

2021 MEN'S FIELD LACROSSE OFFICIATING MANUAL



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DEDICATION

The **Haudenosaunee believe** that Lacrosse is a sacred game, a gift from The Creator, and that, when a game of lacrosse is to take place, The Great Spirit passes over the ground on which it is to be played and blesses the participants and their lacrosse sticks.

ACKNOWLEDGEMENT

This manual seeks to improve the competency and consistency of officiating in Men's Field Lacrosse, played to the International Rules.

In so doing, it inevitably draws heavily on the ideas and the writings of many people from the lacrosse-playing nations. Through the years, much time and effort has been devoted to attempting to improve the standard of lacrosse officiating and to promoting consistency in the mechanics of officiating.

Graham Lester of England did more than most. Graham's international lacrosse career as a player, referee, assessor, Deputy Referee-in-Chief, and as Referee-in-Chief, included 13 Senior Men's and Junior Men's world championships, and numerous other international competitions. Graham was a true student of the game and of lacrosse officiating. Everything he learned he freely shared with his colleagues.

The game of lacrosse owes a great debt of gratitude for the countless years of leadership and dedication that Graham gave to the great game. Without Graham's significant contributions international lacrosse officiating would not be as advanced as it is in the many countries around the world. Sadly, Graham left this world far too early, leaving a legacy that will be very difficult to surpass.

World Lacrosse (WL) hereby acknowledges its debt, and records its grateful thanks, to Mr Graham Lester.



Graham Lester – 1944 - 2013

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REVISION HISTORY

1994	Original version. Graham Lester, Referee-in-Chief, World Championships, Manchester, England.
2000	Original graphics. John Hill for the Manchester England mechanics seminar
2002	Lindsay Scott, Referee-in-Chief, World Championships, Perth, Australia.
2006	ILF Referees Committee prior to World Championships, London, Ontario, Canada.
2008	Graham Lester, ILF Chair of Officiating and Don Blacklock, Referee-in-Chief, Under-19 World Championships, Coquitlam, Canada
2010	Don Blacklock, FIL Chair of Officiating, and Graham Lester, FIL Chair of Rules for the World Championships, Manchester, England
2012	Don Blacklock, FIL Chair of Officiating, and Terry Harding, FIL Chair of Rules, for the World Championships, Turku Finland
2014	Don Blacklock, FIL Chair of Officiating, and Terry Harding, FIL Chair of Rules, for the World Championships, Denver USA
2016	David Goulet, and Dennis Mulroney for the World Championships, Coquitlam, Canada
2018	David Goulet, and Dennis Mulroney for the World Championships, Netanya, Israel.
2021	Mark Polden, Chair of the World Lacrosse Men's Officiating Sub-Committee, including contributions from committee members: Dennis Mulroney, Peter Davidson, Kentaro Shimizu, Barbara Zelenay, Jasper van der Horst, Ryan Dutkus and Tom Sutton, WL Officiating Chair.
2021v1b	Mark Polden, Dennis Mulroney. Over & Back wording, Scorecard markups, minor errors fixed.
2022	Mark Polden. Removed "Iroquois" reference from Dedication, Corrected Time-Out possession requirement statement, modified duties of the LL official and the LR official at the face-off as per the WL Men's Officiating Sub-Committee post U21 World Championship review.

1 THE AIMS AND OBJECTIVES OF THE MANUAL

Good lacrosse officiating is a blend of three prerequisites:

- 1 An official must have sound judgment, qualities that are difficult to teach, although wisdom, the thoughtful accumulation of knowledge and experience, develops as the seasons go by.
- 2 An official must also be dedicated to rules knowledge, and to learning the disciplines of positioning, signalling and field mechanics. These can be taught, learnt, and mastered.
- 3 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. These can be taught, learned, and mastered.

The aim of this manual is to support the effective application of the Rule Book by providing methodologies and agreed interpretations that promote the consistent officiating of Men's Field Lacrosse played to the International Rules throughout the world.

The rules of Lacrosse are complex; therefore, it is very important that officials know them intimately through on-going close study, review, and practical application.

If the rules **ARE** known thoroughly then, in tight situations, the actual wording from the Rule Book can come instantly to mind, so that a problem can be solved with certainty and with the minimum of delay.

This can only happen after many hours of dedicated effort by the Official.

The rules do not cover such crucial elements as the philosophy of officiating, teamwork, and field mechanics.

The Manual explains how to officiate with a 3-person crew on the field, as required by the Rules. The procedures and techniques are designed to give the best officiating coverage for the normal play of the game.

If the procedures are embraced, fully understood, and executed by all officials then, after discussion, review and adjustments, 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.

The manual has been written with many different sets of circumstances in mind, some examples of which are:

- The "Trainee" who is officiating their first International Rules game.
- The Official who is officiating an International Rules game involving:
 - Two teams from their own country.
 - An overseas touring team in their own country.
- The Official who is officiating in the World Championship, the Asia Pacific Championship, the European Championship, or another such event.

As these situations vary greatly in all respects, it is recognised that some officials will gain more from the manual than others, depending on their experience, the situation which they are in, and other factors.

World Lacrosse is confident that, if every Official who is to officiate an International Rules Lacrosse game uses this manual to support the effective application of the Rule Book, then a more consistent and higher standard of officiating will be achieved.

The Rule Book and the Manual cannot give total guidance to an official so that every situation will be covered.

Every official should have an enquiring mind and be prepared to discuss game situations with other officials.

Unusual game situations **DO** repeat themselves. If the conclusions drawn from such discussions are recorded and/or remembered, then the agreed solutions to those problems can be recalled during a game so that difficult situations can be resolved promptly.

[Section 16](#) describes the key principles of performance reviews to support a cycle of continuous learning and improvement. Please read it.

REMEMBER:

THIS IS YOUR MANUAL.

READ IT OFTEN.

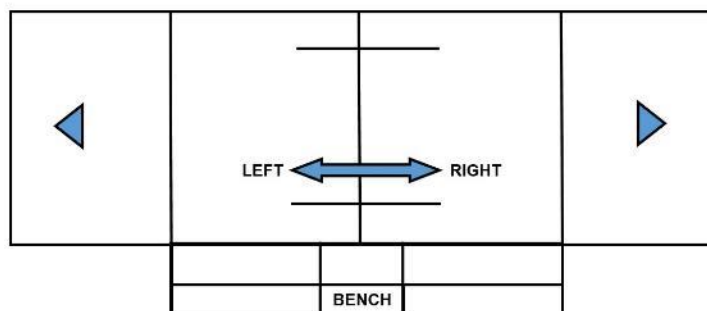
YOU WILL BE TESTED EVERY TIME YOU WORK THE FIELD.

2 USING THE MANUAL

Prior to 2020, the term Referees was used to designate the on-field officials of a Men's Field Lacrosse game. World Lacrosse is committed to achieving Harmonization between the different lacrosse disciplines, without diminishing the aspects of each which make them unique. Wherever possible the word referee has been replaced with Official.

- In the manual, it is assumed that there will be a five-person team in charge of the game:
 - Three Officials on the field of play,
 - plus, a Chief Bench Official (CBO) and a Bench Manager (BM).
- During the game one of the three on-field Officials will be working alone on the far side of the field, opposite to the bench areas.
 - That official is referred to in the text as the "**Single**" (S).
- The other two Officials will work the bench area side of the field:
 - Where relevant in the text, the bench-side Official who is responsible for the goal around which there is currently play, or towards which the play is going, is designated the "**Lead**" (L).
 - The other bench-side Official who is nearest to the Special Substitution Area and furthest from the goal to be attacked, is designated the "**Trail**" (T).

Where a game scenario is used to illustrate a point, the competing teams are referred to as Blue and Red and the field position described by using the term '**Lead Left**' or '**Lead Right**' referring to where the Lead Official is in relation to the bench area.



The following abbreviations are used throughout the text and illustrations to indicate the various officiating positions:

HOF: Head Official, responsible for the settlement of any dispute and coordinating the officiating team.

O1, O2: The other on-field team members who also share responsibility for officiating the game.

For illustrations depicting shared positional responsibilities, during Face-Offs:

FO: Face-Off official, adjacent the center 'X', in charge of the face-off.

LL: Lead Left official, located adjacent the Left Goal Attack Area restraining line.

LR: Lead Right official, located adjacent the Right Goal Attack Area restraining line.

For illustrations depicting specific responsibilities of officials during the play of the game:

L: Lead Official, **S:** Single Official, **T:** Trail Official,

C: Chief Bench Official, **M:** Bench Manager, **B:** Bench Official(s),

It is anticipated that, once an Official has become accustomed to the manual, then it will be used as a "reference document", rather than read like a novel.

For this reason, certain points and sections are repeated as appropriate, and certain paragraphs from the Rule Book are re-emphasised.

Whilst this could be irritating on first reading, it is believed that this approach makes the manual into a more useful working document.

Should you find any significant errors, identify possible improvements, or have suggestions for future inclusions to this manual, please scan the QR code or select the link below to leave your feedback.

[WL Men's Officiating Mechanics Manual Feedback link](#)



3 THE PHILOSOPHY OF OFFICIATING

The Rules of Lacrosse seek to guarantee fair play between the teams by establishing an overall balance between attack and defence.

The Rules also seek to provide a relatively safe environment for all players, within the allowed physical contact of the game.

The Official who fails to discharge, promptly and correctly, their responsibility to penalize players who break the rules will upset this balance and compromise player safety.

No one is perfect, but all Officials should be:

- Firm in their belief in their decisions,
- Supportive of the decisions of their colleagues,
- Fair in the application of the rules,
- Diligent in the management of the game, and
- Professional in their appearance, demeanour, and attitudes.

Officials will be evaluated on how they:

- Manage themselves and work together as a team.
- Effectively and consistently make their calls.
- Respond to changes in game intensity and team behaviour.
- Facilitate the flow of the game.
- Ensure a safe and fair contest for both teams.
- Apply the officiating concepts and mechanics in this manual.

Officials will **NOT** be judged on the number of fouls that they call,

- or the percentage of the fouls called in the game, which are called by them.

An Official is not on the field as an equaliser, or to keep the score down,

- that is the job of the coaches and their team's players.

Officials should not call fouls that are **NOT** there, because they think they must make calls,

- or because it has been some time since they have called a foul.

Officials should not stop calling fouls that **ARE** there, because they think they have called too many fouls,

- or because one team seems to be receiving most of the penalties.

Officials should only call what they see, so they must watch the play in their areas of responsibility,

- they must Never guess what might have happened.

A missed foul may be explained by officials not being in position to see it,

- but it is impossible to justify a guess.

Regardless of the level of play, or of how close the game is,

- officials owe both teams the duty to officiate the game to the best of their ability.

To the players in the competing teams, their game is the most important thing happening to them that day.

Players and coaches are in an emotional situation and are quite likely to get excited.

The Officials are the only impartial people in the game, therefore:

- Officials **must** remain calm and collected, and always retain their composure.
- Decisions **must not** be "**SCREAMED**" at players.
- Officials must keep their voices under control or,
 - others may presume that they are not fully in control of themselves or in control of the game.
- Officials **must not**:
 - Communicate an attitude that will create resentment when they call a penalty.
 - Shout at players or coaches,
 - Point aggressively at a player or coach,
 - Make a call when "in a player's face"!
 - Show irritation or annoyance.
- Officials should always refer to a player by his team colour and his number,
 - rather than by his team's name or his name.
- Officials should not initiate physical contact with a player,
 - as players may react reflexively and/or unpredictably.
- Officials should be Courteous and Considerate,
 - but they should also be Firm and Decisive.

Remember – Officials should conduct themselves on the highest possible level, as a representative of World Lacrosse, and of their own National Governing Body.

Officials must not be affected by remarks from the players, the bench personnel, or the spectators.

If Officials can be influenced in this way, then they will lose respect, as they will be considered weak.

Appearing unaffected by such remarks, will earn respect for the officials, despite their comments or complaints.

Abuse of officials should not be ignored, just process, and penalize it dispassionately like any other foul.

In all instances, it is not your job to convince coaches or players that you are correct.

Rely upon your training, officiating experience, and rule knowledge.

There are two primary criteria that an official can use to evaluate their performance on any one call:

- First - "Was I in the correct position to make the call?"
- Second - "Did I apply the correct rule?"

If an official can honestly say yes to both, then the call was most probably correct.

However, if they were out of position, or did not apply the rule correctly, then the affected players and coaches may be understandably upset.

When this occurs, personal reflection, and mentor or peer feedback, may assist with identifying how these situations can be improved upon in the future.

A Lacrosse match should ideally end with all parties able to say that the Officials had no bearing on the result of the game. If the officials are to be remembered at all, it should be for doing an excellent job.

4 GAME MANAGEMENT

Game management is the subtle art of reading and understanding the context of the game or situation and using the most appropriate balance of game control skills to manage the contest safely and effectively. It is an especially important skill for Officials to master.

Officials provide a service to the players and their coaches, as game facilitators, not rules dictators. Not every game should be officiated in exactly the same way. (e.g., junior games are not officiated in the same way the final of an international tournament, even though the rules are basically the same).

Game management includes dealing with the unusual situations, as well as the routine, and involves knowing when to call the foul, and when to let it go. It requires good communication skills, an ability to respond appropriately to changes in the temper of the game and ensuring that the game is fair, even if it is not an equal contest.

Officials should attempt to officiate with 'common sense', applying their understanding of the spirit and intent of the rules with a focus on fairness, and the best interests of the game, rather than following the rules literally. While doing this they must remain very aware of player protection and player safety and, be aware of the effect that **NOT** making a call has on the offending team's opponents. (See [Section 3](#) The Philosophy of Officiating)

4.1 CONTEXT

Officials must use context when considering the action(s) taking place (on and off the field), and assess the potential risks, as part of their decision-making process.

Context – the set of circumstances and surrounding factors that enables an understanding of why something has happened (or is happening).

There are two types of context that Officials must consider during a game:

- the **Overall Context** - the circumstances and factors that impact on the overall atmosphere / general behaviour / situations during the game such as:
 - history or background
 - teams and participants
 - environmental issues
- the **Situational Context** – the circumstances and factors involved in the actions or interactions between individuals during the game (and how the overall context impacts on that situation).

Within these context's there are the four key elements of game management, **Safety, Fairness, Flow** and **Temper** that Officials must constantly address. The degree of focus or emphasis on each of these elements must be adjusted throughout the course of a game, to adapt to the changing **Situational Context** and levels of risk, by applying the appropriate blend (and level) of Game Control Skills.

Officials must use their Pre-Game Meeting (refer to [Section 7.4](#)) to establish a common understanding of the **Overall Context** they will be officiating in, the potential risks that need to be addressed and, what strategies they might need to use to manage the game effectively.

STEP 1 – discussing what the officials may know about how the game will be played, and the participants will act, by looking at factors like the:

- teams:
 - are they evenly matched or will it be dominated by one of the teams?
 - is there a history of intense rivalry or hostility between them?
 - what style of play is likely (e.g., a high tempo free flowing game or an aggressive, physical, or confrontational contest.)?
 - what is at stake for them (e.g., is it a championship game, an elimination game, a friendly or the last game of the season/competition)
 - what are their expectations (e.g., team ambitions, intentions, potential frustrations)?
- participants:
 - are the players skill levels high, low, or varied?
 - is there a known history of aggressive behaviour between any of the individual players?
 - are the players or off-field participants verbally aggressive toward the officials?

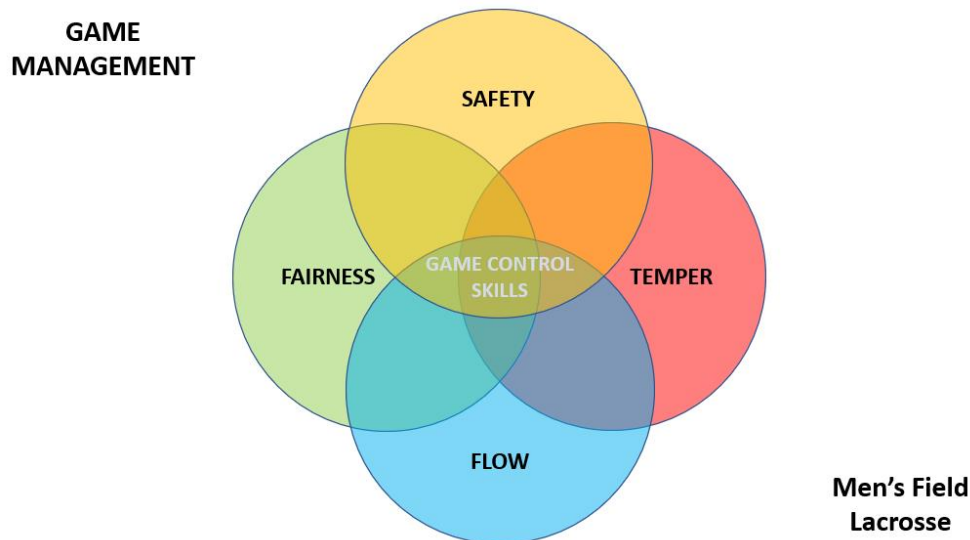
- environment:
 - are the field markings correct?
 - are the Timekeepers and Scoring Officials and their equipment present?
 - are there other infrastructure risks to manage (e.g., field condition, player safety, crowd control / safety, team separation etc)?

STEP 2 – consider how these factors may impact on the game and determine what:

- might go wrong and what risks may need to be addressed.
- negative or inappropriate behaviours will indicate a need for the officials to adjust their handling of the game. (thresholds or triggers)
- signal will be used to indicate the need for an adjustment to the Officials handling of the game.
- strategies will be applied to reduce the risks and maintain control of the game (e.g., Communications, Preventative Officiating, Penalty Escalation, Strict Rule Interpretations).

STEP 3 – continue to assess the game for changes in overall context and adjust the application of Game Control Skills accordingly.

NOTE - All personal fouls must be dealt with promptly to maintain the safety, temper, and fairness of the game. Officials must use their assessment of the situational context when considering penalty options, but it must never be used as a reason not to apply a personal foul.



4.2 GAME MANAGEMENT ELEMENTS

The key elements of game management are:

4.2.1 Flow

Keeping the game flowing, running, proceeding, in motion or movement without unnecessary delays or interruptions.

Officials can reduce the likelihood of delays or interruptions by:

- allowing teams to play within the 'spirit' of the rules by effectively applying the appropriate game control skills. (Preventative officiating, Advantage/Disadvantage, Play-on and Slow-Whistle)
- acting effectively as a leader – doing or arranging to get done whatever is critical for the crew to accomplish its purpose without unnecessarily delaying the game.
- exhibiting a positive personal demeanour with presence, confidence, and approachability – reducing the likelihood of delays for dissent or debate.
- using their communication skills effectively to address all stakeholders in the game (e.g., individual participants, teams, crew, and spectators) – avoiding delays created by confusion.
- ensuring re-starts and crew rotations to cover out of position Officials are efficient and timely (e.g., swap positions to cover any 'travel' needed to signal to the bench).

Delays or interruptions to game Flow commonly caused by Officials include:

- stopping play unnecessarily, or incorrectly, and interrupting a team play or a team's momentum in a critical game situation (e.g., incorrectly stopping a clear scoring opportunity)
- overly strict application of rules, process, and strict adherence to technical requirements without thought of intent or context.
- not managing their officiating responsibilities efficiently during stoppages (e.g., unnecessary delays when organising re-starts, relaying signals, managing on field conferences)
- creating confusion through inefficient and/or unclear verbal or visual communications at critical moments in the game.

Poor management of game Flow by Officials increases the likelihood, and potential consequences, of issues to be addressed in the other key elements of Safety, Temper, and Fairness.

4.2.2 Safety

Looking after the welfare (well-being, protection, security) of participants, protecting or guarding them against hurt or injury, freedom from danger.

Officials must make every effort to ensure the safety of all participants by:

- Constantly monitoring and adjusting to changing context and levels of risk
- acting promptly on higher risk situations such as:
 - too many players competing for a loose ball.
 - a 'Play On' where it goes on too long or is inappropriate (e.g., nowhere to go)
 - there are known hostilities between players.
 - personal fouls that have potential for significant injury and subsequent retaliation.
- effectively managing conflicts (potential and actual), emotions, and fears by:
 - consistently applying the rules appropriately and promptly
 - acting decisively to resolve conflict or confusion.
- effectively managing emotions (their own and the participants)
- dealing efficiently with stoppages for problems e.g., injuries, fighting, weather delays
- successfully managing the things that do not happen routinely.

Safety issues will arise when Officials fail to:

- read changes in context, risk or the Temper of the game and adjust their application of the rules appropriately.
- act decisively to resolve conflict, confusion, or emotions.
- deal appropriately with stoppages (e.g., for problems, fighting, injuries, blood, or bad weather)
- effectively apply preventative refereeing techniques or penalty escalation
- show respect to participants in their communications.

Poor management of game Safety by Officials increases the likelihood, and potential consequences, of issues to be addressed in the other key elements of Flow, Temper and Fairness.

4.2.3 Temper

The intensity and tempo of the game and its participants - the composure, mood, volatility, or characteristics of player interactions and the way the game is being played.

Officials must manage the Temper of the game and its participants by:

- promptly recognising and responding to changes in intensity & behavior of players and team(s)
- establishing and enforcing acceptable player behaviors (and be consistent individually and collectively)
- proactively use high level communications as a preventative measure
- adjusting positioning effectively to ensure the best view of a contest and increase players' awareness of their physical presence as a preventative action.
- applying rules and penalties that are scaled appropriately to the context of the situation and the players.

The Temper of a game can be negatively impacted by Officials if they:

- behave inappropriately (e.g., provoking changes to intensity or behavior by being reactive, unapproachable, inflexible in interactions with players or coaches, or lose their composure)
- apply the rules inappropriately or incorrectly (e.g., obvious errors that turn the ball over incorrectly or disadvantage a team significantly)
- fail to apply a rule or penalty to adequately reflect the context of the situation or player (e.g., poor application of game control skills in choice of a personal or technical foul to turn the ball over)
- make incorrect or poor decisions from an inappropriate position (e.g., unnecessarily over-calling another Official, not being in the 'right place to make the right call').

Poor management of the Temper of the game by Officials significantly increases the likelihood, and potential consequence, of other Safety issues that could occur and will need to be addressed.

4.2.4 Fairness

Being fair (without favouritism or discrimination), just (what is right and fair), equitable (unbiased actions), consistent in making decisions and applying the rules.

Officials must manage Fairness by offering participants an equal chance of success by:

- acting honestly and impartially
- being consistent and effective (individually and collectively) in:
 - applying the rules appropriately (based on individual and team behaviors)
 - equitably communicating and interacting with participants.
- ensuring they are in the 'right place to make the right call'.
- correcting officiating errors promptly (made by anyone in the crew)
- owning mistakes (e.g., promptly apologising to players and coaches for a missed call or error).

Fairness issues will arise when Officials are:

- being inconsistent, unfair, unjust, or incorrect in their application of a rule
- not correcting an error when it occurs
- not communicating or interacting with teams equitably
- not being in the 'right place to make the right call'.

Poor management of Fairness by Officials increases the likelihood, and potential consequences, of issues to be addressed in the other key elements of Safety, Temper and Flow.

4.3 GAME CONTROL SKILLS

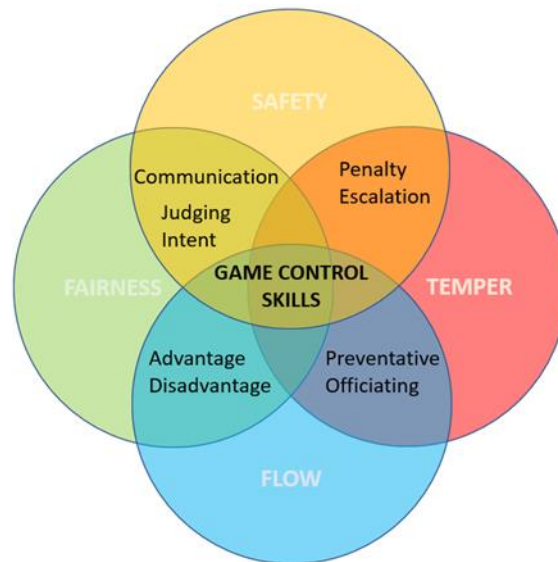
There are many skills (principles, concepts, or techniques) that Officials can use to manage a contest safely and effectively. The 'art' or 'craft' of officiating is being able to read the context of any game situation and choose the most appropriate game control skill(s) to manage risks with the balance of emphasis or focus on the Flow, Safety, Temper and Fairness of the game. The most effective Officials seem to possess:

- a balance of personal judgment and the ability to manage contests without dominating them.
- 'Presence' on the field, an ability that combines reading of the nuances of situations and controlling the game with ease.
- they can enhance perceptions of their fairness in interactions with participants by displaying:
 - an understanding of players skill level, behaviors and intentions and treat them as individuals according to their needs (within reason)
 - respect by explaining decisions, a personable demeanor, and encouraging play to flow.

The ability to identify and apply the appropriate blend of game control skills comes through officiating experience and teamwork. Learn to be yourself, stand tall, relax, and have the attitude that you can handle whatever presents itself using the Game Control Skills described in the following paragraphs.

NOTE – All the members of an officiating 'team' are "equally responsible and accountable" for their application of the game management skills described in this manual, (as discussed in Section 6).

GAME MANAGEMENT



Men's Field Lacrosse

4.3.1 Communication

Effective communicators can establish good relationships that gain them cooperation for their game management activities, especially with coaches who can become advocates for the Officials decisions.

Officials' communications that are simple, clear, and honest can defuse problems before a game gets out of control. These communications must be professional without:

- giving any indication of a relationship with a player or coach involved in the game – that could be perceived as improper by the opposing team.
- commenting about the play or teams – that might undermine attempts to manage the game.

When communicating with participants, Officials must be conscious of the impacts of:

- **context** – the environment and circumstances for the communication. Context guides the Officials choice of things like:
 - the language to use.
 - the degree of formality to adopt.
 - how much and / or what information / explanation can be shared (given the time constraints).
- **filters** – the obstacles, within the source of the message and the receiver, that limit the effectiveness and clarity of the message (e.g., animosity, temper, interest, distraction etc)
- **non-verbal messages** – the unspoken language and actions of the Official that are critical to communications.

When the combination of actions (e.g., facial expressions and gestures), tone of voice, pitch, and tempo are in the mix, the actual words used may have less than a 10% influence in a communication.

'HOW' something is said is more important than 'WHAT' was said

- **body language** – the importance and power of body language in the communication process. These are signals from the person(s) being addressed that can indicate a lack of understanding, disagreement, pending conflict, shame and fear, agreement, encouragement, or signal support.

NOTE – Special consideration must be given to players and coaches whose native language is not English. It should be remembered that English is spoken in many forms and accents around the world.

Strategies that can be used to communicate effectively, in the right context, include those which are:

- **directive** in style and outcome:
 - challenging – giving feedback or explaining how others view the situation (coaches conferences)
 - informing – explaining information or highlighting specific areas (coaches of players)
 - guiding – suggesting a specific course of action (officials conferences)

- **Collaborative** in style and outcome:
 - sustaining – supporting positive performance or showing empathy (Officials' communications with each other, working with coaches on specific issues)
 - informing – explaining or sharing simple information to reduce frustration (players)
 - eliciting – asking questions or encouraging self-reflection (developing consistency)
 - examining – looking at options or discussing the pros and cons (coaches conferences).

Humor can be used to defuse tense situations, but it must be used with care. Sarcasm must be avoided; it is unprofessional and often misinterpreted by participants.

Explanations must be clear, using language appropriate to the participant(s) knowledge and level of understanding. When explanations are required, Officials should be looking and listening for indications that they are listening and comprehending what is being said. Puzzled expressions, frowns, sighs, body language, lack of response or engagement are clues that someone has not understood.

For example, an effective way to ensure a coach has understood a message is to encourage them to ask questions. This will help clarify the information that has been provided and should help overcome some problems with communication. If they have no questions, but the Official is unsure that they have understood, they should be prompted by asking some questions of them to check their understanding.

Ineffective communication between Officials and participants will occur when the:

- content of the communication is wrong for the situation.
- verbal and/or non-verbal messages did not communicate what was intended.
- participant is not paying attention.
- participant misinterprets or fails to understand the content of the message because they lack adequate listening or non-verbal skills.
- participant understands the message but misinterprets its intent.
- messages sent over time are inconsistent, creating confusion about what is meant.

Using a 'one size fits all' approach to communications with participants is very counterproductive. Keep it simple! Officials must consistently use common and appropriate terminology from the primary sources (e.g., the rule book) without using contractions, slang terms or 'local' (to them) expressions.

4.3.2 Judging Intent

Officials must work at developing an understanding of what players are trying to do in various situations (as well as reading the 'context'). Understanding the intent of an offending player is critical in assessing the appropriate penalty to be applied for a foul, or the application of other game control skills.

To judge intent Officials, need to be alert to:

- the body language, words, or actions between players, from other players, from the bench etc that might indicate things like:
 - direct or implied threats of violence
 - acts of intimidation or bullying
 - verbal encouragement to act more violently.
- the appropriateness of actions. For example, with a stick check that hits a player's body, the Official should make a judgement by considering questions like the following:
 - Was it accidental?
 - What was the impact, serious or incidental?
 - Was the player impeded, or no impact at all?
 - Did the player use some part of their body to block or ward off the check?
 - Was the level of force reasonable or was it unnecessary?
 - Was it a genuine attempt at a legal check (i.e. was there no way that the check could be legal or achieve the intent from where the offending player was)?
 - Did it appear to be deliberate, reckless, or completely indifferent to consequences (i.e. Unsportsmanlike)?

4.3 3 Preventative Officiating

The Flow, Safety, Fairness and Temper of the game can be significantly improved when Officials use their positioning and verbal communications to 'prevent' fouls by:

- ensuring players are aware of their presence and alertness to potential breaches of the rules.
- warning (or cautioning) players during play to indicate what is 'acceptable' during play.

Officials should not try to 'catch players out' on such matters as:

- Having a foot on the wing area-line or the goal area-line at a centre face-off.
- By not being 10 yards (9.14 metres) away from a face-off
- Being closer than 5 yards (4.57 metres) from a teammate taking a free play.
- Not interfering with the face-off players until a face-off is completed, (Rule 34.5).

Officials should attempt to guide players to an understanding of what is acceptable during play on such matters as:

- checking an opponent just above the gloved hand – they should be warned in the first instance to "*Hit the stick*", "*Find the stick*" or "*Keep it on the stick*".
- The player who persists in checking above the glove after he has been warned must be penalised promptly.
- players fighting for a loose ball should be warned to – "*Keep it down*", "*Keep it legal*" and they are reminded that they "Want the ball."
- defenders who are closer than 5yds from an opponent taking a free play should be warned – that they are "TOO CLOSE"
 - Officials may be accused of coaching if they advise players of 'when they can defend'.
- interference in front of goal by defenders and moving picks by attackers should be allowed some latitude when there is heavy traffic in this area with warnings given to:
 - defenders – "*Let him move*".
 - attackers – "*Hold your picks*".

If there is fifty/fifty pushing in front of the goal, then it may be best to blow the whistle to warn both players. (**Note:** the simultaneous technical fouls cancel each other). Any deliberate and significant interference should be penalised straight away.

- Offensive or insulting talk between players must be quietened quickly. A player who curses (swearing) quietly should be warned about their language in the first instance. Cursing should be penalized immediately when it is:
 - loud enough to be heard on the bench or by spectators or,
 - directed at an opponent or an Official.
- When a player has been hurt and he curses in consequence of his pain, then he should be asked to
 - "Keep it down".
- The circumstances can be briefly explained to any complaining opponent –
 - "OK –they are in pain" will normally suffice.
- Arguments with Officials or disagreement with their decisions must be quietened quickly:
 - a player questioning a decision quietly and politely can be given a brief explanation – "*Momentarily offside*" and "*You turned into it*"
 - loud or abusive disagreement, including questioning the integrity of an official, making direct criticisms or threats – should always be treated as unsportsmanlike conduct.
 - a coach or player asking a realistic question in a sportsmanlike manner – can be answered if the Official considers it appropriate (to support the management of the games Temper and Safety)

Officials should answer questions, never statements. If a statement is made the Official must decide if a penalty should be applied (if it was offensive or insulting) or, if it can be ignored without any impact on the game management elements of Temper, Fairness or Safety.

A game with increasingly out of control play, (usually unsportsmanlike behavior or unnecessary roughness) that threatens to impact on the Temper and Safety elements of game management, can be managed preventatively. Officials can use the following methods to improve their control of the game:

- Observing the warning signs in participant behavior:
 - players – increasing levels of aggression (physicality of hits, ‘in their face’ acts of intimidation), seeking opportunities to retaliate (or goad a retaliation)
 - coaches – encouraging or supporting aggressive actions, rather than playing the game.
 - supporter – cheering the aggression more than the scoring of goals.

These signs indicate that the Officials need to pay more attention to player interactions, including keeping track of players who are pushing (or likely to push) the limits of the rules, and be ready to act.

- Limiting the number of opportunities for problems to arise by:
 - changing the threshold for calling fouls – showing less tolerance for minor fouls.
 - changing the pace of the game by:
 - taking a little more time explaining penalties and settling down players before re-starting play
 - being generous on your interpretation of 5 yards for re-starts (give time and space for players to cool off)
 - calling a conference with the coaches of both teams to stress the need for safety and:
 - reminding them of their responsibility to assist the Officials to “*keep the game under control at all times*” (see **Rule 22**)
 - outlining what is considered acceptable and how the threshold for penalties will change and how penalties may escalate to maintain control.

It is critical that the Officials maintain their poise and continue to act as required, responding to changes in behavior, not reacting to them (staying calm, without emotion or exaggerated actions).

The Chief Bench Official (CBO) and the Bench Manager should carry out their duties in the same spirit:

During substitutions:

- when a player is running off the field – the CBO should warn the replacement player (who may be excited and impatient to get into the game) to – “*Make a good change*” or “*Keep it legal.*”
- when a player has their foot over the line as they are about to go onto the field – they should be warned in the first instance but, if the offences persist, then they must be penalised.
- a foot over the line by a coach – they should also be warned in the first instance and penalized if the offending persists.

Preventative warnings are important in the bench area, so that it does not get out of hand, impact on the credibility of the Bench Manager, the CBO and, ultimately, the officiating team. The CBO's role and the Bench Manager's role are more fully discussed in [Sections 12, 13 and 14](#).

4.3.4 Advantage / Disadvantage

“Advantage / Disadvantage” is a game management principle that, if skilfully applied by the Officials, can improve the Flow of the game without compromising the Fairness and Temper of the contest.

There are numerous competitive contests during a game of lacrosse which may be technically illegal according to the rules. However, not every illegal contact between players will cause an advantage for the offender or disadvantage the offended.

Recognising these situations on the field when they occur and refraining from blowing the whistle and applying a penalty, or throwing a flag unnecessarily, enables the game to flow and allows the players to fully express their skills and talent in front of their peers, coaches, and spectators.

The excessive application and / or intensity of focus on technically illegal infringements can:

- limit opportunities for the offended player to take advantage of a poor defensive action.
- negatively affect the composure of the participants (Temper)
- interrupt the Flow of the game.

The Advantage / Disadvantage principle can be applied in many different situations throughout the game.

It is usually applied to Technical Fouls committed when attempting to attack the goal or clearing the ball from defence.

It should not be applied to fouls that are:

- a risk to player safety
- required to maintain proper behavior (keeping control)
- obvious to everyone (procedural fouls, offside, Out of Bounds, etc.)
- disadvantaging the offended team
- creating an unfair advantage for the offending team (e.g., allowing the defence time to re-set).

The following example provides a guide to the considerations an Official must address:

- a player with the ball is pushed in the back as they are going toward the sideline, but they continue to play unimpeded and:
 - the offended player has not been disadvantaged in any way.
 - the defensive player has not gained a competitive advantage.

The Official should apply Advantage / Disadvantage because, although the player was pushed illegally, the game should be allowed to flow. The Official should immediately call “*Keep going*” to indicate they have seen the push and are allowing the play to continue (reinforcing what they consider as an acceptable level of player behavior within the context of the game).

- If the player with the ball, as a direct result of that illegal push, goes:
 - out-of-bounds
 - offside
 - into the crease
 - past the goal (missing a scoring opportunity)
 - or loses possession,

The Official must call the push because the:

- offended player has been disadvantaged (not able to continue their play)
- defensive player may have gained a competitive advantage (moving to a better defensive position while play is stopped for the ball Out of Bounds).

NOTE: The Official must only penalise the illegal push, not call the offended player for being out-of-bounds, in the crease, or offside, because of that push. That would be an incorrect and unfair application of the rules, inconsistent with good Game Management, and highly likely to negatively impact on the Temper of the game.

The application of this principle may vary, depending on the skill level, age level, and the context of the game. When considering the application of advantage, Officials should apply the following guidelines:

- possession of the ball – is it still controlled by the offended player or their team?
- potential to score – is there still the opportunity and ability to make a credible attacking play?
- personnel – are there other attacking team players, with sufficient skill, and good position, to continue the potential attacking play?
- proximity – is the play close enough to the goal being attacked?

Officials must be focussed on player safety and be aware of the effect that **NOT** making a call may have on the behaviours of the offended player and their team and thereby affect the Temper of the game.

When an attack play is imminent, it may be more appropriate to apply the Slow Whistle technique (maintaining Safety & Temper with a delayed impact on Flow).

The Advantage / Disadvantage principle must not be applied to Personal fouls, as they involve the potential for actual physical harm, abuse, and cheating, and do not require subtle rule interpretation.

They are clear and evident breaches of the rules and must be controlled by the Officials being vigilant and using either the Simultaneous Fouls, the Slow Whistle technique, or Immediate Whistle – Flag - Penalty application protocols.

The Play-on Technique is different and is applied when the ball is loose. It recognises that a player has been unfairly disadvantaged, but still has a chance to gain possession of the ball and attack. In effect, it guarantees the player will get possession of the ball (See [Section 9.3](#) The Play-On Technique).

Judgements, made by the Officials, are the key to determining what impacts on the play of the game and what does not, and the outcome of the game should not be decided through the incorrect application of game control skills. (e.g., Not calling an illegal push that resulted in the attacker losing the opportunity to shoot at goal).

The application of the Advantage / Disadvantage principle must not be seen as condoning illegal play or cheating, or as favouring one team over the other. The application of the rules will vary, based on the Officials assessment of the relative skill level of the teams, the situational context of the game and the overall context of the competition.

The Advantage / Disadvantage principle is intended to be used to improve or maintain the Flow and Fairness of the game wherever possible.

4.3.5 Penalty Escalation

The escalation of penalties is a strategy for tightening control of a game (or player) that looks like getting out of hand. Officials must remember to adjust the penalties to the context of the game by:

- leaving room early in the game to increase the penalties later when the play requires it.
 - (i.e., do not go too hard too early)
- considering the risks(s) of a negative impact on the Temper of the game (i.e. emotional reactions to an inappropriate penalty)
- winding the escalation back if control of the game is restored to an acceptable level.

(Read [Section 9.2.1](#) Penalty Application, guidelines on the consistent application of personal fouls)

The rules provide several penalty options for Officials to use as a tool to manage the Temper and Safety of the game and its participants. These options include:

- upgrading some technical fouls to a personal foul for unsportsmanlike conduct
- increasing the penalty time for personal fouls (going from 1 minute to 2 or 3 minutes) depending on the severity and intention of the foul
- applying expulsion fouls (to playing and non-playing members of the teams).

When considering an escalation of penalties, the Officials must consider the intent of the player(s) committing fouls as well as other factors influencing the situation. Those factors can include:

- increasing risks to the safety of all the participants (players, off-field, and officials)
- worsening Temper of the game arising from things like:
 - emotions – errors arising from frustration (personal or in respect of the overall situation)
 - lack of control – is it temper, a lack of skill or simply tiredness?
 - reactions – to earlier incidents (e.g., revenge acts)
 - intensity – overwhelmed by a situation.
 - pressure – of the situation or from peers or coaches
 - history – of animosity or rivalry between teams or individual players
- negative reactions from participants that may reduce the overall acceptance, and effectiveness, of the Official's game management actions (e.g., participants thinking penalties are too heavy handed, unfair, or unnecessary).

5 EMOTIONS AND OFFICIATING IN LACROSSE

As many lacrosse players have experienced, emotions can profoundly influence performance.

Officials, like players, are also performers, therefore, how they are feeling needs to be carefully monitored to ensure that their emotions are helping, and not hindering, performance.

Research has shown that emotions will influence officials' perceptiveness, decision-making, self-control abilities, and risk of injury!

Many factors can influence an official's emotional state and research has shown that an official's emotions change frequently throughout a tournament.

The following are just some of the common circumstances that have been reported to influence officials' emotions:

- How much experience the official has
- Missing or making an incorrect call
- Officiating performance assessments
- Past mistakes
- Anticipated future game scenarios
- Weather and game delays
- Injuries
- Feelings of fatigue
- The game score
- Daily hassles off the field
- The personalities and actions of players, coaches, spectators, and officiating crew

Traditionally, emotions have been categorized as either being negative (e.g., anger, anxiety, embarrassment) or positive (e.g., happiness, calmness, relief).

In performance environments however, EVERY emotion has the potential to help and hinder performance.

For example, feeling anxious can cause an official to second-guess their judgement and hesitate on making a call.

Yet, without anxiety, officials would not feel the need to adequately prepare themselves for officiating by keeping fit enough to keep up with the gameplay.

Each official will have a desired emotional state in which they prefer to perform their officiating duties.

Some officials are comfortable feeling anxious before a game because they believe the anxiety will help them prepare and focus in on the present.

Other officials might prefer to be happy because they believe their happiness results in more cooperative communication with coaches and players.

When officials perceive that their emotions are too far off from their ideal emotional state, the official can try to change how they are feeling using *emotion regulation* strategies.

These strategies might be directed at changing the intensity of the emotion, how long the emotion lasts, or the actual emotion itself.

For example, an official who is upset with a coach's criticism might try to reduce how angry he or she feels or try to increase feelings of calmness.

There are hundreds of emotion regulation strategies, but like physical skills, emotion regulation skills need to be practiced for them to be reliable when the "pressure is on!"

Some strategies will require the official to change how he or she is thinking (i.e., cognitive skills).

For example, some officials have become good at forgetting missed calls by using cue-words (e.g., "Focus," "Now," "Flush it") that helps bring their attention into what is happening immediately in front of them.

Other strategies will require officials to physically do something different to change how they are feeling (i.e., behavioural skills).

For example, performing a refined stretching routine before a game can increase feelings of calmness and confidence.

A team of officials working at a World Championship tournament was asked to record the strategies they used to help regulate their emotions.

Below are some of the cognitive and behavioural skills that they reported:

Cognitive Skills

- Remembering and drawing upon past experiences and games officiated
- Reminding yourself to focus on the present or the play immediately in front of you
- Separating the person from the stripes—reminding yourself that players, coaches, and fans might be angry at you the official and not you the person.
- Make the conscious decision to deal with any doubt over a call at the break or after the game.

Behavioural Skills

- Pre-game routines and preparation
- Managing emotional expressions or surface acting
- Increase communication with officiating crew
- Attend a game as a spectator and listen to the comments fans make. Remind yourself that fans are often oblivious of technical rules

An official might also attempt to manage others' emotions throughout the course of a game.

For example,

- An official might call out a player's number to remind the player to keep play clean and reduce aggression.
- Or an official might actively communicate with a coach to keep the coach's emotions from escalating.
- Conversely, an official might talk with a fellow official at the break to help them forget a blown call.

The pre-game meeting provides an excellent opportunity to discuss some potential emotional events or circumstances that might arise in the game and what might be some effective emotion regulation strategies.

For example,

- During the meeting, the officiating crew might remind themselves that the game features two rival teams which might trigger undisciplined exchanges between players.
 - The crew can decide to be extra verbal with players and "make their presence known" to remind players to keep their own emotions in check and actions fair.
- Similarly, the officiating crew might decide to commit a few moments during each game break to discuss questionable calls that might have triggered feelings of guilt, embarrassment, anxiety, or anger in one official.
 - Briefly discussing the call, as a group, can allow the official to process the emotion and move forward with more focused attention.

Anything meaningful will trigger an emotional response which makes emotion regulation strategies a fundamental skill for officials to practice and perfect.

We all have our own emotional tendencies and preferred methods to help manage our emotions.

By devoting time to practising emotion regulation skills, lacrosse officials help develop the *art* of officiating and generate the qualities that turn good officials into great officials!

Andrew Friesen Ph.D.

Special thanks to Andrew Friesen from Canada who specialises in Emotions Management. Andrew joined the officials at the U19 World Championship in Turku, Finland to observe the officials and offer some constructive insights to this often-overlooked area.

6 TEAMWORK

Effective Lacrosse officiating needs teamwork to ensure the consistent management of a game.

Although the Head Official (**HOF**) is empowered to decide the settlement of any game related dispute, officiating or otherwise, (and other specific actions required by the rules) the Head Official does not have “ultimate responsibility” for the officiating of the game.

All the members of the officiating ‘team’ are equally responsible and accountable for the application of the rules (see **Rule 23.1**) and the requirements of this manual.

A successful Head Official is responsible and accountable for building the ‘team’ through the application of their leadership skills, acting as a coordinator by fostering cooperation and collaboration between all the members of the crew, not by acting as a ‘Dictator’.

This coordination role includes maintaining oversight of the overall management of the game, providing direction, support and guidance to their team members when required.

Teamwork is part of the art of officiating, it requires the official to be an effective and supportive team member. Each official shall be conscious of their own actions, their positioning, and those of the other officials.

Adjusting when necessary, being supportive of the other members of the team, communicating effectively with other team members as a group or individually and, giving and taking constructive comment or correction, when necessary, to improve team performance.

6.1 EXAMPLES

On a slow clear, as discussed in [Section 8.7](#), the Trail Official will need to move towards the centerline when the Single Official leaves the centerline to cover the goal attack area adequately.

This requires the Officials to be aware of the other official’s position and use good communication.

Occasionally, on a slow clear, the Single Official may be late in leaving the centerline to go towards the goal. In such a case:

- the Trail Official should move up and indicate to the Single Official to go.
- A wave of the hand or, if that fails,
 - "OK Bill – I've got the line" should suffice.

Conversely, if the Single Official feels the need to make ground towards the goal, but the Trail Official does not get to centerline soon enough,

- then the Single Official should move towards the goal and prompt the Trail Official:
 - "I'm going Bill" should suffice.

Similarly, after a stoppage, the Trail Official is often best placed to re-start the game and allow the Lead Official to go towards the goal, and yet the Lead Official may not have taken advantage of this opportunity.

In such circumstances,

- the Trail Official should indicate that Trail will re-start the game:
 - "Go Bill – I've got the ball" should be enough.

Officials must make a call when absolutely certain that there has been a foul, regardless of their position.

As the Off-Ball official you may observe an obvious foul occur in front of the On-Ball official, but it is not called. The On-Ball official’s view of the incident may have been blocked, possibly because the official was too near to the play, and/or the On-Ball official was watching a different aspect of the play.

Delaying too long, and respectfully waiting for the On-Ball official to make the call, before calling the foul yourself, could result in you not responding at all, because it feels too late to act.

This could make the officiating crew look unresponsive and insensitive to the requirements of Player Safety and Fairness in the application of the rules.

Not making a call may upset the team who were fouled and/or disadvantaged and unnecessarily aggravate the overall situation.

Ideally the time between a foul occurring and the official making the call should be as short as possible.

A short delay in deciding that a foul has occurred must not deter an official from making the correct call.

It is better to be a little late with a correct call, than not to make the call and disadvantage the offended team.

To do this, an official should:

- Wait a second or two (at the most), to be sure that the other Official has not seen the offence and is not about to make a call.
- Then throw the flag/blow the whistle or call Play-On, as the situation requires, and then **Sell** that call.

To 'Sell the Call' the official demonstrates their confidence in their decision by using excellent timing and strong signals to communicate their belief that their call is correct. This technique is best used only when required to:

- indicate a correct 50-50 call,
- make a necessary out of position call, or
- when it is required to turn the ball over and restart play quickly.

Overuse of the 'Sell' can lead to a loss of credibility with players, coaches, and other officials.

Officials are often accused of being blind, we do not need to support that accusation by being indecisive.

When an Official believes that another Official may have made an error in the application of a rule:

- **NOT** an error in interpreting a game situation,
- then an Officials' time-out should be called, and the matter resolved quickly.

It is better to be right rather than rapid. Otherwise, all the Officials may be equally responsible for the mistake.

To take the above considerations concerning teamwork further, effective officiating of a match in an international tournament needs a **FIVE-PERSON TEAM**.

To emphasise this point, the CBO and the Bench Manager wear predominantly the same uniform as the Officials, except that the Bench Manager wears a black top. This adds to their authority as members of the team and it allows the Bench Manager to act as reserve Official in case one of the Officials on the field is injured.

The roles and duties of the CBO and the Bench Manager are fully discussed in [Sections 12, 13](#) and [14](#).

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".

7 PRE-GAME

7.1 PREPARATION FOR THE GAME

Correct preparation before a game avoids many problems. Officiating a Lacrosse match is strenuous, exhausting work, and an Official must be in sound physical condition.

A schedule 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 WL Officiating Fitness Protocol as a guideline for individual program development.

Since 2010, all officials attending the World Championship have been required to complete a fitness test and the WL Rules Exam.

Only those that pass the fitness test, and the WL Rules Exam will be able to officiate in the Blue Division.

The current WL fitness protocol can be downloaded from the WL web site – <https://worldlacrosse.sport/>

Officials at WL events are subject to random anti-doping testing. It is the responsibility of the officials to familiarise 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 assistance.

The World Lacrosse Anti-Doping Guidelines can be found at: <https://worldlacrosse.sport/worldlacrosse/wada/>

Proper hydration is extremely important and is linked directly with on-field performance.

This ideally should start the day prior to your match.

The consumption of alcohol should be kept to a minimum for the following reasons:

- **Alcohol Dehydration** — Alcohol is a diuretic. It causes your body to remove fluids from your blood through your renal system, which includes the kidneys, ureters, and bladder, at a much quicker rate than other liquids. Not drinking enough water with alcohol will cause you to become dehydrated.
- **Slower decision-making and reaction time** — the negative behaviors often associated with alcohol consumption are also the result of alcohol's slowing of brain activity. This is because alcohol slows the brain activity in the part of the brain that tends to keep in check, or in inhibit, self-judgment.
- **Alcohol worsens injuries** —Alcohol – no matter how much you indulge in – increases the bleeding and swelling around injured soft tissues. Flooding the injured area full of blood increases swelling and the amount of toxins that will stay around the injury, which in turn will significantly delay healing.
- **Alcohol-related Cramping** — There are two reasons for this.
 - First, alcohol causes lactic acid build-up in the muscles, the same you experience after intense exercise. It accumulates in the body and can cause muscle spasms and soreness.
 - Second, heavy alcohol consumption has a dehydrating effect. Therefore, drinking enough water can lessen your chances of dealing with alcohol-related cramps.

Whether your officiating demands a high physical load or is weighted more towards high-concentration levels, alcohol will impair your performance.

What are **your** drinking habits? It is generally recommended that healthy men and women consume no more than two standard alcoholic drinks on any day.

However, if you are to perform at your best as an official, there are some periods of time where you should refrain from the consumption of alcohol.

These include:

- The night before officiating.
- During a tournament.
- After suffering a significant soft-tissue injury.

ALCOHOL SHOULD NEVER BE CONSUMED BEFORE A GAME.

An Official should review the Rules and the Manual the night before a game.

If the tricky points in their Rule Book and Manual are marked, then they can be carefully reviewed.

The rules covering the penalties and the points of emphasis are particularly worthy of study, as these summarize the problem areas.

Reading through the Additional Rulings (ARs) will also help an Official to mentally prepare for the game.

When an Official has been allocated a CBO or Bench Manager assignment, then careful review of the relevant areas of the Rules and of the Manual should be done the day before.

7.2 ARRIVAL AT THE GROUND

All Officials should arrive at the ground at least 60 minutes before the game.

More time may be needed before a World Championship match, to allow the officials to sort out such matters as hydration breaks, TV time-outs, the use of microphones, the playing of anthems, player introductions, ceremonial face-offs, and the introduction of dignitaries.

This will allow the Officials, subject to the field not being in use at the time of their arrival, to have a first look at the goals, the markings, the cones, and the like, and still leave time for any problems to be put right.

Such matters as the distance of the timer's table and the benches from the sideline can also be checked at this stage, as it is easier to correct matters before the players and their kit have arrived.

They should also sort out bench areas and teams playing uniform:

- The team named first in the official programme is the home team.
- The visitors have choice of colour, which must be advised in advance.
- The home team must wear a playing uniform of contrasting colour.
- The International Rules state that, "at a World Championship or at any event where the organisers deem it necessary, the home team will be allocated the left-hand bench area, (as referenced when facing the field from the timer's table)".
 - Otherwise, the home team has choice of bench. (This provision would only be invoked if there were a dispute – as has happened in a previous World Championship.)
- 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 – as has also happened in previous World Championships.)

Early arrival leaves plenty of time for getting changed at a relaxed pace, and for the pre-game meeting.

It also allows the Officials to get into the right mental state for the match.

At the ground, an Official should not be over-familiar with players, coaches, or spectators.

An Official should not appear nervous or convey apprehension. (Coaches and players can sense your fear)

7.3 THE OFFICIALS' UNIFORM AND EQUIPMENT

Standard uniform/kit must be worn, and an Official should ensure that their clothes are clean and pressed, that shoes or boots are not dirty, and that signal flags are firmly tucked inside the belt and shorts, or in a pocket.

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

- Striped Officiating Shirt, Short Sleeve
- Black Shorts with Black Belt
- Black crew length socks
- Black Shoes
- Black Hat with White Pinstriping



In bad weather, the entire crew can agree to wear long sleeve shirts and if necessary, the CBO and Bench Manager can also in addition wear black track pants, and the CBO a black and white vertical striped jacket.

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

The equipment which an Official should have are:

- two whistles (lanyard Whistle Optional).
- two pencils.
- a pencil sharpener.
- an eraser.
- a scorecard.
- a coin.
- two weighted yellow signal flags.
- a tape measure.
- the WL Pre-Game Card.
- string, plastic tape, and a small knife.
- a digital watch capable of timing in seconds.



Bench Managers should also have the above equipment in case they have to replace an injured on-field official.

At this point, the Officials should write down each other's' names on the back of their score-cards.

Nerves will be tense at the pre-game introductions and the loss of a surname can be most embarrassing!

First names are needed in case an Official is required to "prompt" another Official during the game.

7.4 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 and alertness for the game for the entire crew.

This is the opportunity to build the "team" to ensure that the officiating crew have the same understanding regarding rules interpretations and officiating mechanics and can work together to allow the athletes to demonstrate a great exhibition of lacrosse.

To achieve this, the Head Official as the designated leader of the crew should:

- Facilitate a meeting considering the relative experience of the individual officials and collectively as a team. 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.
- 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.
- Provide a chalkboard, a white board, a magnetic board, or an electronic device for the conference, so that game situations and positioning can be explained and discussed.
- Delegate topics to each member of the Team drawing on the relative strengths and experiences each individual brings to the crew.
- Ask officials who frequently work high level games to discuss game management techniques, and those that officiate games under the international rules, to assist 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 have the same attitude to, and understanding of, the officiating tasks they need to accomplish.

There should be a large element of mutual trust within the team. It is the responsibility of the Head Official to use leadership skills to facilitate this process.

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

- Starting field positions should be finalised. The Head Official takes the first face-off. Review the Face-Off Diagrams showing the direction of movement of the Face-Off Official (FO) as the ball [moves away from or toward](#) the FO.
- The procedure for meeting the coaches should be outlined. In the event of a dispute over team uniform colours, the visiting team has choice of colour. The visiting team must advise the home team of their choice, and the home team must then wear a playing uniform of contrasting colour.
- In a World Championship or at any event where the organisers deem it necessary, the home team will be allocated the left-hand bench area when facing the field from the timer's table.
- At the end of the half time break, if there is any dispute, the visiting team is first out of their dressing room.
- The procedure concerning pre-match checking of the goals, the nets, the timer's table, and the benches should be reviewed.
- The procedure for the coin-toss should be outlined and the responsibilities of all five Officials should be determined.
- 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!
- The responsibility for the first face-off of each quarter will be allocated. All Officials will normally rotate one position clockwise, or to the left, from their original starting positions at the end of each period, as discussed in [Section 9.5](#). Also, correct face-off mechanics, communications to the players and special situations to be aware of need to be discussed.
- Positioning should be discussed, and the centre face-off, the set play around goal, the fast break, the slow clear, and play around centre need special attention.
- The importance of communication, via both calls and signals, should be emphasised.
- The mechanics of officiating, as discussed in [Section 8](#) of 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.
- The more difficult points in play, discussed in [Section 9](#), should be discussed, and attention paid to the concept of preventative officiating, simultaneous fouls, stalling and problems around the crease.
- How to quickly agree on accurate decisions amongst the officials when problems occur should be discussed. The procedure at [Item 11.1](#) should be reviewed.
- Review [Section 4 Game Management](#) to discuss points of emphasis on the Game Management Elements and the application of Game Control Skills including:
 - Establishing the overall context and agreeing the sort of behaviours that will require a game adjustment and the preferred choice of game control skills to apply in response.
 - Reminding the Officials that, as a last resort, an officials' time-out should be called to allow things to settle in such circumstances. The intervals, time-outs, and the end of the game, including the overtime periods, should be discussed.
- Discuss any points of emphasis communicated from the Referee In Chief or officiating committee.
- The role of the Chief Bench Official and Bench Manager and the communication between them and the three on-field officials should be reviewed. The roles and duties of the CBO and the Bench Manager are fully discussed in [Sections 12](#), [13](#) and [14](#).

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 de-brief with officials' coaches.

The officials should then carry out their pre-game warm-up on the field out of the way of the teams.

7.5 ONTO THE FIELD

The five Officials should go onto the field about 30 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 five officials should attempt to follow the following timeline once they take to the field:

- 20 min. Confirm with and meet head coaches together.
- 16 min. Head Official talks to bench officials, other officials check field, talk to ball boys
- 14 min. Crew meets for 5-7 min dynamic warm-up.
- 05 min. Meet with Captains, conduct coin toss.
- 02 min. Starting line-ups

Adjust as necessary for anthems and player introductions.

While the teams are warming up, the Officials should decide the colours by which the teams are going to be known during the game,

- this should be written on their scorecards.

When at the field, the officials shall ensure that teams warming up do so in the half of the playing field that is nearer to its own bench area. Be vigilant in this,

- If balls go astray, ask the other team to pass the ball back to the other side of the field.

Do not allow teams to cross over the centre line to retrieve the ball. Watch and listen for any players who are goading or making unsportsmanlike remarks. If necessary,

- quietly speak with the opponents to try to settle them down before the situation escalates.

7.6 MEETING THE COACHES

All five Officials should get together, synchronise watches and agree on any special conditions that should be communicated to the coaches.

O1 and O2 shall request the Head Coaches of both teams to meet with the Head Official at the middle of the field, where the bench side wing restraining line meets the centerline.

1. O1 will introduce the Home Team Head Coach to the Head Official.
2. O2 will introduce the Visiting Team Head Coach to the Head Official.
3. The Head Official then asks the other officials to introduce themselves to both Head Coaches.



It is helpful for the officials to take note of the Last Name of each of the Head Coaches, so that they can address them respectfully and professionally as "Coach (Insert Last Name)".

After the introductions, only the Head Official speaks with the coaches, one voice is all that is required.

The Head Official will then ask the team Head Coaches to provide the following information:

- The playing numbers of their Team Captains.
- The playing number of any Player-Coaches.
- The playing number of their "In-Home", who may be ANY player in the team.
- Do the coaches have two or more Goalkeepers appropriately equipped and ready to play:
 - If a team only has one Goalkeeper, whether both teams will use a Nominated Defender for the game. **(Rule 47.4)**.
 - The Head Official shall ask for the playing number of any Nominated Defenders, who shall be a starting long-stick defensive player, who will serve the goalkeeper's time serving penalties.

- The Head Official will ask each Head Coach to confirm that all their team's equipment is legal:
 - **"Coach are all your players properly equipped and is all your equipment legal?"**.
- The Head Official should ask the coaches to remind their captains and players that, whilst International Lacrosse is a fast, continuous game with minimal delay,
 - The game cannot be restarted after a stoppage until all flags have been picked up, the Bench Officials have been informed of the decisions made, and the officials are ready.
- Any local ground abnormalities will be pointed out to the coaches and such matters as hydration breaks, TV time-outs, the playing of anthems, player introductions and the introduction of dignitaries will be discussed.
- The coaches should also be informed that, if:
 - The opposition team wish to discuss any matter with the officials, during a time-out for example, then they or a representative is entitled to be present.
 - They want to discuss any matter with the Officials during the half-time break,
 - this is to be done when four minutes of the interval remain.
- The coaches should be asked to ensure that each player knows their team's colour and their number in English.
- The Head Official will ask each Head Coach if they have any questions or concerns and offer answers to any reasonable questions.
- The Head Official will synchronise their watch with the Head Coaches and tell them how much time they have before the coin-toss.
- In the absence of a Head Coach, the duties 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 or count" in the absence of any coaches.

7.7 PRE-GAME CHECKS

After meeting with the coaches, the Head Official should ask the other officials to check a goal each, and the markings on the field:

- **O1** and the **Bench Manager** check the home team end and **O2** and **CBO** check the visiting team end.
- This should be done even if an earlier check was carried out, as nets may have come loose or markings been affected during the warm-ups, particularly in bad weather, and because this procedure ought to be seen to be done by those involved in, or watching, the game.
- In some cases, practice nets may have been used for the warmup. The crew would need to ensure that the proper goals are in place and checked prior to the start of the game.
- The two officials should also have a word with the ball persons, pointing out to them that, when a ball goes out of play, the replacement ball should be placed no closer than 3 feet (0.91 metres) 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 5 yards (4.57 metres) or so into the field of play and delays will occur if the officials constantly have to rectify this situation.
- The officials shall not conduct any formal check of any player's equipment prior to the start of the game. If an official does notice illegal or unsafe equipment during the pre-game routine, the official should give a preventative warning to the player(s).

7.8 INSTRUCTIONS TO THE BENCH OFFICIALS

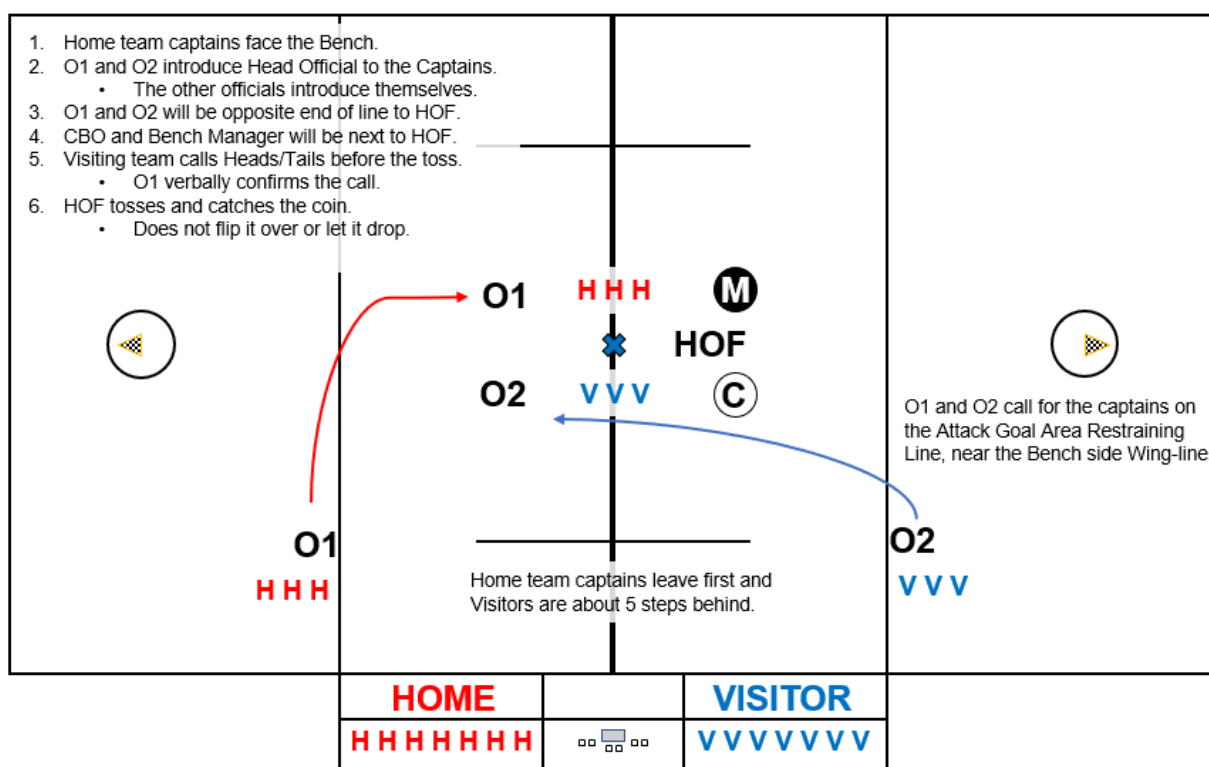
Whilst the other officials are carrying out the above tasks, the Head Official will communicate with the Timekeeper, the Penalty Timekeepers, and the Scorers.

The roles of these Officials are discussed fully in [Section 15](#) and the Head Official should carefully talk the Bench Officials through their duties.

When the above duties are complete, all Officials should retire to the timer's table. They should not fraternise with players, coaches, or spectators.

7.9 THE COIN TOSS

Before the Coin Toss. Home Bench is the Left-Hand Side



At approximately Five minutes before the start of the game, the Officials should prepare to meet the Captains. Allow more time if player or dignitary introductions are to be announced, or National Anthems are to be played:

- O1 will go to the Attack Goal Area line in line with the wing-line in front of the Home team bench.
- O2 will go to the Attack Goal Area line in line with the wing-line in front of the Visiting team bench.
- On arrival they should call for the Captains of the team they are responsible for.

As O1 and O2 are obtaining the Captains:

- The Head Official will go out to the centre of the field and stand facing the goal nearest to the home team's bench, if the Head Official is facing directly into bright sunlight, this can be changed.
- The Chief Bench Official and the Bench Manager will go out with and stand to either side of the Head Official for the coin toss.
- When the respective team captains have joined O1 and O2, and after the Head Official has signalled that they are ready, O1 will lead the Home Team captains to the centre of the field for the coin toss.
- After the Home Team captains have taken about five steps, O2 shall lead the Visiting Team captains out to the centre of the field for the coin toss. This will allow for their simultaneous arrival at the centre.

On arrival at the center of the field:

- The Home Team captains will be aligned on the Single Side of centre facing the Bench.
- The Visiting Team captains will be aligned on the Bench Side of centre facing away from the Bench.
- O2 will introduce the Head Official to the Visiting team captains.
- O1 will introduce the Head Official to the Home team captains.
- After the introductions, O1 and O2 should move to a position in line with the team captains they brought to the coin toss, on the opposite side of the centerline from, and facing the Head Official.
- The Head Official will then lead the officials in greeting and shaking hands (?) with the team captains, moving in a clockwise direction, and then resume their original positions.
- The Head Official then asks the visiting team's captains to nominate a captain to call the toss.

The Head Official shall:

- The Head Official shall then ask the designated caller which goal they wish to defend in the first quarter.

- The position of the Officials and the Captains at this point is shown in the diagrams which follow:

Home Visitor

O2 O1

HOF

C M

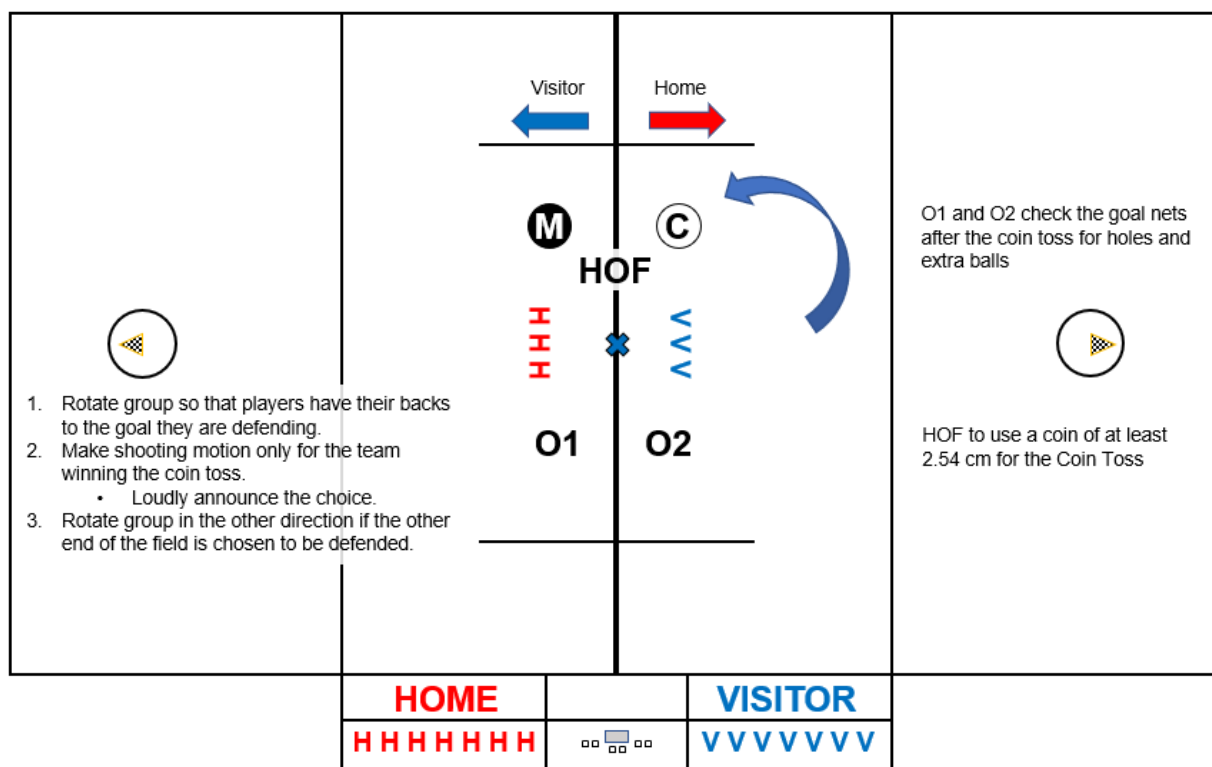
HOME VISITOR

HHHHHHH VVVVVVV

O1 and O2 check the goal nets after the coin toss for holes and extra balls

HOF to use a coin of at least 2.54 cm for the Coin Toss

After the Coin Toss. Visiting Team attacking Goal at Left



- The Head Official should remind both sets of captains to bring their starting line-ups onto the field,
 - with their left shoulders toward the goal that they are to defend.
- The procedure regarding TV time-outs and water-breaks should be outlined.
- Any questions the captains may have should be dealt with at this time.
- The two sets of captains will then shake hands with each other and return to their teams.
- O1** and **O2** will go to check the goals for holes in the netting, and remove any balls left in the goals.
- The Head Official, the CBO and the Bench Manager will return to the table area and determine if all is ready at the timer's table.

7.10 THE STARTING LINE UP

About 2 minutes before game time (or more if National Anthems are to be played), all five Officials should go back out to the centre of the field together for the Line-up:

- The Head Official will be at one end of the line with the CBO and Bench Manager on either side,
 - Officials **O1** and **O2** will be at the opposite end of the lines. (Shown on the following diagram.)
- Officials O1 and O2 will position themselves 5 yards (4.57 metres) apart and have the correct teams come out to line up on them with their left shoulders toward the goal they are to defend.
- The goalies should be at the left end of their line, nearest to their goal, the defenders next to them, the midfielders next to them and the attackers on the right:

AAAMMMDDDG

GDDMMMAAA.

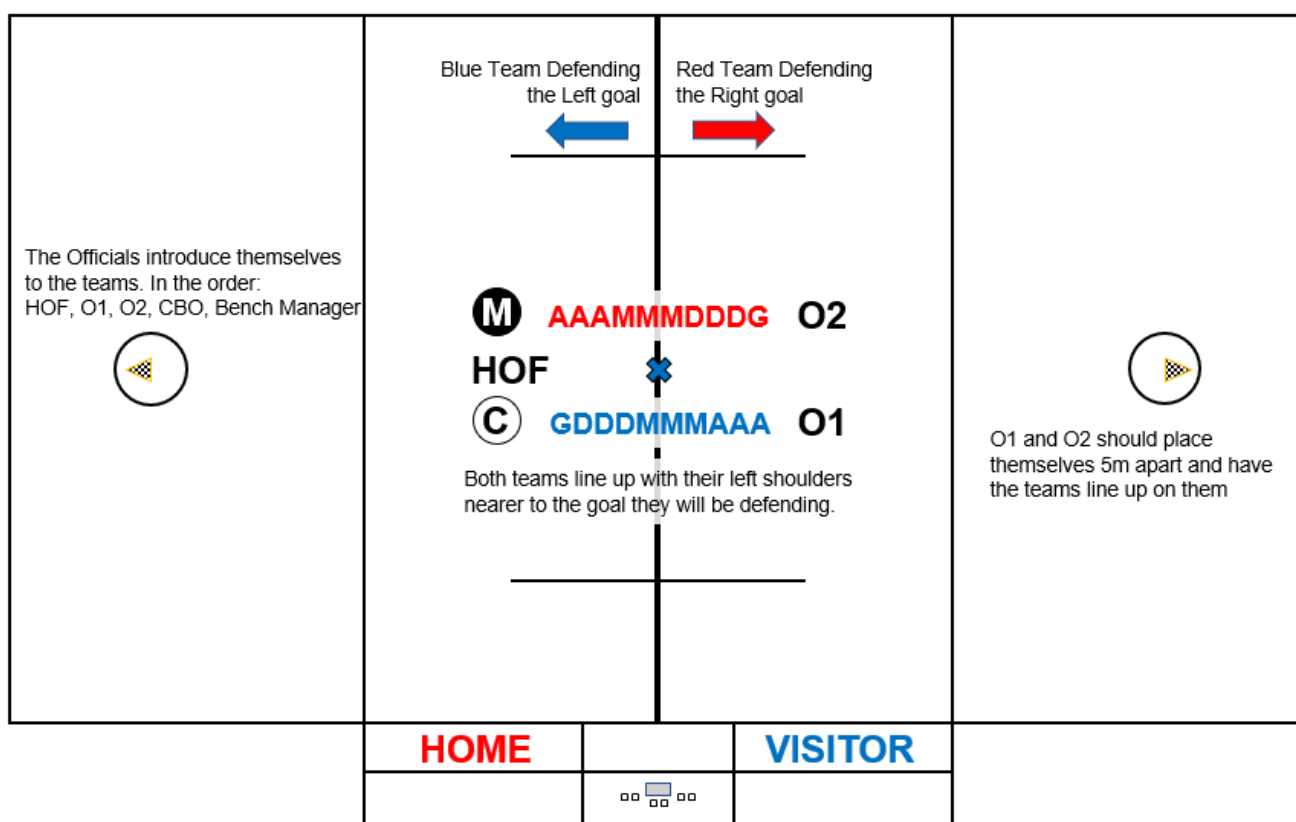
- The players may come out either in a group in line or individually as announced over a public address system. More time should be allowed if players are to be individually announced.
- Once the teams have lined up on them, O1 and O2 should come into the middle of the lines matching the Officials at the other end.
- Starting with the Head Official, all the Officials will introduce themselves individually to the teams, in the sequence:
 - 1. **HOF**, 2. **O1**, 3. **O2**, 4. **CBO**, 5. **BM**.

- The Head Official may then explain that the teams are now 5 yards (4.57 metres) apart, the distance that team-mates are required to be from a player taking a free play.
- The Head Official will briefly explain any abnormal ground or playing conditions and remind the players that the game cannot be restarted after a stoppage until:
 - all flags have been picked up,
 - the Bench Officials have been informed of the decisions made,
 - and the officials are ready.
- The Head Official will then ask the goalkeepers to meet and shake hands.
- After the goalkeepers have greeted each other and headed to their respective goals,
 - the Head Official will invite the players to greet their opponents directly opposite 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 media broadcasting of the game.

It is important that the above pre-game formalities are conducted smoothly.

The manner in which they are managed will set the tone for the Officials' handling of the game.

The Starting Line Up. Blue Team defending the goal at Left



8 POSITIONING

8.1 INTRODUCTION

Lacrosse officials could make incorrect decisions if they are not in the correct position at the time of the foul. To be in the right position at the right time, officials must commit to developing good positional practices.

An official must gain experience and develop game knowledge to be able to anticipate the movement of the play before it happens. A Lacrosse official must also be in good physical condition.

Officials who can maintain correct positioning will be best placed to observe the play and make accurate decisions. The players will sense their presence, and the number of rule violations should be reduced.

The positional philosophies outlined in the main body of this manual, using the three-man, "wide triangle" method, are designed to give the best coverage for the normal play of the game of Lacrosse, and to promote officiating consistency and teamwork.

Game situations will occur which will require adjustments to be made by the officials, who must then use their fitness, agility, experience, and their judgement to effectively officiate the circumstances which have arisen.

To reiterate what was said in [Section 2](#) of the manual, concerning the diagrams which follow, depicting a situation during the play of the game:

L – Lead Official, **S** – Single Official, **T** – Trail Official,
C – Chief Bench Official, **M** – Bench Manager, **B** – Bench Official(s),
FO – Official controlling the face-off.

8.2 THE CENTER FACE-OFF

The Lacrosse face-off rules are intended to ensure that each face-off is conducted fairly.

The following Face-off procedures will:

- Promote officiating consistency.
- Support rule compliance.
- Encourage the use of legitimate tactics by the Face-off players.

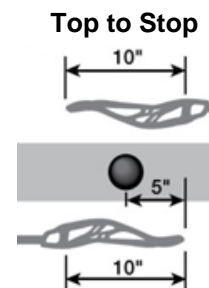
The priority is for every Face-Off to be a Fair and Legal contest, the second priority is for them to be conducted as Quickly and Efficiently as possible.



To enable these priorities to be achieved the **Lead Left** Official will assist the **Face-Off** Official with every face-off, to provide scrutiny and direction over the positioning of the players and the alignment of their sticks.

The **Face-Off** Official and the **Lead Left** Official check the following setup conditions of the Face-Off players. They inspect the players for any stick or physical positioning errors:

- Stick head rear surfaces, vertical and evenly matched, '**Top to Stop**'.
- Sticks aligned parallel to the centerline.
- Sticks up to, but not touching, the centerline.
- Hands wrapped around the shaft of their lacrosse stick.
- Hands touching the ground.
- Hands not touching any strings.
- Feet not touching their stick or the centerline.
- Feet, Hands, and Helmets, to the left of the throats of their sticks,

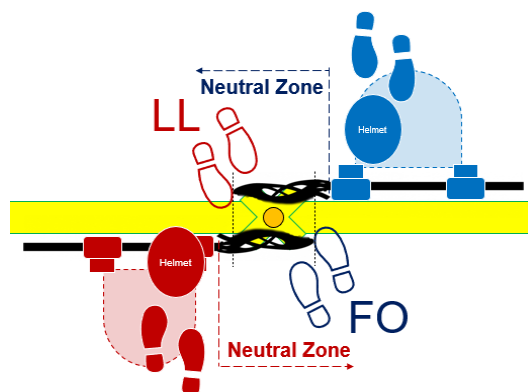


The area to the right of where the shaft of each players stick meets the throat of the head of their stick, is referred to as the '**Neutral Zone**' and must remain clear of the player's feet, hands, and helmets.

8.2.1 The Face-Off Procedure

The **Face-Off Official (FO)** controls the face-off and is responsible for the efficient restart of play:

1. **FO** stands across the centerline, at (or near) the middle 'X', facing the Scorers/Timers table:
 - Writes the number of the goal scorer on their scorecard before the next Face-Off.
 - Ensures the face-off players have their backs to their goalkeeper.
2. **FO** places the ball at (or near) the middle 'X' on the centerline:
 - Commences timing the remaining **20** seconds for the teams to be ready for restart of play.
 - Looks to the Lead Right official (**LR**) for their "Ready" signal.
3. **FO** moves one step away from the middle "X", toward the goal in the Right Attack Goal Area:
 - Places their foot on the centerline, to the right of the ball, to guide the correct placement of the face-off players' stick, so that the ball will be central to both sticks, and they will align [Top to Stop](#).
 - The **Lead Left** official (**LL**) does the same, establishing the limits of the [Neutral Zone](#).
4. **FO** directs the players to get into position for the face-off by saying "**Down**,"
 - The Top of each player's stick should be positioned against the **adjacent official's foot**.
5. **FO** and **LL** check the positioning of the face-off player opposite to them is correct:
 - Directing the player to correct the positioning of their feet, helmets, and gloved hands,
 - So that the [Neutral Zone](#) is clear.
6. **FO** and **LL** check the alignment of the stick of the face-off player opposite to them is correct:
 - The sticks to be parallel and stick heads vertical.
 - Not touching the centerline.
7. **FO** monitors the time taken for the players to be ready,
 - If greater than **20** seconds, may penalize the player delaying the game with a Technical penalty.
8. **LL** Indicates to the **FO** they are Ready:
 - Hustles toward the Lead Left position on the Left Attack Goal Area restraining line.
 - Keeping out of the possible path of the bench-side wing midfield players.
9. **FO** ensures the ball is centered between both sticks and, on the centerline, and says "**Set**":
 - Giving **LL** time to hustle out toward the **Lead Left** position.
 - Focuses on the face-off players' actions, watching for and penalizing face-off violations.
10. **FO** controls All face-off violation restarts:
 - Pre-whistle fouls - **FO** stands the players up, No whistle before awarding the Free-Play.
 - Post-whistle fouls - **FO** blows the whistle immediately to Stop the play.
 - Signals the foul, direction of play, and states the violation. Then awards the Free-Play.
11. **FO** backs away on a diagonal path (~45°) toward the Single Side boundary and **blows the whistle**,
 - Stops moving when at a safe distance (3 to 5 steps) to officiate the Face-Off players.
12. **FO** becomes the Single Side Official (**S**):
 - Moves with the play as necessary, keeping out of the way of the players.
 - Covers the Single Side boundary line should the play head in that direction.
 - Signals and calls "**POSSESSION**" or "**FREE BALL**" when appropriate.
 - Hustles to the Single Side settled position when the play allows.



8.2.2 The Lead Left Official

After every goal and at the beginning of each period of play, when a face-off is required, the **Lead Left Official (LL)** will assist the **FO** with the positioning of the face-off players and the alignment of their sticks.

Before assisting with the setup of the face-off players while at the Center X, the **Lead Left Official** will:

- Check the number of players in the **Left Attack Goal Area** is correct and that they are ready for the restart of play.
- Check the number of players behind the **Single Side Wing Restraining Line** is correct and that they are ready for the restart of play.

After every goal that results in a face-off, the **Lead Left** official (LL):

- Hustles to the center to assist the **FO** with the Face-Off players setup.
- Positions themselves diagonally across from the **FO**, toward the Lead Left position.
 - The Lead Left position is at the virtual intersection of the Left Attack Goal Area Restraining Line and the Bench Side Wing Restraining Line.
- When the **FO** directs the players “**Down**” to setup into position for the Face-Off:
 - Inspects and quickly corrects any positional or alignment errors.
 - As per [8.2 THE CENTER FACE OFF](#).
- After assisting with the setup of the face-off, the **Lead Left** official:
 - Checks the players behind the **Single Side Wing Restraining Line**.
 - Hustles toward the Lead Left position.
 - Checks the players behind the **Left Attack Goal Area Restraining Line**.
- If there is a technical foul by a player behind the Wing Restraining Line,
 - Lead Left should not stop the face-off but will use the Play-On technique.

When the Face-Off whistle is blown, the **Lead Left** official:

- Must keep out of the way of the midfield players and outside of the developing play.
- Checks the restrained players remain behind the Left Attack Goal Area Restraining Line.
- Signals and calls “**POSSESSION**” or “**FREE BALL**” when appropriate.

Lead Left becomes the:

- **Trail** official when the play moves toward the **Right Attack Goal Area**.
- **Lead** official when the play moves toward the **Left Attack Goal Area**.

8.2.3 The Lead Right Official

At the start of each period, and at each Face-Off after a goal, the **Lead Right Official** (LR):

- Will be located at the **Lead Right** position at the virtual intersection of the:
 - Wing Area Restraining Line on the bench-side of the field, and
 - Goal Area Restraining Line to the Right of the Scorers/Timers table.
- Hustles to the Lead Right position,
 - Writes the number of the goal scorer on their scorecard after every goal.
- Signals if they or the teams are “Not Ready” by holding both hands up above the shoulders,
 - with palms facing the **FO**.
- Looks to the **CBO** at the beginning of each quarter for their “Ready” signal,
- Checks the correct number of players are in position behind the:
 - Wing Restraining Lines.
 - Right Attack Goal Area Restraining Line.
- Signals “Ready” by extending their Left arm straight down the Bench Side Wing Restraining Line.
- If there is a Technical Foul by a player behind the Wing Restraining Line,
 - Lead Right should not stop the face-off but will use the Play-On technique.

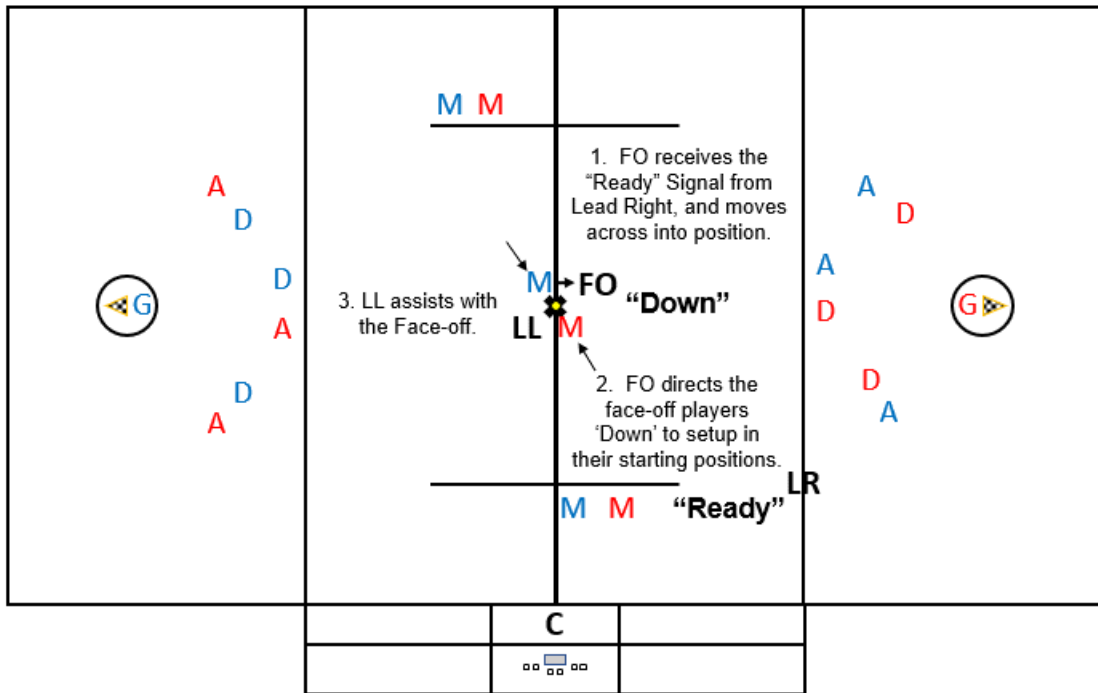
When the Face-Off whistle is blown **Lead Right**:

- Drops their face-off ‘Ready’ signal.
- Checks the restrained players remain behind the Right Attack Goal Area Restraining Line.
- Signals and calls “**POSSESSION**” or “**FREE BALL**” when appropriate.

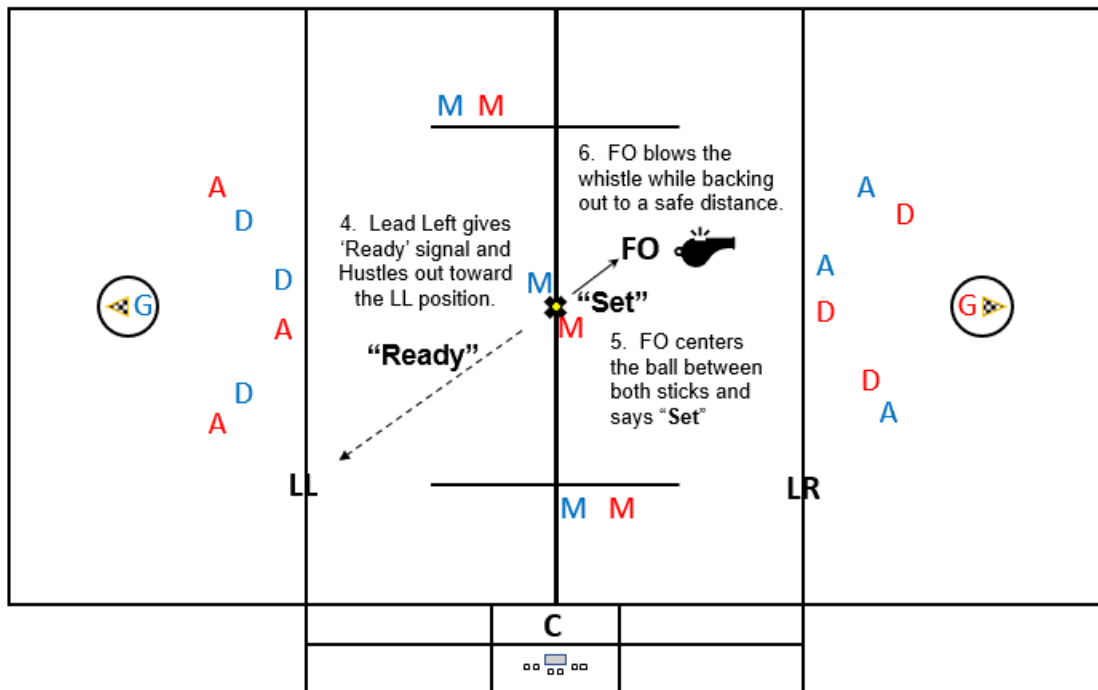
Lead Right becomes the:

- **Trail** official when the play moves toward the **Left Attack Goal Area**.
- **Lead** official when the play moves toward the **Right Attack Goal Area**.

Part 1



Part 2



8.2.4 The Chief Bench Official

Unless otherwise occupied in attending to their off-field responsibilities, the CBO shall, at the centre Face-Offs at the beginning of each period, stand adjacent to the 'T', Inside the Special Substitution Area, in line with the centerline.

The **CBO** will Signal to the On-Field officials when the Scorers/Timers and Bench areas are ready, by pointing down the sideline with the right arm extended horizontally.

At all other Centre Face-Offs, the **CBO** will stand one meter back from the 'T', Inside the Special Substitution Area, in line with the centerline.

8.2.5 Face-Off Notes

Before:

- When a face-off is required to restart play at the beginning of each period,
 - the officials will rotate the role of the Face-Off Official (**FO**).
- To maintain constant visual awareness of the players and teams, the on-field officials
 - Should ensure that they are not all marking their cards at the same time.
- Deliberate non-compliance by Face-off players, with directions from the Face-Off Official (**FO**),
 - Must be assessed as a technical penalty.
- The Head Official (**HOF**), the **FO** for the first face-off of the game, should explain what is legally required of the Face-Off players:
 - These requirements should be discussed, and the message to the face-off players agreed to, by the officials at the pre-game meeting and reviewed during the quarter time breaks.
 - **O1** and **O2** should communicate the same requirements when they are the **FO** at their first face-off of the game.
 - This will help to ensure that all Face-Offs are officiated consistently and correctly.
 - Be brief, be consistent and be clear on what you expect.
 - Repeat as required during the game.
- Officials are often criticised for delays at face-offs. During normal game time while the clock is running down, (before Stop-Clock time), unnecessary face-off delays can disadvantage,
 - a losing team and/or a team whose opponents are serving penalty time.
- Any player that steps on or over a restraining line BEFORE the whistle blows:
 - Should be warned to "GET BEHIND THE LINE".
 - The official should NOT specify a team colour or a player's number when doing so.
 - A player who is on, or over, a restraining line before the whistle to start the face-off, can avoid the "Illegal Procedure" foul by being behind the line before the whistle blows.
- The rules require that both teams are ready to restart play within 30 seconds of a goal being scored. Because of the variable length of time taken from when a Goal is scored and the **Lead** official:
 - Signals the goal scorer to the bench officials, plus, any penalties,
 - Retrieves the ball from the goal and Hustles 43 meters to the centerline,
 - On average these tasks will take at least, 10 of those 30 seconds.
 - Therefore, the **Face-Off Official** times 20 seconds from placing the ball on the centerline.

During:

- The **FO** may remove the whistle from the fingers, hold it in the mouth, or use a lanyard whistle.
- The interval between the face-off being "Set", and blowing the whistle, should be enough to give the **FO** time to move away to a safe distance from where to officiate the face-off contest.
- To encourage the face-off players to draw at the sounding of the whistle:
 - It is advisable for the **FO** to vary the timing of blowing the whistle.
 - This should discourage them from relying on anticipating when the whistle will blow and occasionally starting the face-off early.
- If the **FO** does not vary the timing, and a face-off player regularly wins the ball by starting early,
 - there may be complaints from the other teams' coach or face-off players.
- When the whistle to start the Face-Off is blown, the **FO** must:
 - Remain focussed on the face-off contest for any rule violations and
 - Stay with the play unless one of the other officials becomes the On-Ball official.

After:

- The Face-Off Official will usually initiate the "**POSSESSION**" call but should confidently rely upon the Lead Left and Lead Right officials to make the call if Possession occurs near them.
- If any player steps on or over the Attack Goal Area restraining lines before "**POSSESSION**" has been called, the whistle should be blown, or '**Play-On**' called if that is appropriate.
- Should a loose ball from a face-off, touch or cross an Attack Goal Area restraining line:
 - The Officials will Shout, "**FREE BALL**" and rotate their arm in a circular motion.
- When any Official sees that a player has gained Possession of the ball, then they should:

- Shout "**POSSESSION**" and rotate their arm in a circular motion.
- All officials shall echo the "**POSSESSION**" call both visually and verbally.
- NOT shout the colour of the team gaining possession.
- Where a player who is confined to an Attack Goal Area, keeps his feet behind the restraining line and reaches his stick into the central zone to pick up the ball up, No foul has been committed.
- If a player picks the ball up and then, a moment later, (before an Official has had a chance to shout "**POSSESSION**"), he touches the Attack Goal Area restraining line or steps into the central zone,
 - No foul has been committed as he has gained possession of the ball legally.
- The shouts of "**FREE BALL**" and "**POSSESSION**":
 - Must be Timely, Spoken Clearly and **LOUD**, followed by the Signal.
 - Informs the players in the restrained areas that they can contest the ball in the midfield.
 - Prompts the other on-field officials to echo the call and the signal.

8.2.6 The Play Moves Toward Goal

The Lead Left or Lead Right Official, will hustle to their nearest goal when that goal is being attacked.

- The **Lead** Official:
 - Shall NOT be beaten by the ball to either the Goal line or the End-Line.
 - Is responsible for any fouls committed in the Attack Goal Area on the way to covering the goal.
 - Stays outside of the developing play and officiates while hustling into position.
 - Hustles to the Goal Line Extended to officiate any shots on the Goal,
 - Covers the End Line for any Out of Bounds decisions.
 - Positions themselves at the Lead Official settled position when the play allows.

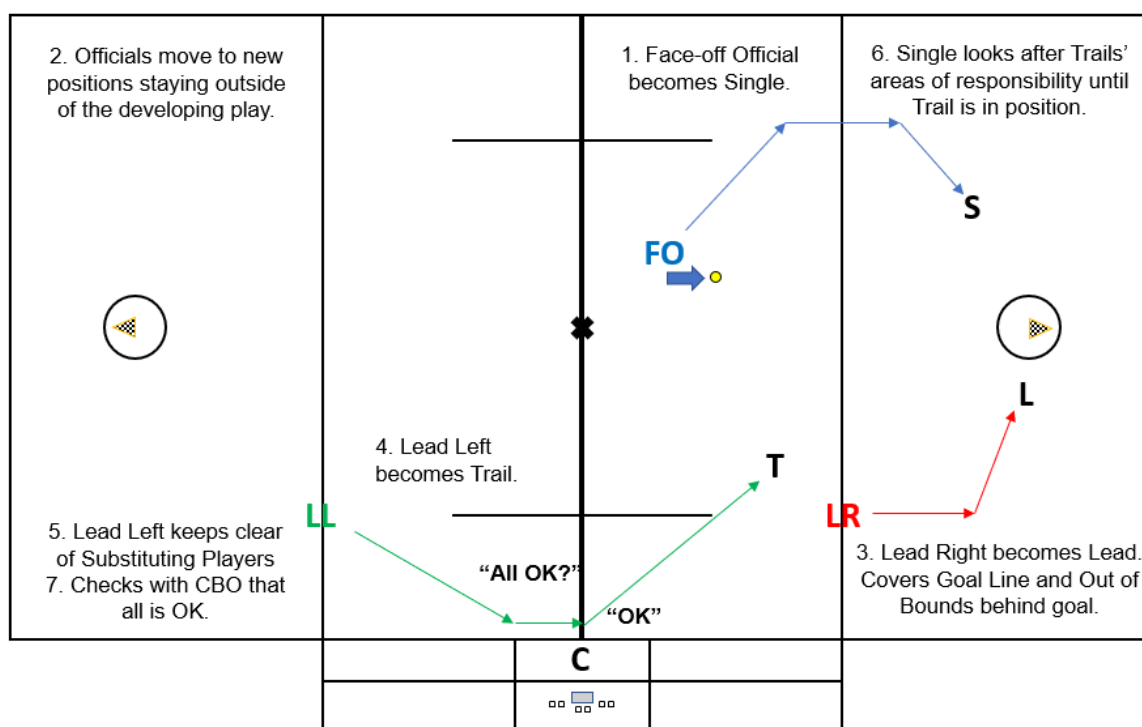
When "**POSSESSION**" is called, the Face-off Official, (who is now the **Single** Official), will hustle toward the Single Side settled position.

- The **Single** Official:
 - Stays outside of the developing play and officiates while hustling into position.
 - Carries out a quick check for Offside while moving forward.
 - Pauses near the Attack Goal Area restraining line, if necessary,
 - to cover any play in the Trail Official's areas of responsibility until Trail is in position.

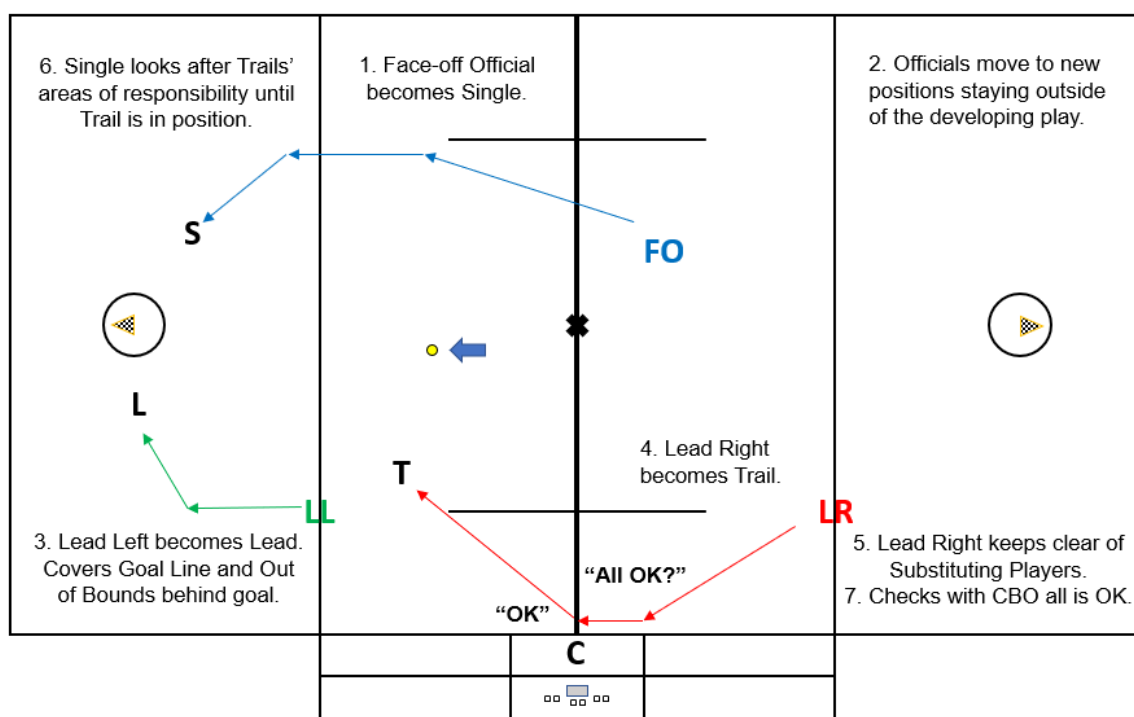
The Lead Left or Lead Right official, at the opposite end of the field to the goal that is being attacked, becomes the **Trail** official.

- The **Trail** Official:
 - Hustles towards the Gate of the Special Substitution Area,
 - Counts the number of players and long sticks in the attack half of the field,
 - Checking for any Offside or other illegal situations.
 - Pauses at the nearest cone:
 - Observing and keeping out of the way of any substituting players.
 - Listening to the nearest team coaches for any Time-Out or other requests.
 - Usually there is no need for the **Trail** to go into the Special Substitution Area, as the **CBO** controls this area of the game.
 - Moves to the "**T**" when it is safe to do so,
 - At the intersection of the 'Centreline and the Bench side boundary line'
 - Upon arrival at the "**T**", **Trail** shall:
 - Confirm with the **CBO** if there are any problems in the Bench areas.
 - Check the defence half of the field for Offside, Correct number of Long Sticks...
 - Listen to the other team coaches for any Time-Out or other requests.
 - When the number of players has been established as correct, and no other issues,
 - Hustles to the Trail settled position to assist with officiating the attacking play.

Official's movements after Center Face-Off Ball moves toward Lead Right



Official's movements after Center Face-Off Ball moves toward Lead Left



8.2.7 Ball Moves Toward the Bench Side Boundary:

After the face-off, where the ball moves towards the Bench side boundary line before Possession is called,

- The Lead Right and Lead Left officials will move along their respective Attack Goal Area restraining lines to officiate the play and any Possession, Out of Bounds, or other decision.

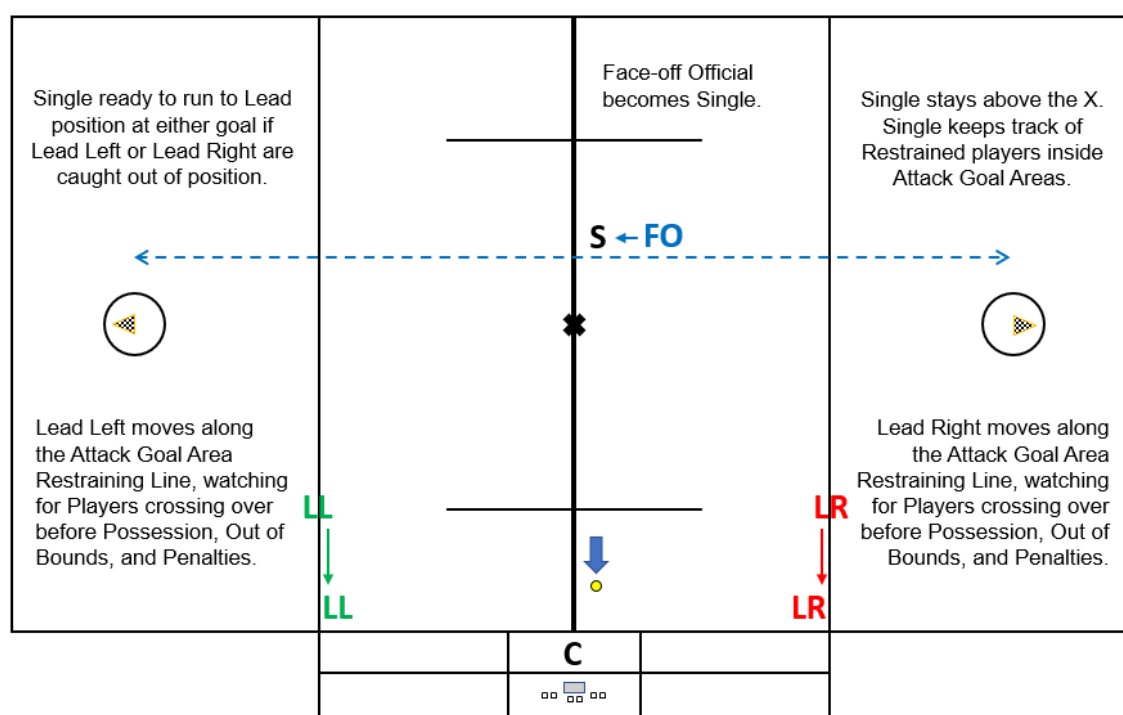
If the ball goes Out of Bounds and the player who touched it last:

- Is Not Known; Repeat the face-off at center, with the same restrictions as the previous face-off.
- Is Known; the nearest Lead official to the ball will be responsible for making the call and
 - Awarding the ball to the correct team at the appropriate position.
- Depending on which goal the team that is awarded the ball is attacking, the:
 - Nearest Lead official to that goal, will hustle toward it to become the **Lead**.
 - Furthest Lead official from that goal, becomes the **Trail** and controls the restart of play.

The Face-off Official, who is now the Single official, shall:

- Remain on the Single side of the field at a lateral position from where the ball is being contested.
- When Possession is called, or the ball is awarded to a team,
 - Hustle to the Single settled position at the goal that will be attacked.
- Cover the Goal Line and the End Line if the new **Lead** official is not able to get into position before the ball is brought into the Attack Goal Area.

Official's movements after Center Face-Off Ball moves toward Bench Side Boundary

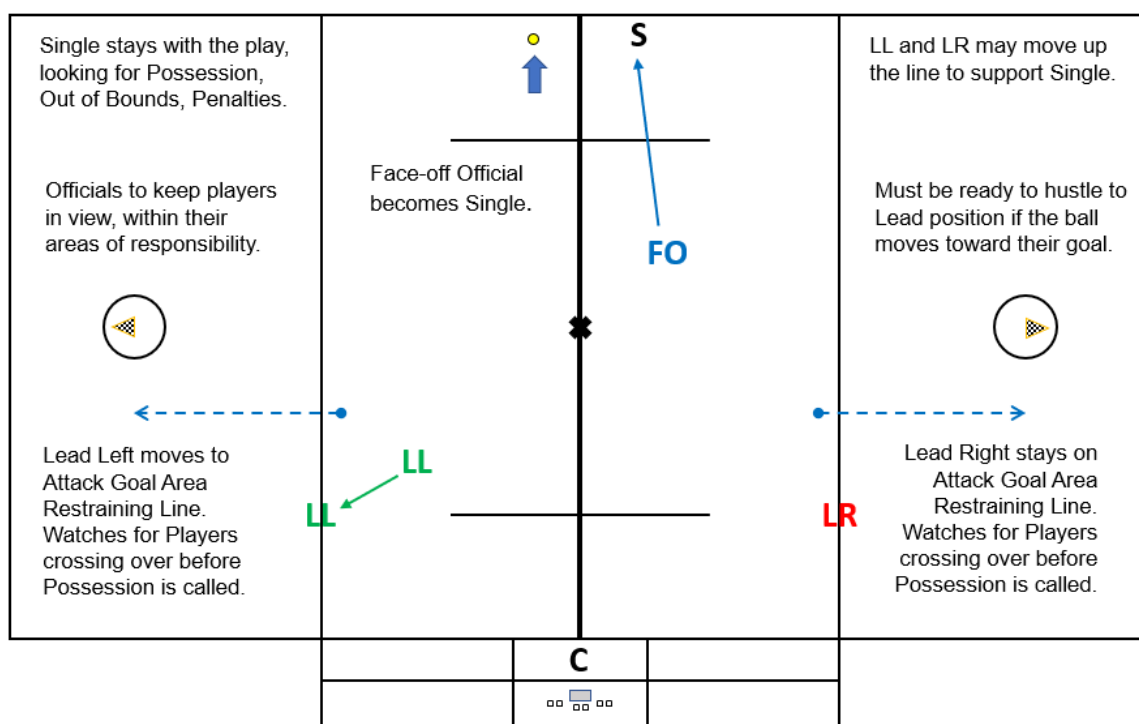


8.2.8 Ball Moves Toward the Single Side Boundary:

After the face-off, if the ball goes towards the Single side boundary line before Possession is called:

- The **FO**, who is now the Single official, shall:
 - Move with the contest for the ball to officiate the play and any 'Possession', Out of Bounds, or other decision.
- The Lead Right and Lead Left officials shall:
 - Remain on the Bench side of the field.
 - Move to a position along their respective Attack Goal Area restraining lines:
 - To officiate the players within those areas,
 - Keeping those players and the contest for the ball in view.
 - When "Possession" is called or the ball is awarded, be prepared to:
 - Hustle quickly to the Lead settled position at their nearest goal, or
 - Move to the Trail settled position if the goal furthest away is to be attacked,
 - Watching for potential offside and substituting players.

Official's movements after Center Face-Off Ball moves toward Single Side Boundary



8.3 AFTER A GOAL IS SCORED

8.3.1 The Lead Official:

1. Blows their whistle and Runs to the edge of the goal crease, level with the goal line.
2. Looks to the Single Official to check for confirmation:
 - That the goal has been scored.
 - Of the number of the Goal Scorer.
 - There are no rule violations that might cancel the goal.
3. Turns toward the Trail Official:
 - Making sure of direct line of sight and communicates the details of the goal,
 - Moves to a more visible position if necessary.
 - The standard method of relaying the identity of the goal scorer is as follows:
 - Lead raises both arms vertically, palms facing inward, to signal the goal.
 - Holds this position for a second or two.
 - Announces the Colour of the team scoring the goal, using a LOUD voice,
 - Announces the Number of the player who scored the goal, using a LOUD voice,
 - Signals the Goal Scorer's number by hand.
4. Retrieves the ball from the goal:
 - If the ball has been thrown up field, then Lead reminds the goalkeeper and defenders:
 - The ball should be left in the goal for the officials to collect.
 - Repeat occurrences may incur a Delay of Game penalty.
 - Quickly confirms Goal Scorer's number with Trail in passing, if necessary.
5. Hustles to the centre **X** and stands across the centreline, facing the Scorer/Timer's Table
 - Checks if the other officials are Ready and not marking their scorecards,
 - **Marks up their scorecard with the number of the Goal Scorer. (Last)**
 - Places the Ball on the **X** and commences the Face-Off as per Section 8.2.1 "the Face-Off Procedure".

8.3.2 The Single Official:

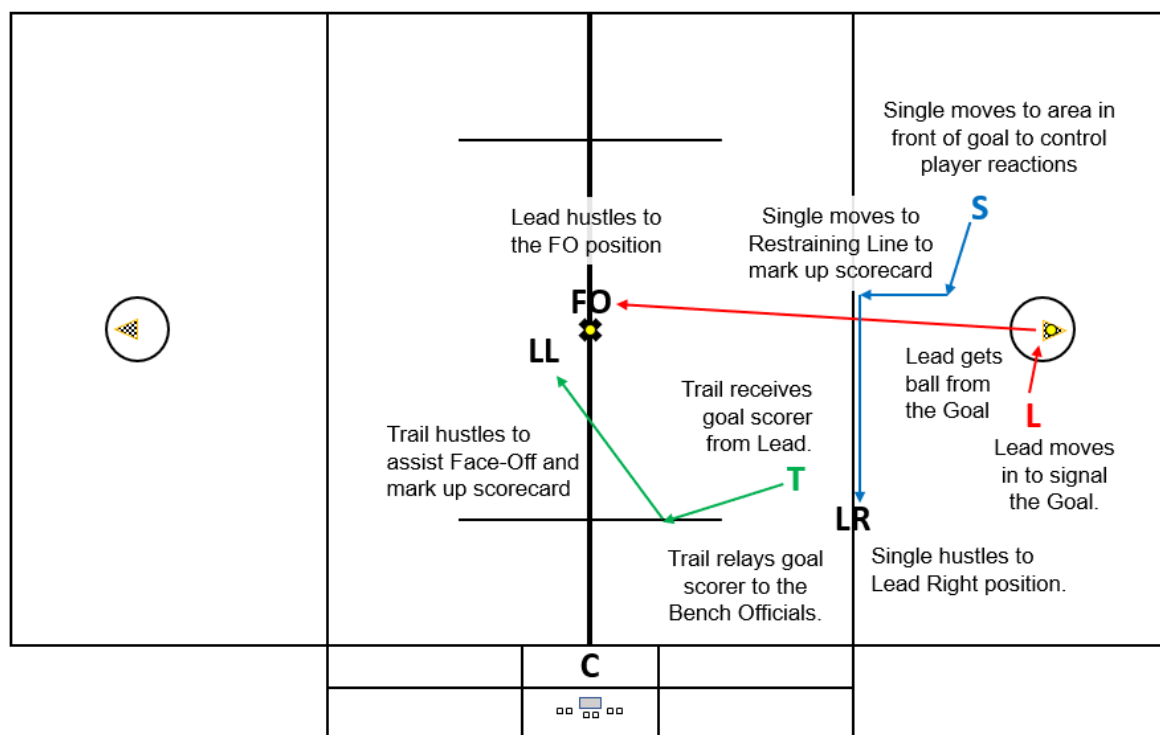
1. Watches for any late stick or body checks upon the Goal Scorer.
2. Looks to the Lead Official running into the goal crease to confirm:
 - that the goal has been scored (e.g., a nod of the head or 'thumbs up')
 - the number of the goal scorer (hand signalled number, if known)
 - there are no rule violations that would cancel the goal.
3. Hustles to the area in front of the goal,
 - to settle and control the reactions of the players.
4. When Lead has signaled the goal scorer and retrieved the ball from the goal:
 - Keeps watching the group of players in front of goal, and
 - Moves out to the **Attack Goal Area Restraining line**.
5. Where the goal was scored in the **Right Attack Goal Area**:
 - Marks up their scorecard with the number of the Goal Scorer. (First)
 - Waits for Lead, the new **FO**, to pass by on the way to **X** at the centerline.
 - Quickly confirms the Goal Scorer's number in passing, if necessary.
 - Hustles to the **Lead Right** position.
 - Performs their Face-Off responsibilities as per [8.2.3 The Lead Right Official](#).
 - Checks the correct number of players are behind the Wing Restraining Lines.
 - Checks the players are behind the Right Attack Goal Area Restraining Line.
 - Gives the "Ready" signal to the **FO**.
6. Where the goal was scored in the **Left Attack Goal Area**:
 - Marks up their scorecard with the number of the Goal Scorer. (First)
 - Waits for Lead, the new **FO**, to pass by on the way to **X** at the centerline.
 - Quickly confirms the Goal Scorer's number in passing, if necessary.
 - Hustles after the **FO** to the **X** at the centerline as the Lead Left official.
 - Assists the face-off as per [8.2.1 The Face-Off Procedure](#) and [8.2.2 The Lead Left Official](#).

8.3.3 The Trail Official

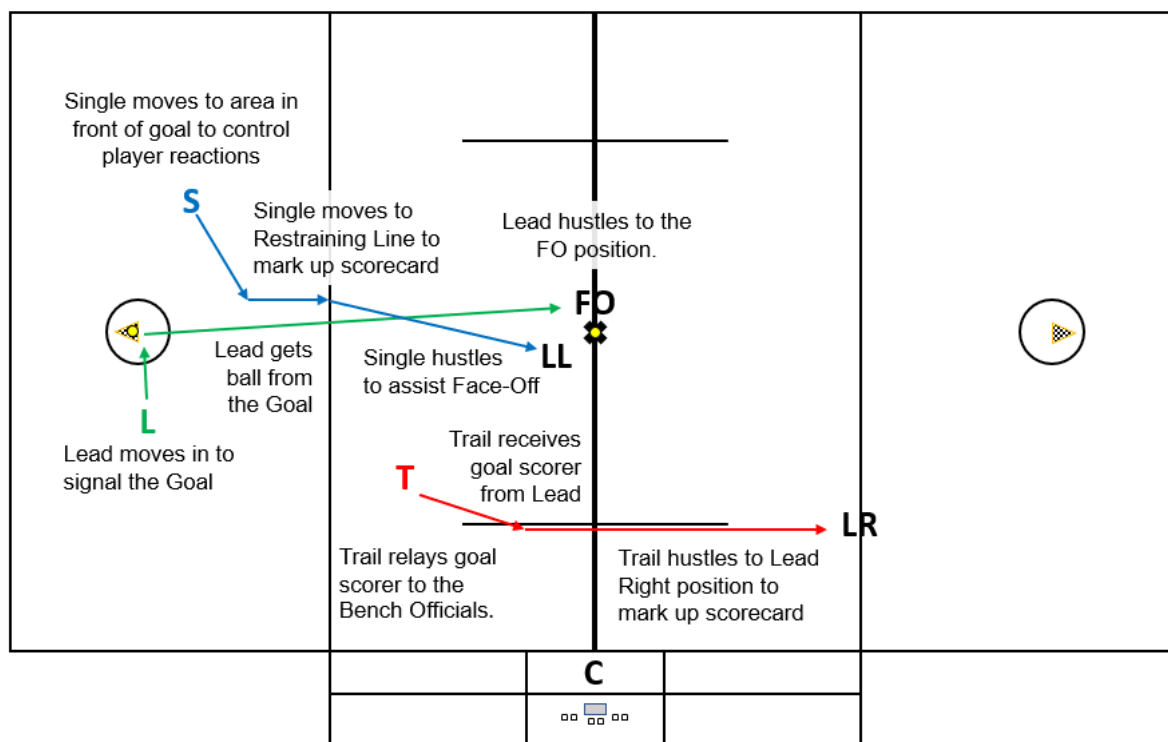
1. Watches for any late stick or body checks upon the Goal Scorer.
2. Quickly checks that the scoring team is on-side.
3. Shall be prepared for a Stick-Check request that could be called and to react appropriately.
4. Should be prepared for a time-out request, especially if the goal was scored in a man-up situation.
5. Moves into an open area to receive the details of the goal scorer from the Lead:
 - Acknowledges to the Lead that the goal scorer details have been received,
 - Waits a moment to see if there are any other calls from the **Lead** or **Single** Officials.
6. Relays the details of the Goal **Scorer**, and any other calls, in correct sequence to the Bench Officials.
7. Where the goal was scored in the **Right Attack Goal Area**:
 - Hustles to the **X** at the centerline as the Lead Left official.
 - Marks up their scorecard with the number of the Goal Scorer (Second)
 - Assists the face-off as per [8.2.1 The Face-Off Procedure](#) and [8.2.2 The Lead Left Official](#).
8. Where the goal was scored in the **Left Attack Goal Area**:
 - Hustles to the **Lead Right** position.
 - Marks up their scorecard with the number of the Goal Scorer (Second).
 - Performs their Face-Off responsibilities as per [8.2.3 The Lead Right Official](#).
 - Checks the correct number of players are behind the Wing Restraining Lines.
 - Checks the players are behind the Right Attack Goal Area Restraining Line.
 - Gives the "Ready" signal to the **FO**.

The following diagrams illustrate the rotation after a goal scored, for both ends of the field.

Officials' movements after a goal at Right



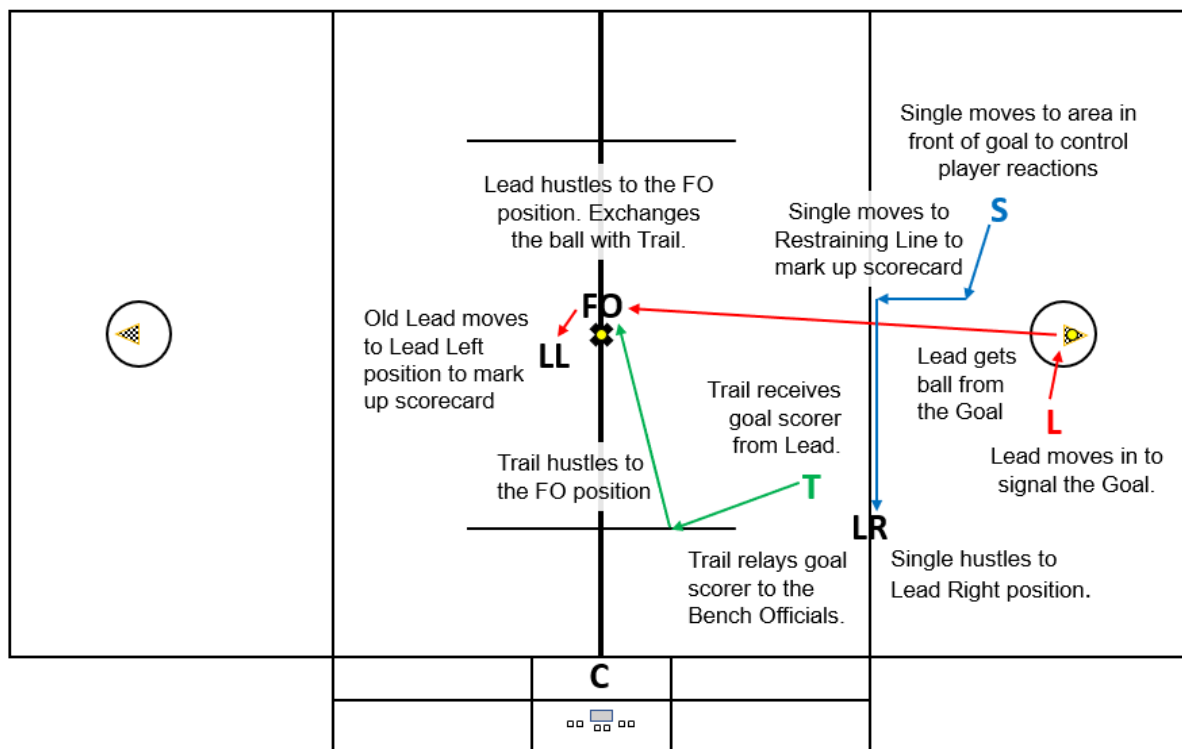
Officials' movements after a goal at Left



8.3.4 Forced Rotation

In a one-sided game it is common for the Single and the Lead Officials to exchange positions many times after the scoring of goals, leaving the Trail Official out of the rotation.

Rotation after goal at Right – Trail takes the Face-Off



After the 3rd or 4th goal in a row against the same team, the **Trail** official should initiate a “forced” change in rotation using the following procedure.

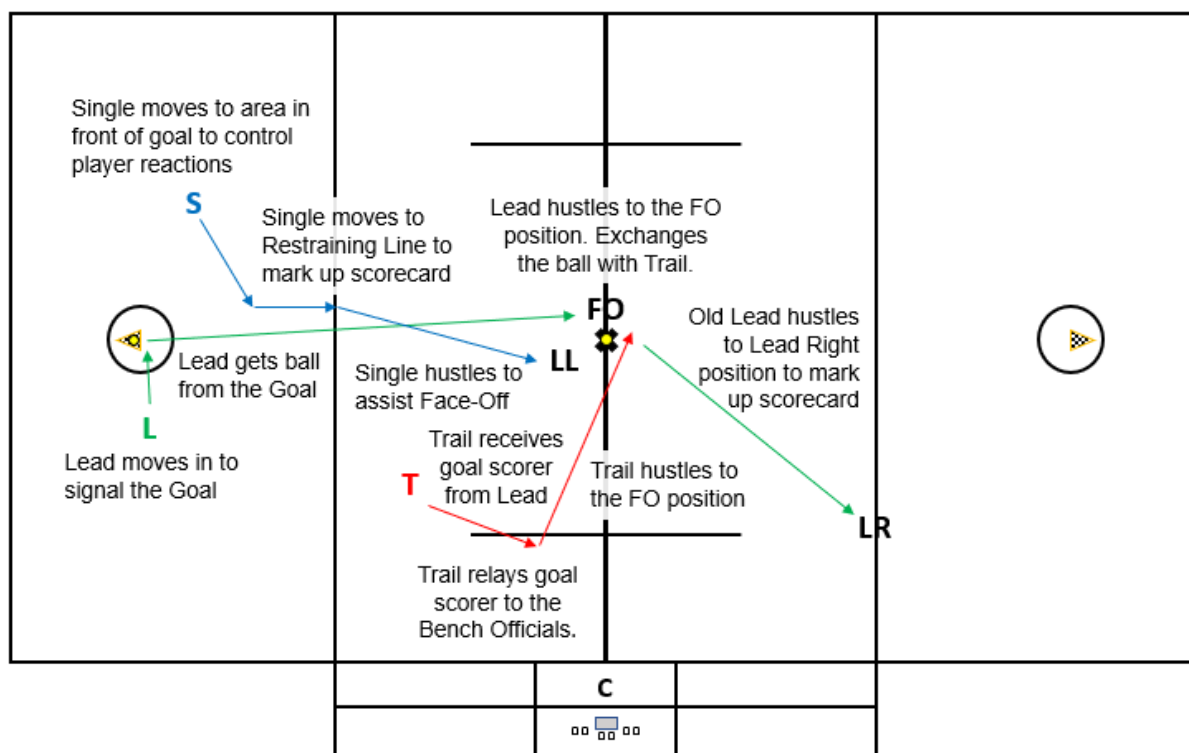
The **Trail** official shall:

1. Relay the Goal Scorer to the Bench Officials.
2. Hustle to the **X** on the centerline and mark up their scorecard.
3. Receive the ball from the previous Lead official and become the new **FO**.
4. Check that the Lead Right and Lead Left officials are Ready.
5. Place the ball at the Center **X** and commence the Face-Off as per [8.2.1 The Face-Off Procedure](#):

The previous **Lead** official will:

1. Hustle to the **X** on the centerline and hand the ball to the previous **Trail** official, the new **FO**.
2. If the goal was scored in the **Right Attack Goal Area**:
 - Stop at the **X** on the centerline
 - Become the new **Lead Left** official,
 - Assist with the face-off as per [8.2.1 The Face-Off Procedure](#) and [8.2.2 The Lead Left Official](#).
3. If the goal was scored in the **Left Attack Goal Area**,
 - Hustle to the **Lead Right** official position.
 - Mark up their Scorecard.
 - Perform their Face-Off responsibilities as per [8.2.3 The Lead Right Official](#).
 - Signal when Ready to the Face-Off Official.

Rotation after goal at Left – Trail takes the Face-Off



8.4 THE FACE-OFF IN OTHER PARTS OF THE FIELD

When a face-off is taken at a place other than at the center, the:

- Officials shall signal and call an Officials Time-Out.
- Game and Penalty time clocks shall be stopped immediately, and
 - Not be restarted until the sounding of the whistle to restart play.
- Face-Off Official (**FO**) shall control the face-off without assistance.
- Lead official will be **FO** if the face-off is to occur on the Bench side of the field.
- Single official will be **FO** if the face-off is to occur on the Single side of the field.

The two Officials who are not taking part in the face-off shall:

- Direct the other players to positions that are not closer than 9 meters (10 yards) from the face-off.
 - Players who are too close when the whistle sounds may be penalized by
 - An immediate whistle, or a Play-On, as is appropriate.
- Signal "Not Ready", until they are ready for play to start with arms raised and palms facing the **FO**.
- When 'Ready', Indicate by lowering the "Not Ready" signal and/or verbally confirm with the **FO**.

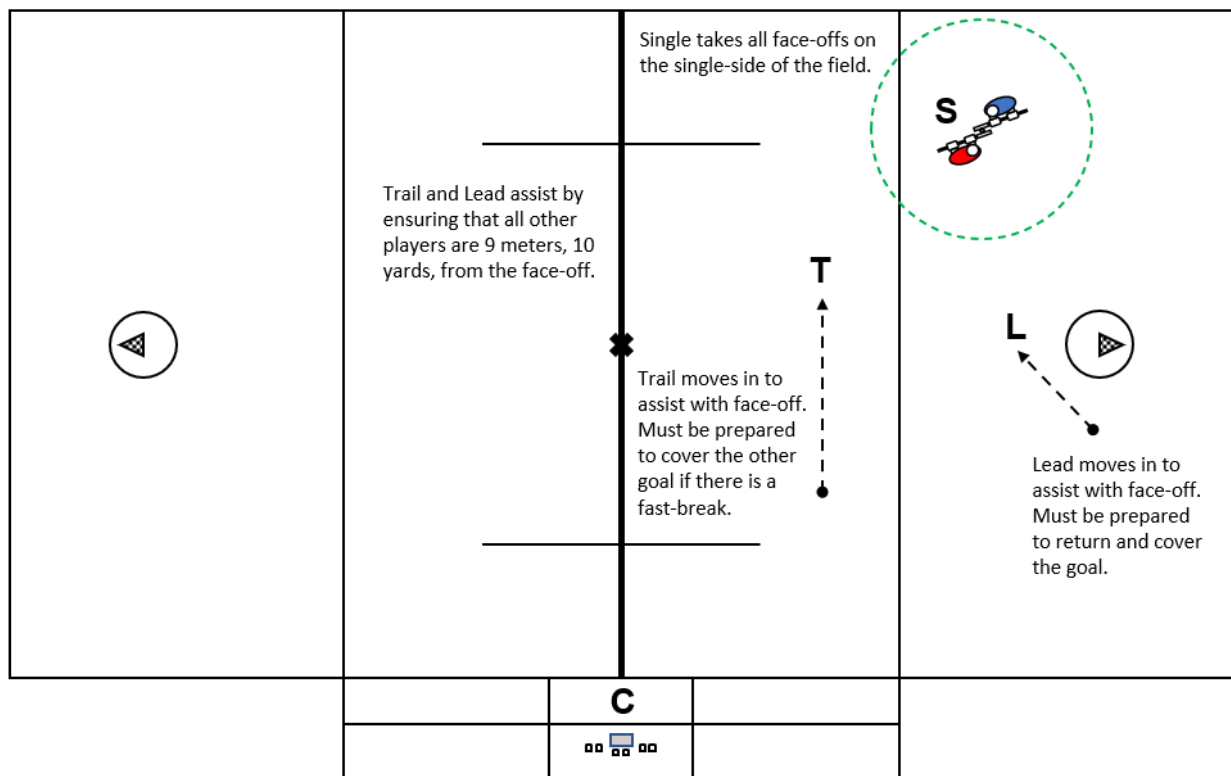
The ball should be '**Set**', and the face-off started only when the face-off players are in correct position and all officials are ready.

8.4.1 Face-Off by the Single Official

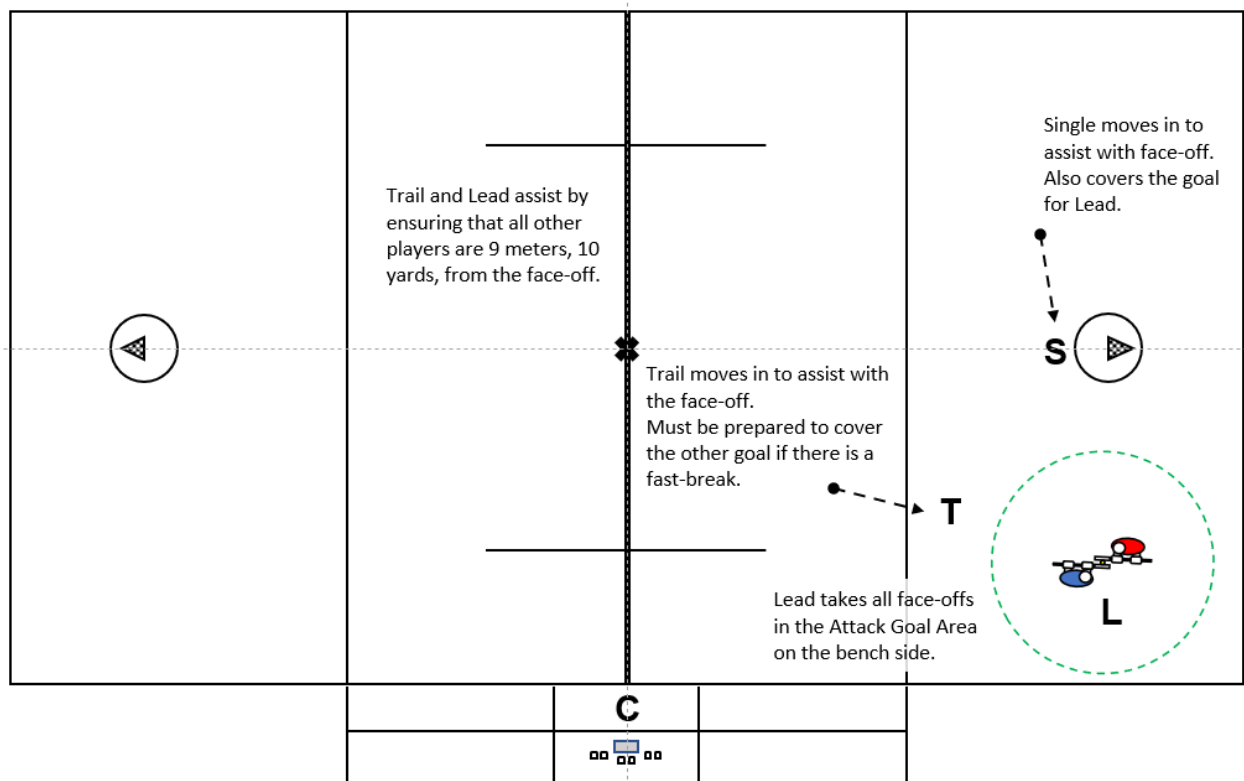
When a face-off is to take place in the half of the Single Side of the field, it will be taken by the Single Official:

- Lead and Trail move in to assist.
- When the whistle is blown for the face-off,
 - Lead and Trail should move back to their respective positions, while watching the play.
- The Lead Official must be mindful of their responsibility to cover their own goal.
- The Trail Official should be prepared for the possibility of a fast break developing towards the goal at the opposite end of the field.

Face-Off by Single Side Official



Face-Off on the Bench side in the Attack Goal Area



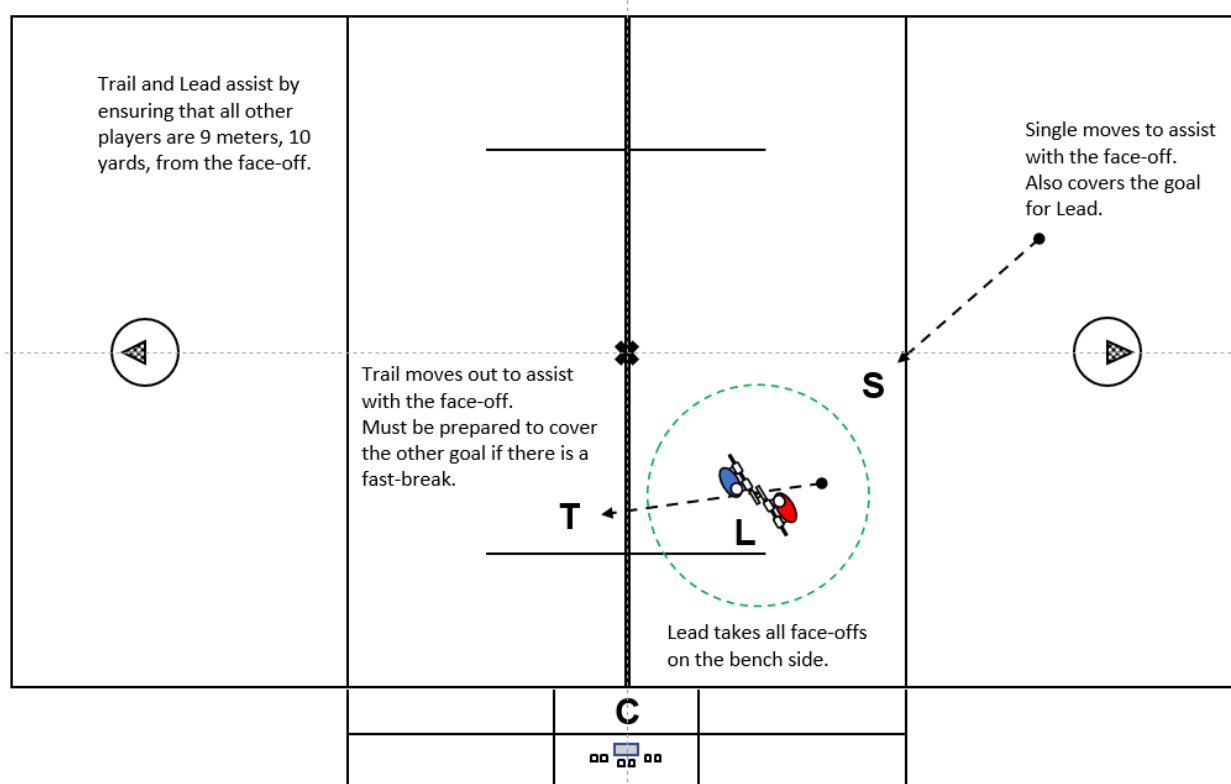
8.4.2 Face-off on the Bench-side

When a face-off is to take place in the bench-side half of the field, then it will be taken by the Bench-Side Official, whose goal is nearer to the position of the face-off. Usually the Lead Official.

In the diagrams above, the face-off is taken by the Lead Official:

- The Single and Trail Officials move in to position to assist.
- When the whistle is blown for the face-off, the Single and Trail Officials should move back to their required positions, keeping a watch on the play and the players.
- Trail must be ready to cover their goal if a fast break develops.
- The Single Official should be ready to move towards either goal, but is more likely to be needed to officiate at the goal of the Lead Official taking the face-off,
 - the Single Official should get into position with this possibility in mind.

Face-Off on the Bench side outside the Attack Goal Area



8.4.3 Face-off near the Boundaries and the Goals

After a Center Face-Off, if the ball goes Out of Bounds after having been touched by a player, but the officials are unable to identify which team touched it last, the ball will be faced-off 6 meters from where it went Out of Bounds.

Restrained Players within the Attack Goal Areas will not be released until:

- A player gains **Possession** of the ball (see **Rule 39**)
- The ball touches or crosses an Attack Goal Area restraining line or goes Out of Bounds.

Players will also not be released if there is a foul before 'Possession' or 'Free Ball' has been called.

Whenever a face-off would take place within 6 meters (20 feet) of a boundary-line,

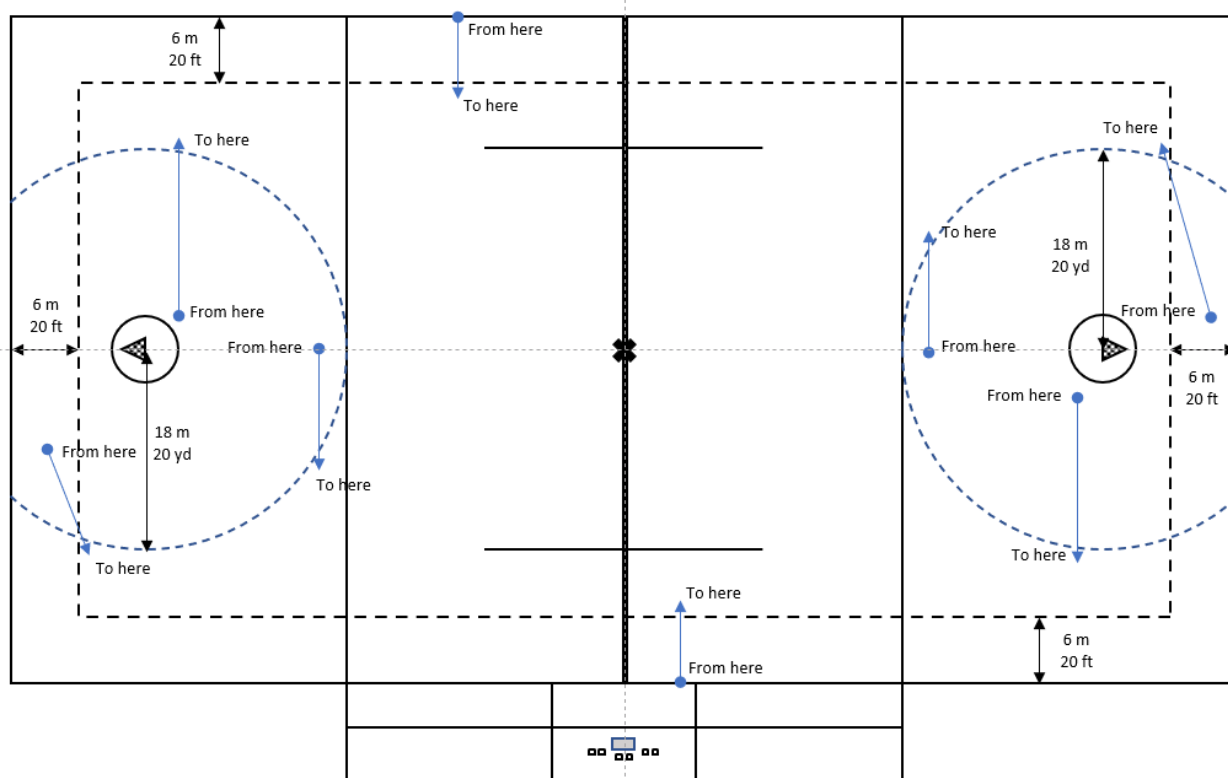
- then it should be moved into the field of play to a point 6 meters (20 feet) from that line.

Whenever a face-off would take place within 18 meters (20 yards) of the goal,

- then it shall be moved laterally across the field to a point which is 18 meters (20 yards) from the goal.

Where a face-off would have taken place **BOTH** within 18 meters (20 yards) of the goal **AND** within 6 meters (20 feet) of a boundary-line, it is moved from where it is to a point which complies with both requirements.

Faceoff – Too Close to Goal or Boundary



8.5 PLAY AROUND THE GOAL

When play has settled around a goal, the On-field Officials should position themselves in a wide triangle around the goal. This triangle is based on each official's "Settled Position" which is their starting point or 'central hub' that the official returns to as they adjust to the play, moving in, out and around as is appropriate.

8.5.1 Lead Official Settled Position.

The settled position for the **Lead** official is:

- 5 meters from the Goal Crease, on the Bench side of Goal
- adjacent to the Goal-Line Extended (**GLE**), toward the centre of the field.

From this position both posts can be seen and will enable the Lead to judge whether the ball has crossed the plane of the goal.

The Lead Official's position at any point in time will be determined by the:

- Position and movement of the ball and
- The adjacent players, staying outside of the line of their possible passes.

The Lead Official should:

- Move in and out, as appropriate, as the play proceeds.
- Adjust position to ensure that the play around the goal is always in view.
- Maintain regular communication with the Single official.
- Be as close to 5 meters from the crease whenever possible,
 - Conscious of their personal safety and that they must avoid interfering with the play.

The closer that the Lead Official is to the play,

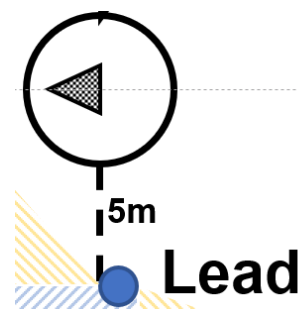
- the higher the likelihood of making the correct call and the easier it will be to "sell" that correct call.

When the ball comes near to the Lead Official's position,

- Lead needs 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 Lead Official's spot,

- then Lead will have to move out of the way to allow this.



As well as being aware of the position of the ball and conscious of their personal safety the **Lead** shall:

- Call the '**SHOT**' on goal if they are the On-Ball official at the time.
- Decide if a goal has been scored.
- Time the four-second goal crease count, verbally and using physical signalling.
- Judge any Goal Crease rule violations.
- Hustle to the end-line to officiate Out-of-Bounds calls on the end-line, as required.
- Move behind the goal to officiate a player who is being defended against, or a contest for a loose ball.

The **Lead** official should avoid getting into a position where,

- they must turn their back to the field to officiate the play as it moves to the sideline or the end line:
 - Read and anticipate the play, staying outside of the passing lanes between players.
 - Move out of the way of the players before they get too close.

Where the attacking team are playing in a wide formation, the Lead should adjust position to where all the players remain in view. This may require the **Lead** official to:

- Move towards the sideline, while remaining on the goal line extended, or
- Remain closer to the goal by stepping behind the goal line extended and towards the crease,
 - Turning their body to keep the play in view.

8.5.2 Single Official Settled Position

The settled position for the **Single** official is:

- 5 metres away from the goal-line, towards the centerline, and
- 7 metres out from the goal crease, towards the Single boundary line.

Single must constantly move in, down and out depending on the position and movement of the ball, the adjacent players, and the Lead Official.

Single should move in towards the goal when the **Lead** official is:

- Behind the goal for end-line coverage.
- Far away from the goal, along the Goal Line Extended.
- The on-ball official behind the goal or is knocked over in the play.

Single must cover the goal-line until the Lead returns to their settled position.

If there is a shot on goal or goal crease infringement before that can occur, **Single** shall:

- Signal a goal or no goal,
- Start and complete the goal crease count,
- Apply appropriate penalties as is required.

When the Lead official returns to their settled position at the Goal Line Extended, the **Single** official will be released to return to the Single Side settled position, described above.

As well as being aware of the position of the ball and conscious of their personal safety the **Single** shall:

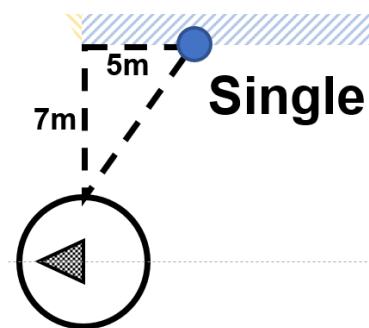
- Position themselves where they will not interfere with the play.
- Make every effort to keep all players in view and in front of them.
- Be responsible for calling a shot on goal if they are the On-Ball Official at the time.
- Continue to watch the shooter and to penalize any late fouls unless they are covering the goal.
- Be responsible for out-of-bounds calls on the Single side boundary line,
 - hustling to the line as required to make such calls correctly.
- Anticipate an Over and Back violation to be called by the **Trail** and hustle into position to restart play,
 - allowing the new Lead, a chance to get ahead of the players.

The **Single** official should avoid getting into a position where they must turn their back to the field to officiate the play as it moves to the sideline or the end line:

- Read and anticipate the play, staying outside of the passing lanes between players.
- Move out of the way of the players before they get too close.

Where the attacking team are playing in a wide formation, the **Single** official should adjust position to where all the players remain in view. This may require movement towards the sideline, however, the **Single**,

- Must hustle back into the settled position as soon as the play allows.



8.5.3 Trail Official Settled Position

The settled position for the **Trail** official is:

- 5 metres towards the middle of the field and
- 5 metres towards the end line from the wing restraining line.
- Not closer to goal than the Attack Goal Area restraining line.

The **Trail** should move to watch the contest as the play proceeds.

When the ball becomes loose or if a shot is taken,

- **Trail** should begin to move back towards the centerline.

Where a loose ball rolls towards the centerline, **Trail** must hustle to cover the centerline, without turning their back to the play:

- **Trail** should be positioned just on the defensive side of the line.

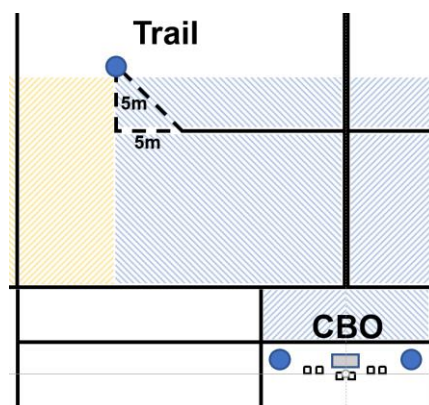
Communication and Teamwork with the CBO is essential.

If the CBO is not occupied with their primary duties and is available to assist, the:



- CBO covers the centerline to assist with offside,
- **Trail** official watches for Over and Back, Illegal Pushes, etc.
- However, if the CBO is unavailable to assist, **Trail** has complete responsibility for the entire play.

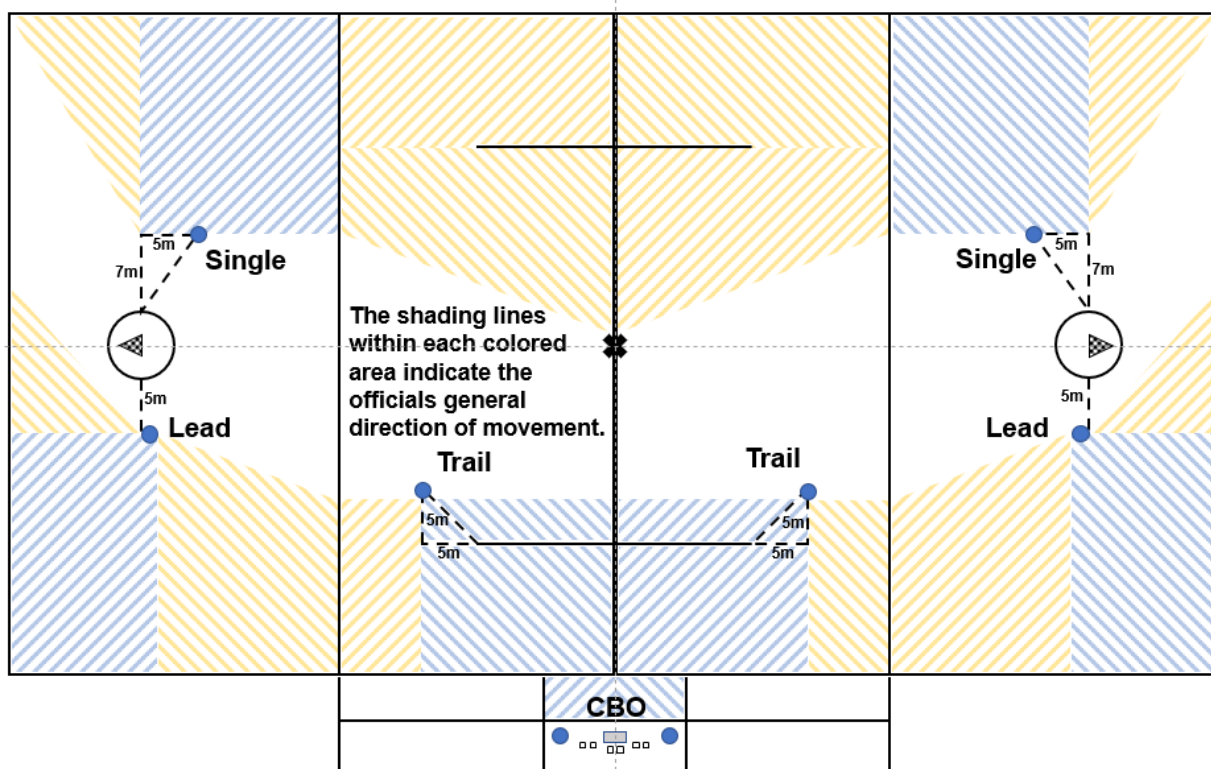
As well as being aware of the position of the ball and conscious of their personal safety the **Trail**:

- Shall position themselves where they will not interfere with the play.
- Calls the shot on goal if they are the On-Ball official at the time.
- Continues to watch the Shooter, to penalize any late fouls.
- Officiates any Out-of-Bounds calls on the Bench-side boundary line and
 - shall move to the sideline, as required, to make such calls correctly.
- Shall be prepared to make any Offside calls and Over and Back calls on the centerline,
 - without the assistance of the CBO or Single official.
- Must be ready and in position for a fast break. If that occurs, the Trail will become the new Lead, and should never be beaten to the goal line, or to the end line at the other end of the field.



Settled Officiating Positions •

Primary  and Secondary  Movement Areas



8.5.4 Coverage 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.

An **On-Official** covers the player with the ball, the teammates who are near to the ball-carrier and the defenders playing them.

- The On-Official covers the "**Primary Action**", looking for slashing, tripping, warding-off, holding, crease violations, pushing, interference and moving picks which involve players in the "primary area".

The **Off-Officials** cover the "Secondary Action" outside this "primary area" of play.

- They look for crease violations, illegal picks, pushing, interference, holding and any personal fouls which involve players outside the "primary area".

As the ball moves around the goal, the responsibilities of the Officials change.

If the play approaches an Official, that official could become the On-Official and should **BACK** out and away from it to give the players room and to keep the play in full view.

The "3-person wide triangle" formation should be generally maintained,

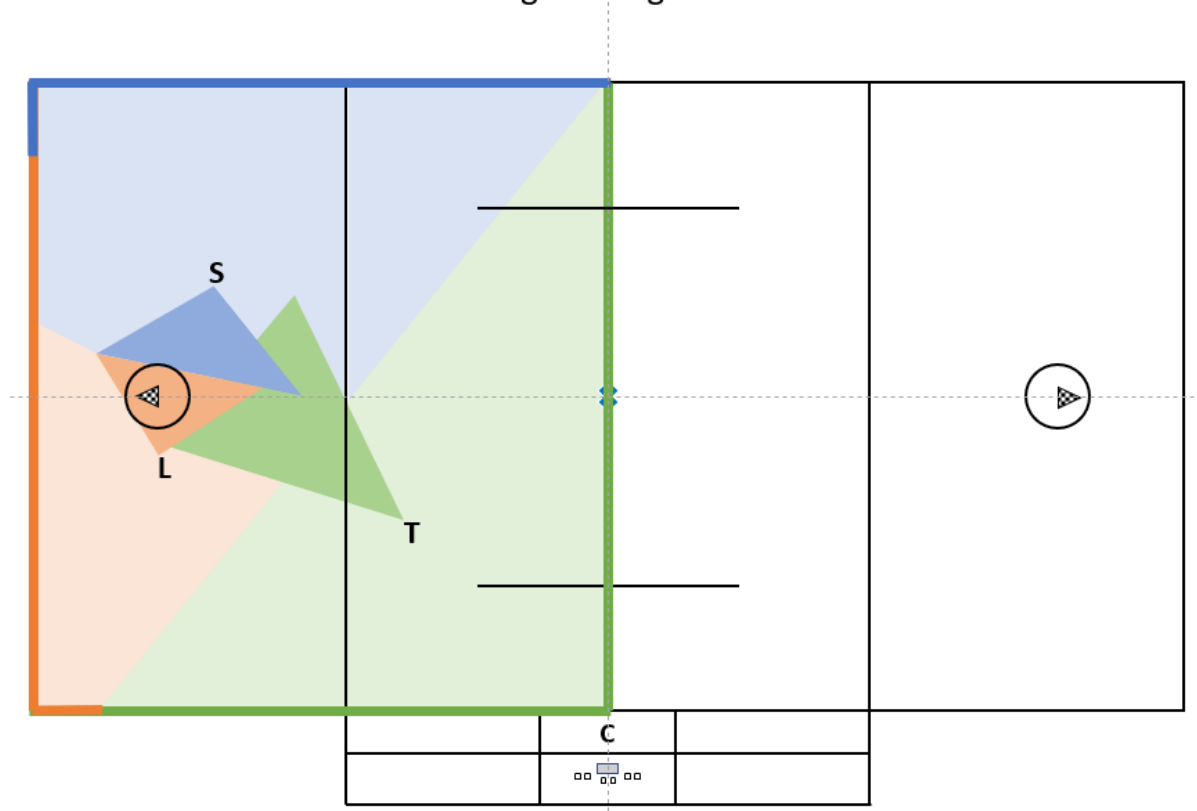
- **while constantly making good position to see the contact between the players.**

Once play is "settled" around a goal, the Trail Official must resist the temptation to hang back from the play and relax and become uninvolved. Commonly referred to as being in the "Rocking Chair".

The Trail must officiate fully, knowing that for most of the time it will be as an Off-Official while in that position.

The CBO will be watching for illegal substitutions, and Offside only if not occupied with Bench Area duties.

Officials Coverage During Settled Situations



Boundary line responsibilities:

- **T**rail official controls the Bench-Side boundary line as well as the Centerline.
- **S**ingle Official controls the Single side boundary line and [part of the End Line where they meet](#).
- **L**ead official controls the End Line and [part of the Bench-Side boundary line where they meet](#).

The overlapping areas should be called by the official who is nearest and/or in the best position to see the play.

Around the Goal:

- **T**rail official assists in off-ball calls toward the front of the goal but will be the on-ball official further out from the front of the goal toward the Attack Goal Area restraining line.

- **Lead** official is primarily responsible for the Goal and Goal Crease and will be on-ball official for play immediately behind or in front of the goal.
- **Single** official is also responsible for play in front of goal and behind on the Single Side, and shares control of the Goal Crease.

Transitional Areas:

- **T**rail official monitors play from the Centerline to the Bench-Side End line corner of the field.
- **L**ead official has responsibility for most play behind the goal and from the Bench-Side End line corner of the field to the front of the goal.
- **S**ingle official covers play from the Single sideline to the front of the goal.
- There will be a point where the **Lead** Official and the **Single** Official are both watching the ball,
 - This moment must be minimized to effectively cover the goal and the area in front of it.
- Trail will be looking to assist the area in front of the crease, and to become the On-Official if the ball should come out toward the Attack Goal Area restraining line.
- The above is also only a general guideline and, as previously mentioned,
 - adjustments will constantly need to be made depending on the circumstances in a game.

There is a strong correlation between the accuracy of an Official's calls and their closeness to the play.

Good positioning will enable the Officials to avoid interfering with the play of the game,

- without being so far away from the action that they cannot see the fouls that are being committed.

At all times, the Trail Official must be ready for a loose ball going towards the centre of the field to cover,

- Offside, Over and Back, and other rule violations, and for a fast break developing suddenly.

8.6 THE FAST BREAK

Where the attacking team lose 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 scenarios, the Officials are referred to using the designations of the new positions that the Officials are going to. As the fast break is in progress these descriptions better indicate their responsibilities.

The new **Trail** Official (old Lead) has the 4-second goal crease count and should be:

- Laterally adjacent to the next potential defensive player who could be involved in the clear.
- Outside of the players, so that they are all in view.
- Not ahead of the ball, except if the ball is turned over.
- Ready for transition back towards goal at any time.

The new **Lead** (old Trail) breaks toward the goal at the other end of the field, when the goalie makes a save. Before getting to the midfield-line the new Lead should locate the ball and determine what type of break it is.

Lead must be aware of the possibility of a turnover and be prepared to return to the other end of the field.

If it is a fast break, Lead must ignore Offside. Lead's sole concern is to get into position to cover the goal-line and the end-line. The new Lead Official should stay at least one line ahead of **the ball** and **not be beaten** to:

- the Centerline,
- the Attack Goal Area Restraining line,
- the Goal-Line, or the End-line.

The **Single** official must break away when the goalie makes a save, while keeping an eye on the play.

Single must get some distance toward the cone at the centerline sideline intersection, and then locate the ball,

- If the ball is continuing up the field, **Single** should move up-field quickly to support the **Lead** official.

As the **Single** approaches the centerline, **Single** counts the clearing team players in the penalty area and in their attack half of the field, to quickly determine if they are offside.

Where the clearing team is running the ball down the Single Side of the field **Single** should,

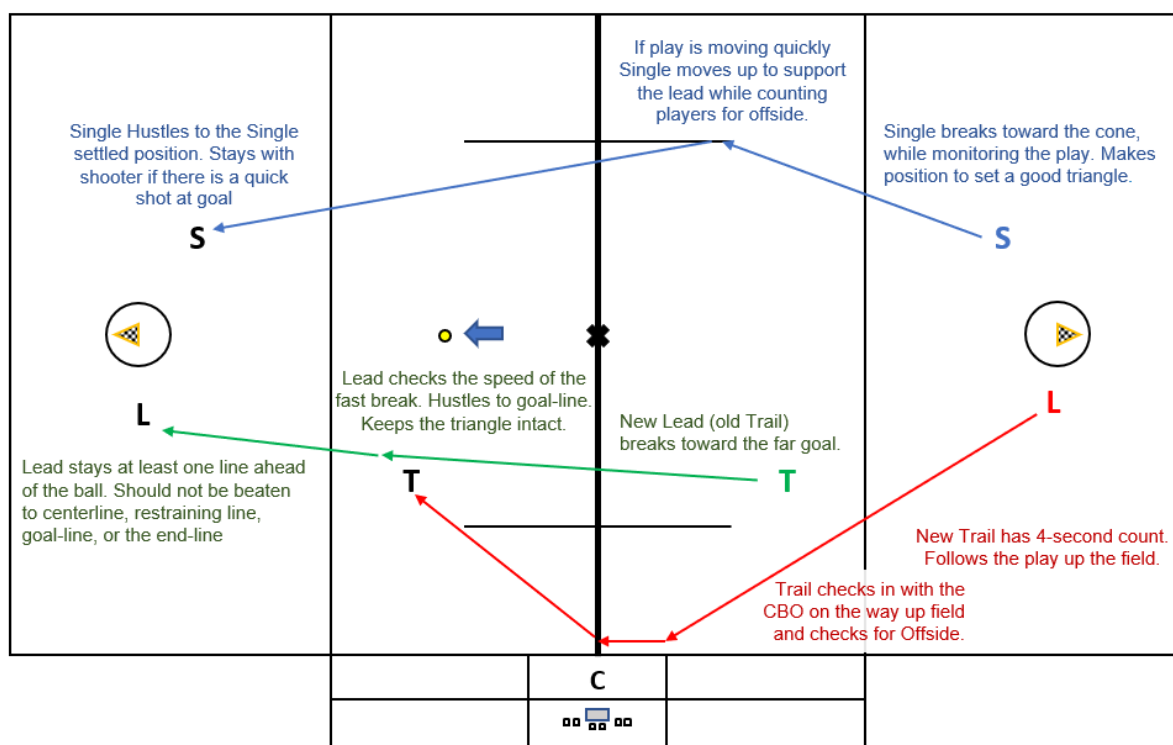
- Ignore offside and hustle to stay with the play as the on-ball official.

In this situation, **Lead** should slow down slightly at the Attack Goal Area restraining line and carry out a quick Offside check, counting the clearing teams players in the penalty area and in their attack half of the field.

Single hustles towards their settled position and stays with the shooter for any late fouls by defenders.

If the **Lead** Official becomes "caught up" in the fast break, then **Single** must attempt to cover the goal by hustling to the goal-line as quickly as possible.

Turn Over – Goalkeeper Save – Fast Break



The **Trail** Official coming up the field must take responsibility for any Offside decisions.

The CBO may assist with Offside if not busy with substitutions or other Bench Area responsibilities.

Once the ball has crossed the centerline, the **Trail** official shall:

- Hustle to the nearest cone of the Gate of the Special Substitution Area,
 - to check the offside status of both teams.
- Count the players in the Penalty Area.

If the CBO is occupied with player substitutions, Trail shall:

- Wait until the substitutions are finished and it is safe to move to the **T**.
- Count the attacking players in their attack half of the field.

When the substitutions have finished **Trail** stands at the **T** and counts the number of attacking team defensive players in the in their defensive half of the field,

- To ensure the attacking team do not have too many players on the field.

Trail should then check the count of all the defending team players in the penalty area and in their defensive end of the field. It should be clear to all that Offside is being checked and the count is correct,

- If there is an Offside, the **Trail** will call it.

If not occupied with bench duties, the **CBO** may assist the **Trail** official by checking Offside for them.

When the **CBO** is certain that a team is Offside and is sure that no other official is aware of it,

- The **CBO** should make the call.

If certain that both teams are not Offside, then the **CBO** should inform the **Trail** official:

- "They are OK" or "They are All Good" should suffice.
- The **Trail** must acknowledge this and shall check the Offside situation personally.

When satisfied that both teams are on-side, **Trail** shall leave the **T** and hustle to the Trail Settled position.

- Checking that the defending team has only four long sticks on the field.

8.7 THE SLOW CLEAR

A Slow Clear occurs when the attacking team lose possession of the ball to the defending team and:

- the ball is held by the Goalkeeper or his teammates in the defensive area around their goal.
- they are methodically attempting to Clear the ball into their Attacking Half of the field.

This is generally a practiced play and may involve strategic player substitutions by the clearing team to set it up and successfully move the ball out of their defensive end of the field.

During all transitions, the officials should continue to watch and officiate the play while running to position.

(In the following description, the Officials are referred to using the designations of the new positions that they are going to and better reflects their responsibilities.)

When the Goalkeeper makes a save:

- the new **Trail** Official (the Old Lead) shall:
 - Apply the 4-second goal crease count as required (should be visual and audible).
 - Must maintain position laterally to the player with the ball as it is carried from defence.
 - Be outside the players, so that they are all in view, and not get ahead of the ball.
 - Ready to hustle back towards the goal line if the ball is turned over.
- the **Single** Official shall:
 - Break out and head toward the cone at the centerline and boundary-line intersection,
 - Monitor play during the first few strides to determine ball location and the speed of the clear.
 - Set the point of the Official's triangle and adjust position with the play as it moves.
- the new **Lead** Official (Old Trail) shall:
 - Move to the Centerline to watch for offside.
 - Keep the location of the ball and the **Single** official in view while moving to position.
 - Maintain an effective official's triangle as the ball moves up the field.

The officials should slowdown if the ball is being actively contested behind the goal, in case there is a turnover.

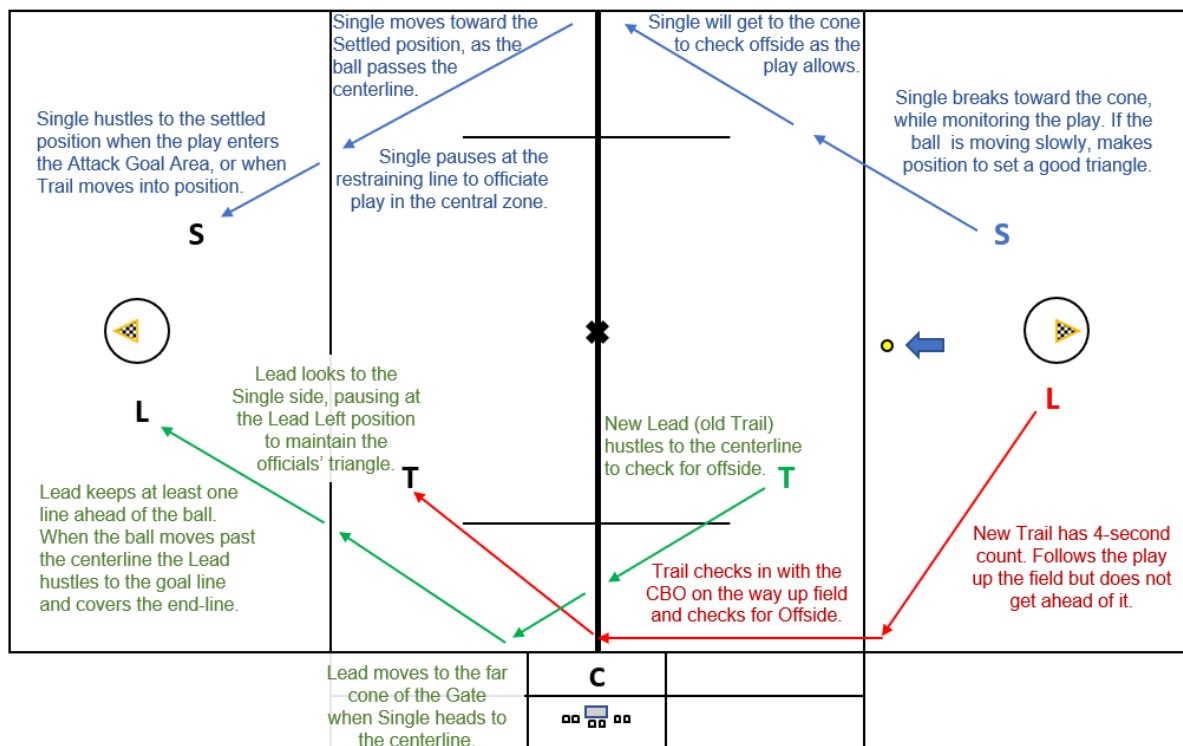
When the defence are about to execute a Slow Clear the:

- **Trail** Official shall:
 - Be positioned level with or slightly behind the ball,
 - Keeping the player who has possession in view to watch for fouls.
 - If possession is lost, hustle back to the **GLE** to cover a shot on goal, or out-of-bounds.
- **Single** Official shall:
 - Maintain position adjacent the sideline, ahead of the players clearing and riding the ball.
 - Get to the cone at the centerline-sideline intersection as the play allows to check offside.
 - Prepare to return to the Attack Goal Area if possession is lost.
- **Lead** Official shall:
 - Leave the Centerline for the furthest cone of the gate of the Special Substitution Area
 - before the **Single** official gets into position on the Centerline.
 - Keep ahead of the **Single** official to maintain the official's triangle.
 - Prepare to return to the **Trail** position if the clearing team loses possession of the ball.

If the Clear breaks down and the ball is passed back down the field toward the clearing teams' goal:

- **Trail** must hustle back ahead of the ball to cover the Goal,
 - **Trail** may be officiating alone in the defensive half of the field for a brief period.
- **Single** will need to hustle back with the play to maintain the "triangle" and coverage of the play.
- **Lead** shall move back toward the **T** to cover any offsides.

Turn Over – Goalkeeper Save – Slow Clear



During the slow clear, as the ball comes up the field:

- The **Lead** Official shall:
 - Maintain the official's triangle, keeping ahead of the **Single** official.
 - Be ready to hustle back to the old **Trail** position to assist the other officials if the clearing team is unable to clear the ball from the riding teams Attack Goal Area,
 - Leave the far cone of the gate of the Substitution area and move toward the Goal line.
 - Be prepared for a long pass to the other end of the field,
 - If this occurs **Lead** shall immediately hustle towards the goal to cover the goal line
 - Always be at least one line ahead of, and never be beaten by, the ball to the,
 - Centerline, Attack Goal Area Restraining Line, Goal-Line, or End-Line.
- The **Single** Official shall:
 - Wait at the centerline and leave only after the ball has crossed the line,
 - unless covering for the Lead Official who may be caught up in the play.
 - Follow the ball toward the Attack Goal Area,
 - pausing at the restraining line to officiate the play while it is in the central zone,
 - until the **Trail** leaves the **T** and moves to the Trail settled position.
 - Hustle to the Single Settled position when the ball enters the Attack Goal Area.
- The **Trail** Official shall:
 - Maintain position laterally to the ball carrier until the ball is run or passed over the centerline:
 - Move as the play allows toward the nearest cone of the Gate of the Substitution area,
 - keeping out of the way of substituting players.
 - Monitor offside if **Single** is the on-ball official as the ball crosses the centerline.
 - Move to the **T** and Check with the **CBO** that all is ok.
 - Check offsides, long sticks and number of players on the field are correct,
 - Hustle to the **Trail** settled position.

As the play moves up the field, the Single official and the Trail official must communicate.

If the **Single** does not move forward soon enough, then the **Trail** should prompt the **Single** with a wave or, if that fails, a call,

- "Go (Single Official's name), I've got the line" should suffice.

The **Single** must follow the ball towards the goal as the play progresses into the Attack half.

If the **Single** needs to leave the centerline to follow the play toward the goal, and **Trail** does not get to the centerline soon enough, then **Single** should hustle toward the goal and call to the Trail,

- "I'm going, (Trail Official's name)" should suffice.

Trail must cover the centerline as the **Single** leaves to follow the play.

Trail checks both teams for Offside, as specified at the end of [Section 8.6](#), and checks that the defending team has only four long sticks on the field while running to position.

8.8 OUT-OF-BOUNDS

The following diagrams and description cover the out-of-bounds situations that can normally occur.

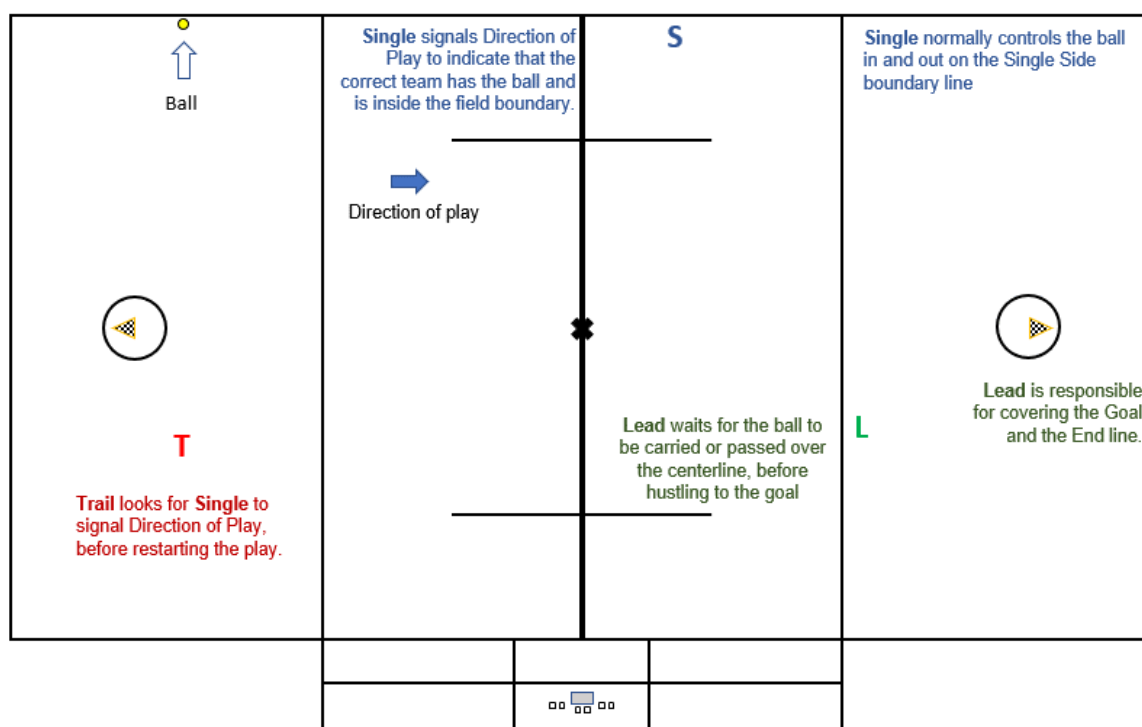
The Official responsible for the out-of-bounds should blow their whistle and point the direction of play,

- This is very important for the other officials, the players, as well as both coaches.

The direction of play signal should be repeated by the other officials and held until the whistle re-starts play.

If an official must run to a new position, the signal shall be clearly given before moving, then repeated upon arrival at the new position, unless play has already restarted.

Single Side- Line Out-of-Bounds.



8.8.1 Single Sideline Out-of-Bounds

When the ball goes Out of Bounds on the **Single** sideline, it is the responsibility of the **Single** official to judge which team will be awarded the ball and where the play will re-enter the field to restart the play.

Where the ball goes Out of Bounds on the **Single** sideline and is awarded to a team deep in their defensive half of the field, and the **Single** official is already in, or moving toward their attacking half of the field:

- The **Lead** will be adjacent the Attack Goal Area restraining line waiting for the play to come to the goal.
- The **Single** and **Trail** officials will coordinate the remote restart by communicating with signals,
 - **Single** will indicate that the correct team's player has possession of the ball and is inside the field by signalling the Direction of Play,
 - **Trail** will restart the play by blowing the whistle and pumping the arm with a closed fist.
- This may not be practical if the riding team the is closely defending the clearing team.

If the ball in the above diagram was going to change directions and go to the left half of the field,

- the **Single** official would go towards the centerline cone and signal the restart of play from there.

8.8.2 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.

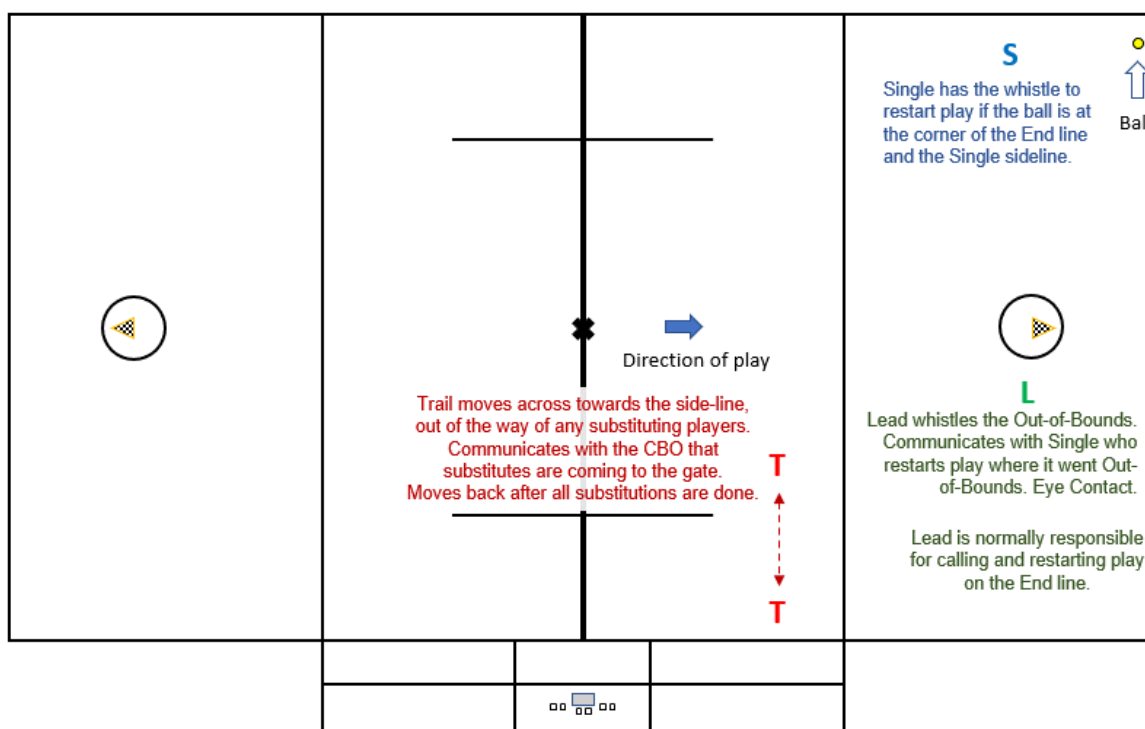
If the ball goes Out of Bounds near the single side on the end-line (within 10 meters of the corner cone):

- the **Single** should communicate with the **Lead** that **Single** 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 about this.
- The **Trail** should move across towards the sideline out of the way of the substituting players.
- Trail should communicate to the **CBO** that substitutes are coming to the gate.
- After the substitution is complete, the **Trail** can move back to the settled position.

If a goalkeeper has chased a loose ball Out of Bounds after a shot, and the decision regarding possession has gone to his opponents, then he is NOT given extra time to get back to the goal before restarting play.

The game shall be restarted as quickly as the situation will allow.

End-Line Out-of-Bounds.



8.8.3 Sideline Out-of-Bounds on the Bench-side

The **Trail** official is normally responsible for calling an out-of-bounds ball on the bench-side boundary,

- and for restarting play.

Where a “Shot” at goal goes out-of-bounds on the bench-side boundary the **Trail** Official has the call,

- to judge who is closest to the sideline when the ball goes out of play.

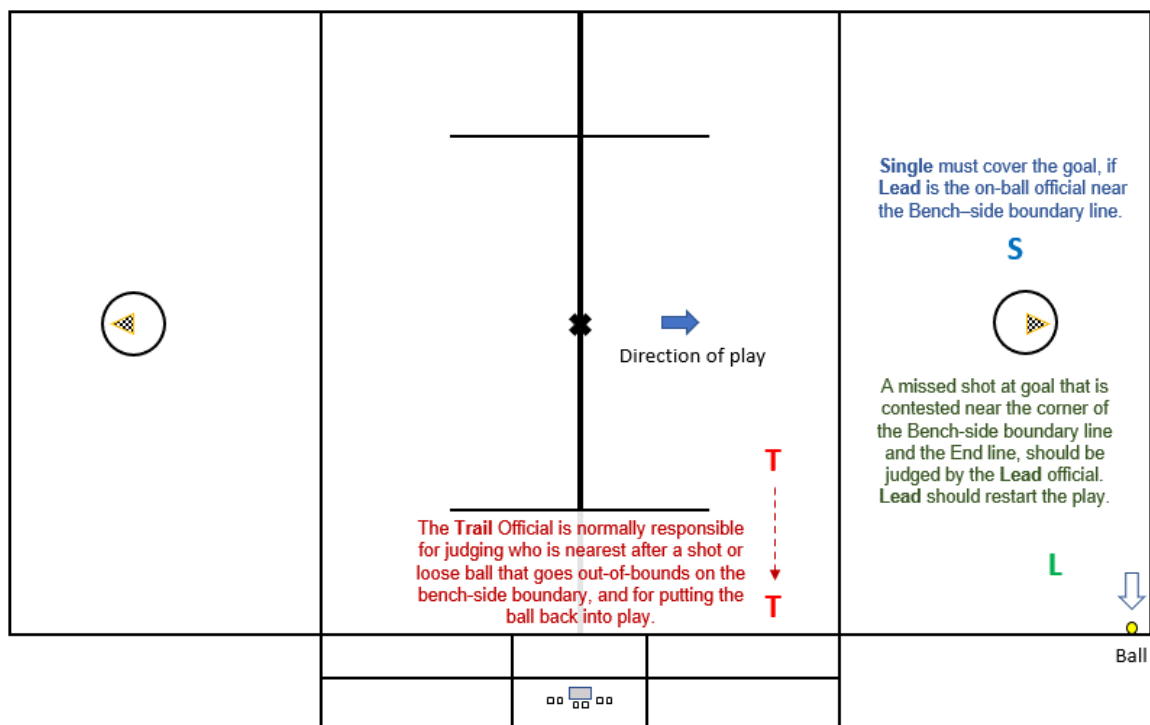
When a ball goes out-of-bounds on the bench-side boundary, near the corner where it meets the end line,

- **Lead** should leave this call and the restart to the Trail official.

However, in the situation of a missed shot at goal which is being contested near the corner of the field:

- the **Lead** Official should move to the bench-side boundary line to be in the best position to judge who is closest when the ball goes out of play.
- The **Single** Official will have the Goal Line coverage.
- **Lead** should restart play and move back to the Lead settled position as the play allows.

Side-Line Out-of-Bounds on the Bench-side.



8.8.4 Sideline Out-of-bounds at the Special Substitution Area

If the ball goes out-of-bounds on the bench-side of the field:

- either within the gate of the Special Substitution Area, or
- within 5 yards (4.57 metres) of any part of the Special Substitution Area,

then the **Trail** Official should move the player 5 yards (4.57 metres) laterally onto the playing field from the gate before restarting play.

This is required by the Rules, to ensure that any teammates of the player awarded the free play, inside the special substitution area, are not illegally close to him.

This is not a Quick Restart situation as the player is required to be moved before play is restarted.

Ensure the opponents of the player awarded the ball are 5 yards from him before restarting play,

- to avoid any unnecessary technical penalties that could occur.

The Officials need to know where the ball went out-of-bounds and which team touched it last, to:

- Ensure that the correct team is awarded the Free Play.
- Determine which official will be **Lead**, and which will be **Trail**.

The **CBO** may be able to provide some of this information in this situation, if not busy with substitutions or other off-field responsibilities.

The **Trail** will restart the ball from a position about 10 yards (9.14 metres) toward the defending team's goal. Should there be a turnover and a fast break toward the other goal, **Trail** will be positioned ahead of the ball.

Single should be located near the Centerline, between any players and the Single Sideline, checking offside,

- **Single** can hustle in either direction, depending on where the player attempting to clear the ball goes.

If the defence is not pressuring the ball carrier,

- **Single** can move towards the goal and take up the normal settled position.

Lead will hustle to the Lead official settled position at GLE, waiting for the play to come to the goal.

9 FIELD MECHANICS

9.1 SIGNALING

Communication amongst the Officials, between the On Field and the Bench Officials, between the Officials and the players and coaches, and (via signals) between the Officials and the spectators, is vital in a game of Men's Field Lacrosse.

To communicate effectively, the signals and the penalty communication procedures must be learnt so that they become automatic. They must be performed purposefully and clearly, even at the risk of being over-dramatic. Where appropriate, the official's hands should be held high when signaling.

The Goal Scorers and Penalties should be capable of being understood from the signals alone. Distance and ambient noise can make it very difficult to understand verbally communicated penalties and goal scorer information, as the official scorer may be surrounded by excited players and team coaches. The noise level in the bench area can become very loud and distracting during a World Championship game.

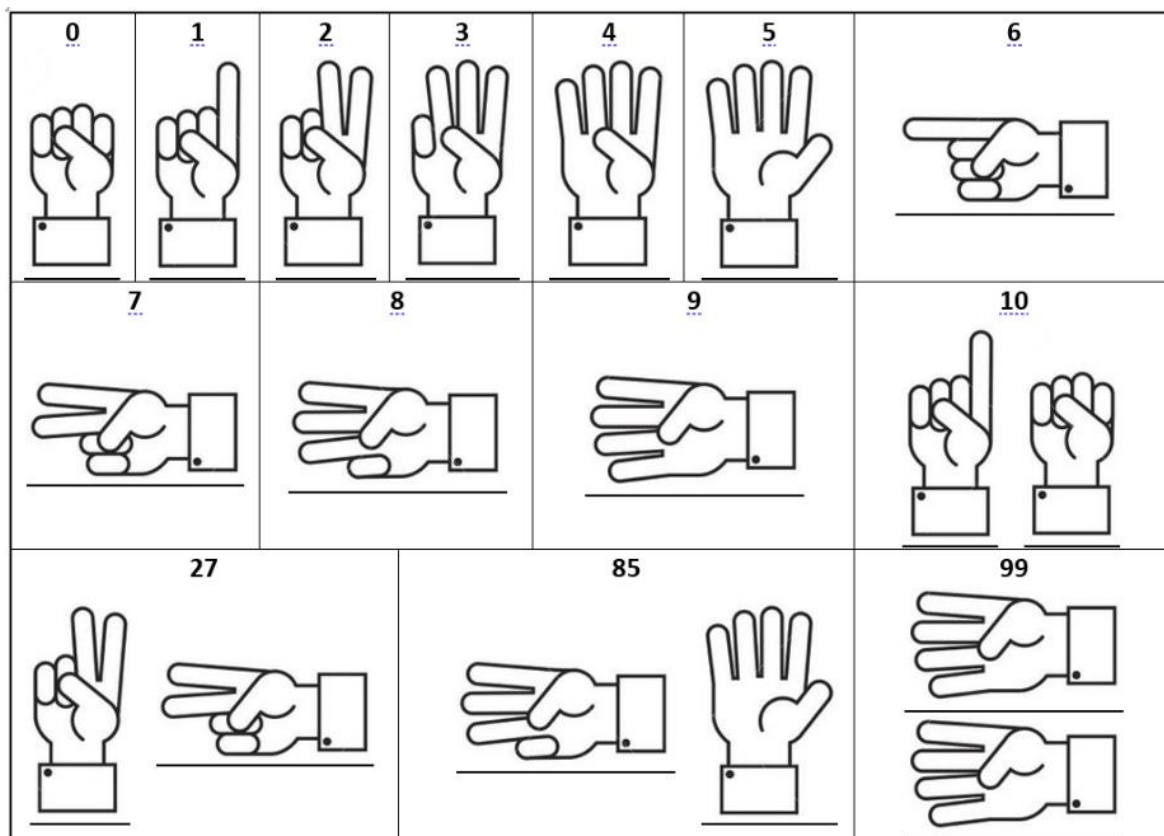
9.1.1 C.N.O.T.E.D.

The standardized way of reporting the foul is as follows:

1. **Colour** of the team fouling.
2. **Number** of the player who committed the foul. (use finger counting)
3. **Offense** committed including verbalisation. (Pushing, Slashing, etc.)
4. **Time**, duration of penalty.
5. **Explanation**, if required for multiple and simultaneous fouls.
6. **Direction** of Play signal, toward the goal the team in possession of the ball are attacking.

9.1.2 Signalling Numbers by Hand

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



- Two-digit numbers will be indicated sequentially and pronounced separately:

- For example, One-Three, Eight-Five.
- Two-digit numbers such as “Thirteen” or “Eighty-Five” should not be voiced.
- The numbers 1 to 5 are indicated by raising the hand up to head height or above,
 - with the required number of fingers pointing upward and spaced apart, (so that the number of fingers can be seen from a distance).
- The thumb is used for the number 5 only, (and for Expulsion fouls)
- The numbers 6 to 9 are indicated by:
 - holding the arm out laterally from the body,
 - with the hand raised to head height or above, and the
 - required number of fingers pointing laterally and spaced apart.
- The number 0 is indicated with a closed fist.



A time serving Technical Penalty, 30 seconds, is signalled by one arm bent at the elbow, with the forearm and hand, held horizontally in front of the body at shoulder height. The other hand and arm are raised vertically below the horizontal forearm, until they touch to form a **T**.

The duration of penalty time for Personal Fouls will be indicated by raising 1, 2 or 3 fingers vertically with the palm of the hand facing the other Official or the Bench Officials.

1 minute



2 minutes



3 minutes



Expulsion



9.1.3 Relaying Penalties

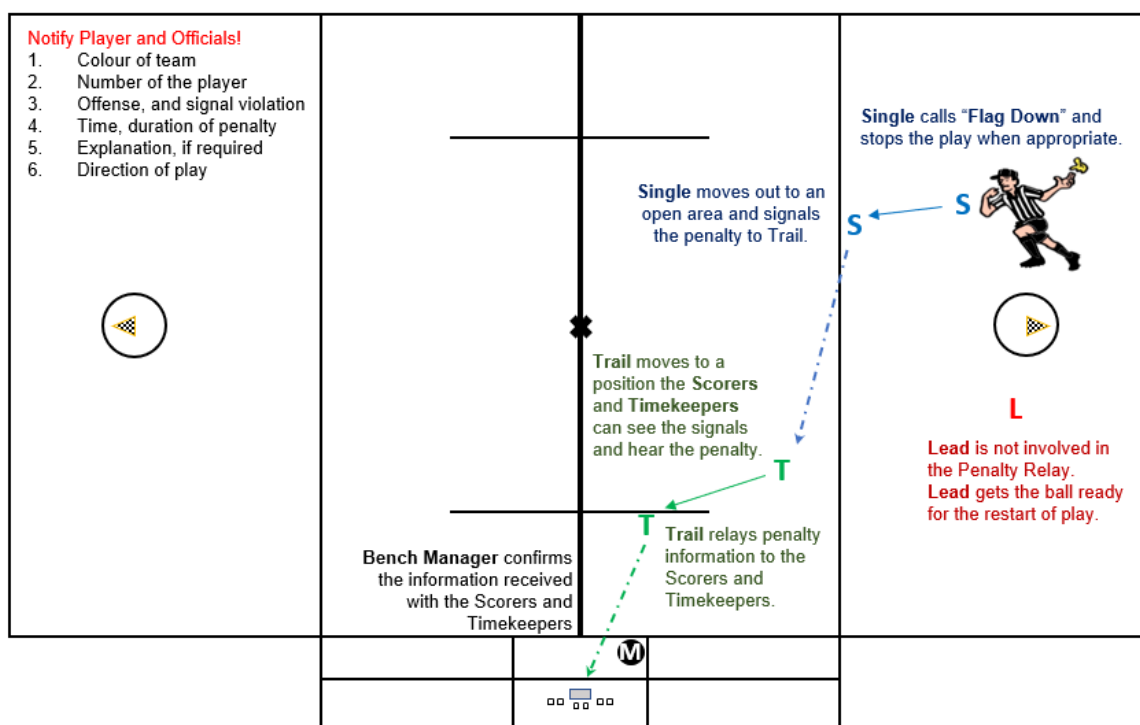
When the penalty relay is done correctly, it becomes a very quick process.

In the following diagram, the **Single** official has the flag down:

- **Single** allows the play to continue until it is appropriate to stop the play and apply the penalty.
- **Single** should move into an open area, stop, and relay the call to the **Trail** Official.
- **Trail** shall move into an open area to receive the call from the **Single**.
- **Single** relays the call, then retrieves their flag and gets ready for play to restart.
- If there were multiple flags, **Trail** waits to see if there are any more fouls to relay.
- **Trail** should move to a position where the Bench Officials can see and hear the penalty information.
- **Trail** then relays the penalties to the Bench Officials.
- The **Bench Manager** ensures that the Bench Officials have the correct call.
- The **Lead** official is not involved in this penalty relay in the following diagram.
- As **Lead** is not involved in the penalty relay **Lead** should assist with the setup for the re-start of play.

If the penalties are always relayed in the same manner, then the scorers and timekeepers will have an easier time recording the fouls, and the other officials and the coaches will be kept fully informed.

Penalty Relay by the Single Official.

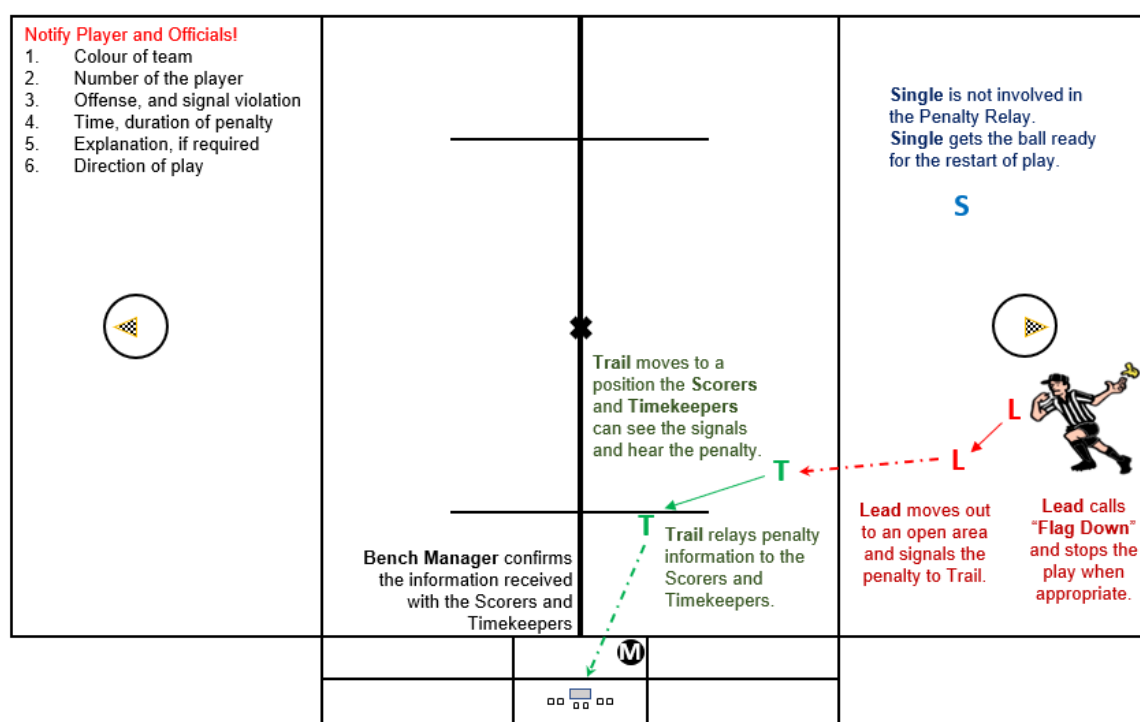


Be sure to notify the player of the foul he has been penalized for:

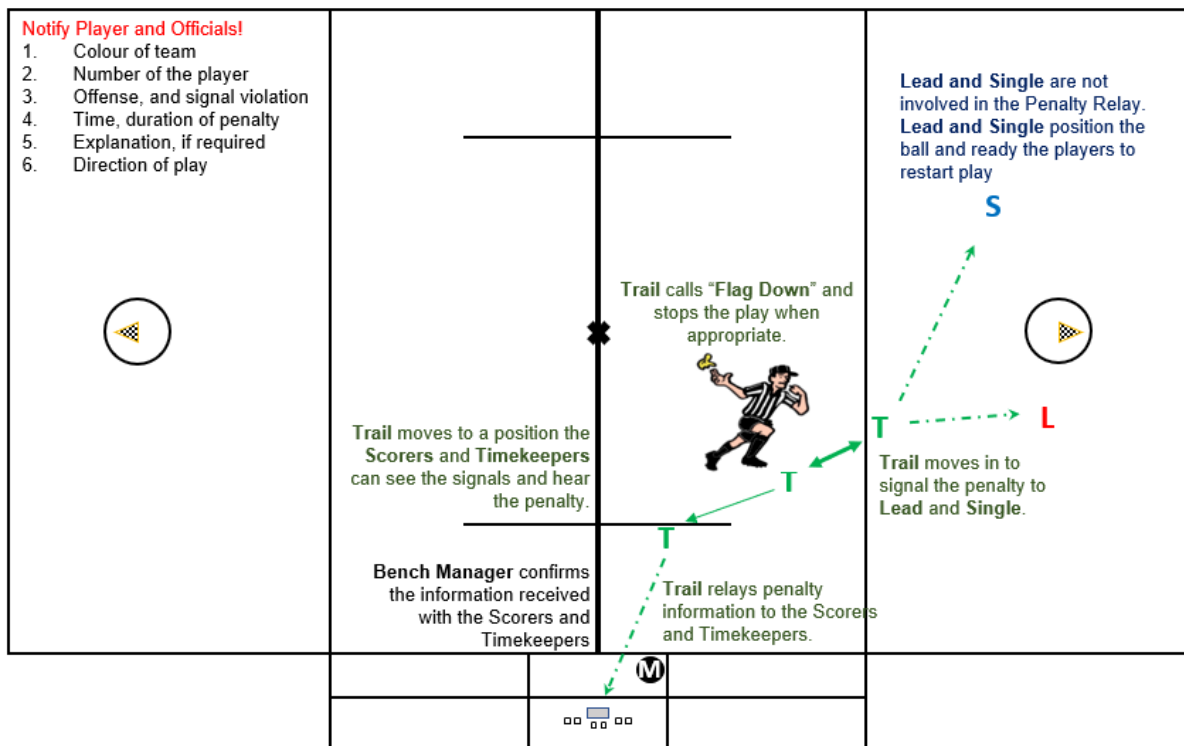
- Speak clearly, respectfully, and unemotionally when informing players of their penalties.
- Remember that his native language may not be English, and that English is spoken in many forms and in many accents around the world.
- If there are multiple penalties on the same player, they must be relayed in the order in which they occurred so that the Bench Officials know in which order the penalties are to be served.

Do Not Rush. Take your time and be methodical in communicating your signals. A little bit of time spent getting it right and making sure that the message is understood, will save a lot of time spent repeating the process.

Penalty Relay by the Lead Official.



Penalty Relay by the Trail Official.



The diagram above illustrates the relay that causes the most problems.

Trail has applied the Slow Whistle Technique, thrown the flag and stopped the play at the appropriate time.

Trail MUST first relay the penalty to the **Lead** and **Single** officials and the offending player, and then turn around and move to a position where the Bench Officials can see and hear the penalties and repeat the call.

Again, the **Bench Manager** must ensure the Bench Officials have received the correct call.

Signalling to the other On-field Officials first, solves three problems:

- The other On-field Officials know what the penalty is and can inform the other players.
- The penalized player is informed of the foul and the penalty time, and he can get off the field sooner.
- It reduces the confusion when multiple fouls are called in the same play by different Officials.

This also allows the other two Officials time to get the players ready to re-start the game as quickly as possible. Remember that your partners are the two most important people on the field with you. They must be informed!

If there are multiple flags by different Officials, the following protocols shall be followed:

- The Officials **may** choose to stop the clock and have a conference if the situation requires it,
 - This should not be by default. Simple multiple flags should be able to be dealt with efficiently and effectively in a running clock situation.
- The officials who threw flags on the play must confirm that they have different fouls.
 - If they both have the same foul, the official who threw the first flag should relay the call.
- The official who threw the first flag should relay their call to the Trail Official first, followed by the official who threw the next flag.
- The **Trail** Official must understand and remember the detail of each of the penalties and relay the calls to the Bench, ensuring the correct order of penalties is communicated to the Bench Officials.

The officials who are not involved in the relay of the fouls, work to get the ball into the correct restart position. So that once the penalties have been relayed, and all flags have been picked up, the game is ready to restart.

9.2 FOULS

A common question raised at many officiating courses is how you choose whether a personal foul is 1, 2 or 3 minutes in length. Whilst experience and context of the play are no substitute for this selection, the following is a guideline for newer officials to help decide the potential duration of a penalty.

9.2.1 Penalty Application

- 1-minute personal foul,
 - Anything that happens with reasonable force in the regular occurrence of the game in the scrimmage area. Basically, these are the events that happen while players are making efforts to play the game, but accidents happen.
- 2-minute personal foul:
 - A foul that occurs with reasonable force but occurs away from the scrimmage area.
 - The fact that the fouled player had no expectation of getting fouled due to his distance from the play elevates the consequence.
 - This includes late hits (shooter/passers after ball is gone) and players in vulnerable positions (face-off position, on the ground, back turned)
 - A foul that occurs in the regular course of play that has excessive force.
- 3-minute personal foul:
 - A foul that is both excessive and away from the scrimmage area.
 - Same guidelines as for a 2-minute personal foul
 - A foul that is extremely excessive with apparent malice
 - A foul that endangers a player's safety
 - If deserved, the official should consider expulsion of the player from the game.

It is hoped that the above criteria will help Officials with overall consistency in the application of the rules.

9.2.2 Foul Application Matrix:

	PERSONAL FOULS	COACH ON THE FIELD	TOO MANY MEN ON THE FIELD	ILLEGAL SUBSTITUTION	OFFSIDE
LIVE BALL	FOUL	FOUL	FOUL	FOUL	FOUL
DEAD BALL (NOT A TIME-OUT)	FOUL	FOUL	FOUL	FOUL	OK
AFTER A GOAL IS SCORED	FOUL	FOUL	OK	OK	OK
DURING AN OFFICIALS TIME-OUT	FOUL	FOUL	OK	OK	OK
DURING A TEAM TIME-OUT	FOUL	OK	OK	OK	OK

Please note that:

- The “Illegal Substitution” rule and the “Too Many Men on The Field” rule apply even if the ball is dead.
 - Except during a time-out or after a goal.
- A coach is not allowed on the field during an officials’ time-out (unless to attend to an injured player).

9.2.3 Application Guidance

All penalties, calls and signals should be made correctly and communicated effectively and efficiently. Game time is precious and prolonged stoppages inhibit the flow and enjoyment of the game.

The following guidance notes will assist when applying and processing penalties:

- When a flag is thrown it should be thrown high enough, so that all can see it, but not excessively so.
- The Official applying the Slow Whistle Technique should loudly call "**FLAG DOWN**":
 - The other officials should echo the call.
 - This helps communicate to players, coaches, and spectators that a time served penalty may be applied at the conclusion of the play.
- For a foul that occurs in the defensive half of the field, and the Slow Whistle Technique is used:
 - Do not throw the penalty flag, but Call "**FLAG DOWN**".
 - Carry the flag at or above head height, to the Official's settled position.
 - Drop the flag to the ground **WITHOUT** repeating the call.
 - This will prevent the loss of game time when the scoring play has ended, as the Official does not have to retrieve the flag from the other end of the field.
- In situations involving multiple penalties, after the whistle has stopped play, a quick conversation between the Officials who threw the flags is required to:
 - Establish if they are for different rule violations.
 - Confirm the player details, and the sequence of the fouls.
 - The Official who threw the first flag shall relay that penalty first.
 - The other official who threw the subsequent flag shall deliver their call.
 - If there is delay or confusion, more than two fouls, or Simultaneous fouls,
 - call an Official's Time-Out and Stop all the Clocks.
- Ensuring that all time serving fouls shall have a separate flag, indicates to the Bench Officials and the Coaches that there are multiple time serving penalties to be processed.
- When an official observes a rule violation, they should verbally repeat the player's number and the foul to themselves, after throwing a penalty flag such as "Red 17; Slashing":
 - This will fix the offender and his offence in the Official's mind, to enable the details to be easily recalled later when the attacking play breaks down.
 - Once a flag has been thrown, then play should only be allowed to continue while the attacking team, Still has "the opportunity of scoring a goal" on their initial scoring play.
- If the slow whistle ends in a manner other than a shot or a dropped ball and the decision is queried:
 - Then a brief explanation of why the whistle has been blown will clarify matters:
 - "Twice behind", "Scoring play ended", "Not attacking the goal", "Out of the Goal Area".
 - If such explanations are not given, then **SOMEBODY** will ask the Officials why it occurred.
- Before informing the Bench Officials of a penalty, the Official making the call should inform the offending player of his penalty:
 - "**Blue 14, Take 30 seconds for a hold, please.**" should suffice,
 - It is very important to avoid confusion where a player's native language is not English.
- To ensure that the penalized player has understood and complied with the directive to serve his penalty time, the Official applying the penalty and/or the Trail Official shall,
 - Watch him leaving the field correctly and observe him take a seat in the penalty area.

- Where a loose ball technical foul has been committed:
 - Confusion can be avoided by a call such as
 - **" Ball was Loose, Blue 14, Hold, No send-off, Red ball".**
 - Give the 'loose ball' signal first to communicate that there is no penalty time to be served.
 - Using all appropriate signals, (loose ball, holding, direction of play) will reduce confusion.
 - If the offending player behaves as if he thinks he has been sent off,
 - then the verbal, **"No send-off"** should be repeated.
- When a time-served penalty is being imposed for a technical foul, it is important to use the **"T signal"**:
 - This signal is used to indicate that a player will serve a 30 second penalty.
 - It is **NOT** used for technical fouls which only result in possession being awarded.
- Where a Time Served Penalty results in to a Free Clear to the centerline:
 - This should be clearly communicated at the end of the penalty call to remove any doubt.
 - **"Free clear: Blue: Over the Centerline"** should suffice.
 - Play should be restarted by the Trail Official inside the Blue's teams Attack Half of the field.
- Where a Time Served Penalty may cause a team to be Offside, the Officials should:
 - Require that team to place a man on-side and shall,
 - Give them reasonable, but not an excessive amount of time to do so.
 - However, if the game is restarted by the Officials and the offending team is still Offside,
 - Then the rules relating to Offside will be applied.
- When a team is penalized for having too many men on the field, before play is restarted, the Officials shall communicate to the offending team to:
 - Promptly remove the excess number of players from the field,
 - and one player for the penalty if required.
 - If they are too slow to comply in a reasonable time, then apply the appropriate technical foul.
- Where a player is being sent off for a mix of technical and personal fouls, especially if more than one Official is involved:
 - The Bench Manager must ensure that the sequence of the penalties is clearly received by the Bench Officials.
 - **"The fouls should be served in the following order..."** will suffice.
- An official must not ignore an inadvertent whistle or pretend that it did not happen,
 - If a whistle is blown while the ball is live, then the play must be stopped immediately.
- When a flag is thrown by mistake, the flag should be picked up and waved off, and the Official should:
 - Shout **"NO FLAG, NO FLAG"**.
 - If the attacking team shoot before that call, and do not score,
 - Immediate Whistle and award the Free Play to the attacking team.
- Officials must not fail to consider all fouls which, at the time of their occurrence, appear to have no effect on the game. Applying the following officiating techniques and principles allows the rules to be observed and applied Fairly, and the game to Flow:
 - The Slow Whistle Technique, **Rule 82.**
 - [The Play-on Technique](#), **Rule 83.**
 - The [Advantage Disadvantage Principle](#).

9.3 THE PLAY-ON TECHNIQUE

When a player commits **ANY** loose-ball technical foul, and the offended team may be disadvantaged by the immediate suspension of play, by stopping a potential goal scoring opportunity or allowing the offending team to get into a stronger defensive position, then the Official should invoke the Play-on technique.

The potential for disadvantage must be real and immediate. An official should not use the Play-on technique in the hope that an advantage may be gained.

The Official should visually signal by raising one arm above their head and shout "**PLAY-ON**", so that all can hear.

Should the Official see a subsequent loose ball technical foul by the same team they shall shout "**PLAY-ON**" again and allow the play to be completed as per below.

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

- If the offended team, Blue, gains possession of the ball, then the play-on situation has lapsed, and the Official will cease to signal,
 - Call "**Advantage Blue**".
- If the offending team gains possession of the ball, or if the offended team is likely to lose the advantage immediately after gaining possession of the ball:
 - The official should blow the whistle, and the offended team awarded the ball.
 - "**Push by Red, Hold by Red: Blue ball**" should suffice.
- If the offended team commits a foul, then the whistle blows, and the usual simultaneous fouls rules apply.

It is important that the above calls, both starting and ending the Play-On situation, are voiced loudly, so that players do not think that a loose ball foul has been missed.

The Play-On technique should not be over-used, and once called, should not be allowed to go on for too long.

A Play-On call is more likely to be appropriate where the offended player is going towards his opponent's goal, rather than towards his own goal, or laterally across the field.

Do **NOT** use the Play-on technique, if the offended player is close to and moving toward:

- A nearby boundary-line,
- His team's or his opponents' goal crease,
- A potential Offside or Over and Back situation.
- Opposition players who are close to him.

In the above situations it is possible that, just after the offended player has picked up the ball, he may lose possession, or touch the line. In the situations described above it **would** be better to apply,

- An immediate whistle as the loose-ball technical foul occurred.

When this happens, and the offending player gets possession of the ball, or the offended player loses possession,

- Blow the whistle to stop play and award the free play where the foul occurred.

When, after a loose-ball technical foul by Red, it is obvious that Red is going to gain possession of the ball, it is still important to call 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 happening and is in control of the game.



When Play-On call is called, it is important that a player is not put into double jeopardy: an example follows:

- The ball is loose near the half-way line.
- Red #7 goes Offside just as Blue #6 is about to pick up the loose ball and head towards the Red goal.
- The Official calls "Play-on".
- Before Red #7 can "get back on-side", Blue #6 picks up the loose ball.
- The Flag is **NOT** thrown for the Offside, so long as Red #7 makes a reasonable attempt to "get back on-side" before the Official declares "Advantage Gained".
- If, for example, Red #7 does not "get back on-side" before Blue #6 gains the advantage of possession or he drops back towards his own goal as the eighth defender, then the Flag **WOULD** be thrown.

A further example concerns the crease:

- The ball is loose in the Blue crease.
- Red #7 steps into the crease just as the Blue Goalie is about to pick up the loose ball and give an outlet pass. The Official calls "Play-On".
- Before Red #7 can get back out of the crease, the Blue Goalie picks up the loose ball.
- The Flag is **NOT** thrown, in such circumstances, so long as Red #7 makes a reasonable attempt to get out of the crease.
- If, for example, while still in the crease, Red #7 checks the goalie, then the Flag **WOULD** be thrown.

Also consider the following scenario:

- The ball is loose near the centre line.
- A Blue player illegally pushes a Red player causing him to go into an Offside position.
- It looks as if the Red player could pick up the ball, "step back on-side" and go to the Blue goal.
- **RULING:** The Official calls "Play-On".

9.4 FREE PLAY

It is essential that before the game is restarted after a whistle has stopped play due to time serving penalties:

- All penalties have been reported to the Bench Officials and acknowledged,
- All flags have been picked up, and
- Two of the three on-field Officials are ready to re-start.

On any restart, **no teammate** of the **player with the ball** may be within 5 yards (4.57m) of him:

- This ensures a fair contest by ensuring that the ball is not hidden and
- The opposing team and the officials know which player has possession of the ball.

Awarding a Free Play at a Center Face-Off is the responsibility of the new Single Official, who was the Face-off Official,

- The new Lead and Trail officials must officiate the players behind the Goal Area Restraining Lines until the whistle to restart play is blown.

If a re-start is in a team's defensive part of the central zone, the Trail Official should re-start the game.

This will allow the Lead Official and the Single Official to get to their settled positions around the goal which is going to be attacked.

If the ball is on the Single Side of the field and the Single Official is to re-start play in the defensive half of the team which has been awarded the ball, then:

- Single should attempt to make position towards the centerline BEFORE restarting play,
- So that Offside can be checked as the ball is progressed toward their attack half.

Where the re-start is inside the team's Attack Goal Area, and either the Lead Official or the Single Official are clearly in the best position to re-start the game, then that Official should do so:

- If there is any doubt about who will restart, then a brief "My whistle" or "Your whistle" should clarify.
- The Lead and Single Officials must ensure that restarting the game will not adversely affect the Trail Official who may still be communicating penalties to the Bench Officials.

Officials about to re-start the game should hold their free hand in the air to indicate that the whistle is about to be blown. To differentiate this signal from the Play-on signal,

- The hand should be clenched into a fist and lowered vertically as the whistle is blown.

9.4.1 Quick Restarting

The intent of the rule is to speed up the game by reducing the time taken to award a Free Play safely and fairly. Playing time is increased by not moving opposition players 5yds (4.57m) away before restarting play.

Opposing players **can** be within 5 yards (4.57m) of the Offensive player being awarded a Free Play, whether it is a quick restart or a controlled restart (Non-Quick Restart), unless directed otherwise by the official.

An opposing player that remains within 5 yards (4.57m) of the player in possession of the ball at the restart of play, **cannot legally defend** that player (defend the ball) until he is outside of that distance from him, or he will incur an **Illegal Procedure** technical penalty (slow whistle).

Players from the opposing team, positioned so close to the player awarded the Free Play restart, that they are blocking his path to advance the ball, shall be judged to be Defending the Ball.

Where the Opposing players are within 5yds (4.57m) of the Offensive player awarded the Free Play, and a Controlled Restart is not required (see below):

- Blow the whistle to restart play.
- Apply Preventative Officiating techniques, where appropriate.

If the player awarded the Free Play restart initiates physical contact with the Opposing player(s), who remain within 5yds (4.57m) of him, the opposing players are not automatically guilty of Defending the ball.

The official must decide if the:

- Opposing player(s) defended against the player awarded the Free Play, or not, or
- Player awarded the Free Play, has fouled the Opposing player(s), or not.

If the official judges that no defensive action occurred, the Opposing player(s) still cannot legally start defending against that player with the ball until the:

- Distance between them is greater than 5yds (4.57m), OR
- The player with the ball loses possession,
 - through no defensive action of the Opposing player(s) still within 5yds (4.57m) of him.

If the official judges that an Opposing player has Defended against the player awarded the Free Play:

- Ball Possession Retained; Flag Down - (slow whistle) – 'Illegal Procedure'.
- Ball Possession Lost; Flag Down - Immediate Whistle – 'Illegal Procedure'.

If the official judges that the player awarded the Free Play has fouled the Opposing player, within 5yds (4.57m):

- Technical Foul; Immediate Whistle - Loss of possession
- Personal Foul; Immediate Whistle - Flag Down 1-, 2- or 3-minute penalty.

If the game has been restarted quickly and the Bench Officials are not ready for some reason,

- then the CBO or the Trail should blow their whistle immediately for an Officials' time-out to correct the situation. The opportunity for a quick restart has been lost and becomes a controlled restart.

9.4.2 Controlled Restarts

If required for the management of the temper of the game, move the opposing players 5 yards away from the player awarded the Free Play to ensure a clean restart.

Controlled Restarts are where the Quick Restart is NOT applied (a Non-Quick Restart).

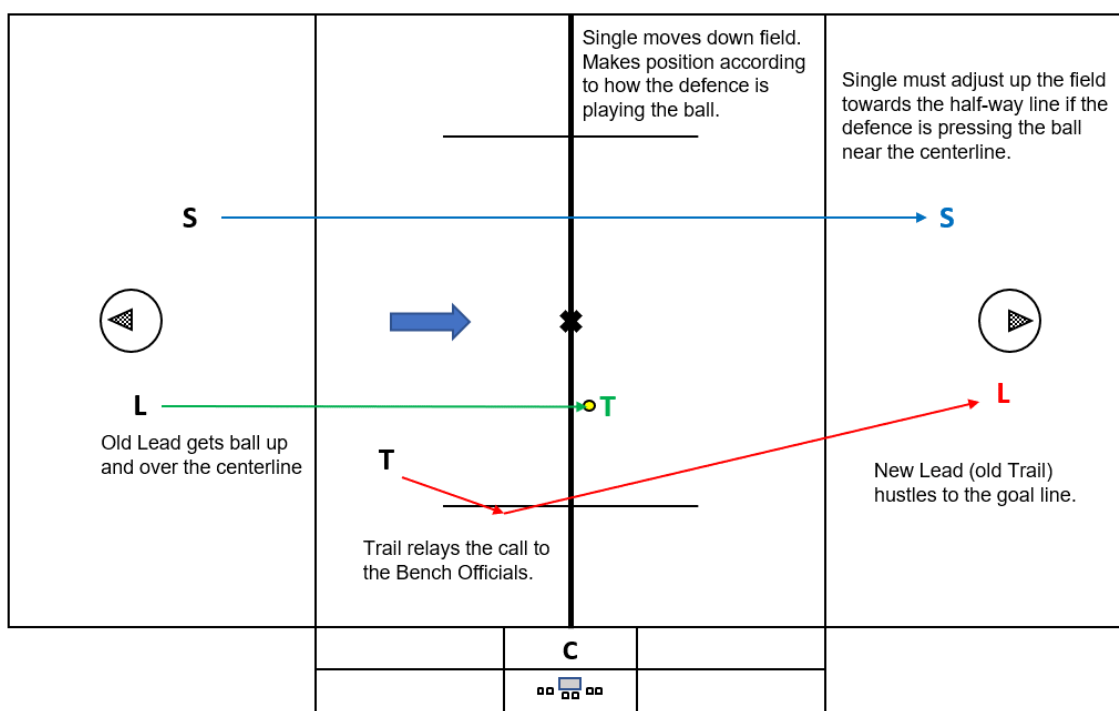
These include a Free Play restart:

- That is within the awarded team's Goal Attack Area.
 - The official is required to advise the Goalkeeper of which player is starting with the ball.
- That is within 18 meters (20 yards) of either Goal:
 - Restart play at nearest point 18 meters from the goal and advise the goalkeeper if required.
 - **"GOALKEEPER, BLUE 14 HAS THE BALL"**
- That is within 5 yards (4.57 meters) of the gate of the Special Substitution area,
 - Restart Play 5 yards (4.57 meters) from the nearest part of the gate.
- Where the player awarded the free play has another offensive player within 5 yards of him.
 - Best not to apply the quick restart. Separate them and restart, rather than penalize them.
- Where the offensive player awarded the ball is not in the same relative position on the field as where he was to be awarded the free play.
 - The location of the restart does not have to be precise, but if the player with the ball gains an unfair distance advantage, this will require delaying and correcting the restart.
- Where there are time serving penalties being communicated to the bench officials.
 - Wait for the official to finish communicating to the Scorers/Timekeepers.
- Where the other two on-field officials are both not ready for play to restart.
 - Wait for at least one other official to be ready, and all yellow flags recovered.
- Where there is an injured player on the field.
 - Wait for the injured player to be safely removed from the field.

An official who is being pressured to re-start the game by a player who has been awarded the free play should be prepared to respectfully inform that player why they are waiting.

9.4.3 Free Clear After Foul

Free Clear – Time Served Penalty



The new Lead Official (old Trail) should jog to an area near the gate and announce the penalty to the Bench Officials. The new Lead official should then take their position down near the goal-line.

The Single Official should head up the field and adjust their position to how the defence is playing the ball. If the defence is playing up tight to dispossess the ball carrier, then the Single may need to be further away from the goal to cover the play.

If the defence is playing soft, then the Single can drop down towards the crease area.

The new Trail Official (old Lead) should move the ball up to the centerline.

Trail must ensure that the Free Play rules are enforced and then should blow the whistle to restart the game.

After the restart, Trail should swing by the gate to confirm with the CBO that all is correct with Offside.

9.4.4 Penalty after a goal.

Where a penalty is applied for a foul after the scoring of a goal, then this must be communicated clearly to all the Officials, Bench Officials, and Coaches, to inform them that possession is about to be given to the offended team.

- In this situation, the players are released from the restraining areas, but are subject to the Offside, Free Play and Too Many Long Sticks and Too Many Players on the Field rules.

The Officials should give the players the opportunity to get into correct positions before restarting play.



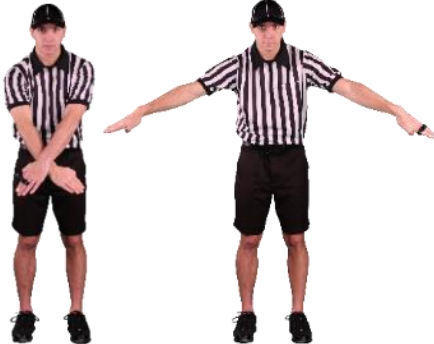

- Players who abuse this consideration will earn a Delay of Game penalty.

The Trail Official controls the restart, and the Lead and Single Officials should move quickly into position around the goal which the team in possession will be attacking.

9.4.5 Technical Penalty Cancelled by a goal.

Where the slow whistle technique has been applied and a flag has been thrown for a technical foul prior to a Goal being scored, (for example, an illegal Hold), then the procedure for indicating that the goal cancels the technical penalty is as follows:

1. The "GOAL" signal is given.
2. The "Hold" signal is given.
3. The "Wipe-out" signal is given.
4. The "GOAL" signal is given again with a verbal "THE GOAL IS GOOD."

1. "GOAL"	2. Holding	3. Penalty Cancelled	4. "GOAL IS GOOD"
			

It is important that the "Technical Foul" signal is NOT given, as it may suggest that a 30 second penalty is about to be served.

9.5 LONG STICKS ON THE FIELD.

The maximum number of long sticks allowed on the field for a team at any one time is **four**:

- **NOT** counting the stick of the designated goalkeeper.
- The CBO and the Trail Official should normally check this.

The restriction regarding the number of long sticks on the field is applicable only to those sticks on the field of play. Any long sticks being used by players in the penalty box are not counted.

A Red player in the penalty box returns to the field of play with a long stick and becomes his team's fifth long stick on the field.

The CBO and the Trail should be aware of and ready for this situation and apply an Immediate Whistle or the Slow Whistle technique, whichever is appropriate.

Play-On would not be appropriate. It is used if the ball is loose, and in this situation if the Blue team gained possession of the ball, the Red player may eventually serve a 30 second technical penalty.

If the official applied an Immediate Whistle, possession of the ball would be awarded to Blue, and Red would leave the field without serving another penalty.

However, if Blue had possession, the Red player would serve a Technical penalty for Illegal Procedure.

The Officials must be aware that that the Goalkeeper is entitled to carry a regular length Stick or a long Stick.

As per the following section, the properly equipped designated Goalkeeper is the only person on his team that can use a Goalkeepers stick, (15 inch, 38cm, wide stick head) but he is not required to do so.

So, it is possible that he could legally be the fifth defensive long stick on the field.

The Canadian team used this tactic in the 2010 World Championship Gold Medal game.

9.6 GOALIE'S STICK ON THE FIELD.

Only the properly equipped designated Goalkeeper may use a Goalkeepers lacrosse stick.

If a goalkeeper receives a time-serving penalty and carries his stick to the penalty box, then the Officials should note if the properly equipped replacement goalkeeper also has a Goalkeepers stick.

If he does, the replacement goalkeeper will then become the Designated Goalkeeper.

If not, the replacement Goalkeeper only enjoys the privileges of the Goalkeeper until a properly equipped Goalkeeper with a Goalkeepers stick returns to the field. (See Rule: AR 47.1 and AR 47.2)

The exchange of Designated Goalkeepers, both with Goalkeepers sticks, should only be done when the ball is dead, to avoid an Illegal Procedure technical penalty.

Officials **MUST NOT** allow any goalkeeper, temporary or designated, to play without the required goalkeeper equipment.

Safety is our prime concern, and a reasonable time must be allowed for the equipment changes.

10 POINTS IN PLAY

There is no substitute for a complete knowledge of the rules. However, there are complicated situations which should be discussed at the pre-game conference so that the correct calls can be made quickly.

If during the game, there is uncertainty as to what fouls may have occurred, it may be necessary to call an Official's Time-Out to determine the sequence of events at the time the rule violations took place.

The following points are examples.

10.1 OFFSIDE

A team can only be Offside when the ball is live.

Where any doubt exists, for example if an Offside call is made by the CBO just as the whistle is blown to restart play, then an Officials' time-out should be called and the status of the ball at the time of the Offside determined. "Was the ball live when he went Offside?" should suffice.

Offside is based on a team **Not** having **More Than** 10 players on the field, including any players serving penalty time, and having a maximum of:

- 6 players in the Attack half, or
- 7 players in the Defence half.

It is one of the Technical Penalties that can be applied to a team but is no more important than the others. Please keep it in perspective. Use of the Advantage / Disadvantage principals may be of assistance.

Ensuring a correct Offside call requires officials to have the discipline to Count players:

- During transitions up the field (how many from each team have crossed the centerline),
- After a time-out or quarter break (catch it early and correct it if you can)
- When substitutions are occurring, and
- Know how many players on each team are serving penalty time.

Not an easy task during a multiplayer contest for the ball near the centerline.

Follow this sequence when determining if a Team is offside.

Count how many of the:

1. Attacking team players are:
 - a. serving penalty time.
 - b. in their Attacking Half of the field.
 - c. in their Defensive Half of the field.
2. Defending team players are:
 - a. serving penalty time.
 - b. in their Defensive Half of the field
 - c. In their Attacking Half of the field



We want to ensure that if the attacking team scores, that it did so legitimately, and was not Offside.

If the attacking team scores while the defensive team is offside, the foul will be cancelled by the goal.

Where a team has 3 or more men in the penalty box, and a centre face-off is required, a player may come out of his defence goal-area to take the face-off, he must obey the offside rule.

The player taking the face-off:

- **IS NOT** Offside,
 - while he is down in the face-off position, despite his gloves touching the centerline.
- **IS** Offside:
 - If any other part of his body touches the line during the face-off.
 - If his gloves touch the line after he is out of the face-off position.

Where a team (Red) has 4 or more players serving penalties at the same time, they can avoid offside by:

- Keeping 3 players in their attacking half.
- The remainder of their on-field players must remain in their defensive half of the field.

Should the Red team gain possession of the ball, the Trail needs to be prepared to hustle to cover the centerline and the other half of the field, as it is likely that Red will throw the ball up field toward their 3 teammates in their attack half of the field.

If somehow Red were able to run the ball out of defence, they would not be able to legally carry it into their attack half without going offside. That would require a simultaneous exchange of position with one of their attack players into their defensive half, to maintain the correct number of players in Attack, to remain onside.

When the situation of a team having 4 or more players serving penalties at the same time does occur, the officials need to be aware how the application of the offside rules change back when the number of players serving concurrent penalty time becomes less than 4.

To make a correct Offside decision it is important to:

- Make sure your count of the number of players is correct,
- Know which (if any) team had possession of the ball, and
- Where the ball was when the whistle was blown.

This requires officials to be alert to the possibility and to anticipate when an Offside may occur.

It could require a team effort, possibly with an official's time-out, to get it right:

- Making the Correct call is always Good,
 - Even if it is delayed due to counting.
- Not making an Offside call is not good but it can happen, when other more important officiating concerns occur at or about the same time.
- Making an Incorrect Offside call can have unfortunate effects on the game such as:
 - Stopping the flow of play,
 - Unfairly denying a team possession of the ball,
 - Denying a legitimate Goal,
 - Aggravating the penalized team and their Coaching staff,
 - Inflicting an otherwise unfair penalty upon a team that did not deserve it.
 - Potentially causing a Simultaneous Foul situation.

Be sure that you have the numbers of players correct, before you call it.

10.2 FOULS BY THE DESIGNATED GOALKEEPER

If a team has a second properly equipped goalkeeper, and the Designated Goalkeeper is assessed a time serving penalty, then a 30-second Officials' Time-Out should be called to allow the substitute goalkeeper to take his place on the field.

If a team only has one goalkeeper, and that goalkeeper has been assessed a time serving penalty, then the Officials must direct the **Nominated Defender** to serve the penalty if he is on the field.

If he is not on the field, then the Official will designate the nearest defender to serve the penalty.

This does not apply if the Goalkeeper is Fouled Out or Expelled from the game. The Goalkeeper serves.

Safety is our prime concern, and a reasonable time must be allowed for the changeover of equipment.

We **MUST NOT** allow a "temporary goalkeeper" to play without the required goalkeeper equipment.

10.3 ILLEGAL USE OF THE SHAFT OF THE STICK

The rules regarding Pushing (**Rules 53.1, 53.2, 53.3**), Holding (**Rules 55.1 and 55.2**), and Cross-Checking (**Rule 72.1**), define what is legal and illegal with respect to these defensive techniques.

These rules clearly describe that the use of the part of the shaft of the stick between the gloved hands cannot be legally used to Push, Hold or Check an opponent.

Allowing players to defend using the shaft between their gloved hands not only gives them an illegal and unfair defensive advantage and reduces scoring opportunities, in the case of cross-checking it is physically dangerous to the individual being checked.



10.3.1 The Cross-Check

A Cross-Check cannot be legally used in Men's Field Lacrosse to check an opponent. Rule 72.1 is clear that it is a Personal Foul that should be called.

Field lacrosse players are not normally equipped to be protected from a Cross-Check. The damage that a player can inflict on an opponent using a Cross-Check can have severe consequences to their health. Broken Bones, Concussion, Internal Bleeding, Loss of Consciousness.

When you see it, Call it.

10.3.2 Holding

To apply a legal Hold to an opponent's Stick or Body the following conditions must be met:

1. The player being Held must have **possession** of the ball or be within **3yds (2.74 m)** of a loose ball.
2. The person applying the Hold must be holding his stick with **Both** gloved hands.



Subject to conditions 1. and 2. above:

- Applying a legal Hold to an opponent's **Stick** or **Gloved Hand** can only be performed by a player using either his **Stick** or **Gloved Hand**.
- Applying a legal Hold to an opponent's **Body** can only be performed by using either of his **gloved hands** or **forearms**.
 - It is illegal to use any part of the lacrosse stick to hold an opponent's body.

Stick on Stick	✓	Stick on Body	✗
Glove on Stick	✓	Glove on Body	✓
Glove on Glove	✓	Forearm on Body	✓

If a player has not been disadvantaged by an illegal hold, then no penalty should be applied.

Where an illegal hold is used to disadvantage a player by blocking or restraining his movement, or restricting his opportunities to pass, shoot, or pick up the ball, then a technical penalty would be justified.

If a player is making a good faith attempt to legally use the gloved hand to hold his opponent, but the movement of either player causes the Hold to become illegal,

- look for the player to be disadvantaged before applying a penalty.

Where a defending player's stick is held horizontally in the application of a hold, and you can see both his gloved hands to either side of the body of his opponent, then an illegal hold is occurring.

- Call it.

10.3.3 Pushing

The shaft and/or head of the lacrosse stick is not allowed to be used to push an opponent.

Pushing can only be performed legally using **either gloved hand**, while **both hands are holding the stick**.

It is illegal to push an opponent:

- If he does not have:
 - **Possession** of the ball and
 - Is Not within **3yds (2.74 m)** of a loose ball.
- In the Back.
- From the Neck and above.
- Below the Waist.
- That is lying on the Ground.
- That is down on one or both Knees.



Identify the initial point of contact of the push.

If the push was initiated legally on the correct part of an opponent's body, but the opponent turns making the push appear illegal, it is not an illegal push.

An example of an advantage / disadvantage test in the rules says that "pushing from the rear is illegal if it causes the player to go in a direction other than the one he intended, or if in that direction faster than he intended." A player's intention is not always obvious.

A disadvantage occurs as a direct result of an **illegal** push when the offended player is:

- forced out-of-bounds, into the crease, offside, or onto the ground.
- denied the opportunity to pick up, carry, pass, or shoot the ball,
 - where, when, and how he would normally be able to.

When a player who is pushed illegally is disadvantaged a Technical Penalty should be applied.

- If the Push is excessive or violent then a Personal Foul would be justified.

However, if an illegal push does not disadvantage an opponent, then it should not be penalized.

- Wait a moment to see the result of the illegal push before making the call.

Areas of the body that can be legally Pushed. (or Body Checked)



FRONT
LEGAL



BACK
ILLEGAL

OFFICIALS JUDGMENT REQUIRED

10.4 OVER AND BACK

The Over and Back foul is a technical foul against an attacking team (Red) that results in a Play-On call, or an immediate whistle and a Free Play, in favour of the defending team (Blue).

Once the Red team (attacking) has successfully advanced the ball into their Attack Goal Area, Red must keep the ball in its offensive half of the field.

When the attacking team advances the ball into the Attack Goal Area, the On-Official, (usually the Single Side Official):

- Will first signal by Raising an arm vertically.
- Then lowering that arm, as the ball crosses the restraining line, pointing forward and down in the general direction of the goal that is being attacked.
 - Loudly making the call, **“OVER”**.

The other Officials are not required to repeat the signal and call, but they may if they feel it necessary to reconfirm the status of the play.

Where the ball goes **Back** over the centerline and a [Play-On call](#) is given, because the offended team (Blue) could or does gain the advantage of possession of the ball, the Over and Back signal is withheld.

If the offended team (Blue) cannot gain Possession of the ball, or the offending team (Red) gains possession,

- Immediate whistle and the ‘Over and Back’ is signalled.

There is no signal for when the Over and Back situation has ended due to the defending team gaining possession of the ball,

- However, the Officials must be aware when this situation occurs.

An Over and Back foul will occur if the:

- Attacking team (Red) had Possession or touched the ball last, and
- Ball touches the centerline, or the defensive half of the field, or any player in the defensive half of the field.

An Over and Back foul does **not** occur:

- As a result of a shot that rebounds toward the centerline.
- If the Blue team (defending):
 - touched the ball last.
 - Carried the ball out of the Attack Goal Area, then lost possession to Red.
- The Red team did not advance the ball into the Attack Goal Area.



At the time when the ball reaches the centerline, the Trail Official will usually be in the best position to judge and decide on an Over and Back situation.

The other on field official(s) may shout **“YES, YES, YES”** or **“NO, NO, NO”** to alert the Trail Official if there is a possibility of an Over and Back foul:

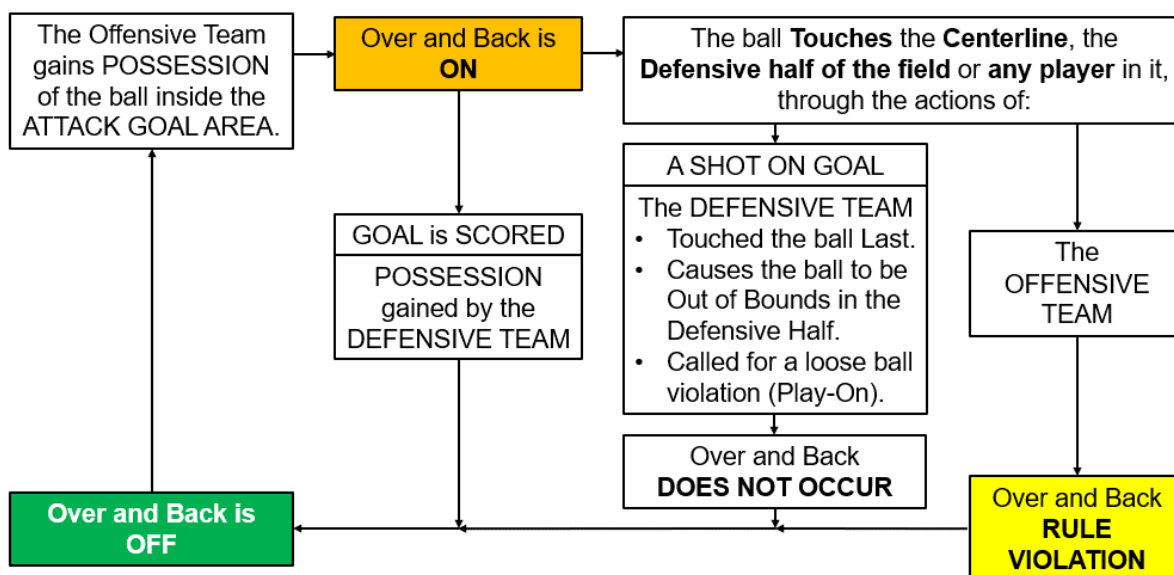
- **“YES”** indicates there is a possibility of an Over and Back foul.
- **“NO”** signals that the defence (Blue) touched the ball last.

Also, if Blue touched the ball last, the officials should consider:

- Using the hand signal for “deflected” or “tipped” and,
- Loudly calling **“TIPPED”** or **“TOUCHED”** while making the hand signal.

The Officials can never over-communicate when deciding a potential Over and Back situation.

Over and Back Rule Application Flow



In most situations a Play-On call will end quickly unless the Blue team has a clear and obvious advantage to gain possession of the ball and continue its counterattack.

The Trail Official must:

- Watch carefully to see if a Blue attacker, standing at the centerline, ends the Over and Back situation by touching the ball first, before the ball crosses the centerline.
- Quickly whistle the play dead If the over-and-back occurs and no advantage exists for Blue to Play-On from midfield to attack the Red team's goal,
 - Bring the ball back to midfield for the restart. The Single will usually conduct the restart at the centerline, allowing the new lead to get ahead of the play to cover the goal.

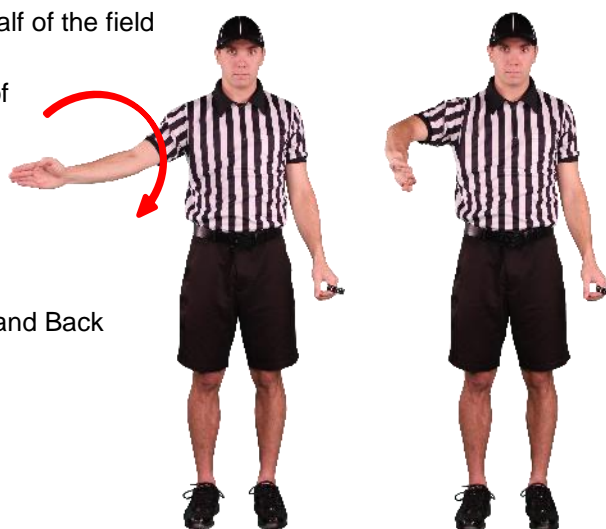
Where a defender **blocks** or bats the ball to stop an Over and Back foul occurring, he must do this before the ball touches the centerline, or the defensive half of the field, without possessing the ball or going offside.

Considerations when dealing with a potential Over and Back situation:

- Has the attacking team possessed the ball inside the Attack Goal Area?
- Has the defending team possessed the ball outside of the Attack Goal Area?
- Who touched the ball last?
- Did the ball touch the centerline or the defensive half of the field or a player in the defensive half of the field?
- Did an attacking team defender have possession of the ball?
- Any Offsides or Illegal Pushing at the centerline?
- Was there Interference or Legal contact.

During the pre-game meeting with your crew, discuss:

- The audible and hand signals for a potential Over and Back situation.
- Who kills the play?
- Who restarts the play?
- Where does the restart happen?
- When do we restart play?
- When would you apply the 'Play-On' technique?



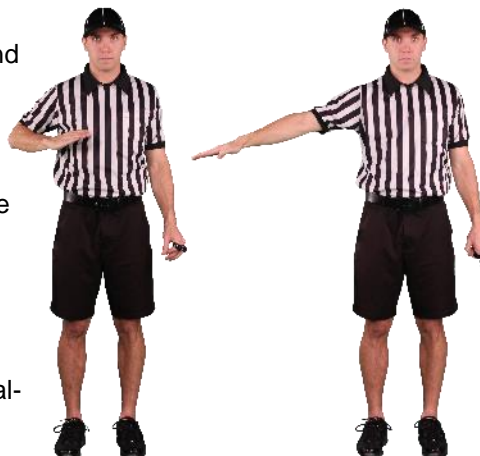
OVER and BACK

10.5 THE CREASE

The Lead Official makes the 4-second count when the defending team has the ball in the goal crease.

The count starts when the **goalkeeper**:

- Or **any defensive player**, who is on or within the goal crease, gains possession of the ball.
- Who is on the boundary of, or within, the Goal Crease:
 - Rakes the ball back to where the ball is touching the goal crease, or
 - Clamps his stick over the ball within the goal crease, prior to picking it up.
- The count shall be made:
 - **Audibly**, counting loudly “**1001, 1002, 1003, 1004**”, and
 - **Visually**, with a horizontal chopping motion of the arm.
- The count **MUST** take four seconds, not five or six.
- If the player in possession has not left the crease, or passed the ball, by the time the count is completed, then the whistle is blown:
 - “**1001, 1002, 1003, 1004**”, “**Whistle**”.
 - Technical Foul; “**Illegal Procedure**”.



Even if the Lead Official is temporarily "forced" away from the goal-line, the Lead should normally still make the count.

In circumstances where the Lead Official is unable to return to the crease, or their view of the crease is blocked, or the Lead official has been knocked over in the play,

- then the Single Official should start **and complete** the count.

The goalkeeper may play the ball in his crease with his hands to hit, block or redirect the ball.

He may not close his hands on the ball to make a save or to pick the ball up, but he can direct the ball with his hands into his stick or away from the goal.

If the ball becomes stuck in the Goalkeepers uniform or equipment, while he is within the goal crease, the goalkeeper might attempt to use his hand to retrieve the ball.

As soon as the Lead Official becomes aware of this:

- Lead should immediately blow the whistle to stop the play and allow the goalie to remove the ball.
- Award the Free Play to the defensive team 18 meters (20 yards) laterally from the goal.

If the goalkeeper does this before the Official blows the whistle to stop the play, Blow the whistle anyway.

It is not a penalty against the defensive team as they must be awarded the Free Play as per **Rule 84.4**.

Where the goalkeeper has one or both feet on or inside the goal crease, he cannot be legally body checked, pushed, or interfered with by the opposing players.

Where the goalkeeper also has possession of the ball, including when the ball is clamped under his stick on or inside the goal crease, any part of his stick that may be outside of the crease cannot be legally checked.

Please be aware that when the goalkeeper has the ball clamped under his stick, on or inside the goal crease, he has player possession of the ball, it is no longer a loose ball.

This privilege does not apply to the other defenders in his team who can be stick checked legally within the crease. If a defender clamps the ball on the ground, they may be guilty of [Withholding the Ball from Play](#).

The instants in time that the goalkeeper in his crease has, or does not have, possession of the ball, is critical in deciding if contact with the goalkeeper's stick by an opposing player outside of the crease is legal or illegal.

Also, body checks on opposing players within 3 yards of the previously loose ball, may become illegal body checks. Similarly, pushes, holds, and stick checks could become illegal interference technical fouls.

The Additional Rulings in **Rules; 47 The Designated Goalkeeper**, **48 'Privileges of The Designated Goalkeeper'** and **49 'Prohibitions Relating to The Goal Crease'** should now be carefully reviewed.

10.6 STALLING

The considerations around when a stall call may be implemented should be discussed in the Officials' pre-game meeting to ensure a consistent approach.

Stalling can occur at any time during the game, not just at the end of a period or half. Officials should always be aware of the following **Stalling Indicators** and consistently look for combinations of them throughout the game to prevent a team from being unfairly disadvantaged.

In a close match, one of the two teams may deliberately attempt to protect its small lead by denying possession of the ball to their opponents through not attacking their goal within a reasonable amount of time.

Officials should be able to differentiate between when a team is stalling, is not capable of attacking more decisively, or is being skilfully denied the opportunity to shoot on goal by a superior defensive opposition.

A team that is very deliberate and methodical in their attack, who may not take every opportunity to shoot on goal, are probably not stalling, but in combination with other indicators may be judged to be stalling.



Stalling Indicators		
A	Game Status	Quarter - Any
		Time - Any
		Game- Close/Competitive game
		Levels of Play- Unlikely to apply to low level game
B	Slow Attacking	Minimal overall progress towards opponent's goal
		Passes the ball back, unpressured, towards own goal during clear
		Offensive formation is spread out further when compared to previous attempts
		Unnecessary or pointless substitutions
C	Little Movement	No attempts to draw slides from defenders
		No attempt to take on the defenders to get into a position where they could shoot on goal
		Minimal off-ball movement around the crease
		Teammates cutting through the middle but are not looking to receive a pass
D	Opportunity to Shoot	Noticed open teammates near crease but instead passed the ball away or outside the Attack Goal Area
		Consistently does not shoot on goal when they have an undefended goalkeeper or open goal
		Deliberately shooting wide of the goal to retain possession
E	Possession	Showed same offensive play multiple times during a single possession
		Approximately 45 seconds into the possession evaluate for these criteria
F	Verbal Cues	Common phrases from coaches/teammates: "Hold it", "yellow", "last shot", Don't Shoot"

At any point in a game, when ANY on-field Official feels that a team in possession of the ball outside the Attack Goal Area is not making a reasonable attempt to attack its opponents' goal, then the official(s) shall direct that team Loudly, and with the appropriate signals, to **"GET IT IN"**.

The team must then move the ball into the Attack Goal Area within a reasonable amount of time.

- A 'reasonable amount of time' is dependent on the:
 - Amount of defensive pressure being applied,
 - Capability of the attacking team, or the individual player in possession of the ball,
 - Effort the attacking team puts into moving the ball into the Attack Goal Area.

When any Official feels that a team in possession of the ball inside the Attack Goal Area is not making a reasonable attempt to attack its opponents' goal, then the official shall direct that team Loudly to "**KEEP IT IN**". The team must then keep it in the Attack Goal Area:

- There does not need to be an agreement by the whole on-field officiating team, or by any two of them, before applying a Stall Warning.
- Ideally it is preferable to indicate to one of the other officials that you are considering applying the Stall Warning, so that at least one other official will repeat the Signal and Call,
 - which should then be observed and repeated by the other on-field official.
- Before making a "**KEEP IT IN**" call, an Official should ensure that the player in possession is **NOT** about to run out of the Attack Goal Area,
 - This avoids the call being immediately followed by the player in possession committing the technical offence of Stalling by running out of the area.
- The Officials should initiate a Stall Warning call when the ball carrier is either:
 - Well outside the Attack Goal Area, or
 - Deep within the Attack Goal Area.
- If the ball is being passed around inside the Attack Goal Area,
 - It is best to initiate the call when the ball is being passed toward the end line.
 - This will reduce the possibility that a player might pass the ball out of the Attack Goal Area before realising that a Stall Warning has been applied.

When the Stall Warning has been applied, and the ball is within the Attack Goal Area, the Trail Official shall move to the Attack Goal Area restraining line and be in position to observe if the attacking team causes the ball to leave the restrained area.

Awareness of the possibility that Stalling may be occurring, or that another Official may be about to call a Stall Warning, is vital. The Officials should be ready to react in such circumstances.

It is best if the Off-Ball Officials regularly make eye contact so that they can more easily communicate their intention, or anticipate the other official's intent, to initiate a Stall Warning of "**GET IT IN**", or "**KEEP IT IN**."

When an Official makes the "**GET IT IN**", or "**KEEP IT IN**", Stall Warning call and signal, the other Officials must also give the call and the signal:

- All three Officials should hold the signal for a few seconds.
 - This is important because the Stall Warning is in effect when the first official makes the call.
 - It does not rely on all three officials signalling.
 - However, it is critical for officiating consistency and communications with players, coaches, Bench Officials, and spectators that all three officials make the call and the signal.
- The Official who initiated the Stall Warning call is responsible for ensuring that **BOTH** of the other
 - On-field Officials repeat the call and the signal and must ensure that they do so.
- If the Official who initiated the call realises that an official may **NOT** be aware that the Stall Warning has been made and has not repeated the call and the signal, then the Official **MUST**:
 - Make every effort to ensure that the official(s) is made aware of the situation and
 - Repeats the call and the signal.
- This may involve a change of position to get nearer to the official who has not heard the call and it may involve constant and loud repetition of the call.
 - This may not look or sound good, but it is preferable to a team being unfairly disadvantaged.

If, despite the efforts above, the Official who initiated the Stall Warning is unable to get the attention of the other officials to repeat the call and the signal, then the Official shall:

- Check that a goal-scoring play is not about to happen, or
- a player is not about to cause the ball to leave the Attack Goal Area,
 - as the official could then be accused of favouring one team or the other.
- Blow the whistle and call an Officials' Time-Out.
- Ensure that all three officials audibly and visually make the call before re-starting play.

In an international tournament, where not all the Officials are native speakers of the English language, the points made above become even more important.

Provided that the Stall Warning is still current, all three on-field Officials should repeat the Stall Warning signal and repeat the call "KEEP IT IN" after extended periods of play or when:

- The ball has touched the ground (dropped ball, missed pass, etc.)
- A penalty flag has been thrown.
- There is a break in play, (Out of Bounds after a shot, Officials Time Out, Team Time Out, etc.)
 - This should be done prior to the restarting of play. (particularly Time Outs, start of next quarter)

A Stall Warning no longer applies when the opponents of the warned team gain possession of the ball. But it is possible for a Stall Warning to conclude **WITHOUT** the opponents gaining possession.

Consider the following example:

- The penalty box is empty.
- Red has been asked to "**KEEP IT IN**", for which they comply.
- The period ends with Red in possession of the ball.
- **Rule 62.7.iii** will apply and there will be a face off to start the next period.



And the following:

- Blue #7 receives a one-minute penalty for a slash.
- Red #6 receives a two-minute penalty for retaliation.
- The fouls are simultaneous, and Blue are given possession.
- After the re-start, Red gain possession of the ball and, aware that they have the longer penalty, they start to run down the clock.
- Red are told to "**GET IT IN**" and they do so: The Blue penalty expires.
- Red cannot be guilty of stalling as they are now a man down due to their penalty. (**Rule 62.2**)
- If queried, the Officials should announce this so that players, coaches, and the crowd are aware of the situation: "Red are now a man down: the stalling warning is over" should suffice.

The additional rulings (AR's) in **Rule 62** should be carefully reviewed.

10.7 FAKE PLAYS

A well-executed Fake Play does not permit a player to check a non-ball carrier:

- If a player fakes a pass or shot, and a confused opponent stick checks the "wrong" player, then the technical foul of Interference has been committed. (provided that the stick check was legal)
- If a player fakes a pass or shot, and a confused opponent bodychecks the "wrong" player, then the personal foul of Illegal Bodychecking has been committed.

10.8 DELAY OF GAME AFTER A FOUL

A player who disagrees with a call which has gone against his team and who then kicks, throws, or bats the ball away, is guilty of delaying the game and should be given a Technical penalty.

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

A player who re-enters the game before his penalty time is finished should be dealt with as follows, provided his offence is signalled before a whistle is blown to re-start play.

- then the player should be returned to the penalty box to serve the balance of his penalty only.
 - The reason for this should be clearly announced to both benches.

- he should be returned to the penalty box to serve the balance of his penalty time
 - plus, another 30 seconds for the “Illegal Procedure”.

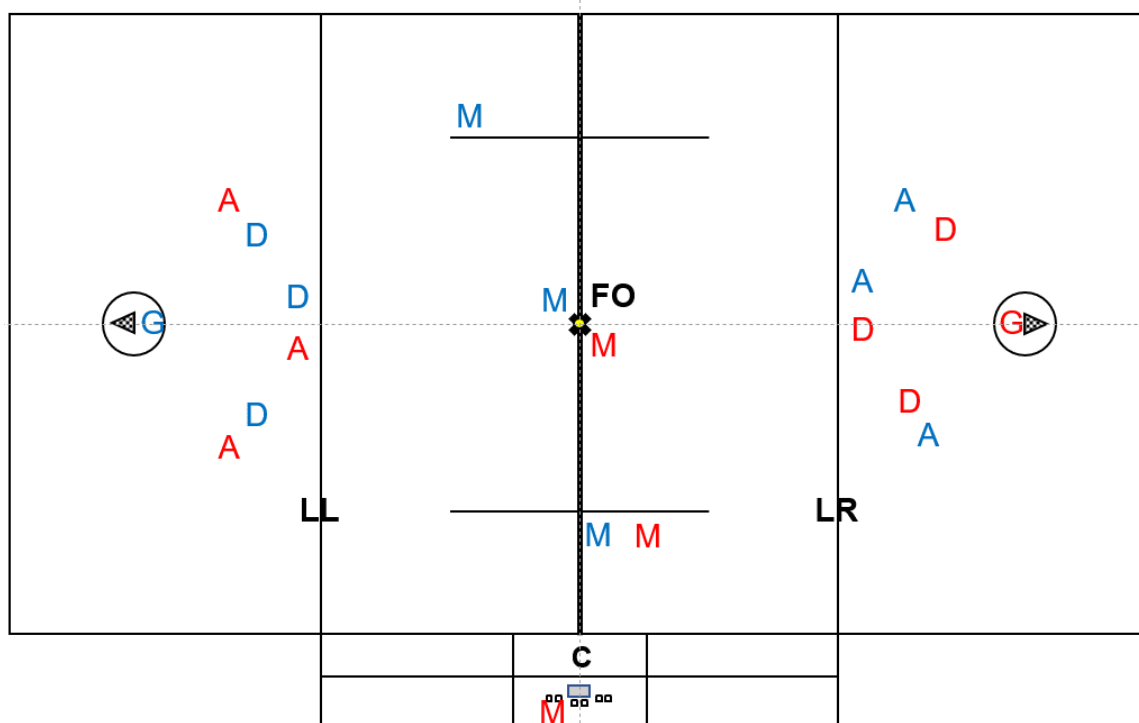
When there is a penalty release that will occur at about the same time as a centre face-off, it is important that the officials are aware that the player(s) is about to be released and:

- the Bench-Side Wing Restraining Area **IS NOT** occupied by his teammate,
 - He or his substitute may enter the field of play BEFORE the Face-off whistle is blown.
- the Bench-Side Wing Restraining Area **IS** occupied by his teammate,
 - He or his substitute may enter the field of play AFTER the Face-off whistle is blown.

There is no requirement to wait for Possession or Free Play to be called.

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Centre Faceoff – Penalty Release – Bench side full



Where the Bench Side Wing restrained area is occupied by a teammate, the Player released from penalty, or his substitute, cannot enter the field of play until the face-off whistle is blown.

10.11 RELEASE OF RESTRAINED PLAYERS AT CENTRE FACE-OFF

At a centre face-off, the players behind the Wing Restraining lines are released when the **FO** blows the whistle. However, the face-off will be repeated at centre, and the players previously restrained behind the Wing Restraining lines will be required to return to positions behind the wing lines, if the following happen before '**Possession**' or '**Free Ball**' has been called:

- An official mistakenly blows their whistle.
- The ball goes directly Out of Bounds from a face-off and,
 - the officials do not know who touched it last.
- Simultaneous fouls occur that require a face-off to re-start.
- A player is injured.
- A player loses an item of equipment.

Where a player who is restrained to an Attack Goal Area keeps with his feet behind the Restraining Line reaches into the central zone to pick the ball up, then no foul is committed.

If he picks the ball up and then, a moment later, before an Official has had a chance to signal and shout "**POSSESSION**", he touches the goal area-line or steps into the central zone,

- then no foul has been committed as he gained possession before leaving the Restrained Area.

The Official should signal and shout "**POSSESSION**" to indicate that the play was legal.

When **ANY** foul is committed at a centre face-off, before **Possession** is gained and the ball touches or crosses an Attack Goal Area restraining line or a boundary line, all the players restrained in the Attack Goal Areas:

- Must wait for the whistle to restart play before they are released.

It does not matter if the fouls are technical or personal or result in a time served penalty or not.

This means that during a contest for a loose ball after a face-off, before "**POSSESSION**" has been called,

- if a Red player illegally pushes a Blue player and the Official awards the Free Play to Blue, the Red attackers and Blue defenders **CANNOT** cross into the central zone to contest the Free Play.

If necessary, they should be informed of this by the Officials before the whistle is blown so that an avoidable foul is prevented,

- "Behind the line: you're not released until the whistle" should suffice.

10.12 DELIBERATE DELAY OF RE-ENTRY AFTER PENALTY OR SUBSTITUTION

In all cases, it is a legitimate tactic for a player who has been released from a penalty to delay his re-entry to the field until a strategically advantageous moment arrives. This also applies in the case of substitution,

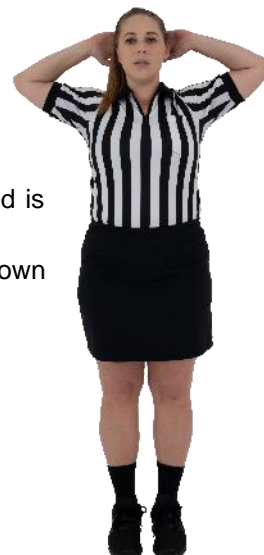
- However, the Offside, Illegal Substitution and Too Many Players rules must be obeyed.

10.13 SIMULTANEOUS FOULS

Simultaneous fouls can lead to problems, partly because not all players will be fully aware of their implications. Also, there can be many different fouls and players details to communicate to the Bench Officials:

- If necessary, Stop All The Clocks and call an Officials Time-Out:
 - To give time for all penalty details to be correctly communicated, so as not to waste valuable game time.
- Give the signal for Simultaneous Fouls to the Bench Officials,
 - To indicate multiple fouls will be communicated.

Simultaneous



Always try to remember the first foul in the sequence of simultaneous fouls:

- When there are more than two fouls to remember, the first foul that occurred is usually the one that is forgotten.
- This can easily occur when the Slow Whistle technique is used, and a flag is down for a long period of time.

Who Serves Penalty Time?

- If all the fouls are **Technical**, no players serve penalty time.
- If any of the fouls are **Personal**, all offending players serve penalty time.

Who gets the ball?

- Possession will be awarded to the team that has the least total penalty time,
 - Less Total Penalty Time = Gets the Ball.
- If total penalty time for each team is equal, then possession is awarded to the team,
 - That had **Possession** when the first foul occurred.
- If the ball was loose when the first foul occurred and the total penalty time for each team is equal,
 - Play will restart with a Face-off.

Where will play be Restarted?

- Possession of the ball will be awarded:
 - where the ball was located.
 - when play was stopped by the official's whistle.
 - No closer than 18 meters laterally from the goal the team awarded the ball is attacking.

When the Simultaneous Fouls rules are applied:

- Play must **never** be restarted with a Free-Clear to the centerline.

Rule 81 and the Additional Rulings should be carefully reviewed.

10.14 A SHOT AFTER A WHISTLE

When a whistle has been blown to stop play and a player, who could reasonably be expected to be aware that the whistle has blown, deliberately carries on playing and shoots at his opponents' goal,

- then he is guilty of unsportsmanlike conduct.

10.15 WITHHOLDING THE BALL FROM PLAY

10.15.1 Stick-On-Stick Withholding

A player who clamps his stick over an opponent's stick with the ball in it, or under it,

- against the ground causing the ball to be unplayable,
 - is guilty of Withholding the Ball from Play.

For the Safety of the players, who may be in a low vulnerable position, prone to and unable to avoid a body check, this situation must be resolved swiftly with a quick whistle and awarding the ball correctly.

Refer to **Rules AR 55.4, AR 55.5 and 58.1.**

10.15.2 Ball In or Under a Stick on the Ground

A player who clamps his stick over the ball without moving it to pick it up or pass it, is Withholding the Ball.

Should a player lose his stick, and the stick lands on the ground with the ball remaining in or under the head of the stick, then the whistle shall be blown immediately, and the ball awarded to the opposing team.

The player whose stick the ball is in, or under, is guilty of withholding the ball from play. (**Rule 58.4**)

10.15.3 Grasping the Head of the Stick

A player is not allowed to grasp the head of his stick to retain possession of the ball. This is Withholding the Ball from Play.

When it occurs, it is usually done by the player holding the throat of the head of the stick and using his thumb on the ball to keep it from being dislodged.

This illegal technique is most likely to occur when a player attempts to dodge his opponent(s) to either rescue the ball from a highly contested situation or to attack the goal and shoot.

This is difficult to observe, but knowing what to look for, will give you have a better chance of seeing it.

The rule does **NOT** apply to a player who, for example, has just won a face-off and, with the ball in his stick, grasps the head of his stick to straighten it.

10.15.4 The Ball Stuck in a Stick

If the ball becomes stuck in a player's stick, then the player is guilty of Withholding the Ball from Play.

When this occurs, an official must immediately blow the whistle and award the ball to the player's opponents.

It is important that the whistle is blown immediately, as the offending player may be running deep into the offended team's defensive half:

- Making the clear from defence unfairly difficult the longer the play is left to continue.
- The player may be in a vulnerable position where he may be bodychecked while correcting his stick.
- If a player with the ball stuck in his stick suffers a Personal Foul from an opponent, then Simultaneous fouls have occurred, and both players must serve penalty time.

A face-off player who carries the ball on the back of his stick is not immediately considered to be withholding the ball from play. It cannot be assumed that the ball is stuck. An official must be able to make that call by watching for evidence that it will not come out of his stick easily, without extra force or assistance.

The ball should come out of the back of the face off player's stick on his first attempt at tossing the ball up into the front pocket of his stick, or by passing or shooting.

Any actions required to release the ball, such as repeated jolting or shaking of the stick, or hitting it against the ground, will serve as confirmation that the ball is stuck in the stick.

Withholding the
Ball from Play



10.15.5 Pinning the Ball to the Body

This occurs where a player in possession of the ball, under close defensive physical pressure, positions the open front of the head of his stick very close to or against his body, to ensure that he will not lose the ball.

Awareness that this can happen, and always maintaining good position as the on-ball official, is necessary to observe this when it occurs. It does not have to happen for a long period of time to be unfair and illegal.

This should be penalized immediately.

Withholding the Ball from Play, Technical Penalty, Turn Over, Loss of Possession. (**Rule 58.2**)

10.16 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.

When a foul occurs:

- Before the start of the game,
- After the scoring of a goal,
- Between quarters and/or overtime periods,

A flag shall be thrown, and play restarted with the ball awarded to the offended team at the centre of the field.

The offending player will serve penalty time if the rule violation was a Personal Foul, or a Technical Foul,

- if the offended team was awarded possession of the ball to start the next period of play. **Rule 34.1.i).**

Fouls occurring at other Dead Ball situations will be restarted:

- At the Centerline, where the offended player is in his defensive half of the field.
- At the Spot of the foul, where the offended player is in his attacking half of the field.
 - but no closer than 18 meters laterally from the goal.
- Where the ball was when the whistle was blown to stop play, for Simultaneous Fouls.
 - but no closer than 18 meters laterally from the goal the team awarded the ball is attacking.

For the purposes of penalty application, when the official blows their whistle to stop the play to award a loose ball to one of the teams, that team is considered to already have possession of the ball, while the ball is loose.

The following illustrate:

- The ball has gone out-of-bounds, and is about to be awarded to Red.
The Blue coach commits a technical offence.
RULING: Red are deemed to be in possession. The Blue In-Home serves 30 seconds.
- The ball has gone out-of-bounds, and is about to be awarded to Red.
The Red coach commits a technical offence.
RULING: Red are deemed to be in possession, and so the ball is awarded to Blue. No send-off.

10.17 LOSS OF THE HEAD OF THE STICK

When a player shoots or passes the ball, checks an opponent, plays a ground ball or a ball in flight, and the head of his stick comes off, then that player has committed the technical foul of using an illegal stick.

If the ball is passed between two players on the Red team, and a Blue player tries to catch the ball but the head of the Blue player's stick comes off. The Blue player is guilty of an Illegal Procedure technical penalty.

Where a player whose stick head has just come off during the act of shooting is, for example, slashed by an opponent then, simultaneous fouls have occurred, and both players must serve penalty time.

10.18 FOULS BETWEEN PERIODS

After the whistle is blown to end the quarter or overtime period, the Officials should communicate to both teams' coaches how the next period of play will start.

Communicate that the game will restart with either a **Face-Off**, and give the signal for a Face-Off, or **Team Possession**. Announce the Color of the team, the **position** on the field where play will be restarted from and **signal** the direction of play for the team which will have possession.

When the period ends, the status of the ball for the start of the next period is determined by **Rule 34.1 i)**,

- In the context of this manual, it will be a Blue ball, or a Red ball, or a Face-Off.

A foul prior to the end of the period and a foul during the interval between periods **CANNOT** be simultaneous fouls, because the two fouls are separated by a whistle to end a period of play.

If no fouls occur during the interval, then the status of the ball, as decided at the end of the previous period, (who has possession, where the restart will take place), is unchanged.

Where the previous period ended with an extra man situation and Red in Possession in the Blue Attack half of the field, Red will start the next period with Possession at the same relative position on the field:

- A Blue player causes any foul to occur in the interval, then:
 - Blue serves penalty time.
 - Red keep possession.
 - Red is allowed a Free Clear to the centerline to restart play.
- A Red player causes a foul to occur in the interval, then:
 - If a Technical Foul:
 - No Penalty time.
 - Blue is awarded possession.
 - At the same relative position on the Blue Attack half of the field.
 - If a Personal Foul:
 - Red serves Penalty time,
 - Blue is awarded possession,
 - At the same relative position on the Blue Attack half of the field.
- Simultaneous fouls occur in the interval, then:
 - If all the fouls are technical, they all cancel:
 - No penalty time is served,
 - Red is awarded possession,
 - At the same relative position on the Blue Attack half of the field.
 - If at least one of the fouls is a personal foul:
 - Penalty time is served for all the fouls.
 - The team with the least total penalty time is awarded possession.
 - If the total penalty times of both teams are **equal**:
 - Red is awarded possession,
 - At the same relative position on the Blue Attack half of the field.

Work through the above situations, only changing the location of the ball at the end of the previous period to the **Red Attack half of the field** and determine for yourself what outcomes change.

10.19 POSITIONING OF PLAYERS

At a centre Face-Off, where a team has 10 players on the field, they will be positioned as per **Rule 34.7**.

Teams are permitted to field less than the maximum number of players at any time in the game,

- A team may also choose to contest a centre Face-Off with less than 10 players on the field.

If a team is not serving penalties, the vacant positions may be in any of the restrained areas at the Face-Off.

As additional players may come on to the field, they may only do so as vacant positions become available:

- One player may re-enter if the Bench side Wing Area has been left vacant.
- If both wing areas were left vacant,
 - A second player may re-enter as the Face-off whistle is blown to restart play.
- All remaining vacancies may be filled when:
 - Possession or Free-Ball has been called, or
 - The ball has been awarded to either of the teams.

When penalties are being served during the Face-Off, the wing areas will be left vacant equal to the number of players on penalty in each team's penalty area. See **Rule 34.9** for more details.

- If players are serving Penalty Time, they must be seated in their teams designated penalty area.

All players must remain on the field of play, or within their teams Bench Areas for the duration of the game,

- Except during the Half-time Break.

Coaches, non-playing members of a squad, or anyone officially connected with the teams, must remain in their team's bench area until the rules allow them to be on the field. See [9.2](#) for details.

Should any member of a team need to leave the Field and their Bench Area during the game,

- They will require Permission from one of the Officials unless they need to **seek medical attention**.

If a Team Captain or the Head Coach are given permission to leave, the Officials also need to be informed

- Who their **designated replacement** will be, while that person is absent.

Substituting players, must travel between the cones that form the gate of the Special Substitution Area.

If a player leaves the field somewhere other than through the gate of the Special Substitution Area and does not return, then he has committed an Illegal Procedure Technical Foul.

Where the player has done this to avoid a penalty because his team has Too Many Players on The Field, he and his team shall be penalized a second Technical Penalty for Illegal Procedure. (**Rules 61.11 and 61.15**).

A player may not deliberately enter his opponents' bench area at any time. Where a player accidentally enters his opponent's bench area and he leaves that area immediately, then no offence has been committed.

- This situation needs to be dealt with quickly and decisively to avoid any conflicts.

10.20 STOP CLOCK TIME

Most of a Men's Lacrosse game is played using a Running Clock.

The Game Clock does not necessarily stop when the official blows their whistle to stop play.

Stop Clock time is in effect and the Game Clock and Penalty Clocks must Stop on the official's whistle, during these situations:

- When a Team Time-Out is legally requested.
- When an Officials Time-Out is called.
- During the last 30 seconds of the first, second and third periods.
- During the last **2 minutes** of the **fourth** period.
- During any **OVERTIME PERIOD**.

During Stop Clock time the game clock and any penalty clocks are stopped whenever the ball becomes dead.

These are **NOT** considered official time-outs, merely dead-ball situations.

The rule summary in [9.2](#) should now be reviewed.

Because of stop clock time in the last 2 minutes of regulation time:

- If a player shoots and the ball enters the goal at the same time as the fourth period ends:
 - the Lead Official cannot award the goal because there is no time left on the clock.
 - The ball could not have entered the goal before the period ended.
- if a player shoots and scores just before the fourth period ends:
 - there must be some time left on the clock.
 - Consequently, there needs to be a faceoff prior to the end of the game.
 - Because of this, a Stick Check may be legally requested.
- A game cannot end on the scoring of a goal, except in Overtime.

10.21 THE DESIGNATED GOALKEEPER PLAYING WITHOUT HIS STICK

The designated goalkeeper, while he is within his crease, can play without holding his stick.

This means that he can:

- Verbally direct his defenders or
- Save a shot, even if he is not holding his stick.

Provided that he is Inside his goal crease and,

- He lost his stick while he was in the crease.

If the goalkeeper is without his stick, and a shot at goal misses and goes out-of-bounds:

- Where he is the nearest player to the ball, when and where it went out out-of-bounds, and he is:
 - **INSIDE** his goal crease, the goalkeeper's team is awarded the ball.
 - **OUTSIDE** of his goal crease, the goalkeeper is not counted as a player,
 - The ball is awarded to the team of the next-nearest player.
- If the goalkeeper has lost possession of his stick while outside the crease and he:
 - verbally directs his defenders, or
 - saves a shot, or
 - tries to play an opponent, or
 - tries to go back into his crease without his stick,

then he has committed an 'Illegal Procedure' technical foul.

If a goalkeeper loses his stick while outside the crease, he must pick it up **BEFORE** continuing to play.

10.22 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 started by awarding the ball to the team which had:

- player possession or team possession at the conclusion of the preceding period,
- in the same relative position at the opposite end of the field.

If the ball becomes a dead ball (for example, Out of Bounds) at the same time as the end of the period,

- then the team which would have been 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 centre 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 When the Period Ends,
 - see Additional Rulings **AR 34.1** to **AR 34.7**.
- a Flag is Down When the Period Ends,
 - see Additional Rulings **AR 34.8** to **AR 34.12**.
- a Foul Occurs After the End of the Period,
 - see Additional Rulings **AR 34.13** to **AR 34.15**.

10.23 JEWELLERY

A player must not wear jewellery or ornamentation, including body piercings, of any sort (**Rule 18.7**).

Medical Alert items or religious items are excluded from this rule; however, they must be taped to the relevant part of the body. This is a safety issue where the player must conform to the rule:

- First violation, Technical Foul, Illegal Procedure:
 - Loss of Possession/30 Second penalty.
 - Must conform to the rule before further participation in the game.
- Second violation by the same player, Repeated Technical Foul.
 - 1-minute Unsportsmanlike Conduct Foul.
 - Further violations, by the same player, should incur increasing penalty time.

11 STOPPAGES

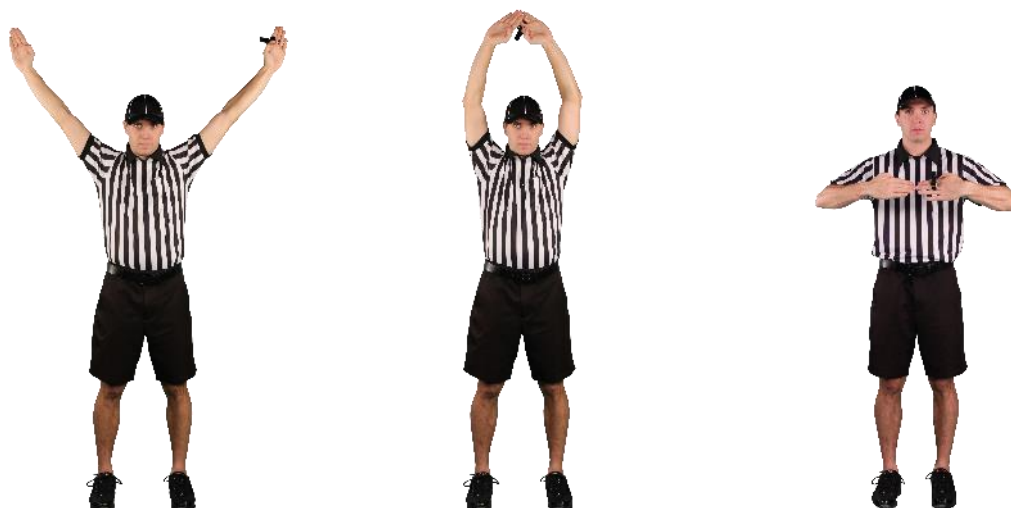
11.1 OFFICIALS TIME-OUT

If an official becomes aware of a serious foul that has not been seen by the other officials, or that an officiating error has occurred that will unfairly disadvantage one of the competing teams, then the official must either **stop the play** or **ensure that play does not restart**, if it has already stopped, to correct the situation.

The official should call an **Officials Time-Out** and the officials should meet to identify if there was an error or an oversight, then correct any problems, ensuring that they are also monitoring the players as they do so.

When an Officials' Time-Out is required, Officials making that call shall:

- Get to an open position on the field where they can be seen,
- Turn to face the Bench Officials,
- Blow their whistle **LOUD!**
- Signal Time-Out and
- Shout: **"STOP ALL THE CLOCKS, MY TIME".**



The Official shall NOT just say "Time-out", as this may be mistaken by a Coach as a team time-out called by the other team and may result in that Coach and substitutes entering the field of play incorrectly, if not illegally.

11.2 OFFICIATING PROBLEM RESOLUTION

When an on-field discussion between officials is required, either the official who called the Officials Time-Out, or the Head Official (for more significant issues) may need to take control of the discussions to ensure that a quick and accurate decision can be determined.

The following process should be used to hold these discussions:

- Ask the other official(s) for a summary of their involvement in the problem or issue.
- Summarize the known information and check with the others for any other relevant factors (supporting or contrary facts, not opinions).
- Determine a course of action (decision and outcomes).
- Check with the other officials for any potential errors.
- Inform the crew on how the decided course of action will be implemented.
 - (For example, who is communicating what information to whom and any rotation of positions etc.)

The decision should be communicated to the Bench Officials and the Head Coaches, and the game should be restarted as soon as is possible.

If a Captain or a Head Coach ask a question about a decision, perhaps during a time-out or between periods,

then if the Head Official agrees to hear the question, the opposing team should be invited to have a representative to hear the question and the answer, if they want to.

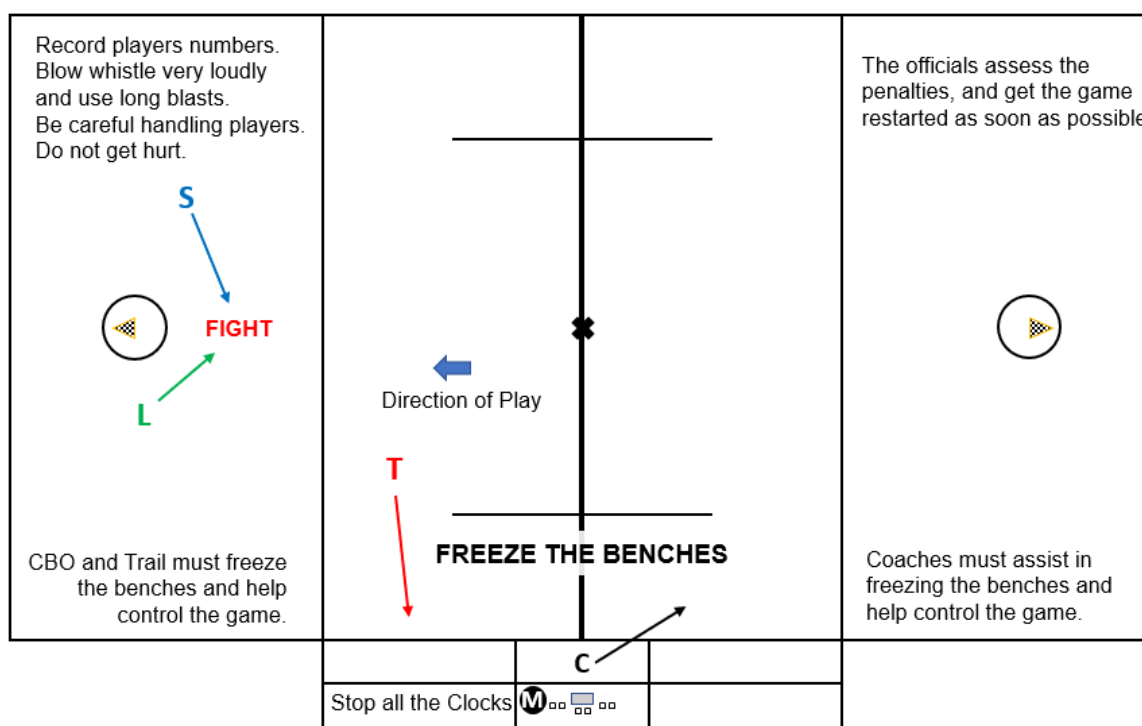
If the Officials feel the need to talk to one Head Coach, then they should talk to both Head Coaches.

If the Coaches wish to ask a question of the Officials, they should be invited to do so four minutes before the end of half-time,

- Refer to [Item 11.6](#) for the protocols between periods of play.

11.3 FIGHTING

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



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 prepared to resolve the situation.

If a fight breaks out on the field, the Single Official and the nearest Bench-side Official (normally the Lead) should attempt to resolve the situation.

The other Bench-side Official (normally the Trail) and the CBO 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 team member that goes past the Officials in these circumstances to join in a fight **must** be expelled from the game.
- The officials must also take note of the player's team, and jersey numbers, that go past them.

The Bench Manager does **NOT** become involved in the freezing of the benches.

The coaches also have a responsibility to control their players and to work with the Officials to maintain order.

The CBO or Bench Manager needs to have the Timekeeper stop the clock(s). Try to settle down the benches.

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.
- Be sure to get the correct Player's Jersey numbers.
- Do Not put yourself at risk by grabbing a player and either hurting him or yourself.
- Assess the penalties, and get the game restarted as soon as possible.

If two players are fighting and a third player joins in the fight, then that person may be expelled from the game.

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.

11.4 INJURIES

When a player is injured, and an Official has assessed that the injury to the player is serious, or he is bleeding, or he is at risk of further injury, the Official shall stop the game and call an Officials Time-Out.

The Officials will allow the injured players team medical staff to treat his injury and assist him from the field as soon as it is safe for him to be moved.

Officials Should Not Treat Injured Players, unless:

- there is no other medical assistance available for the player,
- the injury to the player is possibly life threatening, and
- the official is a Medical Professional or qualified First Aid practitioner.

Where an injured player is being assisted from the field, a substitute may come on to the field prior to the injured player leaving it. The injured player **does not** need to leave the field through the Substitution Area.

Where the game has been stopped to attend to an injured player, the injured player must leave the field, and he may not return before the next dead ball. If a Team Time-Out is used, then he may remain in the game.

Note that this Rule applies to all players, including the goalkeeper, even with two minutes to go in a tied game!

In either case, the CBO must be informed of the circumstances, so that they can ensure that the Rules are followed, and the injured player does not return to the game prematurely.

Before restarting the game, the Officials should ensure that all penalties have been applied appropriately, that the teams are not offside, and that the correct number of players and long sticks are on the field.

11.5 BLOOD

When a player is seen to be bleeding, and/or have blood on his clothes, equipment or skin, play must be suspended immediately and the player concerned must go to the bench area so that the flow can be stopped, and the blood washed off.

The player may return to the field once the flow has been stopped, and the blood removed. He need **NOT** wait for the next dead ball.

If there is so much blood on a player's shirt that a change of shirt is required, then the scorers, the Chief Bench Official and the opposing Head Coach must be informed of any change in the player's shirt number prior to the player's re-entry into the game.

World Lacrosse asks countries to bring a shirt numbered 99 to World Championships for this purpose.

Blood Rule



11.6 BAD WEATHER

Where the weather makes it impossible for play to be continued, for example, Dangerously High Winds, Electrical Storm, Dust Storm, Poor Air Quality, then the tournament's Referee-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 amount of time that play has been suspended, as detailed in **Rule 30.3**.

11.7 LIGHTNING

The National Athletic Trainer's Association (NATA) in the USA has provided lightning safety guidelines to educate people about the dangers of lightning. The recommended guidelines follow.

NATA's Lightning Safety Guidelines:

Seek a safe structure or location at the first sign of lightning or thunder activity is highly recommended. Once the Flash-to Bang count approaches 30 seconds (or is less than 30 seconds), all individuals should already be inside or should immediately seek a safe structure or location.

Flash to Bang Method:

- 1) Observer begins counting when a lightning flash is sighted. Counting is stopped when the associated bang (thunder) is heard.
 - a) Divide this count by **5** to determine the distance to the lightning flash in **miles**.
 - b) Divide this count by **3** to determine the distance to the lightning flash in **kilometres**.
- 2) Establish a chain of command that identifies who is to make the call to remove everyone from the field.
 - a) ***This should be the Tournament's Referee in Chief (RIC) or Deputy Referee in Chief and, if neither of these is available, then the Head Official in the game.***
- 3) Name a designated weather watcher. (A person who actively looks for the signs of threatening weather and notifies the chain of command if severe weather becomes dangerous.)
 - a) ***This will be all five game Officials as well as the RIC and the Deputy RIC.***
- 4) Have a means of monitoring local weather forecasts and warnings.
 - a) ***Officials should be aware of any weather forecasts that predict the likelihood of electrical storms.***
- 5) Designate a safe shelter for each venue.
 - a) ***Usually the allocated changing rooms/ dressing rooms/ locker rooms.***
- 6) **Use the Flash-to-Bang count to determine when to go to safety.**
 - a) When the flash-to-bang count approaches **thirty seconds** all individuals should already be inside a safe structure.
- 7) Once activities have been suspended, wait at least **thirty (30) minutes** following the last sound of thunder or lightning flash prior to resuming an activity or returning outdoors.
- 8) Avoid being at the highest point in an open field, in contact with, or proximity to the highest point, as well as being on the open water.
 - a) **Do not** take shelter under or near trees, flagpoles, or light poles.
- 9) Assume the lightning safe position (crouched on the ground, weight on the balls of the feet, feet together, head lowered, and ears covered) for individuals who feel their hair stand on end, skin tingle, or hear "crackling" noises. **Do not lie flat on the ground.**
- 10) Observe the following basic first aid procedures in managing victims of a lightning strike:
 - a) Survey the scene for safety.
 - b) Call local Emergency Medical Services.
 - c) Lightning victims do not 'carry a charge' and are safe to touch.
 - d) If necessary, move the victim with care to a safer location.
 - e) Evaluate airway, breathing, and circulation, and begin CPR if necessary.
 - f) Evaluate and treat for hypothermia, shock, fractures and/or burns.
- 11) All individuals have the right to leave an athletic site to seek a safe structure if the person feels in danger of impending lightning activity, without fear of repercussions or penalty from anyone.

End of NATA's Lightning Safety Guidelines

If the tournament's Referee in Chief, Deputy Referee in Chief or, in their absence, the Head Official feels that play should be halted under the above criteria, then the Referee in Chief, or delegate, should go onto the field of play and tell the nearest Official to suspend the play immediately:

- The time of the stoppage and the score at the time of the stoppage should be noted by the Head Official on the game sheet.
- The Head Official should secure the Game sheet from the scorekeeper and retain until the restart of the game.
- All participants, including players, Officials, Bench Officials, ball persons and others, shall be required to go indoors at the earliest opportunity.

11.8 BREAKS BETWEEN QUARTERS

The Trail Official will signal and call to the Bench Officials and both teams:

- the next period will start with, a face-off, OR
- the colour of the team that will be awarded possession and where the Free-Play will be restarted.

As the players move to their team's bench area during the breaks between periods of play, at least two of the Officials shall openly monitor the players until the opposing teams have moved away from each other.

If there has been hostility between the teams before the break, the on-field officials should:

- place themselves near to where the two teams may cross and
- encourage the players to move along quietly toward their respective team's benches.

All Officials, including the CBO and Bench Manager should then gather near the centre of the field and confirm the score and the situation regarding team time-outs.

The Bench Manager will bring with them:

- the Official Scorer's game score,
- the number of time outs taken by each team
- the amount of any carry-over penalty time so that the coaches can be informed of the time remaining
- the drink bottles for the on-field officials.

The Officials may then go to the timer's table where the Head Official will confirm the score and the time-out status with the scorer(s):

- The Scorers should not leave the Bench area until these details have been confirmed.
- If the officiating crew does not come to the timer's table, the CBO or Bench Manager will confirm the score and time-out status with the Official Scorer upon returning to the bench area.

During the half-time break, when four-minutes is remaining a warning should be given to both teams:

- The Timekeeper informs the CBO, so that the CBO can inform the teams and the Officials.
- If either team has left the field, then the CBO and Bench Manager must go to the where the teams are, to communicate the remaining time in the Break.
- The officiating crew shall then go to the nearside wing line in readiness for any potential meetings requested by the coaches from either team.

Both coaches must be informed by the CBO or Bench Manager about any outstanding penalty time, to avoid any confusion prior to restarting the game:

- Do not go into a team's huddle to communicate the information.
- Wait until the team is moving back to the field and the coach is not talking to his players.

If either Head Coach wishes to speak to the Officials with four minutes of half-time remaining, then the other Head Coach must be asked if they wish to attend or send a representative.

The teams should be warned by the CBO and Bench Manager when there is one-minute left before the start of the next period, and the Officials should take up their positions.

Between quarters, the Officials should normally rotate one position from their starting Face-Off positions at the beginning of the previous quarter as shown in the table below.

POSITIONS	FACE-OFF	LEAD RIGHT	LEAD LEFT
1 st Quarter	Head Official	Official 2	Official 1
2 nd Quarter	Official 1	Head Official	Official 2
3 rd Quarter	Official 2	Official 1	Head Official
4 th Quarter	Head Official	Official 2	Official 1

When a period starts with a team in possession of the ball:

- the positions the officials would have taken for the face-off are used as a guide to who will be the Lead, and the Single, and the Trail officials.
- the restart is controlled by the official closest to the relative position on the field where the player with ball is to be awarded.

If an official has been "out of the game" for a long period of time, due to the way the game has been played, the rotation can be varied (when appropriate) during stoppages such as the end of a period, a team time-out, an injury time-out, or any another dead ball situation.

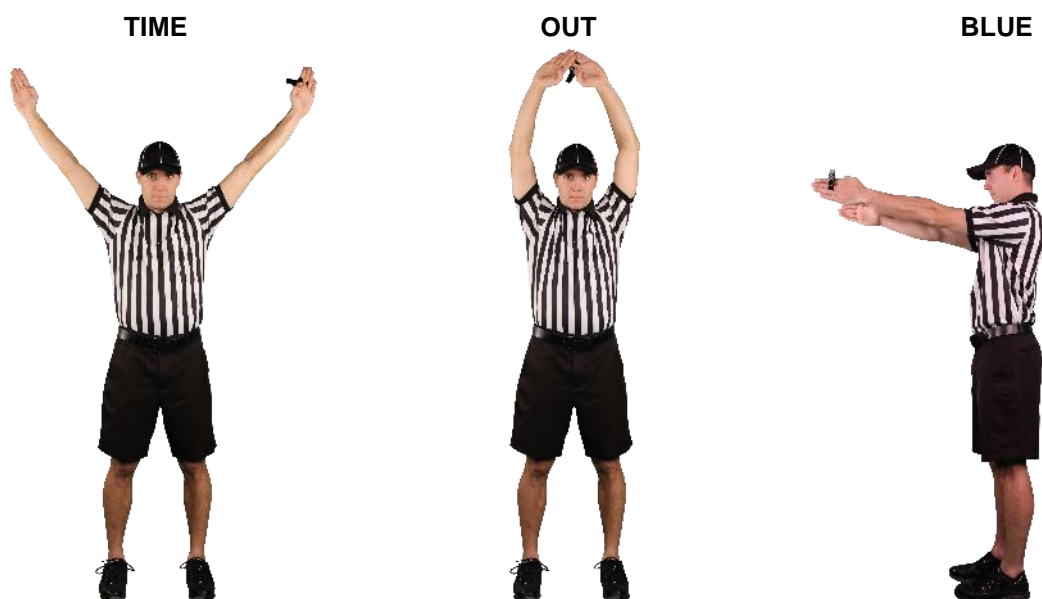
11.9 TEAM TIME-OUTS

Prior to the game starting the CBO should discuss with each of the teams Head Coaches that the:

- CBO is usually the most accessible official to make their Team Time-Out requests, and
- The Coaches, and the players on the bench, must wait for the Official to make the Time-Out call before they are allowed onto the field.

The Official receiving a time-out request should stop the clock(s) and quickly determine whether the request is legal or illegal, before granting it.

If the CBO receives the Time-out request, they should stop the clock(s) and step onto the field to make the call and the signals.



Where a request for a team time-out is made by the “Blue team”, the Official should act as described in each of the following situations:

- If the ball is **Dead**:
 - Blow their whistle immediately.
 - Shout “**STOP ALL CLOCKS. TIME-OUT, BLUE**”
- If the **Blue** team has **Player Possession** of the ball in their Attacking half of the field:
 - Blow their whistle immediately and,
 - Shout “**STOP ALL CLOCKS. TIME-OUT, BLUE**”
- If the **Blue** team has **Player** or **Team Possession** of the ball in their Defensive half of the field:
 - Blow their whistle immediately.
 - Apply a technical foul of ‘Illegal Procedure’ against the Blue team.
 - Ask the Blue team Head Coach if they still require a Time Out.
- If the **Red** team have **Possession** of the ball:
 - Apply the Slow Whistle technique and throw a Penalty Flag.
 - If the Red team do not score on the play:
 - Apply a technical foul of ‘Illegal Procedure’ against the Blue team
 - Ask the Blue team Head Coach if they still require a Time Out
- If the **Ball is Loose**:
 - Signal Play-On or blow their whistle immediately (as appropriate)
 - Apply a technical foul of ‘Illegal Procedure’ against the Blue team
 - Ask the Blue team Head Coach if they still require a Time Out
- If the **Blue** team have **no Time Outs** remaining, or the game is in **Overtime**:
 - Signal Play-On or blow their whistle immediately (as appropriate)
 - Apply a technical foul of ‘Illegal Procedure’ against the Blue team.

Where the Official appropriately applies the Play-On technique, this prevents a Time-Out request being used as a tactic to unfairly disadvantage the opposing team, by denying them the opportunity to score.

An example could be where,

- the Blue Coach, seeing that a Red player is about to pick up a loose ball and score on an empty Blue goal, requests an (illegal) Time-Out to kill the play and prevent the goal.

The Play-On solves the problem because throwing a Flag would not be appropriate, and a whistle would prevent a possible goal.

A coach may legally request one of his teams remaining Time-Outs while a player on his team is in possession of the ball in their defensive half of the field, only when the ball is dead. For example,

- When the ball is Out of Bounds, or whenever an official has blown their whistle to stop play.

Officials should not advise coaches or players against requesting a Time-out and must not ask, or suggest to, them whether they would like to request a Time-Out.

These actions could leave an official open to accusations of favouritism or bias and may not be appreciated by the intended recipient of the suggested advice.

The coaches have a responsibility to keep track of their own available Time-Out’s and should know the rules regarding when and how they can legally request them.

However, it is appropriate to confirm with a Coach or player, how many Time-Outs their team has left, or the rules associated with requesting Time-Outs.

It is not uncommon for coaches to ask the CBO questions regarding Time-Outs and other rule related issues during the game. Only answer these questions if you have time to do so, as there are many things that CBO’s need to be alert for. Always be polite, courteous, and brief and,

- Be aware that tactical questioning of the CBO by coaches or players may cause the official to be distracted from a rule violation that the questioner may prefer went unnoticed.

Officials should not ignore an illegally requested timeout.

If a request for a team Time-Out is illegal, and to prevent coaches and players going onto the field of play, the Official who becomes aware of this foul should:

- Quickly communicate that the requested Time-out is an Illegal Procedure and depending upon the circumstances:
 - Signal Play-On if their opponents are about to get possession of a loose ball and attack,
 - Throw a Flag Down if their opponents have possession,
 - Blow the Whistle if their opponents are not attacking,
 - Immediately Blow the Whistle if:
 - the ball is loose with no advantage to be gained from a Play-On.
 - the offending team:
 - has possession in their Defensive Half.
 - has no remaining Time Outs to request.
- Apply the appropriate penalty and restart the play as soon as possible.

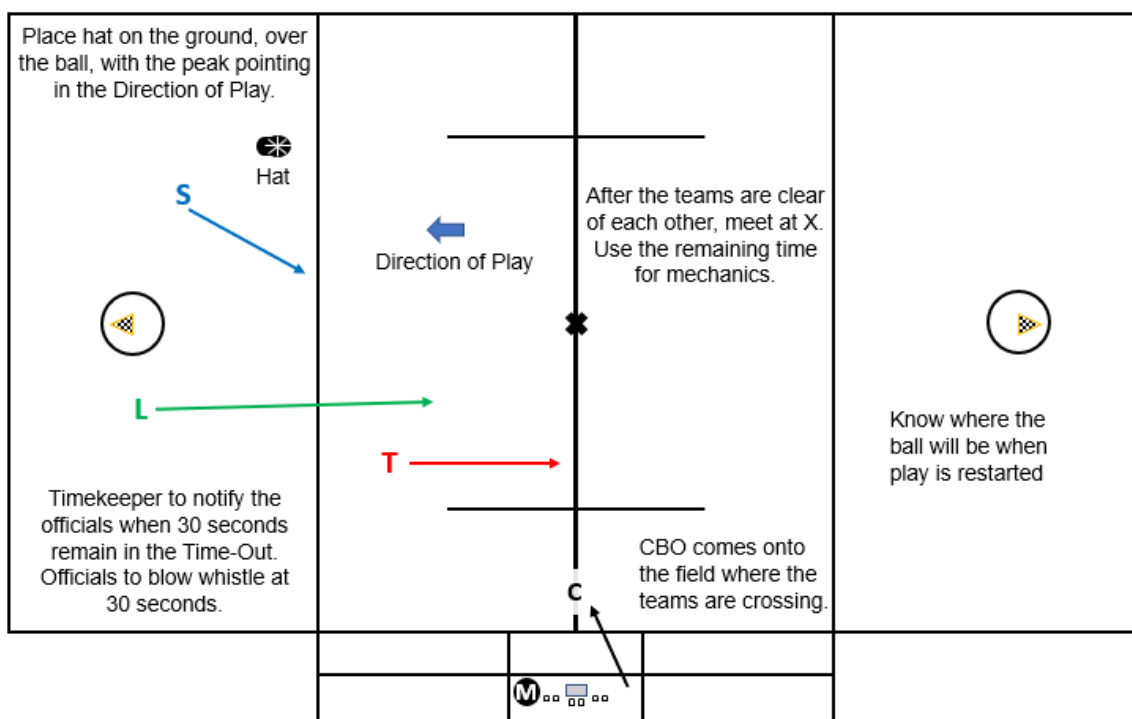
If coaches and players go onto the field, believing that a legitimate time-out has been called, then:

- An Officials Time-Out should be called, and
- The CBO and the Bench Manager should ask them to go back to the bench areas.
- No penalties for illegal procedure should be applied to the coaches and players on the bench taking the field if they promptly return to their bench area.

Officials should be alert to situations which commonly precede a Time-Out and anticipate when a team is likely to requested it and respond quickly. For instance:

- When an offensive player is trapped on the sideline and/or is about to be dispossessed,
 - the coach, or the player with the ball, may request a Time-Out.
- After the scoring of a goal in a man up situation,
 - the coach may want to preserve the penalty time by requesting a Time-Out.
- When a team has scored several goals in a short period of time,
 - the opposition may wish to request a Time-Out to regroup and reorganize their defences.

Time-Out Procedure.



Players or Coaches **cannot** reserve a Time-Out where they might say, “I want a Time-Out when the ball crosses the centerline.” They need to make the request for a Time-Out when they require it,

- Respond with, “You still have to ask for it when you want it.”

After a team is granted a Time-Out, there should be at least **2** Officials in between the teams as they cross over. This can easily be the CBO and one of the On-field Officials,

- This is to deter any baiting and taunting, and any cheap shots that may be taken.

The On-Official should retrieve the ball and place the hat over the ball with the brim facing the direction of play, and then join the other Officials.

Once the teams are in their respective huddles, the Officials shall meet in the middle of the field near the “X”:

- The time of the Time-out should be recorded and,
 - the Score and the number of remaining Time-Outs confirmed.
- Any other free time can be used by the Head Official to talk about mechanics or other situations,
 - This could be left up to the Head Official, but the other officials can initiate the discussion.
- Where it is not practical for the Timekeeper to monitor the duration of Time-Outs and when 30 seconds is remaining,
 - the CBO will be responsible.
- The CBO will sound the whistle when 30 seconds remain in the Time-Out and,
 - will inform the teams Head Coaches how many Time-Outs they have remaining.
- All Officials **MUST** know where the ball will be starting when play is resumed.

Ordinarily, the procedure for restarting play after a Time-Out is the same as for any Free Play and will comply with Free Play **Rule 37.2** (Not closer than 18 meters (20 yards) from the goal).

The exception is when a Time-Out is legally requested and called, after a shot on goal has gone Out of Bounds behind the goal within 18 meters (20 yards) of the goal. In this situation:

- Play will restart after the Time-Out, where the ball went Out of Bounds.
- Ball Out-Of-Bounds **Rule 40.6** overrides **Rule 37.2** and must be applied.

Failing to do this would be an incorrect application of the rule and unfairly disadvantage the team who called the Time-out, as they are legally required to restart from where the ball went Out of Bounds behind the goal.

11.10 HEAD COACH'S REQUEST FOR A STICK-CHECK

Only a team's Head Coach may legally request a Stick-Check, and the Ball must be Dead at the time.

A Stick-Check inspection may only be conducted on a player that is 'on the field' when the request is made.

The Head Coach should specify the number of the player whose stick is to be checked or may ask for the “Goal Scorer's Stick” to be checked.

Where a Stick Check request by a head coach is delayed, such that when the request is made, the designated player whose stick is to be inspected has Left the Field and is in his teams Bench area,

- the Stick Check request shall be denied.

It is important to visually locate the designated player and his stick as soon as the Stick-Check is requested.

Where the designated player is moving off the field to the Bench area, before he has been informed of the Stick-Check, it is essential to keep watching him and his stick, so that it can be positively identified as the correct stick to be inspected,

- If that cannot be done, the Stick-Check request shall be denied.

If the selected player is not on the field of play, but not in his teams' bench area, he shall be judged to be 'on the field' for the purpose of when the Stick-Check request was made.

A denial of a Stick-Check request shall not count as an incorrect Stick-Check request, as a Stick-Check has not been performed.

If a Stick-Check finds a stick to be legal, the On-Field Officials shall note this as an incorrect request on their scorecards.

The Head Coaches of each team are allowed only one incorrect request for a Stick-Check. Any further incorrect Stick-Check requests will incur a Technical Foul for illegal procedure.

11.10.1 The Stick Collection Process

The on-field official or CBO who has been asked for the Stick-Check shall:

- Blow the whistle to Stop all the Clocks, and loudly call,
 - **"STOP ALL THE CLOCKS, MY TIME"**.
- Move towards the designated player and Loudly advise him that his stick is to be checked,
 - **"STICK CHECK. NUMBER 8"**.

After the Official has:

- Personally, informed the designated player and,
- Ensured that the player understands that his stick is to be checked,

the player must hand his stick directly to the official or put it on the ground.

The Official will throw the penalty flag if the designated player:

- refuses to hand over his stick or throws it away,
- adjusts the head or pocket of his stick, or
- anyone else in his team attempts to interfere with the stick, or its collection by the official.

If the offending player was the goal scorer, the goal will be cancelled.

The owner of the stick and/or any player who interfered with the stick, or its collection, will receive:

- a 3-minute Personal Foul for Unsportsmanlike Conduct, and,
- the owner of the stick will serve any penalty that may result from the Stick-Check.

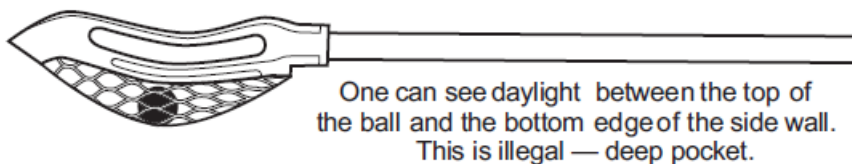
11.10.2 The Stick-Check Procedure

Once the stick is in the possession of the Officials, the three On-field Officials should come together for the Stick-Check at the centre of the field:

- The Head Official and O1 should carry out the stick check.
- The Head Official should control the Stick-Check facing away from the Benches.
- O1 should hold the stick while facing the benches and help monitor the behaviour of the players.
- O2 should keep players away from the Stick-Check and monitor the players on the field.
- The CBO and the Bench Manager should be in the Bench Area, monitoring player and coach activities.

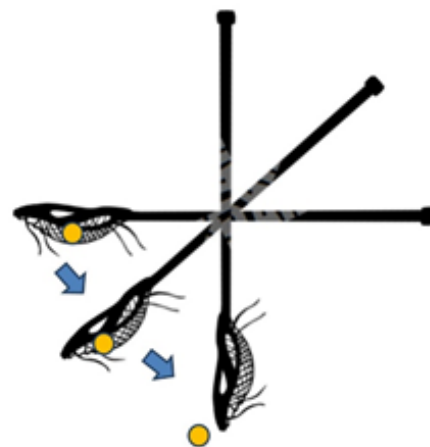
The **Head Official** shall inspect all aspects of the construction and dimensions of the stick as defined by:

- **Rule 15** - The Crosse, and
- **Rule 16** - Prohibitions Relating to The Crosse



1. Inspect for illegal pocket depth and for trick construction or stringing:
 - The stick shall be held horizontal to the ground.
 - The ball dropped into the pocket of the stick from a small distance above.
 - it should not be forced into the stick by hand.
 - The depth of the pocket should be checked, as per **Rule 16.1**.
 - If it is confirmed that the pocket is too deep, quietly note the foul for later communication.
 - Continue to inspect the other legal requirements of the stick.
 - Length and Width of Stick Head
 - Height of the Sidewall
 - Length of any Loose Strings
 - Overall Length of the Stick
 - Butt end of the Shaft of the Stick
 - Anything broken, sharp or unsafe.

2. Hold the stick horizontally, with the ball lying in the pocket:
 - Slowly rotate the stick 90 degrees to a vertical position with the head of the stick below the shaft.
 - The ball should fall out easily, without getting stuck in the throwing strings or at the top of the stick.



3. Drop the ball back into the pocket of the stick:
 - hold the stick in a vertical position with the stick head above the handle.
 - Check that no part of the ball is under the guard stop.
 - Slowly rotate the stick 90 degrees to a horizontal position, where the pocket in the head of the stick is facing the ground.
 - The ball should fall out unimpeded, without getting stuck, between sidewalls, strings, or mesh.



The procedure is done once only:

- If the ball falls out freely, then that aspect of the stick is legal.
- If the stick retains the ball or impedes its release, it is illegal.

After all checks have been completed the Head Official shall:

- Communicate the legality, or illegality, of the stick.
- Apply any appropriate penalties.
- Place illegally constructed, or strung, sticks in the custody of the scorers for the rest of the game.

The officials must inspect all aspects of the stick:

- It is possible that more than one of those aspects may be illegal.
- When multiple rule violations are identified by the Stick-Check procedure,
 - the offending player shall serve the penalty for the foul that carries the greatest penalty.
- All rule violations need to be made legal, or the stick replaced.

11.10.3 Application of Technical Penalties

A Deep Pocket (**Rule 16.1**), No Butt-End and/or No Adequate Taping (**Rule 15.4**), Long Strings (**Rule 16.5**), a Broken Stick (**Rule 59.2**), or Tampering which **does not** result in an Unsportsmanlike Conduct foul (**Rule 16.4**), any of these rule violations is a Technical Foul.

A player who has been assessed a technical foul for any of the above rule violations must modify his stick so that it conforms to the rules.

After his stick has been made legal, he can continue to participate in the game using that stick or another lacrosse stick that is legal, subject to it being checked for compliance by an official.

If a player has his stick inspected more than once and he is judged a **2nd Stick-Check technical rule violation**, the player will receive a Technical Foul, and the stick placed in the custody of the official scorers for the rest of the game.

Technical fouls applied because of a Stick Check will serve penalty time if included in Simultaneous Fouls, or if the players' opponents have possession of the ball when the Stick-Check request is made.

Note: The Stick is checked for rule violations, the penalty is against the Player, not his stick,

- It does not have to be the same stick that is checked by the officials, just the same players stick.
 - He could be using more than one stick.

Also, it does not have to be a second consecutive stick check on the same player that could result in the stick being removed from the game,

- It is possible that the same player may have his stick checked three or more times, and technical penalties are assessed on the First and Last checks.

Please review **Rules 15, 16 and 63**.

11.10.4 Application of Personal Fouls

If a combination of Technical and Personal fouls is confirmed by the Stick-Check procedure, the Player shall serve only the penalty for the **Personal foul**.

For example, Blue 14's stick has a deep pocket, and its length is too short,

- Blue 14 will serve 3 minutes "Unsportsmanlike Conduct" for Trick Construction.

Where multiple Personal Fouls are confirmed by the Stick-Check procedure, the Player shall serve penalty time for **all the Personal Fouls**.

For example, Blue 14 has been given a 3-minute Unsportsmanlike Conduct foul, for touching the head of his stick to circumvent or alter the result of the Stick-Check, and his stick is then found to be of trick construction:

- A further 3-minute penalty shall be applied.
- The stick is placed in the custody of the official scorers for the remainder of the game.
- Blue 14 will need to exchange that stick for another.

Deep Pocket



Trick Construction



11.10.5 Goal Disallowed.

After a goal has been scored and a Stick-Check has been requested and the procedure confirms that the stick is illegal for any reason, the goal shall be disallowed if the stick was used by the attacking player that:

- Scored the goal.
- Deflected or kicked the ball into the goal.

A Stick-Check called on a player who did not cause the ball to enter the goal, may result in that player receiving a penalty for a Technical or Personal foul. However, it will **not** result in a Goal being disallowed.

11.11 HEAD COACH'S REQUEST FOR A STICK-COUNT

If the Blue Head Coach asks the CBO for a Stick-Count, then the CBO should immediately try to establish how many Red team long sticks are on the field. (This does not include the Goalkeeper).

It is quicker to count if there are 2 short sticks in defence, but this is not evidence that there are not more than 4 long sticks on the field.

1. Count the number of Short sticks in the Red defence.
2. Count the number of Long sticks in the Red defence.
3. Check if there are any Long sticks in the Red attack.

If it is found that there are too many long sticks on the field, then the CBO should either blow the whistle or throw the flag as the situation requires.

When the play is suspended, and depending upon which team had possession of the ball:

- The CBO shall apply the appropriate Technical penalty for Illegal Procedure and
- Ensure that no more than 4 long stick players remain on the field for each team prior to play restarting.

If a Stick-Count finds that the team does not have more than 4 long sticks on the field the:

- CBO shall advise the On-Field Officials of the incorrect Stick-Count request at the first opportunity.
- On-Field Officials shall note this incorrect request on their scorecards.

The Head Coach of each team is allowed only one incorrect request for a Stick-Count.

Any subsequent incorrect Stick-Count request will incur a Technical Foul for illegal procedure.

Note: **Rule 45.6** says: "The stick-count will take place immediately."

Be aware that coaches have been known to attempt to use this rule to distract the CBO, from an offside, too many players on the field, or other rule violation by their own team.

Make it your routine, that when all other CBO officiating requirements are completed that you continue to monitor the number of appropriate players in their designated areas of the field.

11.12 THE END OF THE GAME

At the end of the game the:

1. On-Official collects the game ball and hands it to the Head Official.
2. Officials meet at the centre of the field and confirm the score.
3. Officials then place themselves adjacent to the teams as they return to their Bench areas,
 - a. to monitor their behaviours and ensure that any trouble between the players is minimised.
4. Officials then go to the timer's table and confirm the score with the scorer(s).
5. Officials sign the scoresheet.
6. All Officials thank the Bench Officials for their efforts.
7. Head Official hands the ball to the Coach of the winning team.
8. Officiating Crew, including the CBO and the Bench Manager all leave the field together.

It is traditional in the international game for all the officials to stay for the conclusion of the post-game handshakes, but the officials can use their own discretion to leave together sooner.

12 THE CHIEF BENCH OFFICIAL (CBO)

12.1 THE ROLE OF THE CBO

The CBO:

- Supervises and holds complete jurisdiction over the Bench Manager, Timekeeper, Penalty Timekeepers, Scorers, Coaches, Team Managers, Substitutes and any other personnel within the bench areas, the Special Substitution Area, and the penalty box.
- Is assisted by the Bench Manager, who can undertake many of the duties of the CBO, (listed below), but does not have a whistle or any authority to enforce the rules.
- Wears the same uniform as the on-field officials, except that The CBO may also wear a striped long-sleeved jacket, and long black trousers, if required. The CBO shall have the same equipment as the Officials ([Section 7.3](#)). The CBO does **NOT** keep the score but **DOES** keep track of team Time-Outs.
- Is in a highly visible position, and within easy earshot of the coaches and the players. The duties of CBO's prevent them from watching much of the play of the game. The CBO may see things happen on the field which could be called, but will know that most of those calls are outside of their responsibilities.
- Must be aware of many technicalities and must manage the Special Substitution Area, the Coach's Areas, and the Bench Areas in an orderly manner. If the CBO does not do the job well, and there are complaints from coaches and players, then that tension may spread to the field and the control and authority of the On-Field Officials may be compromised.
- Should seek compliance by co-operation, which is preferable to compliance by enforcement. The CBO has the task of influencing the coaches and the players of both teams into believing that they are having a good time, regardless of what is happening!

12.2 THE CBO'S PRE-GAME ACTIVITIES

The CBO is involved in all the pre-game activities discussed in [Section 7](#).

12.3 CBO POSITIONING

The CBO's positioning is discussed in [Section 14](#).

12.4 FOULS WHICH THE CBO CALLS

The CBO checks the substitution of players going onto and off the field of play:

- As a player is running off the field to be substituted, the CBO should warn his replacement, who may be excited and impatient to get into the game, to "Make a good change" or "Keep it legal."
- A premature foot just over the sideline by a player who is about to go onto the field, (or a foot over the sideline by a coach), makes life difficult for the CBO. Technically, a team then has too many men on the field of play. At the first occurrence in this situation, Warnings should be given to each team.
 - If the offences continue, then they must be penalized so that the bench area does not get out of control, and that the credibility of the CBO and the officiating team, does not suffer.
- If an opposition coach notices one of the violations is not called, a phrase such as, "I will give you the same consideration," or "Thank you Coach, hopefully I'll see the next one" may suffice.
- Once penalties for these violations start being applied, the CBO **may** feel that the control has moved on from compliance by co-operation to compliance by enforcement. Only the circumstances of an individual game can determine the CBO's next course of action.

The CBO checks that no illegal stick exchange occurs:

- Players in the Special Substitution Area or the Bench Areas, may exchange sticks.
- Players on the field may also exchange sticks, but not with someone in the Bench Areas.

The CBO checks that only players who are about to go onto the field of play go into the Special Substitution Area and that no player, except a designated Player/Coach, goes into the coaches' area:

- Warnings should be given in the first instance but if the offences continue, then they must be penalized.
- Ensures that any fouls by players, coaches, and team personnel, who are in the bench areas, coach's areas, the special substitution area, or the penalty box, are appropriately managed or penalized.
- The CBO should check that a player or substitute who is about to enter the field of play from the Special Substitution Area gives way to any player who is leaving the field.
- The CBO also checks for fouls committed by players who are leaving the field of play, upon any opposing player who is legally waiting in the Special Substitution Area to enter the field.

The CBO must check that each team has the correct number of players on the field of play and that each team has no more than four long sticks on the field at any one time.

- The CBO must do this after each goal, after each time-out, after each interval, and at any other time when the CBO suspects that one team has too many men or too many long sticks on the field of play.
- A team which has too men in the game, or too many long sticks on the field, when the whistle blows to start play must be penalized by the CBO, using whistle or flag, as appropriate.
- When a count has been completed, then, where single substitutions occur, the CBO should be able to check that all remains legal. It becomes much more complicated when four or five substitutions are made on the fly at the same time.
- It is important that, once several players have substituted in a short period of time, the CBO again counts the number of players and the number of long sticks each team has on the field.
- If this is not done, and the Red coach suddenly indicates that Blue have too many players or too many long sticks on the field, then confusion will occur. Counting players will be difficult, and the game will be disrupted. The CBO must constantly be on top of the situation.
- The CBO may assist the Officials in checking that each team obeys the Offside rule. Where the CBO is not occupied by substitution activity, player movements in the bench areas, has carried out the responsibilities concerning the number of players and long sticks on the field, then the CBO should also check Offside.
- Where a Clear has been successfully completed then, if both teams are Onside and the play is settled, as the Trail Official is about to reach the centerline to check for Offside, the CBO should be prepared to advise the Trail Official that all is well,
 - This will allow the Trail Official to forget Offside for the moment and move quickly to the Trail settled position and concentrate on officiating the play.
- If the CBO is certain there is an Offside situation and:
 - that an On-field Official has also seen the Offside, then the CBO should leave the call to the On-field Official.
 - that the On-field Officials have not seen the Offside, then the CBO should call it, using whistle, flag, or Play-On, as required.
- Where a loose ball breaks rapidly towards the centerline from settled play, then it is possible that the CBO may be in the best position to officiate the potential Offside situation:
 - If the CBO sees a Red player's foul causing a Blue player's foot to touch or cross the centerline, then the CBO should call the technical or personal foul, not Offside.
 - If the Trail, or Single Official is in position to make the calls at the centerline, then the CBO should only assist if it is obvious that the on-field official has not seen the foul.

The CBO checks that no illegal actions are carried out by a coach or official member of either squad:

- Only **FOUR** coaches are allowed in the coaches' area.
- When a player/coach is in the coaches' area, he must not be wearing his helmet.
- The CBO should ask the head coach to deal with any problems.

Where the CBO sees any of the infringements listed above, then the CBO shall blow the whistle, throw the flag, or use Play-On as the situation requires.

12.5 THE OTHER DUTIES OF THE CBO

If the CBO is in any doubt whatsoever as to the details of a call which has been made by an On-field Official,

- the CBO should blow the whistle and call an Officials' Time-Out to confirm the call.

The CBO regularly informs Coaches of the time remaining in the quarter, also when requested and,

- informs both coaches when Stop-Clock begins toward the end of each quarter.

Informing coaches of the time remaining in the quarter at 5-minute intervals:

- may assist in keeping the requests for time to a minimum.
- If there is a Game Clock visible to the field these time notifications may not be required.

The CBO advises the coaches, if so requested, as to the decisions of the Officials,

- The CBO notifies the nearest Official if any player has incurred 5 personal fouls.

The CBO notifies each team:

- 30 seconds before the restart of play during a team time-out,
- One minute before the start of each period, and four minutes before the end of the half-time interval.

Where the teams have left the field during half-time:

- the CBO and the Bench Manager may need to go to the dressing rooms to give the 4-minute warning.
- They should inform both coaches about any outstanding penalty time.

If a team asks for a Time-Out, the CBO should follow the procedure specified in [Section 11.9](#).

- The CBO must take care to differentiate a time-out request from a query concerning the number of time-outs a team has left.

If a fight breaks out on the field, then the Trail Official and the CBO should “freeze” the benches, as detailed in [Section 11.3](#).

If the clock must 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:

- The injured player cannot return to the field before the next dead ball.
- The CBO must ensure that this requirement is adhered to.

Where a player has been asked to leave the field because he is bleeding, and/or he has blood on his clothes, equipment, or skin:

- He **MUST NOT** return to the field until the CBO has confirmed that the bleeding has stopped, and the blood removed. The Bench Manager should monitor this requirement.
- The player **DOES NOT** need to wait for the next dead ball to return to the field.

If a player returns to the field **BEFORE** meeting the above conditions and checking with the CBO,

- then the game should be stopped, and the player should be assessed a technical penalty.

If the CBO realises that a player is bleeding, and/or has blood on his clothes, equipment, or skin:

- the CBO **MUST** ensure that the player deals with the situation, as above.
- This applies if the player is on or off the field, the CBO may need to call a time-out to sort things out.

The CBO acts as a designated weather watcher: see [Section 11.6](#).

When a team Head coach legally requests a Stick-Check the CBO shall immediately stop all the clocks,

- and assist the on-field officials to identify the player whose stick has been requested to be checked.

Where the request for a Stick-Check is illegal, the CBO will use,

- Immediate or Slow-Whistle (Flag Down) or Play-On techniques, as is appropriate to the situation.

12.6 SPECIAL POINTS FOR THE CBO

The CBO should be aware of the following points:

- At a centre face-off, if the wing area on the bench-side:
 - Has a player from the same team as the player on penalty, the penalized player may return to the field after his penalty expires, after the whistle to start the face-off has been blown.
 - Does not have a player from the same team as the player on penalty, the player may return to the field when his penalty expires.
- If a player asks whether he can enter the field the official should reply with, “Ask your coach.”
- If a penalized player is going to re-enter the game himself after his penalty time has expired, he must spend the whole of the penalty time on the seat,
 - then he may then re-enter the game through any part of the gate.
- If a substitute is to replace the penalized player when the penalty time has expired, then the penalized player must spend the whole of the penalty time on the seat. The substitute for the penalized player:
 - Should not enter the Special Substitution Area until the penalty time has expired,
 - He may then enter the field through any part of the gate.
 - 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 authorised Time-Out, or between periods,
 - a penalized player may leave the penalty box, but he must return at the commencement of play to complete his suspension.
- When players from opposing teams commence serving the same duration personal fouls at the same time, then, if there have been no problems during the penalty time, logic suggests that they should re-enter the field together.
 - Technical foul penalty time will be cancelled by the opposing team scoring a goal.
 - The CBO or the Bench Manager should supervise the termination of such penalties.

- Where problems like those described above occur, then it is possible that the two players may re-enter the field at different times.
 - For this reason, it is important that each penalty is timed by a different Penalty Timekeeper, even if equal penalties start at the same moment.
- If a player who is serving a penalty stands up, then the penalty clock should stop until he sits down. The CBO or the Bench Manager *may need to remind* the Penalty Timekeeper of this requirement.
- Where a player is sent off as a period is ending, it is particularly important that the CBO ensures that the Timekeepers carry out their duties correctly:
 - E.g., If a player is given a one-minute penalty with 55 seconds remaining in a period, then it is crucial that he is in the box when the period ends, and he has 5 seconds left on his penalty.
 - If something goes wrong in such circumstances, then the coaches will be very aware of it.
 - Similar considerations, of course, apply to a penalty starting with 65 seconds to go in a period.
- Only 23 players are allowed in a squad and should be in team uniform for a game:
 - Squad members not taking part in the game must be wearing alternate attire or track-suit tops.
 - Once the game has started and play is settled, the Bench Manager should check each squad.
 - The CBO should ask the Head Coach to deal with any problems.
- The CBO and/or Bench Manager must ensure that the game clock and any penalty clocks are stopped whenever the ball becomes dead during Stop Clock time at the end of a period:
 - and during **ANY OVERTIME PERIODS**.
 - If the ball is already dead, and the game clock runs down to the Stop Clock time at the end of a period, then all clocks should stop at that time.
- If the Bench Manager must go onto the field to replace an injured Official, then the CBO becomes the new Reserve Official:
 - The tournament's Referee-in-Chief shall organize for a substitute CBO to be ready to take the CBO's place should the CBO be required on the field.
 - The CBO should check that this is being done.
- If the CBO becomes aware of a player committing an **act of flagrant misconduct**, then:
 - if this act is away from the current area of play and
 - **is unlikely to have been seen by the on-field official**,
 the CBO will use Immediate or Slow-Whistle (Flag Down) techniques, as is applicable to the situation.
- In the situation above, when a whistle has stopped play, the CBO shall:
 - Stop all Clocks and inform the Head Official of what has happened, and
 - the CBO shall make the appropriate call.
 Examples, but not limited to, may include:
 - A player viciously slashes a player a long distance away from the play.
 - A player commits a violent act of unsportsmanlike conduct or unnecessary roughness.
 The CBO should consider applying an expulsion foul for the act(s) of flagrant misconduct.
- At the end of the game the CBO and Bench Manager leave the field with the On-field Officials, as detailed in [Section 11.12](#).

REMEMBER:

AS THE CBO, YOU MUST COMMUNICATE WITH THE COACHES

AND KEEP THEM PROPERLY INFORMED.

YOU HAVE THE OPPORTUNITY TO MAKE THE GAME BETTER FOR EVERYONE,

EVEN IF YOU ARE THE ONLY ONE WHO KNOWS IT AT FULL-TIME!

13 THE BENCH MANAGER (BM)

13.1 THE ROLE OF THE BENCH MANAGER

The CBO should build a mutually respectful relationship with both sets of coaches and players and will normally remain CBO for the entire game. The Bench Manager is, therefore, the Reserve Official. If an On-field Official is unable to continue, then the Bench Manager is that official's replacement on the field. If the Head Official is unable to continue, then the second Official on the list (R1) takes over the responsibilities of the Head Official.

The Bench Manager must dress in full Officials' uniform, ready to go onto the field, except for wearing the officials jacket reversed over, or a black shirt instead of the official's shirt.

Bench Managers lend an **UNOFFICIAL** hand in the bench area. They have no authority to make a call or to tell the CBO to make a call.

The Bench Manager should:

- always be ready to enter the game if one of the On-field Officials fail to complete the game.
- be watching the flow of the game and record the **SCORE** and the **TIME-OUTS** on their scorecard.
- will also verify penalties and goals scored with the scorers and penalty timekeepers.
- will assist the CBO as described below.

This will keep them focussed on the type of game that is being played.

If the Bench Manager needs to go onto the field to replace one of the on-field officials, then the clock(s) should be stopped to facilitate the change-over. This is a highly unusual situation, and the Bench Manager will have to quickly get changed and be ready for the new role. Both coaches should be kept informed of the change.

The CBO becomes the new Reserve Official. The tournament's Referee-in-Chief will then have to arrange for a substitute CBO to be ready to take the CBO's place should the CBO be required on the field.

The CBO should check that this is being done.

The Bench Manager is responsible for collecting the control of the official game clock from the Official Timekeeper and counting down the last 30 seconds of play in each period, from the Special Substitution Area to the nearest on-field Official, as follows:

- 30 seconds, 25 seconds, 20 seconds, 15 seconds, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Zero.
- The nearest on-field official will usually be the Trail Official.
- The Bench Manager stops the clock whenever an official's whistle is sounded to stop play and restarts the clock when the official's whistle is sounded to restart play.
 - The Bench Manager shall also stop and start the clock whenever an official request it.

To reduce the workload of a busy Chief Bench Official, the Bench Manager's tasks are:

- Ensure that all calls and signals made by the On-field Officials, relayed to the Bench Officials by the Trail Official, are received, and clearly understood by the Bench Officials.
 - If the Bench Manager is in any doubt whatsoever as to the nature of a call which has been made, then the Bench Manager should request the CBO to blow the whistle and call an Officials' time-out to confirm the details of the call.
- Answering queries from coaches, as appropriate, and explains decisions to coaches, as appropriate.
 - the Bench Manager will refer anything that requires a decision to be dealt with by the CBO.
- Informing Coaches of time remaining in the quarter, regularly or when requested.
- Answering queries from the Timekeepers and the Scorekeepers, as appropriate.
- Providing reminders over clock-stopping and clock-starting, particularly in Stop Clock time at the end of each period of normal time and in any overtime periods.
 - Where a stadium clock is in use, the Bench Manager shall be responsible to ensure that the Stadium clock stops and starts appropriately.
 - The Bench Manager shall raise any concerns to the CBO who shall correct the situation in conjunction with the Head Official.

- Answering queries from the match announcer.
- Monitoring the state of the light and the need for the flood-lights to be turned on.
- Acting as a designated weather watcher: see [Section 11.5](#).
- Coordinating with television personnel. In all cases, they report to the CBO.
- Providing water and support for the other Officials between quarters.

REMEMBER: Bench Managers can **ONLY** give advice and help: they **CANNOT** make decisions and they **MUST** gain the confidence of the coaches.

13.2 THE BENCH MANAGER'S PRE-GAME ACTIVITIES

The Bench Manager is involved in all the pre-game activities discussed in [Section 7](#).

13.3 THE BENCH MANAGER'S POSITIONING

The Bench manager's positioning is discussed in [Section 14](#).

13.4 SPECIAL POINTS FOR THE BENCH MANAGER

The Bench Manager should be aware of the points set out for the CBO in [Section 12.6](#).

13.5 THE END OF THE GAME

The Bench Manager leaves the field with the other Officials, as detailed in [Section 11.10](#).

REMEMBER:

WHEN REQUESTED, AS BENCH MANAGER,

YOU MUST COMMUNICATE WITH THE COACHES

AND KEEP THEM PROPERLY INFORMED.

YOU HAVE THE OPPORTUNITY TO MAKE THE GAME BETTER FOR EVERYONE,

EVEN IF YOU ARE THE ONLY ONE WHO KNOWS IT AT FULL-TIME!

14 CHIEF BENCH OFFICIAL AND BENCH MANAGER MECHANICS

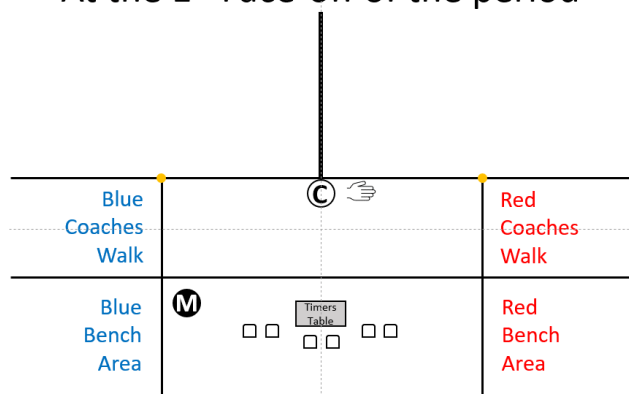
14.1 FACE-OFF

14.1.1 Prior to the Face-Off

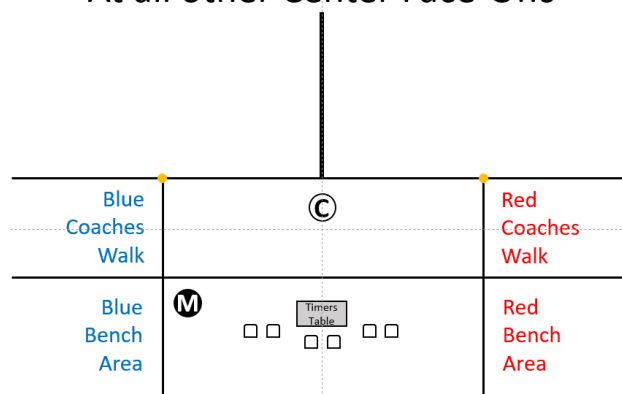
Unless the CBO is otherwise occupied dealing with duties relating to their off-field responsibilities, the following mechanics will be followed:

- Where a center face-off will begin play at the beginning of each period, the CBO shall:
 - Takes up a position at the 'T':
 - Near the intersection of the centerline and the Bench side boundary line,
 - Inside the Special Substitution Area.
 - When the bench areas and Timers are ready for the face-off:
 - Signal to the On-Field Officials by pointing down the sideline,
 - with arm extended horizontally to the right.
 - The CBO's right arm should remain in this position until the face-off whistle has been blown.
- At all other Center Face-Off's, the CBO shall **Not signal** to the On-Field officials and will:
 - Be located 1 meter back from the 'T':
 - in line with the centerline,
 - Inside the Special Substitution Area,
 - until the Face-Off has started.
- The Bench Manager should take up a position at the rear of the Special Substitution Area and to the left of the timer's table. The Bench Manager does **NOT** point down the sideline.

At the 1st Face-off of the period



At all other Center Face-Offs

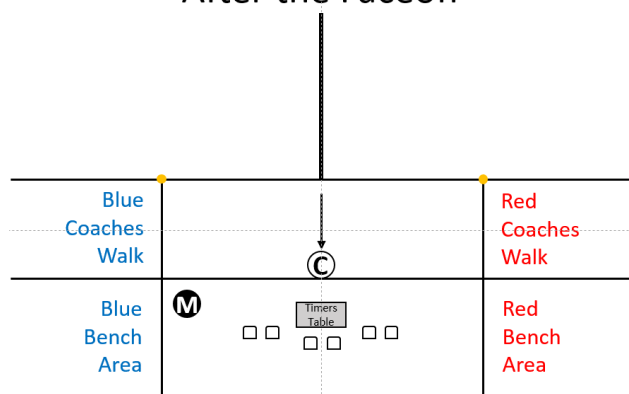


14.1.2 After the Face-off

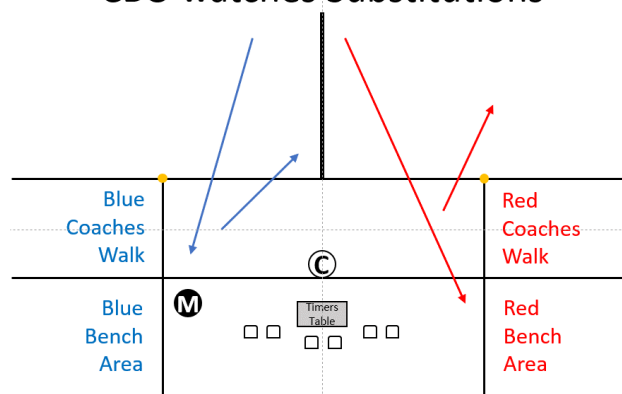
Immediately after the face-off whistle has blown, the CBO should take two paces backwards:

- Wait for possession to be called and then watch any subsequent substitutions.
- The Bench Manager should remain in the same position as for the face-off.

After the Faceoff



CBO watches Substitutions



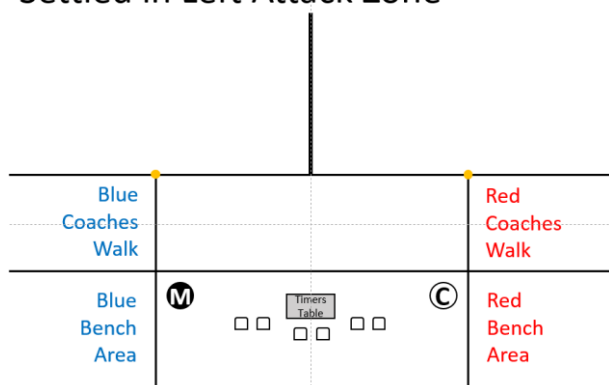
14.2 SETTLED SITUATION

14.2.1 In Right Attack Zone

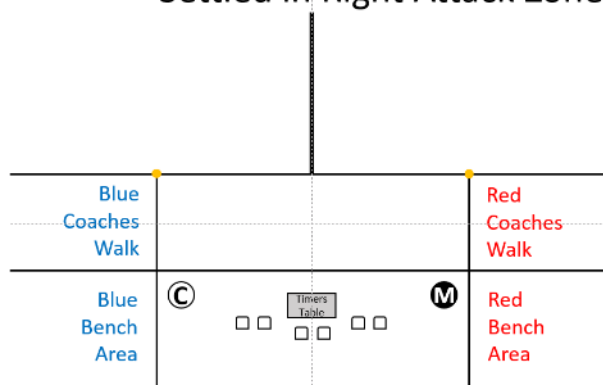
When the play has settled in the Right attack zone and all substitutions have been completed:

- the CBO should back out to the left-hand side of the Timers-Scorers area, taking up a position about one metre behind the substitution area line and one metre out from the left-hand Bench Area line.
- This gives them a clear view of the play, keeps them out of the players' way, and reminds the players in the Bench areas that they are being vigilant.
- The Bench Manager should move to a similar position on the right side of the Timers-Scorers area.

Settled in Left Attack Zone



Settled in Right Attack Zone



14.2.2 In Left Attack Zone

When the play has settled in the Left attack zone and all substitutions have been completed:

- the CBO should back out to the right-hand side of the Timers Table area, taking up a position about one metre behind the substitution area line and one metre out from the right-hand Bench Area line.
- The Bench Manager should move to a similar position on the left side of the Timers-Scorers area.

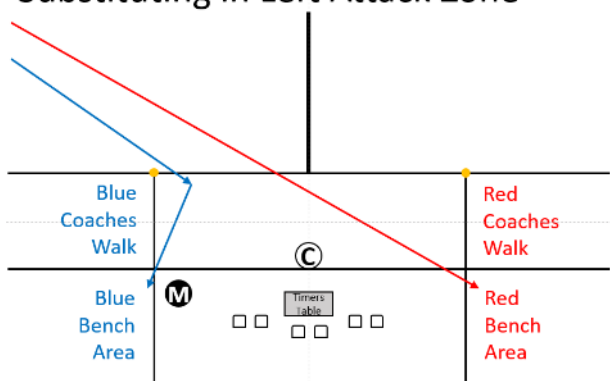
14.3 SUBSTITUTION

14.3.1 In Right Attack Zone

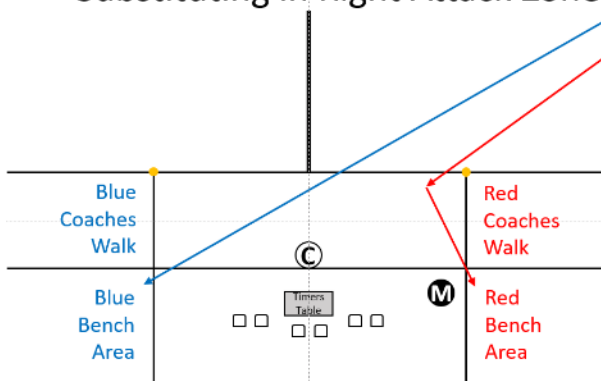
When substitutions are taking place with play in the right attack zone, the CBO should move forward to the center of the substitution area, about 4 metres from the sideline:

- In good position to see the players substituting and ALL their interactions at the gate,
 - without getting in the way of the players.
- Substituting players should not be able to pass between the CBO and the Timer's Table,
 - The CBO should move out of the way of the players to ensure they clear the area quickly.
- Unless otherwise required, the Bench Manager remains on the right-side of the Timers Table area.

Substituting in Left Attack Zone



Substituting in Right Attack Zone



14.3.2 In Left Attack Zone

When substitutions are taking place with play in the left attack zone, the CBO should move forward to the center of the substitution area, about 4 metres from the sideline:

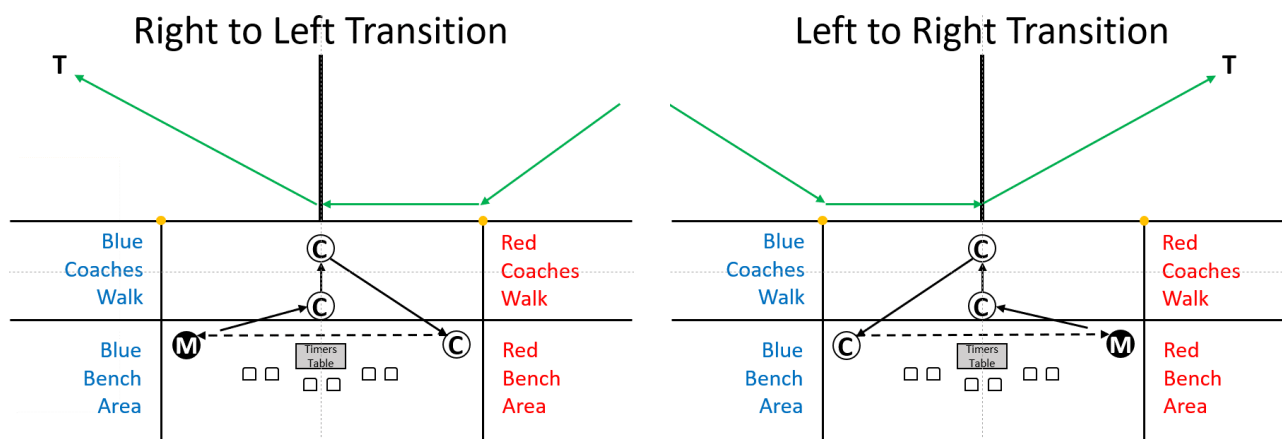
- In good position to see the players substituting and ALL their interactions at the gate,
 - without getting in the way of the players.
- Substituting players should not be able to pass between the CBO and the Timer's Table,
 - The CBO should move out of the way of the players to ensure they clear the area quickly.
- Unless otherwise required, the Bench Manager remains on the left-side of the Timers Table area.

14.4 TRANSITION PLAY

14.4.1 Right to Left Transition

When the play transitions from right to left attack zones, the CBO shall move to the back of the special substitution box, to the center line extended. In front of the Timer's Table:

- Once the player substitutions are complete the CBO shall move up to one metre from the intersection of the center and the sidelines (the "T") and start counting players for Offside,
 - If the CBO is certain that an offside situation exists, then the CBO should make the call with Flag Down and/or whistle, or Play On call, whichever is appropriate.
- As the Trail Official approaches and stops at the "T" the CBO may confirm the offside situation before the Trail official moves toward the left attack zone to officiate the play.
- If substitutions are taking place at the same time, then the CBO must concentrate on those,
 - Let the Trail know that you are busy.
- When the play has settled in the Left attack zone and all substitutions have been completed, the CBO should back out to the right-hand side of the Timers-Scorers area, taking up a position about one metre behind the substitution area line and one metre out from the right-hand Bench Area line.
- Unless required to confirm any penalty or goal signals, the Bench Manager should move across to the corresponding position on the left-side of the Timers-Scorers area.



14.4.2 Left to Right Transition

When the play transitions from left to right attack zones, the CBO shall move to the back of the special substitution box, to the center line extended. In front of the Timer's Table:

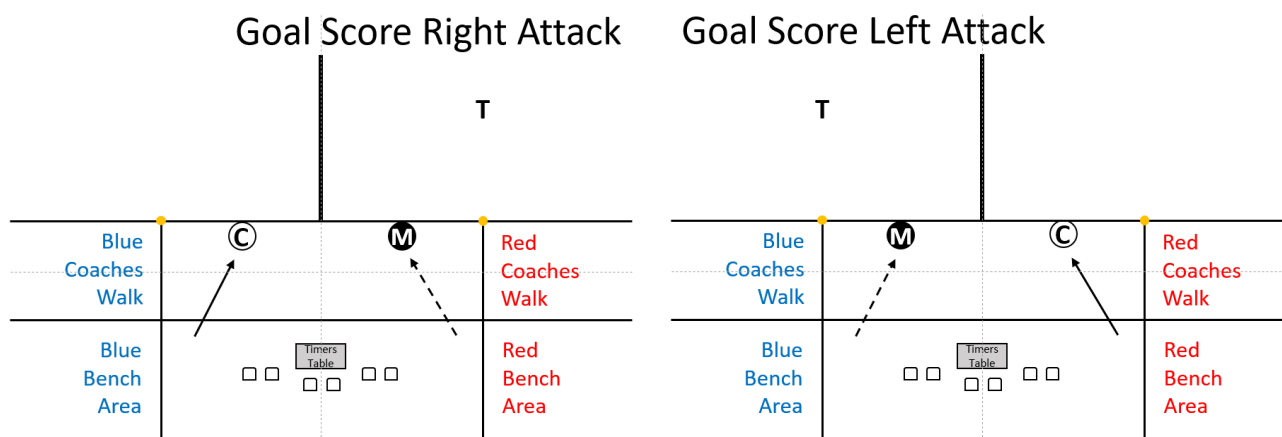
- Once the player substitutions are complete the CBO shall move up to one metre from the intersection of the center and the sidelines (the "T") and start counting players for Offside,
 - If the CBO is certain that an offside situation exists, then the CBO should make the call with Flag Down and/or whistle, or Play On call, whichever is appropriate.
- As the Trail Official approaches and stops at the "T" the CBO shall confirm the offside situation before the Trail official moves toward the left attack zone to officiate the play.
- If substitutions are taking place at the same time, then the CBO must concentrate on those.
- When the play has settled in the Right attack zone and all substitutions have been completed, the CBO should back out to the left-hand side of the Timers-Scorers area, taking up a position about one metre behind the substitution area line and one metre out from the left-hand Bench Area line.
- The Bench Manager should move to a similar position on the right side of the Timers-Scorers area.

14.5 GOAL SCORE

14.5.1 In Right Attack Zone

When there is a goal score in the right attack zone, both the CBO and the Bench Manager should move up the Special Substitution Area to a position close to the sideline:

- The CBO observes both bench areas during this substitution period.
- The Bench Manager makes eye contact with the Trail Official, observes the signal relay, acknowledges the colour and number of the goal scorer and, if possible, the number of the assist player as well.
- The Bench Manager should make sure that this information has been correctly received and recorded by the scorers.
- The CBO and the Bench Manager take their positions for the next face-off unless a time-out is called.



14.5.2 In Left Attack Zone

When there is a goal score in the left attack zone, both the CBO and the Bench Manager should move up the Special Substitution Area to a position close to the sideline:

- The CBO observes both bench areas during this substitution period.
- The Bench Manager makes eye contact with the Trail Official, observes the signal relay, acknowledges the colour and number of the goal scorer and, if possible, the number of the assist player as well.
- The Bench Manager should make sure that this information has been correctly received and recorded by the scorers.
- The CBO and the Bench Manager take their positions for the next face-off unless a time-out is called.

14.6 PENALTY

14.6.1 From the Right Attack Zone

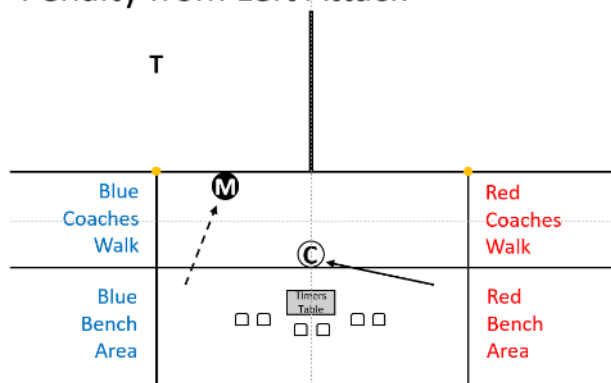
When there is a penalty called in the right attack zone, the CBO should move to the center and rear of the Special Substitution Area approximately 4 metres behind the centerline to observe any substitutions taking place at the same time as the penalty call.

The Bench Manager should:

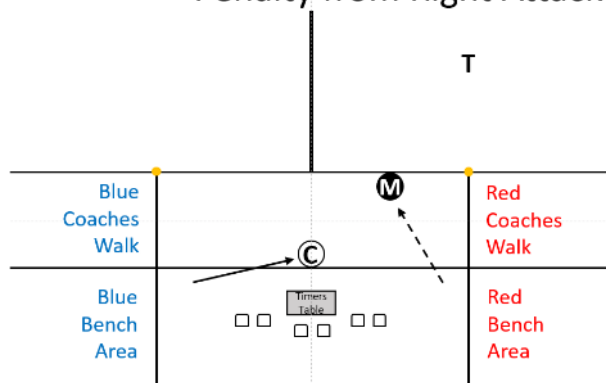
- Move to the Gate of the Special Substitution Area,
 - close to the sideline and make eye contact with the Trail Official,
- Observe the signal relay.
- Acknowledge the colour and number of the player receiving the penalty as well as the nature and duration of the penalty.
- Make sure that this information has been correctly received and recorded by the scorers.
- Not get in the way of any players substituting or leaving the field of play.

When play has settled, the CBO and the Bench Manager return to their appropriate positions.

Penalty from Left Attack



Penalty from Right Attack



14.6.2 From the Left Attack Zone

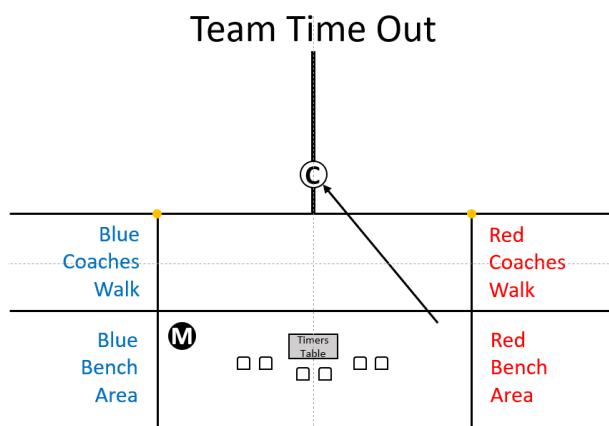
When there is a penalty called in the left attack zone the CBO should move to the center and rear of the Special Substitution Area approximately 4 metres behind the centerline to observe any substitution taking place at the same time as the penalty call.

The Bench Manager should:

- Move to the Gate of the Special Substitution Area,
 - close to the sideline and make eye contact with the Trail Official.
- Observe the signal relay.
- Acknowledge the colour and number of the player receiving the penalty as well as the nature and duration of the penalty.
- Make sure that this information has been correctly received and recorded by the scorers.
- Not get in the way of any players substituting or leaving the field of play.

When play has settled, the CBO and the Bench Manager return to their appropriate positions.

14.7 TEAM TIME-OUT REQUESTED THROUGH THE CBO



See [Section 11.9](#) for the procedure to be followed when a team requests a time-out.

14.8 CONTROL OF THE BENCH AREA – TELEVISION CREWS

The CBO will:

- Be responsible for working with the television crews to coordinate any stoppages for commercial breaks.
- Ensure that all camera crews and television personnel are off the field of play and out of the gate and scorers' area prior to the restart of play.
- Coordinate the timing of timeouts with the television representative to ensure that the game does not restart prematurely.

15 THE OTHER BENCH OFFICIALS

15.1 THE TIMEKEEPER

The Timekeeper must be equipped with an appropriate time piece which is able to record time in seconds:

- The tournament or competition organisers may provide personnel to perform this role, otherwise they shall be provided by the competing teams.
- The Timekeeper actively monitors the time played in each period, stopping the clock during Time-Outs of any kind.
- Prior to the last 30 seconds of any quarter, the Timekeeper will hand over the control of the official game clock to the Bench Manager, who will countdown the last 30 seconds to the nearest official from the Special Substitution area.

The Timekeeper needs to keep an accurate record of the time breaks between playing periods and notifies the CBO 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 Timekeeper keeps an accurate record of the time taken during team time-outs and notifies the CBO 30 seconds before the re-start of play.

The Timekeeper must inform the CBO when the game clock runs down to two minutes during the last period of normal time, so that the clock(s) can be stopped on dead balls.

Where a Stadium Clock is available, then the following factors should be considered:

- The Referee-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.
- Where the stadium clock has been determined as acceptable, 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 as directed by the CBO, 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.
- This will mean that coaches, players, officials, and the spectators know the time throughout, and the CBO and the Bench Manager will not have to constantly answer questions about the time.
- If the Stadium Clock is not being used to countdown the final 30 seconds of a period, the Bench Manager shall control the game clock from the Special Substitution Area and count down the remaining game time to the nearest official.
- Where the Stadium Clock is being used to countdown the final 30 seconds of a period, the Bench Manager shall assist the Timekeeper to control the Stadium Clock.
- If there is an automatic horn, then this can be used to end the period,
 - Otherwise, the Bench Manager's countdown to zero is used.
- The Timekeeper shall synchronise the back-up stopwatch with the stadium clock prior to the last 30 seconds of a period.
 - If the stadium clock does malfunction, the Timekeeper shall notify the CBO,
 - an Officials Time-Out will be called to stop play.
 - All clock(s) should be stopped, and upon resumption, the Bench Manager will use the stopwatch to time the end of the period.
- Throughout the game, the CBO and the Bench manager need to be alert, so that they can make sure that the stadium clock is stopped and started correctly.

15.2 THE PENALTY TIMEKEEPERS

At least one, and preferably two, Penalty Timekeepers are required for each team:

- The Penalty Timekeepers need to be equipped with time pieces which can record time in seconds.
- The tournament or competition organisers may provide personnel to perform this role,
 - otherwise, they shall be provided by the competing teams.
- The Penalty Timekeepers are positioned at either side of the timer's table, behind the penalty boxes.

- The Penalty Timekeepers time the period of any penalty imposed by the Officials and audibly count down the penalty time to the player concerned and to any substitute who may be about to go on to the field in place of the penalized player, as follows,
 - 30 seconds, 15 seconds, 10, 9, 8, 7, 6, 5, 4, 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 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 penalized player should take a knee beside the seats.
- If a penalized player is going to re-enter the game when his penalty time has expired,
 - He may then re-enter the game through any part of the gate.
- If a substitute is to replace the penalized player when the penalty time has expired, then the penalized player shall spend the whole of the penalty time on the seat:
 - The substitute should not enter the Special Substitution Area before the penalty time has expired, prior to entering the field through any part of the gate.
 - 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 authorised time-out, or between periods, a penalized player may leave the penalty box, but he must return at the commencement of play to complete his suspension.
- Where players from opposing teams start, for example, a one-minute penalty at the same time, then, if there have been no problems during the penalty time, they must re-enter the field together. The CBO or Bench Manager should supervise the termination of such penalties.
- If a player who is serving a penalty stands up, then the penalty clock should stop until he sits down. The CBO informs the Penalty Timekeeper of this requirement.
- Where problems like those outlined above occur, then it is possible that two players who started equal penalties at the same time may re-enter the field at different times. For this reason, it is important that each penalty is timed by a different Penalty Timekeeper, even if equal penalties start at the same time.

15.3 THE SCORERS

Each team provides a scorer:

- 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,
 - Name and number of the player scoring the goal.
- The scorers shall check with the Officials at the end of each period to ensure that they have the same score,
 - They shall also confirm the situation regarding team 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 CBO 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 who serves a timed penalty.
 - Type of foul.
 - Duration of the penalty.
 - Game time of the penalty.
- The scorers notify the CBO if any player incurs 5 personal fouls.

16 PERFORMANCE REVIEW

Performance reviews are critical to the development of a cycle of continuous learning and improvement.

A Performance Review may involve one or more of the following processes:

- **Post-Game Reviews** facilitated by the Head Official – informal discussions immediately after the game that looks back on the key points addressed in the pre-game briefing and addresses any other issues identified during the game. Participants should make their own notes of relevant learnings. The crew should always participate in a brief post-game review discussion before any post-game debrief with Officials Coaches.
- **Post-Game Debriefs** facilitated by an Officials Coach– this may be formal or informal depending on the level of competition and the evaluation resources available. Participants should make their own notes of relevant learnings.
- **Assessment Reports** documented by an Officials Coach– this may consist of a simple summary of a post-game debrief, a copy of an evaluation document or some performance notes compiled when it is not possible to conduct a face to face debrief or review.

The purpose of conducting them is to engage with all the officiating 'team' members to:

- identify the positive aspects of the performance that need to be encouraged.
- identify constructive issues for continuous improvements.
- provide education and learning experiences for those involved.
- assess the adequacy of procedures and processes.
- identify training needs.
- ensure the health and wellbeing of those involved is assessed and monitored.

The evaluation of Officials, conducted as part of the performance review process, is designed to:

- develop officials at every level of competence.
- provide consistency in an officiating programme or tournament setting.
- provide some sort of metrics for the selection of officials for game assignments.
- allow officials to be evaluated both objectively and subjectively, on the field, for qualification and certification.

Performance Reviews and Assessments are not a tool for apportioning blame, they should enhance team performance by improving the self-reflection skills of the individual members of the team and, their self-correction, guidance, and support to others during the course of a game.

Officials Coaches and Head Officials facilitating performance reviews require questioning, listening, feedback and communication skills.

It is critical that facilitators address these reviews as a 'coach' and 'mentor' as the most constructive way for officials to learn from mistakes is for them to identify the mistakes themselves.

Judgements and other direct feedback may be required but this should not be delivered as statements or direct criticisms.

Facilitators must be mindful of the four key words that guide performance review conversations:

LESS MOUTH – MORE EARS

Group and individual reviews should encourage the Officials to self-reflect, individually and as a team, by:

- engaging with the group and explaining how the session will run:
 - allow a free recall of the game (what happened during the game?)
 - invite them to sketch out a scenario and work through it (key play, positive or negative etc)
 - lead through a second recall of the game and discuss focal points in detail
 - ask them to work backwards from a focal point to get to something that occurred immediately before it (but not recalled)
 - probe to clarify the information provided and check the context of focal points
- facilitate the session by:
 - using an open question style that requires them to provide a 'narrative' response rather than short answers (e.g., describe a situation and ask them to explain how it played out)
 - using words such as "Tell me...", "Explain to me...", "Describe to me..." to draw out information about specific things.
 - not interrupting, using prompts such as "Aha, Mmm, yeah" etc and open hand gestures to encourage them to keep going and draw further on their memory.
- close the session by summarising the key points learned (not raised – learned) and involve all the group to agreement on the correctly identified outcomes. That feedback must be about their self-assessment process first and your opinions second!
 - Then complete any formalities and re assessments.

Following this process should facilitate enhanced memory recall by the officials themselves, reduce the closed or limited responses used to 'protect' the individual's performance evaluation scores, promote better teamwork, and create a learning environment at any level of competition.

SUMMARY REPORTS

The Head Official's Coach, (the Officials Coaching Crew Chief), is responsible for documenting any significant issues (e.g., inadequate procedures or training needs) identified during a performance review activity and submit it to the relevant jurisdiction (e.g., a competition or event Referee in Chief) for consideration.