



WOMEN'S FIELD LACROSSE OFFICIATING MANUAL

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Introduction

This Women's Field Lacrosse Officiating Manual is written to assist officials from all World Lacrosse member countries in their pursuit of officiating excellence and to assist with consistency among officials worldwide.

The Officiating Manual is an important supplement to the [World Lacrosse Rule Book](#). The manual provides officials with current in-depth interpretations and applications of the rules. Each official must be a student of the game and use this manual to support the effective application of the rules.

This game is evolving at a rapid pace, and it is crucial that officials are aware of the latest interpretations, positioning recommendations, penalty administrations and proper game management skills to keep the game safe while preserving the movement and flow of women's lacrosse.

We must understand the rules and enforce them to maintain player safety. Persistent use, strict interpretation and consistent application of the rules is always necessary. Penalizing dangerous play may alter the flow of the game, but increasing and preserving safety should help maintain the fast, free flowing and safe game as we know it and like to see it played. While the responsibility of safety is shared by all participants, coaches, players and officials, the officials set the tone and expectations.

Officiating Competencies

World Lacrosse has established a set of competencies that will define the expectations and learning pathway of officials from introductory levels of play through to international events. These will be used to evaluate an official's performance and provide evidence towards a certification level. The Officiating Competencies rubric may help with understanding how an official's performance on the field is evaluated when competing at a varying level of events, and how officials should apply the interpretations and recommendations found in this document.

Women's Field, Men's Field, Box, and Sixes Officiating Competencies rubrics were developed together, to help establish a uniform set of guidelines for officials across all disciplines.

The Women's Field Lacrosse Officiating Competencies (All levels) can be found on the following pages. The competency is in bold, followed by a set of actions an official should do to meet this competency. The manual outlines how you complete each action.

There are five major categories:

- I. Professionalism
- II. Teamwork
- III. Game Management
- IV. Mechanics and Positioning
- V. Rules Knowledge and Application

Professionalism - Competencies + Actions						
	Any Domestic Game		National / Senior A Club Domestic	Qualifier / Approved Domestic	World Championship	
	D1	D2	D3	WL1	WL2	WL3
Shows respect for all participants	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
• <i>Uses an appropriate tone of voice</i>	Usually	Consistently				
• <i>Communicates clearly and professionally with players and coaches</i>		Usually	Consistently	Consistently		
• <i>Uses active listening (gives coaches and players the opportunity to talk when appropriate)</i>			Usually	Consistently		
• <i>Works through language barriers to administer penalties and address coaches' concerns professionally</i>				Usually	Consistently	
Is dressed in the appropriate uniform, and has the appropriate equipment including a whistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
• <i>Uniform is different to athletes and has a whistle</i>	Consistently					
• <i>Is wearing a striped shirt, black shorts/skirt/pants, appropriate footwear, and has all equipment</i>		Consistently				
• <i>Has black shoes, uniform and equipment meet all officiating specifications, and looks professional</i>			Consistently	Consistently		
Demonstrates commitment to ongoing development	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
• <i>Recognizes mistakes and learns from them</i>		Usually	Consistently	Consistently		
• <i>Reflects on performance to improve officiating</i>				Usually	Consistently	
Maintains composure in usual game situations domestically, and in both usual and stressful situations internationally	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
• <i>Displays poise and control</i>	Mostly	Usually	Consistently	Usually	Consistently	
• <i>Proactively organizes athletes when necessary</i>		Mostly	Usually	Consistently		
• <i>Recovers from stressful situations quickly</i>				Usually	Consistently	

Teamwork - Competencies + Actions						
	Any Domestic Game		National / Senior A Club Domestic	Qualifier/ Approved Domestic	World Championship	
	D1	D2	D3	WL1	WL2	WL3
Treats crew mates with respect at all times	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• <i>Is receptive to feedback</i>	Consistently			Consistently		
• <i>Provides positive feedback to the crew</i>		Consistently		Consistently		
• <i>Effectively communicates beyond language barriers</i>				Usually	Consistently	
• <i>Acts as a mentor and guide for crewmates when needed</i>					Mostly	Consistently
Appropriately contributes to pre-game and post-game discussions and procedures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• <i>Completes assigned pre-game tasks</i>	Usually	Consistently		Consistently		
• <i>Conducts a pre-game that discusses responsibilities, positioning, communication, and benchmark calls</i>			Mostly	Usually	Consistently	
• <i>Participates openly and honestly in evaluating the officiating performance of self in post-game debriefings</i>				Usually	Consistently	
• <i>Conducts a thorough pre-game that discusses officials' strengths & development goals, unusual circumstances, teams involved</i>				Usually	Consistently	
• <i>Able to debrief crew in an honest postgame</i>					Mostly	Consistently
Ensures efficient, consistent, and correct rules administration by the entire crew		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• <i>Discusses game situations with the rest of the crew throughout the game</i>		Consistently				
• <i>Can assist a crew member</i>			Consistently			
• <i>Communicates efficiently with table crew to assure proper administration</i>		Mostly	Usually	Consistently		
• <i>Communicates w/ crew using signals, eye contact & speaking</i>		Mostly	Usually	Consistently		
• <i>Recognizes rule misapplications and helps correct them</i>		Mostly	Usually	Usually	Consistently	
• <i>Anticipates and communicates difficult game scenarios</i>			Mostly	Usually	Consistently	
• <i>Penalties are administered efficiently</i>			Mostly	Usually	Consistently	
• <i>Builds crew consistency throughout the game by appropriate communication methods</i>					Usually	Consistently

Game Management - Competencies + Actions						
	Any Domestic Game		National / Senior A Club Domestic	Qualifier / Approved Domestic	World Championship	
	D1	D2	D3	WL1	WL2	WL3
Effectively manages scoring and timing aspects	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Ensures score is kept correctly and accurately recorded	Usually	Consistently				
• Stops the clock when the rules dictate	Usually	Consistently	Consistently	Consistently		
• Recognizes injury scenarios and ends play at the appropriate time	Mostly	Usually	Consistently	Consistently		
• Recognizes time-out requests and administers correct procedures		Mostly	Usually	Consistently		
• Appropriately manages the clock to preserve integrity of game time			Usually	Consistently		
• Understands timing of penalty release and its effect on the game				Mostly	Usually	Consistently
• Alerts crew to potential time-out scenarios before they happen					Usually	Consistently
Applies preventative officiating techniques appropriately while maintaining flow of the game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Is consistent in foul selection and application	Mostly	Usually	Consistently	Consistently		
• Controls game safety when required by appropriately increasing foul calls consistently		Mostly	Usually	Usually	Consistently	
• Correctly uses discretionary foul upgrades			Mostly	Usually	Consistently	
Has complete control of the game through the appropriate use of game management techniques		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Includes coaches / captains from both teams in all conversations		Consistently		Consistently		
• Responds to coach questions/comments appropriately		Consistently		Consistently		
• Uses appropriate body language to support their control of the game		Mostly	Usually	Consistently		
• Handles unusual situations effectively			Mostly	Mostly	Usually	Consistently
• Confidently attempts to deescalate and diffuse conflict			Mostly	Mostly	Usually	Consistently

Mechanics and Positioning - Competencies + Actions						
	Any Domestic Game		National / Senior A Club Domestic	Qualifier / Approved Domestic	World Championship	
	D1	D2	D3	WL1	WL2	WL3
Moves effectively to keep up with the pace of the game and has complete field coverage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
• <i>Covers the side lines, end lines and goal</i>	Usually	Consistently				
• <i>Keeps up with transitions</i>	Usually	Consistently				
• <i>Quickly hustles to position to best view and officiate the players</i>	Mostly	Usually	Consistently			
Has correct positioning and makes calls based on position	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
• <i>Moves with the ball during settled play</i>	Mostly	Usually	Consistently			
• <i>Maintains a triangle / staggered position with play in-between officials</i>	Usually	Consistently				
• <i>Adapts positioning to the style of play</i>		Mostly	Usually	Consistently		
• <i>Demonstrates appropriate Center-Draw positioning and responsibilities</i>		Mostly	Usually	Consistently		
• <i>Demonstrates proper on-ball and off-ball responsibilities</i>		Mostly	Usually	Consistently		
• <i>Appropriate settled play positioning</i>		Mostly	Usually	Consistently		
• <i>Appropriate transition positioning</i>		Mostly	Usually	Consistently		
Communicates clearly and effectively with signals and the whistle to maintain control of the game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
• <i>Signals goal, no goal and restart</i>	Consistently					
• <i>Blows the whistle when the ball goes out of bounds, to start/restart play, for goals and fouls</i>	Consistently					
• <i>Signals direction</i>	Usually	Consistently				
• <i>Uses an appropriate and varied whistle tone based on foul severity</i>	Mostly	Usually	Consistently	Consistently		
• <i>Uses clear and correct foul signals</i>		Mostly	Usually	Consistently		
• <i>Uses mechanics in the correct sequence for fouls, time-outs, goals, crosse checks</i>		Mostly	Usually	Consistently		

Rules Knowledge and Application - Competencies + Actions						
	Any Domestic Game		National / Senior A Club Domestic	Qualifier / Approved Domestic	World Championship	
	D1	D2	D3	WL1	WL2	WL3
Starts play efficiently and correctly in each quarter, after goals, any stoppage, and fouls	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
• Conducts an efficient and correct draw	Mostly	Usually	Consistently	Consistently		
• Starts the ball carrier in the correct position	Mostly	Usually	Consistently	Consistently		
• Ensures defenders give the ball carrier the space they are entitled to	Mostly	Usually	Consistently	Consistently		
• Starts play within 30 seconds of a goal being scored	Mostly	Usually	Consistently	Consistently		
• Administers a Throw correctly	Mostly	Usually	Consistently	Consistently		
Makes calls that allow the game to be played	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
• Recognizes when the ball is out of bounds and correctly awards possession	Consistently	Consistently	Consistently	Consistently		
• Recognizes and calls goals and no goals	Usually	Consistently	Consistently	Consistently		
• Recognizes offsides and player numbers on the field	Usually	Consistently	Consistently	Consistently		
• Recognizes Goal-Circle fouls	Mostly	Usually	Consistently	Consistently		
Recognizes and administers fouls correctly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
• Correctly calls the foul type and administers cardable fouls and dangerous Major Fouls	Usually	Consistently				
• Correctly calls the foul type and administers all minor and Major Fouls		Usually	Consistently			
• Correctly calls and administers all minor, major and cardable fouls in all usual circumstances			Usually	Consistently		
• Correctly calls and administers all minor, major and cardable fouls in all circumstances				Usually	Consistently	
• Correctly recognizes and administers simultaneous fouls and unclear possession scenarios		Mostly	Usually	Consistently		
Uses the language of the rules to communicate with players and coaching staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
• Describes what was seen when explaining penalties and game situations	Usually	Consistently				
• Provides accurate rule references when explaining penalties and game situations		Mostly	Usually	Consistently		

Applies advantage and disadvantage concepts appropriately		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<ul style="list-style-type: none">Appropriately uses “advantage” and “flag”		Mostly	Usually	Consistently		
<ul style="list-style-type: none">Identifies quality advantage and applies this in foul selection and discretion to maintain the flow of the game		Mostly	Usually	Consistently		

SECTION 1 – PROFESSIONALISM

Officials are an integral part of the game and are also the only participants who have an objective view of what is happening on the field. It is important officials are professional in all interactions. Know that confidence comes from experience and preparedness.

Professionalism Competencies

An official:

1. Shows respect for all participants.
2. Is dressed in the appropriate uniform and has the appropriate equipment including a whistle.
3. Maintains composure in usual game situations domestically, and in both usual and stressful situations internationally.
4. Demonstrates commitment to ongoing development.

Shows respect for all participants.

Action – Uses an appropriate tone of voice.

- An official's voice should be confident and in control.
- If an official needs to approach a player, a coach, or your partner, they should do so calmly rather than raising their voice or yelling. An official's voice should be clearly audible, firm, and friendly.

Action – Communicates clearly and professionally with players and coaches.

- Be a role model for professionalism both on and off the field. Officials who are spectators at a game should be careful not to be drawn into making direct or indirect comments about officiating peers or calls made in the game they are watching or in previous games.
- Be approachable – You may know all the rules and mechanics, but if you do not have good human relations and communication skills, your officiating will be fraught with problems.
- Verbal communication – Keep verbal communication on the field to a minimum, especially at international events. Learn to communicate and “talk” with your whistle instead of your voice. When there is a lot of noise in a stadium, however, it is most important that your whistle be heard.
- When you must talk, avoid long explanations, apologies, and coaching. Use the “language of the rules” and refer to the Rule Book when possible.

Action – Uses active listening (gives coaches and players the opportunity to talk when appropriate).

- Coaches and players should be given an opportunity to talk when appropriate to do so. At applicable time-outs and game breaks, coaches and the captain could ask questions.
- Listen and hear what they are trying to say. Listen to understand, instead of listening to respond. Consider your response before offering it.
- Practice good listening skills – listen before you speak, maintain eye contact, develop facial expressions and gestures that affirm you are listening. Show respect for the speaker even when your opinions may differ. If time allows, you can rephrase the question to ensure you have understood correctly and ask clarifying questions if needed.

Action – Works through language barriers to administer penalties and address coaches' concerns professionally.

- The official language of World Lacrosse is English but many participants, including fellow officials, may not speak English as their first language.
- Be aware of how non-English speaking players can be put at a disadvantage when officials rely on verbal communication to administer penalties.
- Be patient when addressing coach and player concerns.

Is dressed in the appropriate uniform and has the appropriate equipment including a whistle.

Action – Uniform and equipment meets all officiating specifications and looks professional.

- Officials should be neatly and similarly dressed in the official uniform that includes:
 - Appropriate length black kilt, shorts, or black pants.
 - 2.5cm / 1 inch vertical striped black and white long or short sleeve shirt and/or jacket.
 - Accessories such as visors, hats, undergarments, shoes, whistle, and lanyard shall be black.
 - Short black or white socks or long black socks may be worn.
- Officials should use a black bag to carry the following items:
 - Access to a current World Lacrosse Women's Field Rule Book and the Officials Reference Manual.
 - Whistles.
 - A yellow flag.
 - Yellow and Red Warning Cards.
 - A watch (preferably black).
 - A tape measure (metric).
 - Coins for Coin Toss.
 - A pen or a pencil to record Warning Cards and, in some cases, the score.
 - Twine, adhesive tape, or zip ties to repair goal nets (optional).
 - Any other personal items that may be needed.
- Professional appearance – officials should avoid wearing anything that draws unnecessary attention.

Diagram 1: Professional Attire



Maintains composure in usual game situations domestically, and in both usual and stressful situations internationally.

Action – Displays poise and control.

- Being confident helps an official to display poise and control. This allows them to respond appropriately.
- The ability to do this comes from a mixture of preparation and experience.
 - Preparation involves:
 - Arriving on time prepared to officiate.
 - Neat, clean uniform and appropriate officiating tools – whistle, cards, flag.
 - Being a student of the rules and the game.
 - Being fit is essential to be in the right place for the pace of the game, for the entire game. Being

fit allows you to keep a clear head while being physically tired.

- Experience comes from officiating diverse types of games at various levels, then reflecting on what happened to implement into future games.
- Facial expressions should be pleasant, neutral, and relaxed – avoid any facial expression that communicates disagreement with a partner's call, i.e., avoid shaking your head negatively or rolling your eyes.

Action – Proactively organizes athletes when necessary.

- Following time-outs or after goals, officials should ensure that participants are ready to start on time.
- As a time-out, quarter or half-time break draws to a close, officials may employ verbal warnings, like indicating “30 seconds remaining” or the C official may put an arm up while holding the ball at centre to indicate that the officials are ready to restart play, so teams should resume their places on the field and prepare for the restart.

Action – Recovers from stressful situations quickly.

- Officials must ‘let it go’ or ‘table it’ for discussion until halftime or after the game. When officials dwell on mistakes, they risk losing their focus and concentration setting them up for making additional mistakes.

Demonstrates commitment to ongoing development.

Action – Recognizes mistakes and learns from them.

- If an official makes a mistake on the field and can correct it quickly, do so. Admitting a mistake will gain an official more respect. Do not officiate in fear of making a mistake; instead, learn from them.
- Hold yourself accountable, and work with your partners to improve and find consistency moving forward.
- When discussing the mistake, look to learn from it by creating an “I will” statement. This is an instructional statement about what you will do. E.g. I will back out after setting the center draw.”

Action – Reflects on performance to improve officiating.

- When officiating at the top level, often, you give far more feedback than you receive from your peers. Every official should regularly attend official clinics and/or coaching clinics and attend games or study video game footage to stay current with the game.
- Reflect on your performance (video, post-game reviews, discussions with evaluators, etc.) to improve your game.

SECTION 2 – TEAMWORK

Officials are the third team on the field. It is important to always work together as a team.

Teamwork Competencies

An official:

1. Treats crew mates with respect at all times.
2. Appropriately contributes to pre-game and post-game discussions and procedures.
3. Ensures efficient, consistent, and correct rules administration by the entire crew.

Treats crew mates with respect at all times.

Action – Is receptive to feedback.

- Feedback is a tool for growth. When receiving feedback take this with the intent of a positive learning opportunity.
- All officials, including top-level officials, will continue to grow only if they are willing to entertain different opinions and are open to change. When officials become inflexible, defensive, unwilling to consider another point of view, unwilling to grow with the game and unwilling to try new techniques, it may be time for them to ‘hang up’ their whistles.

Action – Provides positive feedback to the crew.

- To develop as a team, it is important to let each other know what is done well, what you appreciate, and celebrate success. This makes for an enjoyable experience for all. Be specific with positive feedback and give at every opportunity.

Action – Effectively communicates beyond language barriers.

- Communicate with your crew using the most appropriate form of communication for each situation. Verbal communication, eye contact, visual arm signals, head nods and more can be valuable tools to an officiating team, but not all are always appropriate.
- Be open to conversations with your partners at quarter, time-out, and half-time breaks, and use those opportunities to get on the same page.
- When partners speak different languages, find a way to effectively communicate through language barriers and ensure everyone is treated equally and with respect. Use the Rule Book, signals and diagrams if required.
- Effective communication practices amongst partners create consistency, control, and fairness, allowing the officiating team to work together cohesively.
- Effective communication also increases an official’s credibility. Even a quick glance to your partners can help to prevent unnecessary errors such as restarting play when your partner is speaking to a player, communicating a card to the score table, or writing down after a card after it has been issued.
- Officials should create a “lifeline” for their partners when they sense a partner may be struggling or in need of support. In different terms, officials should always strive to create a positive space where they affirm the decisions of their partners and confirm their observations throughout the game using various communication practices and tools.
- Eye contact is essential before administering a Draw, before restarting play once a Free Position is set, after a goal has been scored, when restarting play after a card has been issued, after an injury time-out, or when double whistles occur.

Action – Acts as a mentor and guide for crewmates when needed.

- When a partner is less experienced, still act as their equal. You can offer to share your experience to teach less experienced officials on and off the field.

- Allow partners to be valued by asking them to share their views when meeting as a team in pre-game and at quarter breaks, time-outs, and halftime.
- Give supportive comments, hand gestures, facial expressions, or nods to support and compliment their work.
- Delegate tasks to each partner in pregame, i.e. checking lineups, correcting field/goal issues, checking timing/horn, etc.
- When situations arise that require correction, confirmation or affirmation from one's partners, officials should be willing to call time-out and bring their partners in to discuss their concerns, to "get it right."
- When in discussion with your partners, be sure to step away from participants on and off-field so that you may speak openly and honestly.
- When discussing a play, allow the official who had the best angle start the discussion.

Appropriately contributes to pre-game and post-game discussions and procedures.

Action – Completes assigned pre-game tasks.

**See APPENDIX C World Lacrosse Women's Pre & Post Match Schedules in the Rule Book for more information.*

- Pre-game conference with crew before the game begins.
- Introduce themselves to both coaches together. Be certain to include both coaches in any pre-game rules discussions.
- Inspect the pitch as per rule 1, goals, and goal nets as per rule 2.
- Speak with the Scorers and Timers.
- Check team uniforms, equipment, and Crosses during the Crosse Inspection as per rule 3.
- Organize Teams for the anthems.
- Meet with the Captains for the Coin Toss.
- At the end of the game, sign the Team Score Sheet together and leave the field together.

Action – Conducts a pre-game that discusses responsibilities, positioning, communication, and benchmark calls.

Action – Conducts a thorough pre-game that discusses officials' strengths and development goals, unusual circumstances, and teams involved.

- The Head Official will convene the pre-game conversation between the officiating crew. Be sure all officials are aware of the time and location of the meeting. Ensure the crew not only has enough time to effectively prepare through discussion, but also time to prepare physically (stretch, etc.), and be at the field by the designated time.
- Responsibilities
 - Discuss management of injury time-outs
 - Who will manage the various parts of the field on a Center Draw?
- Positioning – A, B and C
 - Coverage in the midfield,
 - Boundary management,
 - Play near the Restraining Lines,
 - Coverage when play is in the MA,
 - Coverage when play is behind goal and near the end line,
 - Coverage around the Goal-Circle,
 - If a player ends up on the ground, someone should know how they got there.
- Communication
 - How will you communicate during the game?
 - How to communicate, "I NEED HELP!"
 - Use big, clear, and deliberate mechanics / signals to give direction and communicate fouls.
 - If one of your partners misapplies a rule, calmly call time-out, meet away from the players/coaches, and discuss the situation -- Get it right!

- Benchmark calls
 - Has the player truly been fouled or are they using theatrics to get a call?
 - Illegal defense vs illegal offense discussion scenarios:
 - How much contact will be allowed?
 - Simultaneous contact between a defensive and offensive player.
 - What to watch for:
 - Is the defense making their legal defensive space bigger than allowed?
 - Did the attack end up on the ground because they tried to force through a legal double team?
 - Who “owned” the space first?
 - Attack must go around defender who is a step ahead of attack.
 - Defender must give way to attack when attack is level with them.
 - Is the defender using their Crosse with force?
 - Is either player being displaced by the movement of their opponent?
 - Crosse checks
 - Is a player intimidating their opponent, i.e., waving or poking it toward an opponent’s face?
 - Was the check rough, reckless, or dangerous?
 - Was the check towards the head?
 - Was the check around the body if the defender's feet are behind or level?
 - Warning Cards – Discuss that when a card is given to a player, it is a warning to all players on the field. (Rule 23)
- Officials’ strengths and development goals
 - Discuss personal problem areas specific to each official. Everyone has strengths and weaknesses. Acknowledge them and offer support and affirmation throughout the game.
- Unusual circumstances
 - Review fouls / penalties that are not routinely called and discuss unusual situations.
- Teams involved
 - Who are the teams, and have you noticed any patterns of play if you have officiated them before?

Action – Participates openly and honestly in evaluating the officiating performance of self in post-game debriefings.

Action – Able to debrief crew in an honest postgame.

- Leave the field together and make certain that you have a meeting after the game. Sometimes it may be best to let a bit of time go by before meeting to allow each official some chill time to reflect on the game.
- Make certain each member of the team feels supported after the game. Try not to let any problems fester. Learn to share and self-evaluate openly. No one can afford to carry any negative baggage on to the next game. Discuss what went well, what could have been improved and any lessons learned.

Ensures efficient, consistent, and correct rules administration by the entire crew.

Action – Discusses game situations with the rest of the crew throughout the game.

- Stay together on the field in quarter breaks and privately discuss any problems that may have occurred during the quarter. If necessary, the crew can confer with both team captains before the next quarter begins. This will allow you to answer questions concerning rules interpretations together.

Action – Can assist a crew member.

- The officials should step-in to help administer free positions when appropriate.
- Particularly when the official who made the call is not the official who will be administering the penalty or restarting play (i.e. in transition or within the MA), officials should provide their partners with any additional information that may be required to allow for the correct penalty administration.
- Officials should be able to recognize when a partner “gets caught” and should adjust their own field positioning appropriately to compensate for that partner.

Action – Communicates efficiently with table crew to assure proper administration.

- When relaying card information give jersey colour, number who fouled, card, foul. For example: “Blue, 14, Yellow card, Check to the Head”.
- When relaying goal information give number of goal scorer, then assist. For example: “10 from 7”. Note, at a World Championship Event, officials do not need to relay the goal scorer or assist to the score keeper’s table.
- When signalling time-out, turn and face the score keeper’s table, blow your whistle to signal the time-out, then indicate the team by pointing to the team’s bench who requested the time-out with both hands extended.

Action – Communicates with crew using signals, eye contact and speaking.

- Communicating helps to create an “officiating team.” Become a team of two or three people officiating rather than two or three individuals officiating.
- Consistency, control, and fairness are evident when an official team is working cohesively. Open communication and visual contact with fellow partner(s) throughout a game provides a sense of stability within the officiating team.
- Official's signals – These are used for your teammates, players, coaches, and spectators. They help communicate procedural issues and identify fouls. One of the most important signals to use is the Direction signal. By signaling direction first, you allow your partner(s) to position themselves accordingly. For a full visual list of official’s signals, see *Diagrams 11-14*.
- Officials’ unofficial signals – There are also signals you can use to communicate solely with your partners on the field. These include, but are not limited to:
 - Agree it is a goal: The Trail or C official may extend an arm out away from their body. Some officials may extend two arms away from their body. Other officials may also hold their index fingers up in front of their chest. All these signals indicate that the Trail or C official agree that a goal has been scored.
 - Hold the whistle: The official with the concern should raise their arm into the air, palm open, fingers extended.
 - Ready: At the Draw, when the A/B officials are ready, they may extend a hand out to indicate they are ready and that the correct number of athletes are ready below and between the Restraining-Lines.
- Eye contact is essential before administering a Draw, before restarting play once a Free Position is set, after a goal has been scored, when restarting play after a card has been issued, after an injury time-out, or when a double whistle occurs.
 - Always look at your partners before starting or restarting play. This helps to prevent unnecessary errors such as starting play when your partner is speaking to a player or writing after a card has been issued.

Action – Recognizes rule misapplications and helps correct them.

- Officials should be able to identify the potential error and make the correction in a professional manner. This includes when speaking with coaches, table officials, and an official’s on-field partners.
- If a rule has been misapplied and it is possible to correct the rule quickly and efficiently, do so. Alternatively, stop the time by calling an official’s time-out, and bring the crew together to ensure the correct rule is being applied.

Action – Anticipates and communicates difficult game scenarios.

- Officials should anticipate instances when teams may request a time-out.
- Officials should also communicate with their partners any useful information related to administration of the game. This may include being aware of the time when a card will be released or when a player being issued their second warning card of the game should be issued a Yellow/Red card instead of a straight Yellow card.

Action – Penalties are administered efficiently.

- All penalties should be administered as efficiently as possible to allow teams to set the pace of play. If a player chooses to self-start before defensive players are positioned, officials should let that happen. Be aware of a defensive player starting first, forcing a ball carrier to start, rather than the ball carrier choosing to start.

Action – Builds crew consistency throughout the game by appropriate communication methods.

- Always tell your crew what they've done well. This will encourage them to do it again.
 - "Nice job helping me with the illegal check. I was blocked."
- Use questions to build consistency. This way it allows everyone to understand what each other is thinking and adjust accordingly.
 - "Tell me what you are seeing in the Marking Area from Trail? I think we may be missing XX foul."
- Ask for help, and then state how you would like that help.
 - "Are you able to come in a little tighter and help me make sure there is no Shooting Space/Three Seconds?"
- Use an observation from the game before making a statement about what you think the crew should do. It's important to ask what others think you should do about the observation too.
 - "The physical play is escalating. Let us make sure we do not allow illegal contact along the sidelines."
 - "Lots of bodies in the Marking Area – can you help me on far side of the fan?"
 - "We have called #14 Blue for the same foul three times now – the next one has to be a repeated Major foul Yellow card."
- When providing more direct feedback to other less experienced officials, phrase the feedback with an instruction of what to do. For example, "When X happens, as an official you will do X." This provides a clear pathway for improvement and allows positive conversations based on growth to occur.
 - "You are doing a great job. When the play is on my side, I need you to trust that I have the calls on my side. If there are any concerns – let me know."

SECTION 3 – GAME MANAGEMENT

Officials have a responsibility to be facilitators of the game. Officials must know the rules to enforce safe, fair play and positive sporting behavior. They call only what they see, not what they anticipate will happen, while they anticipate preparing for any situation. An official must have in-depth knowledge of the rules and be able to make decisions based on sound judgment and common sense. Officials will let teams determine the game's outcome and tempo of play while playing within the rules. Officials must have the courage to do what is right – “call” or “no-call.”

Game Management Competencies

An official:

1. Effectively manages scoring and timing aspects of the game.
2. Applies preventative officiating techniques appropriately while maintaining flow of the game.
3. Has complete control of the game through the appropriate use of game management techniques.

Effectively manages scoring and timing aspects of the game.

Action – Ensures score is kept correctly and accurately recorded.

- At World Lacrosse events, there will always be a designated table staff including knowledgeable timekeepers, scorekeepers and others.
- Despite the presence of a staff dedicated to managing the clock and score sheet, the officials on the field should still always be aware of the “bigger picture” and have an awareness of the score.
- In other circumstances, there may be volunteers who have never recorded the score before. Ensure they have a way to record the score accurately and answer any questions they have. Check in with them when appropriate (during breaks, time-outs etc.).
- If there is no volunteer available, record the score in your notepad.

Action – Stops the clock when the rules dictate.

- Stopping the clock when the rules dictate ensures fairness for all.
- Officials **must** signal a time-out and stop the clock in the following instances:
 - When issuing a warning card.
 - In the event of accident, illness, or injury.
 - Prior to performing an in-game Crosse inspection.
 - When removing Illegal Substitutes.
 - As per rule 12.A.6. on certain whistles in the last 30 seconds of Q1, Q2, and Q3, and 2 minutes of Q4.
- **Rule 12.A.6 Correction**

This rule is listed incorrectly in the current Rule Book (v.1.1). The corrected version is as follows. In future iterations of the Rule Book, the rule reference will be updated in Rule 10.B and Rule 12.A.6 will be updated to read as follows.

Rule 12.A.6 Correction: The clock is stopped on the official's whistle within the last 30 seconds of quarters 1, 2 and 3 and the last 2 minutes of quarter 4 for:

- Any foul by the defense in their defensive AFA;
- Any Restraining Line violation;
- In addition to all the times the clock regularly stops according to rule 10.B.[5].

Guidance: When play is stopped for a foul by the defense in their defensive AFA and for RL violations prior to the last 30 seconds in quarters 1, 2 and 3, or 2 minutes in quarter 4, the timer will stop the clock when it reaches 30 seconds (quarters 1, 2, and 3) or 2 minutes (quarter 4), if play has not resumed.

- Therefore, the clock continues to run on all other whistles under 30 seconds of quarters 1, 2, and 3 and under 2 minutes of quarter 4. Examples include:
 - Illegal Draw (no self-start is permitted, but clock will continue to run);
 - Major/Minor fouls by both teams outside the AFA;
 - Major/Minor/Goal-Circle Fouls by the attacking team in their attacking AFA;
 - Boundary Balls by both teams, including inside the AFA on the dots or when the goalkeeper restarts within the Goal-Circle.
- The officials must work together, amongst themselves and in collaboration with the timer to ensure that the clock is stopped quickly, only when it should be stopped according to Rule 12.A.6.
- The official who blows their whistle to signal a defensive AFA foul, a Restraining Line violation, or a time-out, etc. under 30 seconds/2 minutes should be the one to signal that the clock should stop. This official should use the same visual signal as is used currently to indicate the clock should be stopped (two arms crossed overhead), but only one whistle is required. A double whistle with this signal typically indicates a card.
- The two officials who did not blow their whistles should check-in to ensure that the clock does stop. If possible, they should note the time the clock should have stopped at and if necessary, relay this information to the timer. These two officials may also assist by reiterating the visual signal to the timer in an appropriate manner.

Action – Recognizes injury scenarios and ends play at the appropriate time.

- If there is no foul that causes the injury:
 - If there is a loose ball, if possible, wait for possession to be gained and then blow your whistle to stop play.
 - If the Attack is on a scoring play, hold your whistle until the scoring play has finished.
- If there is a foul that causes the injury:
 - Call the foul and award the ball to the non-offending team. If the injured player leaves the field, the ball will go to their substitute.
 - If the non-offending team has a quality possession (Advantage) or is on a scoring play, an official may choose to hold their whistle or use an Advantage Flag.

Action – Appropriately manages the clock to preserve integrity of game time.

- Officials may signal a time-out and stop the clock in the following instances at their own discretion:
 - Their own inadvertent whistle.
 - A broken Crosse.
 - Lost ball.
 - Ball that has gone too far out of bounds.
 - Animal on the field.
 - Spectator interference.
 - Delay of game.
 - To maintain fairness.
- Are teams taking too long to get reset at the Draw following a goal? Are teams purposefully taking an extended time-out after the whistle has sounded to request that teams return to the field? Is a player taking a long time to pick-up a ball that went out of bounds? When necessary, Delay of Game (Rule 19.A.18 – 19.A.21) can also be employed.
- Will the quarter end with a horn, bell, or whistle? How will the last 30 seconds of Q1, Q2, and Q3, and 2 minutes of Q4 be communicated from the table to the officials? Officials should meet with their table staff pre-game to confirm.

Action – Recognizes time-out requests and administers correct procedures.

- Each team may request two 90-second time-outs during regulation play. Unused time-outs may **NOT** be used in overtime and successive time-outs are not allowed.
- Time-outs are not permitted in overtime.

- Team time-outs may be requested (*by whom*):
 - By the coach through the score table.
 - By the player in possession through a field official.
 - By the captain through a field official after a goal has been scored.
- Team time-outs may be requested (*when*):
 - After a goal has been scored.
 - When their team is entitled to possession at the restart of play (following a dead ball) anywhere outside of the Advantage Flag Area. This includes scenarios where a team would otherwise be allowed to self-start.
- Following any time-out, play shall resume at the spot of the ball when the time-out was called, so long as the ball is not within 15m of goal.
- If a foul has not occurred (broken Crosse, animal on the field, spectator interference etc.), AND
 - A player was in possession of the ball when play was stopped, they shall maintain possession of the ball.
 - If outside the AFA, they will start at the spot where they had the ball.
 - The opponent must give the ball carrier at least 1m of clear space with their Crosse and feet at the restart.
 - If the ball was inside the AFA at the time of the time-out and a foul has not occurred, move the ball carrier to the MA line, in line with the ball at the time of the whistle.
 - Opponents need only give 1m of clear space with their Crosse and feet at the restart, and do not need to clear the Marking Area.
 - Neither team had possession of the ball when play was stopped, a Throw shall be taken at or near the incident and/or the spot of the ball when play was stopped and will be at least 4m away from the Restraining Lines. (Rule 16)
- When a time-out is called following a boundary ball outside the AFA, any team member may restart the play following the time-out. It does not necessarily have to be the teammate who was closest when the ball went out of bounds.
- When a time-out is called on a Major or Minor Foul Free Position outside the AFA, the officials may request that the player who was fouled and their offender leave their Crosses before leaving the field of play for the time-out. If the officials do not do this, they must ensure that they recall the jersey numbers of the two individuals involved in the play (ball carrier and offender) to ensure they these two, and not a substitute, are involved in the Free Position at the restart.
- Scenario 1: A time-out is requested following a goal. Play will restart at the centerline with a Draw. Players may substitute freely following the time-out call.
- Scenario 2: A time-out is requested by a player who is fouled (Major/Minor Foul) outside the AFA. The ball restarts at the spot of the foul. The player who was fouled must restart with the ball. The player who committed the foul must go 4m behind/away from the ball. Any other players may substitute freely following the time-out. Whistle start.
- Scenario 3: A time-out is requested by a player who is fouled (Major, Cardable Foul) outside the AFA. The ball restarts at the spot of the foul. The player who was fouled must restart with the ball. No player goes 4m behind.
- Scenario 4: A time-out is requested by a player who is fouled (Major/Minor) outside the AFA. The ball restarts at the spot of the foul. The player who was fouled was injured on the play. **Exception**: If the player who was fouled is injured in the play, their substitute will be given the ball at the restart. Whistle start.

Action – Alerts crew to potential time-out scenarios before they happen.

- Officials should be aware that coaches and players may request a time-out when there is little time remaining on the clock and every second counts.
- They should also be aware that a time-out may be called during time-serving penalties (cards). Be sure to verify that the correct number of players have re-entered the field before restarting play following the time-out.
- Be aware of severe weather that has the potential to stop a game. If a time-out must be called as the game must

be stopped/interrupted due to severe weather and the game is not complete, the game will be played as soon as possible and will resume from the point of interruption. Officials should note the following information for the restart:

- Time on the clock.
- Score at the time of the stoppage.
- Which team had possession of the ball at the time of the stoppage.
- Location of the ball on the field. If they were inside the MA, note that they will need to be moved to the MA line for the restart. If they were below the Goal-Line Extended, inside the AFA at the time of the stoppage, the ball will restart on the nearest dot.
- If the game is stopped or paused when a foul was being administered, the game shall resume from where the Free Position was set. Officials should note the ball carrier and the offender.
- Any other pertinent information, including cards, time remaining on penalties, etc.

Action – Understands timing of penalty release and its effect on the game.

- Officials should be aware of the time remaining on the clock. If cards that have been awarded, they should be aware of when they are due to be released.
- Having this awareness will help them anticipate tides of change in the game and manage the game effectively.

Applies preventative officiating techniques appropriately while maintaining flow of the game.

Officials should support and consistently enforce the rules and their interpretation with integrity, regardless of their personal beliefs or biases.

Action – Is consistent in foul selection and application.

- The rules of women's lacrosse are primarily based on safety. If an official sees a check as dangerous, call it, and if an official thinks about administering a warning card, give it. While safety is the primary concern, officials should be aware of how their calls may affect the flow of the game. Understanding this flow this is an "art" that comes with practice and experience.
- Be aware that a loud check is not necessarily a rough or dangerous check. When Crosses contact one another, they may make a loud sound. A forceful, strong, or hard check from behind may surprise an opponent and cause them to drop their Crosse. Some of these checks are legal and some are not.
- More experienced officials should be able to identify a "Quality Advantage," knowing when to give an Advantage Arm signal or allow a scoring play to continue using an Advantage Flag. An official must see the whole picture, how a play begins and ends, to make accurate decisions based on judgment.
- Allows higher skilled teams to work through challenges and play competitive lacrosse.
- When officials set the tone quickly with some big calls early in the game, they should then also allow players to play within those set expectations.
- Understand the game. Consider the bigger picture to help understand the game.
 - Is it necessary to penalize every bit of contact?
 - Was contact incidental?
 - Did the foul affect the attacker?
 - Could an Advantage or Advantage Flag permit for better flow of the game?
 - Can a whistle be avoided if it interrupts the flow of the game or the trajectory of the team in possession of the ball? Unnecessarily blowing whistles stops play, interrupts the flow, causes delay, and adds frustration.

Action – Controls game safety when required by appropriately increasing foul calls consistently.

- **Understand** when dangerous play needs to be managed.
 - Intense rivalries or unequally skilled teams
 - Are tempers amongst players and coaches rising?

- Are the number of fouls increasing?
- Are there more of a certain type of foul?
- Is a player frustrated and likely to retaliate?
- Is a player being face-guarded frustrated by their defender's constant presence?
- Penalizing every dangerous action or situation on the field can interfere with the game's flow and may incur criticism from players, coaches, and spectators. However, not calling and stopping dangerous play may result in avoidable injury.
- **Understand** how dangerous play needs to be managed.
 - When there is dangerous play, it requires more whistles and will test the officials' abilities to use discretionary warning cards effectively.
 - Advantage should be kept to a minimum.
 - Advantage Flag should always be used, even when managing dangerous play.

Action – Correctly uses discretionary foul upgrades.

- An official should use discretionary foul upgrades when required. Misconduct is a Major Foul, and an official may also award a warning card.
 - 22.A.2 A player, a coach, manager, or other bench staff must not:
 - 22.A.2.a Conduct themselves in a rough, dangerous, or unsporting manner.
 - 22.A.2.b Persistently or flagrantly violate the rules.
 - 22.A.2.c Deliberately endanger the safety of an opponent.
 - 22.A.2.d Use abusive language or excessively disagree with the officials' decisions.
 - 22.A.2.e Use language or exhibit behavior that is intended to embarrass, ridicule, or demean others, i.e. tormenting or taunting.
- Other discretionary fouls include:
 - 23.A.1 Fouls, that are judged to be dangerous/intentional/breakdown fouls to stop play, may be carded.
 - 23.A.3 Discretionary cards may be given for other persistently occurring Major Fouls.
 - 23.A.4 The off-field game official may award a warning card for misconduct by a team coach, manager, or other team staff (Rule 22).
- Officials should consider the following when play escalates, and warning cards are being considered:
 - What behaviors determine an official's decision to award a Free Position rather than issuing a discretionary card in addition to the penalty?
 - Suppose two different players on one team have been given a Yellow card for rough play. At what point should the officials make the decision to give the next player on that team a Red card for reckless, dangerous play?
 - Once one official begins a carding process, there is no turning back. Make certain the cards are appropriate and meaningful. Carding is an important pre-game discussion topic.
 - Avoid verbal warnings and empty threats. To say, "The next foul will be a card" sets up an expectation that may not be appropriate for the next action. This phrase may be said out of frustration by the official. If that is the case, it may mean that *this* action that prompted the comment in the first place should be carded. Officials must stay in control of their emotions.
 - How long is too long between observing a flagrant or dangerous foul and awarding a card? Sometimes it may take an official a few moments or breaths to consider if the actions they observed or heard warrant a card. While making a call immediately may help to "sell" the call, officials may take a time-out to discuss or consider a scenario before awarding a card. In this matter, remember that it is more important to "get it right" than to "be right."

Has complete control of the game through the appropriate use of game management techniques.

Action – Includes coaches / captains from both teams in all conversations.

- Including both teams in all conversations is a preventative officiating tool.

- It allows for open communication and for all participants to be in the same page.
- Whenever you are approached in a time-out or quarter break, ask them to hold their question until you can call over the other captain or coach.

Action – Responds to coach questions/comments appropriately.

- Use concise and professional statements.
- Ask clarifying questions to find out more information.
- Choose your words carefully, make one or two points. Avoid lecturing or coaching.
- Speak the language of the rules rather than offering your opinions.

Action – Uses appropriate body language to support their control of the game.

- Posture - Stand tall with shoulders back, be willing to look players/coaches in the eye.
- Open body position, with shoulders squared to the situation or play, will assist when communicating.

Action – Handles unusual situations effectively.

- Able to administer penalties when there are simultaneous fouls in a timely manner.

Action – Confidently attempts to deescalate and diffuse conflict.

- When dealing with participants who are confrontational, officials must be able to diffuse the situation in a professional manner, penalizing where appropriate.
- When experiencing dissent on the field, avoid giving “warnings.” You do not know what the future holds, and if you provide a warning but then fail to follow-up on that warning with a card or further action, you lose credibility with both teams. Our words have meaning, and our actions have consequences.
- When it comes to behaviour, try not to have “rabbit ears” – do not listen for trouble. If we hear something we deem to be inappropriate, we may choose to act, but do not go looking for a foul.
- When working with coaches, remember to “seek nor avoid conflict.”
- Act; do not react. Acting could involve either of the below scenarios.

Scenario A – participants can be managed through calm, firm, non-confrontational officiating.

Scenario B – participants are “out of line” and the official engages to manage the participant.

- Coach Behavior
 - “Do you have a question, coach?”
 - “I hear your concern. We will keep an eye on that.”
 - “I hear your concern. We did not see that play as a charge. [The defenders allowed a path].”
 - “Coach, I hear you. We are not seeing shooting space, but we will continue to watch for it.”
 - “I’m sorry coach, can you repeat your question or concern please?”
 - “Thank you for being patient with me, coach. Can you please repeat your question or concern?”
 - “I understand that you are frustrated, but please calm down”
- Bench Behaviour
 - “Coach, I need your help with bench behaviour. The dissent must stop.”
 - “I will gladly answer any questions that you may have, coach, but not to others on your bench.”
- Penalty Administration
 - When there is continued conflict or intense events, these may need to be managed with penalties and warning cards.
- When working with athletes, stay calm and actively work to diffuse most situations.
- When participants are becoming emotional, it is important to stay calm and keep a clear head.
- If you are calm, it is easier to problem solve to develop solutions to diffuse situations. Officials should be active in diffusing situations before they arise by taking any number of actions. This could include:
 - Using the tools provided by the rules to manage misconduct or dangerous play in the first instance.
 - At a stoppage of play or quarter break, a time-out can be called, and you can choose to call in the

captains or coaches from each team: “Captains, we are seeing increasing physical play that does not reflect good sporting behaviour. Please speak with both benches and know that XX will be called.”

- Communicate with your eyes, whistle, and warning cards.
- Using cards in a calm and professional manner.
- Using a calm and confident tone when addressing participants, including coaches and players.

SECTION 4 - MECHANICS AND POSITIONING

When an official steps on the field, their job is to provide an opportunity for the players to compete safely and fairly. To set the tone and make accurate calls, officials must be physically fit, and in position to see the play without getting in the players' way. Officials need to be able to communicate their officiating. They do this using good mechanics. Mechanics provide consistent ways of communicating with participants and crew members through the effective use of signals and their whistle. For officials to be able to have complete field coverage, they need to be able to position themselves correctly and make calls appropriate to that position.

Mechanics and Positioning Competencies

An official:

1. Moves effectively to keep up with the pace of the game and has complete field coverage.
2. Has correct positioning and makes calls based on position.
3. Communicates clearly and effectively with signals and the whistle to maintain control of the game.

Moves effectively to keep up with the pace of the game and has complete field coverage.

Action – Covers the side lines, end lines and goal.

- The game is won and lost around the Goal-Circle; therefore, safety and play around the goals are top priorities. The official must be in position to call an accurate Goal-Circle violation especially if a goal is negated. Officials must never make any call unless they have clearly seen an infringement of the rule. Do not guess, call only what is seen.
- To cover the Goal-Circle, an official will adjust their position to always see the ball carrier and Goal-Circle simultaneously. Employ the tangent concepts outlined below to see the space between the ball carrier and their path to goal.
- As play goes toward the boundaries, the official must be in an advantageous position at the boundary to determine which team last touched the ball before it went out-of-bounds. Watch that defenders do not illegally cause a ball carrier to go out-of-bounds.
- On the sidelines, officials should stay wide and may go out of bounds so that they can see the sideline, the players, the ball, containing the field of play.
- On the endline, the Lead official should drop low so that they can see they endline, the players, and the ball, containing the field of play.

Action – Keeps up with transitions.

- As the Lead moves toward their attacking zone, it is critical that they stay ahead of the ball all the way to the Goal-Circle. Being ahead of the ball and the play allows the Lead to see between players rather than having to look through, across or around them. They should be ahead of the play and turn their back to the corner to open to the field to “receive” play into the MA.
- The new Trail will follow behind the ball, while staying close enough to see the space between players.
- If the Lead makes a call, Trail should be close enough to take over from Lead to set up the foul.

Action – Quickly hustles to position to best view and officiate the players.

- Move with purpose on the field. Officials must be familiar with the game so that they understand patterns of play.
- Watch the ball carrier carefully. With experience an official will learn to tell what the ball carrier intends to do – carry, pass or shoot. This will help the official to anticipate what might happen next and where to move to have the best view of the play. If a player passes, officials can expect only certain fouls to occur. An opponent may check the player attempting the pass on the arm or the hands, for example. If the player maintains possession and runs with the ball, expect acceleration and possible body contact to occur. If the ball carrier can dodge an

opponent, the official might look for a swipe or dangerous check from behind.

- Officiating any game is about space management. Players create and close spaces, and officials manage space to ensure safe and fair play. Officials must reposition frequently so that they can see the space between players where illegal contact is likely to occur. Anticipating what the player is going to do and looking to see which players are open can help the official prepare to be in the best position possible to make accurate calls. Whenever the whistle is blown, officials should use this time to get themselves in a better position.

Has correct positioning and makes calls based on position.

The game may be managed by a Two-person system (Lead and Trail) or a Three-person system (Lead, Trail, and C). Trust your partners and avoid “reaching” or making calls in front of a partner when they are in a better position or closer to the play than you are.

The following expectations apply to the Lead and Trail in either system.

- When the ball is moving toward an official’s goal area, they are the Lead for the duration of the attacking play.
- When the ball is moving away from an official’s goal area, they are the Trail.
- The middle of the field is shared between the officials.
- All officials are responsible for making sure the penalty administration is correct and partners are ready before any whistle start.

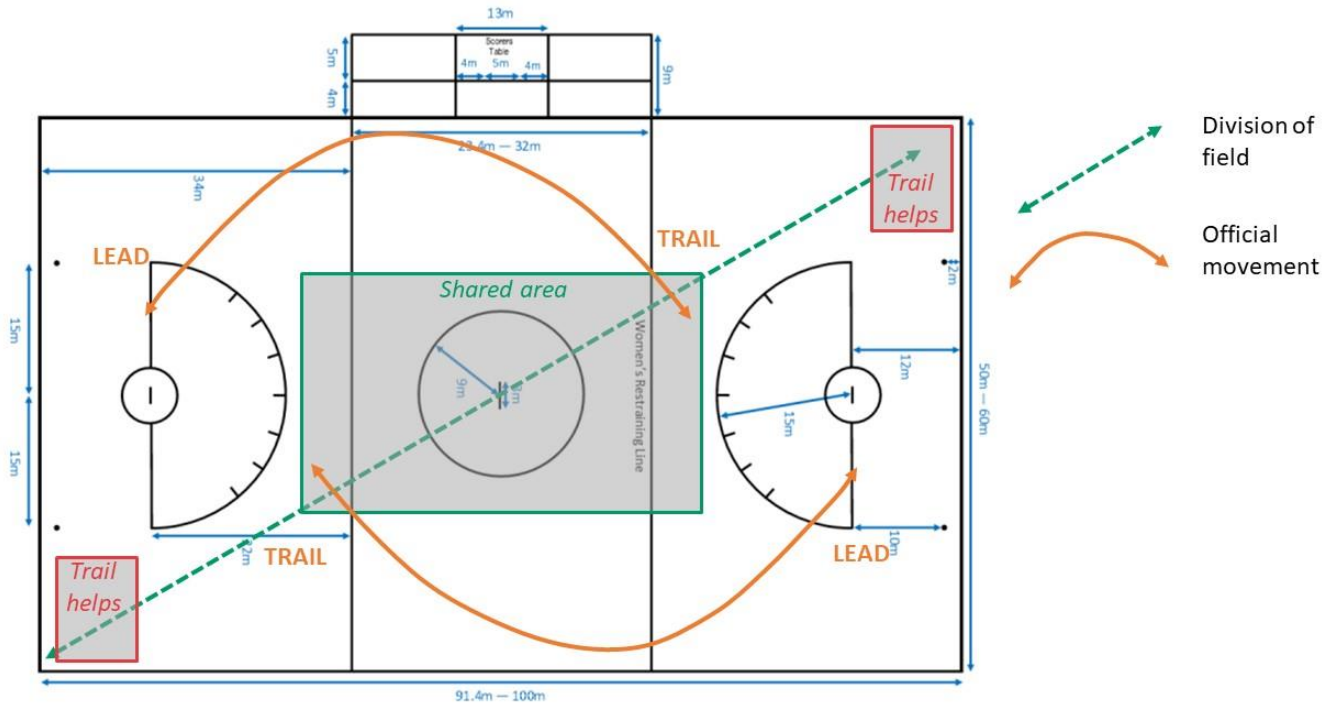
Action – Maintains a triangle / staggered position with play in-between officials.

Two-Person Official System Specifics

- The official with the most experience is usually the official in charge of the game and shall be positioned on the scorer’s table side of the field.
 - Each official is responsible for the goal area to their right*.
 - Each official calls their entire sideline boundary and when in the Trail position can help the Lead with their "far corner" at endline.
 - The Lead covers the entire AFA
 - The Lead must also call shooting space in the area in the half of the MA nearest to where they are.

*To practice for the Three-person system, the officials may lead to their left to prepare for B Lead.

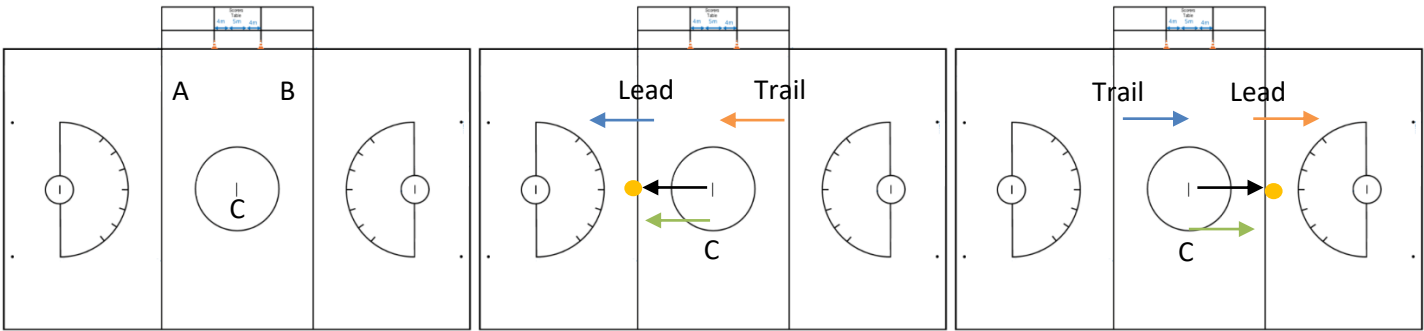
Diagram 2: Two-Person Field Coverage



Three-Person Official System Specifics

- The two Lead officials, A and B, position themselves on the scorer's table side of the field. The C official is the Head Official and is positioned on the side of the field opposite the score table.
- It is recommended that the three officials rotate in a clockwise direction after every two goals.
 - The A moves to B position
 - The B moves to C position
 - The C moves to A position.
- The benefit of rotating is that each official's concentration is elevated, and the officials are a more unified, consistent team calling the game. Rotating positions also allow the officials to easily communicate during the game, at times other than during team time-outs.
- The advantage of the Three-Official System is that play is always contained within a triangle. The A official is responsible for the goal to their right and is the Lead when play is coming towards them. The B official is responsible for the goal to their left and is the Lead when play is coming towards them. The C official is a 'close in' Trail and a second Lead at each end of the field. The A and B officials are Trail officials when the ball is moving away from them.
- Officials start in the A, B, or C position on-field. Whichever direction the ball goes following the Draw, the A or B official will become the "Lead" and the A or B official behind the play becomes the "Trail." The C works on the single side of the field, opposite the benches.

Diagram 3: Determining Lead, Trail, and C Positioning



Officials rotate every two goals: A > B > C > A > B > C, etc. The rotation is always clockwise.

Diagram 4: Rotation of Lead, Trail, and C Officials

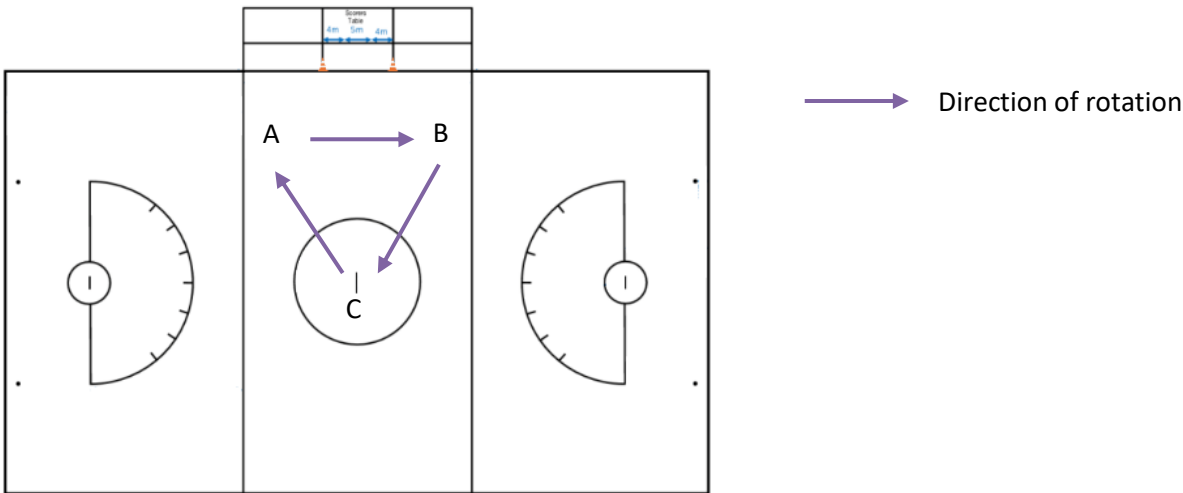
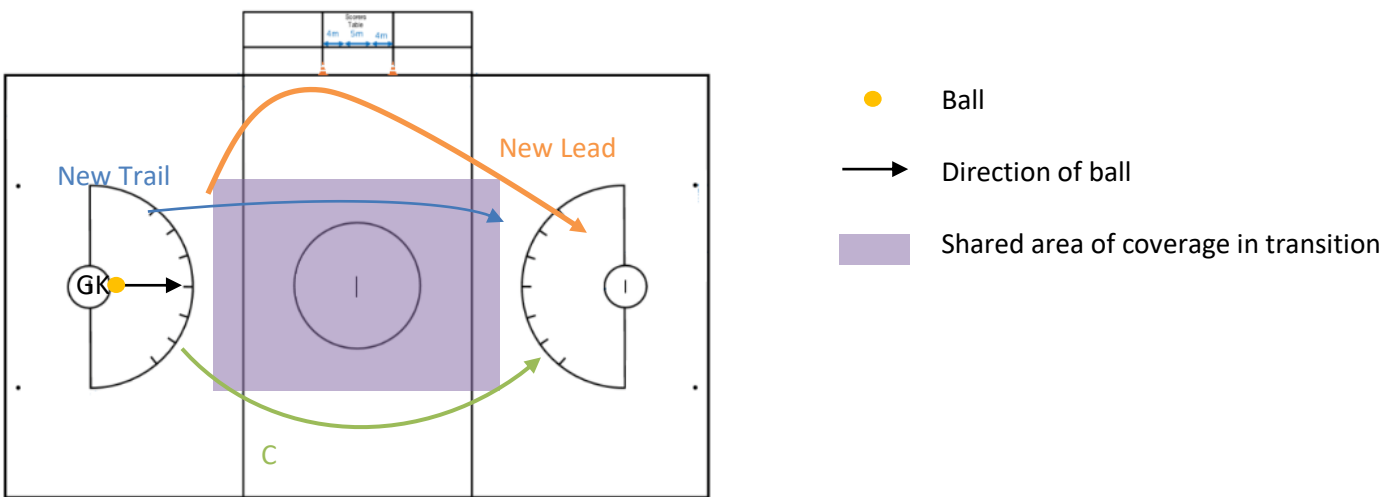


Diagram 5: Three-Person Field Coverage



Action – Appropriate Center-Draw positioning and responsibilities

- The A and B officials should use preventive officiating to ensure that the correct number of players are on the field for each team, the legal number of players are between the Restraining Lines and the goalkeepers are not beyond their respective defensive Restraining Lines prior to the Draw. Their hand should be up to communicate to each other that they are completing pre-draw duties. When completed, their hand should come down.
- The C official administers all Draws and is responsible for calling any Draw illegal. In the Two-Person Officiating system, the official not on the bench side of the field shall administer the first draw of the game. They will also administer all draws following a time-out, quarter, or half-time break. Otherwise, the official who is in the Trail position when a goal is scored shall administer other draws.
- The A and B officials are responsible for fouls committed by the players as they jockey for position around the center circle before the Draw. If one team gains an advantage by entering the circle before the whistle, the A or B official will make the call.
- After the Draw, the officials should watch for fouls that occur as players converge on the ball to gain possession and any players coming into the Midfield area prior to “possession.” If the play is coming to the A or B official, they need to manage the play. The C official needs to move into a position to manage the Restraining Line. The official (A or B) that does not have to manage the play should have a wide view of the field to manage the off-ball play.
- Once possession is gained, all three officials should signal “Possession” or “Free Ball” and apply the appropriate arm signal.
- In a Two-Person Official System, one official will cover both the A and B responsibilities. The officials will alternate every 2 goals between the “C” responsibilities and the “A and B” responsibilities.

Managing substitution permissions and restarts on the draw after a goal or quarter/halftime break

- On a draw, following a goal or at the start of a new quarter, officials are responsible for managing substitutions to ensure that play restarts with the correct number of players on the field.
- Teams should have no more than 3 players each between the Restraining Lines by the time the official indicates that the draw is *set*, by indicating “READY” (audible). At “READY”, each Restraining Line becomes *locked*, meaning players may no longer cross (“exchange”) from behind a Restraining Line to enter the midfield area, until:
 - “POSSESSION” is indicated, or
 - “FREE BALL” is indicated, or
 - A foul is signalled (by an official’s whistle or Advantage signal).
- Exchanges between players above and below the Restraining Lines are not permitted after “READY” (audible).
- If a team only has two players between the Restraining Lines, a third player may enter from the Substitution Area *at any time*, including following the official’s indication of “READY” and before “POSSESSION” or “FREE BALL”, so long as this third player is not an Illegal Player.
- If a team only has two players between the Restraining Lines, a third player may enter from behind a Restraining Line only until the official says “READY”.
- A/B officials should continue to signal to the C official to hold setting the draw if players are actively substituting. They do so by extending a hand-up in the air.
- Officials should be aware of players trying to delay the game by delaying the start of the draw through slow substitutions.

Action – Appropriate settled play positioning – Lead, Trail, and C.

Action – Moves with the ball during settled play.

Action – Adapts positioning to the style of play.

Action – Demonstrates proper on-ball and off-ball responsibilities – Lead, Trail, and C.

Diagram 6: Two-Person and Three-Person Settled Play Positions

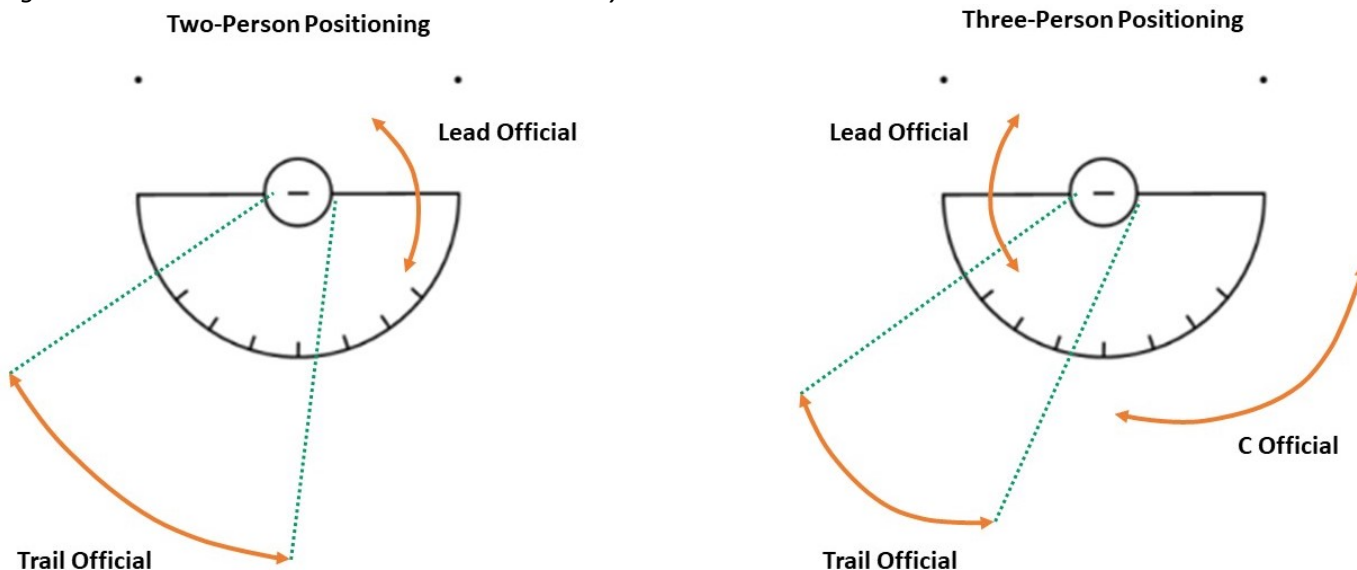
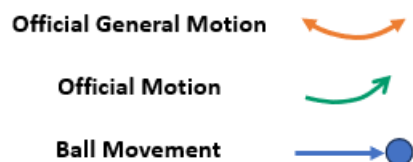
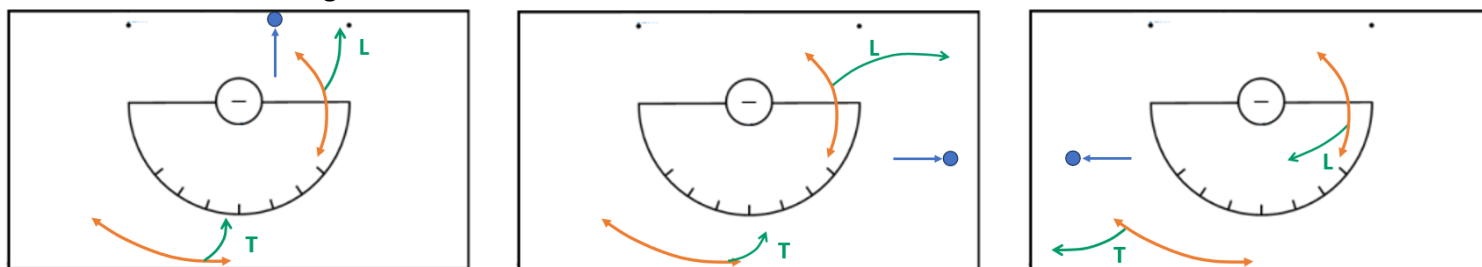


Diagram 7: Coverage In Settled Play When the Ball Nears a Boundary

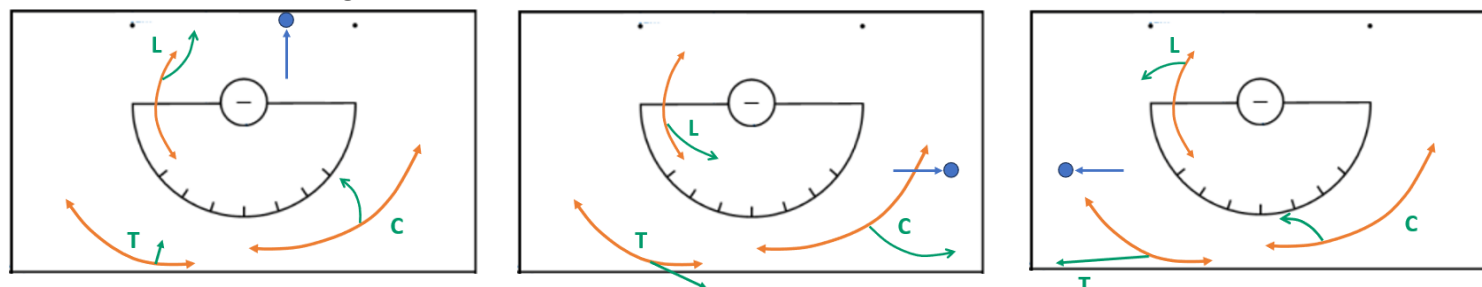
Note: In these scenarios, the ball is being challenged by the defensive team. When the ball moves to a sideline and is not being challenged by the defensive team, positioning does not need to adjust as low/wide, assuming the play will transition back towards the goal. Officials can move out of bounds to see the space between players if necessary.



Two-Person Officiating



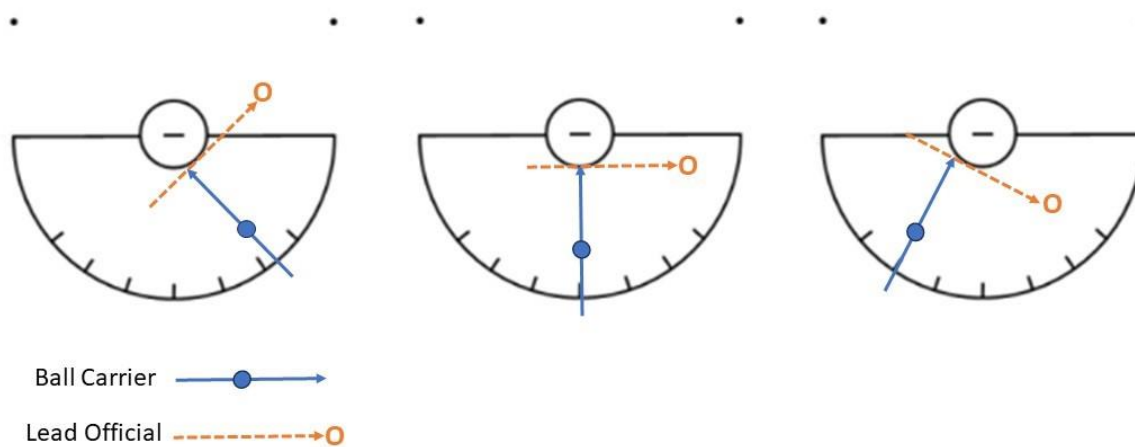
Three-Person Officiating



Settled Play Positioning – Lead.

- As the play moves into settled play around a goal area, it is critical that the Lead stays ahead of the ball all the way to their Goal-Circle area. Being ahead of the ball and the play allows the Lead to see between players rather than having to look through, across or around them. They should be ahead of the play and turn their back to the corner to open to the field to “receive” play into the MA.
- The Lead must be aware of the ball whenever play is within the Advantage Flag Area, therefore:
 - Their body position/shoulders must remain open to the field so that they can see how play develops around the ball as it moves toward goal.
 - The movement of the ball dictates where the Lead needs to be.
 - They should have a spot on their side of the Marking Area, generally in line with the top of the Goal-Circle, to use as their “anchor” and will need to move in an arc to adjust positioning, in relationship to the ball — either moving higher or dropping lower, at times even lower than the goal line extended.
 - They may need to readjust their position by moving in towards the Goal-Circle or away from it.
 - Anticipation of play will help make sure the Lead is in the right position.
- When play is just above the goal line and on the Lead’s near side:
 - The Lead should open to the field with their back to the endline to be able to see the space between the players and drop below the goal line extended if necessary.
 - The Lead will move higher in the Marking Area if the ball goes higher or wraps the Goal-Circle to shoot from the far side.
- When the player with the ball is below the level of the goal line or near the end line.
 - The official needs to drop down far enough to manage the play or the boundary but do not over commit unless the ball is being contested.
 - The Lead must be ready to quickly return to a position above the goal line once a player has possession of the ball in front of the goal.
- After making a call as Lead, they must reposition themselves efficiently to optimize their view of the goal area. Use short commands and visual arm signals to direct players when setting up Free Positions to resume play without undue delay. Be stationary when restarting play or signaling a goal.
- Moving “on the tangent” when the attack has the ball inside the Marking Area will help officials be in the correct position to make Goal-Circle violation calls. The following diagrams show the three basic “tangents.” The tangent is defined as a straight line touching the outside curved edge of the Goal-Circle at only one point. The tangent line touches the outside edge of the Goal-Circle at right angles to the approaching ball carrier. It takes time and practice for officials to move freely “on tangent” around the goal area.

Diagram 8: Three Basic Lead Tangents Positioning



On-ball and off-ball responsibilities – Lead.

- Once the ball is within the Advantage Flag Area, the Lead is primarily responsible for:
 - Calling a goal and watching the ball to see if it crosses the goal line. (See Rule 11 - Scoring)
 - On-ball fouls
 - Illegal contact with the body or Crosse and illegal checks
 - The Lead must also watch that the ball carrier does not foul a legal defender or the goalkeeper during or following a shot.
 -
 - Goal-Circle violations
 - The Lead must be in position to see if the ball carrier touches or steps on or over the Goal-Circle line on a shot.
 - The Lead must be able to see if the attack is legally playing the ball in the Goal-Circle.
 - Out-of-bounds calls
 - Endline
 - When a boundary call is made within the MA of the Lead's end line, the Lead will always restart play.
 - At the near sideline (shared with B in Three-Person Officiating)
- They may call off ball fouls, but these are primarily the responsibility of their partner(s).
 - Three Seconds violations
 - Illegal picks
 - The Lead should be aware of the obstruction of the free space by defenders who are low and, on the Lead's nearside because the Trail will have difficulty getting wide and low enough to make an accurate call in the MA on the Lead's nearside.
- Three-Person Officiating System
 - The Lead will have help from C to manage on-ball fouls on the far side of the MA from the Lead. This allows the Lead to increase coverage of the MA by widening their focus to include players near to them, in the mid-range of their vision, and below the goal line extended as needed to make sure play is safe and legal.
 - The Lead must always stay "ball aware" to be prepared to handle play as it moves towards the goal.
 - The Lead may not need to go as high in the MA when the ball is on the far side because of help from C.

Settled play positioning – Trail.

- As the ball approaches the MA, the Trail should take a position near the Restraining Line and must shift laterally with the ball.
- When Two-Person Officiating, the Trail must cover the middle of the MA.
- When Three-Person Officiating, the Trail has the help of C to cover the far side, the Trail should move as far as the first hash from center on their side of the field. Allow the C to handle the center of the field. To move into the center of the field would put the Trail at a clear disadvantage should there be a quick change of possession.

On--ball and off-ball responsibilities – Trail.

- The primary responsibility of the Trail is to be always field conscious and be aware of the overall picture off-ball as the Lead concentrates on-ball around the goal area.
- Whenever the whistle sounds, the Trail should be aware of the players in front of them, near the Restraining Line and behind them.
- Management of the Restraining Line is the responsibility of the Trail, but the off-ball safety of the play around the goal area is paramount. A defensive offside call may be held to advantage. An attack offside should be called immediately.
- Trail is responsible for:
 - Dangerous follow through

- Dangerous propelling
- Illegal picks
- Off-ball detaining / holding
- Three Seconds violations
- Fouls after a shot
- Shooting space on their side and when Two-Officials, the center of the MA.
- The Trail may make on-ball calls when:
 - Play is below the Restraining Line between the MA and their nearside boundary.
 - Play is coming out of the MA in their direction.
 - Managing play around loose balls near the Restraining Line.
- If the Trail raises their Advantage Flag for a Major Foul by the defense, the Trail is responsible for blowing their whistle to stop play if the scoring play ends without a shot or a goal. The Trail may need to assist the Lead to set the Free Position and to ensure that the penalty is properly set, but then must step back and prepare for the Lead to restart play.

Settled play positioning – C.

- The C is a “close in” Trail official at both ends of the field and is a “Second Lead” at each end of the field. This is a hybrid of the Trail and Lead roles, serving on the “single side” of the field, opposite the team benches and scorer’s area.
- When the ball is within the AFA, the C should be near the MA and move in an arc, just outside the 15m, with the ball from a position just off center in the MA to as low as the outside hash mark in the MA.

On-ball and off-ball responsibilities – C.

- The C is responsible for their entire sideline boundary and should assist the Lead with calls deep in the corner of their side of the field at the end line, known as the “coffin corner.” This is particularly important when the ball is going out of bounds in a direction away from the Lead and towards C.
- While C is, at times, a Trail official, they should make on-ball foul calls when the ball moves into their side of the Marking Area. The C is in a better position based on their proximity in most instances to “sell” an on-ball foul calls when the ball is on their side of the MA.
- If C raises their Advantage Flag for a Major Foul by the defense, they are responsible for blowing their whistle to stop play if the scoring play ends without a shot or a goal.
- If C calls a foul in the Marking Area, C will set up the Free Position and defer to the Lead to start play. Generally, all penalty administrations that are coming towards the AFA, will be started by the Lead. However, if C makes a call well outside of the AFA, the Lead may wish C to restart play. Good eye contact, teamwork and ball awareness are essential to making this arrangement work.
- Both the Trail and the C should assist the Lead by making sure the MA is cleared before restarting play on a MA line or hash mark Free Position.
- If the Lead needs C’s assistance in calling a Goal-Circle violation call, C is usually in an excellent position to help the Lead with their nearside tangent. Both the Trail and the C should assist the Lead by making sure the Marking Area is cleared when necessary. Be certain to discuss these shared responsibilities with one another before the game.
- Both C and Trail should be always field conscious when the whistle sounds to stop play. The C should scan the area near the ball, and the Trail should scan the rest of the field to make certain that players are not fouling after the whistle and there is not a Restraining Line violation.

Action – Appropriate transition positioning – Lead.

Positioning

- Remember that when an official is in transition from Trail to Lead, they must stay ahead of play all the way to the goal area.
- First, the new Lead opens with a drop step and moves out wide toward the sideline. The new Lead must be sure

not to interfere with players. They need to anticipate, think ahead, and make their move before the players.

- The Lead will angle back into the field as they approach their goal area.
- They need to work to keep the players inside of their position as they move up or down field. If needed, they can always step back up the field to meet play.
- If Lead makes the call and the ball is moving towards them, generally, the Trail will move up to restart the play so that A may continue to move on ahead of play toward their goal.

Responsibilities

- In Three-Person Officiating A and B officials share the responsibility for making sideline boundary calls and calls on their half of the field.
- In Two-Person Officiating Lead must manage fouls on their half of the field and the sideline.
- Look for on-ball fouls if the ball is closest to you.
- Look for off-ball fouls if the ball is closest to your partner(s).
- If play is occurring at the team's defensive end, Lead must stay up-field and manage off ball play, while being ready to receive the play.
- Generally, the Lead will take the play as it moves towards goal when play is settled.

Action – Appropriate transition positioning – Trail.

Positioning

- When there is a change of possession and play is in transition to the other end of the field, the Lead switches to become the Trail.
- The Trail will stay with the goalkeeper while they are in possession.
- As Trail, move downfield behind the play.
 - How am I “trailing” the ball? Am I too far ahead/behind?
 - As the ball moves up the field, can I see space through the players?
- Do not get too far ahead of yourself in an eagerness to get up the field. Allow your partners get up-field so they can lead the ball in transition. Be around the level of the lowest player, so that if there is a back-pass or the ball is swung back to the goalkeeper, you can manage any turnovers or pressure situations against the defensive team that could result in a goal. Recall – you might have to transition back into Lead if the ball is turned over, and this can happen very quickly.
- If the ball is moving down field on an official's nearside, they must move wide, sometimes outside the boundary, so that the players can use the entire field to move the ball, the official can keep play inside the “umpiring triangle,” see the space between the players and can manage the sideline.
- If the ball is moving down the field on the side opposite from an official, they may move in toward the center of the field to maintain an unobstructed view of the play and to support their partner as their partner transitions to the Lead position.
 - Am I supporting my partner(s)?
- The key emphasis for officials during transition is to be a presence on the field while staying outside of the play and being alert and ready to react quickly if there is a change in possession.
 - What if there is a back pass or the GK is pressured?

Responsibilities

- When the Goalkeeper has the ball, it is the new Trail's responsibility to manage any fouls and Goal-Circle violations.
 - Following a save or turnover in the Goal-Circle, the New Trail official signals the 5-second count for possession within the Goal-Circle. They should use whichever arm is up-field to make a high, chopping signal and count audibly – 1 – 2 – 3 – 4 – 5. If the official says “5”, indicating the goalkeeper or defensive player in possession of the ball was still inside the Goal-Circle at 5-seconds, this is a Goal-Circle foul.
 - Use self-talk so you do not forget that the goalkeeper may not put it back in until “played” -- like “not

played," "no re-entry", or other officials cross their fingers until the goalkeeper is played.

- The primary responsibilities of all officials when the ball is in midfield transition are to manage fouls that occur in midfield and at the sideline boundaries.
- During transition, the officials share management of midfield play with one another. Officials need to be flexible in their "responsibilities" during play.
 - Look for off-ball fouls if the ball is on your partner's side.
 - Look for on-ball fouls if the ball is on your side and closest to you, or in the 'shared area' during the transition to the AFA.
 - Generally, Trail is watching play as it moves away from them, seeing the players from behind. The Trail official should be looking for potential fouls after a pass, shot or affecting the ball carrier from behind.
 - If there is a foul, the Trail should "release" their partner to move ahead of play by stepping up to manage the restart.
- If the play is coming towards the Lead, (or on C's side in Three-Person Officiating) they need to manage the play. The Trail should have a wide view of the field to manage the off-ball play.
 - Watch for players cutting back to get the ball – Illegal picks, detaining
 - If your partner is screened from seeing a foul or a clear push from behind, they may need help and as Trail you should recognize and call if appropriate.
 - Balance this with trying not to call in front of your partner(s). Remember that a "held whistle" is a decision by an official to allow the non-offending team to play on if quality possession (advantage) can be maintained.
- If the play is closer to the team's defensive end, the Lead will be up field, and it will be the Trail's responsibility to manage the play. Lead will have the wide view to manage off-ball play.
- The Trail is responsible for the Restraining Line.
 - Am I close enough to manage each Restraining Line as play transitions?
 - Start to count attackers who are over the Restraining Line as you move towards the Attacking Area.
 - Next, count the defenders. Do this early before the Restraining Line as you move up field.
- As the ball crosses the Restraining Line, notice if anyone is in Three Seconds awaiting the attacker.

Action – Appropriate transition positioning – C.

Positioning

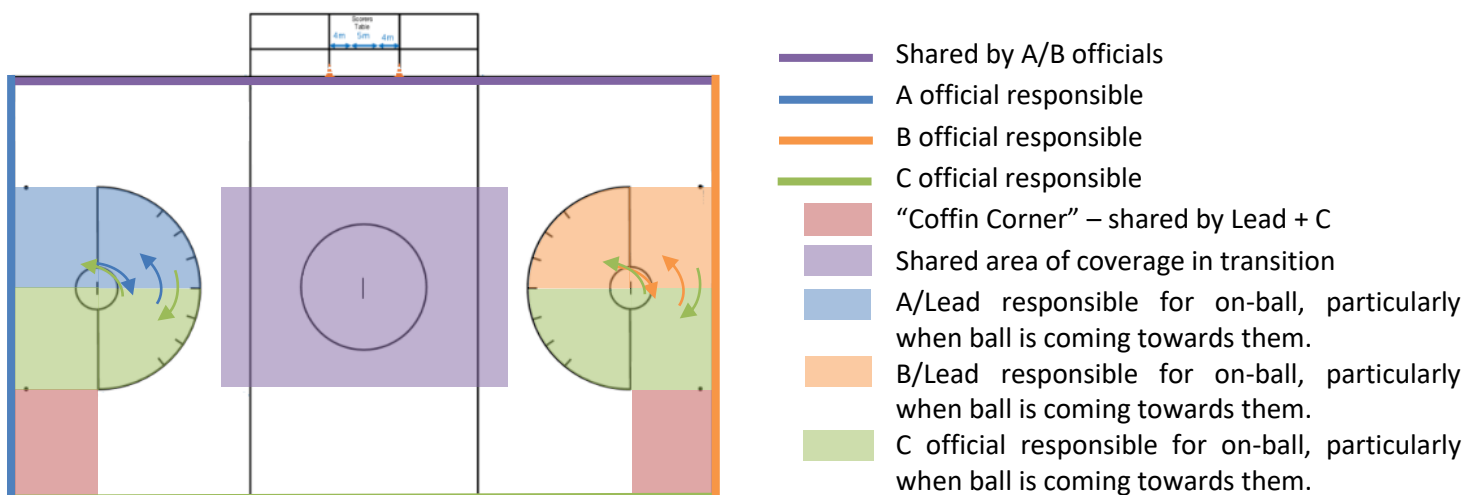
- During transition, the C official should 'escort' the play as it moves from one end of the field to the other. They should be slightly ahead of the play, if possible, instead of equal with the ball.
- If play is coming up the far side of the field, the C may move in toward the center of the field to maintain an unobstructed view of the play and to support their partners.
- The C official needs to be able to see space between players as play moves in transition to be able to manage any contact.
- If the play is slow, controlled, or deliberate, this may mean that the C may stay close to the play.
- If the play is fast and quick, this may mean that the C needs to release farther into the Midfield area and be slightly ahead of play and look back through the space between the players.
- By anticipating and "escorting" from closely ahead, this helps the official to be able to be near play when the ball moves into the Attacking Area to watch for last second fouls.
- As the play crosses into the attacking zone, they reoccupy a "trail" position closely following the ball and players into the attacking zone.

Responsibilities

- The C is responsible for their entire sideline boundary.
- During transition, The C watches for:
 - Midfield picks
 - On-ball fouls on their side

- Helps with “big” fouls on the far side
- Be ready to help when:
 - A and B are blocked out
 - Fouls after the play
 - Intentional, breakdown and dangerous/cardable play
- If the ball is transitioning into the attacking zone on the A/B side of the field, the C can assist the Trail in counting for potential Restraining Line violations.

Diagram 9: Boundaries and Endlines Responsibilities



Communicates clearly and effectively with signals and the whistle to maintain control of the game.

Action – Blows the whistle when the ball goes out of bounds, to start/restart play, for goals and fouls.

- Effective use of the whistle must be practiced. It is a tool that can be used for game control. The whistle must be:
 - Officials are encouraged to hold their whistle in their hand rather than in their mouth. Doing so allows an official one- to two-seconds additional reaction time, which may mean the difference between an official having to stop play or allowing play to continue with an Advantage signal or flag. When a team is fouled and can maintain “Quality Advantage,” there has been one less whistle to interrupt play. Sometimes a “No Call” is the best call.
 - Short and sharp to start and stop play.
 - Unobtrusive so as not to draw unnecessary attention to the official.
 - Used to dictate game control.
 - Used early in the game to establish which actions are permitted and which actions are not permitted and will be penalized.
- When the ball goes out of bounds, blow your whistle and signal what direction the ball is going in.
- Blow the whistle when the ball crosses the endline and decide about who is closest when the ball crossed the endline following a shot.

Action – Uses an appropriate and varied whistle tone based on foul severity.

- Blowing your whistle in a particular way should help you convey a specific message. This is referred to as “whistle talk.”
- The following actions on the field all have different whistle tones. Learning to differentiate between each category listed below will help you communicate more effectively on the field:

Diagram 10: “Whistle Talk”: Communication Using Your Whistle

Situation	What is Being Communicated	Description
Start/Restart of Play Boundary Balls Minor Fouls Restraining Line Fouls Goal-Circle fouls	“You can’t do that.”	A short, sharp whistle sound. Very matter of fact. <u>Note:</u> Excessive spectator noise and/or high winds may require the official to use a longer, louder whistle blast to start and stop play.
Major Fouls	“Stop. You should not do that.”	Identify and discourage rough play with a longer and firmer blast. Be certain to make direct eye contact with the offender.
Major Fouls + Card	“STOP. Your actions are dangerous.”	This whistle should be louder and firmer than a typical Major foul as you are specifically signaling a dangerous or unsafe action on the field. Recall that cards should be a deterrent to all players on the field. Prior to delivering a card, the official should signal a time-out to stop the clock.
Goal Signal	“A goal has been scored.”	A continuous whistle in two parts; part one is long and part two is a short blast.
No Goal Signal	“The goal will not count.”	A continuous whistle blast in two longer parts, which may be repeated. Should be accompanied by a large “No Goal” arm signal.
Time-Out	“A team has requested a time-out.”	For an injury time-out or to issue a warning card, the whistle occurs simultaneously with the time-out arm signal to notify the timer to stop the clock.
End of Quarter or Game	“The quarter or game has ended.”	A horn shall indicate the end of quarter time and overtime periods at World Lacrosse events. In the event where a horn is not available, officials shall use 3 short, even blasts to designate that time has expired. The third blast may be Drawn out.

Action – Signals goal, no goal and restart.

Action – Signals direction.

Action – Uses clear and correct foul signals.

- Make direction and foul signals clear, big, precise, and with a deliberate cadence. A deliberate cadence means that each signal is completed in a similar amount of time.
- Get to your position to make your signal, then stand stationary while you complete the signal.
- Avoid theatrics.
- Use simple, clear gestures and signals to support your communication with, and to give directions to players.

Diagram 11: Official's Arm Signals - Procedural

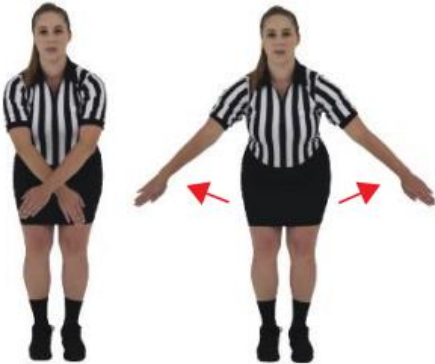

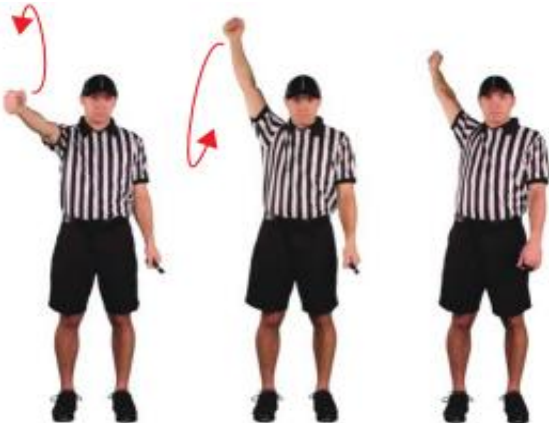

<p><i>Description: Facing the center of the field, raise both arms straight above the head and then lower them to chest level pointing horizontally toward the center of the field. Image to follow.</i></p>		
<p>Goal</p>  <p>Out of Bounds/Advantage/ Direction of Play</p>	 <p>Possession/Free Ball</p>	
 <p>Simultaneous (Coincidental) Fouls</p>	<p><i>Description: Mimic an underhand throwing motion. Image to Follow.</i></p> <p>Throw</p>	<p><i>Description: The official will count the five seconds out loud while using a visible, hand chopping motion to count each second that the ball remains in the Goal-Circle. Image to follow.</i></p> <p>5-Second Goal-Circle Count</p>
<p><i>Description: Turn toward the scorer/timer and cross fully extended arms at wrists above the head. Image to follow.</i></p> <p>Time-Out</p>	<p><i>Description: Place arms fully extended horizontally in front of the body. Begin with palms together and extend them up and out with a quick motion. Image to follow.</i></p> <p>Re-Draw</p>	

Diagram 12: Official's Arm Signals - Goal-Circle Fouls

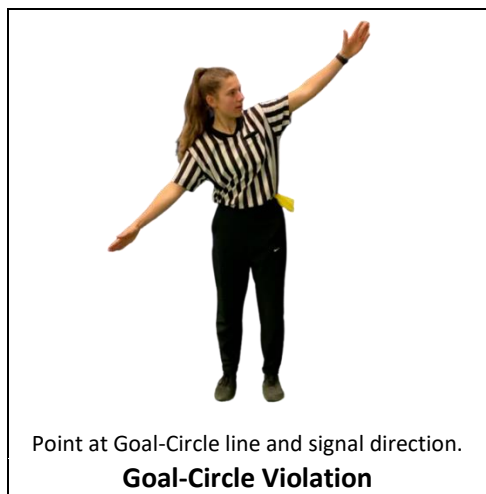
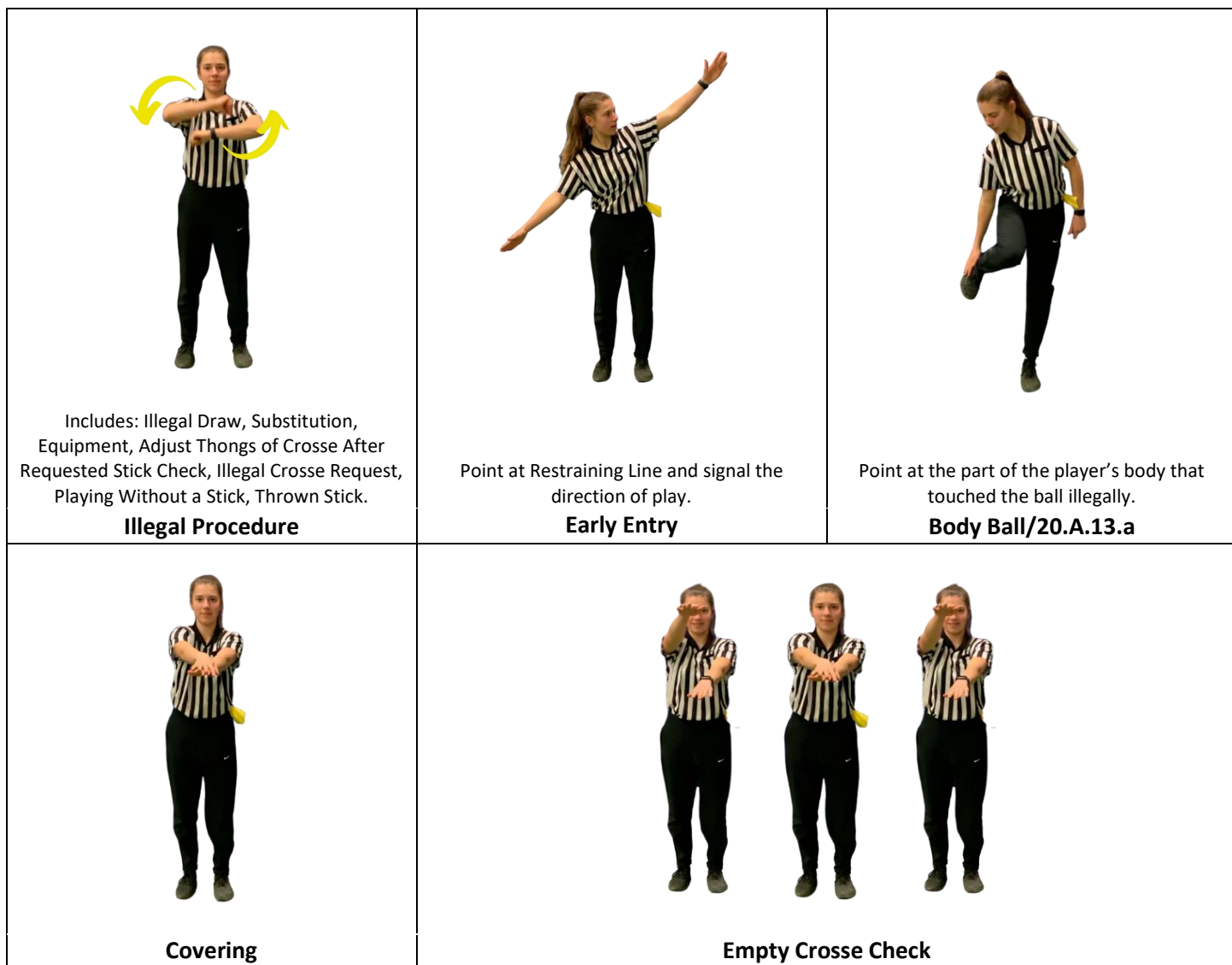
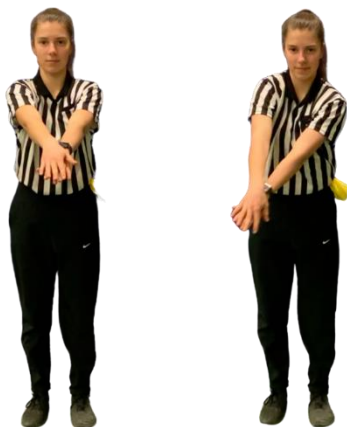


Diagram 13: Official's Arm Signals - Minor Fouls

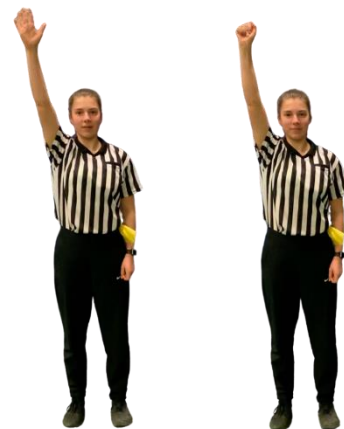




Hand Ball



Held Crosse



Restraining Line/Offside

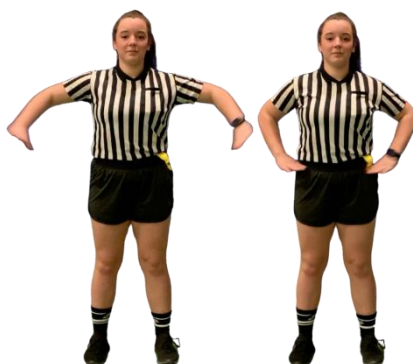


Delay of Game

Diagram 14: Official's Arm Signals - Major Fouls



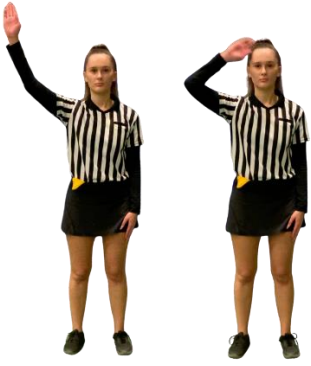




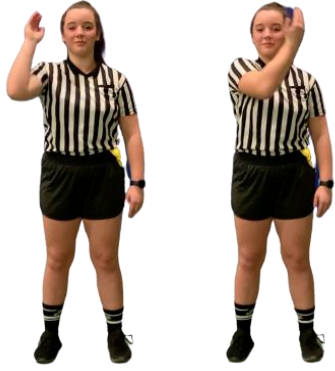

Across the Body




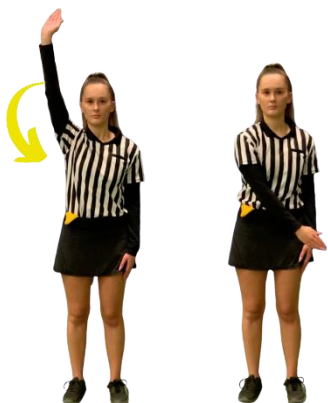
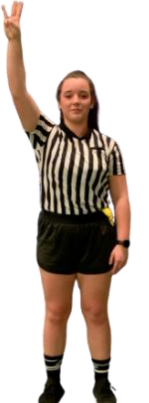




Block/Illegal Pick



Charge

 <p>Check to the Head</p>	 <p>Dangerous Follow Through/ Dangerous Propel</p>	<p><i>Description: Salute to the side of the head with a closed fist. Similar to Sixes and Men's Field signal for Unnecessary Roughness, but the fist is closed so as to not be confused with Check to the Head. Image to follow.</i></p> <p>Dangerous Play</p>
 <p>Dangerous Shot</p>	 <p>Holding/Detaining</p>	<p><i>Description: Hold one hand in a hook shape and lift fingers of other hand. Image to follow.</i></p> <p>Hooking</p>
 <p>Illegal Contact/ Illegal Stick-to-Body Contact/Pushing</p>	 <p>Illegal Cradle</p>	 <p>Illegal Defending</p>

 <p>Misconduct</p>	 <p>Includes: Illegal Check Towards the Head & Illegal Check on the Body</p> <p>Rough/Dangerous Check</p>	 <p>Shooting Space</p>
 <p>Swipe</p>	 <p>Three Seconds</p>	 <p>Warding</p>
 <p>Tripping</p>		

Action – Uses mechanics in the correct sequence for fouls, time-outs, goals, Crosse checks.

- Clear and consistent use of direction and foul signals allow your partner(s) to transition more easily and the teams to mentally readjust, as necessary.
 - **Foul:**
 - STEP 1: Whistle
 - STEP 2: Direction Signal
 - STEP 3: Foul Signal
 - **Time-out:**
 - STEP 1: Simultaneous Whistle + Time-Out Signals

- **Goal:**
 - STEP 1: Simultaneous Whistle + Goal Signals
- **Illegal Crosse Inspection After a Goal:** For more, see *Rule 3, In-Game Crosse Inspections*.
 - STEP 1: Simultaneous Whistle + Time-Out Signals
 - STEP 2: Perform the Crosse Inspection
 - **If the Crosse is LEGAL and it is the first request:**
 - STEP 3: Goal Signal
 - STEP 4: Restart play with a Draw
 - **If the Crosse was LEGAL and it is the second request:**
 - STEP 3: Goal Signal
 - STEP 4: Illegal Procedure Signal
 - STEP 5: Direction Signal
 - STEP 6: Restart with possession at the Draw
 - **If the goal scorers Crosse is ILLEGAL:**
 - STEP 3: No Goal Signal
 - STEP 4: Illegal Procedure Signal
 - STEP 5: Direction Signal
 - STEP 6: Minor Foul at spot where the Crosse was inspected
 - STEP 7: Whistle Start
 - **If someone else's Crosse is ILLEGAL:**
 - STEP 3: Goal Signal
 - STEP 4: Illegal Procedure Signal
 - STEP 5: Direction Signal
 - STEP 6: Restart with possession at the Draw
- **Illegal Crosse Inspection NOT After a Goal:** For more, see *Rule 3, In-Game Crosse Inspections*.
 - STEP 1: Simultaneous Whistle + Time-Out Signals
 - STEP 2: Perform the Crosse Inspection
 - **If the Crosse is LEGAL and it is the first request:**
 - STEP 3: Whistle Start; *no signals are required as there was no foul. Ball carrier restart.*
 - **If the Crosse is LEGAL and it is the second request:**
 - STEP 3: Illegal Procedure Signal
 - STEP 4: Direction Signal
 - STEP 5: Whistle Start
 - **If the Crosse is ILLEGAL and it is the first or second request:**
 - STEP 3: Illegal Procedure Signal
 - STEP 4: Direction Signal
 - STEP 5: Whistle Start
- **Simultaneous Fouls:**
 - **Major/Major or Minor/Minor:**
 - STEP 1: Simultaneous Foul Signal
 - STEP 2: First Foul Signal
 - STEP 3: Second Foul Signal
 - STEP 4: Throw Signal
 - **Major/Minor (or equivalent):**
 - STEP 1: Simultaneous Foul Signal
 - STEP 2: First Foul Signal
 - STEP 3: Second Foul Signal
 - STEP 4: Direction Signal

SECTION 5 – RULES KNOWLEDGE AND APPLICATION

An official should be a student of the rules and apply the rules in-game in a way that is fair and allows athletes to compete at their highest level. When in doubt of a rule, refer to your Rule Book or this document for the correct interpretations and guidance.

Core evaluation competencies in this section:

1. Starts play efficiently and correctly in each quarter, after goals, any stoppage, and fouls.
2. Makes calls that allow the game to be played.
3. Recognizes and administers fouls correctly in all circumstances.
4. Uses the language of the rules to communicate with players and coaching staff.
5. Applies advantage and disadvantage concepts appropriately.

Rule 1 - Field Marking

- As part of the official's pre-game conversation, they should walk the field together to ensure that nets, field lining, and field condition are sound and identify the need of repair or correction.
- When inspecting the field, the officials should:
 - Pace off the Marking Area (15m from the goal line) and hash marks (4m between).
 - Pace off the Restraining Line (22m from the goal line).
 - Walk the entire field to ensure all other lines are correctly marked and to note any potential hazards. See that it is free from glass, stones, sticks, depressions, and holes. Make sure that any issues are corrected before starting the game. At a World Lacrosse event, alert the table staff if assistance is required.
 - Walk the boundaries and make sure there are cones to mark the corners of the fields, and spectators and/or any hazardous objects are 4m from the sideline.
 - Ensure that the scorer's table, substitution/team bench areas and coaches walk are properly set up and equipped.

Rule 2 - The Goals

- As part of an official's inspection of the goals, the officials should:
 - Make sure the goal cage is sturdy, not lopsided and the opening presents a square to the shooter.
 - The back of the goal posts shall be placed even with the back edge of the goal line.
 - Ensure all exposed base and side supports, are padded, except flat supports or goal supports that angle out before going back.
 - Check to see that the nets are fastened securely to the goal posts, and that they are free of tears or holes that may allow a ball to pass through. Goal skirts may be used.

Rule 3 - The Crosse

- Full Crosse and pocket specifications are available in APPENDIX G of the Rule Book.
- A full list of Crosses (sticks) that are legal/approved for women's field lacrosse can be found on the [World Lacrosse website, under Playing Rules](#).
- As part of an official's pre-game responsibilities, the officials will inspect all athlete's Crosses and equipment, ensuring that they are equipped properly to play.
- In a World Lacrosse tournament or event, if a Crosse was deemed legal in the pre-tournament inspection or pre-game inspection process, and mid-game is discovered to be illegal (ex. it does not appear on the World Lacrosse legal/approved Crosse list), it should be removed from the game and left at the scorer's table.

Pre-Game Inspection of a Player's Crosse

- A list of legal pockets and Crosses can be found here: <https://worldlacrosse.sport/world-lacrosse-stick-list/>
 - All Crosses that might be used in the game, including each player's extra cross(es), must be checked prior to the start of each game. When performing the Crosse inspection, also check that each player has a mouthguard, and all are properly equipped according to Rule 6 - Uniforms and Equipment.
1. Instruct the teams to form a line and individually check each Crosse and pocket.
 2. Visually check the Crosses to confirm that they are legal in length. Measure if necessary.
 3. Check that the butt end of all shafts has an end cap, is taped, or is sanded smooth if solid. It should not be hollow *and* exposed.
 4. Check the head and stop of molded head Crosses to determine if they have protrusions, have been altered, or are dangerous in any way.
 5. Check that a stop pad (ball stop) exists. Stop pads shall not be more than 0.5cm thick. The surface of the stop pad must not in any way interfere with the free movement of the ball within the pocket or effect ball retention (see Appendix G C.1.b.).
 6. Check for proper pocket attachment to the head and proper head attachment to the Crosse.
 - a. Check that thongs or mesh are correctly attached with no illegal gaps.
 - b. Be sure there are no more than two shooting strings:
 - i. The two shooting strings are not rolled, coiled, or twisted more than twice between each thong.
 - ii. Shoelaces may not be used as shooting/Throw strings.
 - iii. The placement of the shooting strings meets specifications. See the Rule Book Diagram 15, Shooting/Throw Strings for more.
 - c. Offset heads - A "bent" shaft must only be used with heads that are specifically designed to accommodate them and vice versa. "Bent" shafts are head- and manufacturer-specific. Most are a 10° offset. Heads designed for use with a straight shaft are not legal when attached to a bent shaft, as seen here. To verify if the shaft/head combination is legal, place the Crosse on a flat surface.
 - d. Check for a correct attachment of the plastic molded head to the shaft of the Crosse with a metal screw.

Diagram 15: Illegal Offset Crosse Head/Straight Shaft Combination



Note the gap between the "scoop" and the table.
This combination is ILLEGAL. In a legal pairing, the "scoop" would touch the table.

7. Drop the ball into the pocket of the horizontally held Crosse. Do not put pressure on the ball with your hand. With the Crosse held at eye level, the top of the ball must be visible/seen above the entire top edge of the sidewall, as seen here:

Diagram 16: Legal and Illegal Pocket Depth – Player's Crosse



8. Tilt the Crosse in both directions from the ball stop to the scoop and out of the Crosse, ensuring that the ball moves freely within all parts of the head/pocket both laterally and along its full length. The ball must easily fall out of the pocket of the Crosse when the Crosse is turned upside down.
 9. Flip the Crosse over and perform the same process on the back of the Crosse. The ball must easily fall out of the pocket of the Crosse when turned upside down.
 10. During this process, the official will also ensure that the player is wearing no jewellery and is properly attired for the game.
 11. Following their Crosse inspection, if the Crosse is legal, the player may move on. If the Crosse is illegal, the player moves to the side of the line, adjusts their pocket, and has it re-inspected by the official. All players with illegal Crosses are instructed to remain together and to have their pockets re-checked.
 12. If a Crosse cannot be made legal before the game starts, it must remain at the scorer's table for the quarter. If a Crosse can be made legal during the quarter break, the Crosse may be rechecked and used in the next quarter and overtime.
- Note: Players are responsible for their Crosse to be legal throughout the game following the pre-game Crosse inspection.

Pre-Game Inspection of a Goalkeepers Crosse

- All Crosses that might be used in the game, including each goalkeeper's extra cross(es), must be checked prior to the start of each game. When performing the Crosse inspection, also check that each goalkeeper has a mouthguard, and is properly equipped according to Rule 6.A.20 – 6.A.23.
1. Visually check the Crosse to ensure that it is legal in length. Measure if necessary.
 2. Check that the butt end of all shafts has an end cap, is taped, or is sanded smooth if solid. It should not be hollow *and* exposed.
 3. Check the head and ball stop of molded head Crosses to determine if they have protrusions, have been altered or are dangerous in any way.
 4. Check that a stop pad (ball stop) exists. Stop pads shall not be more than 0.5cm thick. The surface of the stop pad must not in any way interfere with the free movement of the ball within the pocket or effect ball retention (see Appendix G C.1.b.).
 5. Check for a correct attachment of the plastic molded head to the shaft of the Crosse with a metal screw.
 6. Check that the pocket is strung traditionally with longitudinal thongs and knots of cross-lacing or is mesh.
 7. Check the shooting strings:
 - a. Goalkeeper Crosses may have more than two shooting strings.
 - b. Flat laces may be used.
 - c. There are no restrictions regarding the design or placement of shooting strings.
 8. Drop the ball into the pocket of the vertically held Crosse. With the Crosse held at eye level, the official will ensure that more than one half of the ball is visible above the ball stop.
 9. Tilt the Crosse in both directions to confirm that the ball moves freely within all parts of the head of the Crosse, from the ball stop to the scoop and out of the Crosse, ensuring that the ball moves freely within all parts of the head/pocket both laterally and along its full length.
- Note: Goalkeepers are responsible for their Crosse to be legal throughout the game following the pre-game Crosse inspection.
 - If the shaft of a Crosse breaks or the head of the Crosse becomes disconnected from the shaft during the game, the Crosse is not legal and may not be used for play. If the player takes an active part in the game, this is illegal. A Free Position for a Minor Foul is awarded to the opponent. If the ball entered the goal, the goal shall not count.

Illegal Crosse In-Game Scenarios

- Scenario 1: While playing defense with a horizontally held Crosse, the shaft of a defender's Crosse snaps in two. They do not continue to play the ball. They run off the field into the substitution area to choose a new Crosse. **LEGAL**.
- Scenario 2: While playing defense with a horizontally held Crosse, the shaft of a defender's Crosse snaps in two. They drop their Crosse to the ground and continue to play defense against their attacker. **ILLEGAL**. A Free Position for a Minor Foul is awarded to the opponent. (Rule 19.A.7)
- Scenario 3: While playing defense with a horizontally held Crosse, the shaft of a defender's Crosse snaps in two. They continue to play defense with a broken Crosse. **ILLEGAL**. A Free Position for a Minor Foul is awarded to the opponent. (Rule 19.A.7)
- Scenario 4: A player is on attack, not in possession of the ball, when they realize their Crosse head has become dislodged from the shaft of their Crosse. Holding the Crosse shaft and head in their hands, so that it is clear that the Crosse is no longer legal for play, they set a pick for a teammate as they exit the field. **ILLEGAL**. A Free Position for a Minor Foul is awarded to the opponent. (Rule 19.A.7)
- Scenario 5: The head of a Crosse becomes dislodged from the shaft on a shot. The ball falls to the ground and while holding their Crosse the shooter attempts to block their opponent with their body from picking-up the ground ball. **ILLEGAL**. A Free Position for a Minor Foul is awarded to the opponent. (Rule 19.A.7)
- Scenario 6: A player is running through the MA in possession of the ball when the butt end of their Crosse falls off. They continue to run towards the goal and score. **ILLEGAL**. The Crosse is illegal *if the player's Crosse is not otherwise capped, causing a safety concern*. The player should reattach the butt of their Crosse. Players are responsible for all aspects of their Crosse to remain legal for use in-game.
- Scenario 7: Following the Draw, the Draw taker exchanges their Crosse with the Crosse of their teammate on the field of play. **ILLEGAL**. Crosse exchanges must occur off the field, in the Substitution Area or Team Bench Area. (Rule 19.A.7 Guidance)

In-Game Crosse Inspections

- Crosse inspection requests may be made in a game by any player on the field provided:
 - Their team has possession of a Dead Ball outside the AFA, or
 - A goal has been scored.
- The requesting player must provide the number of the player whose Crosse will be checked.
- As per Rule 3.B.1.a, the official should signal time-out before inspecting the Crosse.
- The Crosse inspection should occur at the spot where the attacker is standing when they are requested to drop their Crosse.
- The official shall locate the player's whose Crosse shall be inspected and ask the player to handover or drop their Crosse. Assuming they do so immediately, the official shall check the pocket depth of the player's Crosse.
- The following scenarios describe the actions and potential results when an Illegal Crosse Request is made in-game:
 - A. When a Crosse inspection is requested against a player who just scored a goal:
 - i. **If the Crosse is LEGAL and this is the first request**: No foul. The goal stands, and the game shall resume at the center with a Draw.
 - ii. **If the Crosse is LEGAL and this is the second request**: Foul. Penalize the team that made the second request with a Minor Foul at the centerline. Any opponent must serve the Free Position by moving 4m to the side.
 - iii. **If the Crosse is ILLEGAL, on the first or second request**: Foul and the goal does not count. Penalize as a Minor Foul at the spot where the Crosse was inspected. This could be in the MA (and if so, the set-up will be along the MA line, in line with the foul) or beyond the AFA, depending on how long following the goal the stick check was requested. The nearest opponent, who may or may not be the goalkeeper, will be given the ball, at the spot of the foul/Crosse inspection. The Illegal Crosse will be taken out of the game by the officials and the attacker

whose Crosse was deemed illegal needs to get a new Crosse from the bench. The attacker then will go 4m to the side of the opponent awarded the ball. All other players must be 4m away. Whistle start.

- B. When a Crosse inspection is requested against a player who did not score, but immediately after a goal:
- i. **If the Crosse is LEGAL and this is the first request:** No foul. The goal stands, and the players may return to the center circle. Play shall resume with a Draw.
 - ii. **If the Crosse is LEGAL and this is the second request:** The goal stands, and the players return to the center circle. There is a foul. Penalize the team who made the second request with a Minor Foul at the centerline. Any opponent must serve the Free Position by moving 4m to the side.
 - iii. **If the Crosse is ILLEGAL, on the first or second request:** The goal stands, and the Crosse is removed from the game and placed at the scorer's table for the remainder of the period. There is a Minor Foul. The player whose Crosse was illegal may continue to play with another legal Crosse. Play shall resume with a Minor Foul Free Position for the opponents' centre at the centerline. The centre from the team who fouled will serve the penalty 4m to the side.

C. A Crosse check is requested for a player on a dead ball outside the AFA:

- a. The official shall immediately call time-out.
- b. The official shall locate the player's whose Crosse shall be inspected and ask the player to handover or drop their Crosse. The official shall inspect the pocket of the Crosse.
 - i. **If the Crosse is LEGAL and this is the first request:** No foul. Play should continue from the spot of the ball. The ball remains with the ball carrier.
 - ii. **If the Crosse is LEGAL and this is the second request:** Foul. Penalize the team who requested the Crosse inspection with a Minor Foul for Illegal Equipment (Rule 19.A.8).
 - iii. **If ILLEGAL:** administer a Minor Foul at the spot of the ball for Illegal Equipment (Rule 19.A.5, 19.A.7).

- Note: Following a goal, players no longer need to automatically drop their Crosse for inspection as per previous versions of the Rule Book.
- Note: Following a Crosse inspection, play should always be restarted with a whistle, because time-out must be called to inspect a Crosse.

In-Game Crosse Inspection Scenarios

- Scenario 8: A player quickly adjusts the thongs of their Crosse immediately after scoring a goal before the official requests the player to drop their Crosse for a Crosse inspection. At the request of the official, the player stops adjusting the thongs of their Crosse and drops their Crosse. Upon inspection, the Crosse is found to be legal. **LEGAL.** Goal stands.
- Scenario 9: A player continues to adjust the thongs of their Crosse AFTER an official's request to inspect the Crosse. **ILLEGAL.** The Crosse is automatically illegal and shall be removed from the game. Do not inspect the Crosse. (Rule 19.A.9)

Rule 11 – Scoring

Responsibilities of Officials on Goals

- As a shooter is shooting, the Lead shall stay with the ball to determine if and when the ball fully crosses the goal line. They may also observe the shooter's follow through and their body momentum to determine if there is a foul that nullifies the goal.
- As a shooter is shooting, the Trail and C officials should come on-ball to observe the shooter for a possible Dangerous Follow-Through, Dangerous Propel and/or Shooting Space, on-ball contact, fouls from behind or other fouls that may nullify a goal or result in a Free Position. While the Trail and C may have the best angle to see these fouls, any official may make the call.
 - On a scoring play (no flag raised), when a Major foul against the shooter seriously impacts their ability to

shoot (ex. Illegal Contact, Push, etc.), the official may award the shooter a Free Position, even if the goalkeeper made the save on the initial shot (the initial shot was “affected” by the foul).

- Do not penalize the shooter if the defender(s) move into the path of the follow-through of the Crosse or path of the shot after the ball was released from the Crosse of the shooter.
- When a Dangerous Shot is called against the shooter and the goalkeeper is inside or partially inside the Goal-Circle, the Free Position is awarded to the goalkeeper in their Goal-Circle. The shooter should move 1m behind the Goal-Circle to restart play.
- When a shooter is called for a Dangerous Propel or Dangerous Follow Through, a Major Foul Free Position shall be awarded to the endangered field player on the MA line. These are both mandatory cards. To restart play, no player is placed 4m behind the ball.
- The Lead always signals the goal. Before signaling the goal, the Lead must briefly make eye contact or check-in with their partner(s) to be certain that no other fouls have occurred that may cause the goal to be disallowed. The Trail and C should both offer a small visual signal (like a head nod or extended hand) to confirm the goal. What an official uses as their small visual signal is a good topic of discussion during the pre-game, particularly if officials have never worked with each other before. If the goal should be disallowed for any reason, or if there is an issue the Trail or C wishes to discuss before the goal is confirmed, the visual signal (including the “No Goal” signal) should be larger to not be missed, or the Trail or C should stop the clock to discuss their concern(s) with the Lead.
- The officials must be alert to a goal being scored and then the ball rebounding from the goal netting inside the goal posts particularly near the top of the crossbar where the net can be tightly strung. If this occurs, the goal will still count as the whole ball has crossed over the goal line.
- The Lead must be in position to see that the attack and defense abide by the Goal-Circle rules. The C should help with Goal-Circle fouls that occur on their side of the Marking Area.
- Do not penalize the shooter or the goalkeeper for a held Crosse foul when there is Crosse-to-Crosse contact while the goalkeeper successfully makes a save, “stuffs” the shooter, or blocks the shot with their Crosse. This is incidental contact permitted by the Goal-Circle rules for defensive and offensive players.
- All officials must be alert for shots taken during the last seconds of each quarter to determine if the ball wholly crosses the goal line prior to the expiration of the time. While the horn or whistle ends the quarter, it is advised that the officials to also be aware of the time on the clock. If there is a foul requiring that the clock is stopped prior to the horn and the clock has run out, the crew needs to know how much time to reset on the clock for the Free Position. Often, if only one visible clock is used, the official facing the clock has the best view, but this clock management should be discussed by the crew in pre-game.
- Scenario 1: A shooter shoots (no raised flag). As they are in the act of shooting, they are pushed by their immediate defender and the goalkeeper makes a save. The official does not deem this a cardable offense. Prior to the official’s whistle to signal the Major Foul, the horn ends the quarter. **NO ACTION**. End of quarter. The following quarter is restarted with a Draw.
- Scenario 2: A shooter shoots (no raised flag). As they are in the act of shooting, they are pushed by their immediate defender and the goalkeeper makes a save. The official deems this to be a cardable offense. Prior to the official’s whistle to signal the Major Foul, the horn ends the quarter. **AWARD CARD TO DEFENSIVE PLAYER**. End of quarter. The following quarter will be restarted with the ball in possession of the player who was fouled at the centerline. Any opponent should serve the Free Position by going 4m to the side to restart play.

Goal or No Goal Scenarios

- Scenario 3: A shooter shoots. The ball is released prior to the horn sounding to end the quarter. The ball enters the goal on or after the horn sounds. **NO GOAL**. The ball must have entered the goal, fully crossing the goal line prior to the sound of the horn that ended the quarter to count.
- Scenario 4: The ball enters the goal off a defender’s or goalkeeper’s Crosse or body. **GOAL**. The goal shall count.
- Scenario 5: A shooter shoots. Simultaneous to the shot, the Trail official blows their whistle for a Three Seconds violation. This foul should have been flagged but was not. The ball enters the goal after the whistle. **NO GOAL**.

“Simultaneous” goal/whistle scenarios only apply to the *Shooting Space Exception*, described in Rule 20.B.7. If the ball enters the goal simultaneous to the whistle being blown for a violation other than Shooting Space, the goal will not count. A free position shall be administered for the Three Seconds violation.

- **Scenario 6:** A shooter shoots. As they are in the act of shooting, they are tripped by their immediate defender and the goalkeeper makes a save. The official does not deem this a cardable offense. The official does deem that the shot was “affected” by the trip. **AWARD THE MAJOR FOUL FREE POSITION.**
- **Scenario 7:** The ball carrier takes a shot on goal (no raised flag) and scores as their teammate commits a Major Foul off-ball. The official deems the foul to not be cardable. The foul occurred after the ball fully crossed the goal line. **GOAL STANDS.** Restart play at the centerline with possession at centre awarded to the centre of the team who was fouled. The centre player from the team who fouled goes 4m to the side. Note: the foul occurred after the ball fully crossed the goal line. If this cannot be fully established, and the officials are uncertain whether the foul occurred before or after the ball fully crossed the goal line, then this scenario will result in a **NO GOAL.** Officials should stop the clock and meet to discuss before making a decision.
- **Scenario 8:** The ball carrier takes a shot on goal (no raised flag) and scores as their teammate commits a Major Foul off-ball. The official deems the foul to be cardable. The foul occurred after the ball fully crossed the goal line. **GOAL STANDS.** Award the card. Restart play at the centerline with possession at centre awarded to the centre of the team who was fouled. The centre player from the team who fouled goes 4m to the side. Note: the foul occurred after the ball fully crossed the goal line. If this cannot be fully established, and the officials are uncertain whether the foul occurred before or after the ball fully crossed the goal line, then this scenario will result in a **NO GOAL.** Officials should stop the clock and meet to discuss before making a decision.
- **Scenario 9:** A goal is scored. The Lead official signals the goal. As the teams are walking back to center (before the next Draw), the officials recognize that the attacking team was offside at the time of the goal. **NO GOAL.** Stop the clock and signal the offside, “wave-off” the goal using the “No Goal” signal. Confirm with the scorer that the goal should not count. To restart play, award the ball to the team who was scored against at the centerline. Any opponent may serve the Minor Foul Free Position by going 4m to the side to restart play.
- **Scenario 10:** A goal is scored. The Lead official signals the goal. As the teams are walking back to center (before the next Draw), the officials recognize that the attacking team had an illegal player on the field at the time of the goal. **NO GOAL.** Stop the clock and signal the Illegal Substitution, “wave-off” the goal using the “No Goal” signal. Confirm with the scorer that the goal should not count. To restart play, award the ball to the team who was scored against at the centerline. Any opponent may serve the Minor Foul Free Position by going 4m to the side to restart play.

Goalkeeper Goal Score

- For details, see *Rule 19, Goalkeeper Goal Score.*

Rule 13 - Start & Restart of Play

Setting the Draw

- See *Section 4, Mechanics and Positioning* for more information pertaining to A/B/C officials and their specific responsibilities prior-to and during the Draw.
- The C should check in with their partners on the A/B side of the field prior to setting the Draw. If either the A, B or Table officials have a hand up, palm extended into the air, this indicates they see something that is a potential issue (substitution, offside, issue at the score table, etc.). In this instance, the C should wait before approaching the centers until both the A/B (and the Table Official) have lowered their arms. Eye contact and a head nod may help signal to the C that the Draw is ready to proceed.
- The head of each center’s Crosse shall be between the ball and the goal their team is defending with the right sidewall down.
 - a. The lower side of a plastic/molded head Crosse is the right side of the Crosse as the open pocket faces the player. The right sidewall of a wooden Crosse is the wooden side.

b. A center may stand on either side of their Crosse or center line to draw with their left or right hand.

- Once positioned correctly, the C approaches the Draw takers and extends a hand, so that the centers Crosses are sitting in the official's palm, their hand in contact with the bottom sidewall of both player's Crosses.
- The C should be positioned so that they can back-out directly along the centerline to their sideline opposite the benches. They should not have to go around one of the two Draw-takers to get to their sideline, losing sight of the ball in the process.
- The official will place the ball in the upper half of the Crosses, near the widest part of the heads. They should close the Crosses together so that one hand remains below, and the other is now on-top of both Crosses, the ball sandwiched between them.
- Check that the Draw-takers are satisfying the rules of the Draw (no hands are in contact with the throat, both Crosses are horizontal over the centerline, the butt end of the shaft is not lower than 30° from being parallel with the ground, etc.). The C can use one of their hands to move and adjust the Draw takers, as necessary. Avoid verbal cues where they may advantage or disadvantage one team over the other.
- The C should be aware of height differences between the two centers and place the Crosses so that no advantage is gained by one team over the other.
- When the official is confident that the Draw is set fairly, they should do a quick visual check-in with their partners to ensure that their hands are down, and no potential issues have arisen in the time since you last checked in.
- Then, they should remove their hands approximately 1" to 2" from the Crosses and vocalize "Ready", before backing away. "Ready" is the verbal signal that the centers must now remain still, except for their heads, until the whistle which indicates the start of play. "Ready" is also the verbal cue that "locks" the Restraining-Lines (see Rule 14 – Substitution below), so it should be said loudly as to be heard by others on the field. The official should slightly vary the time between the word "Ready" and the whistle so that players are not able to anticipate the whistle.
- The official backs away along the centerline towards the non-bench sideline, away from their partners. The official does not have to be out of the circle before they blow the whistle. Be aware of players around the center circle competing for position around the circle and identify where you plan to exit the circle prior to backing away.
- On the whistle, both players must Draw their Crosses up and away from one another and the flight of the ball must go higher than the heads of both players taking the Draw.
- If any action on the part of the official causes the Draw to be illegal, the Draw must be reset. The clock should continue to run.
- If the C identifies a reason one of the two Draw takers drew illegally, a single whistle followed by the direction signal and the Illegal Draw arm signal should follow.
- A Draw is illegal when:
 - A draw-taker moves, bobs up and down, squats, adjusts their feet, adjusts their hands, or draws after "Ready" and before the whistle. The draw-taker may move their head after "Ready" and before the whistle.
 - A draw-taker fails to Draw, meaning they do not move their Crosse "up and away" at the sound of the whistle.
 - A draw-taker tilts the head of their Crosse back away from their opponent's Crosse before Drawing up and away.

Self-Start

- With self-start, the player with the ball determines when play resumes. Play has resumed on a self-start when the ball carrier takes a full step, or a pass is released from their Crosse. The ball carrier may turn/pivot/move on the spot before they self-start, and the opponent who fouled should continue to move 4m behind/to the side and others move 4m away until the full step or pass has been taken.
- For a goalkeeper self-start from the Goal-Circle after an out of bounds, see *Rule 15 – Out of Bounds* below.

- When the ball carrier self-starts when self-starts are not permitted, or starts from an incorrect place, the official shall whistle and reset the Free Position, indicating the correct placement, and the ball carrier may once again self-start.
 - **“False Starts”**
 - When a player “self-starts” or moves early during a Free Position on the MA line or Hash Mark, defer to Rule 13.A.9.g: [...] The player awarded the Free Position will not be penalised for a self-start when this is not permitted [...].
 - a. i.e. On a Free Position, the attacking player who was fouled and subsequently “false starts”/self-starts from the MA line/Hash Mark before the whistle may reset and await the whistle. This is not an automatic turnover to the defensive team.
 - b. As per Rule 13.A.9.g.i, repeated instances of self-starting when / where not permitted as described previously will result in a delay of game penalty.
 - When a player “self-starts” or moves early during a Throw or at the Draw, see Rule 19.A.19: When a self-start is not permitted, players must not move before the whistle or feint or simulate a movement that causes an opponent to move before the whistle, during a draw or a throw; may also be carded.
 - a. i.e. On the Draw: this should be penalized as a Minor Foul per Rule 13.B.2 **Early Entry**: Entering the center circle during the draw, until the whistle is a Minor Foul and will be called if the player or their team gains a clear advantage because of the violation. To restart play, a Free Position for a Minor Foul will be awarded to the nearest player at the spot of the ball.
 - b. i.e. On the Throw: A player who feints or goes early on the throw, moving before the whistle is blown, results in a **change of possession**. The ball will be given to their opponent who did not move early or who did not feint moving early during the Throw. As this is a change of possession, not a foul, the player with the ball is only entitled to 2m of clear space at the whistle restart. **Whistle Start**.
 - c. As per Rule 19.A.19, a player who feints, simulating a start to intentionally force an opponent to start early or self-start when not permitted, may be carded for Misconduct.
- If the Free Position has been properly set and the ball carrier has not started within a reasonable time (due to strategy or lack of understanding of when they may self-start), the official may say “Self-Start!” If the ball carrier still does not self-start, resume play with a whistle.
- In a self-start scenario, if the player who fouled starts to head towards their bench to substitute instead of going 4m behind and waiting for the ball carrier to self-start, pull them back. They must await the self-start before being released from the Free Position.
- Do not penalize the attack by resetting the Free Position if defenders who are within 4m of the ball are not interfering with play. Similarly, do not penalize a defender who might be within 4m of the ball if the ball carrier has chosen to self-start before they have had a chance to move.
- Self-start is not permitted when:
 - The game clock is stopped;
 - There is a Restraining Line violation;
 - There is an illegal draw;
 - All fouls occurring in the AFA.

Rule 14 - Substitution

- There is unlimited substitution of players during a women’s field lacrosse game. Substitution is permitted at any time, except during a Free Position for the player who was fouled and the offender. Player's substitute “on the fly,” during live or dead-ball play. All substitution must take place through the Substitution Area.
- Players waiting to go on the field as a substitute from their Team Bench Area may move into the Sub Waiting Area when they are imminently substituting. Players may then enter the Substitution Area and approach the

sideline as their on-field teammate approaches the Substitution Area from the field. Only players imminently substituting are permitted in the Substitution Area. When both feet of the on-field player have crossed the sideline into the Substitution Area, their substitute may enter the field. With the *shared* Substitution Area, the substitute heading onto the field does not need to enter at the same location as their teammate who is exiting the field, so long as they wait for their teammate to be fully crossed the sideline (both feet) before entering the field.

- Players substituting after a legal goal is scored may immediately enter the field through the Substitution Area. They do not have to wait for the teammates they are replacing to come off the field before they can enter the field.
- On a draw, following a goal or at the start of a new quarter, officials are responsible for managing substitutions to ensure that play restarts with the correct number of players on the field. Teams should have no more than 3 players each between the Restraining Lines by the time the official indicates that the draw is set, by indicating “READY” (audible). At “READY,” each Restraining Line becomes locked, meaning players may no longer cross from behind a Restraining Line to enter the midfield area, until:
 - “POSSESSION” is indicated, or
 - “FREE BALL” is indicated, or
 - A foul or an out of bounds is signalled.
- If a team only has two players between the Restraining Lines, a third player may enter from the Substitution Area at any time, including following the official’s indication of “READY” and before “POSSESSION” or “FREE BALL.” If a team only has two players between the Restraining Lines, a third player may enter from behind a Restraining Line only until the official says “READY.” A/B should continue to signal to C to hold setting the draw if players are actively substituting. They do so by extending a hand-up in the air. Officials should be aware of players trying to delay the game by delaying the start of the draw through slow substitutions.
- When there is an injury on the field that will potentially require a substitute (see Rule 14.A.7), and in the official’s opinion, the injury is serious or the player’s safety is compromised in any way, the official will suspend play immediately with a time-out. Otherwise, the official may delay the whistle to allow a team to complete a Scoring Play. If the field player for whom the clock was stopped is not ready to resume play after two minutes recovery time or a goalkeeper for whom the clock was stopped is not ready to resume play after five minutes recovery time, a substitute must take their place. If any player or goalkeeper sustains a severe injury, play will be suspended until the injured player can be safely moved off the field and a substitute has taken their place.
- If the illegal substitute is on the attacking team, the officials shall blow the whistle immediately. They should remove the illegal player. The Free Position will be at the spot of the ball unless a goal has been scored. If the ball was within the MA, move the ball to the MA line. If the ball was in the AFA below the GLE, move the ball to the nearest dot.
- If the illegal substitute is on the defending team the official shall, whistle to stop play immediately if the ball is in the midfield. If the play is in the attacking end, the official should stop play following a missed shot or change of possession. They should remove the illegal player. The Free Position will be at the spot of the ball unless a goal has been scored. If the ball was within the MA, move the ball to the MA line. If the ball was in the AFA below the GLE, move the ball to the nearest dot.

Rule 15 – Out of Bounds

- When the ball goes out of bounds, the official will blow the whistle to stop play.
- Officials should note that out of bounds is a simple change of possession, not a foul. Opponents do not need to move 4m to the side or behind for the restart of play.
- All boundary balls are self-starts unless the official’s whistle has sounded for a time-out/stoppage of play.
- The nearest opponent shall be the one to restart play with the ball in their Crosse, 2m inside the boundary from where the ball went out of bounds. This may include the goalkeeper.
- If the goalkeeper is inside the Goal-Circle and the nearest player to the ball when it crosses the boundary, they will be awarded the ball inside their Goal-Circle to restart play and *may self-start from inside the Goal-Circle*. Once the goalkeeper has the ball clearly in their possession within the Goal-Circle, the official should begin their

5-Second Goal-Circle Count.

- It is the Lead official's responsibility to determine if a ball heading out of bounds was a shot or otherwise. When the ball heading towards the sideline or endline was a shot, the Lead will immediately call out the word "Shot". A deflection occurs when any player touches the ball with their Crosse or body and does not gain any clear advantage or control of the ball.
- On a shot, the player closest **to the ball when it crosses the line** shall be awarded the ball at the restart. This player must be in-bounds when the ball crosses the line to be considered closest to the ball. A shot or deflected shot "remains a shot" until:
 - the ball goes out of bounds, or
 - the ball comes to rest on the playing field or
 - a player gains possession of the ball.

Out of Bounds Scenarios

- Note: In the below scenarios, if the boundary ball occurs between the dots, the restart will be at the nearest dot, unless otherwise specified. All boundary ball restarts are self-start, including when the goalkeeper is the nearest player to a shot and in the Goal-Circle when the ball exists the field. In all scenarios, opponents must give 1m of clear space at the restart (Crosses and bodies).
- Scenario 1: A Red player makes an errant pass to a teammate who is near the boundary. To resume play, the nearest Blue player is awarded the ball 2m inside from where the ball went out of bounds. All opponents must allow 1m of space. Blue may self-start.
- Scenario 2: A Red player makes an errant pass to a teammate who is near the endline between the dots. To resume play, the nearest Blue moves in 2m from the end line around the center of the field and begins to self-start. **INCORRECT**. The official should correct the player as per Rule 13.A.9.g, moving them to the nearest dot. From the dot, they may self-start.
- Scenario 3: A Red player makes a long pass that is missed and goes out of bounds at the far sideline. No Blue player is particularly close. Award the ball to the nearest opponent 2m inside the boundary from where the ball went out of bounds.
- Scenario 4: A shot deflects off the goal posts and goes out-of-bounds at the sideline. The player nearest the ball when the ball crossed the sideline was above/behind the Restraining Line when the ball left the field. In this instance **move the ball not the player to avoid putting the team nearest to the ball offside**. Possession is awarded 2m inside the boundary to the player nearest the ball when it went out of bounds even if they are above/behind the Restraining Line. All players must give at least 1m of clear space to the player awarded the ball. Self-start.
- Scenario 5: A Red player is standing on or outside the boundary line and plays a ball that is in-bounds, in the air or on the ground. **ILLEGAL**. Signal the boundary ball (direction). Possession is awarded to the nearest Blue player 2m inside the boundary from where the Red player illegally played the ball.
- Scenario 6: A Red player is standing on or outside the boundary line and checks the Crosse of a Blue player in possession of the ball who is in-bounds. **ILLEGAL**. Signal the boundary ball (direction). Possession remains with the Blue player who was crosschecked, 2m inside the boundary from where the Red player illegally played the ball.
- Scenario 7: A Blue player misses a pass from a teammate and chases after the ball, which is heading towards the sideline. They catch up and play the ball with their foot to keep it from going out of bounds. **ILLEGAL**. Signal the Body Ball. The player has changed the direction of the ball with their body. The nearest opponent is awarded a Minor Foul Free Position 4m in from the boundary.
- Scenario 8: A Blue player misses a pass from a teammate and chases after a ball, which is heading towards the sideline. They catch up and cover/trap the ball to keep it from going out of bounds. No one from the opposing team is around them. **LEGAL**. Covering is only a foul when it prevents an opponent from making a legal play on the ball.
- Scenario 9: A Blue player misses a pass from a teammate and chases after the ball, which is heading towards the

sideline. They catch up as the ball crosses the sideline in the air but has not yet touched the ground out of bounds. With their feet still in-bounds, they make a play for the ball in the air which puts the ball back in play. **LEGAL.** No whistle. Play should be permitted to continue. Note that players should not Throw their Crosse or recklessly swing their Crosse at a ball to try to keep the ball in-bounds, particularly when it could endanger an opponent.

- Scenario 10: A shooter shoots. The official signals “Shot.” The goalkeeper’s save deflects the ball towards the endline, and the ball tips off the body or Crosse of a Blue player standing behind the goal, in the AFA below the GLE, before going out of bounds. The Blue player was the closest player when the ball crossed the end line. **BLUE BALL.** The Blue player may have touched ball, but they did not have possession or control of the ball, before it went out of bounds.
- Scenario 11: Following a shot, the ball rebounds off the goal post into the official’s body and then out of bounds. **THROW.** To resume play, the two opponents nearest the ball when and where it goes out of bounds shall take a Throw, 4m inside the boundary and outside the AFA.
- Scenario 12: Following a shot, the ball bounces and hits the leg of the Lead official but stays in-bounds. **NO WHISTLE.** Allow the play to continue *unless the redirection caused a specific advantage to one team over the other.*
- Scenario 13: A Blue player is forced out of bounds by a legal defensive double-team by Red. Possession is awarded to the nearest opponent in Blue, 2m inside the boundary. Note: A player may not run out of bounds and re-enter at a more advantageous position. For example, a player runs out-of-bounds to avoid a pick set near the boundary. This is a Minor Foul. See Rule 15.A.5.
- Scenario 14: Following a shot, two players race towards the endline. A Red player is nearest to the endline, but not nearest to the ball, when the ball goes out of bounds. A Blue player is nearest to the ball, but further from the endline when the ball crosses the endline. **BLUE BALL.** The Blue team gains possession because they were the nearest player to the ball when and where it crossed the boundary line.
- Scenario 15: A Red player deliberately plays, flicks, or bats the ball into the foot or body of a Blue player to win possession of a boundary ball. **ILLEGAL.** The nearest Blue player is awarded a Major Foul Free Position 4m inside the boundary for misconduct/dangerous play. See Rule 20.A.6.a.
- Scenario 16: A Blue player unintentionally kicks the ball out-of-bounds. Possession is awarded to the nearest Red player 2m inside the boundary and they may self-start. This is an out-of-bounds change of possession and should not be penalized as Minor Foul Free Position for a body ball. Opponents may move within 1m, and the ball carrier may self-start.
- Scenario 17: Following the whistle to start play at the draw and before possession is gained and while the ball is still in the midfield area between the Restraining Lines, an official signals time-out because there is an animal loose on the field. The animal is removed from the playing field. **THROW.** Note that the players behind/below the Restraining Lines are not yet released according to Rule 13.A.4. Once a team gains possession (“Possession!”) or passes a Restraining Line (“Free Ball”), players behind the Restraining Lines are released.

Rule 16 - Throw

- Determining which official will administer a Throw depends upon the location of the ball when the simultaneous fouls or incident occurred. Whenever possible or practical the C should administer the Throw. This arrangement allows the Lead to remain in an advantageous position near their Goal-Circle to observe the ball if a Scoring Play results from the Throw. It also allows the Trail to quickly transition down-field if the defensive team wins the Throw. When the Lead must administer a Throw, the C should move closer to goal so they are ready to support the Lead by assisting with on-ball foul calls until the Lead can properly reposition themselves.
- When a ball goes directly out of bounds following a legal Draw, the official nearest to where the ball crossed the boundary shall administer the Throw.
- Officials should not set-up a Throw where other players might interfere with its administration. The official administering the Throw must position themselves so that they are not used as a pick or do not interfere with the ensuing play.
- A goalkeeper may be involved in a Throw.

Administering the Throw

1. Move the players taking the Throw toward the sideline away from any congestion. The two players shall face the official, with their backs to the sideline, and each player must stand nearer to the goal their team is defending.
 - a. If the Throw is occurring below the GLE, ensure that the defensive player is up-field, nearest to the GLE.
 - b. If the Throw occurs directly in line with the GLE, the defensive player may choose their side.
2. There must be at least 1m of free/clear space between the players' crosses and bodies.
3. The official should stand between 6m and 8m from the players taking the Throw, facing the two players.
4. In preparing to execute the Throw, the official must ready their arm with the ball so that there will only be a forward motion at the whistle. The whistle to begin play should sound simultaneously with the forward motion of the official's arm to not cause a player to move early.
5. The ball shall be thrown in a short, high-arc'd toss so that the players may play the ball in the air as they move into the field.
6. Officials **MUST** repeat the Throw if the ball is not touched by one of the players or it is inaccurate.
7. If the ball was on the C-side of the field, the C does all Throws. If the ball was on the A/B side of the field, it is preferable for play to restart with the Trail as the ball may transition quickly to a Scoring Play. However, if the ball is below the level of the Goal-Circle, the Lead shall take the Throw and the C should move closer to the Goal-Circle to assist as a second "Lead."

Simultaneous Fouls

- Fouls are considered simultaneous, i.e. part of the same play or "coincidental", when they occur anytime **between a whistle and the restart of the next play**. The next play may be restarted with self-start or a whistle, as dictated by the rules. This includes any fouls that may be "discovered" prior to the restart of play, including but not limited to offside, illegal equipment, or a missing mouthguard.
- **(Minor/Minor)** Simultaneous Minor fouls result in a Throw. No Minor Foul has precedence over another. Recall that Restraining Line violations are considered Minor fouls (Rule 19.A.16).
 - Goal-Circle violations are not Minor Fouls (in terms of set-up). However, they are the equivalent of a Minor Foul when considering simultaneous fouls.
- **(Major/Major)** Simultaneous Major fouls result in a Throw. This is the case even when one of the Major Fouls may have resulted in a card being awarded.
- **(Major/Minor)** When there are simultaneous Major and Minor Fouls, penalize the Major foul OVER the Minor Foul.
- **Scenario 1:** A Shooting Space and a Dangerous Propel occur simultaneously. **SIMULTANEOUS FOULS**. Signal a time-out and signal the Simultaneous Fouls. Award the card. Set-up a Throw outside the AFA, using the person who was endangered by the Propel and their nearest opponent. If they have substituted off the field due to injury, use their substitute and the nearest opponent instead.
- **Scenario 2:** A Major foul (by Red) and Minor Foul (by Blue) occur simultaneously. **BLUE BALL**. While setting up the Free Position at the spot of the Major foul, the Blue player then is discovered to not have a mouthguard. **BLUE BALL**. Player puts mouthguard in, or a substitute comes in if the player does not have one on their possession.

Rule 17 – Goal-Circle Rules & Penalties

- There is no limit to the number of players eligible to move through the Goal-Circle while defending, so long as they abide by Rule 17.A.17. Players running through the Goal-Circle may legally play the ball on the ground or in the air from a check or blocked shot. They may also intercept a pass. Players on the defending team may run through any portion of the Goal-Circle if their team has the ball, provided they do not carry the ball into the Goal-Circle from outside the Goal-Circle or if the attacking team has the ball below the GLE. If the attacking team has the ball above the GLE, the defenders may run through the portion of the Goal-Circle below the GLE. A defender marking the ball carrier may continue marking them in any part of the Goal-Circle.
- A Goal-Circle violation may be called if a defensive player remains in the Goal-Circle not legally marking an

opponent within a Crosse length.

- Defensive players including the goalkeeper are considered *Grounded*/in the Goal-Circle when they are straddling the Goal-Circle line.
 - a. A Goal-Circle violation will be called if a defensive player remains in the Goal-Circle if not marking the ball carrier.
 - b. When the attack has the ball above the GLE, a Goal-Circle violation will be called when the defense runs through the Goal-Circle above the GLE unless the player is marking the ball carrier.
 - c. A defensive player standing or grounded in the Goal-Circle not legally marking an opponent within a Crosse length are eligible for Goal-Circle violations, Three Second Violations, and Shooting Space violations as per Rule 17.A.17 (see Guidance in addition to rule). They are exempt from Shooting Space if they are completely below the GLE.
- Attackers may now play a ball within the Goal-Circle if they are not grounded in it, including initiating a shot within the Goal-Circle and checking a defender's Crosse when the defender has possession. This new set of rules allows the attack more opportunities around the Goal-Circle and officials will need to remain focused on play and in position to see the interaction inside the Goal-Circle.

Managing the Goal-Circle

- While the Goal-Circle needs to be effectively managed, the officials need to see the bigger picture when determining to make a Goal-Circle call against the defense. Because it is not a Major foul, it may not be flagged but it should not be called if the attack is on a Scoring Play. The official needs to decide to hold for Advantage or call. If a defender gains an advantage and impacts play, it should be called.
- Signalling a Goal-Circle violation for a defensive player *remaining* in the Goal-Circle early in the game (if the defense is not abiding by the rule) when the attack is not on a scoring play can set the tone for the game.
- When the ball enters the Goal-Circle, the official must be prepared to penalize the defense when the ball is not cleared from the Goal-Circle within 5 seconds. The official shall use a visible hand signal (high, chopping motion) and audible count to indicate the count. Officials must also be in an advantageous position to see and to penalize the goalkeeper if, when under pressure, they carry or otherwise illegally return the ball to the Goal-Circle.
- When an unprotected field player is legally in the Goal-Circle, they must be given the chance to immediately move out of the Goal-Circle if the attacking team regains possession of the ball.
- An unprotected defender may enter the Goal-Circle to stop a rolling or bouncing ball from crossing the goal line. They may also enter the Goal-Circle to play stationary ball. An unprotected defender may **NEVER** enter the Goal-Circle to defend a shot on goal, including a bounce shot.
- Things to think about:
 - Was the attack player *Grounded* in the circle? **ILLEGAL**.
 - Did they initiate body contact? **ILLEGAL**.
 - Did they interfere with the goalkeeper or their Crosse? **ILLEGAL**.
 - Did they shoot dangerously from a shot initiated from inside the Goal-Circle? **ILLEGAL**.
 - Has any extra defensive player cleared immediately when possession is gained in Goal-Circle? Legal if done.
 - Did the 5-Second Count expire? **ILLEGAL**.
 - Are there any Major or Minor fouls? **ILLEGAL**. Be prepared for the correct penalty administration.
- On a shot, the attacker is responsible for their own body and Crosse. They should not interfere with or contact the goalkeeper. This does not apply to an attacker's Crosse contacting the goalkeeper's Crosse on a shot when the goalkeeper is attempting to make a save.
- On a clear, the attack should not interfere or contact the goalkeeper's Crosse until the ball has left the goalkeeper's Crosse when the goalkeeper is inside the Goal-Circle. Interference entails any contact by the attacker's Crosse to the goalkeeper's Crosse when trying to "mirror" the goalkeeper's Crosse, intercept a clear, or make a Crosse check. Officials should signal "Advantage" if interference is observed on a clear, before whistling, to give themselves the opportunity to look up field and ensure that the goalkeeper's team would not

be disadvantaged by resetting the foul with the goalkeeper inside the Goal-Circle for the Goal-Circle foul. If the ball does not get to the intended target, or if the team clearing the ball does not gain a distinct advantage through the clear, bring the ball back to the Goal-Circle and penalize the attack for the Goal-Circle violation, 1m to the side on the Goal-Circle on the GLE.

- When the goalkeeper gains possession of the ball in the Goal-Circle and they are not in the action of clearing the ball, if they are Crosse checked, this should be an immediate whistle. The attack player who checked the Crosse should be penalized for a Goal-Circle violation, 1m to the side of the Goal-Circle on the GLE. This constitutes interference with the goalkeeper.

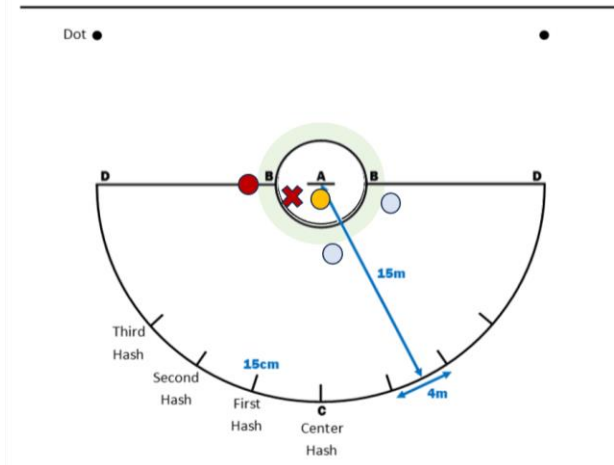
Managing the Goalkeeper

- The goalkeeper is the last line of defense and the beginning of the offense. They are active members of their team, and it is not unusual to find goalkeepers involved in play outside the Goal-Circle. Therefore, whenever the goalkeeper has possession of the ball, and especially if opponents are pressuring them, the Lead must remain close by until the ball is cleared. The Lead needs to be able to recognize the difference between a Goal-Circle violation, a Minor foul, and a Major foul as they apply to the goalkeeper. They must be acutely aware where the *Possession* of the ball started (inside the Goal-Circle or outside the Goal-Circle) and whether the ball has been *Played*. See Scenarios 1-15 below for more.
- Officials must watch that the goalkeeper is not fouled simply because they are wearing protective equipment.
 - If the goalkeeper is checked to the head, play must be stopped, and the opponent must be carded (Rule 20.A.4). The fact that the goalkeeper is wearing a helmet is irrelevant.
 - A goalkeeper who is outside the Goal-Circle (both feet) is eligible for Shooting Space.
 - The attack shooters may not target the goalkeeper's head, neck, or chest (Rule 20.A.8).
 - Attack shooters must not dangerously follow-through with their cross into the goalkeeper on a shot (Rule 20.A.5).
- When the goalkeeper leaves the Goal-Circle (both feet are fully outside of the Goal-Circle), they lose all their goalkeeping privileges and are considered a field player. If they commit a foul, they will be penalized as any other field player. If they are fouled while they are outside of the Goal-Circle, the penalty administration is the same as for any other field player. When a defensive teammate commits a foul while the goalkeeper is outside the Goal-Circle, the goalkeeper may return to the Goal-Circle unless the defensive player is Illegally Defending (Rule 20.A.13) or there is an "almost certain" goal opportunity (Rule 20.B.1).
- While the goalkeeper is inside the Goal-Circle, they may also commit Major or Minor fouls against the attack. They may be penalized for any Major or Minor Foul (excluding Rule 19.A.13 Hand Ball and 20.A.13 Illegal Defending, but not 20.A.13.a). While inside the Goal-Circle, if the goalkeeper is penalized for a Major foul, they will move 4m behind the player who is awarded the Free Position. The goal shall remain empty. While inside the Goal-Circle, if the goalkeeper is penalized for a Minor foul, they will remain in the Goal-Circle for the restart. See *Diagrams 20, 21, 24 and 25* below.
- When a goalkeeper is penalized for a Goal-Circle violation, they remain at the spot of the foul (inside the Goal-Circle). No other defender must move within 4m of the Free Position.
- When the ball becomes lodged inside the goalkeeper's equipment and:
 - They are inside the Goal-Circle:
 - Signal the time-out as per Rule 17.A.10 *Guidance*.
 - They are outside the Goal-Circle:
 - A Throw is awarded (Rule 16.A.3.f, note the goalkeeper is considered a player when they are outside the Goal-Circle). During a Throw, a goalkeeper would have an unfair advantage given the extended length and size of their Crosse. When the goalkeeper should otherwise be involved in a Throw, use their nearest teammate instead.
- When attempting to save a shot or play the ball, if the goalkeeper steps outside the Goal-Circle (both feet) and stops or plays the ball with any part of their body, the official must determine whether they did so deliberately. Fouls include the Major foul for Illegal Defending (Rule 20.A.13.a) or Minor Fouls including Body Ball (Rule 19.A.10) or Hand Ball (Rule 19.A.13). In making the decision to penalize the goalkeeper for deliberately playing

the ball off their body to prevent a goal from being scored, the official must be fully convinced that the goalkeeper made no attempt to legally play the ball with their Crosse.

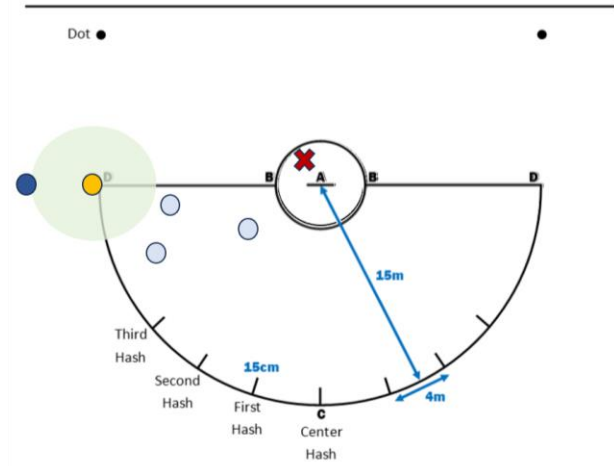
Foul Set-Ups for Goal-Circle Violations

Diagram 17: Goal-Circle Violations by the Offense



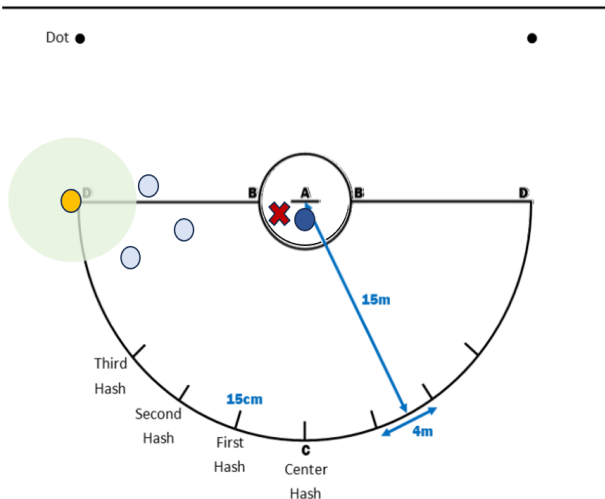
- ✗ – spot of foul/attacker
- – spot of ball on set-up (w/ GK)
- – player who fouled 1m to side on GLE
- – others on set-up
- – area to clear (1m from G-C)

Diagram 18: Goal-Circle Violations by a Defender



- ✗ – spot of foul by defense
- – spot of ball on set-up (with closest attacker to GLE corner)
- – Defense who fouled goes 4m behind
- – others on set-up
- – area to clear (4m)

Diagram 19: Goal-Circle Violation by the Goalkeeper



- ✗ – spot of foul/goalkeeper
- – spot of ball on set-up (with closest attacker to GLE corner)
- – GK remains in Goal-Circle, no one goes to the side to serve
- – others on set-up
- – area to clear (4m)

Foul Set-Ups for Other Fouls that Occur in the Goal-Circle

- The Goal-Circle above the GLE is considered to be part of the Marking Area.
- The Goal-Circle below the GLE is considered to be part of the AFA below the GLE. It is not part of the Marking Area.
- Major or Minor Fouls BELOW the GLE but in the Goal-Circle will be set-up on the nearest dot, as if they occurred below the GLE.
 - Reference Rule 19.B.8 Guidance for Minor fouls below the GLE in the AFA (including the Goal-Circle below the GLE)
 - Reference Rule 20.B.5 for Major fouls below the GLE in the AFA (including in the Goal-Circle below the GLE)
- Major or Minor Fouls ABOVE the GLE but in the Goal-Circle will be set-up along the MA line or hash mark, as if they occurred inside the MA.
 - Reference Rule 19.B.9 for Minor fouls in the MA (including the Goal-Circle above the GLE)
 - Reference Rule 20.B.4 for Major fouls in the MA (including the Goal-Circle above the GLE)

Diagram 20: Minor Foul by the Goalkeeper in the Goal-Circle Above the GLE

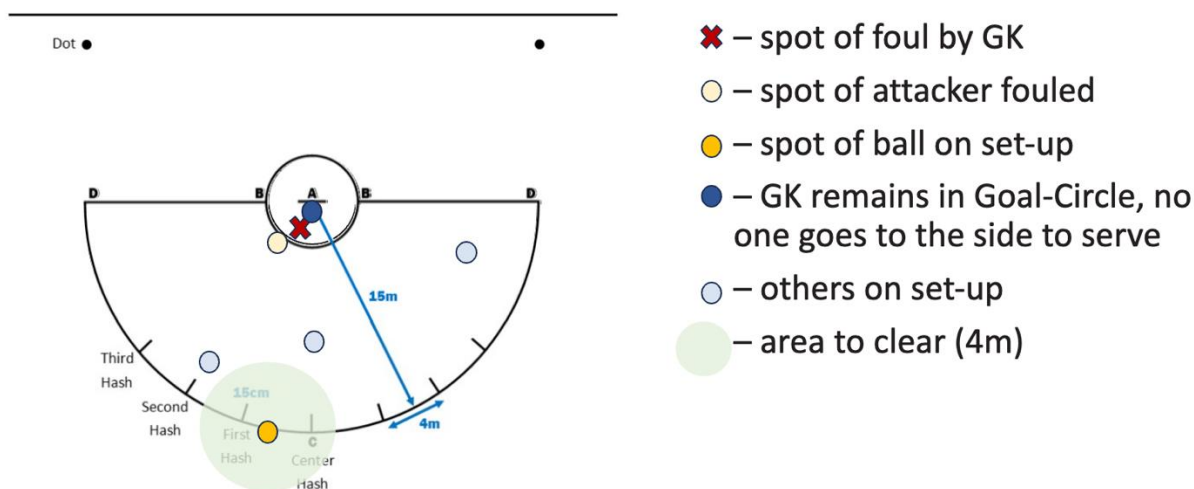


Diagram 21: Minor Foul by the Goalkeeper in the Goal-Circle Below the GLE

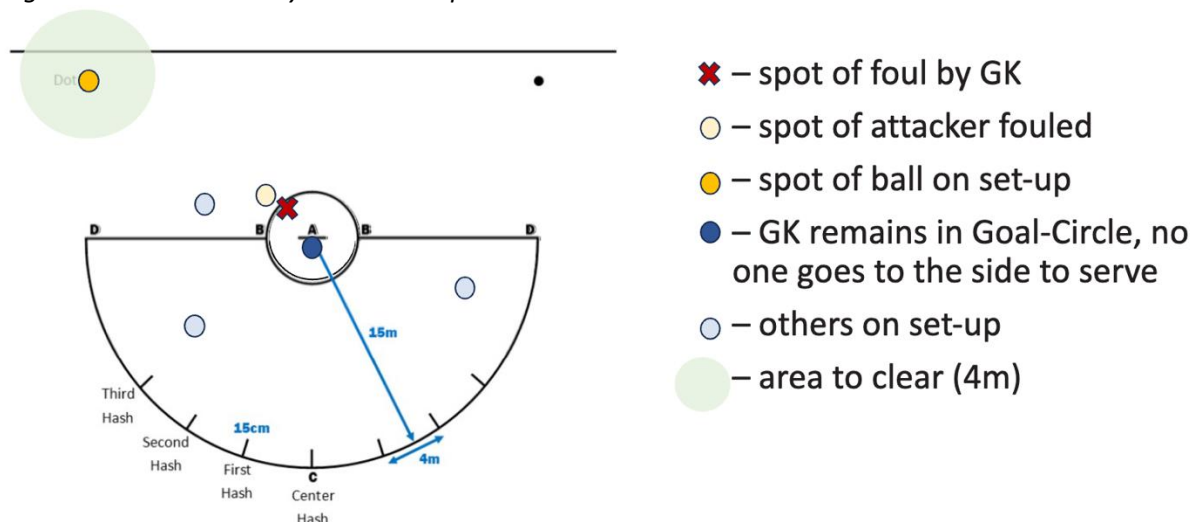


Diagram 22: Minor Foul by a Defender in the Goal-Circle Above the GLE

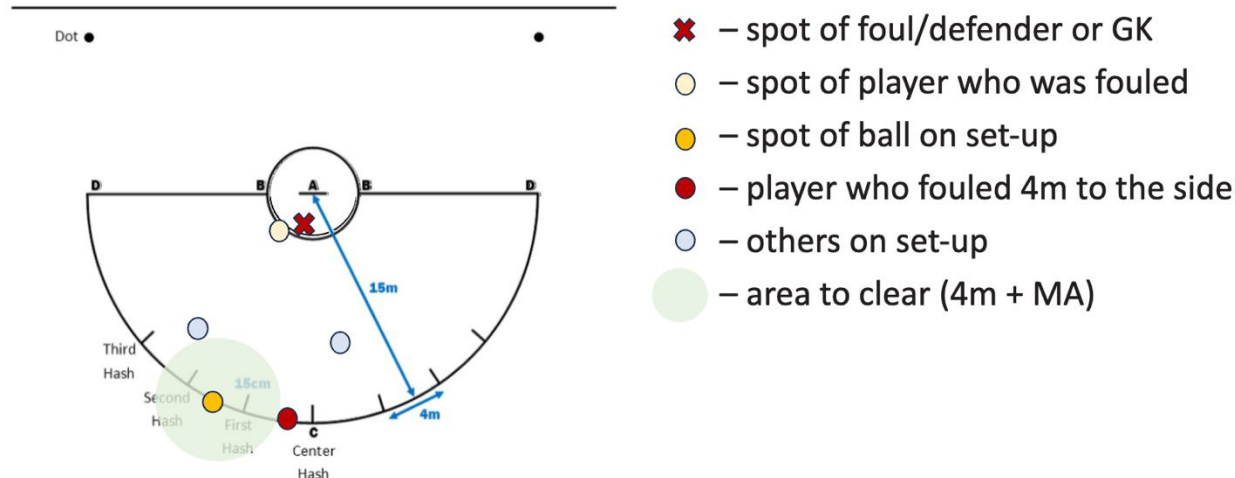


Diagram 23: Minor Foul by a Defender in the Goal-Circle Below the GLE

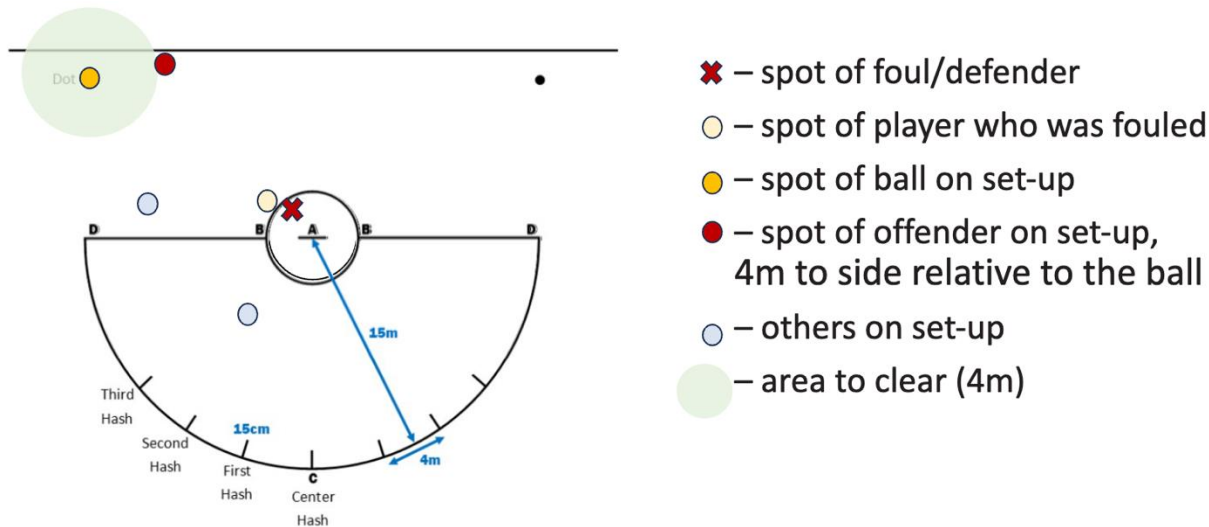


Diagram 24: Major Foul by the Defense in the Goal-Circle Above the GLE

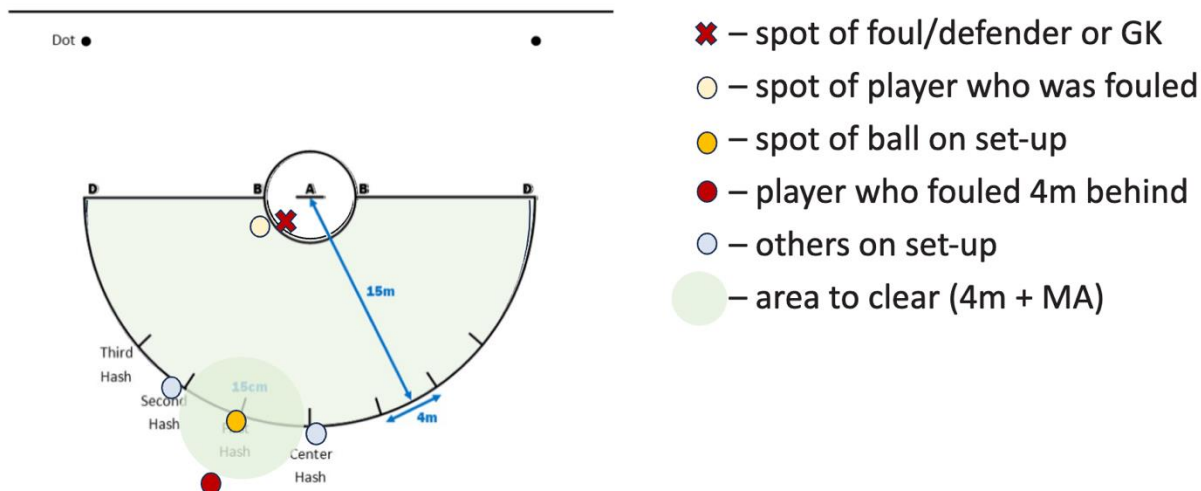
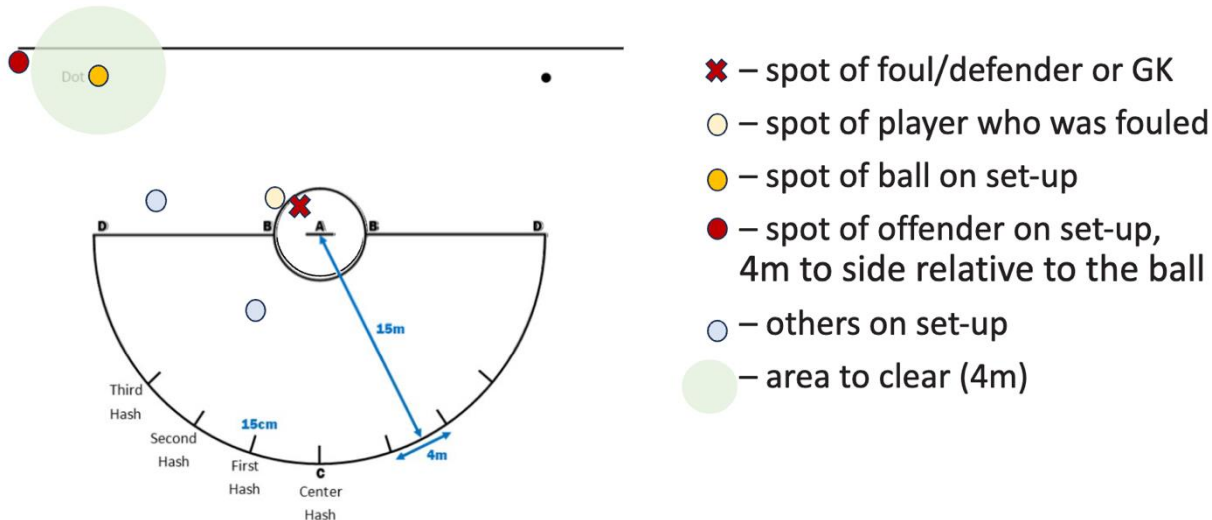


Diagram 25: Major Foul by the Defense in the Goal-Circle Below the GLE



Note: Players who are serving 4m to the side or 4m behind on a Free Position on the dots should NOT restart play from out of bounds. For Minor fouls, the offender will be 4m to the side of the ball, relative to the ball when they committed the foul, but the official should adjust their relative position if their actual position would put them out of bounds.

Goal-Circle Scenarios

- **Scenario 1:** A defender is legally marking an attack player from inside the Goal-Circle. They check the ball, and it falls into the Goal-Circle. The goalkeeper is also in the goal. The defender picks it up with their Crosse and immediately passes or carries it out. **LEGAL.**
- **Scenario 2:** A defender is legally marking an attack player from inside the Goal-Circle. The goalkeeper comes over and they double-team the attacker while both are standing inside the Goal-Circle. **LEGAL.**
- **Scenario 3:** The goalkeeper straddles the Goal-Circle line to pick up a ground ball and steps back into the Goal-Circle. **LEGAL.** The goalkeeper was *Grounded* inside the Goal-Circle.
- **Scenario 4:** The goalkeeper in Blue catches the ball inside the Goal-Circle, walks out of the Goal-Circle with the ball (clears), and is challenged (not played) by an opponent in Red. The goalkeeper runs behind the Goal-Circle, where another opponent in Red checks the goalkeeper's Crosse (played). The goalkeeper maintains possession of the ball and returns the ball to the Goal-Circle (rolls it in) and follows it in to regain possession. **LEGAL.**
- **Scenario 5:** The goalkeeper steps outside the Goal-Circle (both feet out) to intercept an attempted pass. They make the interception. They toss the ball into the Goal-Circle and follow it in the regain possession. **LEGAL.**
- **Scenario 6:** The goalkeeper steps outside the Goal-Circle (both feet out) to intercept an attempted pass. They make the interception. They toss the ball into the Goal-Circle. A teammate runs into the Goal-Circle, picks up the ball and runs down the field with the ball in their Crosse. **LEGAL.**
- **Scenario 7:** The goalkeeper wins possession of the ball outside the Goal-Circle (both feet out). They pass the ball to a teammate who is also outside of the Goal-Circle. The goalkeeper returns to the Goal-Circle. The teammate passes the ball back to the goalkeeper inside the Goal-Circle. **LEGAL.**
- **Scenario 8:** The goalkeeper wins possession of the ball outside the Goal-Circle (both feet out). They pass the ball to their defensive teammate inside the Goal-Circle. The teammate runs out of the Goal-Circle with the ball (cleared), is challenged (but not played) by an opponent and tosses the ball back to the goalkeeper who is now inside the Goal-Circle. **ILLEGAL.**
- **Scenario 9:** The goalkeeper catches the ball inside the Goal-Circle and passes (clears) the ball to a teammate (played). Their teammate passes the ball back to the goalkeeper. **LEGAL.**
- **Scenario 10:** The goalkeeper catches the ball inside the Goal-Circle, walks out of the Goal-Circle (clears) and passes the ball to a teammate (played). The teammate returns the ball to Goal-Circle, steps inside the Goal-Circle, puts the ball in their Crosse and passes the ball to another cutting teammate. **LEGAL.**
- **Scenario 11:** The goalkeeper catches the ball inside the Goal-Circle and walks out of the Goal-Circle with the ball

in their Crosse (clears). The goalkeeper passes the ball back to a teammate inside the Goal-Circle (not played). **ILLEGAL.**

- Scenario 12: The goalkeeper in Blue makes a save inside the Goal-Circle, gaining possession. They proceed to walk out of the Goal-Circle with the ball and inadvertently drop the ball on the ground. As an opponent comes towards them to try and contest the ground ball, the goalkeeper picks up the ball and retreats into the Goal-Circle. **ILLEGAL.** The ball had not been *Played*.
- Scenario 13: The goalkeeper in Blue makes a save inside the Goal-Circle, gaining possession. They proceed to walk out of the Goal-Circle with the ball and inadvertently drop the ball on the ground outside the Goal-Circle. A scrum ensues, with multiple players from both teams attempting to pick-up the ground ball. No clear possession is gained by either team, but at least one other player makes contact with the ball. The ball is batted back or rolled into the Goal-Circle by a Blue player. **LEGAL.** The ball has been *Played*.
- Scenario 14: The goalkeeper in Blue walks out of the Goal-Circle with the ball (clears), and is challenged (not played) by an opponent in Red. This could be stick-to-body or body-to-body contact (not a foul). The goalkeeper runs behind goal to the other side of the Goal-Circle where another opponent in Red attempts to check the goalkeeper's Crosse but misses (not played). The goalkeeper tosses the ball back into the Goal-Circle. **ILLEGAL.** The ball has not been *Played*.
- Scenario 15: The ball rebounds off the goalkeeper and rolls outside the Goal-Circle. They run out to pick it up and roll or throw the ball back in the Goal-Circle before stepping into the Goal-Circle themselves. **LEGAL.** The ball was not possessed inside the Goal-Circle, and the ricochet was NOT a clear.
- Scenario 17: A defensive player remains in the Goal-Circle. The attacking team is on a Scoring Play. **ADVANTAGE.** The official may not flag the Goal-Circle violation. They may Advantage the play. Should the foul impact play (no Advantage was gained), set-up a Goal-Circle violation foul and award the ball to the attack player who was on the Scoring Play.
- Scenario 18: A defender is within the Marking Area and realizes they are nearing Three Seconds. They move into the Goal-Circle, and then back into the Marking Area. **ILLEGAL.** They did exit the Marking Area, but as per Guidance #1 17.A.17, the Three Second count would continue in this instance.
- Scenario 19: An attacker, who is completely outside of the Goal-Circle, reaches into the Goal-Circle and checks a defender with the ball. **LEGAL.**
- Scenario 20: An attacker shoots but does not score. They step into the Goal-Circle. **ILLEGAL.** Goal-Circle violation. Free Position for the defense. Whistle start.
- Scenario 21: The goalkeeper has possession in the Goal-Circle and the official's count is at 2 seconds. Their opponent commits a Goal-Circle foul. **ILLEGAL.** The offending player is placed 1m beside the Goal-Circle on the GLE. When the official whistles to restart play, the goalkeeper has 5 seconds to clear the ball.
- Scenario 22: The goalkeeper in the Goal-Circle picks the ball up with their hand and throws it out without placing it in their stick. **ILLEGAL.** Goal-Circle violation.
- Scenario 23: The goalkeeper walks completely out of the circle with the ball in their stick. With both feet outside the Goal-Circle, they continue to hold their stick inside the line of the Goal-Circle. An attacker checks their stick. **LEGAL.** The goalkeeper has possession outside the circle, not inside the circle in this scenario, therefore they are eligible to be checked.

Rule 18 - Restraining Line Rules and Penalties

- Note: the Restraining Line rule remains in effect at all times, for the entire game (Rule 18.A.1).
- Players may exchange places during play if they have both feet into the Midfield Area before their teammates step into the Attacking or Defending Area of the field.
- Players may reach over the line with their Crosse to play the ball or make a legal defensive play (Crosse check or contact) if they do not step on the line.
- When a team receives a warning card, they play short in their Attacking and Defending Areas of the field. They do not need to play short between the Restraining-Lines, including at the Draw.
- Defensive offside violations may not be an immediate whistle if they are not impacting play, therefore defensive players may be coached to move offside until the play settles in their Defending Area. As per Rule 19.B.7,

repeated Minor fouls may be penalized as Major fouls and carded. Officials should be aware of instances where defenders purposely and repeatedly violate the Restraining Line during transition to slow down their opponents.

- Teams with fewer than 10 players on the field:
 - The team in Blue is playing with one fewer player because one of their players has received a personal misconduct warning card. The team in Blue must play short in both their attacking and defending areas of the field.
 - If the team in Blue is playing with fewer than 10 players for any other reason, they are allowed to play at full strength in their attacking and defending areas. This may be the case if a team only had 10 players and one player is injured.

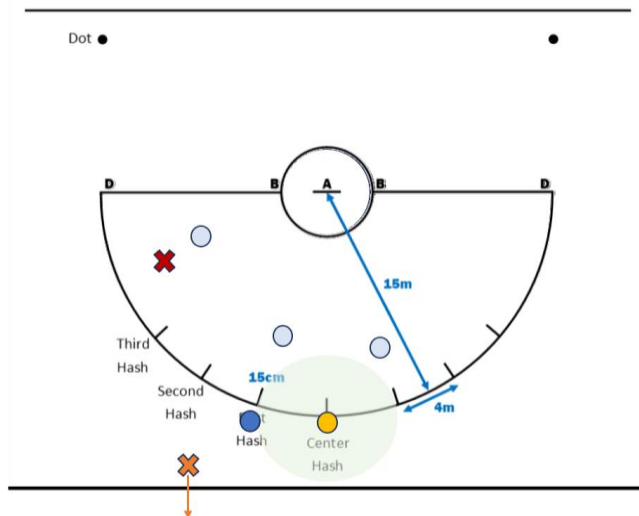
Managing the Restraining-Line

- The Trail is primarily responsible for making Restraining Line calls and setting up the Free Position when the ball will continue into the Attacking Area. Officials should not become focused on the Restraining Line to the exclusion of looking for and calling fouls that may jeopardize the safety of the players both during transition and within the Marking Area.
- In a 3-Official system, the C can manage the offside if the Trail must stay on-ball. PLAYER SAFETY FIRST!
- Officials indicate an offside violation by raising an arm straight over their head. The Advantage Flag is not used for a Minor Foul Restraining Line violation. The official must choose to hold whistle or make the call if it is impacting play. If the attack is offside, it shall be an immediate whistle. Repeated violations may be penalized as a Major Foul and/or carded for Persistent Minor Foul Cards. Watch for defenders purposely and repeatedly violating the Restraining Line during transition.
- If the Trail is holding whistle on a defensive offside and the play ends with a foul, the Trail must step in to communicate to their partners that there is an offside foul and correct the offside.
- If an official makes an inadvertent offside call, play should resume at the spot of the ball, but no closer than the AFA. The player in possession of the ball shall maintain possession or if neither team is in possession of the ball a Throw shall be taken using the two nearest opponents.

Foul Set-Ups for Restraining Line Violations

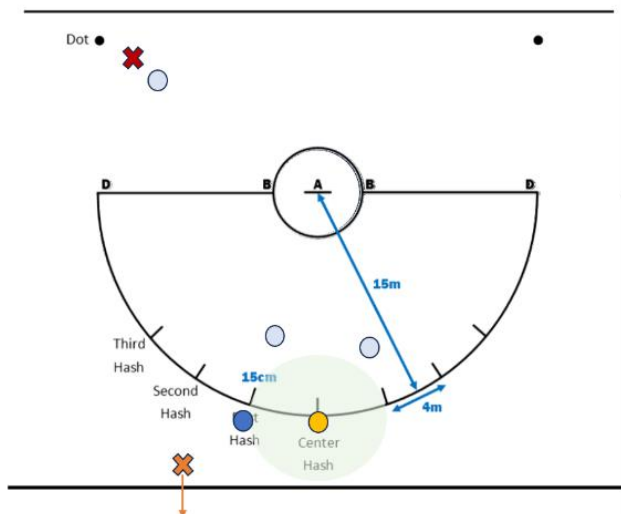
- When either team is penalized for a Restraining Line violation, the Free Position is set relative to the position of the ball when the whistle was blown. The administration of the Free Position is the same whether the offside is committed by the attacking or the defending team.
- As per Rule 13.A.9.h, all Restraining Line violations are a whistle start.
- Always be sure to correct the offside before restarting play. When correcting an offside, the nearest opponent goes above the Restraining Line. They may immediately exchange for a teammate while the foul is being set-up, so long as their team remains onside.
- When the whistle sounds to stop play for a Restraining Line violation and the ball is inside the AFA or Goal-Circle:
 - The Trail makes the call, corrects the offside (offender or teammate closest to Restraining-Line). They relay all necessary information to the Lead who manages the penalty administration.
 - The ball is given to the player on the team who did not foul and is closest to the Center Hash for the restart. Their nearest opponent serves the foul, by moving 4m directly to the side of the ball carrier. The opponent who serves 4m to the side should retain their relative position to the center hash when the ball was awarded.
 - The goalkeeper may return to the Goal-Circle if they were outside their Goal-Circle and have not fouled.
 - All other players must be 4m away. The Marking Area does not need to be cleared.
 - Officials make eye contact once the Free Position is set, ensuring the offside was corrected.
 - If the Restraining Line violation is against the defense, the Lead restarts play. The Lead will restart play if the attack was offside, given they now become the New Trail, giving the New Lead time to get up-field.

Diagram 26: Restraining Line Foul, Ball is Inside the Marking Area



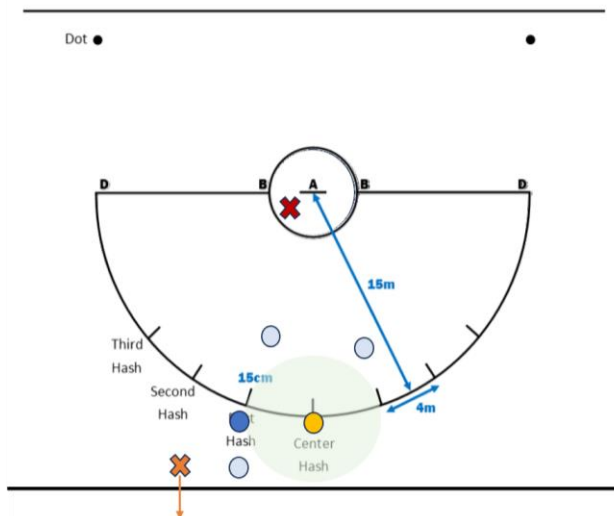
- ✗ – correct player who is offside
- ✗ – spot of ball at whistle
- – ball is given to player closest to Center Hash on non-offending team
- – nearest opponent to Centre Hash serves 4m to side of ball
- – others on set-up
- – area to clear (4m)

Diagram 27: Restraining Line Foul, Ball is in the AFA Below the GLE



- ✗ – correct the player who is offside
- ✗ – spot of ball at whistle
- – ball is given to the player closest to Center Hash on non-offending team
- – nearest opponent to Centre Hash serves 4m to side of ball
- – others on set-up
- – area to clear (4m)

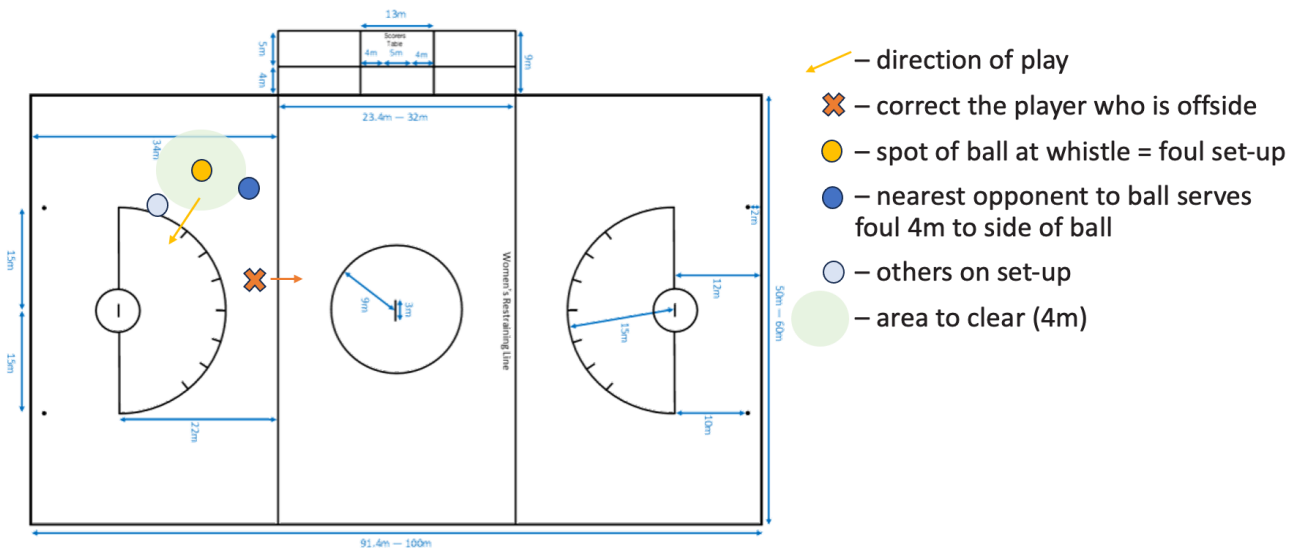
Diagram 28: Restraining Line Foul, Ball is in the Goal-Circle



- ✗ – correct the player who is offside
- ✗ – spot of ball at whistle
- – ball is given to the player closest to Center Hash on non-offending team
- – nearest opponent to Centre Hash serves 4m to side of ball
- – others on set-up
- – area to clear (4m)

- When the whistle sounds to stop play for a Restraining Line violation and the ball is outside the AFA.
 - The Trail or C makes the call, corrects the offside (offender or teammate closest to Restraining-Line).
 - The Free Position is set relative to the spot of the ball (at least 2m from the boundary, 4m from the Restraining-Line) so the Trail, Lead or C might best set up the Free Position. The other two officials adjust their positions relative to the direction the ball will be going.
 - The appropriate official shall direct the nearest opponent to the spot of the ball to be awarded the ball. The nearest player from the offending team shall move 4m to the side of the player with the ball, relative to the direction of the goal they are defending.
 - The goalkeeper may return to the Goal-Circle if they were outside their Goal-Circle and has not fouled.
 - All other players must be 4m away.
 - Officials make eye contact once the Free Position is set, ensuring the offside was corrected.
 - If the Restraining Line violation is against the defense, the Lead restarts play. The same official will restart play if the attack was offside, given they now become the New Trail, giving the New Lead time to get up-field.

Diagram 29: Restraining Line Foul, Ball is in the Midfield



- When both the attack and defense are offside (simultaneous fouls):
 - A Throw will be awarded.
 - Correct both teams, using the closest player to the Restraining-Lines at the time the whistle is blown. They may immediately exchange for a teammate while the foul is being set-up, so long as their team remains onside.
 - Award the Throw in the Defending/Attacking Area, below the Restraining Line (not in the midfield), near the spot of the ball when play was stopped.
 - If the ball was outside the AFA, the Throw should be at least 2m inside the boundary and 4m away from the Restraining Line.
 - If the ball was inside the AFA, the Throw should be set-up in line with the GLE, beyond the Marking Area line.

Restraining Line Scenarios

- **Scenario 1:** Attack has the ball in their Attacking Area when the official blows the whistle for defensive offside. The officials then realize that the defensive team has too many players on the field. Procedure: Remove the player closest to the scorer's table to correct the Illegal Substitute. Administer the penalty for Restraining Line violation according to the spot of the ball. (Rule 14.B.5)
- **Scenario 2:** The attack scores a goal. Before the goal signal, the Lead notices the Trail's hand is in the air, palm

open. This signifies there may be an issue. The Trail closes their palm, and indicates the attack is offside. **ILLEGAL**. The goal does not count. Lead signals “No Goal.” Trail corrects the offside. Award the ball to the defensive player closest to the center hash. The closest opponent shall 4m to the side. All other players must be 4m away.

- Scenario 3: Two opposing players are in the Midfield Area, above the Restraining-Line, waiting for the ball as it rolls towards them. The Red player pushes the Blue player over the Restraining Line as they are jostling to gain an advantage. **ILLEGAL**. Signal the Illegal Contact foul. This is not a Restraining Line violation. Award the Blue player the ball and administer the penalty for a Major foul in the Midfield Area. Self-start is allowed.
- Scenario 4: The goalkeeper has moved into the Marking Area around the Center Hash when a defensive offside is called. At the time of the whistle, the goalkeeper is the nearest player to the Restraining Line. Procedure: move the next closest player to the Restraining-Line, other than the goalkeeper. As per Rule 20.B.4.b *If the goalkeeper is outside the Goal-Circle and has not fouled, they may return to the Goal-Circle*. If this were an attacking team offside foul, the player nearest to the centre hash from the defensive team, who may or may not be the goalkeeper, is awarded the ball for the restart.
- Scenario 5: Play is stopped for a Major foul (no raised flag) committed by the defense inside the Marking Area. When the whistle sounds, another defender and an attacker are found to be offside. Major fouls take precedence over Minor fouls, the Major foul Free Position shall be awarded at the nearest hash to the Major foul. Be sure to correct the offsides before restarting play. See *Rule 16, Simultaneous Fouls* for more.
- Scenario 6: The goalkeeper checks an attack player’s arm as they attempt a shot on goal; the ball goes wide and out of bounds. The Trail immediately blows their whistle because an attack and a defender are both offside. **GOALKEEPER MAJOR FOUL**. To resume play, the offside players will move back onside, and the Major foul will be penalized. The attack Free Position will be awarded on the nearest 15m MA hash mark in line with the foul, and the goalkeeper must move 4m behind. The goal cage will remain empty. (Rule 20.B.4.a)
- Scenario 7: An Advantage Flag has been raised for a Major foul committed by the defense, while the attack is on a Scoring Play. The attack shoots (ending the scoring play), and the ball misses the goal and goes out of bounds at the end line. The attacking team is closest to the ball when it leaves the field. When the whistle sounds to stop play, an attack player is discovered to be offside. **DEFENSE BALL**. To resume play, correct the offside and penalize the attack offside (Free Position at the Center Hash). Note: Attack offside was not discovered until after the ball was out of bounds, so it did not end the Scoring Play. If the attack offside had ended the Scoring Play, a Throw would be taken, as per Rule 16.A.3.g.
- Scenario 8: An Advantage Flag has been raised for a Major foul committed by the defense, while the attack is on a Scoring Play. The attack shoots (ending the scoring play), and the ball misses the goal and goes out of bounds at the end line between the dots. The attacking team is nearest to the ball when it leaves the field. When the whistle sounds to stop play, a defensive player is discovered to be offside. **ATTACK BALL**. To resume play, correct the offside and penalize the defense offside (Free Position at the Center Hash). Note: Defense offside was not discovered until after the ball was out of bounds, so it did not end the scoring play. Further, as per Rule 18.B.4 If the defending team is offside when the attacking team is on a Scoring Play within the AFA the whistle is held. An official having seen the offside prior to the shot should have held their whistle for offside until the scoring play was complete anyways.
- Scenario 9: Red goalkeeper has possession of the ball in their Goal-Circle, looking for an open teammate to clear the ball to. They are not being pressured and move the ball out of the Goal-Circle before the 5-Seconds expires. They are still within the AFA. Attempting to get open for a clear, a Red player illegally cuts below the Restraining Line from the midfield, into their Defensive Area, before their teammate has moved above the Restraining Line to make the cut down legal. **ILLEGAL**. Correct the offside and the ball is given to the attacking player nearest to the Center Hash for the Free Position. The GK returns to the Goal-Circle.
- Scenario 10: Red goalkeeper has possession of the ball in their Goal-Circle, looking to clear the ball. They pass to a teammate who cuts to receive the pass and steps over the Restraining Line from the midfield before another Red player can replace them, making Red offside. **ILLEGAL**. Correct the offside. The ball is given to the Blue player nearest to the spot of ball for the Free Position.
- Scenario 11: An attack player commits a Goal-Circle violation as they shoot on goal. The ball crosses the Goal-

Line. When the Lead Official blows their whistle to stop play and indicate no goal, the Trail Official signals that the attacking team is also offside. **ILLEGAL**. Penalize the Goal-Circle violation, as this is the foul that drew the whistle. Correct the offside. The ball is given to the goalkeeper in the Goal-Circle and the shooter moves 1m away on the GLE.

- **Scenario 12:** An attack player commits a Goal-Circle violation as they shoot on goal. The ball crosses the Goal-Line. When the Lead blows their whistle to stop play and indicate no goal, the Trail signals that the defensive team is also offside. **THROW**. Both the offside and the Goal-Circle violation are a Minor Foul (Restraining Line violation) *or the equivalent of a Minor Foul* (Goal-Circle Violation). Correct the offside. The Throw should be awarded outside of the AFA relative to the spot of the ball when the whistle sounded to stop play (i.e., beyond the MA line, in line with the Goal-Circle).

Rule 19 - Minor Fouls & Penalties

- Contrary to the current edition of the Rule Book, officials should show a Directional signal + the Minor Foul signal specific to the foul they have observed and called.

Body Ball

- A Player must not allow any part of their body to deliberately impede, accelerate or change the direction of the ball.
- A Body Ball foul should be called regardless of whether the Body Ball was to a team or player's advantage. It does not matter if a player does not gain a distinct advantage through the Body Ball so long as it was a deliberate body ball. When it is deliberate, it should be signalled as a foul. However, as a Minor Foul, officials may hold their whistle (Advantage) to maintain the flow of the game when they observe a Body Ball that is about to be possessed or picked up by the team that did not foul.

Delay of Game

- Delay of Game is assessed to a team, not to a specific player.
- Delay of Game fouls should be considered when the flow of the game is interrupted by repetitive instances of delay or players failing to follow the instructions of the officials. Examples include but are not limited to repeated instances of and combination of the following, all which interrupt the flow of the game:

19.A.18 Players must not intentionally delay the game.

19.A.19 When a self-start is not permitted, players must not move before the whistle or feint or simulate a movement that causes an opponent to move before the whistle, during a draw or a throw; may also be carded.

19.A.20 Players must be ready to start the game thirty (30) seconds after a goal has been scored, following quarter times, or team time-outs. (13.A.2)

19.A.21 For start and re-start of play (Rule 13) players must be ready at the instruction of the official.

13.A.9.g.i [...] repeated instances of self-starting when / where not permitted as described previously will result in a delay of game penalty.

13.B.4 Delay of game: A Minor Foul will be called if a team is not ready to start after a time-out. (19.A.18)

19.B.7 Any recurring delay of game and/or repeated or persistent Minor Fouls may [be] penalized as Major Fouls, and may be carded.

- When Minor Fouls are repeatedly used as breakdown or tactical fouls, intended to delay the game, a Delay of Game foul may be awarded as a Misconduct Card. See the Misconduct Rule 22:

22.A.2 A player, a coach, manager, or other bench staff must not:

[...]

22.A.2.b Persistently or flagrantly violate the rules.

- Scenario 1: Consider applying a Misconduct Card for Delay of Game (Repeated Minor Fouls) when a defensive team is repeatedly and deliberately going offside in an attempt to slow down the attacking team's progression into their attacking end:
 - The defensive team goes offside while double teaming the ball carrier. **ILLEGAL**. Penalize and correct the Offside.
 - Shortly thereafter, the defense team goes offside again while double teaming the ball carrier. **ILLEGAL**. Penalize and correct the Offside. If possible, at the next quarter, halftime or time-out, the officials should discuss whether or not the double teaming offsides are deliberate and consider the impact they are having on the game. This conversation is not required when considering this call but may allow an officiating team to ensure they are all on the same page.
 - In the next quarter, the defensive team goes offside while double teaming the ball carrier again. **ILLEGAL**. Stop the clock. Signal Delay of Game. Penalize and correct the offside.
 - Shortly thereafter, the defense team goes offside again while double teaming the ball carrier. **ILLEGAL**. Stop the clock. Award a Misconduct Card for Delay of Game to the player involved in the double team who was closer to the Restraining Line at the time of the whistle.
- Scenario 2: Consider applying a Misconduct Card for Delay of Game (Repeated Minor Fouls) when a defensive player refuses to give the ball carrier 4m of clear space after a foul.
 - A Major Foul penalty is awarded to the Blue #7 who is eligible to self-start. Red #10 who fouled goes 4m behind. One of the Red #10's teammates, Red #16 is nearby when the foul occurred. Red #16 refuses to give Blue #7 4m of space, and Blue is waiting for their space before they self-start.
 - The official requests Red #16 give Blue #7 4m of clear space. To avoid a language barrier, officials should make eye contact with Red #16 and use their arms to indicate that they should back away. Red #16 refuses to move. **ILLEGAL**. Stop the clock. Signal Delay of Game. Indicate to Red #16 to move 4m to the side.
 - Red #16 begins to back away, but prior to the whistle steps back towards Blue #7. **ILLEGAL**. The clock is already stopped, as play had not resumed. Award a Misconduct Card for Delay of Game to the Red #16.
- Scenario 3: Following a boundary ball, an opponent tosses the ball further away from the player who is on their way to pick it up for the restart. **ILLEGAL**. Stop the Clock. Signal the Delay of game foul. Additional instances should be considered a Misconduct card.

Empty Crosse Check

- Incidental stick contact that occurs when two players are going for a ball is not an Empty Crosse Check.
- The ball must only be in contact with the stick for a check to be legal. Possession is not required. The check is legal if Crosse contact is simultaneous with the ball contacting an opponent's Crosse.

Goalkeeper Goal Score

- It is illegal for a goalkeeper to score on an opponent's goal. This is a Minor Foul. The set-up of this foul will depend on where the goalkeeper was when the ball entered their opponent's goal. **Recall**: the goalkeeper is not permitted to cross their far Restraining-Line, so there are few instances when a goalkeeper should have the ability to score in the first place. Preventative officiating measures will help to alleviate having to call back a goal scored by a goalkeeper.
- A goalkeeper "goal score" may be from a direct shot, missed pass, or tipped from the goalkeeper's Crosse into their opponent's goal. All are illegal when the goalkeeper's Crosse was the last Crosse to touch the ball before it

entered their opponent's goal.

- **Note:** If a goalkeeper or the defensive team puts the ball in their own goal, the goal will count.
 - When the goalkeeper shoots on the opponent's goal and the goalkeeper is in the midfield:
 - No goal. Restart play with the opposing goalkeeper, everyone else is 1m away from the Goal-Circle.
 - When the goalkeeper shoots on the opponent's goal and they are illegally in their team's *Attacking Area*:
 - No goal. Restart play above the Restraining Line as per 19.B.4.

Thrown Stick

- An example for a Minor Foul thrown stick would be a player throwing their stick to prevent a ball from going out of bounds.
- If a stick is thrown to prevent a ball from crossing the goal line, this should be penalized as a Major foul and set-up according to Rule 20.B.1: *If a foul by the defense prevents an almost certain goal, the official may move any player/s including the goalkeeper, who are positioned between the Free Position and the goal. The Goal-Circle will remain empty.*
- If a player throws their Crosse at an opponent, they must be penalized for a Major foul and may be carded as they are endangering their opponent. This may be carded as a Misconduct.

Minor Foul Penalty Administration

Diagram 30: Minor Fouls in the Midfield

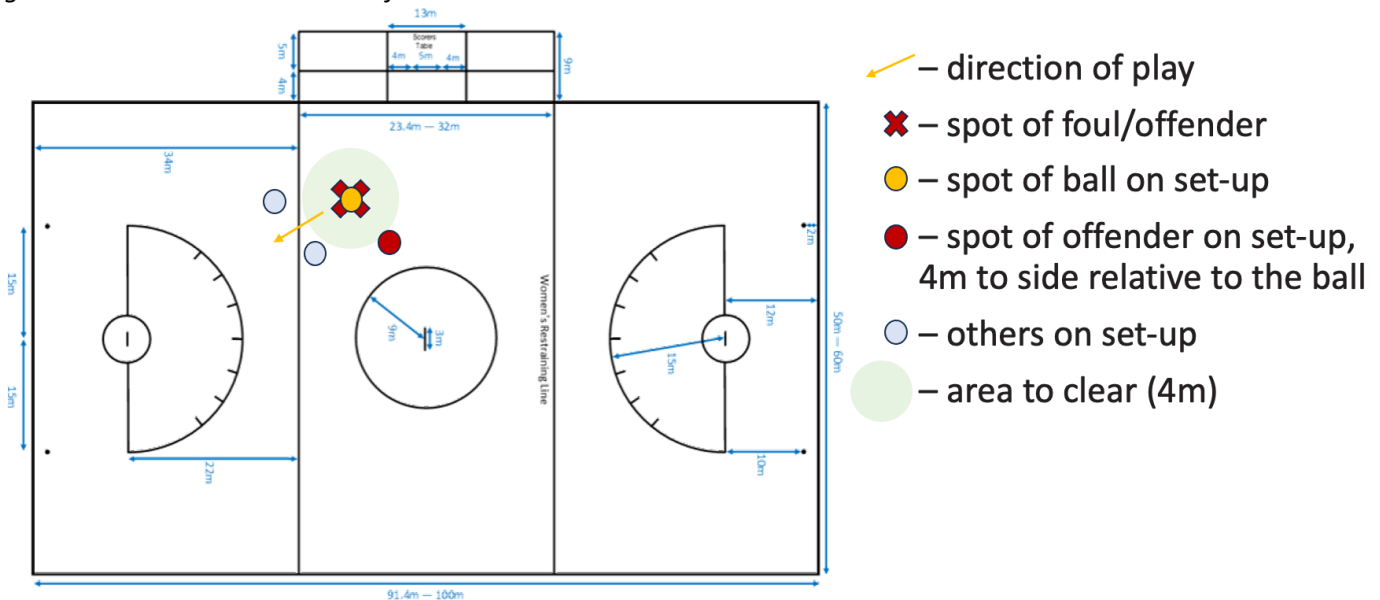
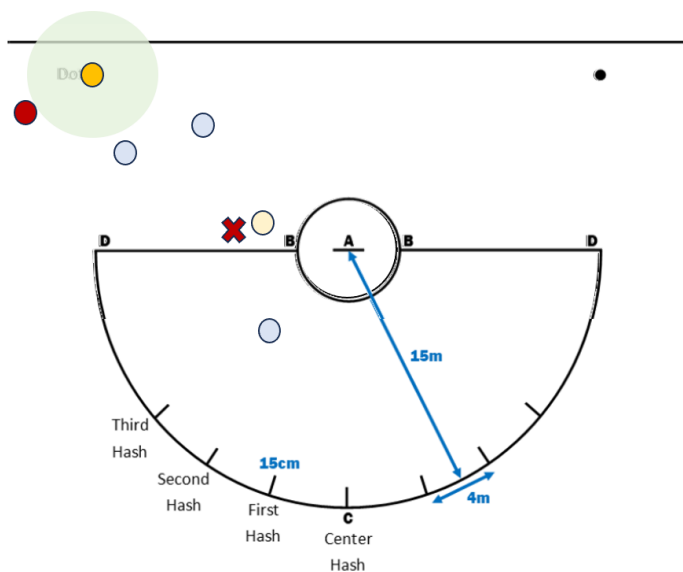


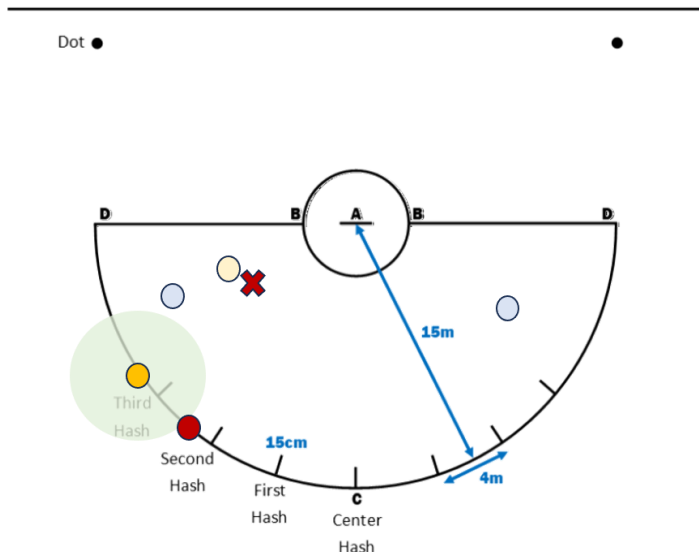
Diagram 31: Minor Fouls Below GLE in the AFA



- ✗ – spot of foul/offender
- – spot of the attacker fouled
- – spot of ball on set-up
- – spot of offender on set-up, 4m to side relative to the ball
- – others on set-up
- – area to clear (4m + MA)

Note: Players who are serving 4m to the side or 4m behind on a Free Position on the dots should NOT restart play from out of bounds. For Minor fouls, the offender will be 4m to the side of the ball, relative to the ball when they committed the foul, but the official should adjust their relative position if their actual position would put them out of bounds.

Diagram 32: Minor Fouls in the MA



- ✗ – spot of foul/offender
- – spot of the attacker fouled
- – spot of ball on set-up
- – spot of offender on set-up, 4m to side relative to the ball
- – others on set-up
- – area to clear (4m)

For additional Minor Foul Set-Ups when the foul occurs in the Goal-Circle, see *Diagrams 20-23*.

Minor Foul Scenarios

- Scenario 1: A player in Red has been awarded a Minor Foul Free Position and the official notices that the player is not wearing their mouthguard. The player removes their mouthguard from their sock and puts it in their mouth. **ILLEGAL**. To resume play, the official awards a throw. These are not subsequent fouls because there was not a whistle between awarding the Free Position to the Red player and finding that they were not wearing a mouthguard. They are considered simultaneous Minor fouls.

Rule 20 - Major Fouls & Penalties

- Major fouls have the potential to be dangerous actions. Player safety should be the number one priority for any official. Truly dangerous actions should be upgraded to a card. All cardable fouls are Major fouls. Additionally, any recurring delay of game and/or repeated or persistent Minor Fouls may be penalized as Major Fouls and may be carded.

- Any Major cardable fouls that occur during a raised advantage flag/Scoring Play must be carded and penalized when the Scoring Play ends. For more, see Rule 21 Advantage Flag.

Across the Body

- When two opponents are running side by side, the defender must be ahead of their opponent before they may legally attempt to reach across or around an opponent's body to check their Crosse. Note that checks from behind a player are not necessarily illegal. A defender is not prohibited from checking an opponent's Crosse from behind if the check is safe, controlled and away from the opponent's head and body.

Block/Illegal Pick/Charge

Block/Illegal Pick

- Blocks are fouls by a non-ball carrying team, generally the defense. Illegal Picks are generally blocking actions by the ball carrying team, often trying to free up space for the ball carrier or their teammates on- or off-ball. Illegal Picks are most common in settled offenses in the Attacking Areas of the field. They are also possible in the midfield. Blocks may occur anywhere on the field. Blocks and Illegal Picks share an arm signal.

20.A.2 Block: A defender moves into the path of an opponent without giving the player the space & time to stop and/or change direction and contact occurs.

Guidance: When a player is running to receive the ball, a "blind side" defense player must give them enough time and/or space to change [their] direction.

20.A.14 Illegal Pick: A player must not set a moving or stationary pick that

- Is out of an opponent's Visual Field (blind), **and**
- Does not allow enough time **or** space for the opponent to stop or change direction **and** contact occurs.

Guidance: A moving pick is not illegal, but it is the combination of the three elements above that make the pick illegal.

- In both instances, a player being the first one to occupy a designated space is irrelevant if their positioning endangers the path of an opponent who otherwise does not have time and or space to react to their presence. This is why the "Visual Field" is so important. If a player has occupied space for an extended period, but it is outside of the "Visual Field" of the intended target, this is a Major foul for an Illegal Pick or Block. Getting their "first" does not matter – this is not Basketball!
- The player setting the pick must assume a legal defensive stance. Officials should watch for players extending elbows, knees, feet, and Crosses beyond their shoulders/body as an attacker tries to change direction away from the Block/Illegal Pick. A player setting a pick may try to lean into their intended target who otherwise would have been able to avoid them had their feet or body remained stationary. This is not legal and can be called a Block or Illegal Pick.
- The amount of time and space that a player must give an opponent to stop and/or change directions depends upon several factors:
 - What are the ground conditions?
 - How fast are the players moving?
 - Does the Block/Illegal Pick occur in the midfield during fast transition play or inside the Marking Area where play is slower, more settled, and usually involves more finesse types of passes and movement?
 - From what direction is the Block/Illegal Pick made?
 - Is the block set in front of or behind a player? Legal blocks must be set within a player's "Visual Field."
 - Is the defender holding their Crosse vertically against their body or extended horizontally in front of them?
 - Does the on-ball defender who is about to be "picked" give space and come around the body of the individual setting the pick, away from the ball carrier, to avoid the pick? If so, odds are the pick was within their "Visual Field" and they had time and space to react. No call.
 - With verbal clues from teammates, players can often get around picks without contact. Officials must try

to avoid blowing their whistle because they anticipate contact that never happens. Contact alone does not equal a Block or Illegal Pick.

Charge

20.A.3 **Charge:** A when a player uses their body or Crosse to interfere with and make body contact with a defender who is in a *legal defensive position*. The attack player needs to move around, not through, a defender who is holding their ground/maintaining their legal defensive position.

Rule 24 Definitions - **Legal Defensive Position:** A player's legal defensive position is as wide as their shoulders. It includes the space in front them, extending as far as the length of their outstretched arms directly in front of their nominally upright torso.

- All too often the defense is penalized when an attack player is tries to force their way *through* a defensive player.
- It is the attack ball carrier's responsibility to take avoiding action as they approach a legal double team. The attacker is not legally allowed to *force their way* / barge through a double team. Consider a Charge or Illegal Contact Major Foul. See Scenario 2.
- Scenario 1: A defender who is legally and closely marking an attack player should not be penalized if the attack player turns into the defender's legally held Crosse and checks themselves. **No Foul**.
- Scenario 2: Two defenders have legally established and maintain their legal defensive position as they closely mark the ball carrier. The ball carrier charges through the double team. **ILLEGAL**. Penalize the Charge against the attacker (as per 20.A.11.a).
- Scenario 3: Two defenders have legally established and maintain their legal defensive position as they move to closely mark the ball carrier. The attacker tries to *force* their through the double team but checks themselves and loses the ball. **No Foul**. Allow the play to continue.

Block or Charge?

- When judging whether the defense or attack is guilty of causing illegal contact, the attack should not be given any more protection or special consideration than the defense.
- Contact will occur but the contact should not be excessive. Incidental body contact may result when two players are moving to make a play on a ground ball, when a defender is closely marking their opponent, or when a player moves to get around a legally set pick. When the contact occurs, the official must decide if the contact impacted play (illegal) or was incidental (play on). The player who initiates illegal contact is responsible and should be penalized.
- Decisions related to body contact are judgment calls and must consider the following:
 - It is the duty of each player not to initiate illegal contact.
 - A player is entitled to a legal field position that is not already occupied by an opponent, or will not put them in danger, and in taking that field position, they must allow the opponent a chance to stop and/or change direction to avoid contact.
- Suggestions to determine a Block or a Charge:
 - Each time the attack finds the defense legally ahead of them on a given pathway, the responsibility is on the attack to avoid contact. In making judgments consider the strength of both players and the legal use of the roll dodge. Consider whether the attack is legally testing the defender's skill or if they illegally bump or push the defender off balance so that they can continue to goal.
 - While the attack must avoid contact with an opponent who has established a legal defensive position ahead of them, once the attack has worked to get both feet even / level with the defender, the attack is entitled to the pathway.

Check to the Head

- This foul is typically directed against the ball carrier by a defensive player. An official is responsible for protecting the heads of the players on the field to help maintain the integrity of the women's field game. Helmets are not the goal when officials may avoid dangerous actions through preventative officiating and consistently carding head contact with a Crosse or body.
- When the goalkeeper is struck by a check to the helmet, this is a Major foul for a Check to the Head.
- A direct Crosse check, where a checking motion strikes the throat, neck or higher on an opponent should be called a Check to the Head.
- A defensive player whose horizontally held Crosse contacts the head, neck, or throat of the ball carrier in a crosschecking motion, should be called Illegal Contact and should be carded. However, be aware of the conditions. If the horizontally held Crosse slid up the arm of the opponent and they were sweaty or it was raining before making contact, officials must use their judgement. A crosschecking motion with a horizontal stick, where the Crosse starts off the body and ends on the body in a forceful extension of the arms and Crosse is dangerous and not within the rules of the game. This action should be carded as Illegal Contact.
- If an attacker checks themselves when they turn into or force their Crosse or body into an opponent's body or legally held Crosse, or when they force through a legal defensive double team, do not penalize the defense. This is not a check to the head.

Dangerous Follow Through/Dangerous Propel

- Dangerous Follow Through and Dangerous Propel fouls may occur against a teammate. It does not necessarily have to be against an opponent. This foul is against a player who takes a shot or pass and in doing so has no regard for the safety of those around them as they shoot/pass. Contact by the Crosse or ball with those who are in danger is NOT required to make this call.
- Propel refers to the *ball* being dangerously launched (shot, pass, flicked, etc.) into a person or group of people.
- Follow Through refers to the *Crosse* being dangerous to a person or group of people in the vicinity of the shooter/passers.
- So long as they are not being fouled, a passer or shooter is responsible for the safety of those around them, resulting from illegal play with the ball (Propel) or Crosse (Follow Through). If the defender has already established their legal defensive position before a shot and the ball carrier follows through with their Crosse and strikes an opponent or teammate's body, this is a Dangerous Follow Through. If the defender is beyond the legal defensive position before a shot and the ball carrier propels the ball with their Crosse in a dangerous or uncontrolled manner, this is a Dangerous Propel.
- If a defender moves into the path of the Crosse or the ball after the ball has been released this is not a Dangerous Follow Through or Propel. The defender should not put themselves in a dangerous position in an attempt to draw an offensive foul.
- When an attacking player shoots at goal, a goalkeeper who is outside the Goal-Circle may be called for Shooting Space, but the shooter should not be penalized for a Dangerous Propel. The attack player may be penalized for a Dangerous Shot, regardless of if the goalkeeper is inside or outside of the Goal-Circle.
- A shooter may legally follow through with their stick into a goalkeeper's Crosse (no foul). A shooter may not follow through with their stick onto the goalkeeper's body. This is a Dangerous Follow Through.
- A behind the back pass or shot is not necessarily dangerous. A player does not have to be looking at their intended target before taking a shot or making a pass. In fact, this is often the sign of elite players. However, if the flight of the ball or the shooter's Crosse endangers others, consider if there a cardable offense has occurred.
- Officials should watch for a ball carrier who attempts an off-balance sidearm pass or shot into an unsuspecting defender or teammate. Note: It is not the shooting or passing actions that are cardable in and of themselves. It is the **result** of the shooting action that should be penalized. For example, the ball carrier trips themselves and as they are off-balance and falling, decide to shoot sidearm. This is not illegal. But if they decide to shoot and Propel the ball or Follow Through with their Crosse onto or into another player, then the shot becomes a cardable offense. The result dictates the foul in the instance of these two fouls.
- Shooting Space violations and Dangerous Propel fouls may often occur simultaneously. A player who is not

legally defending an opponent within a Crosse length and in the shooting lane is always in Shooting Space if the shooter is looking and has opportunity to shoot. However, a shot taken when a player is in Shooting Space is not always a Dangerous Propel. Officials must use their judgement to determine whether simultaneous fouls have occurred, including who was potentially endangered by the shot or by their defensive positioning. Unless the officials feel that the player in the path of the ball was being targeted, if a shooter misses the goal with their shot and hits a player standing behind the Goal-Circle, a Dangerous Propel penalty should not be charged against the shooter. The shooter is only responsible for ensuring that their path to goal (the shooting lane) is clear before safely taking a shot. See *Diagram 33: The Free Space to Goal (Corrected)*.

Dangerous Play

- Fouls that are judged to be dangerous/intentional/breakdown fouls may be carded, as per Rule 23.A.1.
- Fouls that are judged to be Major, but not definable within a specific Major foul category, may be called Dangerous Play (see the example from the Rule Book: 20.A.6.a).
- Fouls that are judged to be attempts at intimidating an opponent may be judged to be Dangerous Play.
- Dangerous Play is not always a cardable offense. It is a unique Major Foul category.
 - An example of a cardable Major Foul: Illegal Contact when judged to be a cardable offense – card as Illegal Contact.

20.A.6 Dangerous Play: A player must not use their Crosse and/or body in a forceful, dangerous, or intimidating manner and/or show disregard for their own or an opponent's safety. This applies to all players regardless of whether or not they have possession of the ball.

20.A.6.a A player must not deliberately push, flick, or bat the ball into an opponent's feet or body to cause the ball to go out of bounds.

Dangerous Shot

- Often confused with Dangerous Propel, Dangerous Shot is not an automatic card. It is a Major foul and is usually directed at the goalkeeper. A shot may be judged dangerous and/or uncontrolled even if it misses the goal. Any hard shot taken from close to the Goal-Circle and/or the hits the goalkeeper in the head or the neck, that is judged to be deliberate or "targeted" may be considered a Dangerous Shot foul.
- The following cues can be used to help determine an uncontrolled or Dangerous Shot:
 - Is the shooter off-balance?
 - Is the shot a hard, rising shot that goes into the goalkeeper's neck?
 - Is the shot directed with unnecessary force?
 - Is the shot the result of a "quick stick" shot, but with enough force to be charged as potentially endangering the goalkeeper?
 - Is a shooter or team "targeting" the goalkeeper's head or neck with repeated shots to the body?
- Consider the distance, force, and placement of the shot – make the call if any combinations of these criteria are met:
 - How close was the ball carrier to the goalkeeper?
 - How hard was the ball propelled/shot?
 - Where did the ball go (at their feet, near their head/neck, high and away from the body)?

Holding/Detaining

- Officials should observe players who stop moving their feet, lose the space in front of their body or get off-balance and then try to regain advantage by holding with their hands (Major foul Holding) or Crosse/body (Detaining).

Illegal Contact/Pushing

- Illegal Contact fouls, like other body contact fouls in women's lacrosse, are about **displacement**. Lacrosse is a contact sport, meaning athletes may make contact against each other to play the game. Incidental contact where pressure is 50/50 is perfectly legal. In most instances, this is good lacrosse. However, when that contact becomes 60/40 a larger split, a foul has generally occurred. Offensive and defensive players are both able to

displace an opponent illegally.

- Generally, Illegal Contact fouls are stick-to-body or body-to-body contact fouls.
- Illegal Contact is the foul that officials may traditionally have referred to as a “Push.” While “Pushing” remains a foul in the Rule Book, it is now specific to fouls made around the Goal-Circle against the shooter on the shot. See Rule 20.A.16. All other “Pushing” fouls are now deemed “Illegal Contact.” Illegal Contact and Pushing share an arm signal.
- A player may use their hands, body, or Crosse to Push or Illegally Contact an opponent. Types of contact include barging, shouldering, pushing with the hand, backing into an opponent, a defender extending their arms, or crosschecking an opponent.
- Illegal Contact through a crosschecking motion, where the defender’s Crosse starts off-body and through an abrupt extension, their shaft forcefully contacts the attacker’s arm, back, chest, head, neck, or throat, is a more serious foul. Consider a card in this instance, particularly for repeated instances by a player or team. This action is dangerous.
- The incidence of deliberate, professional or breakdown fouls has increased in women’s field lacrosse. These deliberate fouls are executed to stop fast breaks, allow teammates to recover and/or interrupt play and are often instances of Illegal Contact. For example, a desperate defender, who has been beaten by the attack player they are marking, may deliberately push them from behind to interfere with the shot. The defender may deliberately use a horizontal Crosse-to-body check and push an attack shooter off their path to goal or into the Goal-Circle during or after the shot. These actions may also occur in the midfield. These are instances of Push or Illegal Contact Major fouls. When no attempt is made to legally play defense or “play the ball,” these actions should be carded.

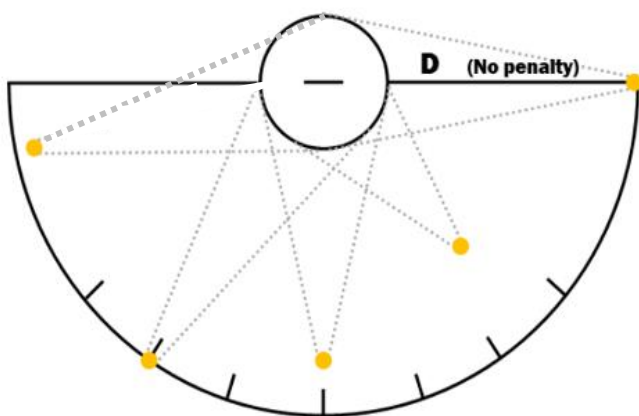
Rough/Dangerous Check:

- All checking fouls where the check is not away from a player’s head/neck fall into this category. Officials protect the “sphere” of the ball carrier by enforcing this rule.
- Checks that are TOWARDS, INTO THE BODY, IN THE SPHERE, or similar are all instances of Rough Checking and should be called as such. “Checks Towards,” “Into the Body,” and “In the Sphere” are illegal, but should not have unique signals or verbal cues that officials use to describe these fouls. When any of these instances occur, an official should signal “Rough Check” and apply the Rough Check arm signal.
- An opponent may legally check the ball carrier’s Crosse from beneath in an upwards motion, so long as the check does not force the ball carrier’s Crosse or the ball towards their own body.
- The “sphere” is defined by the space near and close to the ball carrier’s head. Shoulder to shoulder, within the width of the head of a field player’s Crosse around the head.
- Officials should watch for defenders poking, waving, or jabbing their Crosse directly toward an opponent’s face in an attempt to intimidate their opponent. These actions are illegal. However, a defender who is a safe distance away from an opponent’s face and waving their Crosse back and forth to block the ball carrier’s line of sight or to shut down a passing lane is not in violation of this rule.
- Rough checks occur most often when an opponent has been beaten, has lost their legal defensive body position, or their feet are stationary. A beaten defender may make one last desperate swing attempting a check from behind with their Crosse that hits the opponent’s body to stop a ball carrier. Any check that hits an opponent’s body is illegal.
- While a direct slashing motion directly across an opponent’s hands should be called a Rough/Dangerous Check, an attempted light Crosse check that misses the head or shaft of the ball carrier’s Crosse and contacts the ball carrier’s hands is not a foul. This example is not rough or reckless. No call.
- Officials must watch to ensure that illegal Crosse-to-body contact is not initiated by the ball carrier as they turn into a defender’s legally held Crosse.
- To avoid missing a rough check, officials must be ahead of play to see the space between the defender and the ball carrier. When a potentially dangerous check does not contact an opponent, officials must carefully weigh the possibility of calling “Advantage” or, consider upgrading the foul to a “Swipe” call, which is a mandatory cardable Major foul.

Shooting Space

- Shooting Space is an immediate whistle.
- Any official on the field may make a Shooting Space call provided they are in the best position to make the call.
- For a defensive player to be eligible for Shooting Space, the ball carrier must have at least one foot **ON** the Marking Area line and on a Scoring Play, with the purpose of shooting. For the attacker, one foot on or in the Marking Area is considered “in.”
- A defender obstructing the free space with any part of their body denies the attack the opportunity to shoot safely and encourages shooting at an unprotected player.
- For an official to call Shooting Space, the ball carrier must be:
 - **Looking** to shoot **and** have the
 - **Opportunity** to shoot *safely*.
- When considering if the ball carrier is looking to shoot:
 - “Looking” is not literal. A behind the back pass or shot or “no look” pass or shot is not necessarily dangerous. A player does not have to be looking at their intended target before taking a shot or making a pass. In fact, this is often the sign of elite players. However, if the flight of the ball or the shooter’s Crosse endangers others, consider if there a cardable offense has occurred (Propel or Follow Through).
 - Are they moving purposefully towards their goal?
 - Are they moving purposefully towards a space to create opportunity?
 - Are they moving away from the goal indicating that they are not looking to shoot?
 - Are they looking to pass to a teammate?
 - Are they stationary or too far away from the goal to execute a shot?
 - Are they only holding off taking a shot because of an illegal defender in the free space (Shooting Space)?
 - If the ball carrier has their back toward the goal and/or they are being double or triple teamed, officials should consider whether the ball carrier has an opportunity to shoot *safely*.
 - **Note:** These things should be considered but on their own do not necessitate a Shooting Space call.
- When considering if the ball carrier has the opportunity to shoot:
 - Are they above Goal Line Extended?
 - Are they being tightly marked or double teamed, taking away any opportunity?
 - Are their hands free to execute a shot?
 - Are they able to execute a shot given their body positioning?
 - Is the free space to goal clear of legal defense and/or attackers?
 - **Note:** These things should be considered but on their own do not necessitate a Shooting Space call.
- The Free Space to Goal is a path defined by two imaginary lines extending from the ball to the outside edges of the Goal-Circle. To help players and officials understand and visualize this space, the free space to goal can be described as an “ice cream cone” or a “flashlight beam” that begins at the ball and ends at the edges of the Goal-Circle. The space is very narrow near the ball carrier and widens to the diameter of the Goal-Circle closer to goal. Note that a player in the “ice cream cone” below the GLE is not in the Free Space to Goal.

Diagram 33: The Free Space to Goal (Corrected)



- A defender who is closely marking an attack player “within a Crosse length” (approximately 1.5m of space, or “a Crosse and an arm”) is **NOT** obstructing the free space. A defender who is being drawn through the free space by an attack cutter they are closely marking is **NOT** obstructing the free space. Be aware that they may drop their cutter and move straight toward the ball carrier, placing their self in the free space. Only those defenders who are in the free space at their own initiation shall be penalized. A defensive player within a Crosse length of their attacker may never be called in Shooting Space.
- Do not penalize defenders who adjust their body position so that their body is outside of the free space to goal. The Shooting Space rule does not prevent a defender’s Crosse from being inside the free space as they step up to mark the ball carrier. This is legal.
- Zone defenses are challenging in a semi-circle Marking Area but otherwise legal if defenders meet the criteria for the Three Seconds rule and do not violate the Shooting Space rule. When a team plays a zone or “backer” defense, officials must be aware of defender(s) who may be stacked behind the on-ball defender. Backer and low defenders can often get caught in the free space when there are no other attack players within playing distance.
- When an official deems that a defensive player was not in Shooting Space but may have committed another foul or impacted the Scoring Play by being in the way, consider whether the defender was in Three Seconds.
- Shooting Space violations and Dangerous Propel fouls may often occur simultaneously. A player who is not legally defending an opponent within a Crosse length and is in the shooting lane is always in Shooting Space if the shooter is looking and has opportunity to shoot. However, a shot taken when a player is in Shooting Space is not always a Dangerous Propel. Officials must use their judgement to determine whether simultaneous fouls have occurred, including who was potentially endangered by the shot or by their defensive positioning.

Shooting Space Exception

- Because Shooting Space is an automatic whistle, the Shooting Space Exception was implemented to avoid scenarios where the shot is NOT deemed a Dangerous Propel, but the play was stopped by a whistle intended to penalize a defensive player’s position.

Exception: IF the whistle is blown for a Shooting Space violation BETWEEN the moment the shot has been released AND

- A goal is scored; the goal will count.
- The goalkeeper saves the shot while in the Goal-Circle or the shot hits the post the goalkeeper is given possession of the ball inside the Goal-Circle and play is restarted on the official’s whistle.
- The shot misses the goal entirely the shooter will be awarded a Free Position for Shooting Space at the appropriate hash mark.

- A Free Position for Shooting Space is not administered if there is a foul by the attack, including Dangerous Propel, Dangerous Follow-Through or other foul, on- or off-ball. A goal is **NOT** scored when the official rules a shot, propel or follow-through as dangerous. (Rule 11.A.8).

Swipe

- A swipe does not have to contact the opponent’s body or Crosse to be called. A defender does not need to hit the ground with their Crosse to define the action as a swipe. Swipes are a reckless and dangerous swing or attempted Crosse check that have the potential for injury. They are mandatory cards and must be called.
- Watch for defenders who are out of position, control or balance when attempting to make a check. Slipped hands and large swings need to be judged on whether they are under control. They often suggest the potential for a swipe but must be judged by their action to determine if they lead to a swipe or not.
- Officials should be aware that higher skill players may have more control of their Crosse than lesser skilled players. However, one-handed attempts at a Crosse check may be considered a Swipe.
- A swipe on a Scoring Play may be flagged and carded at the end of the Scoring Play. All other swipes should be called and carded immediately.

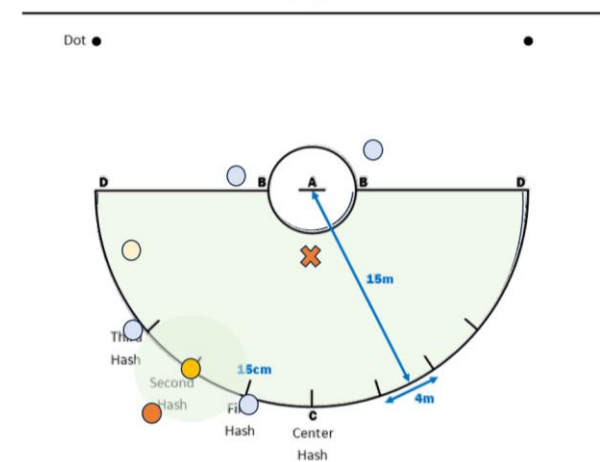
Three Seconds

- For a defensive player to be eligible for Three Seconds, at least one foot must be **on or inside the MA. On the line is considered “in”**.
- A defensive player must get both of their feet beyond/off the MA line in order to be exempt from Three Seconds.
- **A Three Second violation should not be a “got you” call.** The onus is on the attack to demonstrate that a defender’s illegal position is interfering with the attack’s drive to goal or ability to run their offense in the MA. Officials should call Three Seconds when it impacts play. This is a grey area, but officials should continue to call this rule the same way as was done previously when the Marking Area was only 11m. Use a flag for instances where the player who is in Three Seconds may be impacting play when the attacking team is on a scoring drive. Officials may “Advantage” a player who is in Three Seconds when the ball is not on a Scoring Play, and they do not feel they are impacting the play. The player in Three Seconds may be on- or off-ball in either scenario. They do not need to be playing on-ball to impact the play.
- When the ball crosses the Restraining-Line, the officials have two options. They may choose to either hold whistle, show, and verbalize “Advantage,” or make Three Seconds call immediately. In making this decision, the official must first determine whether the defender in violation of Three Seconds is gaining an advantage by their illegal position.
 - Is the attacking team unable to initiate a Scoring Play because of a defender’s illegal position?
 - Are defenders playing good defense and matching the attack, or ***because of their illegal position***, are the defenders more easily able to pick up off ball attack cutters or the ball carrier as they drive to goal?
 - Or... is the attack merely passing the ball around outside the perimeter of the MA and not making any attempts to cut through the Marking Area to receive a pass or to make a drive to goal?
 - Is the attack trying to stall the ball? If so, do not make the call as it will not advantage the attacking team. The official may signal for Advantage but should only be prepared to enforce the Three Seconds if the attack begins to run their offense and the Three Seconds impacts play.
 - Teams that repeatedly set up a ‘sagging’ zone defense in the Marking Area or prevent attack moves and cutters should be penalized immediately.
- The Trail and C are primarily responsible for making the Three Seconds call. If the Trail or C raises the Flag for Three Seconds, it is their responsibility to whistle the end of the Scoring Play if it ends without a shot or subsequent foul. When the Trail or C whistles the play dead for any off-ball foul, they should communicate the player’s number and position to the Lead and move in to help set up the Free Position. The Lead will always restart the play.

Penalty Administration for Three Seconds

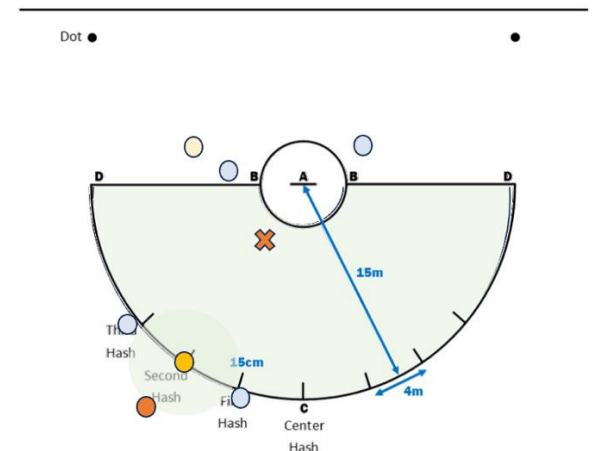
- Three Seconds has a unique set of variables to consider when setting up the Free Position. It is the only Major foul where the location of the BALL at the time of the whistle or flag will dictate the location of the Free Position set-up. For other Major fouls, the location of the FOUL determines the location of the restart.
- Note: Because the foul occurred inside the Marking Area, Three Seconds violations are always a whistle start, even if the Penalty Administration is outside the Marking Area.

Diagram 34: Three Seconds Foul Set-Up – Ball is in the MA at Whistle



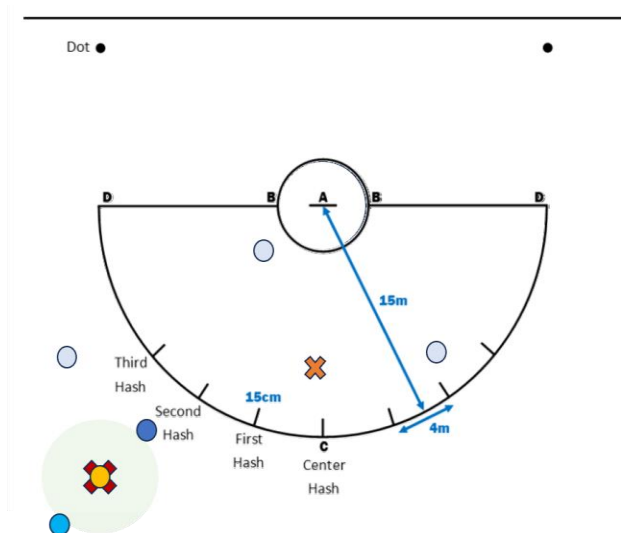
- ✗ – spot of the player in 3 Seconds
- – spot of ball at the whistle
- – spot of ball on set-up
- – spot of offender on set-up
- – others on set-up
- – area to clear (4m + MA)

Diagram 35: Three Seconds Foul Set-Up – Ball is Below the GLE in the AFA at the Time of the Whistle



- ✗ – spot of the player in 3 Seconds
- – spot of ball at the whistle
- – spot of ball on set-up
- – spot of offender on set-up
- – others on set-up
- – area to clear (4m + MA)

Diagram 36: Three Seconds Foul Set-Up – Ball is Outside the AFA at the Time of the Whistle



- ✗ – spot of the player in 3 Seconds
- ✗ – spot of ball at the whistle
- – spot of closest D at whistle
- – spot of ball on set-up
- – spot of closest D on set-up
- – others on set-up
- – area to clear (4m)

**Note, no Self-Start as foul occurred inside the AFA.*

Rule 20.B.10; 20.B.4.a + Exception

Trip

- A player must not trip an opponent, deliberately or not deliberately.
- **Scenario 1:** A defensive player chases down an attacking player in an attempt to stop a drive to goal. In doing so, their feet get caught-up, which causes the attacker to fall. **ILLEGAL**. Signal the tripping penalty against the defensive player.
- **Scenario 2:** A player is in their legally entitled space and an opponent trips over them. **LEGAL**. No foul. Play continues.

Major Foul Penalty Administration

Diagram 37: Major Fouls in the Midfield

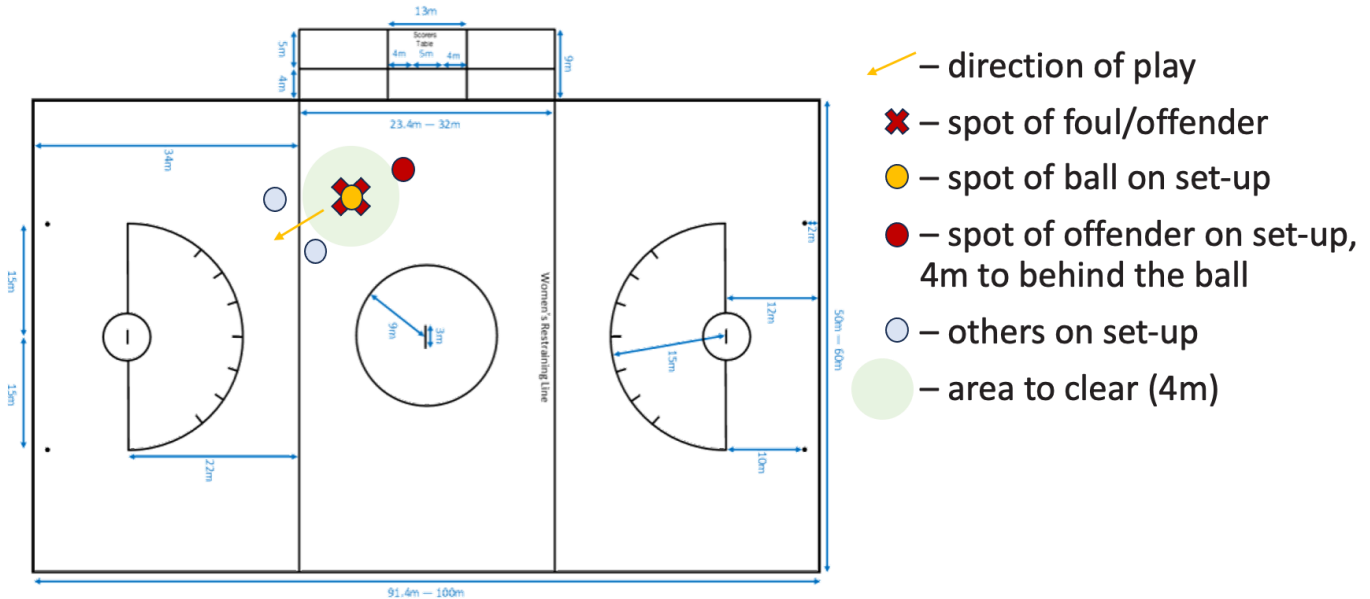
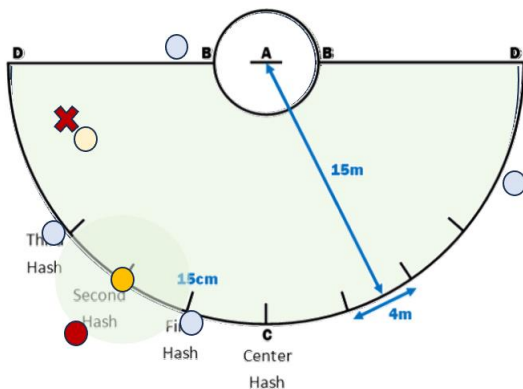


Diagram 38: Major Fouls by Defense in the Marking Area

Dot ●



-
- The diagram illustrates a circular hash table with separate chaining. The table has four slots labeled A, B, C, and D. Slot A contains a pointer to a linked list of nodes with values 15m and 4m. Slot B contains a pointer to a node with value 15cm. Slot C contains a pointer to a node with value 15cm. Slot D contains a pointer to a node with value 15cm. A red 'X' marks the slot containing the node with value 15cm.

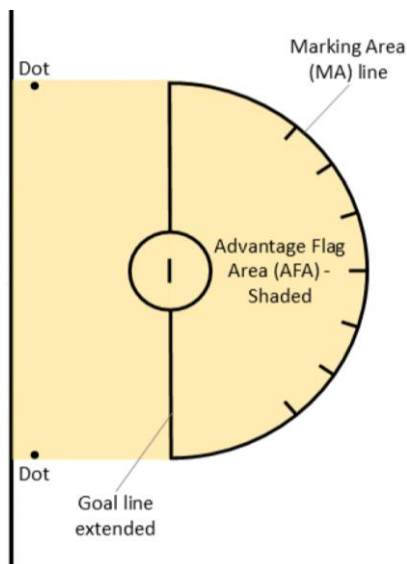
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- When determining if a player was granted an “Advantage” by use of the held whistle/directional arm, consider if they gained at minimum 4m of clear space or 4 big steps away from their aggressor, as this would be the space entitled to them had the whistle been blown for the foul. Consider if the player’s RHYTHM, SPEED, BALANCE, or QUICKNESS has been affected.
- If the player who is fouled continues to be fouled, must change their direction away from their intended path, or must work too hard to get away from the defender who fouled them, the official should blow the whistle to award a Free Position to the attack. Do not hold whistle to a player’s disadvantage or when the play is rough, dangerous, or reckless. Do not sacrifice safety for “flow.”

Advantage Flag

- A raised Advantage Flag indicates a held whistle when the defense commits a Major foul against the ball carrier or their teammate while the attack is on a Scoring Play within the AFA. If the offended attack player can maintain possession of the ball and complete a successful pass to a teammate, the Advantage Flag is not lowered but remains raised until the Scoring Play ends. Therefore, during some Advantage Flag scenarios the attack may be allowed a “double advantage.” If the attack teammate were to drop the ball or move away from goal after receiving the pass, the attack will be awarded a Free Position relative to the spot of the initial (or subsequent) foul.
- Officials will keep the Advantage Flag in the waist band or pocket. When a Scoring Play is in progress and a defender commits a Major Foul against an attack player with or without the ball, the official will hold the Advantage Flag vertically above their head so that the Advantage Flag is clearly visible and call “Flag” loudly and clearly. The official must note the shirt numbers of both the attack and defense players involved. The flag shall be raised until the Scoring play is complete or ends and the official blows their whistle.

Diagram 41: The Advantage Flag Area



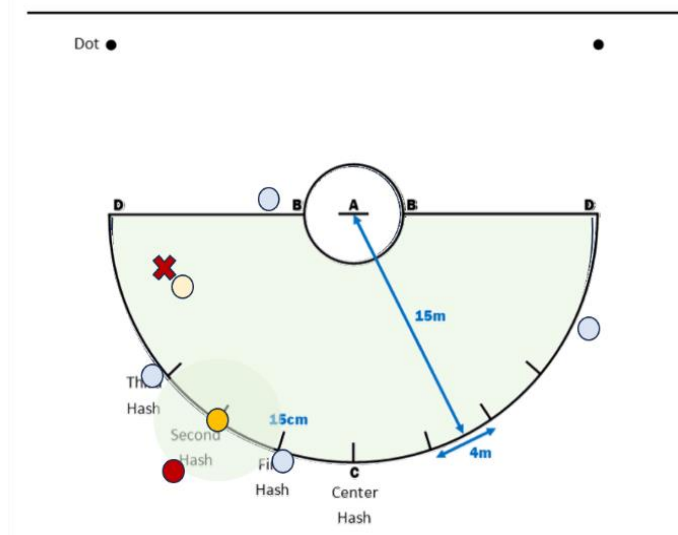
The Advantage Flag Area (AFA) includes the Marking Area (15m radius) in front of goal and the playing area behind goal that runs 12m deep and 15m to each side of the center of the goal line. No extra lines will be marked on the field, and this will be called in the judgment of the official using the Marking Area, dots, and end line as helpful references.

- A **Scoring Play** is defined as a continuous effort by the attacking team to move the ball toward goal and to complete a shot on goal. However, merely being in the Advantage Flag Area does not necessarily mean that the attack is on a Scoring Play. Remember, the penalty for a subsequent defensive foul on a Scoring Play is always taken at a hash which can be a very distinct opportunity for the attack. So, officials need to make sure that the attack is truly on a scoring play
- When a team is not on a Scoring Play, an official may use the “Advantage” arm if a foul is observed inside the AFA and blowing the whistle would disadvantage the attacking team.
- When considering if the Scoring Play has ended, refer to Rule 21.A.2.
 - In the instance where a ball carrier runs behind goal, watch that they are not doing so to simply get out of a tight situation so that they can initiate a second Scoring Play. Officials may even hear the ball carrier call out a new play. An attacking team must not be permitted to take or pass the ball behind the level of

the Goal Line Extended to set up a new Scoring Play.

- If the attack player with the ball is forced by good defensive play to lose their forward momentum, the official should end the Scoring Play.
- If the attack player stops their movement towards goal, the official should end the Scoring Play. Do not allow them to set up another Scoring Play.
- The Scoring Play is over if the attack loses possession, including a dropped ball, a check dislodging the ball, or an interception. Officials should note that a bounce pass is not loss of possession. Allow play to continue until it is clear if there was a pass or a loss of possession.
- Any subsequent foul against the defending team on a Scoring Play does not necessarily end the Scoring Play, unless Shooting Space or Illegal Defending is identified. These are immediate whistles. As per Rule 21.A.2.g, when a defender commits another major or Minor Foul that requires the game to be stopped then the official should end the Scoring Play with a whistle. “Requires the game to be stopped” means that a subsequent foul has stopped the attacking team’s momentum to goal.
- A raised Advantage Flag does not give the defense license to continually foul the attack ball carrier as they continue toward goal. At the upper levels of the game there is a fine line between aggressive, skilled play and reckless, unsafe play. Reckless, dangerous, and unsafe play must be carded.
- A foul by the attack (Major or Minor) during a raised Advantage Flag will result in a Throw.

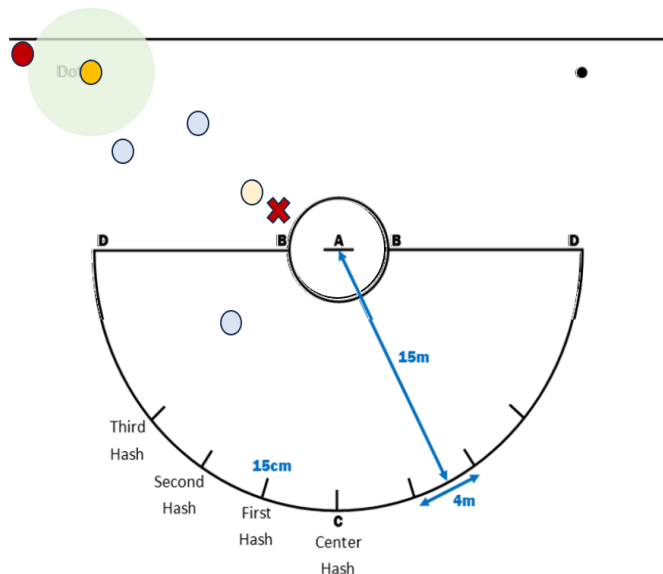
Diagram 42: Major Foul (Flag) in the Marking Area



- ✗ – spot of foul/offender*
- – spot of the attacker fouled
- – spot of ball on set-up
- – spot of offender on set-up
- – others on set-up
- – area to clear (4m + MA)

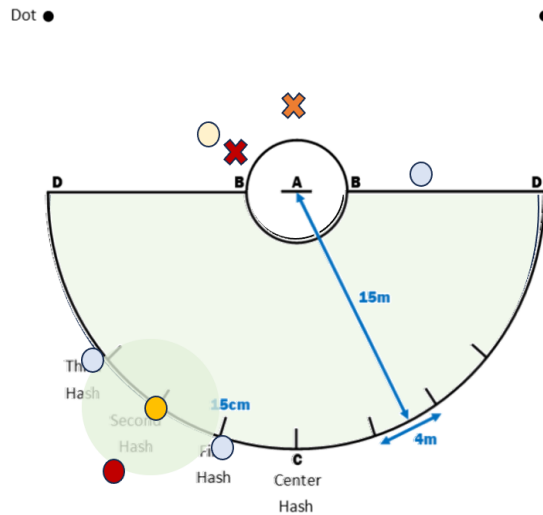
**No subsequent foul*

Diagram 43: Major Foul (Flag) below the GLE in the AFA



- ✗ – spot of foul/offender
- – spot of the attacker fouled
- – spot of ball on set-up
- – spot of offender on set-up
- – others on set-up
- – area to clear (4m + MA)

Diagram 44: Major Foul (Flag + Subsequent Foul) Below the GLE in the AFA



- ✗ – spot of 1st foul/offender
- ✗ – spot of 2nd foul/offender*
- – spot of the attacker fouled
- – spot of ball on set-up
- – spot of offender on set-up
- – others on set-up
- – area to clear (4m + MA)

**Penalize the subsequent foul, which guarantees a hash mark*

- Any subsequent foul committed by the attack “offsets” the defensive foul/s. To resume play, a Throw shall be administered outside the AFA, in line with the GLE. An Attack foul that occurs while the flag is raised and/or in the act of shooting, such as, attack offside, a Charge, Dangerous Propelling, Dangerous Follow Through, Dangerous Shot, or a Goal-Circle violation, are part of and end the Scoring Play/Advantage Flag.
- If a shot is unsuccessful, and the shot was not directly or immediately affected by either the first or a subsequent foul, play continues.
- Following the shot, if the first or a subsequent foul was a foul that must be carded, the official shall immediately sound the whistle to stop play, call time-out, award the appropriate card and the player shall leave the field.
 - If the goalkeeper made a save or the shot that ended the Scoring Play went out of bounds or missed the goal, to resume play, the opponents shall be awarded the Free Position relative to the spot of the ball/foul when the whistle sounded to stop play. No defender must serve the penalty on-field by setting up 4m behind the Free Position.
 - If a goal is scored, a Free Position shall be awarded to the opponent at the centerline. The center player of the team who fouled shall move 4m away to the side of the Free Position at center. (21.B.6)

Rule 22 - Misconduct

- Misconduct is unsportsmanlike play that is unacceptable in the game of lacrosse. Officials may experience abuse from coaches, players, and spectators, and when coming from coaches, team bench personnel and players, these actions should be carded. Players on the field may also be subject to unsportsmanlike actions by their opponents. In all instances, officials must be aware that their personal tolerance level may be different than the tolerance level of others on the field – coach, official, player or otherwise. However, accepting the unacceptable breeds credibility to abuse.
- Abuse directed towards others is not acceptable and should be penalized. When officials are trying to determine their level of tolerance, they can consider the following: *personal, persistent, or profane language is never okay*.
 - Coaches or players who are questioning an official’s integrity, making it about the official instead of being about the call or the rules.
 - Coaches or players who are taunting others or praising dangerous play.
 - Profanity, inappropriate or obscene language, even if it is not directed towards an opponent or official.
- An official’s goal should be to create a safe space for teams to perform at their highest level. Providing an environment where Misconduct is penalized consistently is the best way to avoid creating a physical or emotionally unwelcoming environment for teams.
- Beyond language and abusive behaviour, physical actions and decisions taken by players may also qualify as Misconduct:
 - Following a Minor or Major infraction, the player who was fouled turns and checks their opponent in frustration/retaliation. Consider a Misconduct foul.

- Players whose Crosses get tangled up start to shove and push each other to get free. Consider a Misconduct foul against both athletes.
- There are limited examples of a Misconduct not being awarded as a card. One example of a non-cardable misconduct offense is included in the Rule Book:

22.A.3 A coach, manager, or other bench staff must also not:
 22.A.3.a Leave their Coach Walk or Team Bench Area during play/injury time-outs.

- Unsportsmanlike behaviour, or any type of behaviour which in an official's opinion amounts to misconduct, may be carded. Work with your officiating partners to determine what your tolerance level for misconduct is, and how you can work to combat unsportsmanlike play on the field. Develop an action plan for potential conflict. Call it early and call it often.
- If a team bench staff member is carded and suspended from further participation in the game, they must leave the entire area including the spectator areas. If the staff member refuses to leave, the officials may declare the game forfeited. The score of the game shall be 1-0, if the suspended coach's team is ahead when the game is forfeited; otherwise, the score stands.
- Scenario 1: The Red team has been awarded a Free Position for a Major foul, and as the penalty is being administered, time-out is taken to card the Red team's coach for abusive language (Misconduct). **THROW**. This is a simultaneous foul, as the play had not restarted. These are simultaneous Major Fouls, which result in a Throw. Be sure to remove the Red player nearest to the Substitution Area so the Red team is down a player for the card and ensure both teams are onside prior to the restart.
- Scenario 2: The Red team has been awarded a Free Position for a Minor foul, and as the penalty is being administered, time-out is taken to card the Red team's coach for abusive language (Misconduct). **BLUE BALL**. This is a simultaneous foul, as the play had not restarted. These are simultaneous Major/Minor fouls, where the Major (Misconduct) overrides the Minor Foul. Be sure to remove the Red player nearest to the Substitution Area so the Red team is down a player for the card and ensure both teams are onside prior to the restart of play.

Rule 23 - Warning Cards

- Following a Yellow card, if the player returns to the game before their suspension penalty expires, **the player** must re-serve the entire suspension.
- Following a Yellow/Red or a Red card, if an eligible substitute returns to the game before the timed penalty expires, the substitute must leave the field, and the suspended player's **team** must re-serve the entire suspension and play short for an additional 5 or 10 minutes.
- A "second dressed" goalkeeper is any player wearing goalkeeper equipment, in part or in full, on the sidelines of the field. When a goalkeeper receives a Yellow card, their substitute may be given up to two minutes to put the remainder of their goalkeeper equipment on before a Delay of Game penalty may also be awarded.
- It is recommended that the Head Official records all cards given.
 - Other officials may also record cards but also need to ensure that the players are always being monitored.
 - Discuss in pre-game how the team will manage this to maximize efficiency, accuracy, and game supervision.
 - The warning card is recorded against the offender in all cases, regardless of who is serving the penalty. For example, the only dressed goalkeeper (#12) receives a Yellow card. Their teammate nearest the Substitution Area who leaves the field so that the team plays down is #3. The official marks # 12 in their records. If a coach is carded, it is the coach's name that is recorded.

Warning Card Scenarios

- Scenario 1: If a defense player commits a cardable Major foul within the AFA and the attack is on a Scoring Play, the Advantage Flag is raised. **The attack shoots and scores**. The Goal is signalled. Then, time-out is called, the official issues the appropriate warning card, and the player shall leave the field to serve their timed suspension

penalty. The goal counts, and to resume play, the team that scored is awarded a Free Position at center. The nearest opponent shall be 4m to the side to restart play.

- Scenario 2: A defender commits a cardable Major foul within the AFA, the attack is on a scoring play, the Advantage Flag is raised, the attack shoots and ***the ball misses the goal because a subsequent foul directly affected the shot.*** Time-out is called; the official issues the appropriate warning card to the player who fouled, the player shall leave the field to serve their timed suspension penalty. To resume play the attack shooter shall be awarded a Major foul Free Position on the hash mark near the spot of the subsequent foul. The opponent who committed the subsequent foul opponent shall be 4m behind.
- Scenario 3: A defender commits a cardable Major foul within the AFA, the attack is on a Scoring Play, Advantage Flag is raised, the attack shoots and the ***goalkeeper saves the shot.*** Time-out is called, the official issues the appropriate warning card, and the player shall leave the field to serve their timed suspension penalty. To resume play, the attack shooter shall be awarded a Major foul Free Position near the spot of the foul. No opponent shall be 4m behind.
- Scenario 4: A defender commits a cardable Major foul within the AFA, attack is on a Scoring Play, the Advantage Flag is raised, the attack shoots, the shot misses the goal, and the ***defense intercepts the ball, or the ball goes out of bounds.*** Time-out is called, the official issues the appropriate warning card, and the player shall leave the field to serve their timed suspension penalty. To resume play the attack shooter shall be awarded a Major foul Free Position on the hash mark near the spot of the foul. No opponent shall be 4m behind.
- Scenario 5: Within the Marking Area, the ball carrier barges through a defender in a manner that the official deems to be dangerous (Major foul, official upgrades to a card). Time-out is called and the official issues the appropriate warning card to the player who fouled. The player shall leave the field to serve their timed suspension penalty. Play shall resume with a Major foul Free Position for the defender who was fouled at a spot along the Marking Area line nearest to where the foul occurred. No opponent shall be 4m behind.
- Scenario 6: Within the Marking Area, the ball carrier barges through a defender in a manner that the official deems to be dangerous (Major foul, official upgrades to a card). Time-out is called and the official issues the appropriate warning card to the player who fouled. The player shall leave the field to serve their timed suspension penalty. The defender was injured on the play. Play shall resume with a Major foul Free Position for the substitute of the defender who was fouled at a spot along the Marking Area line nearest to where the foul occurred. No opponent shall be 4m behind.
- Scenario 7: A cardable foul occurs during a “dead ball”, i.e. after a whistle for a foul or boundary ball, after a goal has been scored but before the next Draw, during a team time-out, at halftime or during an injury time-out. Time-out is called and the player is given the appropriate warning card. They leave the field to serve their timed suspension penalty. The game shall resume with a Free Position for the non-offending team at the spot where play was to resume before the player was carded, at least 4m from the sideline and Restraining-Lines. No opponent shall be 4m behind.
- Scenario 8: While on a Scoring Play, an Advantage Flag is raised. Then, an attack player commits a Major cardable foul. **ILLEGAL.** Play is restarted with a Throw beyond the AFA. The attack player shall be carded and must leave the field. Their nearest teammate will take part in the throw.
- Scenario 9: A Blue player receives a Yellow card for a Swipe. As they are exiting the field, they use derogatory language towards an opponent the official deems is unacceptable. The official awards the Blue player a subsequent Yellow/Red card for Misconduct. In this scenario, penalty time should be 7 consecutive minutes total: the 2-minute foul followed by the 5-minute foul served by the same player.
 - The table must understand that this will need to be recorded on the game sheet in a specific way to reflect that the fouls occurred during the same stoppage of play:
 - Y – 2 min – 10:01 to 8:01
 - Y/R - 5 min (10:01) 8:01 to 3:01
- Scenario 10: A Blue player serving a 2-minute Yellow card returns to the field when there are 30 seconds remaining on the card. **ILLEGAL.** The officials should stop the clock and instruct the player to return to the bench. They should communicate to the timekeeper that the team must serve 2 minutes (not 2 minutes and 30 seconds), beginning when the play is restarted with a whistle. See Rule 10.B.12.

SECTION 6 – RULE SUMMARY CHART

Minor Fouls – Not dangerous; there are more Minor Fouls than those listed here. See Rule Book for complete list.	
Free Position: Offending player 4 meters to the side of the player awarded the ball	
Body Ball	Gaining a distinct advantage by controlling/redirecting the ball with the body.
Empty	Checking the Crosse when it is not in contact with the ball.
Cover	When in <i>contention</i> , a player may not cover the ball with their Crosse or body.
Held	Not releasing the Crosse after a check.

Major Fouls – Dangerous; some may be carded	
Check to the Head Automatic Yellow Card	Contact to the player's head or neck on a check.
Dangerous Follow Through Automatic Yellow Card	Contact on the follow-through when passing or shooting.
Dangerous Propel Automatic Yellow Card	Passing or shooting into the space around any field player. The ball does not need to make contact to be considered dangerous.
Swipe Automatic Yellow Card	An uncontrolled attempt to check an opponent's Crosse. The Crosse does not need to make contact to be dangerous.
Dangerous Play May be carded	A player must not use their Crosse and/or body in a forceful, dangerous, or intimidating manner and/or show disregard for their own or an opponent's safety
Misconduct May be carded	Player or any team/bench staff must not act in an unsporting manner or display any other inappropriate behavior.
Across/Rough Check	Check towards/into the body or across a player's body.
Block/Illegal Pick	Moving into the path of a player without giving them time and space to stop or change direction. Defender's nose / 180°.
Charge	Gaining an advantage by contacting an opponent who has established a legal defensive position.
Detain/Held Crosse	An opponent must not hold the player's Crosse or body, which impedes the player's movement or balance.
Illegal Contact/Push	Displacing the opponent with hand, body, or Crosse.
Illegal Cradle	Holding the Crosse near the face or body making a legal check from a good and legal defensive position, impossible.
Trip	A player must not trip an opponent, deliberately or otherwise.
Ward	Using the arm to prevent a check or push off an opponent.
Shooting Space	A defender preventing a shot on goal by standing in the MA above the GLE and not marking an attacker within a Crosse length, denying the shooter the opportunity to shoot safely.
Three Seconds	While inside the MA, a defender fails to be within Crosse length of their opponent or double teams a non-ball carrier for more than three seconds. They can legally mark the player directly behind goal
Other Major Fouls	Dangerous Shot, Hooking, Illegal Defending. See Rule Book for details.

Self-Start Players that are awarded possession of a ball outside of the AFA may choose to start without waiting for the Free Position to be set-up by the official. No self-start when: 1. Fouls is inside of AFA, 2. Offside, 3. Illegal Draw 4. Stopped clock.		
Boundary Ball / Out of Bounds "SHOT!" = the player closest to the ball when it goes OOB will be awarded possession. On all other boundary balls, when a player in possession of the ball carries, propels or is the last to touch the ball before it goes OOB, the opponent will be awarded the ball 2m from the boundary. Self-start on all boundary balls. If the ball goes OOB between dots = restart at closest dot with a self-start. If GK in GC and closest, restart in GC. Players may not take an active part in the game when OOB. OOB is change of possession, not a foul.		
Advantage – Foul seen by official but play continues to give an advantage to team that was fouled "FLAG!" - foul within AFA on a scoring play. Umpire raises yellow flag and says "FLAG!" Play continues until the scoring play is over 1. Shot is taken; 2. Attack team fails to continue continuous effort towards goal; 3. Defence commits a foul that requires play to be stopped; 4. Attack team fouls; 5. Attack teams loses possession. "ADVANTAGE!" – foul in midfield Umpires holds arm straight out in direction of the goal and says "Advantage!" The player with ball must break clear of the defender or pass the ball cleanly. If not, whistle and call foul.		
Warning Cards – Dangerous Personal Fouls Automatic Yellow: Check to the Head, Dangerous Follow Through, Dangerous Propel, Swipe Discretionary: Dangerous Play, Misconduct, Repeated Major Foul		
Yellow 2 min suspension	Automatic Cards, Dangerous Play, Misconduct, Repeated Major Foul	No substitution allowed; serve full 2 min. Suspended player may return after card.
Yellow/ Red 5 min suspension	2 nd Automatic Card, Dangerous Play, or Misconduct <i>by same player</i>	No substitution allowed; serve full 5 min. Suspended player may not return.
Red 10 min suspension	Flagrant Foul Gross Misconduct	No substitution allowed; serve full 10 min. Suspended player may not return.
Restraining Line Fouls – <i>Offside</i> FP: Ball outside of MA = spot of ball. Ball inside MA = center hash. Closest defender = 4m to the side. Teams do not need to clear the fan. Below / Goal Side of RL = 7 defense, 6 attack. / Above / Behind of RL = 3 attack, 4 defense. In both instances, one defender may be the goalkeeper.		
Goal-Circle Fouls FP: Defence fouls = ball goes to where MA line/GLE meet. FP: Attack fouls = ball goes to goalkeeper and person who fouled 1m to the side on GLE. Whistle starts. D may <i>move through</i> GC: 1. When the ball is below GLE, any portion of GC. 2. When the ball is above GLE, only below GLE. Loose balls may be played by attackers unless the GK or D have "possession." 5 seconds to clear the ball from GC. GK one foot in, 1 foot out = IN the GC.		
Draw Violations – Max 3 people from each team between RL on the Draw, including Draw-takers		
Illegal Draw	Draw-takers Crosses are horizontal, parallel to ground, above hip, no movement after "READY!" Ball must go above heads. Players must go up and away with their Crosses at the whistle. Free Position: Ball at center, offender 4m to the side. Whistle start.	
Early Entry	On the center circle or over RL, players must wait for "POSSESSION!"	

LEGEND:

OOB - Out of Bounds | **MA** - Marking Area | **AFA** - Advantage Flag Area | **GLE** - Goal Line Extended
GC - Goal-Circle | **RL** - Restraining Line | **FP** - Free Position

SECTION 7 - FOUL SET-UP SUMMARY CHART

FOUL OCCURS:	BALL, OFFENDER, OTHERS (BOO)	MINOR FOUL	MAJOR FOUL (NO FLAG); IMMEDIATE WHISTLE	MAJOR FOUL (FLAG) SCORING PLAY ENDS WITHOUT FURTHER FOUL(S)	MAJOR FOUL (FLAG) SCORING PLAY ENDS WITH FURTHER FOUL(S)
BELOW GLE IN THE AFA	BALL	Free Position set on the nearest dot (Whistle Start)	Free Position set on the <u>nearest dot</u> (Whistle Start)		Free Position set on <u>hash mark</u> nearest most recent foul (Whistle Start)
	OFFENDER	4m to the side of the ball carrier	4m directly behind ball carrier		4m directly behind ball carrier
	OTHERS	Players at least 4m away from Free Position (Crosses and bodies)	Players at least 4m away from Free Position (Crosses and bodies)		Clear MA of Crosses and bodies. Defenders entitled to adjacent hashmarks. MA must be cleared.
INSIDE MA	BALL	Free Position set at closest spot on the MA in line with foul (Whistle Start)	Free Position set on the <u>nearest hash mark</u> to where foul occurred (Whistle Start)		Free Position set on <u>hash mark</u> nearest most recent foul (Whistle Start)
	OFFENDER	4m to the side of the ball carrier	4m directly behind ball carrier		4m directly behind ball carrier
	OTHERS	Players at least 4m away from Free Position (Crosses and bodies). MA does not have to be cleared.	Clear MA of Crosses and bodies. Defenders entitled to adjacent hash marks. MA must be cleared.		Clear MA of Crosses and bodies. Defenders entitled to adjacent hashmarks. MA must be cleared.
OUTSIDE AFA	BALL	Free Position set at spot of foul (Self-Start)	Free Position set at the spot of the foul (Self-Start)	NA – flag only within the AFA	
	OFFENDER	4m to the side of the ball carrier	4m directly behind ball carrier		
	OTHERS	Players at least 4m away from Free Position (Crosses and bodies)	Players at least 4m away from Free Position (Crosses and bodies)		

OTHER FOUL SET-UPS:

Three Seconds (Major Foul):

- Ball is in the AFA: **Rule 20.B.4.a** and **20.B.10**: FP set on the hash mark nearest to the spot of the **BALL**. Offender 4m behind. Clear MA. (Whistle Start)
- Ball is outside the AFA: **Rule 20.B.4.a Exception**: the **nearest player** from the offending team will move 4m behind the player taking the Free Position [at spot of the ball]. (Whistle Start)

Restraining Line Violations (see previous page) (Whistle Start)

GC Violations (see previous page) (Whistle Start)

LEGEND:

MA	Marking Area – Semi-circle lined area (“Fan”). This area is cleared on all Major Foul Free Positions at the first, second or center hash marks. Third hash used for defensive placement only.
AFA	Advantage Flag Area – Rule 22 : Includes the Marking Area and the space below the Marking Area that runs 12 m deep to the end line of the field, between the dots.
GLE	Goal Line Extended
GC	Goal-Circle
RL	Restraining-Line
FP	Free Position – Commonly used to refer to foul set-ups on hashmarks along the Marking Area (MA) line but refers to all foul set-ups/penalty administrations.
OOB	Out of Bounds