enforced in sequence
- Technicals may be possession fouls or timeserving, depending who's due possession.
- Treat a foul with a face-off pending like a loose-ball foul: award possession for a technical and flag a personal
- Use the dead-ball foul signal when necessary

Situation #1

- Play: B1 illegally body checks A1 before ball enters the goal (not a dead-ball foul)
- **Signal:** "Blue, #1, illegal body check, one minute. Goal is good. Face-off."









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Situation #2

- Play: B1 illegally body checks A1 after ball enters the goal
- **Signal:** "Blue, #1, dead ball, illegal body check, 1 minute. Goal is good. White ball."





Photo by Justin Wetterer

Live-ball vs. dead ball fouls (on opposing teams)

- For "live-ball, live ball," you have simultaneous fouls and no free clear ("Live-ball, live-ball, leave it")
- For "live-ball, dead ball," enforce in the order they occurred and award a free clear ("Live ball, dead ball, dead center")
- In both cases, common penalty time is non-releasable (NCAA 7-2-d)

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Play on



- Yell "Play on!" and give the play-on signal
- If no clear advantage, kill play within 1 second. If offended team is likely to gain and maintain possession, allow it to go up to 3 seconds (normally)
- If the offended team gets possession, point in the direction of play and indicate the offended team (e.g., "Blue ball!") to signal the end of the play-on

Signaling possession-change fouls

- Watch for residual action from play
- Short: "Loose ... push ... blue ball!" or even "Push ... blue ball!"
- Make call loud and clear, with big signals
- Move ball out of Zone 4 if necessary
- Quick restart: everyone should be "in the play" (exceptions: 5-count for GK out of crease, player too close on free play)

Signaling violations

Let everyone know exactly what the foul was as quickly as possible. Which accomplishes this best?



"Illegal procedure! White ball!"



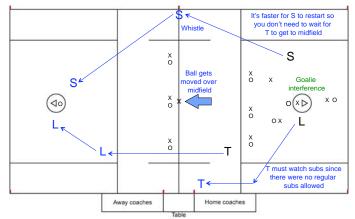
"Illegal procedure! Blue number 27 is playing from out of bounds! We're going White!"



"Playing from out of bounds! White ball!"

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Free clear (no time served)



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Ball-in-flight technical foul

If A1 passes the ball and B1 commits a technical foul while the ball is in flight:

- · Call play-on
- Award possession if the pass is incomplete
- End the play-on ("Blue ball" and point) if the pass is completed

Note: NFHS 4.5 Situation was changed by and NFHS bulletin on 1/22/09

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Equipment checks I

- Check during dead-ball situations: timeouts, between periods, after goals, before face-offs
- NCAA—6 stick checks per team per game; only check stick unless coach requests
- NFHS—at least 1 equipment check per team per half
- Use the unofficial "stick check" signal if needed



Photo by Dave Adams

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Equipment checks II

- Complete check in 20 seconds; if it takes more than 5 seconds to determine legality on any aspect, move on
- If the stick is illegal, report everything that is wrong
- Penalize most serious violation from crosse and equipment, but report all violations

Equipment check after goal

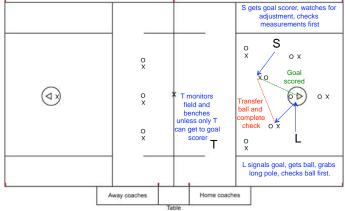
- For a scheduled check after a goal, the closest official gets the goal scorer
- Normally, S gets goal scorer and L gets a long pole
- Other official—usually T—monitors field
- Postpone scheduled check if flag down
- Communicate to make sure you have a player from each team

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Goal scorer adjusting crosse

- S watches goal scorer and yells "Don't touch your stick! Please give me the stick!"
- T also watches goal scorer
- Goal disallowed for pulling strings before or after or adjustment after request
- If no check was planned but the scorer pulls the strings shortly after the goal, goal is disallowed and 1-minute USC is served
- Adjusting the crosse is a 1-minute USC



Equipment check—goal scored

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Equipment check before faceoff

If you check before a face-off, do it as soon as the players you intend to check are on the field; don't wait for the field to be set first

There are three options:

- S comes in to center to check face-off middles with F official. B monitors field.
- F comes to wing area to check middles with B official. S monitors field.
- F comes to wing area to check middles with S official. B monitors field.

Equipment check during timeout or between periods

- L checks a player on the way to bench on L's side of midfield
- T checks a player on the way to bench on T's side of midfield
- S monitors field
- Do not pull players out of huddle
- These are good opportunities to "catch up" on checks during a low-scoring game



Photo by David Seidman

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Timeouts

 Can be called by head coach or any player on field



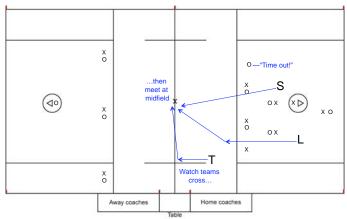
- Dead ball: either team can call
- Live ball:
 - NCAA: only with possession across restraining line in offensive end
 - NFHS: with possession anywhere
- Bench-side officials watch teams cross
- Be sure teams know which team called it

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Timeouts mechanics I

- When you determine that a timeout can be granted blow your whistle
- During dead ball: don't blow whistle if you can avoid it (blow repeatedly if people might think you're trying to start play)
- · Wave both arms overhead
- Point to bench of team calling timeout for a team timeout
- Tap your chest for an official's timeout

Timeouts



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Timeout mechanics II

- T starts 1:40 timer when teams have had enough time to get to their benches
- Be sure you and teams know where ball is starting
- Meet at midfield: record timeout (time in period), discuss game situation
- Sound whistle and start beeper at 1:40 or when team calling timeout returns to field



Photo by Spencer Norcross

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Stalling I

- Be aware of NCAA vs. NFHS differences
- Verbally consult with partners before warning
- When appropriate, yell "Keep it in!" and give the arm signal
- Avoid trapping the team as they step in and out of the attack area

Stalling II

- On restart, remind teams if warning is on
- If the ball leaves the attack area other than by a shot or a defensive deflection, possible play-on
- If the ball leaves Zone 4 after being last touched by the defense, signal "Tipped ball!"; either team may recover, but renew warning if offense recovers

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Stalling III

- Stall warnings should be given early in the game if appropriate whether team is leading or trailing
- A man-down team may be warned for stalling
- Warning in last two minutes for team in the lead is automatic: it is a violation to come out even if the officials forget to give the "keep it in" warning

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Photo by Dave Adams

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Inadvertent whistle



- If Team A has possession, Team A keeps possession
- If the ball is loose in the crease, the defense is awarded possession
- If the ball is loose outside the crease, award by alternate possession

Inadvertent flag

- Stop play at the earliest point not interfering with an imminent scoring opportunity (see rules for shot taken)
- · Wave off the flag
- If Team A has possession at the time of the flag, Team A keeps possession
- If the ball is loose at the time of the flag, award by alternate possession (except if ball is in crease: award to defense in alley)

NFHS coach's challenge

- Meet in sub area, start 1:40 timer
- Challenge denied before 1:40: coach may use remaining time and is charged TO (or is assessed technical foul if none remain)
- Officials not convinced of legitimate argument within 1:40: assess timeout or technical foul, restart within 20 seconds
- No challenges after game ends

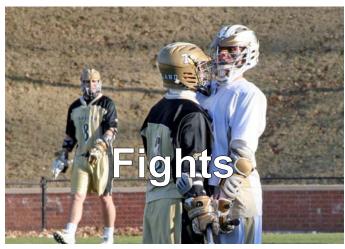


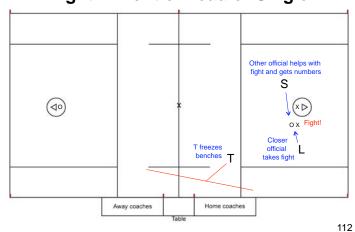
Photo by Justin Wetterer

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Official nearest the incident

- · Gets in early and stop before it starts
- Remembers color/numbers of players involved and the sequence of involvement
- **Note:** Officials *may* attempt to physically separate players if they believe it can be done without endangering the safety of the players or the officials. Do not risk personal injury to separate players.

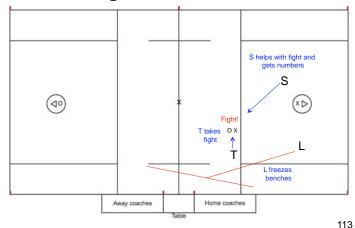
Fight in front of Lead or Single



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Fight in front of Trail





Lost/broken crosse

- Participating in play without crosse or with a broken crosse is illegal procedure
- Stop play immediately if broken crosse creates a dangerous situation
- Player can drop broken crosse and run off or carry it off the field
- Play is stopped immediately for broken goalie crosse

NFHS lost/broken equipment

- If a anyone loses or breaks required equipment other than the crosse in a scrimmage area, stop play immediately
- · Award ball as with inadvertent whistle
- USC for intentional lost equip. to stop play

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NCAA lost/broken equipment

- A1 with possession loses glove, shoe, or helmet and maintains possession: stop play and award possession to Team A (no goal)
- Technical for participating in the play as a def. player after losing equipment on the field other than the mouthpiece, or participating in play after chinstrap warning
- Must stop play immediately for any player without required protective gear in a scrimmage area

Lost/broken goalie equipment

- If goalie breaks his crosse or loses or breaks any other required equipment, stop play immediately (allow shot in flight to conclude)
- Award possession as with inadvertent whistle
- USC for intentional lost equip. to stop play
- Goalie playing without crosse is a technical foul

Suspended games

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- New NFHS lightning guideline: clear field for thunder or lightning ground strike; keep field clear for 30 min. after last such event
- Coaches: get teams into vehicles/buildings
- Record all game info, since game will be resumed from the point of interruption unless coaches agree to terminate game
- There are no NFHS or NCAA rules saying a game is "complete" after a certain point

Post-game

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- Come close to the ball at horn to discourage post-game "issues"
- You have jurisdiction and can expel people after horn (suspensions to be served)
- Watch teams cross to benches, then quickly leave field as a crew (don't stay for handshake unless state requires you to)
- Call assigner ASAP if necessary (e.g., fights, expulsions); follow with written report