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THE OBJECTIVES OF THE MANUAL

Good lacrosse officiating is a blend of three qualities:

- i) An Official must have sound judgment: they must be impartial, poised and mature. These are qualities that are difficult to teach, although wisdom and experience develop as the seasons go by.
- ii) An Official must also be dedicated to rules knowledge, and to learning the disciplines of positioning, signaling and field mechanics.
- iii) An official must also be committed to developing and applying teamwork skills that will contribute to the effectiveness and consistency of their own game and that of the overall officiating team.

The rules of Lacrosse are complex and it is required that an Official knows them. If the rules **ARE** known thoroughly then, during difficult situations, the actual wording from the Rule Book can come to mind, so that a problem can be solved with minimum delay. But this can only happen after many hours of dedicated effort by the Official.

The procedures and techniques as outlined in this manual are designed to give the best coverage for the normal play of the game of Lacrosse. The manual deals with officiating with a 3-person crew on the field. If the procedures are followed by all Officials, then any Official should be able to work the field with any other Official throughout the world. This can only be beneficial to the game of Lacrosse.

World Lacrosse firmly believes that if every Lacrosse Official who is to officiate in International Rules games uses this manual to support the effective application of the Rule Book, then a more consistent standard of officiating will be achieved.

The Rule Book and the Manual, however thoroughly they are studied, cannot give total guidance to an Official so that every situation which they will ever encounter will be covered. Experience and knowledge will help with these situations.



PROFESSIONALISM

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

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

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

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

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

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

Conduct: Demonstrate the appropriate demeanor; treat your partner, the table personnel, athletes, and coaches with the respect that you desire to receive. Arrogance and boredom are worse behaviors than nervousness. Officials should be engaged at all times.

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

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

Consistency: Be the same at both ends of the field.

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

Uniform and equipment: As an official, you should have the proper uniform, and it should be neat and clean. You must also have the proper equipment for your level of play



REMEMBER:
THIS IS YOUR MANUAL;
READ IT OFTEN;
YOU WILL BE TESTED EVERY TIME YOU WORK THE FIELD.

REMEMBER:
YOU DON'T WRITE THE RULES!
YOU DON'T COMMIT THE FOULS!
BE PROUD TO BE A LACROSSE OFFICIAL,
YOU ARE A MEMBER OF "THE THIRD TEAM".



GLOSSARY OF OFFICIATING TERMS

On Official - Official who is watching the ball.

Off Official - Official who is watching the action away from the ball.

Lead Official - Primary responsibility is the goal area (crease and goal line) and end line coverage.

Trail Official - Stays behind the play, helping to keep the ball between them and the Lead official. This official would have the 5-second goalie count, most likely over and back and monitors substitutions

Single Side Official - Acts as the second lead official by staying just above the crease on the far side of the field.

Offensive Zone - Defined by a 36 meters by 25 meters rectangle around the goal at the offensive team's half of the field.

Defensive Zone Defined by a 36 meters by 25 meters rectangle around the goal at the defensive team's half of the field.

Goal Line Extended (GLE) - Imaginary line running through the goal line and extending from side line to side line.

Play-On - A mechanic used to indicate a loose ball technical violation and some violations concerning the crease area and goalkeeper interference.

Clearing Team - The team attempting to move the ball from the defensive end of the field to its offensive end.

Riding Team - During a clear attempt, the team not in possession of the ball.

In-Home – Any player except the goalkeeper designated by the head coach that will serve penalties against his team that are not assigned to a specific player or any time serving fouls called against the coaching staff.

Player Possession - When a player has control of the ball in his stick so that he is able to perform any of the normal functions of control, such as carrying, cradling, passing or shooting.

Slow Whistle - A term used by officials to indicate that there is a delayed penalty that will be a time serving foul.

Center Circle - Defined by the 5 meter circle on the center line in the middle of the field

Shot Clock – timing device that is used to ensure a shot on goal is taken within thirty (30) seconds from gaining possession

PRE-GAME

PREPARATION FOR THE GAME

Correct preparation before a game avoids many problems.

Officiating a Lacrosse game is strenuous, exhausting work, and an Official must be in sound physical condition. A program of endurance, strength and agility-training should be maintained prior to and during the season. Inferior fitness is one of the leading contributors to poor decision-making. Seek professional advice if necessary using the World Lacrosse Officiating Committee's Fitness Protocol as a guideline for individual program development. The current WL fitness protocol can be downloaded from the WL website.

Officials at WL events are now subject to random anti-doping testing. It is the responsibility of the officials to familiarize themselves with the appropriate guidelines concerning banned substances. More information can be found on the World Anti-Doping Agency web site www.wada-ama.org or by contacting your National Governing Body for local assistance. The WL Anti-Doping Guidelines can be found at the World Lacrosse website

THE OFFICIALS' UNIFORM AND EQUIPMENT BAG

All Officials need to be dressed the same for all games. World Lacrosse has established the following uniform requirements and all should be checked prior to leaving for game.

The official's uniform for a World Championship or similar event shall consist of:

The Officials' uniform and equipment should be checked. The equipment which an Official should have with them are:

- two whistles (lanyard Whistle Optional)
- Black low socks
- All Black Shoes
- Striped Official Shirt 1 inch stripes - Short or long sleeve (crew must wear same length)
- Black Shorts with Black Belt or black skort (Women)
- Black Shorts with Black Belt (Men)
- Black Hat with White Pin striping or black visor (Women)
- Black Hat with White Pin striping (Men)
- two pencils
- a tape measure
- an eraser
- a score-card
- a coin
- a digital watch capable of timing in seconds



Inclimate weather

- Long black pants
- Black official jacket
- Gloves



An Official does not get a second chance to create a good first impression!

ARRIVAL AT THE SITE

All Officials should meet at the grounds at least 60 minutes before the game.

This will allow the Officials, subject to the field not being in use at the time of their arrival, to have a look at the field and equipment, and still leave time for any corrections.

Keep safety as your reference point on all decisions.

- Look for safety issues on the field:
- Holes
- Mud
- Water
- High grass
- Debris
- Loose equipment
- Sprinkler heads
- Immovable objects near field

They should also sort out bench areas and playing uniform:

- The team named first in the official program is the home team.
- The visitors have choice of color, which must be advised in advance.
- The home team must wear a playing uniform of contrasting color.
- The International Rules state that, at a World Championship or at any event where the organizers deem it necessary, the home team will be allocated the left-hand bench area, when facing the field from the timer's table. Otherwise, the home team has choice of bench. (This provision would only be used if there were a dispute)
- The International Rules also state that the visiting team is the first out of the locker rooms. (This would only be invoked if there were a dispute)

An early arrival also leaves plenty of time for getting changed at a leisurely pace and for the pre-game meeting, and it also allows the Officials to get into the right mental state for the match.

Officials should not fraternize with players, coaches or spectators.

Alcohol should never be consumed before a game.

THE PRE-GAME MEETING

The purpose of the pre-game meeting is to review the basic principles of officiating and to create a state of mental preparedness for the entire crew. This is the opportunity to build the "team" to ensure that everyone is on the same page. The Head Official as leader of the crew should lead the meeting based on the experience of the crew. This will help to develop trust in one another, especially in circumstances where the crew are not familiar with each other's abilities, or a common language may be difficult.

The Head Official will schedule the appropriate time for the meeting. This may be the morning or afternoon on game day or an hour or two ahead of the game time.

The Head Official might want to delegate topics to each member of the Team, based on the strength and experience an individual brings to the crew. Officials who frequently work high level games might want to discuss game management techniques, and those that officiate games under the international rules might want to help those on the crew who officiate games to rules other than international. In all instances the dialogue should be open, constructive and on topic. By the end of the meeting the crew should be "one" all being in the position

where there is trust across the team. It is important for the Head Official to use leadership skills to ensure that this happens.

As a basic starting point, the following matters should be reviewed during the meeting:

- i) Starting field positions should be finalized. The Head Official takes all draws, and runs the single side of the field for the entire game.
- ii) The procedure for meeting the coaches should be outlined.
- iii) The procedure concerning pre-game checking of the goals, the nets, the timer's table and the benches should be covered.
- iv) The procedure for the coin-toss should be outlined and the responsibilities of all Officials should be determined.
- v) The procedure for the pre-game line-up will also need to be discussed. The Head Official should find out whether the starting line-ups will be coming onto the field together, or whether each player will be announced individually by name over a loudspeaker: the Officials do not want a surprise three minutes before game-time!
- vi) The responsibility for the first draw of each quarter is that of the Head Official. Officials will not rotate throughout the game.
- vii) Positioning should be discussed, and the center draw, the play around goal, the fast break, the slow clear, and play around center need special attention.
- viii) The importance of communication, through both calls and signals, should be emphasized.
- ix) The mechanics of officiating, as discussed in this manual, should be outlined. Special attention should be paid to the procedure when fouls are committed and to the Officials' responsibilities after the scoring of a goal.
- x) The more detailed points in play should be talked through, and particular attention should be paid to the concept of preventative officiating, coincidental fouls, and problems around the crease.
- xi) The procedure to be followed to ensure that quick and accurate decisions can be arrived at when problems occur should be discussed.
- xii) The intervals, time-outs and the end of the game, including the overtime periods which may be required, should be discussed.
- xiii) The points of emphasis that have been outlined from the RIC or officiating committee should be reviewed.
- xiv) If at all possible time should be spent during this pregame with the shot clock operator all duties that are defined in this manual for this position. The game flow and smoothness can be heavily dependent on proper operation of shot clock.

Any points raised during this pre-game briefing should then be used as the basis for a post-game review by the crew and any formal debrief with assessors.

ONTO THE FIELD

The officials should go onto the field about 20 minutes before game time. Where there is to be pre-game activities such as anthems, player introductions, etc., additional time will be required and thus more pre-game time will be required.

The officials should attempt to follow the following timeline once they take to the field:

20:00	Confirm with and meet head coaches together
16:00	HOF talks to bench officials, other officials check field, talk to ball boys
14:00	Crew meets for 5-7 min dynamic warm-up
8:00	Meet with Captains, conduct coin toss
2:00	Starting line-ups

Make adjustments as necessary for anthems and player introductions

The Officials should decide the colors by which the teams are going to be known during the game, and this should be written on their scorecards. Colors with one syllable are preferred.

The officials shall ensure that teams warming up do so in the half of the playing field that is the same as its own bench area. Be vigilant with this. Do not allow teams to cross over the center line to retrieve the ball.

MEETING THE COACHES

All officials should get both head coaches and meet near the center line on the bench side of the field to gather the following information:

- The number of the captain(s);
- The number of the In-Home, who may be any player on the squad except the goalkeeper;
- The number(s) of any player/coach(es).

Each official introduces themselves individually to the Head Coach

After the introductions, only the Head Official speaks to the coaches: one voice is all that is needed.

The Head Official will ask each Head Coach **“Coach, are all your players properly equipped by rule?”** We need to have the coach acknowledge with a “yes”.

Any field issues will be pointed out to the coaches and such matters as hydration breaks, TV time-outs, the playing of anthems, player introductions will be discussed.

The Head Official will ask each Head Coach if they have any questions or concerns and offer answers to any reasonable questions.

In the absence of a Head Coach, the powers, authorities and responsibilities will fall to an assistant coach. Should there be no coaches the powers, authorities and responsibilities will fall to one Captain, who will be designated as the official representative of that team. For instance they would be able to call a “stick check” in the absence of any coaches.

PRE-GAME CHECKS

After meeting with the coaches:

O1 and O2 should also have a word with the ball persons, stressing to them that, when a ball goes out of play, the replacement ball should be placed no closer than 1 meter to the end or sideline ready for the player who is to take the free play to pick it up. The ball persons should be asked NOT to throw the ball to a player as, particularly

on the end lines, a great advantage can be gained by a player who receives the ball a distance from the end line, and delays will occur if the Officials constantly have to correct this situation.

If ball persons are not to be used then Officials need to ensure that an adequate supply of balls are on the end lines and sidelines. There should be proper spacing for these. On the bench sideline, balls should be a minimum of 5 meters from the coach's box line.

Officials shall not check any player's equipment prior to the start of the game.

INSTRUCTIONS TO THE BENCH OFFICIALS

The Head Official will give instructions to the Time-Keeper, the Penalty Time-Keepers, Scorers, and shot clock operator if not previously done. The roles of these Bench Officials are discussed fully later in the manual.

When the above duties are complete, all Officials should move to the far side of the field away from the benches. They should not fraternize with players, coaches or spectators.

THE COIN TOSS

At approximately 8 minutes before the start of the game, or longer if National Anthems are to be played or if player introductions are to be made, the Officials should get ready to meet the Captains. O1 will take the Home team and O2 will take the Visiting team. On arrival to the team's end of the field, they should call for the Captains of the team they are responsible for. As in most situations, the Head Official will have the final say, and they will discuss this during their pre-game.

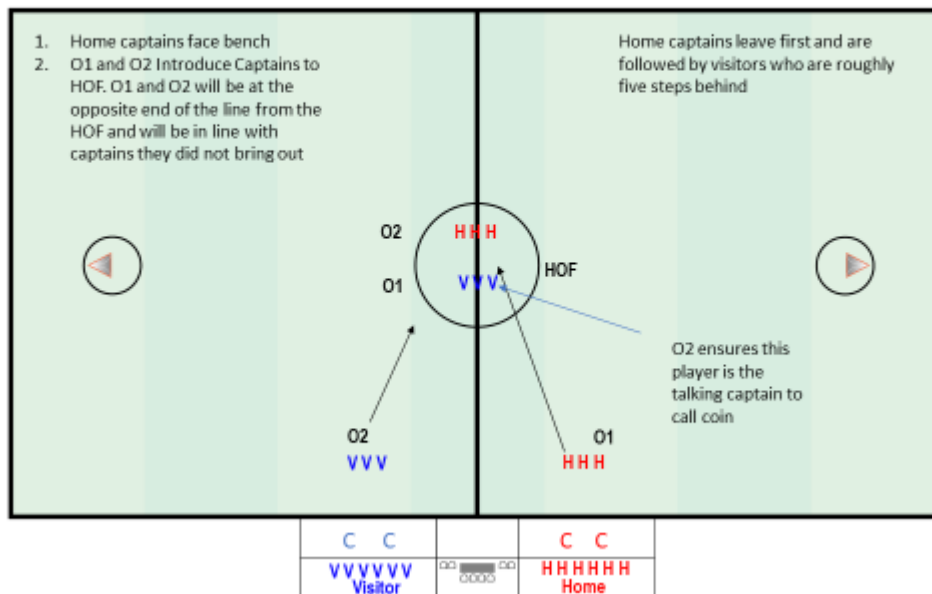
The Head Official will go out to the center of the field as the other Officials are obtaining the Captains. The Head Official will determine which side of field they will conduct the toss from based on conditions, for example, if bright sunlight would be directly in their face, this should be changed.

Once all of the captains have gathered around O1 and O2, and when the Head Official is ready, the home team group will leave for the center of the field first after receiving the signal from the Head Official. After about 5 steps, the visiting team group should also head out to the center of the field. This allows for coincidental arrival at the center. The home team captains will be facing the benches for the toss and the visiting team captains will have their backs to the benches. The Official that brings the visiting team captains to center should position the captain that will call the coin closest to the Head Official.

On arrival at the center, O2 should introduce the Head Official to the visiting team captains and they shake hands. O1 should introduce the Head Official to the home team captains and they shake hands. The Head Official will introduce the other officials to all captains. After being introduced, O1 and O2 will shake hands with the captains of the team they did not bring out to the center.

After the introductions, O1 and O2 should move to a position to "make up the square" by facing the opposite goal to the Head Official.

Before the Coin Toss (Home bench is on the right side)



The Head Official then asks the visiting team's captains who will call the toss.

The Head Official shall have a large coin and must show it to both sets of captains, explaining which sides Heads and Tails are. They must also explain that a dropped coin will result in a re-toss. The Head Official will then ask the designated caller what their choice will be and repeat the choice out loud for the entire crew and remaining captains to hear.

The Head Official then tosses the coin and catches it on their open palm. They do not flip the coin after catching it. The coin should not be allowed to fall to the ground. The Head Official then announces the toss as either "Heads" or "Tails" and shows the coin to both sets of captains.

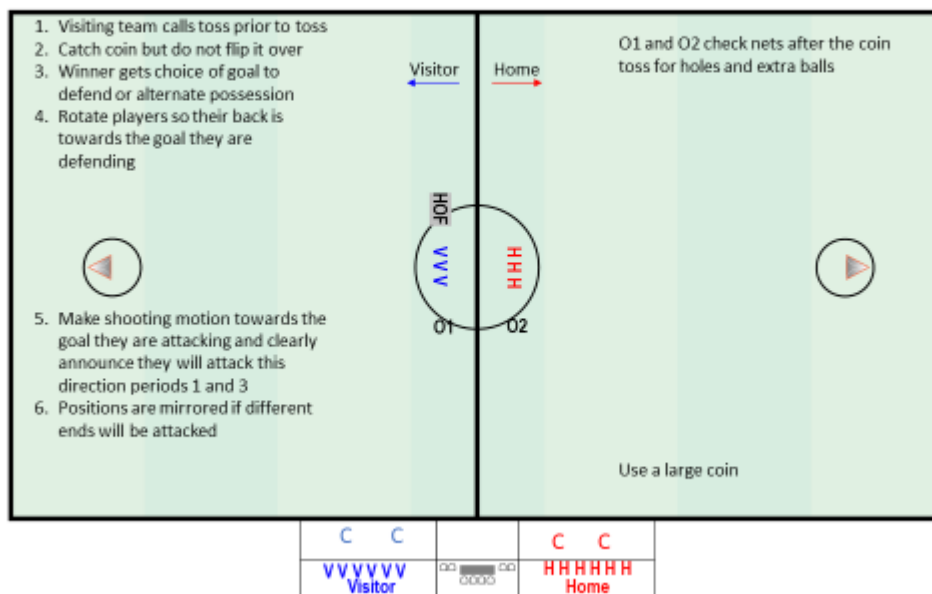
The team that wins the toss will have their choice of first alternate possession or end of field to defend for the first and third quarters.

The entire group will then rotate on the Head Official's command so that the team that declared choice of goal to defend will have their backs to the goal that they wish to defend. The Head Official will stand next to the captains who won the toss and point towards the goal at which they will be shooting. The Head Official says: "Red will attack this direction, first and third quarter and blue will get first AP". The position of the Officials and the captains at this point is shown in the diagrams which follow.

The Head Official should remind both sets of captains to bring their starting line-ups onto the field with their left shoulders facing the goal they are to defend. The two sets of captains will then shake hands with each other and return to their teams.

O1 and O2 will then go check out the nets for holes, and any extra balls left in the net. The Head Official will return to the table area and determine if it is ready.

After the Coin Toss (Home team attacking the goal on the right and home bench on the right)



WORLD LEADERS
SIXES

THE STARTING LINE UP

Prior to the game time, all Officials should go back out to the center of the field together for the Line-up. The Head Official will be at one end of the line and the other 2 Officials will be at the other end. This is shown on the diagram on the following page.

O1 and O2 should position themselves 3 meters apart and have the correct teams come out to line up on them with their left shoulders facing the goal they are to defend. The goalies should be at the left end of the line, the rest of their players on the right:

PPPPPG

GPPPPP

The players shall come as a team. If introduction of players is being done the team should go to midfield for line up.

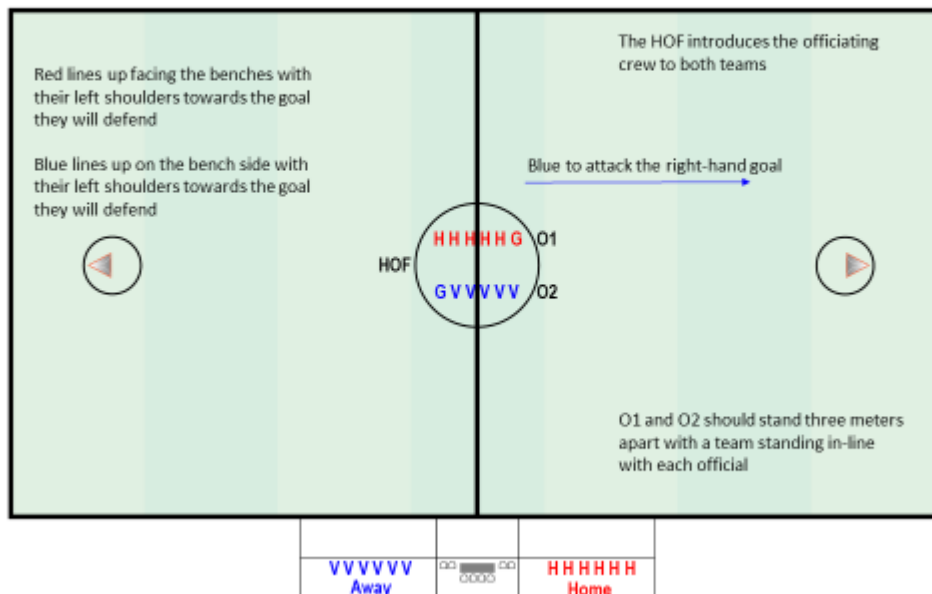
Once the teams have lined up on them, O1 and O2 should come into the middle of the lines matching the Head Official at the other end.

The Head Official will introduce themselves and other Officials to the teams. The Head Official will explain that the teams are now 3 meters apart, the distance that both opponents and team-mates are required to be from a player taking a free-play. The Head Official will **BRIEFLY** cover any outstanding ground rules.

They will then ask the goalkeepers to meet and shake hands. After the goalkeepers have cleared, they will have all the other players shake hands with their opponents opposite in line with them. Players will then move promptly to their positions as will the Officials. The game should not start ahead of schedule despite the players being ready. There may be other considerations including the broadcasting of the game.

It is important that the above pre-game formalities are conducted as quickly and efficiently as possible. The manner in which they are managed will set the tone for the Officials' handling of the game itself.

The Starting Line-Up (Blue team attacking the goal on the right-hand side)



GOALKEEPER ON THE FIELD.

Each team must have a goalkeeper on the playing field at all times. The goalkeeper is the Player wearing the goalkeeper mandatory protective equipment. Where the goalkeeper is replaced by another Player, that Player must wear the goalkeeper mandatory protective equipment and shall be deemed to be the goalkeeper

To the extent a goalkeeper becomes injured and no backup is dressed, a team's Player in the playing roster in that game shall be permitted to wear the equipment of the goalkeeper.

GAME MECHANICS

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

The positional philosophies outlined in this manual, using the three-person "triangle" method, are designed to give the best coverage for the normal play of the game of Lacrosse, and to promote consistency. It is recognized, however, that game situations will occur which will require adjustments to be made by the Officials, who must then use their experience and their judgement.

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

An Official cannot make the correct decision unless they are in the right position. In order to be in the right place at the right time, an Official must spend a lot of time on developing good mechanics, and they must develop a sixth sense, which allows them to anticipate the movement of the play even before it happens.



THE CENTER DRAW

Draw Keys

Before:

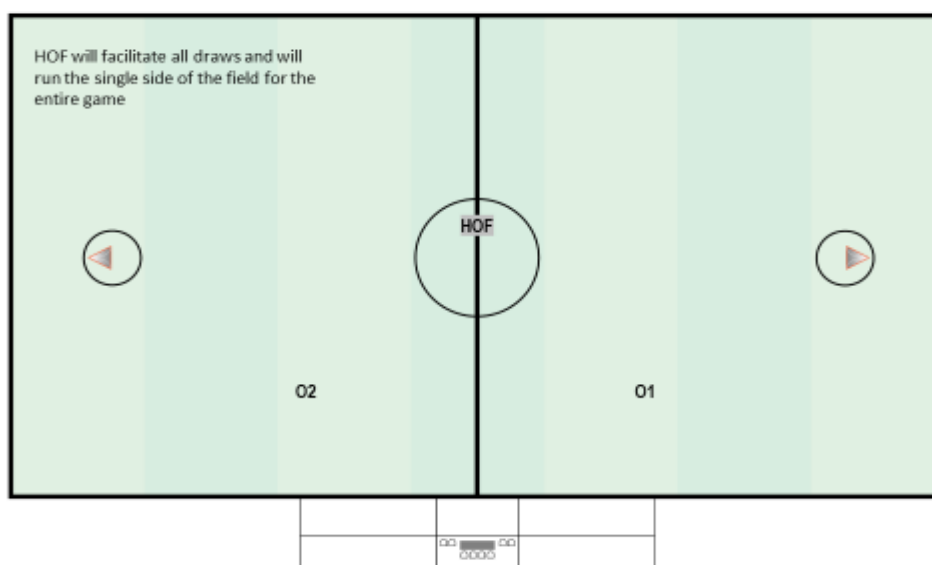
- The HOF should set the expectations of the Draw players from the first draw.
 - These expectations should be discussed by the officials at the pre-game meeting and reviewed during the quarter time breaks.
 - This will help to ensure that the Draws are officiated correctly and consistently throughout the game.
 - Hold them accountable if they do not abide by the rules.
 - Be quick, clean, and efficient (players made to stay down in position too long will lead only to violations)

The Head Official positions themselves at center X facing the scorer's table and is responsible for the two players taking the draw.

Officials O1 and O2 ensure that all players are ready. Initially O1 and O2 will indicate that they are not ready by holding their hand up above their shoulders with palms facing the center.

O2 and O1 will point to the Head Official when the field is ready. They shall then make sure the players that are restrained outside the center circle do not enter before possession is declared.

Officials Starting Positions for Draw at Center



The Draw Official:

- Is the Head Official and runs the single side all game
- Is responsible for the Draw players and the efficient restart of play.
- Makes sure the players at center have their backs to their goalie.
- Receives the ready signal from other officials
- Checks with goalkeepers to ensure they are ready

Women's Procedure

- Instructs the players to get into position for the draw
- Opponents shall stand with one foot toeing the center marking
- Sticks are held in the air above hip level, parallel to and above the center line
- Both the head and shaft must lie along the vertical plane of the center line
- The hand at the bottom of the player's shaft cannot be higher than the hand at the top of the shaft.
- Player's top hand must not contact the throat, the pocket or the sidewall of their stick.
- Official shall place the ball between the upper one-half of the head of the sticks and say, "Set".
- Once the set signal is given, both Players must remain motionless (except of moving their heads) until the whistle sounds to start play.

Men's Procedure

- Instructs the players to get into position for the draw by saying "**Down.**"
- Both hands around the shafts.
- Both hands touching the ground.
- Hands off the head of the stick.
- Sticks parallel to center line.
- Sticks up to, but not touching, the center line.
- The heads of their sticks vertical and evenly matched.
 - Top to Stop
- Their Helmets, Hands, Body and Feet are to the left of the throats of their sticks,
 - so that the neutral zone' is clear.
- May physically adjust the players' positioning (including the ball and sticks).
- Places the ball between sticks ensuring it is in the center of both pockets
- Gives the "**Set**" command with their hand on the heads of the sticks.

ALL

- Backs away on a diagonal path (~45°) and **blows the whistle**,
 - While concentrating on the faceoff players' actions.
 - Watching for and penalizing pre-whistle and post-whistle faceoff violations.
 - Pre-whistle – the FO stands the players up without a whistle,
 - Signals the violation and direction of play, while stating the foul.
 - Post-whistle – the FO blows the whistle immediately,
 - Signals the violation and direction of play, while stating the foul.
- Moves with the play, as necessary.
- Covers the Single Side boundary line should the play head in that direction.
- Signals and calls "**POSSESSION**" when appropriate.
- Hustles to the Single Side settled position where and when the play allows.

The Lead left Official shall:

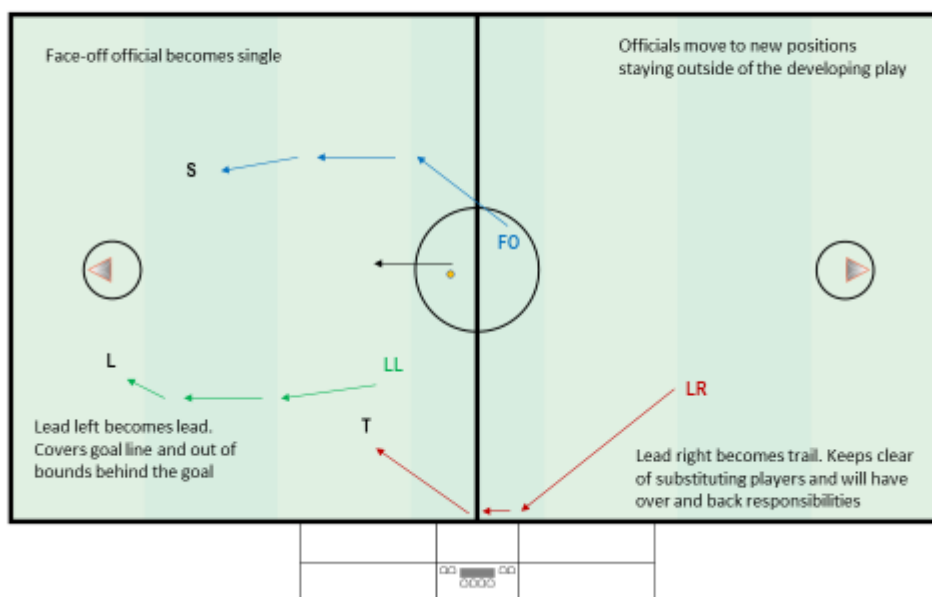
- Indicate if "Not Ready" by
 - holding one arm straight up above their shoulders, with palm facing the FO.
- Signal readiness by pointing toward the **FO**,
 - The readiness signal may be dropped when the **FO** has acknowledged it.

- Signal and call “**POSSESSION**” when appropriate.
 - When the play moves toward the right goal (looking out from bench), hustle to the **Trail** Official settled position when play allows,
- When the play moves toward the left goal (looking out from bench),
 - Hustle to the Goal Line Extended to officiate any shots on the Goal,
 - Cover the End Line for any Out of Bounds decisions.
 - Move to the Lead Official settled position when the play allows.
- After Goal is scored
 - Lead moves in to signal the Goal.
 - Starts five second count to allow goalie to retrieve ball.
 - Once possession gained will blow whistle to start play and then begin 5 second crease count.

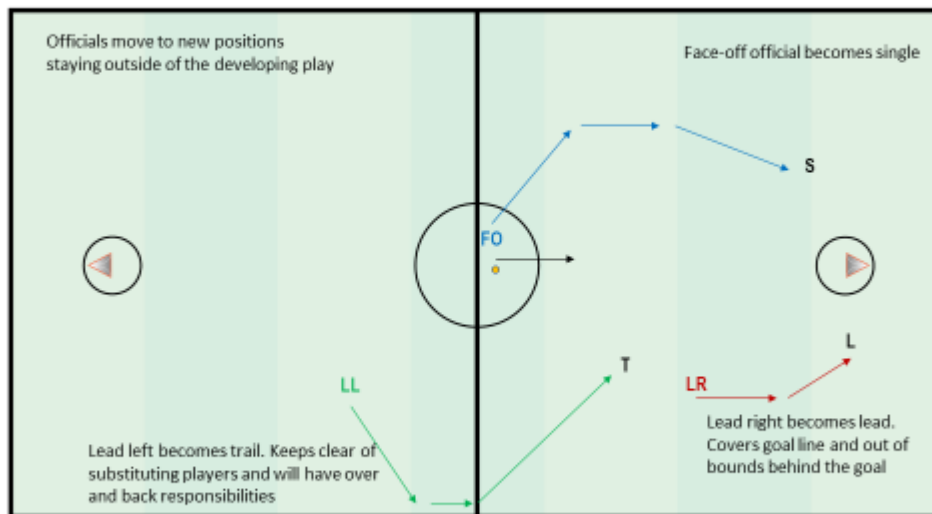
The **Lead right Official** shall:

- Indicate if “Not Ready” by
 - holding one arm straight up above their shoulders, with palm facing the FO.
- Signal readiness by pointing toward the **DO**,
 - The readiness signal may be dropped when the **DO** has acknowledged it.
- Signal and call “**POSSESSION**” when appropriate.
 - When the play moves toward the left goal (looking out from bench), hustle to the **Trail** Official settled position when play allows,
- When the play moves toward the right goal (looking out from bench),
 - Hustle to the Goal Line Extended to officiate any shots on the Goal,
 - Cover the End Line for any Out of Bounds decisions.
 - Move to the Lead Official settled position when the play allows.
- After Goal is scored
 - Lead moves in to signal the Goal.
 - Starts five second count to allow goalie to retrieve ball.
 - Once possession gained will blow whistle to start play and then begin 5 second crease count.

Officials Movements after Center Face-Off (Ball moving towards lead left)



Officials Movements after Center Face-Off (Ball moving towards lead right)



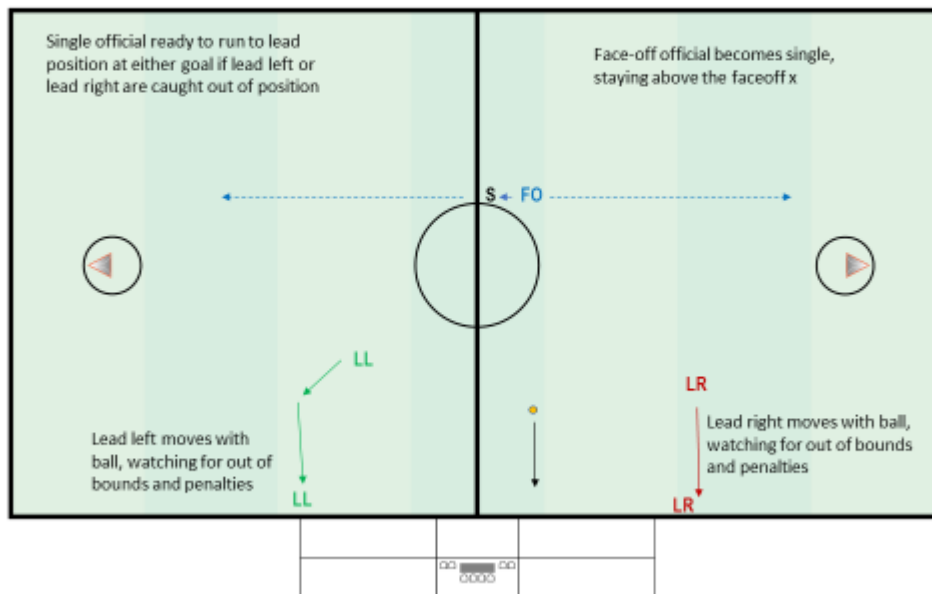
WORLD LACROSSE
SIXES

Officials Movements after Center Face-Off (Ball moves towards single side boundary)



WORLD LACROSSE
SIXES

Officials Movements after Center Face-Off (Ball moves towards bench side boundary)



WORLD LINGERER
SIXES

During:

- The Draw Official may remove the whistle from the fingers and
 - hold it in the mouth
 - or use a lanyard whistle.
- The interval between the draw being “Set” and blowing the whistle should be such that it gives the FO time to move back a short safe distance away from the draw players.
- To encourage the draw players to draw at the sounding of the whistle,
 - it is advisable for the HOF to vary the timing of blowing the whistle.
 - This will discourage them from relying on anticipating when the whistle will blow and occasionally starting the draw early.
- When the whistle to start the draw is blown, the draw Official must
 - remain focused on the draw for any rule violations and
 - stay with the play unless one of the other officials becomes the On-Ball official.

After:

- After the draw has started, if any player other than faceoff players steps on or over the center circle line before “**POSSESSION**” or the ball exits the center circle,
 - then a short play on is initiated, if no advantage the whistle should be blown and possession awarded
- When any Official sees a loose ball from a draw, touch or crosses the center circle line, they should:
 - Shout “**FREE BALL**”
 - Rotate their right arm clockwise in a circular motion.
- When any Official sees that a player has gained Possession of the ball, then they should:
 - Shout “**POSSESSION**”
 - Rotate their right arm clockwise in a circular motion.
 - Then give a reset signal for shot clock to start

If a player who is confined outside of center circle keeps their feet behind the line, reaches their stick across the restraining line into the center circle to pick the ball up, then no foul has been committed.

- In all cases, the shouts of “**FREE BALL**” and “**POSSESSION**” must be

- Timely,
 - **LOUD**,
 - Clear, and
 - followed by the Signal.
- This will let the:
 - Other officials know it has been called
- During the face off, a player may not deliberately use their hand or fingers to play the ball, or grab their opponent's stick with an open hand or fingers. An unsportsmanlike conduct penalty shall be issued for any infringement of this rule.

DRAW SCENARIOS

A re-draw at center with all the original restrictions will take place if the following happen before 'Possession' or 'Free Ball' has been called:

- An official mistakenly blows their whistle
- Coincidental fouls occur that require a draw for re-start
- A player is injured
- A player loses an item of equipment

Award Possession - The ball goes directly out of bounds from a draw and the officials do not know who touched it last

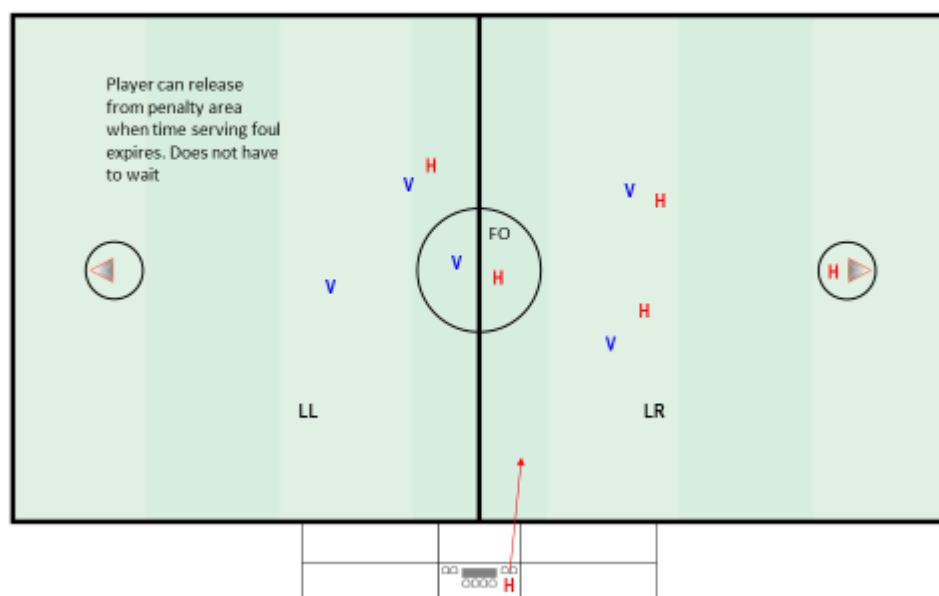
Players are released if there is a foul before 'Possession' or 'Free Ball' has been called.

PENALTY RELEASE AT CENTER DRAW

When there is a penalty release that will occur at about the same time as a center draw it is important that the officials be aware of what a legal play will look like, the variety of ways a violation may occur and how to treat the violation. Instructions to the penalty-time official are covered in Section 14.2. It is important that neither the bench officials or game officials advise the player in any way other than to say, "Ask your coach."

The player is legally allowed to enter play when they are released.

Center Faceoff (penalty release)



WORLD LUNCROSS
SIXES

SCORING

A goal is scored when the ball, whether loose or not, passes from the front completely through the imaginary plane formed by the rear edges of the goal line as a base, the cross-bar as the top, and the goal posts as the two sides.

It is possible for play to continue after the horn sounds signifying the end of a quarter

WHEN

If a player released the ball from their stick on a shot prior to the end of the quarter that does not hit another offensive player after the quarter has ended.

- Consider this as it is “good if it goes” like in basketball
- Does this pertain to the shot clock also?
- Yes the same rules pertain to shot clock expiring

SHOT AFTER HORN MECHANICS

- Need to be prepared to hold whistle in shooting situations. This takes a great deal of concentration. The officials are advised to slide their whistles off their fingers and place in their palms in the last 15 seconds of the quarter. This will remind them not to blow whistle at zero on a pending shot.
- Communicate with partners
- If a team shoots and scores a goal as the clock expires at the end of regulation and this score ties the game a stick check may be requested.
- If it is the winning goal, then no stick check.

RESTARTING PLAY

The Signal for restart of play will be an arm pump. The official shall have their arm straight up in the air prior to whistle and as whistle is sounded drop to a 90 degree position.

On any restart, no teammate may be within three meters of the Player that has been awarded the ball.

We need to officiate this play and not take it for granted

- Need to eliminate the hidden ball trick at our expense
- We have a tendency to relax in non-play situations
- Need to have a presence during this play (be there)
- If ANYONE feels something is not correct STOP PLAY
- If a goal is scored that occurred due to a rule being broken or an Official's mistake we need to correct it.
- An Official who is being pressured to re-start the game by a player who has the ball in their stick should be prepared to tell that player why they are waiting.

RESTARTING THE GAME AFTER A NON TIME SERVING MINOR FOUL (Free Play)

So what is the message?

Resume play quickly, but not with “pants on fire”

No offensive player within three (3) meters

If Defensive player within three (3) meters, this may turn into a delayed penalty

Exact location between blowing it dead and restart not important (close is good)

Defense can restart anywhere in defensive end

No running starts (rolling start is okay)

Quick but controlled restarts (don't create chaos)

So what are we really trying to say? Perhaps we should use different wording to describe what we don't want, this would be a restart that is "on a dead run". Since the rule has come out we have used the wording "no running restarts, rolling stop like a driver does at a stop sign is what is wanted".

If we restart too quickly we put ourselves in jeopardy of criticism and then having to make another tough decision of possibly calling a foul on a defensive player who had no intention of being closer than three (3) meters on the restart. The defensive player is NOT going to be three (3) meters away if the guy with the ball is running full speed at them or next to them.

We try to build consistency with mechanics when the rule book becomes gray. Here is the rule - **On restarts where the ball goes out of bounds, the player who is awarded the ball cannot get a running start while out of bounds; they must be in bounds prior to the official blowing his whistle. Do we need to talk about gray? How many ways can this be interpreted? What is establishing themselves mean? Do they have to stop prior to whistle? This is where the interpretation of "a rolling stop" came in.**

Restart occurs near the bench area after an over & back turnover – this as our mechanics state should usually be restarted by the SINGLE official and not the LEAD official. The purpose is to allow more time for players to clear that space and avoid players from coming in from the side lines and trapping the team getting the ball.

To summarize

Do we want quick restarts? Absolutely

Do we want restarts that create chaos? No

Do we want quick but controlled restarts? - Yes

Do we want restarts that disadvantage either team? No

Once the Official has signaled that the ball is ready for play, the restart shall occur in the same relative position where the ball was when play was stopped in the team's Defensive Zone. In the team's Offensive Zone, the restart shall occur with the ball two meters inside the closest boundary line from where the ball was when play was stopped. The Official shall resume play as quickly as possible. If an opposing Player is within three meters of the Player that has been awarded the ball, and the Official blows the whistle to restart play, the opposing Player is not allowed to defend the ball until they reach a distance of five meters from the opponent. This could occur the entire length of the field in restart if 3 meters is not established.

A violation will be a delayed foul (slow whistle) for delay of game. Officials are also instructed to get the ball in play quickly and not be as deliberate with the exact location of the violation. An unfair distance advantage gained by the team with the ball must occur to delay the restart.

RESTARTING THE GAME AFTER A TIME SERVING FOUL

The game must start as soon as possible after a foul has been committed.

It is essential that, before the game is restarted:

- penalty has been reported to the Bench Officials and acknowledged;
- all Officials are ready to re-start.

The new Lead takes their position down near the goal-line.

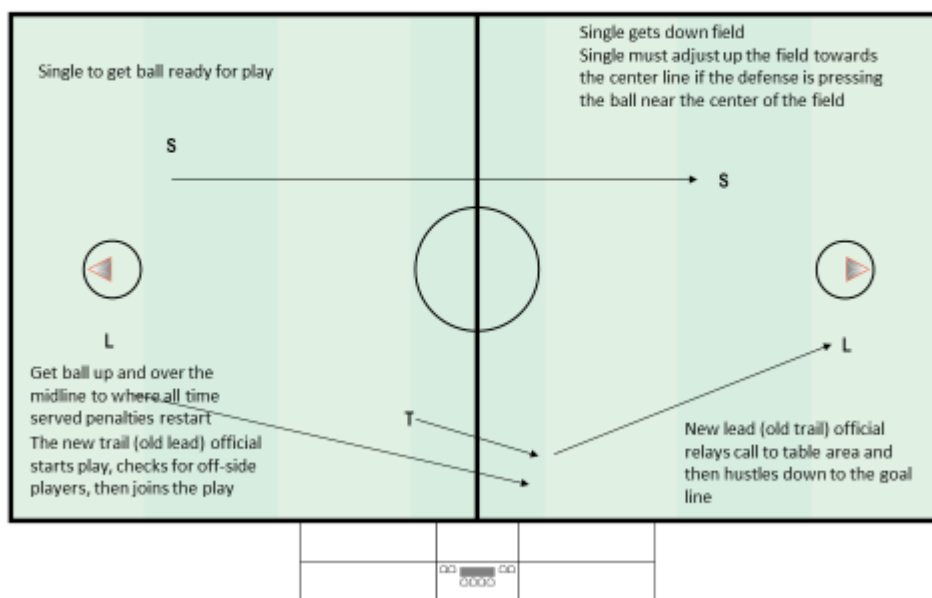
The Single should head up the field and adjust their position to how the defense is playing the ball. If the defense is playing up tight to strip the ball then the Single may need to be farther away from the goal to cover the play. If the defense is playing soft, then the Single can drop down towards the crease area.

The Trail, when a foul occurs and penalty time is to be served, shall award the ball to the non-offending team in their Offensive Zone two meters in from the centerline and must be at least five meters from the Special Substitution Area.

The Trail prior to blowing the whistle will indicate where the ball is by holding ball and raise their hand in the air to indicate that the play will begin there. The opposing goalie shall be aware of the position of the ball for the restart.

The Official should remind, if necessary, that all players must be least 3 meters away from the player who is taking the free play. If a teammate of a player does not abide, prior to the blowing whistle the ball will be awarded to the other team. If the opposing team remains closer than three yards this will result in a delay of game minor foul being assessed. This warning should not delay the game at all. If players do not comply immediately assess appropriate penalties.

Free Clear after Foul



RESTARTING AFTER A GOAL

When a goal is scored, the Lead Official should blow their whistle immediately and run to the edge of the crease, level with the goal line. They raise their arms straight up and down and hold this position for a few seconds to signal the goal.

The Single, in this case, is not involved in the goal call.

After the goal, Single should jog in towards the group of players in front of the goal. They are looking for any late checks or cheap shots.

Trail should watch for any late checks on the goal shot. It is obviously vital to determine whether a late hit occurred before or after a goal is scored, as this affects the subsequent restart of play. They should quickly check that the scoring team is on-side. They should be aware that a stick check request might be forthcoming and should be prepared to react appropriately if a stick check request has been made.

Where a late hit, or any other foul, occurs after the scoring of a goal, then this must be communicated to all Officials, so that all are aware that possession is about to be given to the offended team. The Trail Official supervises the restart, and the Lead and Single Officials should move rapidly into position towards the goal which the team in possession will be attacking.

The officials are NOT responsible for relaying the number of the player who scored the goal to the benches, as this could delay the restart of play.

Where a foul has been signalled for a minor foul and the attacking team scores on the slow whistle play, then the procedure for indicating that the goal cancels the minor penalty is as follows:

- The "Goal" signal is given;
- The "Hold" signal is given, immediately followed by the "Wipe-out signal";
- The "Goal" signal is given again with a verbal "The Goal is Good."

The ball is awarded to the Goalkeeper of the team that was scored on.

Lead Official – (new Trail)

Starts five second count to allow goalie to retrieve ball. Once possession gained will blow whistle to start play and then begin 5 second crease count.

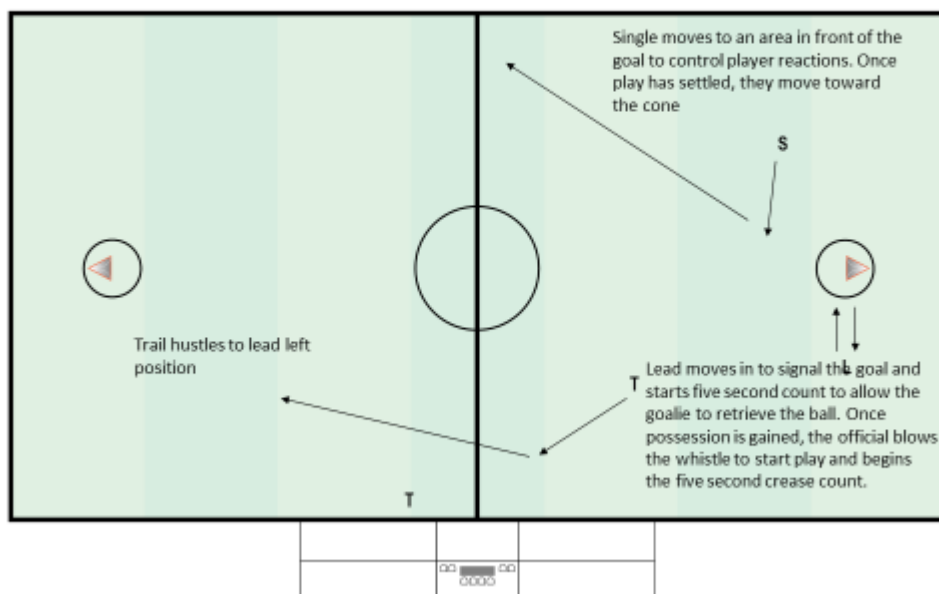
Single Official

Immediately after goal, moves to in front of goal to control player reactions. Once settled move toward cone.

Trail

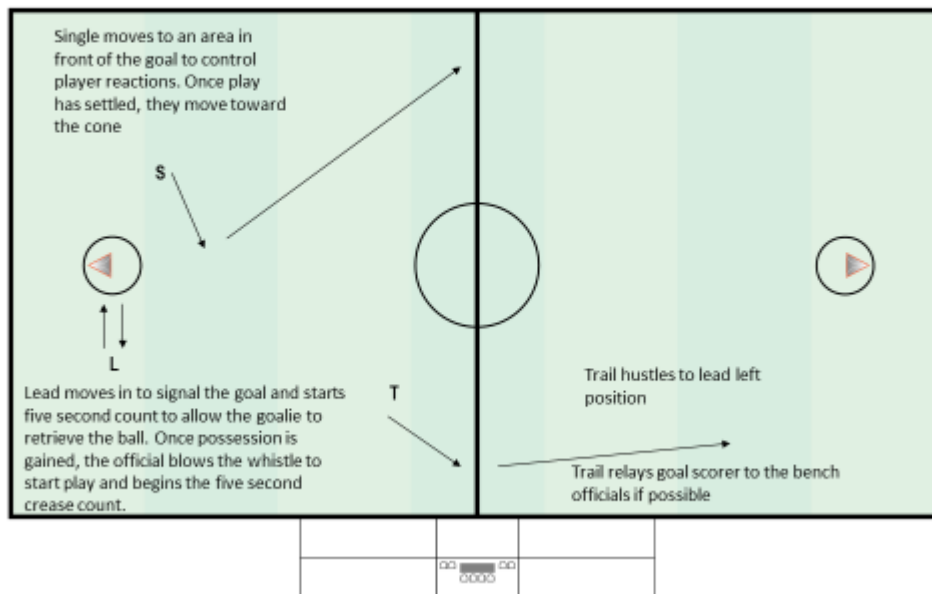
Trail hustles to position over center line

Officials Movements after a Goal (right goal)



WORLD LACROSSE
SIXES

Officials Movements after a Goal (left goal)



STARTING A PERIOD WITH POSSESSION

In the event of an extra man situation at the conclusion of **ANY** period, then the next period, whether in normal time or overtime, shall be begin by awarding the ball to the team which had possession at the conclusion of the prior period in the same relative position at the opposite end of the field.

If the ball becomes dead immediately prior to the end of a period and the whistle then blows to denote the end of the period, then the team which has been (or is about to be) awarded possession is deemed to be in possession. However, if the period ends with no team in possession, then the ball shall be faced at the center with all the usual restrictions.

The situations which need to be considered under this heading are of three types:

- a man is in the penalty box that creates an extra situation when the period ends
- a delayed penalty is being called when the period ends
- a foul occurs after the end of the period

POSITIONING

SETTLED SITUATION

The Lead Official should be near the goal on the imaginary extension of the goal line, so that they can see both posts, and determine whether the ball has crossed the plane of the goal.

This would normally be about 5 meters to the side of the crease. The actual position will be determined by the position of the ball: they should move in and out, as appropriate, as the play proceeds.

Lead should ensure that play is in front of them by adjusting accordingly. They should be as near to the crease as possible, keeping in mind their own safety and that they must not interfere with the play. The closer they are to the play, the better chance they have of making the correct call and the easier it will be to “sell” that correct call. When the ball becomes adjacent to them, they need to back out and anticipate a pass or a dodge to the goal. If there is an attack player who wants to play in the Official’s spot, then the Official will have to move out to allow this.

- Lead needs to be aware of the position of the ball

- Lead is responsible for the five-second count for crease.
- Lead is responsible for out-of-bounds calls on the end-line and should move to the end-line, as appropriate, in order to make such calls correctly.
- Lead is responsible to go behind the goal where there is a contentious play, but needs not go behind the goal if a player is not being defended or attacked

The official should never be in a position where they need to turn their back to the field and watch the play as it moves to the side or end line. Should the Lead find that the attacking team is playing a wide formation, the Lead then needs to move to a position where all the players remain in front of them. This may require them to move towards the sideline still remaining on the goal line extended, or they may find that they can remain closer to the goal by stepping behind the goal line extended and opening up their body to the field.

The Single Official should be about 5 meters away from the goal-line, towards the center-line, and 6 to 9 meters out from the goal, towards the sideline. They are also constantly moving in and out depending on the position of the ball.

When the Lead moves, the Single should also move. If the Lead needs to go behind the goal for end-line coverage, or the Lead needs to move farther away from the Goal along the goal line extended, the Single needs to move towards the goal to cover the goal line for the Lead and signal a goal, or no goal as needed.

- Single needs to be aware of the position of the ball.
- Single must be mindful of their own safety and of not interfering with the play. They will keep all players in front of them.
- Single is responsible for staying with the shooter to watch for late fouls unless they are covering the goal.
- Single is responsible for out-of-bounds calls on the far sideline and should move to the sideline, as appropriate, in order to make the call correctly.

The official should never be in a position where they need to turn their back to the field and watch the play as it moves to the side or end line. Should the Single find that the attacking team is playing a wide formation, the Single then needs to move to a position where all the players remain in front of them. This may require them to move towards the sideline.

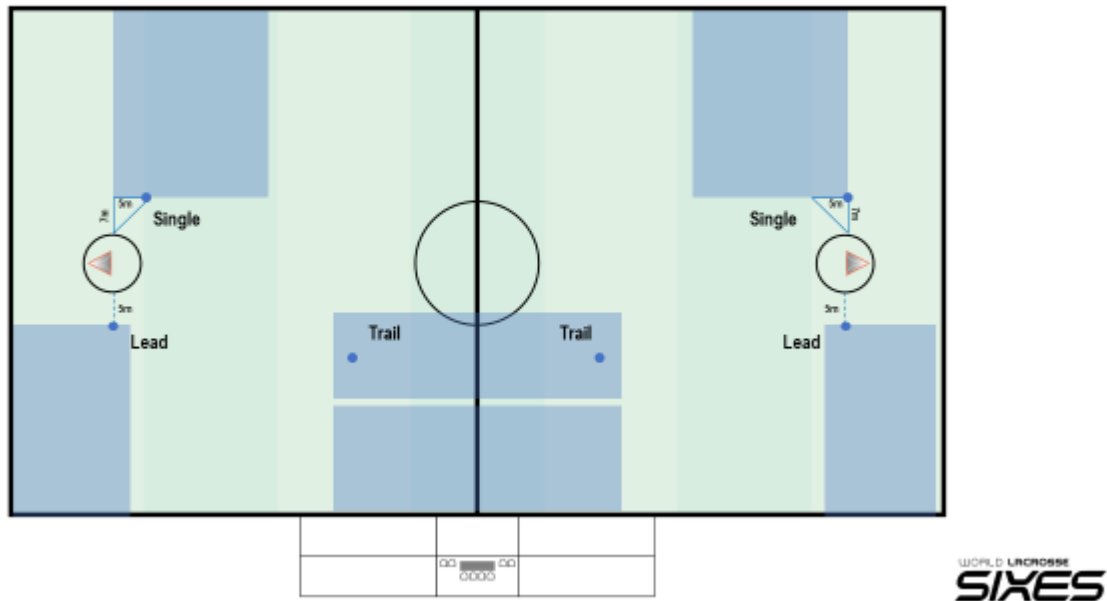
The Trail Official should be about 5 meters toward the sideline and 10 meters toward the goal from the center line, close enough to officiate.

They should move as the play proceeds. If the ball becomes loose or if a shot is taken, then they should begin to back away towards the center line. If a loose ball rolls towards the center line, then they must move to be in position to call over and back. In these instances the Trail may cross the center line and be just on the defensive side of the center line. The Trail official can also look for pushes and player infractions.

It is, of course, crucial that they position themselves so that they can anticipate a fast break. They should never be in a position where they are late to the goal line of the goal they are responsible for.

- Trail needs to be aware of the position of the ball.
- Trail must be mindful of their own safety and of not interfering with the play.
- Trail is responsible for staying with the shooter to watch for late fouls.
- Trail is responsible for out-of-bounds calls on the sideline on the bench side and should move to the sideline, as appropriate, in order to make the call correctly.
- Trail is responsible for over and back

Settled Officiating Positions and Primary Areas of Movement



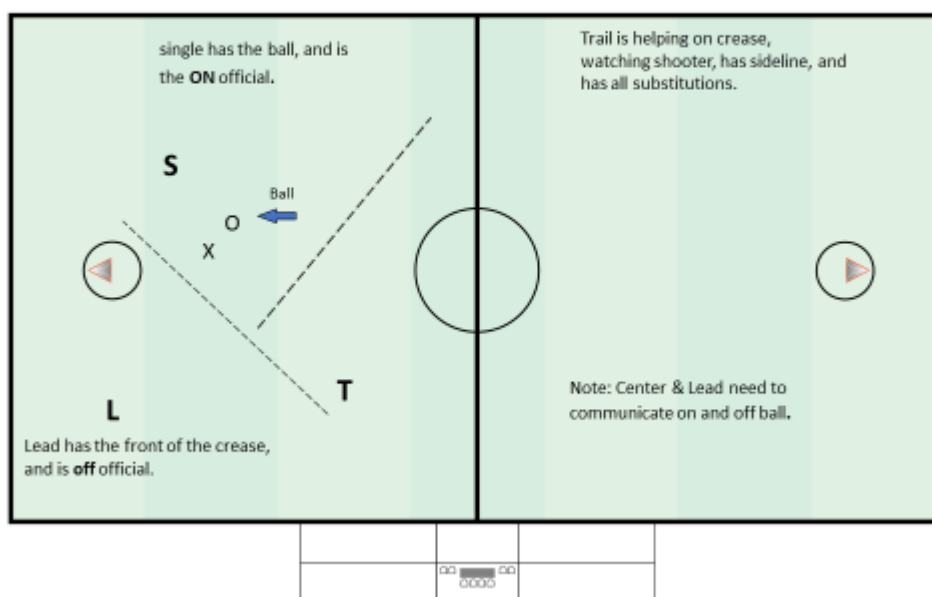
Areas of Responsibilities During Settled Situations

Each of the three Officials is either an On-Official or an Off-Official, depending on the position of the play with respect to their position. This is discussed in the following pages.

An On-Official covers the player with the ball, the teammates who are in close proximity to the ball-carrier and the defenders playing them. In other words, they cover the "primary action", looking, for example, for fouls in the "primary area".

An Off-Official covers action outside this "primary" area. They look for example, for crease violations, and fouls which involve players outside the "primary area".

Coverage during Settled Situations



Their job is to cover the "secondary action".

As the ball is moved round the goal, then the responsibilities of the Officials change. If the play approaches a particular Official, then they should **BACK** away from it, so as to keep the play in front of them. The "3-person triangle" formation should be generally maintained.

Once play is "settled" around a goal, the Trail Official must resist the temptation to hang back from the play: they must officiate fully.

The dotted line on the diagram above indicates the approximate areas where each Official would normally be the On-Official.

The Single Official is the On-Official in this diagram. They are responsible for all of the fouls committed around the ball carrier.

In this diagram, the Lead is the Off-Official. This means that their responsibility is the front of the crease. They are looking for illegal picks, interference, holding, etc. They must be taking quick glances at the ball-carrier because they must be ready to become the On-Official.

There will be a point where the Lead and the Single Official are both watching the ball. This moment must be minimized in order to fully cover the field. The Trail will be looking to help out in front of the crease, and to become the On-Official if the ball should come towards them.

The lines on the diagram is just a guide, and nothing can take the place of good communication between the crew.

The above is only a general guideline and, as mentioned above, adjustments will constantly need to be made depending on the particular circumstances in a game: but such positioning will enable the Officials to avoid interfering with the play of the game without being so far away from the play that they cannot see fouls which are being committed.

There is a high correlation between the accuracy of calls and an Official's closeness to the play when making the calls. The Official must not get so close that they interfere with the play or has too narrow a field of vision, neither should they get so far from the play that they can no longer accurately determine what is going on.

As discussed above, if the Lead Official becomes "caught" in the play and is forced away from the goal line, then the Single Official should cover their goal for them.

At all times, the Trail Official must be ready for a loose ball play going towards the center of the field, and for a fast break developing suddenly as a result of a dropped pass or an interception by a defender.

THE FAST BREAK

If the attacking team loses the ball and the play begins to move rapidly towards the other goal, then the situation is referred to as a fast break. In the following description, the Officials are referred to using the designations of the new positions that the Officials are going to, as the break is now on and this description better reflects their status.

The new Trail (old Lead) has the responsibility of the 5-second goalie count. This should be visual and audible. They then should stay as deep as anyone who could be involved in the clear. Trail **MUST NOT** be in front of the ball, as Lead and Single, are already there. Trail should be outside the players, so that they has them all in their vision.

The new Lead (old Trail) should break out with the goalie save. Before they get to the midfield line they should locate the ball and determine what type of break it is. If it is a fast break, Lead's responsibility is to reach a position where they can cover their goal-line and end-line adequately. They must never be beaten to the midfield line, the restraining line, the goal line or the end line.

Alternatively, if the play is on the far side of the field and the Single has the play, then Lead can slow down slightly at the midfield-line. They must be aware of the possibility of a turnover and a return of play to the other end of the field.

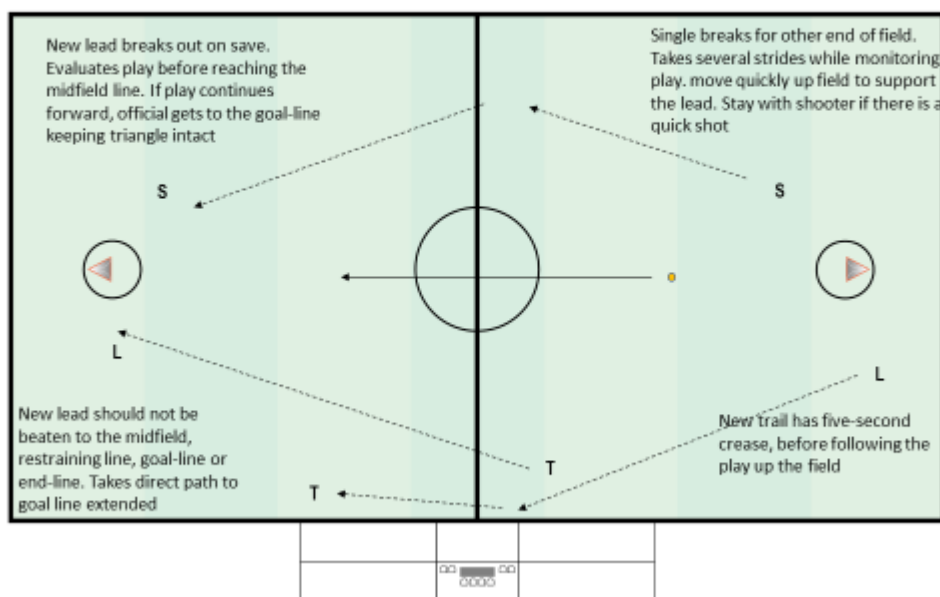
The Single Official must break out when the goalie makes a save, not turning their back on the play. They must get some distance, and then locate the ball. If the ball is continuing up the field, they should move up-field quickly to support the lead official, and staying with the shooter for late fouls.

If the single needs to assist with goal end coverage during this play they should not stop at the cone.

If the ball is passed in their direction and the players are playing each other hard, then the Single should not stop at the cone, but rather they should stay with the play.

If the Lead Official becomes "caught up" in the fast break, then the Single Official must try to cover the Lead Official's goal for them by getting to the goal-line as rapidly as possible.

Turn Over/Goalie Save - Fast Break



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SIXES

Once the ball has crossed the center line, the Trail Official should run towards the intersection of the center line and the side line in order to check for off-side and illegal substitution.

When satisfied that the goalie is on-side, then Trail should jog to their position.

THE SLOW CLEAR

If the attacking team loses the ball, and the play begins to move slowly towards the other goal, or is held by the goalie in their goal area, then the situation is referred to as a slow clear. This is generally a designated play and may involve player substitution by the clearing team in order to set up the play.

In the following description, the Officials are referred to using the designations of the new positions that the

Officials are going to, as the break is now on and this description better reflects their status.

The New Trail (old Lead) has the 5-second goalie count (should be visual and audible). They must stay as deep as anyone who could be involved in the clear. Trail should be outside the players, so that they have them all in their vision. They should be ready for transition back towards them at any time. They should not get ahead of the ball. Is responsible for over and back

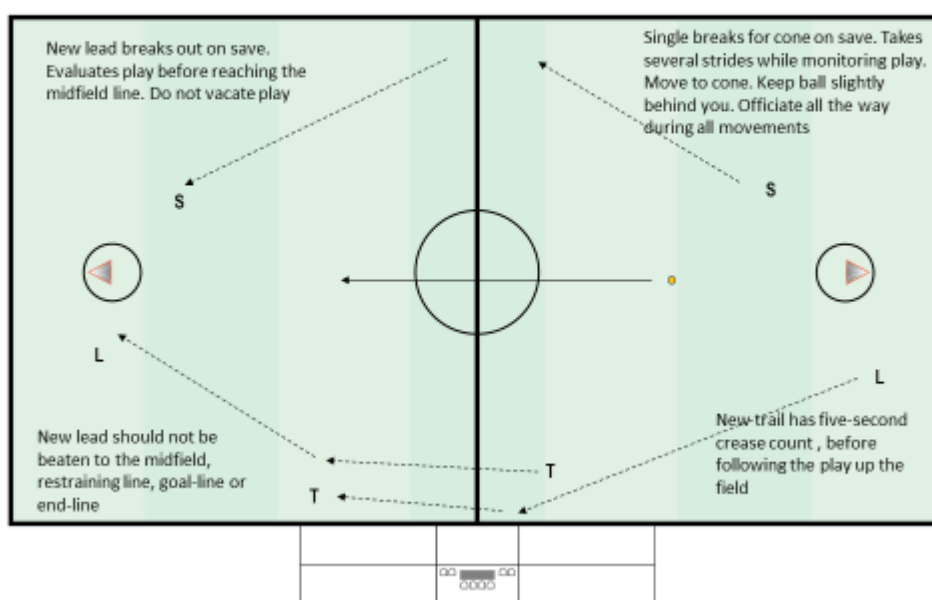
If the ball is passed back down the field towards their goal, then Trail must go back with it. Their partners are up the field. They will be alone in the lower part of the field.

The new Lead (Old Trail) needs to break out with the goalie save and head for the midpoint of center line and goal line. On the way they should locate the ball before they reach midfield. If the ball is still being played behind the goal, Lead needs to wait, so as to keep the triangle of Officials together.

The Single Official should also break out with the goalie save and head for the cone at the center line and boundary-line intersection. They should run being able to still look at the play. If the ball is still being played hard behind the net, they should slow down in case there is a turnover and they should be needed at the goal.

If the ball is coming up the field slowly, they should move to cone at the center line and boundary intersection.

Turn Over/Goalie Save – Slow Clear



WORLD LACROSSE
SIXES

OUT-OF-BOUNDS

When the ball leaves the field of play Official will award the ball to team that did not cause the ball to go out of bounds or the team was not the last to touch the ball prior to it going out of bounds. This pertains to a shot on goal as well.

On restarts where the ball goes out of bounds, the Player who is awarded the ball cannot get a running start while out of bounds. The Player must be in bounds prior to the Official blowing the whistle. When play is to be restarted after a loose ball goes out of bounds or a Player in possession steps out of bounds on the side line or end line, play will be restarted on the field of play, one meter laterally from the out-of-bounds spot but at least five meters from the scorer's table area. In the case of a Player in possession stepping out of bounds (or of an out-of-bounds Player touching an in-bounds loose ball), the point of the restart is determined by the location of the ball when the ball was declared out of bounds. In the case of a loose ball going out of bounds, the point of the restart is determined by the location where the ball last broke the plane of the boundary line.

The Official responsible for the out-of-bounds should blow their whistle and point the direction of the ball. This is most important for their partners as well as both coaches. If an official has to run to a new position, the signal shall be clearly given before moving.

SINGLE SIDE OUT OF BOUNDS

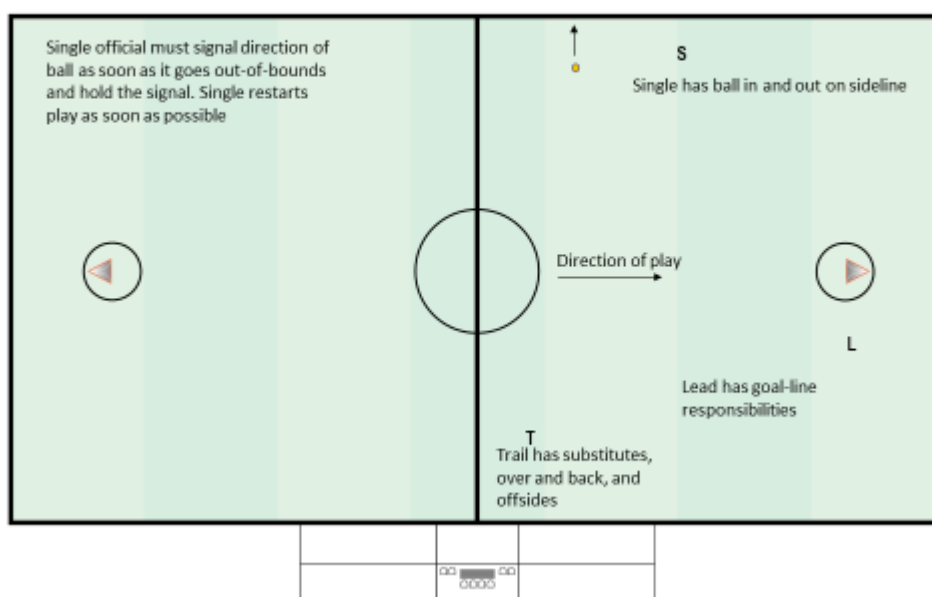
If the ball goes out-of-bounds on the far side-line, it is the responsibility of the Single Official.

The Single Official will typically be responsible for the restart on the Single side of the field. One area where the trail can start the ball would be if defensive team is awarded the ball below GLE. This is only done if clear communication has been established with single as to who has the whistle. The Lead will be on the goal-line waiting for the play to come to them.

The Trail Official will back up as needed depending on how close the defense is playing the ball.

If the ball in the below diagram was going to change directions and go to left, the Single Official would go towards the midfield cone and put the ball into play from there.

Single Sideline Out-of-Bounds



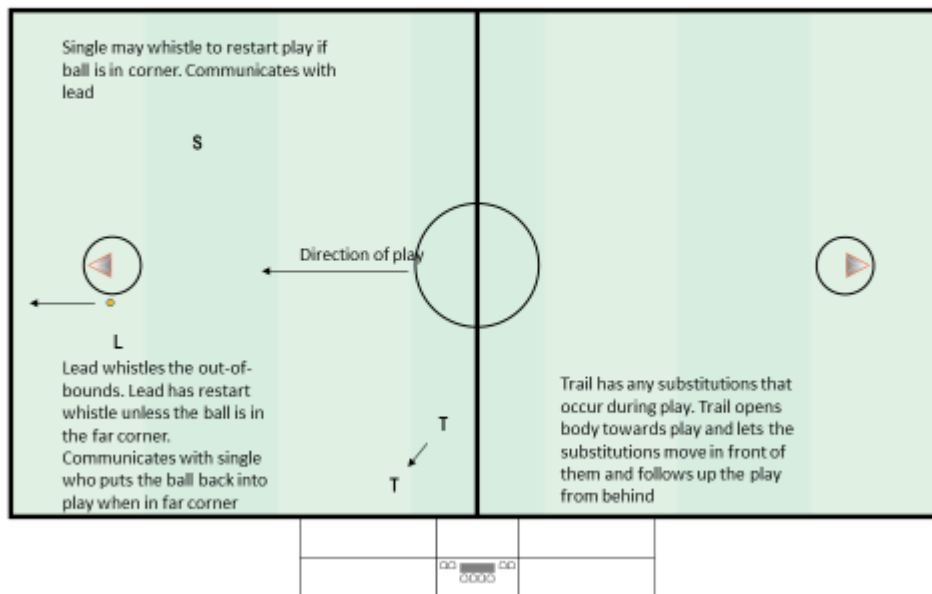
End-line Out-of-Bounds

The Lead Official is normally responsible for calling an out of bounds ball on the end-line.

There are a few instances where the Lead will not put the ball back in play on the end-line. If the ball is near the far side on the end-line 9 to 13 meters, the Single should communicate with the Lead that they will put the ball back into play. This will allow the Lead to get into position on the goal line on the other side of the goal and be ready for the play. The Lead and Single Officials must communicate on this.

A team may substitute on the fly when the ball goes out on the end line. The Trail should back up towards the side line and let the players run in front of them. After the substitution is complete, the Trail can join into the play.

End Line Out-of-Bounds



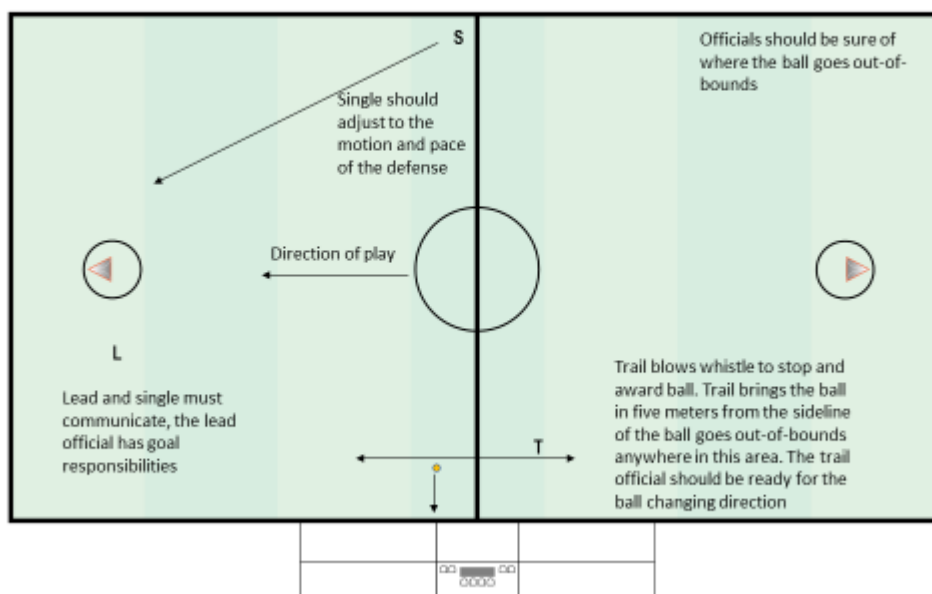
Side-line Out-of-Bounds on the Bench-side

The Trail Official is normally responsible for calling an out-of-bounds ball on the bench-side and for putting the ball back into play. If the ball goes out-of-bounds on the bench-side of the field either at the substitution area or within 5 meters of it, then the Trail Official should move the player onto the playing field until they are 5 meters from the substitution area, before restarting play. This prevents them being jumped from behind.

The Officials must know where the ball went out-of-bounds. In the below diagram, the Trail will restart the ball from about 9 meters behind. This will give them an opportunity to lead the ball in transition if there should be a turnover.

The Lead will be in their goal-line coverage position waiting for the play to come to them.

Bench Side Out-of-Bounds



FOULS

THREE TYPES OF FOULS – Fouls are acts committed by a Player inconsistent with the accepted rules of the game. A 30-second, one minute, or expulsion penalty may be assessed against a Player when committing a foul.

MINOR FOULS - Minor fouls are those less-serious in nature and include all violations except those listed in major fouls and expulsions.

MAJOR FOULS - Major fouls are those of a more serious nature.

EXPULSION FOULS - Expulsion fouls are serious in nature and result in ejection from game.

PENALTY FOR MINOR FOULS - The penalty for a minor foul shall be as follows:

- i) If the offending team has possession of the ball, or if the ball is loose at the time a minor foul is committed, then possession shall be awarded to the opposing team at the point where the ball was when the foul occurred.
- ii) If the non-offending team has possession of the ball at the time a minor foul is committed, then the foul shall be suspension from the field of play for 30 seconds for the Player committing the foul.

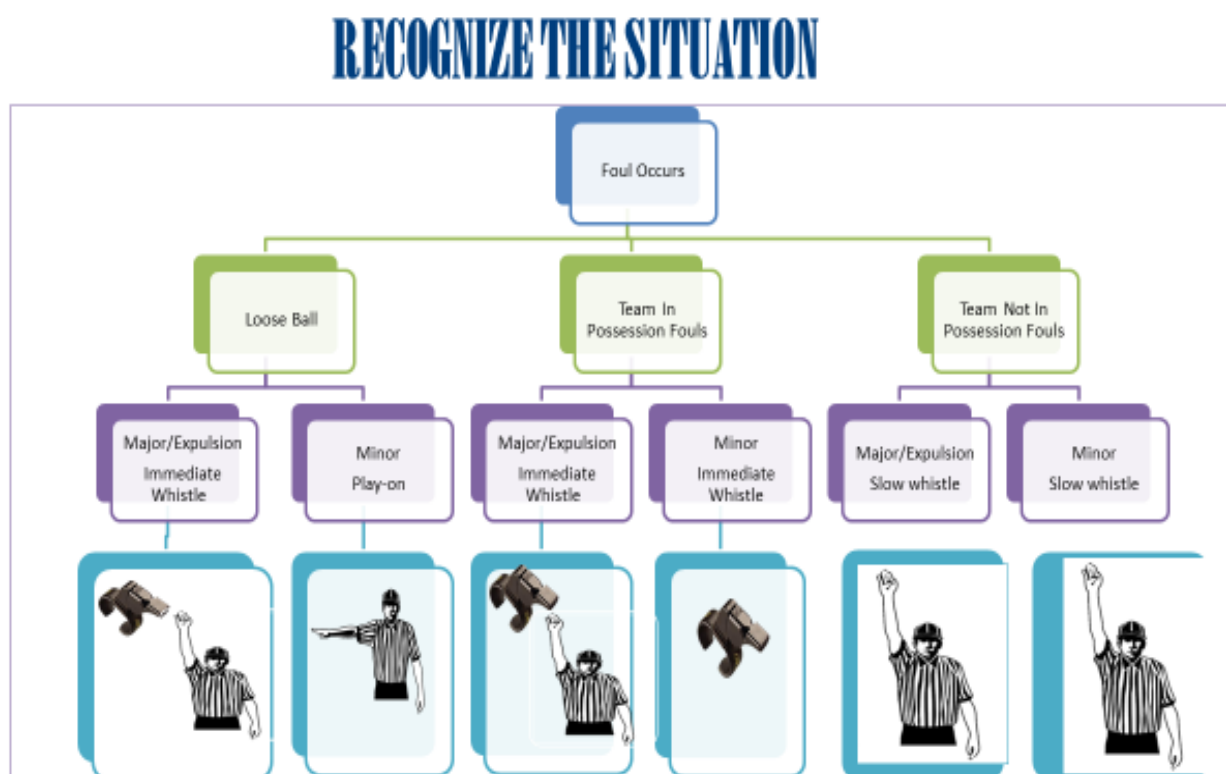
FOUL FOR MAJOR FOULS – the penalty for major fouls shall be as follows:

- i) The penalty for a major foul shall be suspension from the game for a period of 1 minute or as otherwise noted where a two-minute penalty may apply. The ball shall be awarded to the team that has been fouled.

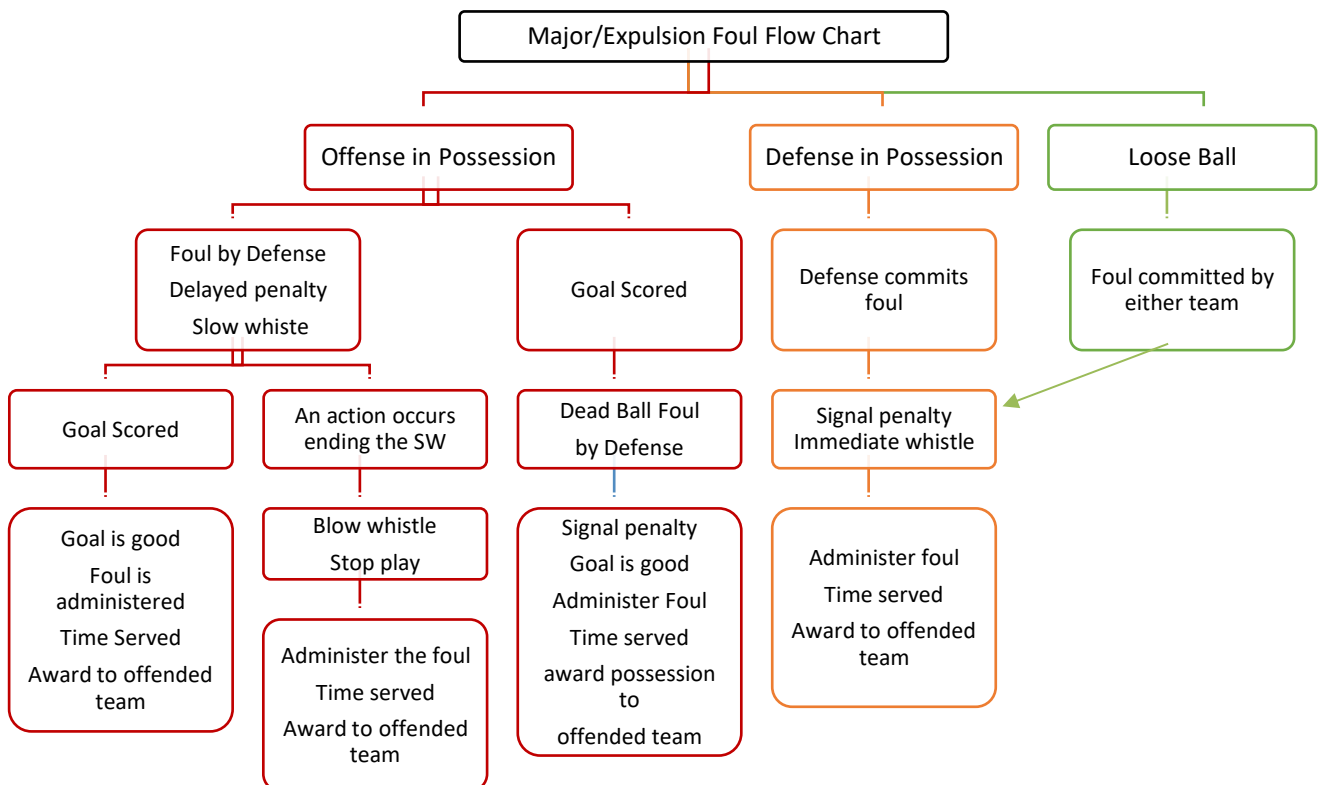
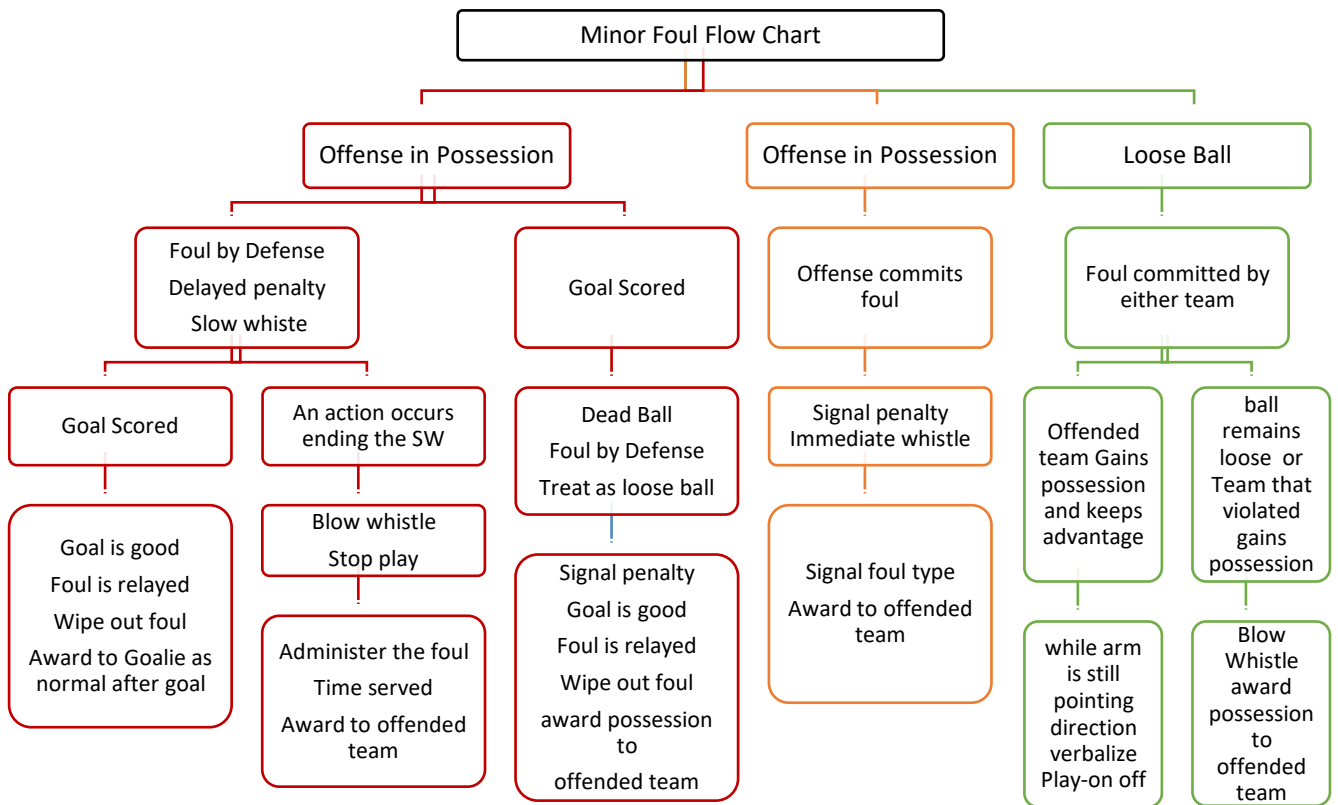
FOUL FOR EXPULSION FOULS – the penalty for expulsion fouls shall be as follows:

- i) The penalty for expulsion foul is suspension for remainder of game and the in-home to serve two minutes.

FOUL RECOGNITION



FOUL DECISION TREE



FOUL ADMINISTRATION

THE PLAY-ON TECHNIQUE

When a player commits **ANY** loose-ball minor foul, and the offended team may be disadvantaged by the immediate suspension of play, then the Official should use the Play-on technique. The idea of disadvantage must be real and immediate. They should visually signal by extending one arm pointing in direction of the offensive zone for the team entitled to possession and shout "Play-on", so that all can hear.

When the situation involving the potential advantage has been completed, the Official shall act as follows:

- i) If the offended team gains possession of the ball, then the play-on(s) situation is considered over, and the Official will cease to signal and verbalize "play-on off" and then resets shot clock
- ii) If the offending team gains possession of the ball, or the offended team will no longer be disadvantaged by the blowing of the whistle then the whistle sounds, and the offended team is awarded the ball at the spot where the ball was when play was blown dead. The official states "loose ball, hold, Blue ball", restarts play and then resets shot clock.

It is important that the above calls, both initiating and ending the play-on situation, are loudly made, so that players and others do not think that a loose ball foul has been missed.

The Play-on technique needs to be short in duration. In some cases an immediate whistle when a loose-ball minor foul occurs **might** be better.

When you think of play-on situation you may want to break them down into different scenarios

Defensive

When a play-on is signaled and the offended team is in their defensive zone, the play-on has very little or no advantage unless the player is moving quickly and unabated toward their offensive end. Perhaps a better advantage to the offended team that is going toward its end line or side line is a quick whistle and award ball so a clear can be set up.

Offensive

Typically this play-on lasts a little longer. One of the worst things that can happen to an official is after they signal for a play-on close to the goal, the ball pops out and as you are blowing the whistle a player picks up the ball and throws it in the goal. I know we said earlier play-on's are short in duration but have patience here if possible. If there is just a big scrum, blow it dead and get it in someone's stick

Face-Off

No play on for faceoff violations, just simply blow the ball dead and award the ball.

When there is a loose-ball minor foul by Red, it is clear that Red is going to gain possession of the ball, it is still worth calling the Play-on. Even if the call is followed by an immediate whistle, the call lets everyone know that the Official is aware of what is going on.

When the Play-on technique is invoked, it is important that a player is not put into a situation where the advantage that they were entitled to will no longer exist.

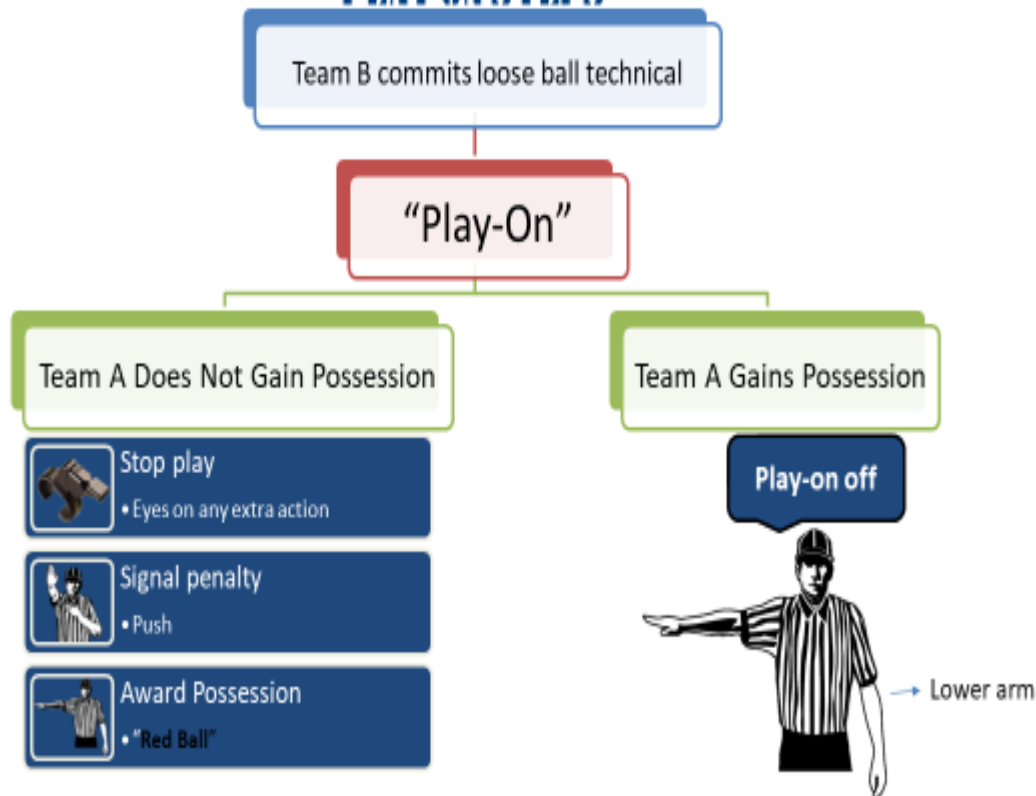
- The ball is loose near the center line that is a potential over and back on the offending team
 - The play should be blown dead and award. This allows the disadvantaged team to gain the advantage by being turned around and awarded the ball
- The ball is loose in the Blue crease and offended team is the defensive team.

- Very little and perhaps no advantage for the offended team to pick up the ball because they have several players near that player.
- Ball is loose near a boundary line
 - It is difficult for a player to scoop a ball going to the side line, regain composure, and keep the advantage that was just afforded to them.

PLAY-ON



PLAY-ON STEPS



DELAYED PENALTY (SLOW WHISTLE)

DELAYED PENALTY SLOW WHISTLE STEPS



When a foul is called, the official shall raise arm straight up above their head and hold it there until the play is blown dead. The whistle is held until:

- A goal is scored by the offended team
- The ball goes out of bounds
- A change of possession
- The attacking team commits a foul
- The shot clock or quarter expires
- The attacking team requests a timeout

Note: Shot criteria is the same during a slow whistle as it is during normal play

If a shot clock reset signal is needed during a slow whistle situation it should be given by a twirling motion of the arm that is currently extended. Once a reset has been obtained then the arm is extended straight above the head again to signify the delayed penalty.

COINCIDENTAL FOULS

Coincidental fouls can lead to problems, partly because not all players will be fully aware of their implications. It can be necessary to stop the clock(s) when there are coincidental fouls.

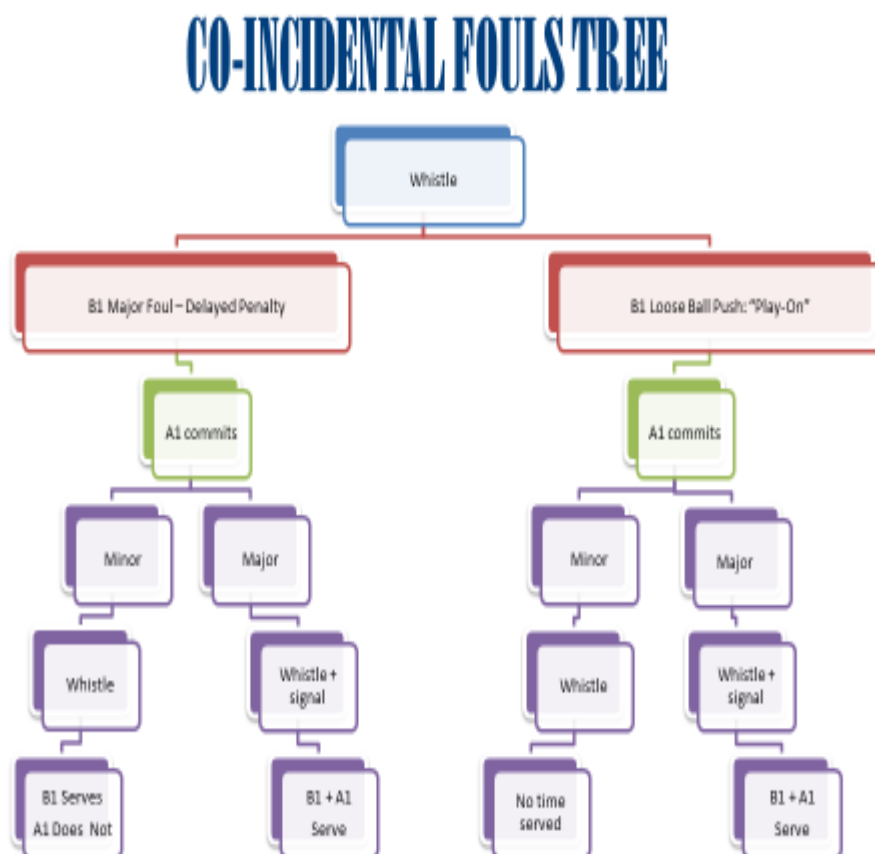
Coincidental fouls are fouls called on Players of opposing teams during a live ball or dead ball when sequence cannot be determined.

- During a slow whistle or play-on, any foul by the team in possession or entitled to possession shall result in an immediate whistle.
- If there is no play-on or delayed penalty in effect and all fouls are minors the fouls will cancel each other.
- If a team in possession or entitled to possession during a slow whistle situation commits minor foul(s), play is stopped, and no penalty time will be served by that team. If a team in possession or entitled to

possession during a slow whistle situation commits a major foul, play is stopped, all players involved will serve penalty time. This shall include technical and personal fouls by either team.

Awarding the ball:

- The following rules shall apply to determine who gets possession of the ball:
 - If one team incurs more total penalty time than the other, then the team with the lesser total penalty time shall be awarded the ball.
 - If the total penalty times are equal, then the team in possession or entitled to possession of the ball at the time of the first foul shall retain possession of it.
 - If the total penalty times are equal, and neither team has possession of, or entitled to possession to the ball at the time of the first foul (loose ball), then alternate possession shall apply.
 - For the purpose of totaling penalty time in the case of co-incidental fouls, an expulsion foul shall count as a two-minute penalty.
 - There shall be no free clear after coincidental minor fouls. Award the ball where the whistle sounded or, if the minor coincidental fouls occurred during a center draw prior to “Possession” or “Free Ball”, re-draw at the center of the field with the same restrictions as the original draw. If time serving fouls have been committed and the ball is awarded, the team is awarded the ball in their Offensive Zone two meters in from the center line and must be at least five meters from the Substitution Area



CO-INCIDENTAL — AWARDING THE BALL



Less Foul Time
= Gets Ball

Equal Foul Time

Got ball? Keep Ball
Getting Ball? Keep Ball
No Clue? AP



DEAD BALL FOULS

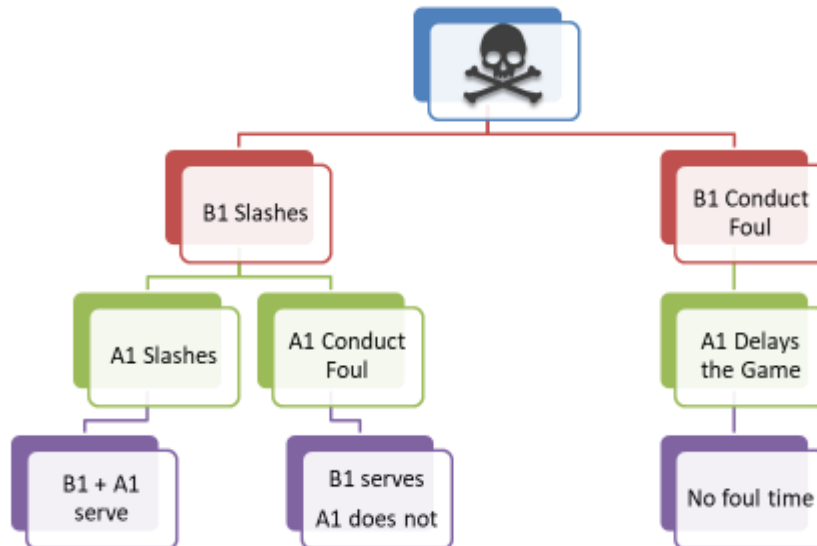
Once a whistle blows to stop play, then the ball is dead. If a foul occurs when the ball is dead, then the following considerations apply.

If a foul occurs prior to the start of the game, or after the scoring of a goal or the end of a period, then play is restarted with the ball awarded to the non-offending team as normal.

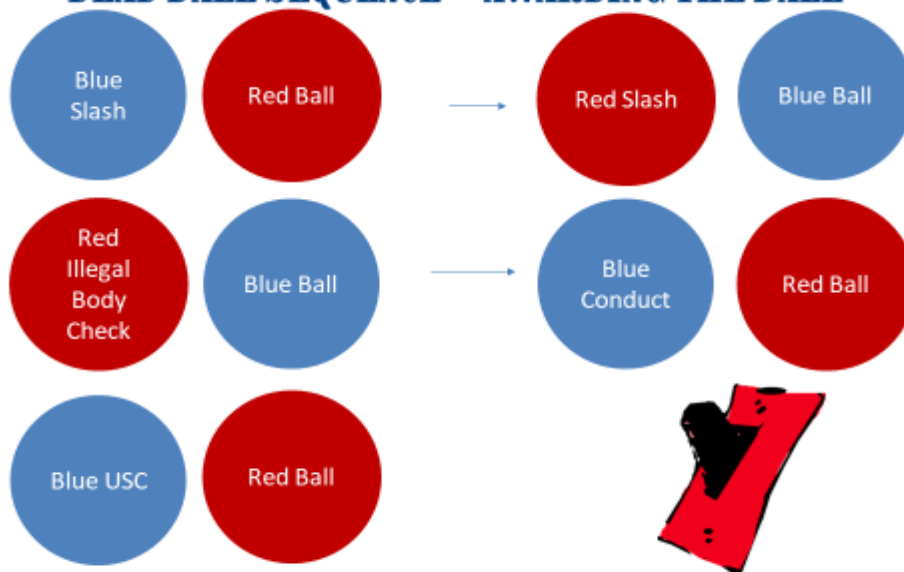
Enforced in the sequence in which they occur, these are not simultaneous fouls.

- When sequence cannot be determined:
 - Ex. Equipment violations on both teams
 - Enforce as simultaneous

DEAD BALL FOULS TREE



DEAD BALL SEQUENCE—AWARDING THE BALL



MULTIPLE FOULS

If there are multiple fouls, the following protocols shall be followed:

1. The Officials may stop the clock and have a conference if they feels that the situation requires. This should not be by default. Simple multiple fouls should be able to be dealt with in a running clock situation without extreme efficiency.
2. The official who signaled the foul first should relay their call to the Trail official first, followed by the official who signaled the second foul. The trail official relays the calls to the Bench ensuring the correct order of penalties is understood.

In all instances, the official(s) who is/are not participating in the relay of the foul(s) works to get the ball into the

correct restart position, so that once the penalty relay(s) have been made and all flags have been picked up the game is ready to restart.

On a restart after administering a time serving foul, the defending goalkeeper must be informed of the position of the ball.

FOULING OUT

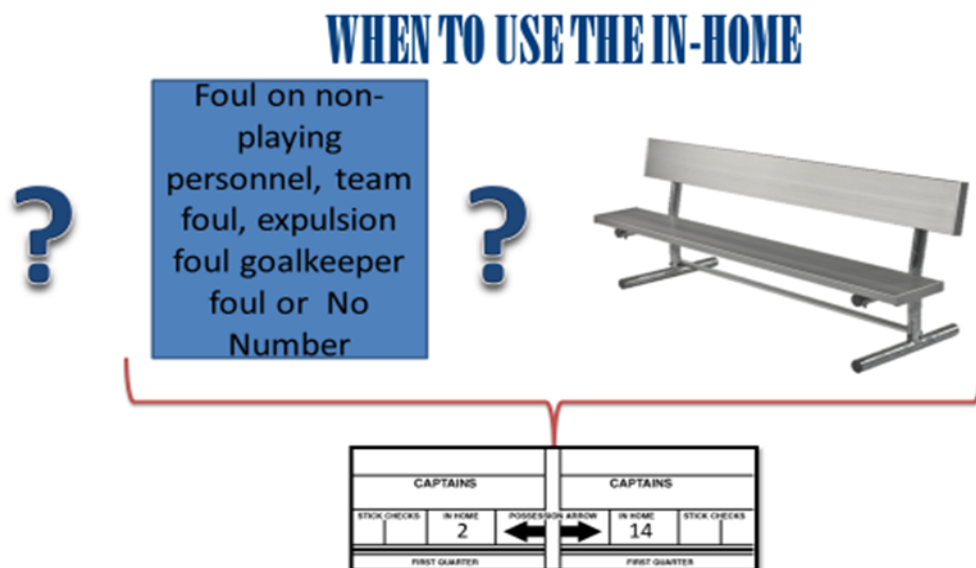
Any Player committing three or more major penalties (or an expulsion foul), shall be “fouled out” of the game, and shall not be allowed to take any further part in it. A substitute for such a Player shall be allowed to enter the game at such a time, as the fouled-out Player would have been permitted to re-enter the game.

FOULS BY THE GOALIE

If a goalkeeper is assessed a time serving penalty, the goalie does not have to serve their own penalty time. The designated in-home will serve the penalty.

IN- HOME

Designated by the coach pregame. Can be any player but the goalkeeper. Officials need to mark their cards with the number after the coach provides the in-home.



MISTAKES BY OFFICIALS

The game of lacrosse moves fast with many moving parts and at some point in an Official's career mistakes will happen. Just as players and coaches will never play nor coach the perfect game.

An Official must not pretend that an inadvertent whistle did not happen. If a whistle is blown, however softly, for **ANY** reason, then the play must be stopped immediately. A goal can't be counted after an inadvertent whistle has sounded.

During an inadvertent foul situation, the officials should?

- Stop play at earliest opportunity that does not interfere with an imminent scoring opportunity.

After an inadvertent flag, the ball is to be restarted as follows:

- If one or more shots are taken with no goal being scored, the ball shall be awarded by alternate possession.
- When a goal has been scored, the goal counts.
- If no shot is taken, the ball will be awarded to the team last in possession.

PENALTY MATRIX

The following summary may help coaches and players to remember **WHEN** the different fouls apply:

	PERSONAL FOULS	COACH ON FIELD	TOO MANY MEN ON	SUB NOT THRU' Substitution area	OFF-SIDE
LIVE BALL	FOUL	FOUL	FOUL	FOUL	FOUL
DEAD BALL (NOT A TIME-OUT)	FOUL	FOUL	FOUL	FOUL	FOUL*
AFTER A GOAL IS SCORED	FOUL	FOUL	FOUL	FOUL	FOUL*
DURING A OFFICIALS' TIME-OUT	FOUL	FOUL	FOUL	FOUL	FOUL*
DURING A TEAM TIME-OUT	FOUL	OK	OK	OK	OK

- * - if player is able to return to appropriate side of field prior to whistle to resume play – no foul
- A coach is not allowed on the field during an officials' time-out (unless to attend to an injured player).

SIGNALS

Communication – between the Officials, between the Officials and the players and even (via signals) between the Officials and the crowd – is vital in an International game.

To help in this, the signals must be learned so that they become automatic, and they must be clearly used, even at the risk of being over-dramatic. Where appropriate, the hands should be held high when signaling. Decisions should virtually be capable of being understood from the signals alone.

The standardized way of reporting the foul is as follows:



- Color of team fouling; (When relaying the call to the bench point to the appropriate bench while stating the color.)
- Number of player committing foul (use finger counting)
- Offense - Type and signal for foul;
- Time - Duration of penalty. Cards are used here

The duration of penalty time will be indicated by the Officials raising the appropriate colored card.







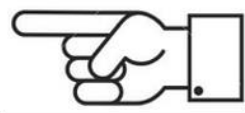



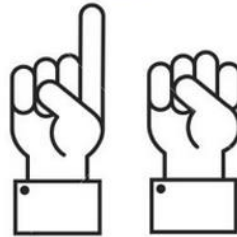
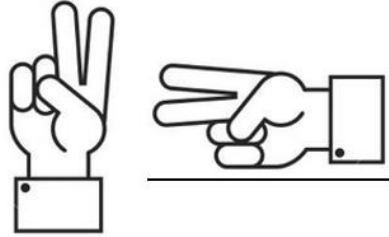
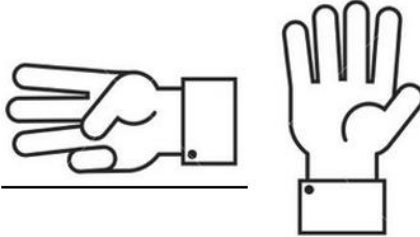
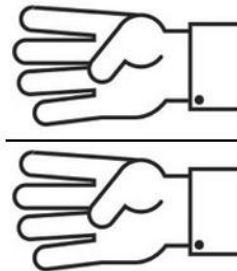
Green – minor (30 seconds)

Yellow – major (1 minute)

Red – Expulsion (2 minutes)

It is felt that if a foul is worth multiple minutes then it shall be an expulsion.

The number of the player receiving the penalty or scoring the goal will be indicated with one hand only as illustrated below:

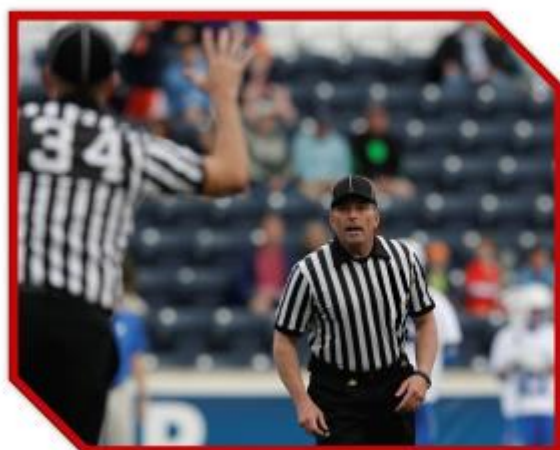
0 ...	1 ...	2 ...	3 ...	4 ...	5 ...	6 ...
						
7 ...	8 ...	9 ...	10			
						
27		85			99	
						

- Two digit numbers will be indicated sequentially.
- The number 0 is indicated with a closed fist.
- The numbers 1 to 5 will be indicated by holding the hand up with the required number of fingers pointing vertically.
- The thumb is used for number 5 only.
- The numbers 6 to 9 are indicated by holding the hand up with the required number of fingers extended horizontally.

If the penalties are always relayed in the same manner, then the people that need to know will have an easier time recording the fouls. Be sure to notify the player of the foul they committed and remember that their native language may not be English. If there are multiple penalties on the same player, they must be relayed in the order in which they occurred so that the Bench Officials know in which order the penalties are to be served.

If the penalty relay is done correctly, it becomes a very quick process.

PENALTY RELAY, REPORT AND RESTART

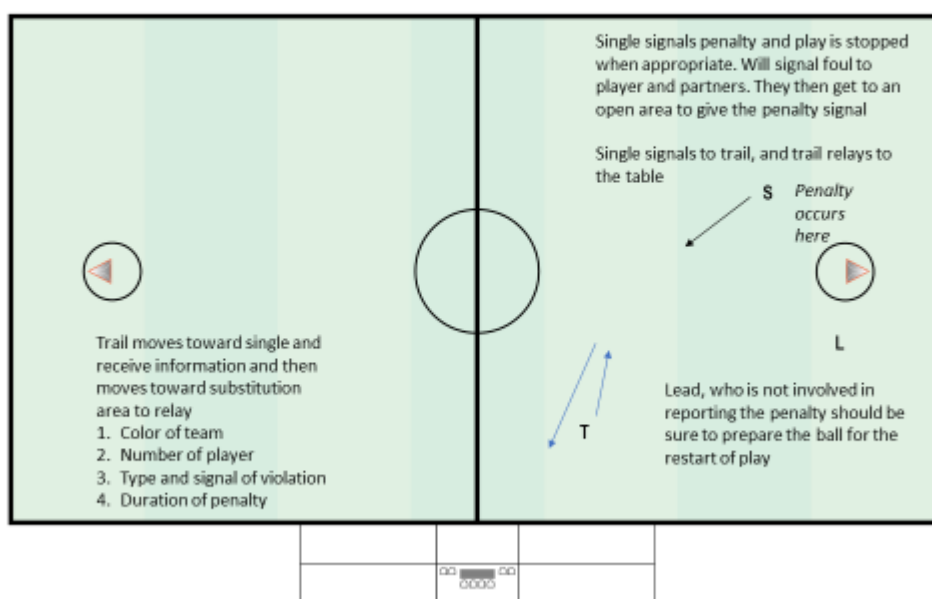


In the below diagram, the Single Official has signaled a foul occurred.

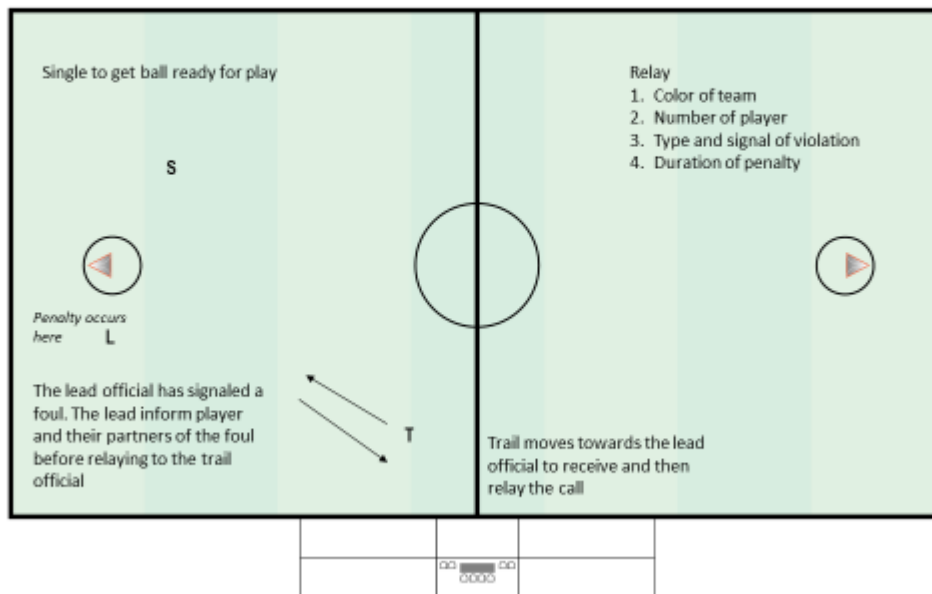
- They should let the play go until the appropriate time comes to stop it.
- They should get themselves into an open area, stop and relay their call to the Trail Official.
- The Trail Official should also get themselves into an open area to receive the call from the Single.
- The Trail will then relays the call to the Bench Officials.
- The Lead in this case is not involved in the penalty relay. They can assist with the placement of the ball for the re-start.

The following slides illustrate

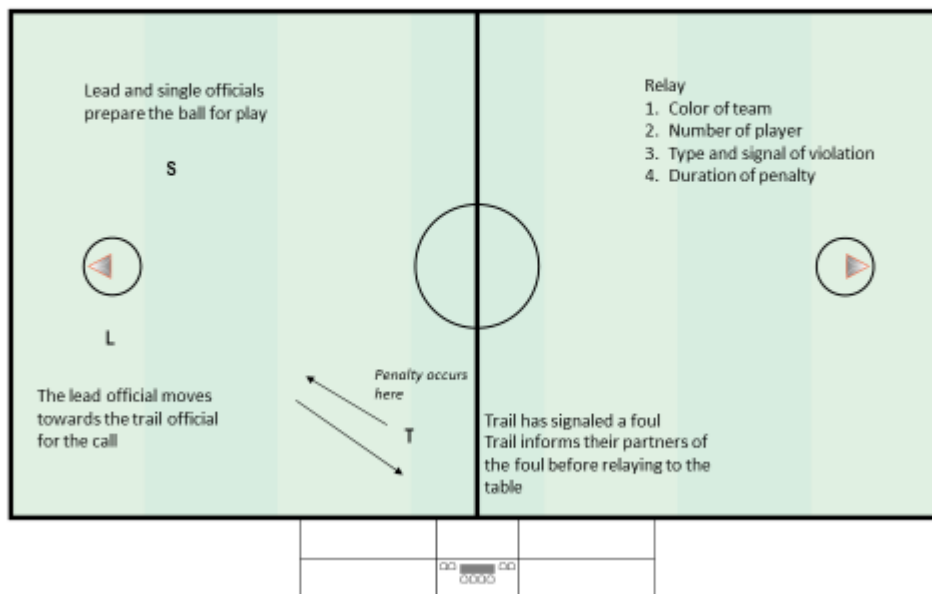
Penalty Relay by the Single Official



Penalty Relay by the Lead Official



Penalty Relay by the Trail Official



The above diagram illustrates the relay that causes the most problems. The Trail has the foul signal and play stops at the appropriate time. They **MUST** relay the penalty to their partners and the offending player first and then turn around and repeat the call directly to the Bench Officials.

Signaling to other On-field Officials first solves three problems:

- Their partners know what the penalty is and are able to inform the other players.
- The player penalized also hears the penalty being relayed and they can get off the field sooner.
- It helps to prevent confusion when multiple fouls are called in the same play by different Officials.

This also allows the other two Officials time to get the ball ready for a quick restart. Remember that your partners are the two most important people on the field with you. They must be informed!

THE END OF THE GAME

At the end of the game, the Head Official collects the ball. The Officials meet at the center of the field and confirm the score. The Officials monitor for issues at the conclusion of the game. They then go to the timer's table and confirm the score with the scorer(s). They sign the score-sheet.

The Head Official hands the ball to the Coach of the winning team and the Officials shall leave the field together. It is traditional in the international game to stay for the conclusion of the handshakes but the officials can use their own discretion to leave sooner.

FOUL DISCUSSION

The following section is additional assistance for some penalties that are difficult to understand or do not happen often in the game.

MINOR FOULS

Depending on the circumstances of whether or not a team has possession or is entitled to possession determines penalty adjudication.

OVER AND BACK

The over-and-back foul is a minor foul against a team that has successfully advanced the ball over the center line and into their offensive zone. Once the ball has crossed the center line whether in possession or loose is considered to be in the Offensive Zone, the ball shall not return to the Defensive Zone through actions of the offensive team. If a team is the last team to possess and the last to touch the ball, and if the ball (minus below exceptions) either touches the center line or breaks the plane of the center line then an over-and-back foul has occurred.

The result is a short play on or an immediate turnover and a quick restart for the offended team. If the ball does not touch or go over the center line, no infraction has occurred. A player from the team obligated to keep the ball in their offensive zone may legally bat the ball prior to the ball crossing center line to keep it in the Offensive Zone, but if it is possessed and their feet are in the Defensive Zone, it shall be a turnover.

An over and back violation does not occur in the following situations:

- i) A shot leaves the Offensive Zone.
- ii) A loose ball leaves the Offensive Zone and was last touched by the defensive team.
- iii) A loose ball is leaving the Offensive Zone and the defence is called for a loose ball violation (play-on) or causes the ball to go out of bounds in the Defensive Zone.

It is critical for the officials to communicate in order for this play to be officiated properly. The lead and single play a key role with informing the trail if an over and back situation exists. They will both hand signals and verbal communication when necessary.

As the ball is approaching the midfield line, the other official(s) can yell "yes, yes, yes" or "no, no, no" to alert the trail official if there is a possibility of an over-and-back foul. "Yes" indicates there is a possibility of an over-and-back foul. "No" signals that the defense touched the ball last or that the defense possessed the ball momentarily.

They also use hand signals such as the over and back signal or a tipped signal to let the trail know the ball was tipped by a defender.

Trail has to be in position to make this call. They must move with the ball or in front of a ball that is going toward Center line. If it is in fact an over and back there should be a play-on signaled. This play on should be short if the play is contested.

In order for it to be over and back a team must have been last to touch & last to possess.

What to be aware of as the ball nears the midfield line.

- Did my partners signal an over and back
- Did my partners verbal “yes” or “no”
- Who last touched? Who last possessed?
- Did the pass get deflected by the defense?
- Offensive Player possession & then stepping on the midline?
- Defensive ground ball & quick stick check causing loss of ball over the line.

If it is an over and back the result will be a short play-on or an immediate whistle. When should a play-on be used?

- Limited – it will need to be a quick and distinct advantage situation.
- Do not extend it

Signal for violation

Will use the “Universal” over & back signal (same as the out & back into the crease signal). Everyone will know what the call is.

ILLEGAL PICK

No offensive Player shall move into or contact a defensive Player with the purpose of blocking that defensive Player from the other Player(s) they are defending. Before the defensive Player makes any contact, the offensive Player must be stationary and motionless, and they must be standing in a normal stance.

No offensive Player shall extend their stick in a way which impedes the normal movement of a defender.

HOLDING

Holding (Women)

A Player shall not hold an opponent’s body, clothing or stick with any part of their body or stick.

Holding (Men)

A Player shall not hold an opponent or an opponent’s stick except as hereinafter permitted:

- A Player may hold off an opponent who is in possession of the ball or who is within three meters of a loose ball or who is within three meters of a ball in flight with either the closed gloved hand on the handle of their stick, or with either forearm. Both hands of the Player who is doing the holding must be on their stick.
- A Player in possession of the ball may protect their stick with their hand, arm, or other part of their body when an opponent makes a play to check their stick.

The hand, arm, or other part of their body may only be used to stop the stick check, and it must not be used to hold, push, or control the direction of the movement of the checker’s stick or body.

A Player may not hold an opponent’s body, other than the gloved hand holding the stick, with their own stick. This includes holding an opponent with that portion of their stick that is between their hands.

A Player may hold an opponent’s stick or an opponent’s gloved hand holding their stick with their own stick or own gloved hand holding their stick, provided that the opponent has possession of the ball, or the opponent is within three meters of a loose ball, or the ball is in flight within three meters of the opponent.

OFFSIDE

A team can only be offside when the ball is live. Offside only occurs when the goalie steps on or over the center line.

If a goalie, seeing that they are going to go offside before they can stop, runs out-of-bounds instead of offside, then they are not considered to be offside, as long as they return immediately to the field.

ILLEGAL SUBSTITUTION

All substitutions are made during dynamic play. They must be one off and one on to be legal. Officials should be aware of the substitution area so teams do not gain an unfair advantage. Free substitution is allowed between periods or during an Official or team timeout.

DELAY OF GAME

After a delayed penalty, any defensive player on the offending team who disagrees with a call which has gone against their team and who then kicks, throws, or bats the ball away, is guilty of delaying the game and should be given a 30-second penalty.

At the discretion of the Officials, of course, the player may be given an unsportsmanlike conduct penalty.

A goalkeeper after a goal has been scored who does not prepare the ball for play, and the official's five second count expires, the non-offending team will be awarded possession

A violation of the three-meter restart area will be a foul (slow whistle) for illegal procedure. On any restart, no offensive Player may be within three meters of the Player with the ball. If an opposing player is within three meters of the player that has been awarded the ball, and the official blows the whistle to restart play, the opposing player is not allowed to defend the ball until they reach a distance of three meters from the opponent. A violation will be a delayed penalty for delay of game. On any restart, no offensive player may be within three meters of the player with the ball. Officials are instructed to resume play quickly and not be as deliberate with the exact location of the restart.

WITHHOLDING BALL FROM PLAY

A Player shall not withhold the ball from play in any manner.

A Player shall not lie on a loose ball on the ground.

A Player shall not trap a loose ball on the ground with their stick longer than is necessary to control the ball and pick it up in one continuous motion. Raking the ball is permitted.

A Player with the ball in their possession shall not hold their stick in close proximity to their body with the purpose of preventing an opponent from dislodging the ball.

A Player with the ball in their possession may not grasp any portion of the head of the stick with their fingers or hand so that it becomes more difficult for the opponent to dislodge the ball from the ball-carrier's stick (including "thumbing" the ball while cradling).

WOMENS ONLY

A Player in the women's game may not cradle the ball above their shoulders and in front of their face making a legal check impossible.

WITHHOLDING DURING DRAW

- i) Red, at a draw or a loose ball situation, covers the ball to draw it back. Blue clamps on top of Red's stick and, therefore, on top of the ball "via" Red's stick.

RULING: Withholding by Blue. Red ball. No send-off.

- ii) Red, at a draw or a loose ball situation, gets their stick under the ball, so that Red's stick, still on or near the ground, has the ball in it. Before Red can do anything else, Blue clamps on top of Red's stick and thus stops Red going anywhere.
RULING: Withholding by Blue, whether the ball is covered or not. Red ball. Blue serves 30 seconds for the technical foul.

It is withholding whether or not Blue's stick is covering the ball itself, so that any clamping of a stick on the ground with the ball in it or under it is a foul. Safety reinforces this interpretation and requires a rapid whistle.

PREMATURE RE-ENTRY AFTER PENALTY

A player who re-enters the game before their penalty time is finished should be dealt with as follows, provided their offense is spotted before a whistle is blown to restart play:

- If the re-entry was the result of a mistake by a Bench Official, then the player should be returned to the penalty box to serve the balance of their penalty only. The reason for this should be clearly announced to both benches.
- If the re-entry was the player's fault or the fault of their coach, then they should be returned to the penalty box to serve the balance of their penalty time plus another thirty seconds.

DELIBERATE DELAY OF RE-ENTRY AFTER PENALTY OR SUBSTITUTION

In all cases, it is a legitimate strategy for a player who has been released from a penalty to delay their re-entry to the field. This also applies in the case of substitution. However, the illegal substitution rule must be obeyed at all times.

THE CREASE

The rules and procedures concerning the crease should be carefully thought through.

The Lead Official makes the 5-second count.

- The count starts when **the goalkeeper or a defensive player** with any part of their body in the crease gains possession of the ball **OR** when a ball which is touching any part of the crease, including the line, is being raked back by the **goalkeeper** who has one or both feet in the crease.
- The count should be made audibly and visually as required by the Rules.
- The count should be "1001, 1002, 1003, 1004, 1005", as required by the Rules.
- If the player in possession has not left the crease by the time the count is completed, then the whistle is blown: "1001, 1002, 1003, 1004, 1005" Whistle.

The goalie may play the ball in their crease with their hands – i.e. bat or direct the ball. They may not close their hands on the ball to make a save or to pick the ball up, but they can direct the ball with their hands into their stick or away from the goal.

There are many differences between the Women's and Men's game with regard to where defensive players can be during dynamic play. Please refer to the rulebook to understand these.

DESCEPTION PLAYS

A well-executed fake play does not permit a player to check a non-ball carrier.

If a player fakes a passes or shot, and a confused opponent stick-checks the "wrong" player, then the technical foul of Interference has been committed.

If a player fakes a pass or shot, and a confused opponent body-checks the "wrong" player, then the personal foul of illegal Body-checking has been committed.

THE GOALIE PLAYING WITHOUT THEIR STICK

The designated goalkeeper, while within their crease, can play without holding their stick. This means that they can verbally direct their defenders and that they can save a shot, even if they are not holding their stick, provided that they are in their crease and they lost their stick while they were in the crease.

If the goalie loses their stick while outside the crease and they verbally direct their defenders or if they save a shot or if they try to play an opponent or if they try to go back into crease without their stick, then they have committed a technical foul: So, if a goalie has lost their stick while outside the crease, they must pick it up **BEFORE** doing anything else.

LOSS OF THE HEAD OF THE STICK

If as a player shoots, passes the ball, attempts to play an opponent or attempts to play a loose ball or a ball in flight, the head of their stick comes off, then that player has committed the minor foul for using an illegal stick.

So, if the ball is in flight between two Red players and, while a Blue player is attempting to intercept the ball, the head of the Blue player's stick comes off, then a delayed penalty or the whistle would be blown to signify the foul.

A player whose stick's head comes off during the act of shooting has committed a minor foul that will result in a turnover. If a goal is scored during this play it will not count.

THE BALL STUCK IN A STICK

If the ball becomes stuck in any part of a player's stick, then the player is with-holding the ball from play and they have committed a technical foul. In such circumstances, an official must immediately blow their whistle and award the ball to the opposing team. It is important that the whistle is blown immediately, as the offending player is in a highly vulnerable position: we must not allow them to be body-checked while they still are trying to sort out their stick.

MEN'S GAME

A draw player who comes up with the ball on the back of their stick is not considered to be withholding the ball from play unless the ball does not come off the back of the stick freely on their first attempt to put the ball into play by performing any of the normal functions of play such as passing or shooting. Any other actions required to release the ball, such as repeated jolting or shaking of the stick or hitting the ground, are not permitted

POSITIONING OF PARTICIPANTS

Unless they have been given permission to be elsewhere by an Official, a player, substitute, non-playing member of a squad, coach or anyone officially connected with a competing team must remain in their team's bench area, except when they are legally on the field of play or legally in the special substitution area or legally in the penalty box. This rule shall apply at all times, except during the halftime interval.

A player may not deliberately enter their opponents' bench area at any time. If, in the normal course of play, a player inadvertently enters their opponents' bench area from the field of play, then no offense is committed, provided that the player leaves their opponents' bench area immediately.

JEWELRY

A player must not wear jewelry or ornamentation, including body piercings, of any sort. Medical Alert items or religious items are excluded from this rule; however, they must be taped to the relevant part of the body. Currently there is no specific penalty for this infraction, so it has been deemed an Illegal Procedure. For subsequent Jewelry infractions to the same player, this will be deemed a repeated Minor Foul and therefore a 1

minute Unsportsmanlike Conduct Foul will be administered. Further violations of this rule by the same player would incur increasing penalty time.

WARDING OFF

A Player in possession of the ball may not use a free hand or arm, or any other part of their body, to hold, push or control the direction of the movement of the stick or body of an opponent.

A player with possession of the ball may hold, push or control the direction of movement of the stick or body (not Head/neck) of an opponent if both hands of the player in possession of the ball are grasping their own stick

ILLEGAL CREASE DEFENDING (Women)

This rule allows defensive players to be within the crease during dynamic play. This is a player's safety rule and when defending within the crease is not followed as below a penalty needs to be called.

In the Women's game, when the attacking team has the ball in their opponent's Defensive Zone **below** goal line extended, defensive Players are permitted to run through any portion of their crease while defending; however, only the defensive player marking the ball carrier within a stick's length may remain in the crease while defending.

In the Women's game, when the attacking team has the ball in their opponent's Defensive Zone **above** goal line extended, the defensive players are only permitted to run through the portion of the crease below goal line extended while defending; however, the defensive player marking the ball carrier within a stick's length may remain in any portion of the crease while defending.

MAJOR FOULS

All major fouls will be time served. This is even if a goal is scored and the delayed penalty is a major or expulsion.

ILLEGAL BODY-CHECK

There is no body-checking allowed in the sixes game. Focus should be on player safety and fouls called accordingly based on force of contact and location. If a player gets hit directly to the head or neck area during an illegal body-check, then the officials need to consider an expulsion foul.

Players are allowed to make minor contact, such contact should be similar to hip to hip, equal type pressure while pursuing a ground ball or defending in the Men's game. If a player receives this minor type contact and falls down, this should not be construed as an illegal body-check.

A SHOT AFTER A WHISTLE

Where a whistle has been blown and a player, aware that the whistle has blown, deliberately carries on playing and shoots at their opponents' goal, then they are guilty of a major foul for unsportsmanlike conduct.

DANGEROUS FOLLOW-THROUGH (Women)

No player is allowed to make contact with an opponent while following through from either a pass or a shot.

Actual rule wording - The act of following through with one's stick that endangers the safety of an opposing Player. An exception to this is if the goalkeeper moves into the path of the follow-through

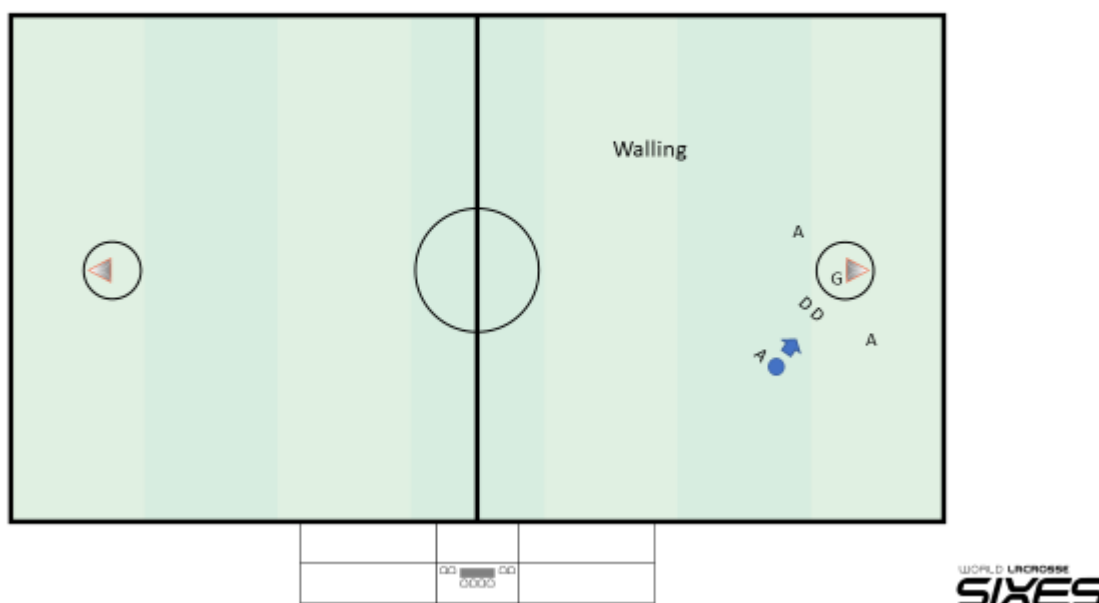
DANGEROUS PROPEL (Women)

Player safety foul. This rule is **not** intended to eliminate a player from taking a shot on goal or attempting a pass when a defensive player (non- goalie) is between the shooter and the goal or between another teammate that the pass was intended for. In the sixes game there are no fouls for not having adequate shooting space. The onus however is on the shooter to direct the shot or pass in a safe manner as to not hit the defensive player. If a shot or pass hits an opponent below the knees there is no foul. If a shot hits an opponent above the knee it is an expulsion foul. A defensive player shall not be allowed to move into the path of a pass or shot in an attempt to draw a call on the opponent.

Actual rule wording - Any shot directed at or taken without regard to the positioning of an opposing Player, with the exclusion of the goalkeeper. Any player that directly strikes a Player above the knees, with the exclusion of the goalkeeper shall be assessed an expulsion foul.

WALLING

Walling is a rule that strictly deals with player safety. If administered correctly it will eliminate the possibility of a player being hit with the ball when a shot is taken. The intent is to not allow defensive players from being in front of the goal for the purpose of not allowing the offensive to take a shot on goal. The wall is illegal whether it is stationary or moving. There must be more than one player participating in this maneuver besides the goalie to be walling. Defensive players crowding in front of their goal or forming a stack/wall type formation in front of their goal without marking an opponent within a stick's length needs to be penalized. Double-teaming an off-ball attacker in front of the goal is permitted.



EXPULSION FOULS

The act of deliberately striking or attempting to strike an opponent, a non-playing member of the opponents' team, a Coach, a spectator, or anyone controlling the play of the game with the hand, stick, ball or otherwise by a Player, a substitute, a non-playing member of a team, a Coach or anyone officially connected with a team.

Any shot directed at or taken without regard to the positioning of an opposing Player that directly strikes a Player above the knees, with the exclusion of the goalkeeper.

Players involved in fighting

The act of deliberately body checking an opponent in the head or neck area, or from behind.

Refusal to accept the authority of the Officials, or the use of threatening, foul or abusive language or gestures, or flagrant misconduct.

ALTERNATE POSSESSION

When the Officials cannot determine which team should be awarded the ball, possession shall alternate. The team that wins the opening game coin toss gets the choice of goal to defend or the first alternate possession. For overtime, the team that wins the coin toss gets the choice of goal to defend or the first alternate possession. The Official and the scorer's table personnel shall keep track of the alternating possessions. In the event of a dispute, the Official's position shall prevail.

STOPPAGES

We as Officials need to officiate the downtime

Downtime is not during just stoppages but anytime when you feel you **MIGHT BE ABLE** to relax.

- After goals, timeouts, end of quarters, flag downs, during assessment of penalties, prior to game, during stick checks, etc.

WE CAN NEVER STOP OFFICIATING FROM EXIT OF CAR TO RENTRY OF CAR



TIMEOUT

Team timeouts may be called only in a team's offensive end, or if entitled to possession of the ball after a dead ball.

Teams can take two timeouts per half. Timeout lengths are 30 seconds in length and timing of these starts when teams reach their bench areas.

One timeout per team in every overtime period.

The shot clock does not reset during a timeout

If a legal request for a team time-out is made to an Official then the following procedure should be followed.

- i) If the ball is dead, then the Official should blow their whistle immediately and shout: "Stop *all* clocks. Time-out, Blue".
- ii) If the team calling the time-out has player possession of the ball in their attacking half, then the Official should blow their whistle immediately and shout: "Stop *all* clocks. Time-out, Blue"

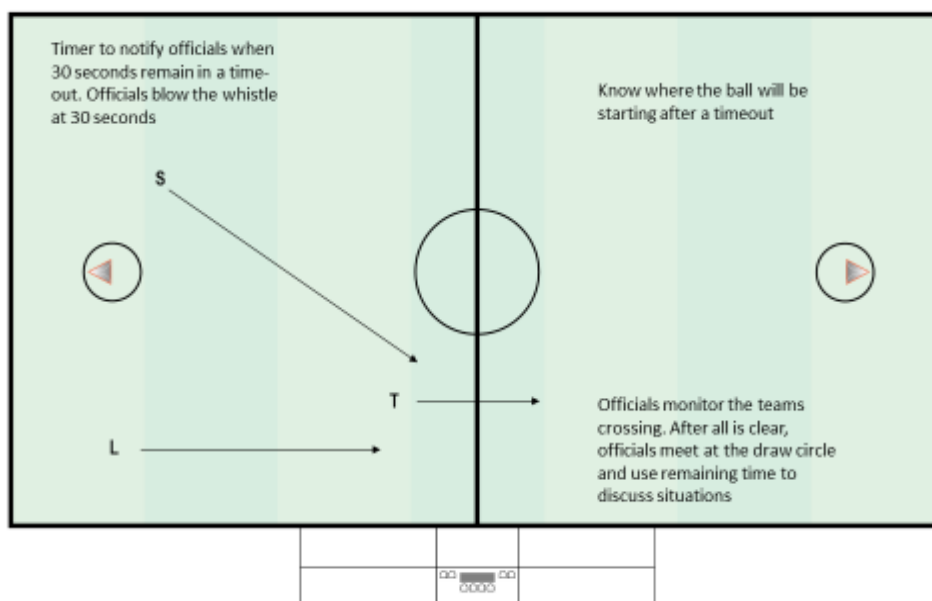
If the request is illegal, perhaps because the team did not have possession in their attack half or because they have no time-outs left in the relevant half or overtime period, then a minor foul has been committed and the usual rules apply. Officials should not ignore an illegally requested timeout.

All officials should anticipate when a time out call may likely be called by one of the teams and be ready to react to that call if needed. For instance, when an offensive player is trapped on the sideline and is about to lose the ball. Be alert that a time out call may be coming. However, players or coaches are not allowed to reserve a time out where they might say, "I want a time out when the ball crosses the center line." They will still need to make the request for a time out when the request is legal to have a timeout.

Officiating the timeout

- Timeouts are important to teams we can't miss the requests
- Defensive must be in offensive half
- Offensive half only
- Called for on end line. Can they have a timeout or not? If offense yes
- When you are in doubt about a request for a timeout, give the timeout

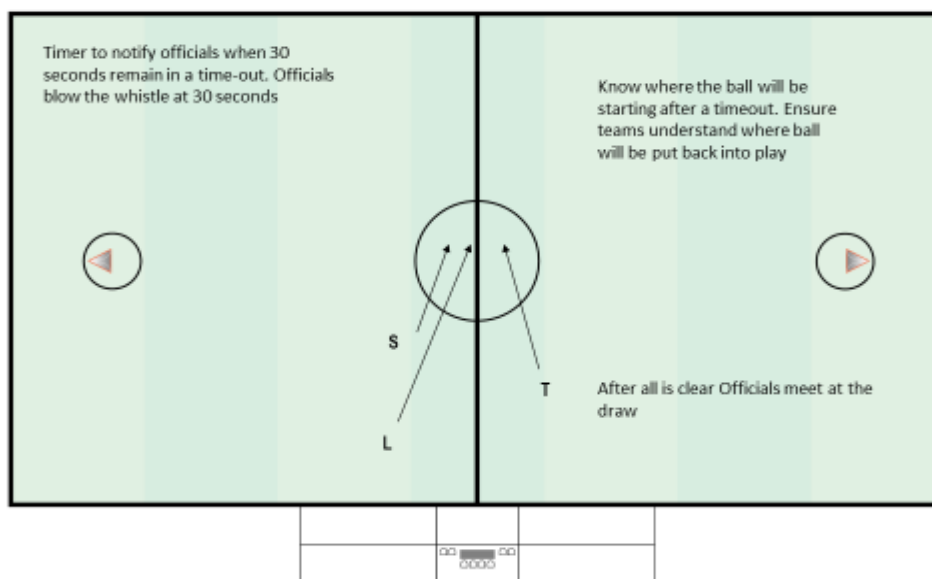
Time-Out Procedure



WORLD UNICROSS
SIXES

When a team calls a time-out, there should be at least 2 Officials in between the teams as they cross over. This is to deter any baiting and taunting, and any cheap shots that may be taken. The other Official should retrieve the ball and then join the other Officials.

Time-Out Procedure (after teams are settled)



WORLD LACROSSE
SIXES

Once the teams are in their respective huddles, all of the Officials should meet in the middle of the field near the center "X". The time of the time-out should be recorded, and the score and the position regarding time-outs confirmed.

The Time-Keeper should be keeping track of the time and they should let the Officials at 30 seconds. The Officials will also sound their whistles. One of the Officials then informs both head coaches of time-outs remaining. All Officials **MUST** know where the ball will be starting when play is resumed.

The Official who is to restart play holds the ball in their hand above their head at the point where play is to restart. Just before the resumption, they notify the opposing goalie of the position of the ball ("Goalie ball is here") and, when they are sure that the goalie is aware of the ball, they place it into the stick and then blow the whistle.

A team may call a time-out prior to the start of the game. It will count as a first-half time-out

OFFICIALS TIMEOUT

When an officials' time-out is required, the Official making the call turns to the Bench Officials, blows their whistle, and then makes the time-out signal while shouting "Stop all the clocks, my time". The Official does **NOT** say "Time-out", as this may be taken by a Coach as a team time-out by the other team and it may result in the Coach entering the field of play illegally.

If the clock has to be stopped to allow an injured player to be treated, then, unless a team uses one of its time-outs, the injured player must leave the field before the start of the next play, and they may not return before the next dead ball. Note that this Rule applies to all players, including the goalkeeper, even with two minutes to go in a tied game! The game clocks after the injured player has left the field will start on the sounding of the officials whistle.

When a player is injured, the Officials should allow their squad's medical staff to deal with them: **THEY SHOULD NOT BE TOUCHED BY AN OFFICIAL.**

If the clock has to be stopped for a player who is bleeding or has blood evident on their person or equipment, then, unless the team uses one of its timeouts, the player must leave the field before the start of the next play. The player may not re-enter the game until the wound has been covered and/or all evident blood has been disinfected from the person, uniform or equipment. The player need **NOT** wait for the next dead ball before returning.

INCLEMENT WEATHER

Where the weather, for example an electrical storm, makes it impossible for play to be continued, then the tournament's Official-in-Chief or the game's Head Official must suspend play immediately.

If play subsequently becomes possible, then the teams should be allowed a reasonable time to warm-up, depending upon the length of the suspension.

LIGHTNING

The World Lacrosse lightning policy should be followed and can be found on the World Lacrosse website. It is advisable to become familiar with this and print a copy for pregame discussions.

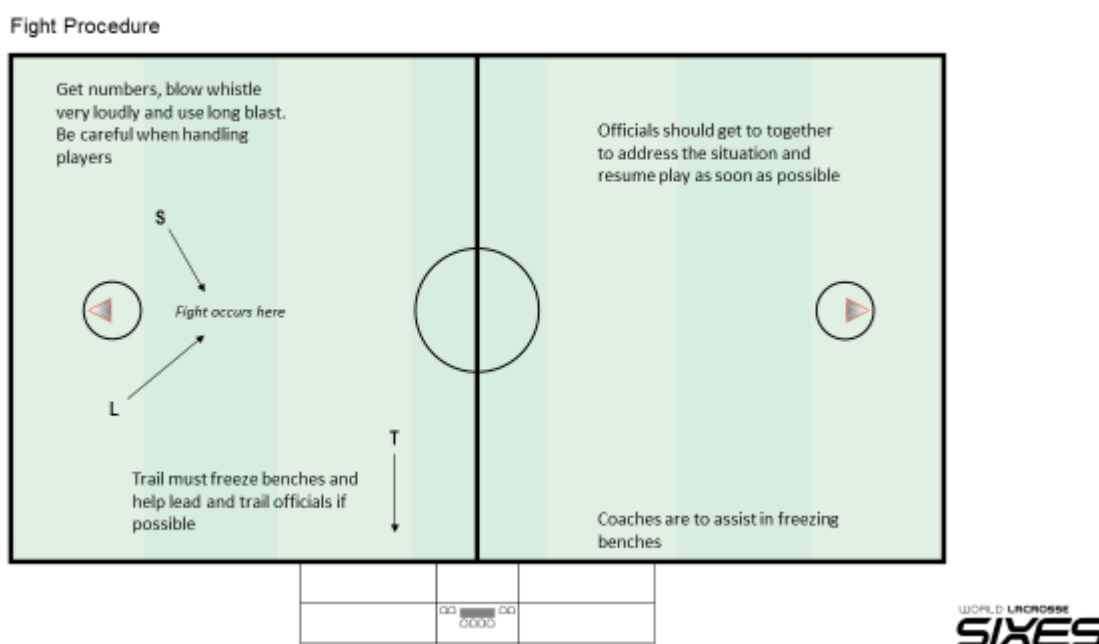
Seek a safe structure or location at the first sign of lightning or thunder activity is highly recommended.

HYDRATION

World Lacrosse continuously evaluates this policy. The Policy is located on the World Lacrosse website. The Official needs to become familiar with this policy and ensure the most up to date policy is being used.

FIGHTING

The diagram below illustrates the procedures that are to be followed in the event of a fight breaking out on the field of play.



No Official wants a fight to break out in their game. The crew that covers a fight procedure in their pre-game will be better off in the long run.

If a fight breaks out on the field, then the Single Official and the nearer Bench-side Official (normally the Lead) should deal with it.

The other Bench-side Official (normally the Trail) must freeze the benches in front of them. This is done by facing the benches with the arms out-spread, blowing loudly on the whistles, and calling to the players to "Stay on the bench". Any squad member pushing past the Officials in these circumstances in order to join in an altercation must be expelled from the game.

The coaches also have a responsibility to freeze their respective benches and to work with the Officials to maintain order. The Lead and Single have the tough job of stopping the fight. If they can get between the players before they start to fight it would be the best. However, most times this does not happen. They must blow their whistles very loudly and try to keep other players out of it.

Don't get yourself into a situation where you end up grabbing a player and either hurting them or yourself. Assess the penalties, and get the game restarted as soon as possible.

If two players from competing teams are fighting and a third player from either team joins in the altercation with the intention of attacking an opponent, then all three players will receive expulsion fouls

After a fight, an Official should stand between the two players, and walk them off to the penalty area. The other Officials should remain on the field to ensure other fights do not break out.

After the incident:

- Send all players to the bench area.
- Direct coaches to get their players together, and get them under control.
- Take a deep breath, and be sure to look calm and in control.

Take your time. Don't feel rushed, complete all of the following steps

- Meet with other officials to determine the fouls and sequence while continuing to observe the field and the players.
- Meet with the scorer before announcing penalties to provide time to record penalties.
- Announce penalties (mandatory expulsion with 2 minutes of penalty time).
- Clearly communicate your expectations about behavior to both benches and to players in the penalty area.
- Feel free to terminate the game if you feel absolute control cannot be regained.

After the game (assigned Head Official only):

- Prepare a written report, including the game conditions, the players involved, a description of the incident, and the resulting penalties.
- In all communication regarding any expulsion or incident, limit your remarks to the facts at hand and what you saw. For example, "In my judgment Blue number 32 kicked Red number 10 (who was lying on the ground) in the chest" speaks only to the facts of the incident.
- Do not say something like "Blue number 32, who is a dirty player and who is always causing trouble, was angry because White number 10 had just scored a goal, so he kicked them to try to get even," which is filled with opinion and speculation.
- Send draft of the game report to your partners to check for accuracy, facts, etc... BEFORE submitting report

HEAD COACH'S REQUEST FOR A STICK-CHECK



Only the Head Coach may request a stick check and only during a timeout or normal stoppage of play. One request per team for each stoppage legally asks for a stick-check, the Official who has been asked for the stick-check should blow their whistle, stop the clock, move towards the relevant player and advise them that their stick is to be checked. The Official must ensure that the player knows that their stick is to be checked.

Once the stick is in the possession of the Officials, the Head Official and one other Official should take stick center of field for measurement. The Head Official should administer the stick-check with their back to the Benches. The other Official should hold the stick while facing the benches.

The other Official should keep players away from the check and should watch the players on the field. The measurement for a legal stick can be found in the rulebook. It is recommended that the official writes the requirements on their scorecard.

Parts of the stick to be measured or test are

- LENGTH
- HEAD
- GOALKEEPER
- SHAFT
- BUTT END
- BALL STOP
- POCKET STRING LENGTH

Pockets of the stick carry different requirements for the Women's and Men's Games

Women's Pocket

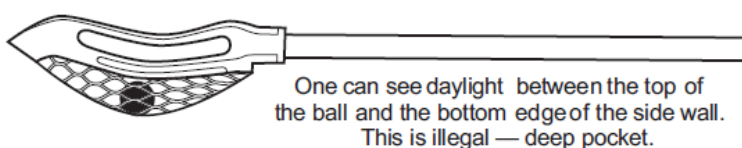
The top of the ball, when dropped into the pocket of a horizontally held Crosse both front and back, must be visible above the top of the entire wooden or plastic sidewall wall after reasonable force with one hand has been applied to and released from the ball. The ball must move freely within all parts of the head and pocket, both laterally and along its full length of the front and back of the pocket. To ensure the ball rolls freely, the official will tilt the stick in both directions so that the ball moves freely from the ball stop to the scoop and out of the stick. The ball must not become wedged between the walls, under the guard or under the bridge of a wooden Crosse, or in the ball stop, or under the walls of a plastic/molded head Crosse. The ball must easily fall out of the pocket of the Crosse when the Crosse is turned upside down. The pocket shall not be strung and the strings of a color pattern so the as to confuse an opponent into believing that the ball is in the stick when it is no, or that the ball is not in the stick when it is

Men's pocket

No pocket shall sag to such a depth that the top surface of the ball placed therein is below the bottom edge of the sidewalls when the stick is held horizontal to the ground with the net to the bottom of the stick. The stick and pocket shall not be constructed so as to withhold the ball from play or obstruct the free dislodgment of the ball by an opponent. When the stick is turned parallel to the floor the ball must exit the stick. The pocket shall not be strung and the strings of a color(s) or pattern so as to confuse an opponent into believing that the ball is in the stick when it is not, or that the ball is not in the stick when it is. This prohibition shall not apply to the stick of the designated goalkeeper.

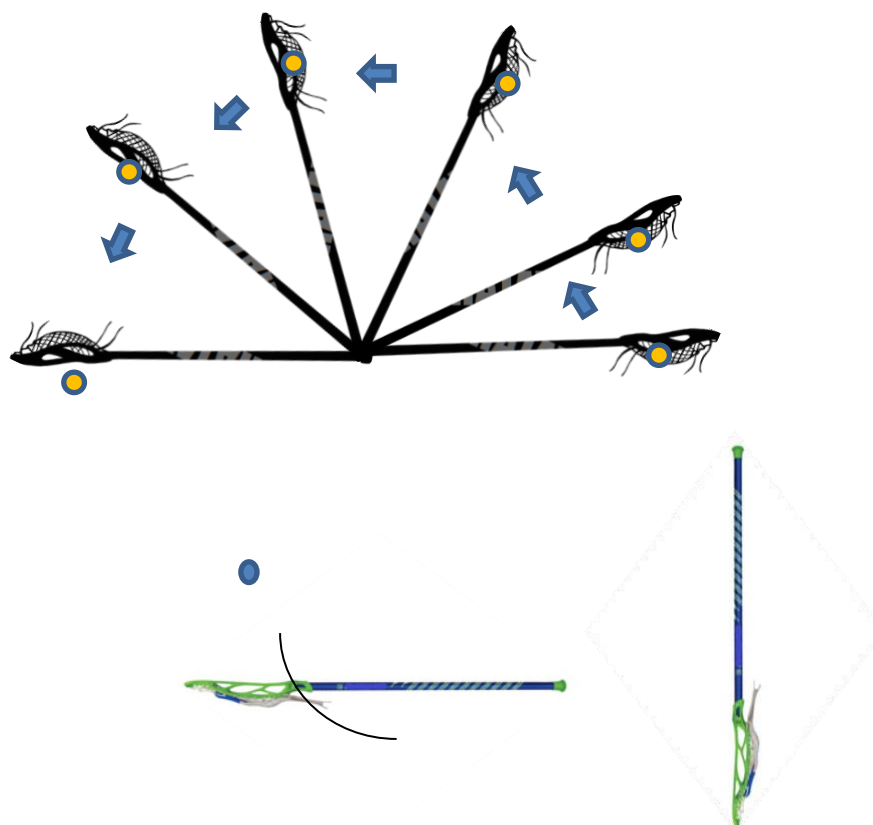
Stick Check

- The stick should be held horizontal to the ground.
- The ball should be placed into the stick: it should not be forced into the stick by hand.
- The depth of the pocket should be checked, as specified above.



The stick should then be turned upside down in one movement, taking two seconds or so. This is done by simulating a pass or a shot and continuing until the stick has rotated through 180 degrees and is thus upside-down.

This is done once only. If the ball falls out, then that aspect of the stick is legal. If the stick retains the ball, then the stick is illegal.



APPLIES TO BOTH MEN'S AND WOMEN'S

Only one penalty shall be called if multiple items are found during one stick check.

If a player has already been given an unsportsmanlike foul for touching the head of their stick after the stick-check has been called and their stick is then found to be illegal, then a second unsportsmanlike foul is assessed.

The goal shall be disallowed if:

- after the scoring of a goal and before the next live ball, the stick of the goal scorer has been declared illegal for any reason;
- If an attacking player kicks the ball into the goal and their stick is declared illegal for any reason;
- If the ball deflects off an attacker's body into the goal and their stick is declared illegal for any reason.

If after a goal is scored and a stick check finds the stick to be illegal the goal will be wiped out and the player will not serve a penalty for the illegal stick.

If a stick-check finds a stick to be legal, then a major foul will be assessed to the team that requested the stick check

Altering a stick from the manufacturer in any manner to gain an advantage, is illegal. This includes cutting or removing any part of the stick (e.g., sidewalls). An altered stick is considered an illegal stick

Any stick in which the net is woven to the head in such a manner that a lip or hook is formed that might ensnare the ball is illegal

The weaving (net) must be attached firmly and completely to the sidewalls,

WL has determined the stringing of the stick in the picture below is illegal due to the three items listed above pertaining to the stringing of the stick.



COMMUNICATION

The Art of Communication is one that many struggle with for various reasons. We must remember the main reason for communication during the game is de-escalation of events.

WITH PARTNERS

Prior to game

This starts early well before day of game

By telephone or email, or text (24-48 hours before the contest):

- Confirm the time and location of the game.
- Confirm the time and location of meeting.
- Confirm consistent uniform: long pants or shorts; long- or short sleeved shirt (bring all however)
- Pre-Game

During the Game

Where a problem occurs, such as an official believes that another official may have made an error in the application of a rule, a disputed goal, then an officials' time-out should be called. The Officials should get together to sort the problem out ensuring that they are also monitoring the players on the field. The decision should be communicated to the Bench Officials and the Head Coaches, and the game should be re-started as soon as is possible.

The Head Official may need to take control of the discussions to ensure that a quick and accurate decision can be arrived at.

If a captain or a Head Coach questions a decision, during a time-out or between periods, then the opposing team should be invited to have a representative hear the discussion. They are, of course, entitled to refuse this offer.

If the Officials feel the need to talk to one Head Coach, then they should talk to both Head Coaches. If a coach wishes to talk to the Officials at half-time, they should be asked to do so four minutes before the end of half-time.

When an on field discussion between officials is required, either the official who called the official's time-out (for simple issues/corrections) or the Head Official (more significant issues) if they deem necessary, it should be resolved by:

- asking the other official(s) for a summary of their involvement in the problem or issue (not their opinion as an on-looker)
- summarizing the known information and checking with the others for any other relevant factors (support or contrary facts, not opinions)
- determining a course of action (decision and outcomes)
- briefing the crew on how the result will be executed (e.g. who is communicating what information to whom and any rotation of positions etc.)

WITH COACHES

Keys to better communication

- Realize that every call we make 50% are going to disagree.
- Prepare yourself to be criticized
- Did we deserve some criticism?
- Establish is it a "comment" vs "question"
- Stay calm
- Maintain an even voice

- Be polite and professional (even if they aren't)
- Be concise and brief (don't elaborate)
- Can you have this conversation with your back to coach? Turning face to face may make it worse. You can still ref the game also.
- Avoid sarcasm – only a few can pull this off and most of us are not in the few even though you think you are
- Ask yourself is this just a misunderstanding – explanation
- Have a short memory – isn't that what we ask from a coach
- During conversation you should not address a situation with your partner if you don't have all the facts. Simply state "I will ask them at the next opportunity". Remember you are a team and placing blame on your partners is never an acceptable thing to do.

Establish protocol with head coach

- Give them time when appropriate
- No assistant's input
- Will answer questions. Don't respond to comments
- You talk to me I will talk to you. Ask don't yell
- Things get bad they need to understand where line is
- If they cross it deal with it.
- Don't let them intimidate you
- Remember what you do is noticed by the other coach

When everyone else is losing their minds is when we need to keep ours!



15 BENCH OFFICIALS

REMINDERS

GAME TIMING

Four quarters of 8 minute each. All time is running with the exception of the last two minutes of the 4 Th quarter and all overtime periods. This means all clocks (game, shot and penalty) stop during these times

15.1 THE TIME-KEEPER

- i) The Time-Keeper must be equipped with a time piece which is able to record time in seconds.

The Time-Keeper keeps an accurate record of the time played in each period, stopping the clock during time-outs of any kind, and then count down the last 30 seconds of periods from the substitution area as follows; 30 seconds, 25 seconds, 20 seconds, 10 seconds, 9, 8....3, 2, 1, Zero.

- ii) The Time-Keeper needs to keep an accurate record of the time intermissions between playing periods, and they notify the Officials one minute prior to the start of each period of play, as well as four minutes before the end of the half-time interval.

The Time-Keeper keeps an accurate record of the time taken during team time-outs, and they notifies the Officials 30 seconds before the re-start of play.

- iii) The Time-Keeper must stop the clock(s) on dead balls during the last two minutes of the fourth period and for all sudden victory overtime periods

- iv) Where a stadium clock is available, then the following factors should be considered.

The Official-in-Chief, in coordination with the WL Games Committee Chairperson, shall determine if the stadium clock is acceptable as a means of timing the game.

Prior to the start of the game the Head official shall inform both teams' Head Coaches that the stadium clock will be the "official clock".

IF we can trust the operator to use the stadium clock properly, including adjusting time forward and back, then it is best that the stadium clock is the "official time". A secondary watch shall be run as a backup in the event of a failure to the stadium clock.

If there is an automatic horn, then this can be used to end the period. Otherwise, the Time-Keeper's countdown to zero is used.

SHOT CLOCK OPERATOR

RESET ONLY ON AN OFFICIAL'S HAND SIGNAL – which is a twirling motion of the hand and arm.

Must not guess or reset on their own.

SHOT CLOCK - Upon a team gaining possession of the ball, there shall be a 30 shot-clock.

The shot-clock shall reset if:

- i) A shot hits the goal pipe or rebounds off the goalkeeper while standing within the crease, subject to the following:
 1. The head of the Players stick must be above Goal Line Extended (GLE) when the ball is released for it to be considered a shot; and
 2. The ball must be released from the Player's stick prior to the shot clock expiring;

- ii) Any foul by the defense to include time serving;
- iii) Any change of possession by either team; or
- i) If play is stopped for a defensive injury.

The shot-clock shall not-reset:

- i) If the shot does not come from above GLE;
- ii) During a team or Official's timeout;
- iii) If the ball hits the goalkeeper or a defensive Player while outside the crease; or
- vi) If play is stopped for an offensive injury.

15.2 THE PENALTY TIME-KEEPERS

Two Penalty Time-Keepers are required for each game, and they need to be equipped with time pieces which can record time in seconds. The Penalty Time-Keepers are positioned at either side of the timer's table, behind the penalty box.

The Penalty Time-Keepers time the period of any penalty imposed by the Officials and audibly count down the penalty time to the penalised player, as follows: 30 seconds, 15 seconds, 10, 9, 8....3, 2, 1, Release.

The penalty timekeeper must not provide penalized players with advice about legally returning to the field at the expiration of their penalty. The appropriate response to questions from a player is, "Ask your coach." This ensures the timekeeper is not held responsible for any penalty time incurred by the player illegally returning to the field.

The timing of a penalty begins when the penalized player sits down on one of the seats in the penalty box, or when the whistle blows to re-start play, whichever is the later.

If there are no empty seats left in the relevant penalty box, then the penalised player should kneel on one knee beside the seats.

The penalized player should spend the whole of the penalty time on the seat.

The penalized player should then return to the players' bench.

Penalty time will only be served during normal playing time. Stoppages in play for all time-outs will also temporarily interrupt penalty time. During an authorized time-out, or between periods, a penalized player may leave the penalty box, but they must return at the commencement of play to complete their suspension.

If a player who is serving a penalty stands up, then the penalty clock should stop until they sit down.

15.3 THE SCORERS

Each team provides a scorer and, unless otherwise designated by the Head Official, the visiting scorer is the official scorer. Where it deems it appropriate, the organizing committee for a tournament shall appoint the scorers and nominate the official scorer. The scorers keep a record of the goals scored by each team and the name and number of the player scoring the goal.

The scorers should check with the Officials at the end of each period to ensure that they have the same score. They should also check the position regarding time-outs with the Officials.

The scorers keep an accurate record of the number of time-outs taken by each team, and they notify the Officials immediately if a team exceeds the number allowed in a half or in an overtime period.

The scorers keep a record of the name and number of each player upon whom a penalty is inflicted, the type of foul, the duration of the penalty, and the game time of the penalty.

The scorers notify the Officials if any player incurs (3) three major fouls.

THE POST-GAME

DEBRIEFING, LESSONS LEARNED AND IMPROVING YOUR GAME

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

Some suggestions:

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