



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.

This game is evolving at a rapid pace, and it is crucial that officials are aware of the latest 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 and like to see 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 provides a guide for officials to use to understand their next steps of development and focus.

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.

All Officiating Competencies (All levels) can be found on the World Lacrosse website.

<https://worldlacrosse.sport/the-game/officiating/>

The competency is in **bold and highlighted blue**, followed by a set of actions an official should do to meet this competency. This 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

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 their partner, they should do so calmly with a neutral volume.

Action – Communicates clearly and professionally with players and coaches.

- Officials should be a role model for professionalism both on and off the field.

Off field

- Officials who are spectators at a game should understand the environment they are in, and who could overhear them talking. Direct and indirect comments about officiating peers or calls made (in the game they are watching or any previous game), should not be said in public.

On field

- Officials should be courteous and considerate, and firm and decisive.
- When communicating with participants, Officials must be conscious of the impacts of context. Context is the environment and circumstances for the communication. Context guides the Officials choice of things like:
 - the language to use.
 - the degree of formality to adopt.
 - how much and / or what information / explanation can be shared (given the time constraints).
- An official must be deliberate with how they communicate. This includes the content they choose to share, and how they share it with both verbal and non-verbal communication.
- Clear and professional communication looks like:
 - Verbal
 - Clearly audible (volume), and firm and friendly (tone).
 - Deliberate pitch and tempo for the situation.
 - Decisions should be clearly communicated in a controlled manner.
 - Body language
 - Be approachable – Having good human relations and communication skills will allow you to implement your rules and mechanics knowledge in a way that all participants understand and respect.
 - When communicating, keep your arms still.
 - Facial expression and gestures should be neutral.
 - Content
 - When communicating, keep explanations short, and use the “language of the rules”, referring to the Rule Book when possible.
 - Use language appropriate to the participant(s) knowledge and level of understanding.
 - Inform participants – explaining or sharing simple information can reduce frustration.
 - Avoid apologies and coaching in all interactions.

- Avoid commenting about the play or teams – this might undermine attempts to manage the game.
- These communications must be neutral to all players and coaches from both teams. Based on the game communication, all participants should be unaware of any relationship (friendship, acquaintance etc.) with a player or coach involved in the game.

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 can 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. If time allows, you can rephrase the question to ensure you have understood correctly and ask clarifying questions if needed.
- Show respect for the speaker even when your opinions may differ.

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 and coaches can be put at a disadvantage when officials rely on verbal communication.
- When administering penalties, officials should:
 - Refer to a player by their team color and number, rather than by the team's name or the player's name.
 - Use signals and correct mechanics.
 - Say the foul and penalty.
 - Remain neutral.
 - Be at least 3m away from the player.
 - Officials should not initiate physical contact with a player, as players may react reflexively and/or unpredictably.
- When addressing coach and player concerns, officials should:
 - Be patient.
 - Use foul signals when appropriate.
 - Keep verbal communication short, concise and simple.
- If English is your second language, as an official you need to be able to:
 - Communicate the name of the foul called.
 - Understand names of fouls a coach or player may ask you about.
 - Understand the key words of "Missing", "Unsafe", "Off ball"
 - Understand the questions "Why was X foul called?", "Why was X foul not called?" and be able to explain using signals and/or language of the rules.

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. This will be the traditional uniform as below, or the uniform provided by the tournament / league.
- The traditional uniform includes:
 - Appropriate length black skirt, 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 this 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.

Chart 1: Professional Attire



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

Action – Displays calmness and control.

- Officials should always have control of themselves in order to have control of the game. They can do this by:
 - Using facial expressions that are pleasant, neutral, and relaxed.
 - Keeping their voices under control while using a deliberate tone for the situation.
- Being confident with regulated emotions helps an official to display calmness 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.
 - Having a neat, clean uniform and appropriate officiating tools – whistle, cards, flag.
 - Being a student of the rules and the game.
 - Spending time understanding your own emotions and triggers and developing tools to control your emotions.
 - Being fit. This 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.

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 halftime break draws to a close, officials may employ verbal warnings, like indicating “30 seconds remaining” or the Single Side 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.
- An official should proactively move athletes to position when required.
 - Examples of this include after a foul or call is made, starting the game and ensuring all players are behind applicable lines, center draw / face-off players, after an out of bounds etc.
 - An official should start with small interventions. If athletes are failing to follow instructions an official should become more proactive.
 - If athletes fail to get into the right position after an official uses game management techniques, an official should use the rules of the game. For example, an official could call delay of game.

Action – Recovers from stressful situations quickly.

- Stressful situations can occur. Officials must ‘let it go’ or ‘table it’ for discussion until halftime or after the game. Dwelling on mistakes can have a negative impact on focus and concentration levels. By tabling it for the next break, it allows officials to concentrate on the next decision they have to make with a clear head.

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.
- Officiate knowing that mistakes happen and that they are learning opportunities.
- When discussing the mistake, look to learn from it by creating an “I will” and “So” statement. This is an instructional statement about what you will do. E.g. I WILL back out after setting a center draw / face off SO I can watch the players at all times.
- Hold yourself accountable and work with your partners to improve and find consistency moving forward.

Action – Reflects on performance to improve officiating.

- Officials should regularly attend official clinics and/or coaching clinics and attend games or study video game footage to stay current with the game.
- An official should use every opportunity to reflect on their performance. These include:
 - Film.
 - Post-game reviews (led by the officials).
 - Post-game debriefs (led by an Educator).
 - Informal discussions with Educators.
 - Formative and formal evaluations.

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.

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.
- 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.

Action – Effectively communicates beyond language barriers.

- 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.

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 the situation. Ask less experienced officials to describe what they saw. This way you can ensure to use their information to determine the best course of action.

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

Action – Completes assigned pre-game tasks.

* The World Lacrosse Event Hosting and Competition Manual dictates all pre and post-match schedules.

<https://worldlacrosse.sport/wpcontent/uploads/2022/04/WL-Event-Hosting-Competition-Manual.pdf>

- The following are examples of pre-game tasks an official will complete. There may be more tasks that are required based on the tournament / league.
 - Arrive at the ground 60 minutes before the game.
 - 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 scorekeepers and timekeepers.
- 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.

- 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:
 - Who will cover which pre match responsibilities including checking goals, field, and benches, coin toss, pre-game lineup.
 - Who will manage the various parts of the field on a center Draw and if the ball is not won cleanly?
 - Discuss management of injury time-outs or other unexpected time-outs.
- Positioning – Lead Left, Lead Right, and Single Side:
 - Coverage in the midfield,
 - Boundary management,
 - Play near the Restraining-Lines,
 - Coverage when play is in the AFA,
 - Coverage when play is behind goal and near the end-line,
 - Coverage around the Goal-Circle, and
 - 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.
 - Suggestions on what to watch for and consider:
 - 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.
 - 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?
 - The strength of both players involved.
 - Whether contact caused by a dodge like a roll dodge is legal or illegal.
 - Whether the attack is legally testing the defender’s skill.
 - Whether the attack is trying to illegally bump or push the defender off-balance so that they can continue to goal.
 - Is the defender using their Crosse with force?
 - Is either player being displaced by the movement of their opponent?
 - 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.

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

- 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.

- To participate in a post-game debrief, an official should:
 - Identify positive aspects of their performance.
 - Identify areas for their own continuous improvement.
 - Identify times of uncertainty they had during the game.
 - Explain their own decisions made during the game.
- Officials should make their own notes of relevant learnings.

Action – Able to debrief crew in an honest postgame.

- It is the Head Officials responsibility to ensure that the Officials review their game before departure. This may include a formal debrief with a World Lacrosse Educator who will facilitate the debrief.
- This action differs from the previous in that officials are expected to debrief about the performance of the whole crew, rather than just review their own performance. It is everyone's responsibility to be part of the debrief and contribute.
- The purpose of this is to provide education and learning experiences for those involved.
- 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 / bench area during time-outs, quarter breaks and half-time breaks.
- Privately discuss the game and any problems that may have occurred. Use those opportunities to get on the same page.
- 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.

- Officials should create a "lifeline" for their partners when they sense a partner may be struggling or in need of support.
- The officials should step-in to help administer Free Positions when appropriate. For example 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 AFA), 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 discuss questions from their crew. They do not need to know all the answers, they do need to contribute to the discussion and help with finding a way to find out an answer.

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 that at a World Championship Event, officials do not need to relay the goal scorer or assist to the scorekeeper’s table.
- When signalling time-out, turn and face the scorekeeper’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.
- 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.
- 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.
- 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.
- Officials should always look at their partners before starting or restarting play. This helps to prevent unnecessary errors such as starting play when their partner is speaking to a player or writing after a card has been issued.
- Eye contact between partners 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 a time-out
 - When double whistle occurs.
- Official's signals are for their 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, officials allow their partner(s) to position themselves accordingly. For a full visual list of official arm signals, see *Charts 3-6, Official's Arm Signals*.
- There are also unofficial arm signals that officials can use to communicate solely with their partner(s) on the field. These include, but are not limited to:
 - Agree it is a goal: The Trail or Single Side 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 Single Side 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.

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.
- 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.

- Examples of rules that can be corrected quickly and efficiently without a timeout:
 - Correct foul recognition, incorrect administration by a partner e.g. major vs minor foul set-up in the AFA.
 - Shooting Space Exception application and who gets the ball based on shot placement.
 - Allowing or not allowing a self-start.
 - Resetting the shot-clock or completing a manual count if required.
- If the rule misapplication involves judgement about whether a play is or is not a foul, a time out should be called to discuss the play. When discussing a play, allow the official who had the best angle start the discussion. Ask questions based on what was seen and what the applicable rule is that makes it a foul / not a foul to determine what the call should be.

Action – Anticipates and communicates difficult game scenarios.

- Officials should read the game tempo to anticipate what a team may do. It is important to communicate during breaks what the team should do if the difficult scenario arises.
- Officials should 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 11m 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 side-lines."
 - "Lots of bodies in the 11m 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. 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 all whistles in the last 30 seconds of Q1, Q2, and Q3, and 2 minutes of Q4 and during overtime. The clock is restarted with the official's whistle or when a player legally self-starts according to *Rule 13.A.9.i*.
- The officials must work together, amongst themselves and in collaboration with the timekeeper to ensure that the clock is stopped quickly, only when it should be stopped according to *Rule 12.A.6*.
- All officials should be “clock aware”, particularly as they near the end of a quarter, when a card is set to be released, etc.
- 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 15m MA, note that they will need to be moved to the 15m MA line for the restart. If they were below the Goal-Line-Extended (GLE), 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 – 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.
 - To maintain fairness.
 - Delay of Game (the clock should always stop when penalizing Delay of Game).
- 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 can be employed.
- When an official calls the time out (i.e. a time-out was called due to a broken Crosse, animal on the field, spectator interference, etc. the following apply:
 - If a player was in possession of the ball when play was stopped, they shall maintain possession of the ball.
 - If neither team had possession of the ball when play was stopped, Alternate Possession will be administered at or near the incident and/or the spot of the ball when play was stopped.
 - If outside the AFA, they will start at the spot where they had possession of the ball when the whistle was blown.
 - 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 nearest spot on the 15m MA line if the ball was above the GLE, in line with the ball at the time of the whistle, or to the nearest dot if the ball was below the GLE at the time of the whistle. Opponents need only give 1m of clear space with their Crosse and feet at the restart.
- 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.

- See rule 12.B for timeout rules.
- 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.
- 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.
- They should also be aware that a time-out may be called during time-serving penalties. Be sure to verify that the correct number of players have re-entered before restarting play following the time-out.

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.
- As a crew it is important that everyone is able to action a legal timeout request. By communicating with the crew as to situations that coaches often call timeouts, the crew maintains a readiness. A missed or slow timeout can cause unnecessary conflict.

Has complete control of the game through the appropriate use of game management techniques.**Action- Uses the ladder of enforcement appropriately**

- The ladder of enforcement is a scale of actions that an official can use when deciding what techniques to use ranging from low-level to high-level interventions. Each step can be applied proactively or reactively.
 1. Uniform
 2. Voice
 3. Whistle
 4. Physical
- Level one (uniform) and two (voice) are based on applying preventative officiating techniques. Preventative officiating can be thought of as the actions an official takes to control the game before there is an infraction of the rules.
- Uniform
 - This is an official's presence on the field. An official can use their presence to control the game simply by being visible, ensuring players are aware of their presence and alertness to potential breaches of the rules.
 - An example of this is when there has been a play with high levels of physicality, the official would stand close to the players so they can see the official. This is a deterrent for the players to react.
- Voice
 - An official should be communicating with players and coaches throughout the game when appropriate. By answering questions and providing information, an official can manage expectations and provide information about what they are calling and why. This allows coaches and players to adjust without the need to make calls during the game.
 - During play, an official should use their voice to communicate with players. This is when a player may be playing in a way that is between what is legal and illegal. Rather than make a call and disrupt the game, an official can give an instruction. For example, "hit the stick", "mark up in the marked area", "equal pressure". The intent of using your voice is to keep play safe, while allowing the game to flow.
- Level three (whistle) is based on when to apply the rules, and when it is more appropriate to not call or use advantage concepts. To increase the flow of a game an official can intentionally not make a call or simply issue a warning. While this may seem unintuitive, it is important to realize that all calls (made or not) occur within a specific context. The best officials recognize that in some of these situations, NOT making a call may actually preserve a sense of fairness throughout the game.
- Level four (physical) is a last resort. When required, an official may have to physically stand between participants. This provides a physical barrier that means they can no longer maintain direct eye contact with one another. Often, this is enough to break apart a confrontation.
- In extreme instances an official may have to physically separate players. This is the most extreme form of game management and should only be used when necessary, when there are physical infractions between players and players are unsafe.
- An official should always put the safety of themselves first and only do this when there is a low risk of potential harm.

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

- 'HOW' something is said is more important than 'WHAT' was said.
- When the combination of actions (e.g., facial expressions and gestures), tone of voice, pitch, and tempo are in the mix, the actual words used may have less influence in a communication.
- 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 – 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.
- If you need to give a warning or talk to teams about the game, do so with both teams. If an official initiates communication with just one team it can be perceived as improper and providing an advantage to one team over the other.

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.
- Arguments with officials or disagreement with their decisions must be quietened quickly:
 - A player questioning a decision quietly and politely can be given a brief explanation – "Momentarily offside" and "You turned into it".
 - A coach or player asking a realistic question in a sportsmanlike manner – can be answered if the official considers it appropriate (to support the management of the games temper and safety).
 - Loud or abusive disagreement, including questioning the integrity of an official, making direct criticisms or threats – should always be treated as unsportsmanlike conduct and penalized appropriately.

Action – Handles unusual situations effectively.

- An unusual situation could be any of the following:
 - Co-incidental / simultaneous fouls
 - Fouls that are called based on game play that is not common
 - Fouls that rarely occur
 - Emotional reactions from athletes / coaches
 - Spectator interference
 - Extra balls on the field
 - Events that confuse athletes
 - Situations that require rule interpretations
- These could be routine with a single decision, or two simple decisions required, or complex requiring multiple decisions.
- An official should be able to act decisively and choose the appropriate response based on the context of the game. They should consider all four elements of fairness, safety, flow and temper.

Action – Confidently attempts to deescalate and diffuse conflict.

- Officials should always be working to prevent conflict from occurring in the first instance. Key preventative measures include:
 - Applying rules and penalties that are scaled appropriately to the context of the situation and the players.
 - Establishing and enforcing acceptable player behaviors (and being consistent individually and collectively).
- When conflict does occur, an official must act decisively. It is important to not “seek or avoid conflict.”
 - When dealing with participants who are confrontational, officials must be able to enter the situation to diffuse it in a professional manner, penalizing where appropriate. This is to control the game temper and flow while keeping it safe and fair.
 - It is important to identify and address issues as soon as they become apparent.
 - The official should place himself in close proximity to the potential offenders and speak to them about improving their behaviors. If the situation has already progressed to where the temper of the situation is negatively affected, then use the appropriate rules to control the situation.
 - 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 penalty or further action, you lose credibility with both teams. Our words have meaning, and our actions have consequences.

- Act; do not react. Participants can be managed through calm, firm, non-confrontational officiating. Officials may need to engage to manage participants who are “out of line”.
 - 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, for me to understand you I need you to ask me calmly.”
 - 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.

Action – Correctly uses 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. See *Rule 22.A.2*.
- When considering an escalation of penalties, the Officials must consider the intent of the player(s) committing fouls as well as other factors influencing the situation. Those factors can include increasing risks to the safety of all the participants (players, off-field, and officials) from:
 - Continual dangerous play.
 - Off ball dangerous play, or dangerous acts when a player is not expecting contact.
 - Any form of abuse or threats.
- 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 (no card) 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 tell players, “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.”

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. 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 provide consistent ways of communicating with participants and crew members through the effective use of signals and their whistle.

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 side-lines, officials should stay wide and may go out of bounds so that they can see the side-line, the players, and the ball, containing the field of play.
- On the end-line, the Lead official should drop low so that they can see they end-line, the players, and the ball, containing the field of play.

Action – Keeps up with transitions.

- As the Lead moves toward their Attacking/Defending Area, 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. The Lead should be ahead of the play and turn their back to the corner of the field in order to open to the field and “receive” play into the 15m 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 in transition.

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.
- Officials should run or jog into position based on the game.

Has correct positioning and makes calls based on position.

Action – Responds to players position during settled 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 the defender who is beaten coming from behind.

- Officiating 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 most likely to occur. Anticipating what a player is going to do and looking to see which players are open to receive the next pass can help an 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.

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

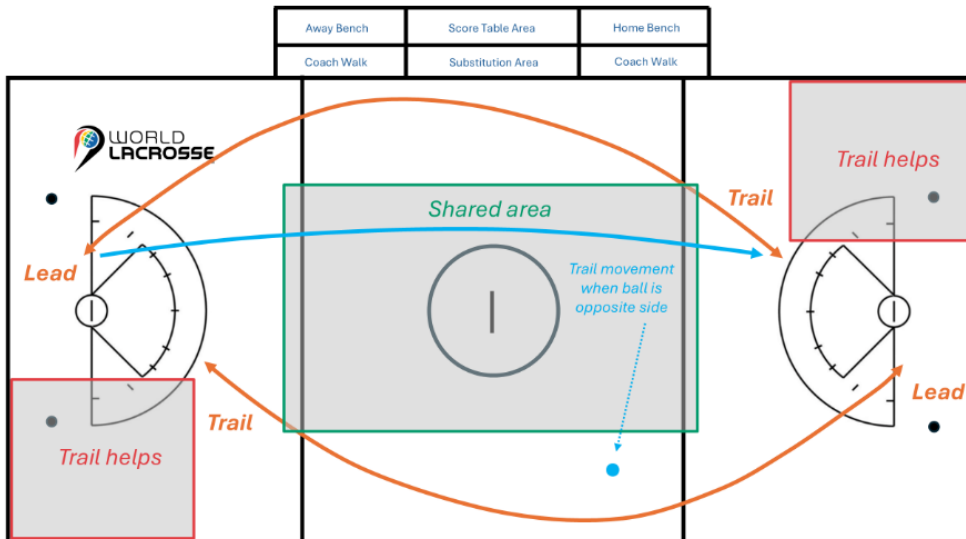
The game may be managed by a Two-person system (Lead and Trail) or a Three-person system (Lead, Trail, and Single Side). Trust your partners and avoid “reaching” or making calls in front of a partner when they are in a better position or closer to the play than you are.

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.

Two-Person Official System Specifics:

Diagram 1: Two-Person Field Coverage



- 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 side-line boundary and when in the Trail position can help the Lead with their "coffin corner" at end-line.
 - During transition, the Officials should keep play in-between them. The Trail official will be behind the ball. They can run a more central line IF the ball is on the Lead’s side of the field.
 - The Lead is responsible for most of the on-ball play in the AFA, especially as the attack is moving towards goal.
 - The Lead must also call Shooting Space in the area in the half of the 15m MA, the field being divided at the centre hash mark.

Three-Person Official System Specifics:

Diagram 2: Determining Lead, Trail, and Single Side Positioning

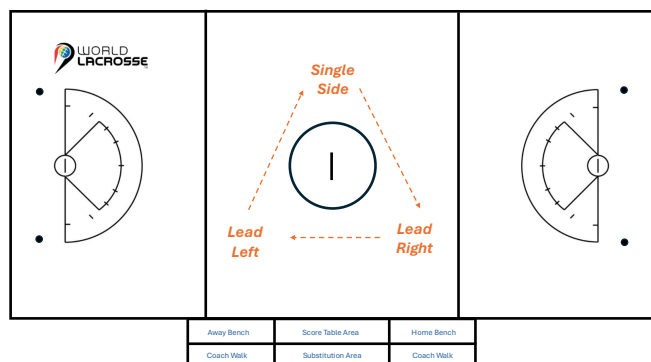
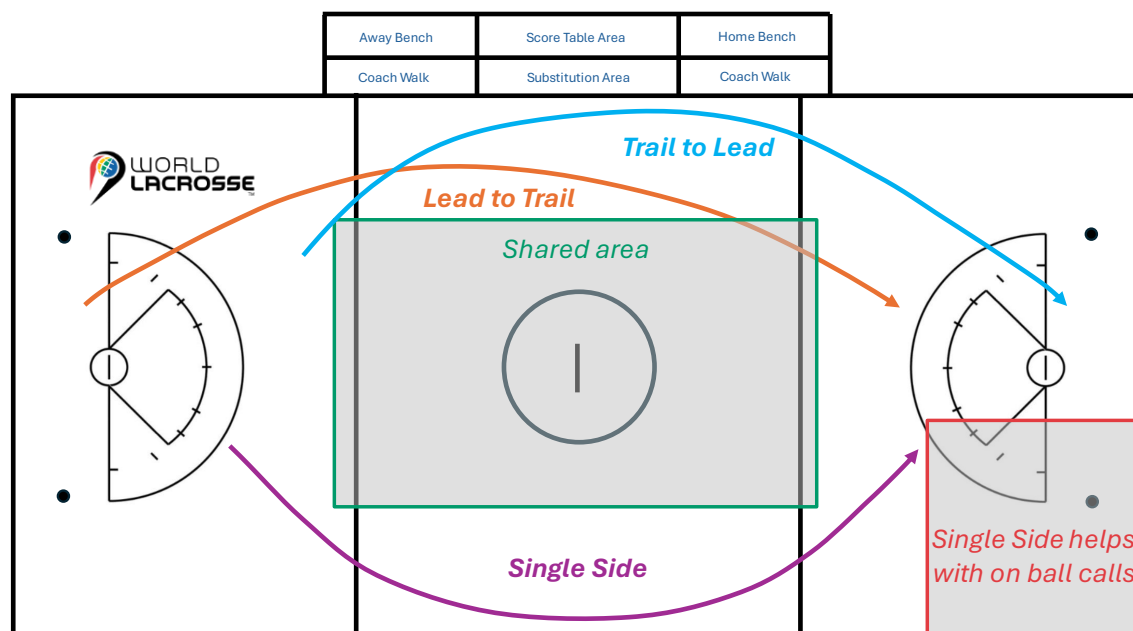


Diagram 3: Three-Person Field Coverage



- The two Lead officials (Lead Left and Lead Right) position themselves on the scorer's table side of the field. The Single Side official is the head official and is positioned on the side of the field opposite the score table.
- The three officials rotate in a clockwise direction after every two goals.
- The benefits of rotating include increasing an official's concentration, allowing officials to be more unified, and to create a more consistent team of officials calling the game. Rotating positions 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 Lead Right official is responsible for the goal to their right and is the Lead when play is coming towards them. The Lead Left official is responsible for the goal to their left and is the Lead when play is coming towards them.
- The Lead Right and Lead Left officials become the Trail official when the ball is moving away from them towards the opposite end of the field.
- The Single Side official is a 'close in' Trail and a second Lead at each end of the field.

Center Draw

Action – Demonstrates appropriate Draw positioning and responsibilities.

- The Lead Left and Lead Right 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. The hand of the official(s) who are not setting the Draw should be up to communicate to each other that they are completing pre-Draw duties (i.e. counting, etc.). When completed, their hand should come down.
- The Single Side 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 halftime break. Otherwise, the official who is in the Trail position when a goal is scored shall administer the subsequent Draw.
- The Lead Left and Lead Right 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 Lead Left or Lead Right 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 Lead Left or Lead Right official, they need to manage the play. The Single Side official needs to move into a position to manage the Restraining-Line. The Lead Left or Lead Right official 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 Lead Left and Lead Right 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 Draw official indicates that the Draw is **set**, by indicating “READY!” (audible). At “READY!”, each Restraining-Line becomes **locked**, meaning players may no longer cross or exchange positions 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).
- 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!”.
- Lead Left and Lead Right officials may continue to signal to the Single Side official to hold setting the Draw by extending a hand up in the air, palm open. They may do this if players are actively substituting. However, officials should be aware of teams who are deliberately or inadvertently delaying the restart of the game. The game clock does not stop after goals, and maintaining clock integrity is important. Players must be ready to start the game 30 seconds after a goal has been scored. Officials should be aware of players trying to delay the game by delaying the start of the Draw through slow substitutions.

Settled Play

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

Action - Covers areas of responsibility on ball and off ball.

Action – Appropriate settled play positioning – Lead, Trail, and Single Side.

Diagram 4: Two-Person and Three-Person Settled Play Positions

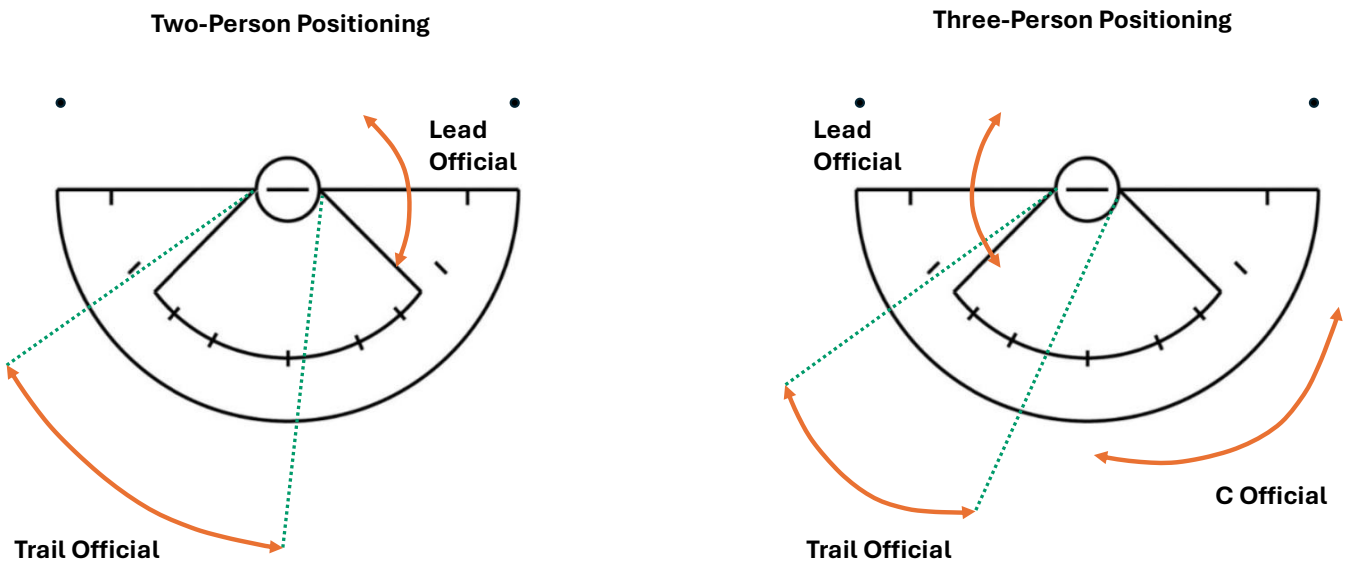
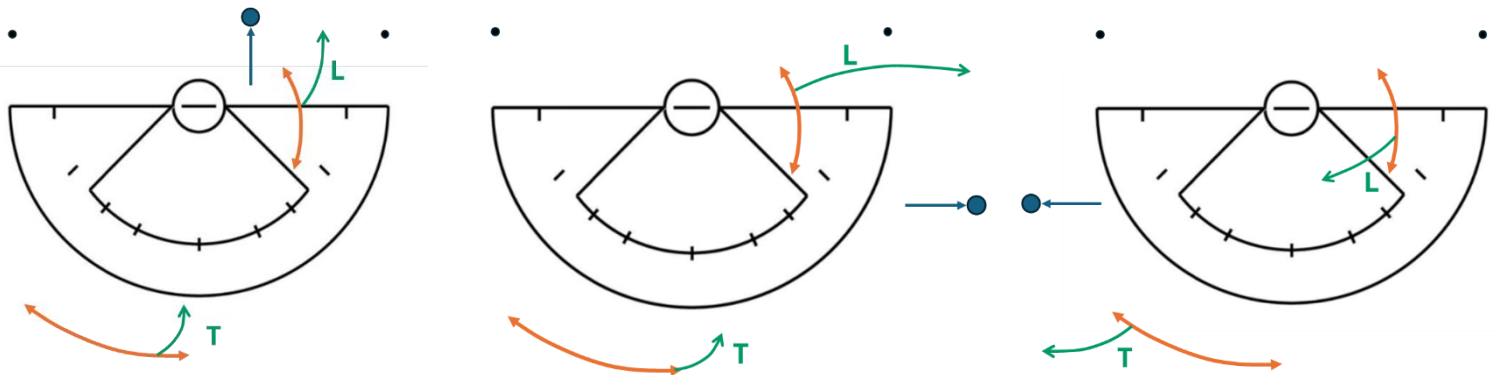
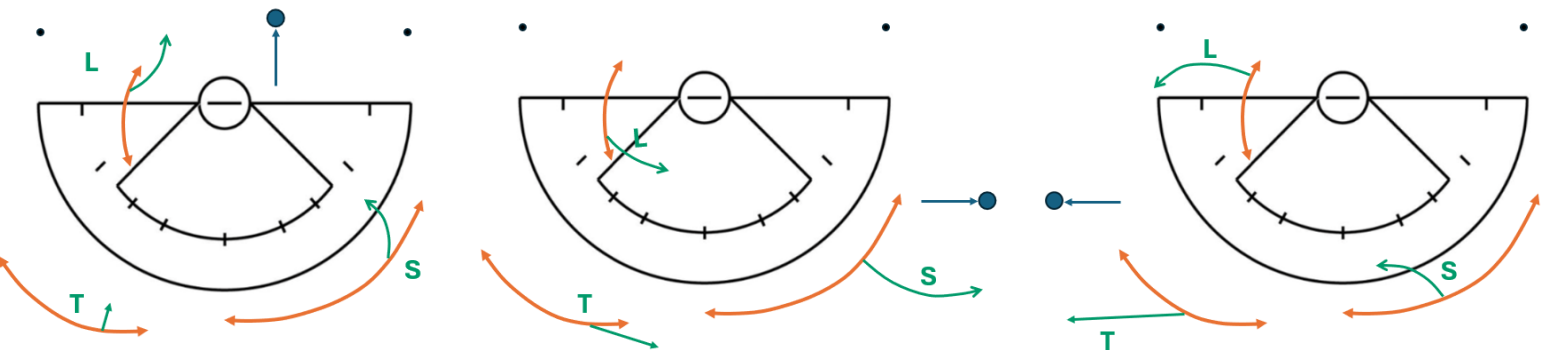


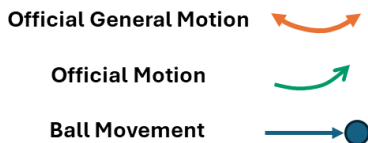
Diagram 5: Coverage In Settled Play When the Ball Nears a Boundary

Two Person Officiating



Three Person Officiating

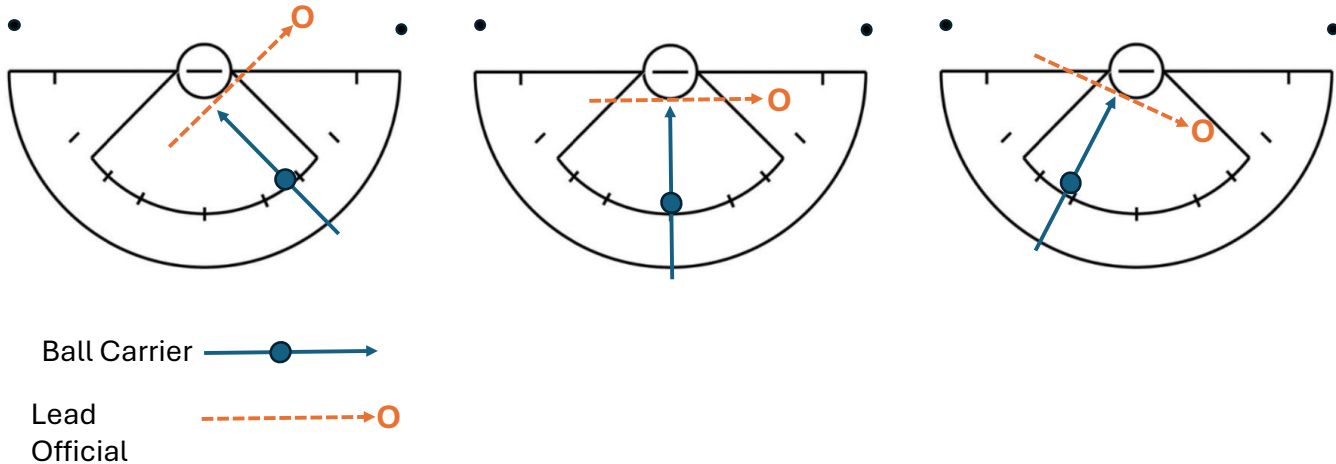




Note: In these scenarios, the ball is being challenged by the defensive team. When the ball moves to a side-line and is not being challenged by the defensive team, positioning does not need to adjust as low/wide, assuming the play will transition back towards the goal. Officials can move out of bounds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

Settled Play Positioning – Lead.

Diagram 6: Three Basic Lead Tangents Positioning



- As the play moves into settled play around the AFA, it is critical that the Lead stays ahead of the ball all the way to their Attacking/Defending 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 players. 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 AFA, 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 15m MA, 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 GLE.
 - 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/close side:
 - The Lead should open to the field with their back to the end-line to be able to see the space between the players and drop below the GLE if necessary.
 - The Lead will move higher in the 15m MA 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. They should use short commands and visual arm signals to direct players when setting up Free Positions to resume play without undue delay. They should be stationary when restarting play or signaling a goal.
- Moving “on the tangent” when the attack has the ball inside the 15m MA will help officials be in the correct position to make Goal-Circle violation calls. *Diagram 8* 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.

On-ball and off-ball responsibilities – Lead.

- Once the ball is within the AFA, the Lead is primarily responsible for:
 - Calling a goal and watching the ball to see if/when the ball crosses the goal-line. (See *Rule 11 Scoring*)
 - On-ball fouls including Illegal Contact and Dangerous Checks.
 - The Lead must also watch that the ball carrier does not foul a 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:
 - Be aware of contentious play along the end-line and/or be aware of who is entitled to the ball when it goes out of bounds along the end-line, during a shot or during the regular course of play.
 - When a boundary call is made within the AFA below the GLE, the Lead will always restart play.
 - At the near side-line (shared with Trail in Three-Person Officiating).
- Lead official may call off-ball fouls, but these are primarily the responsibility of their partner(s), including Three Seconds violations and Blocks.
 - The Lead should be aware of Shooting Space by defenders who are low and, on the Lead’s nearside. The Trail may have difficulty getting wide and low enough to make an accurate call in the 15m MA on the Lead’s nearside particularly in transition.
- Three-Person Officiating System:
 - The Lead will have help from Single Side to manage on-ball fouls on the far side of the AFA from the Lead. This allows the Lead to increase coverage of the AFA by widening their focus to include players near to them, in the mid-range of their vision, and below the GLE 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 15m MA when the ball is on the far side because of help from Single Side.

Settled play positioning – Trail.

- As the ball approaches the 15m MA, the Trail should take a position near the Restraining-Line and must shift laterally with the ball.
- In Two-Person Officiating, the Trail must cover the middle of the 15m MA.
- In Three-Person Officiating, the Trail has the help of Single Side 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 Single Side to handle the center of the field. To move into the center of the field would put the Trail at a clear disadvantage and potentially be caught inside the play should there be a quick change of possession.

On-ball and off-ball responsibilities – Trail.

- The primary responsibility of the Trail is to always be 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;
 - Blocks;
 - Off-ball Detaining;

- Three Seconds;
- Fouls after a shot; and
- Shooting Space on their side and when Two-Officials, in the center of the 15m MA.
- The Trail may make on-ball calls when:
 - Play is below the Restraining-Line between the 15m MA and their nearside boundary;
 - Play is coming out of the 15m MA in their direction; and
 - Managing play in loose ball scenarios near the Restraining-Line.
 - Looking for fouls on either the defence or the attack when a shot is taken.
- 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 – Single Side.

- The Single Side 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 Single Side should be near the 15m MA and move in an arc, just outside the 15m line, with the ball from a position just off center in the 15m MA to as low as being above where the third hash is in the 11m MA.

On-ball and off-ball responsibilities – Single Side.

- The Single Side is responsible for their entire side-line 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 Single Side.
- While Single Side is, at times, a Trail official, they should make on-ball foul calls when the ball moves into their side of the AFA. The Single Side 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 AFA.
- If Single Side 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 Single Side calls a foul in the AFA, Single Side 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 Single Side makes a call well outside of the AFA, the Lead may wish Single Side to restart play. Good eye contact, teamwork and ball awareness are essential to making this arrangement work.
- Both the Trail and the Single Side should assist the Lead by making sure the 11m MA is cleared before restarting play on a hash mark Free Position.
- If the Lead needs Single Side’s assistance in calling a Goal-Circle violation, Single Side is usually in an excellent position to help the Lead with their nearside tangent. Both the Trail and the Single Side should assist the Lead by making sure the 11m MA is cleared when necessary. Be certain to discuss these shared responsibilities with one another before the game.
- Both Single Side and Trail should be always field conscious when the whistle sounds to stop play. The Single Side 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.

Transition Play

Action – Appropriate transition positioning – Lead, Trail, and Single Side.

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

Action - Covers areas of responsibility on ball and off ball

Transition Positioning - Lead

- 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 side-line. 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 Attacking/Defending 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 the Lead may continue to move on ahead of play toward their goal.

Transition Responsibilities - Lead

- In Three-Person Officiating, Lead Left and Lead Right officials share the responsibility for making side-line boundary calls and foul calls on their side of the field.
- In Two-Person Officiating, the Lead must make side-line boundary calls and foul calls on their side of the field.
- The Lead looks for on-ball fouls if the ball is closer to them than their partner.
- The Lead looks for off-ball fouls if the ball is closer to their partner(s).
- When play is entering a team's Defending Area, Lead must stay up-field and manage off-ball play, while being ready to receive the play.
- Generally, the Lead will receive the play as it moves towards goal when play is settled.

Transition Positioning - Trail

- When there is a change of possession and play is in transition towards the far end of the field, the Lead switches to become the (new) Trail.
- The new Trail will stay with the goalkeeper while the goalkeeper is in possession of the ball.
- The new Trail moves downfield behind the play. They ask themselves:
 - How am I "trailing" the ball?
 - Am I too far ahead/behind?
 - As the ball moves up the field, can I see the space between the players?
- Trail officials should not get too far ahead of themselves in an eagerness to get up the field. They should allow their partners get up-field so they can lead the ball in transition. They should 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, they can manage any turnovers or pressure situations against the defensive team that could result in a goal. Recall that Trail officials 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 "triangle," see the space between the players and can manage the side-line.
- 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. Trail officials should ask themselves if they are effectively supporting their 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. The Trail should be ready for a potential missed pass as a team "swings" the ball across the field through a set of backwards passes or if a goalkeeper who is in possession of the ball starts to be pressured by the opposition.

Transition Responsibilities - Trail

- 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 (away from the goal-line) 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 violation and must be penalized.
 - Officials should use self-talk so you do not forget that the goalkeeper may not put it back in until "played" (i.e. "not played," or "no re-entry"). Other officials cross their fingers until the goalkeeper is played.
- The primary responsibilities of all officials when the ball is in a midfield transition is to manage fouls that occur in the midfield and at the side-line boundaries.
- During transition, the officials share management of midfield play with one another. Officials need to be flexible in their "responsibilities" during play.
 - They should look for off-ball fouls if the ball is nearer their partner(s).
 - They should look for on-ball fouls if the ball is on their side, 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 Single Side'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.
 - They should watch for players cutting back to get the ball – Blocks, Detaining, etc.
 - If their partner is screened from seeing a foul or a clear push from behind, they may need help. The Trail should recognize and call if appropriate.
 - Officials should balance this with trying not to call in front of their partner(s) (i.e. "reaching"). 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 Defending Area, the new Lead will be up-field, and it will be the new Trail's responsibility to manage the play/ball. New Lead will have the wide view to manage off-ball play.
- The Trail is responsible for the Restraining-Line. They should ask themselves:
 - Am I close enough to manage each Restraining-Line as play transitions?
 - The Trail should start to count attackers who are over the Restraining-Line as they move towards the Attacking Area.
 - Next, they should count the defenders. They should do this early before the Restraining-Line as they move up-field.
- As the ball crosses the Restraining-Line, they should look for anyone who may be in Three Seconds awaiting the attacker.

Transition Positioning - Single Side

- During transition, the Single Side 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 Single Side may move in toward the center of the field to maintain an unobstructed view of the play and to support their partners.
- The Single Side 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 Single Side may stay close to the play.
- If the play is fast and quick, this may mean that the Single Side needs to release farther into the Midfield Area and be slightly ahead of play and look back through the space between the players.
- As the play crosses into the Attacking Area, the Single Side official reoccupies a trailing position closely following the ball and players into the Attacking Area.

Transition Responsibilities – Single Side

- The Single Side is responsible for their entire side-line boundary.
- During transition, the Single Side watches for:
 - On- or off-ball Blocks;
 - On-ball fouls on their side of the field; and
 - Helps with “big” fouls on the far side of the field.
- The Single Side official should be ready to help when:
 - Lead and Trail are blocked/have an obstructed view;
 - Any fouls after the play; and/or
 - Any intentional, breakdown and dangerous or cardable play
- If the ball is transitioning into the Attacking Area on the Lead/Trail side of the field, the Single Side can assist the Trail in counting for potential Restraining-Line violations.

Action – Adapts positioning to the style of play.

- An official must always be able to adjust their position to be able to complete their responsibilities and be able to cover their area.
- An official will constantly be reading the game and moving to have the best view of the play. Field markings are a useful guide for officials. Officials need to be flexible and able to move from a marking they have used as a guide as play dictates.
- Each team will bring their own individual style and tactics. It is important that officials adapt to be able to manage and call the game. This may mean adjusting their position outside of what this manual states. For example, if a team is playing wide on settled attack, the trail and single side official may have to be wider. Another example is if a team is pushing a fast break transition every time, the trail official may have to be slightly further back and begin moving down the field earlier.
- Officials should be able to recognize when a partner “gets caught” and should adjust their own field positioning appropriately to compensate for that partner.

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.
 - 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.
 - The whistle must be:
 - 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, officials blow their whistle and signal the direction of the ball.
- Following a shot, officials should blow the whistle when the ball crosses the boundary and decide who was closest when the ball crossed the line.

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

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

Chart 2: “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 timekeeper 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, direction and restart.

- An official must be able to signal a goal and no goal. This is essential for the scorekeeper and to avoid confusion.
- One of the most important signals to use is the Direction signal. By signaling direction first, officials allow teams to organise and their partner(s) to position themselves accordingly.

Action – Uses clear and correct foul signals.

- Officials should:
 - 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 their communication with, and to give directions to players.
 - Please see the signals manual for specific signals that are to be used.

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

- Clear and consistent use of direction and then foul signal allows partner(s) to transition and prepare for the next play more easily and allows the teams to mentally readjust, as necessary, for the next play.
 - 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:
 - 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 (against the requesting team)
 - STEP 5: Direction signal
 - STEP 6: Restart with possession at the Draw
 - If the goal scorer's 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 a teammate from the goal scoring team'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:
 - 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 (against the requesting team)
 - 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:
 - Card/Card or Major/Major or Minor/Minor/Equivalent:
 - STEP 1: Simultaneous Foul signal
 - STEP 2: First Foul signal
 - STEP 3: Second Foul signal
 - STEP 4: Alternate Possession signal
 - STEP 5: Apply Alternate Possession

- Card/Major or Card/Minor or Major/Minor (i.e. unequal fouls):
 - 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 the Rule Book.

Core evaluation competencies in this section:

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

Uses the language of the rules to communicate with players and coaching staff

Action - Describes what was seen when explaining penalties and game situations

- All officials, including those who are new to officiating, need to be able to describe what they saw on the field.
- They need to be able to verbalise why they did or did not make a call. This includes describing what the players did, why it is safe / unsafe, or fair / unfair.
- Top domestic officials and international officials should also be able to explain why they did / did not apply advantage to different scenarios.

Action - Provides accurate rule references when explaining penalties and game situations

- Officials need to start to be able to provide rule references to coaches and players as they become top domestic officials.
- International officials are expected to be able to give rule references and use the language of the rule when explaining penalties and game situations.

Starts play efficiently and correctly in each quarter, after goals, any stoppage, and fouls.

Action - Conducts an efficient and correct Draw

How to Set the Draw

- See *Section 4, Mechanics and Positioning* for more information pertaining to Lead Left/Lead Right/Single Side officials and their specific responsibilities prior-to and during the Draw.
- See Rule 13 – Start and Restart of Play for the rule details on a center Draw.
- The Single Side should check in with their partners on the Lead side of the field prior to setting the Draw. If either Official or the 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 Single Side should wait before approaching the centers until all Officials have lowered their arms. Eye contact and a head nod may help signal to the Single Side 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 Single Side approaches the Draw takers and extends a hand, so that the centers' Crosses are sitting in the official's open palm, their hand in contact with the bottom sidewall of both player's Crosses.
- The Single Side should be positioned so that they can back-out directly along the centerline to their side-line opposite the benches. They should be positioned as to not have to go around either of the Draw takers to get to their side-line, 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 Single Side 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.
 - a. The Single Side official should not have to correct the same positioning/angle issue of a Draw taker's stick more than once. Should a Draw taker revert to illegal positioning of their Crosse following a correction, the Single Side official may signal an Illegal Draw at the whistle/start of play.
- The Single Side 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 directly along the centerline towards the non-bench side-line, 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 Single Side identifies a reason one of the two Draw takers drew illegally, a single whistle followed by the direction signal and the Illegal Procedure arm signal should follow.

Fouls relating to the Draw

- On the Draw, early movement prior to the whistle or Possession should be penalized as Early Entry 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.

Action - Starts play within 30 seconds of a goal being scored

- Players must be ready to start the game 30 seconds after a goal has been scored.
- This means the official needs to be aware of the clock and the time the goal is scored.
- Officials should be proactive in calling teams to setup after a goal.
- If a team is not ready, the official could call a delay of game foul, or misconduct. This will depend on the circumstances in the game.

Action - Starts the ball carrier correctly and in the correct position

Action - Ensures defenders give the ball carrier the space they are entitled to

- An official must know when it is a whistle start and when it is a self-start and apply the rule correctly.
- An official must know how to set-up an out of bounds correctly, and all minor and major fouls in all areas of the field. Please see the diagrams below showing each set-up.

Self-Start

- With self-start, the player with the ball determines when play resumes. A player has self-started when that player passes the ball, takes a step, or starts to run from their starting position. Cradling the ball, while remaining in place, is not considered a self-start.
- 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. There is no foul for a "false start" in World Lacrosse women's field rules. This includes on a Free Position, where an attacking player who was fouled and subsequently "false starts"/self-starts from an MA

line/Hash Mark before the whistle. They may reset and await the whistle. This is not an automatic turnover to the defensive team. 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.

- 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 Delay of Game.
- 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 ball carrier by stopping play and resetting a Free Position if defenders who are within 4m of the ball are not interfering with play at the restart. 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.
- An official should be active in telling / signalling to defenders to move to give the correct clearance.

Foul Set-Up Diagrams

- The following diagrams are organised by the location they occur on the field.
 - Outside the AFA
 - Restraining Line
 - Goal-Circle
 - AFA below GLE
 - AFA above GLE
 - AFA

Midfield

Diagram 6: Minor Fouls outside the AFA

19.B.10

Where – Outside the AFA

What – Minor Foul

Who – Any player

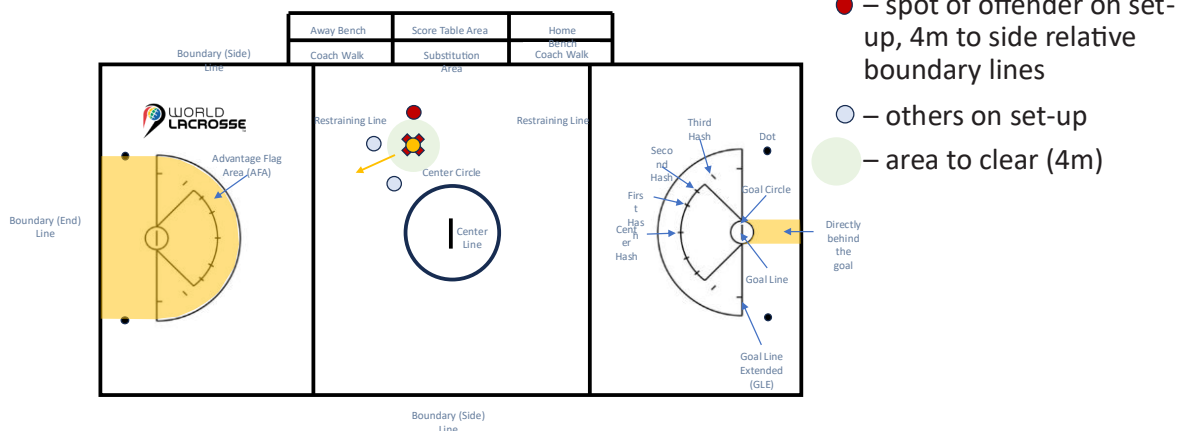


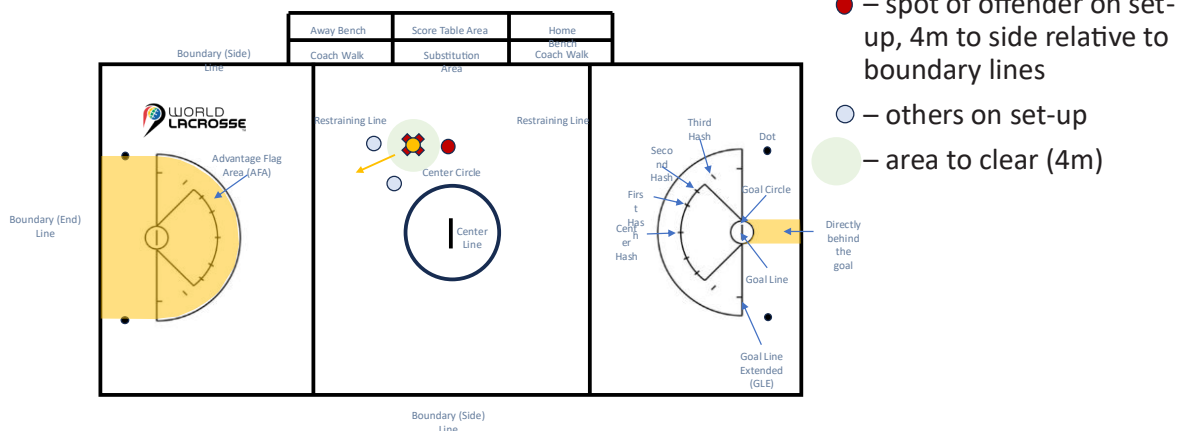
Diagram 7: Major Fouls outside the AFA

20.B.3

Where – Outside the AFA

What – Major Foul

Who - Any player



Restraining-Line

- 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.
- 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.

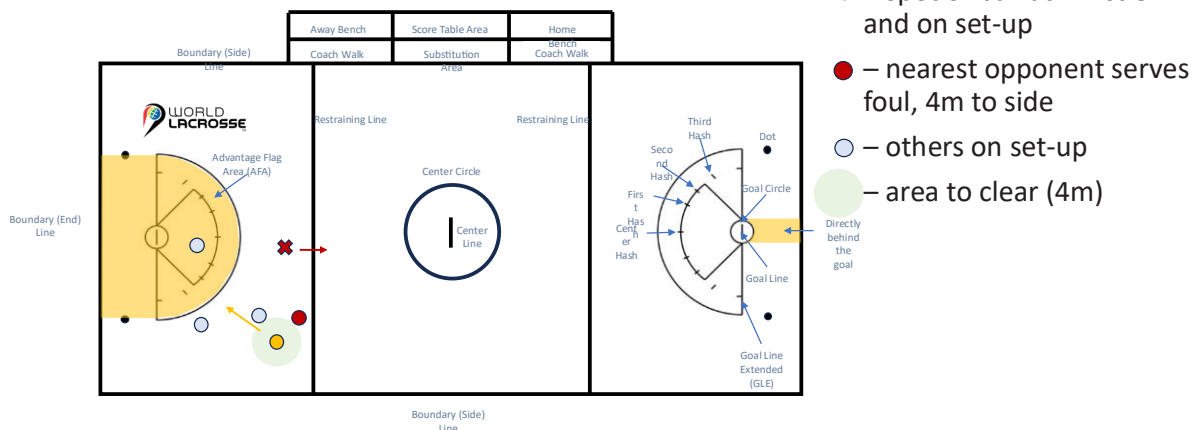
Diagram 8: Restraining-Line Foul, Ball is outside the AFA

18.B.3

Where – Ball is outside the AFA

What – Restraining Line

Who - Any player



- When the whistle sounds to stop play for a Restraining-Line violation and the ball is outside the AFA:
 - The Trail or Single Side makes the call, corrects the Offside (the offender or their teammate closest to the Restraining-Line at the time of the whistle corrects the Offside).
 - The Free Position is set relative to the spot of the ball so the Trail, Lead or Single Side 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.

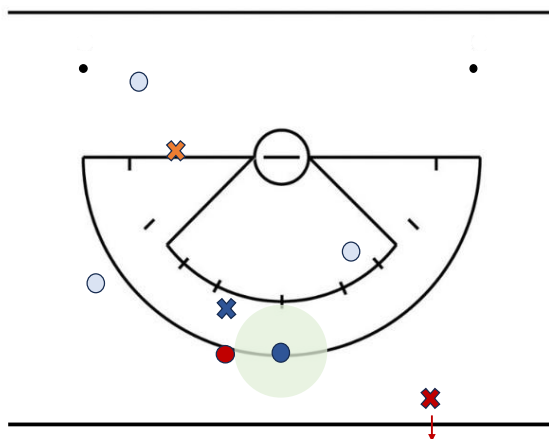
Diagram 9: Restraining-Line Foul, Ball is inside the AFA

19.B.2

Where – Ball is inside the AFA

What – Restraining Line

Who – Attack or Defense (same set-up)



✗ – spot of offside player, correct so onside

✗ – spot of ball at whistle

✗ – spot of player closest to the top of the 15m MA

● – spot of ball on set-up with player closest to top of 15m MA

● – nearest opponent serves foul, 4m to side

● – others on set-up

● – area to clear (4m)

- When the whistle sounds to stop play for a Restraining-Line violation and the ball is inside the AFA:
 - 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 centre/top of the 15m MA for the restart. Then, their nearest opponent serves the foul, by moving 4m directly to the side of the ball carrier.
 - 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.
 - 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.

Goal-Circle

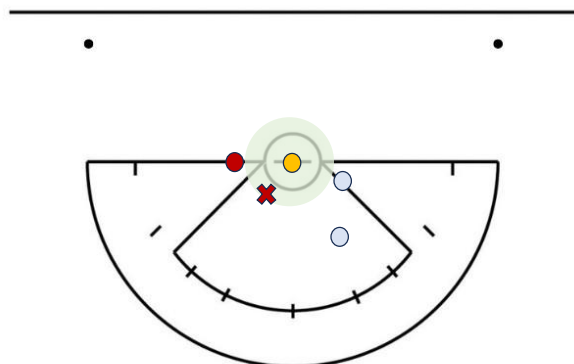
Diagram 10: Goal-Circle Violations by an Attacker

17.B.1

Where – Goal-Circle

What – Goal-Circle Violation

Who - 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)

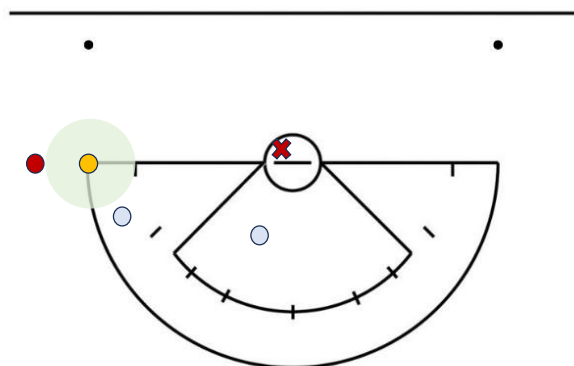
Diagram 11: Goal-Circle Violations by a Defender

17.B.2

Where – Goal-Circle

What – Goal-Circle Violation

Who - Defense



- ✕ – 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)

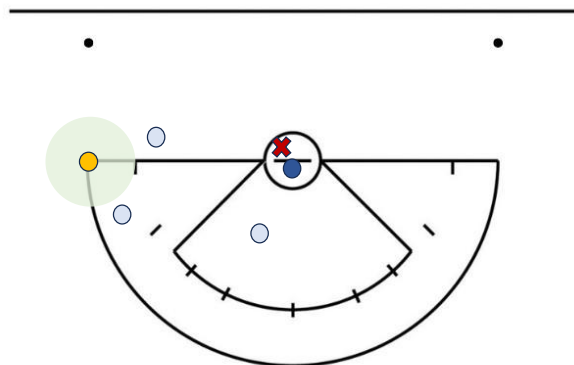
Diagram 12: Goal-Circle Violation by the Goalkeeper

17.B.3

Where – Goal-Circle

What – Goal-Circle Violation

Who – Goalkeeper



- ✕ – spot of foul/goalkeeper
- – spot of ball on set-up (with closest attacker to GLE corner)
- – GK remain in the Goal-Circle, no player serves the foul
- – others on set-up
- – area to clear (4m)

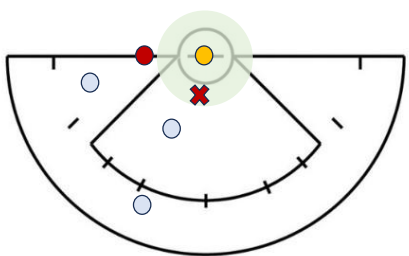
Diagram 13: Minor Foul by an Attacker on the Goalkeeper in the Goal-Circle

19.B.11.d

Where – In the Goal-Circle

What – Minor Foul

Who - Attacker fouling a Goalkeeper



- ✗ – spot of foul/Attacker
- – spot of ball on set-up (with GK)
- – spot of player on set-up 1m to the side on GLE
- – others on set-up
- – area to clear (4m, 1m from Goal-Circle)

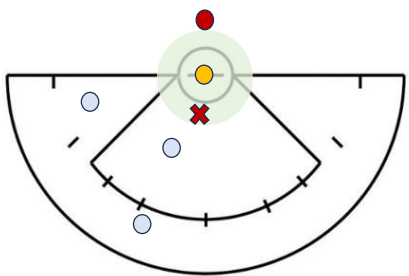
Diagram 14: Major Foul by an Attacker on the Goalkeeper in the Goal-Circle

20.B.4.d.ii

Where – In the Goal-Circle

What – Major Foul

Who - Attacker fouling a Goalkeeper



- ✗ – spot of foul/Attacker
- – spot of ball on set-up (with GK)
- – spot of player on set-up 1m behind Goal-Circle
- – others on set-up
- – area to clear (4m, 1m from Goal-Circle)

AFA Below GLE

- The Goal-Circle below the GLE is part of the AFA below the GLE. It is not part of the 11m and 15m MAs.
 - Major or minor fouls that occur below the GLE but inside the Goal-Circle will be set-up on the nearest dot, as if they occurred below the GLE.

Diagram 15: Minor Foul by the Goalkeeper in the Goal-Circle below the GLE

19.B.7 and 19.B.12

Where – In the Goal-Circle below the GLE

What – Minor Foul

Who – Goalkeeper

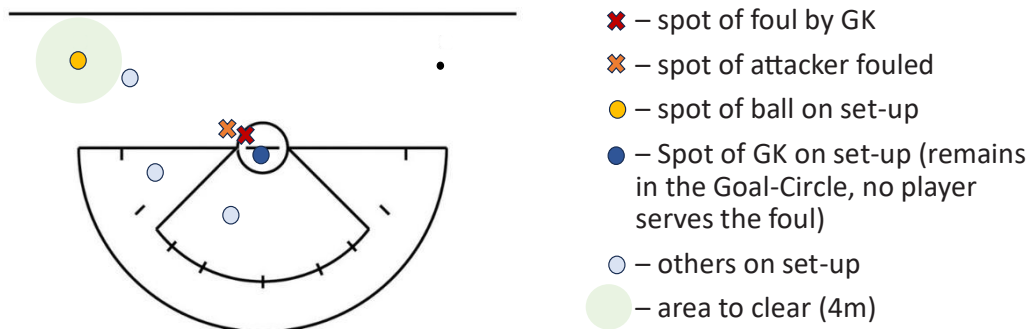


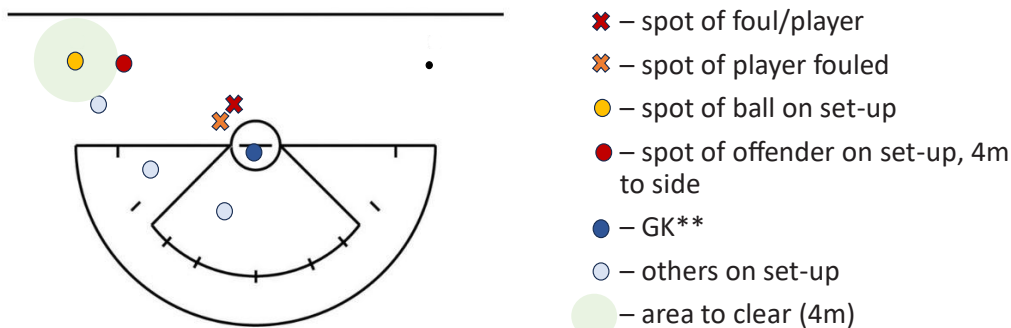
Diagram 16: Minor Foul by a Defender or Attacker below the GLE

19.B.12*

Where - In the AFA and below the GLE (including in the Goal-Circle below GLE)

What - Minor Foul

Who - Defender OR Attacker



*Rule 19.B.12.b Requires editorial correction. Rule reference read "The offender will move 4m to the **side**"

** Note, if the Goalkeeper committed the foul **OUTSIDE** the Goal-Circle, they are treated as a field player and **MUST** be 4m to the side.

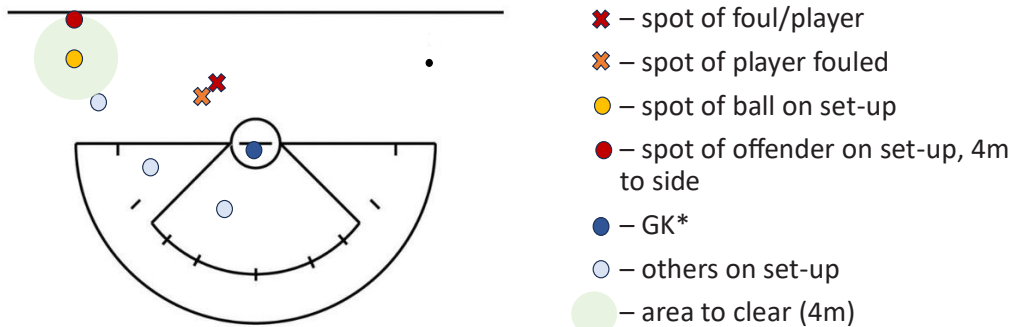
Diagram 17: Major Foul by a Defender or Attacker or Goalkeeper below the GLE

20.B.6

Where - In the AFA and below the GLE (including in the Goal-Circle below GLE)

What - Major Foul

Who - Defender OR Attacker OR Goalkeeper



* Note, if the Goalkeeper commits a **MAJOR** foul whether **INSIDE OR OUTSIDE** the Goal-Circle, they **MUST** be 4m behind.

AFA Above GLE

- The Goal-Circle above the GLE is part of the 11m and 15m MA.
 - Major fouls above the GLE but inside the Goal-Circle will be set-up at the nearest hash mark, as if they occurred inside the 11m MA.
 - Minor fouls above the GLE but inside the Goal-Circle will be set-up at the nearest spot on the 15m MA line, in line with the foul.

AFA Above GLE – Minor Fouls

Diagram 18: Minor Foul by the Goalkeeper in the Goal-Circle above the GLE

19.B.7 and 19.B.11

Where – In the Goal-Circle above the GLE

What – Minor Foul

Who - Goalkeeper

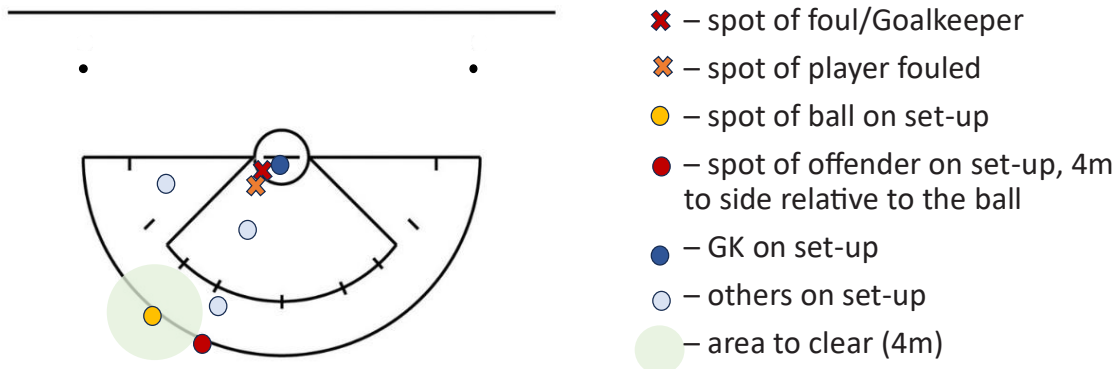


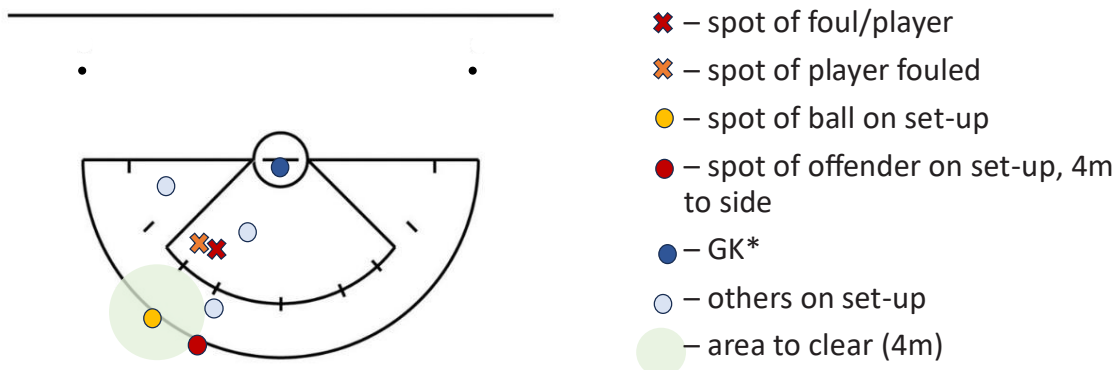
Diagram 19: Minor Foul by a Defender or Attacker in the 15m MA above the GLE

19.B.11

Where – In the 15m MA or 11m MA (including the Goal-Circle above GLE)

What – Minor Foul

Who - Defender OR Attacker



* Note, if the Goalkeeper committed the foul OUTSIDE the Goal-Circle, they are treated as a field player and MUST be 4m to the side.

AFA Above GLE – Major Fouls

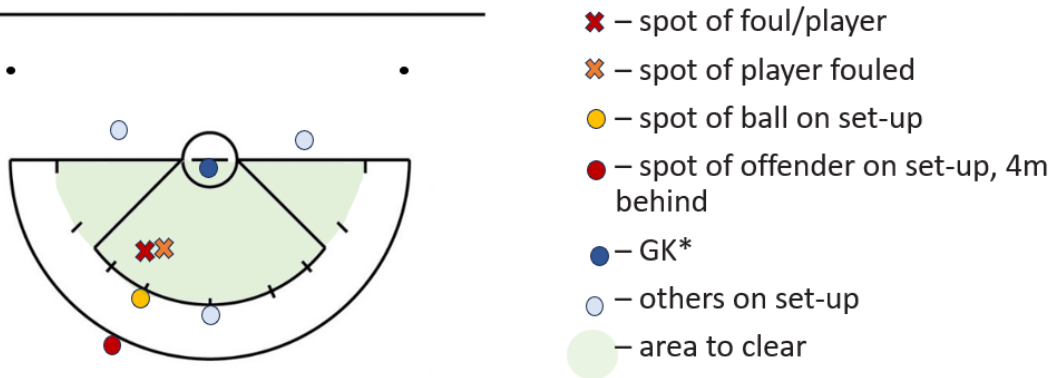
Diagram 20: Major Foul by the Defense in the 11m MA A

20.B.4

Where – In the 11m MA (including the Goal-Circle above GLE)

What – Major Foul

Who - Defender OR Goalkeeper



* Note, if the Goalkeeper commits a MAJOR foul whether INSIDE OR OUTSIDE the Goal-Circle, they MUST be 4m behind.

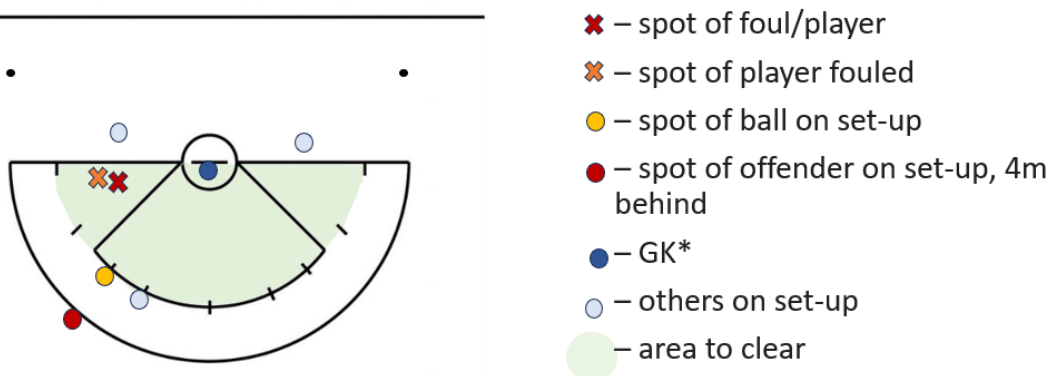
Diagram 21: Major Foul by the Defense in the 11m MA B

20.B.4

Where – In the 11m MA (including the Goal-Circle above GLE)

What – Major Foul

Who - Defender OR Goalkeeper



* Note, if the Goalkeeper commits a MAJOR foul whether INSIDE OR OUTSIDE the Goal-Circle, they MUST be 4m behind.

Diagram 22: Major Foul by the Attack in the 11m MA

20.B.4.c

Where – In the 11m MA (including the Goal-Circle above GLE)

What – Major Foul

Who - Attacker

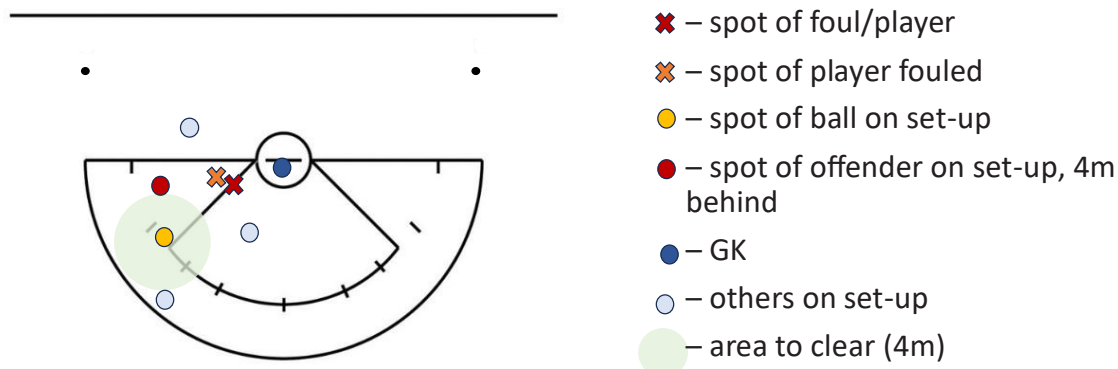


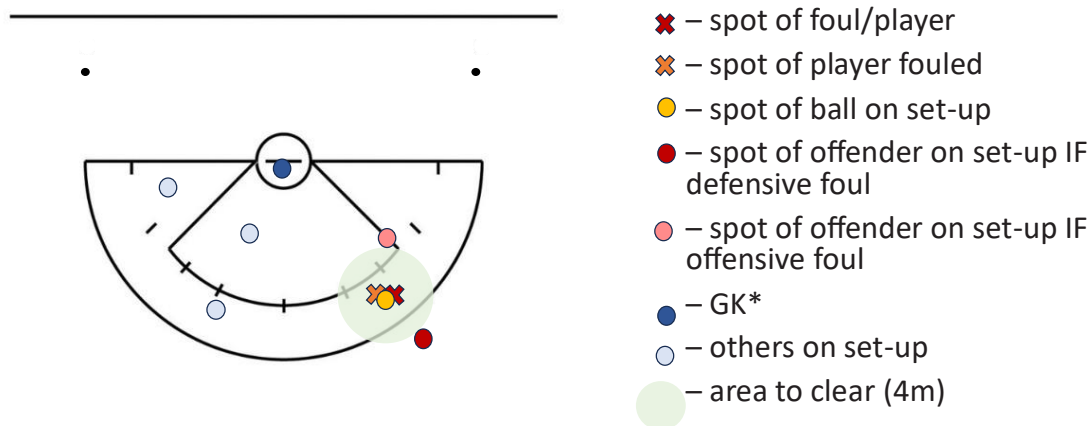
Diagram 23: Major Foul by the Defense or Attack between the 11m MA and 15m MA

20.B.5

Where – Between the 15m MA and 11m MA

What – Major Foul

Who - Defender OR Attacker



* Note, if the Goalkeeper committed the foul OUTSIDE the Goal-Circle, they are treated as a field player and MUST be 4m behind.

AFA – Major Fouls

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.
- Because the violation occurred inside the 11m Fan, Three Seconds violations are always a whistle start, even if the Penalty Administration is outside the AFA. All fouls that occur inside the AFA are whistle starts.

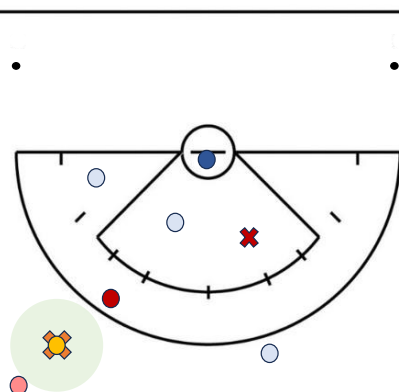
Diagram 24: Three Seconds Foul Set-Up – Ball is Outside the AFA at the time of the whistle

20.B.8.a

Where – The ball is OUTSIDE the AFA

What – Major Foul - Three Seconds

Who - Defender



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

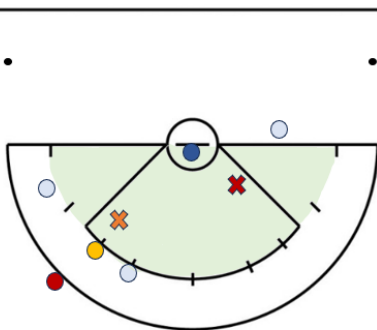
Diagram 25: Three Seconds Foul Set-Up – Ball is inside the 11m MA the time of the whistle

20.B.8.b

Where – The ball is INSIDE the 11m MA

What – Major Foul – Three Seconds

Who - Defender



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

* Note, if the Goalkeeper commits a Three Seconds foul, they MUST be 4m behind.

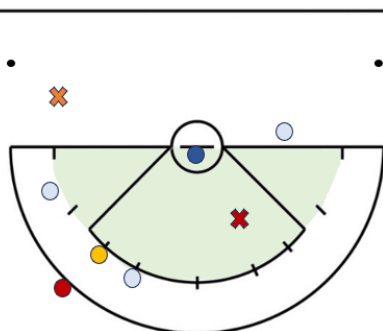
Diagram 26: Three Seconds Foul Set-Up – Ball is inside the AFA, and outside the 11m MA at the time of the whistle

20.B.8.b

Where – The ball is INSIDE the AFA and outside the 11m MA

What – Major Foul – Three Seconds

Who - Defender



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

* Note, if the Goalkeeper commits a Three Seconds foul, they MUST be 4m behind.

Penalty Administration for Shooting Space

- Shooting Space Administration:
 - The Free Position is set relative to the spot of the foul (i.e. the position of the defender at the time of the whistle)
 - The ball carrier's position DOES NOT determine where the free position is set.
 - If the defender is in the 11m MA, the free position will be set on a hash as per major foul set-up rules.
 - If the defender is between the 11m MA and 15m MA, the free position will be set at the spot of the foul (where the defender is) as per major foul set-up rules.
 - Shooting space in an immediate whistle.
 - This differs to other major fouls in the AFA. Please see below:
 - *20.B.7.a Exception: If the whistle is blown for a Shooting Space violation, between:*
 - *20.B.7.a.i The moment the shot has been released and a goal is scored (11.A.2) the goal will count.*
 - *20.B.7.a.ii The moment the shot has been released and 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 re-started on the official's whistle.*
 - *20.B.7.b In all other scenarios, the Shooting Space Free Position is administered, unless there is a coincidental foul by the attacker.*

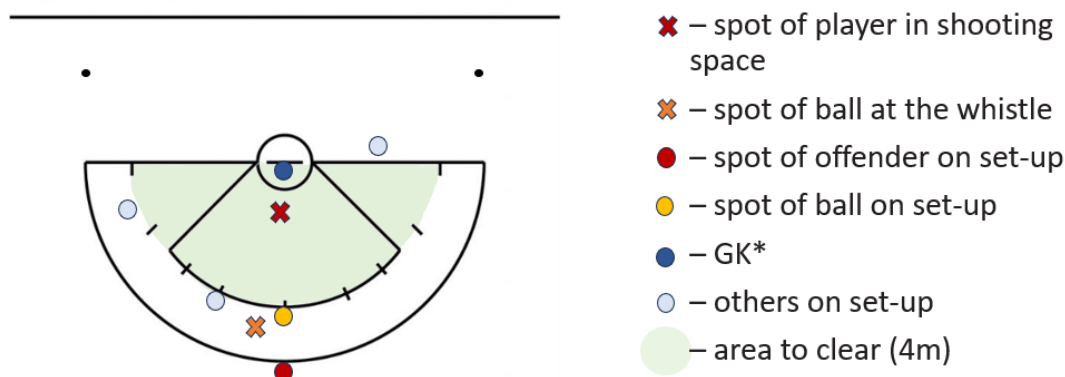
Diagram 27: Shooting Space Foul Set-Up – Ball is inside the AFA, and outside the 11m MA at the time of the whistle

20.B.7

Where – Player with the ball between the 15m MA and 11m MA

What – Major Foul – Shooting Space

Who – Defender



* Note, if the Goalkeeper commits a Shooting Space foul, they MUST be 4m behind.

Penalty Administration for Advantage Flag

The Advantage Flag is a held whistle for a major foul committed by the defending team when the attacking team is on a Scoring Play inside the AFA.

- A Free Position will be set-up if:
 - The attacking team fails to continue the initial movement to goal (through their own actions or through good defensive play).
 - The attacking team loses Possession of the ball.
 - A defender commits a major or minor foul that requires the game to be stopped.
 - A shot on goal is directly and immediately affected by a foul and no advantage is gained.
- If the scoring play ends with no subsequent foul, and a Free Position is required to be set-up, it will be set-up as per the rule if the whistle had blown at the time of the foul.
- Subsequent fouls by the defending team will always result in a Free Position on a hash mark on the 11m Fan for the attacking team.

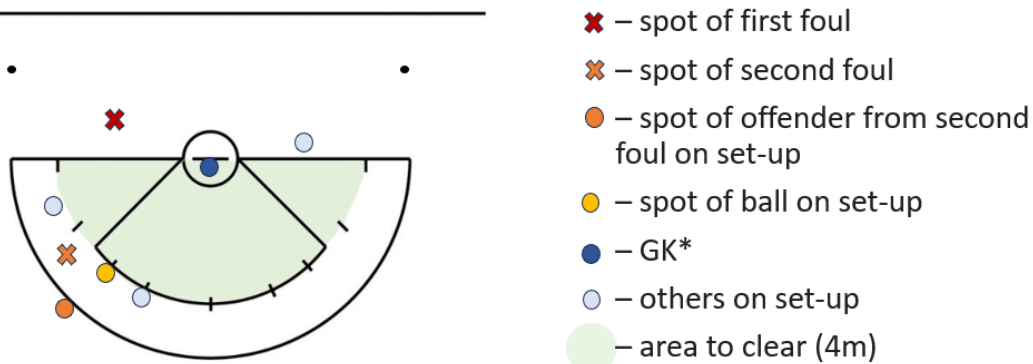
Diagram 28: Flag + Subsequent Foul– Ball is inside the AFA, and outside the 11m MA

20.B.7

Where – Player with the ball in AFA, outside 11m MA

What – Flag + subsequent foul (major or minor) by defending team

Who - Defender



* Note, if the Goalkeeper commits the subsequent foul and it is a Major foul, they MUST be 4m behind.

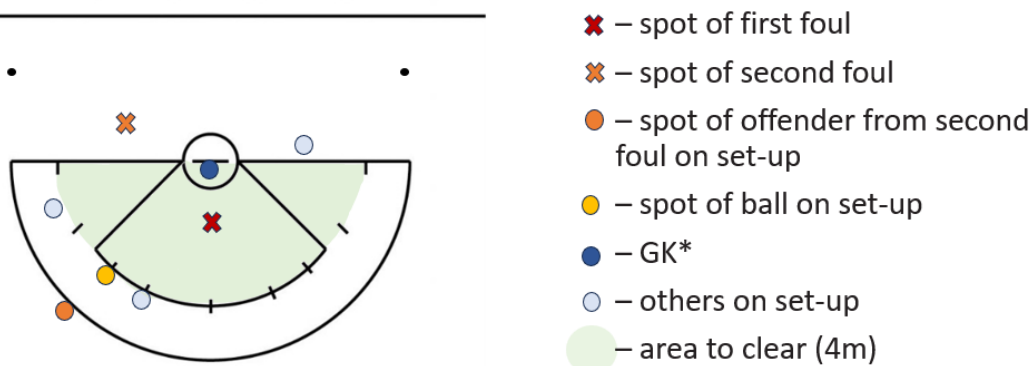
Diagram 29: Flag + Subsequent Foul– Ball is inside the AFA, and below the GLE

20.B.7

Where – Player with the ball in AFA, outside 11m MA

What – Flag + subsequent foul (major or minor) by defending team

Who - Defender



* Note, if the Goalkeeper commits the subsequent foul and it is a Major foul, they MUST be 4m behind.

Action - Administers Alternate Possession correctly

- See Rule 16 – Alternate Possession for the rule details.
- Alternate Possession is a change of possession. The team that wins the opening coin toss gets the choice of goal to defend or the first Alternate Possession. For overtime, the team wins the coin toss gets the choice of goal to defend or the first Alternate Possession.
- The officials and the scorer's table personnel shall:
 - Keep track of the Alternating Possessions.
 - In the event of a dispute, the head official's decision shall prevail.
 - A visible possession arrow is suggested but not required.
- Alternate Possession is taken at or near the incident and/or the spot of the ball when play was stopped outside the AFA.
- When the play is stopped and the ball is inside the 15m MA the play will be reset at the nearest point on the 15m line.
- When the play is stopped and the ball is inside the AFA below GLE, the play will be reset at the nearest dot. The ball should only restart from within the Goal-Circle on Alternate Possession if the goalkeeper is entitled to the ball inside the Goal-Circle.
- The opponent must give the ball carrier at least 1m of clear space with their Crosse and feet at the restart.

Makes calls that allow the game to be played.

Action - Recognizes when the ball is out of bounds and correctly awards possession

- See Rule 15 – Out of Bounds for rule details.
- 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.
- A boundary ball within the AFA DOES NOT have to be moved to the penalty dot.
- The nearest opponent shall be the one to restart play with the ball in their Crosse, this may include the goalkeeper. They will restart 2m inside the boundary from where the ball went out of bounds.
- 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 side-line or end-line 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.

Action - Recognizes and calls goals and no goals

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's momentum to determine if there is a foul that nullifies the goal.
- As a shooter is shooting, the Trail and Single Side 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 Single Side 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, 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).
- An official should consider the following when deciding if they should penalize the shooter:
 - Did the defender(s) move into the path of the follow-through of the Crosse?
 - Was the defender outside of the path of the shot when the ball was released from the Crosse of the shooter?
 - In contact situations, was the shooter legally entitled to the space or not?
- 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 to 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 Single Side 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 Single Side 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 Single Side 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 Single Side should help with Goal-Circle fouls that occur on their side of the 15m MA.
- If there is contact between the shooters Crosse and the goalkeepers Crosse, an official should think about whether there was a “check” or just contact during the shot.
- All officials must be alert for shots taken during the last seconds of each quarter to determine if the ball fully 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. This clock management should be discussed by the crew in pre-game.

Action - Recognizes and calls play of game fouls (offsides, substitutions, Goal-Circle etc.)

Managing the Restraining-Line

- Players may exchange places over the Restraining-Line during live 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 touch the line with their feet or bodies.
- 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.9*, 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.
- If a team is playing with less than 10 players by choice (there are no cards issued), then they do not need to play short in the Attacking and Defending Areas of the field, or between the Restraining-Lines at the Draw.
- 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. Trail 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 AFA.
- In a 3-Official system, the Single Side can manage the Offside if the Trail must stay on-ball. **PLAYER SAFETY**

FIRST!

- If the attack is Offside, it shall be an immediate whistle.
- If the defense is Offside, officials indicate an Offside violation by raising an arm straight over their head. The Advantage Flag may not be used for a Restraining-Line violation because it is a minor foul. The official must choose to hold their whistle (arm up in the air, palm open) or make the call if it is impacting play (close palm).
- If the Trail is holding the 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 before the restart.
- 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. If neither team had possession of the ball at the time of the whistle, Alternate Possession should be applied.
- When both the attack and defense are Offside (coincidental fouls):
 - 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 Alternate Possession.

Managing the Goal-Circle

- See Rule 17 – Goal-Circle Rules & Penalties for details on this rule.
- 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. 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 using their hand that is up-field away from the Goal-Circle for better visibility) and audible count to indicate the count is on. 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 before it has been *Played*.
- On a clear, the attack should not interfere or contact the goalkeeper's Crosse when the goalkeeper is inside the Goal-Circle. 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*.
- Officials must watch that the goalkeeper is not fouled simply because they are wearing protective equipment. All rules apply to a goalkeeper as they would a field player who is fouled in the same way.
 - If the goalkeeper is checked in the helmet, play must be stopped, and the opponent must be carded (**Check to the Head**). 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**.
 - Attack shooters must not dangerously follow-through with their Crosse into the goalkeeper's body on a shot (**Dangerous Follow Through**).

- 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.14*) 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 **Hand Ball** and **Illegal Defending** (but *Rule 20.A.14.a* applies to the goalkeeper). 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.
- 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 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 or minor fouls including Hand Ball. 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.

Recognizes and administers fouls correctly

Action - Correctly calls the foul type for cardable fouls and dangerous major fouls in normal circumstances

Action - Correctly calls the foul type for all fouls in normal circumstances

- Foul type refers to if a foul is a minor, major, or cardable foul.
- As officials are learning the game, they must be able to recognise and call minor, major and cardable fouls. Even if the official names the foul incorrectly, it is most important that they have recognised when a foul does, or does not occur, and calls it appropriately.

Action – Correctly administers fouls in normal circumstances

- An official must be able to administer fouls correctly. The administration of fouls includes:
 - Correct advantage, flag, or whistle
 - Correct position of the ball carrier
 - Correct position of the player who fouled
 - Self start vs whistle start

Action - Is consistent in foul selection and application within normal game contexts

- 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.
- Allow 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.
- 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.
- Two main parts of the game that fouls can occur in are contact situations and when a defender is checking the ball carrier’s Crosse. Officials need to be aware of the rules in these instances, and apply them based on the interaction, and not the result of the interaction. For example:

- Be aware that a loud check is not necessarily a 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. It is important to apply checking based rules to determine the legality of the check.
- When a player ends up on the ground after contact, it is not always a foul. An official must determine if the opposing player illegally contacted the player, if it was incidental contact, or if the player on the ground fouled. An official must consider who had the right to the space and apply rules such as Illegal Contact, Block, Charge and Trip.
- Officials need to understand when dangerous play needs to be managed. For example:
 - 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?
- Officials need to understand how dangerous play is 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.
 - When applicable inside the AFA, Advantage Flag should always be used, even when managing dangerous play.
 - 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 signalling and stopping dangerous play may result in avoidable injury.
- Fouling in the Midfield Area is a strategy to allow teammates to recover on defense that many teams use. These "breakdown" or intentional fouls must be called, even if only as a "held whistle Advantage." Players need to be aware when they have committed a foul. If three or more subsequent fouls occur through a midfield transition, consider a Repeated Major Foul card against the third or fourth foul in the sequence.

.Action - Correctly calls fouls in normal circumstances

- As officials develop into top domestic officials and international officials, they need to get the foul type (minor, major, card) correct as well as the correct foul. This is essential so that athletes and coaches understand what rule they are being penalized for and can adjust accordingly.
- The following section outlines some key fouls and what an official should consider when determining if a foul has occurred.
- Where a rule is quoted before an explanation, this is *italicized and blue*.

Rule 19 - Minor Fouls

- Minor fouls are not considered dangerous actions. Any recurring delay of game and/or repeated or persistent minor Fouls may be penalized as major fouls and may be carded.

Illegal Equipment – 19.A.3

- Coaches are responsible for ensuring that their player's equipment is legal. Prior to the start of the game, the head official should ensure a pregame equipment certification by the Head Coach to act as the team warning. Certification is achieved by the head official asking the head coach the following: "Coach, are all your Players legally equipped by these Rules?"
- Players may exchange Crosses on the field when they are not in Possession of the ball. A player may not take an active part in the game if they are holding multiple Crosses. A bench staff member in the Coach Walk may only hand a Crosse to a player when the play is dead i.e. before a Draw.

Thrown Stick – 19.A.6

- 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* (“almost certain goal”).

- 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.

Delay of Game – 19.A.13

- 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.
- 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 card for Delay of Game (*Rule 19.B.9*).

Rule 20 - Major Fouls

- Major fouls have the potential to be dangerous actions. Truly dangerous actions should be upgraded to a card. *Rule 23.A.1* Fouls that are judged to be dangerous/intentional/breakdown fouls to stop play may be carded.
- 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 – 20.A.1

- *Across the Body: A player must not reach around or across their opponent's body to check the opponent's Crosse when their feet are behind or level with the opponent, with or without contact.*
 - *The defender's feet must be ahead of an opponent before they may attempt to reach around/across their body. This rule does not prohibit a defender from legally checking an attack player's Crosse from behind.*
- When two opponents are running side by side and the defender checks the ball carrier, the official must consider the following to determine if it is a foul:
 - Were the defender's feet in front of the attacker?
 - Was the attacker's Crosse on the side of their body the defender was on?
 - Did the defender's Crosse go past the center of the attacker?
- Note - This rule does not prohibit a defender from legally checking an attack player's Crosse from behind.

Block – 20.A.2

- *Block: A player moves into the path of an opponent without giving the opponent the space & time to stop and/or change direction and contact occurs, creating an illegal Pick.*
 - *When a player is running, a “blind side” opponent outside their Visual Field must give them enough time and/or space to change their direction.*
 - *20.A.2.a A player must not set a moving or stationary Pick that is*
 - *20.A.2.a.i Out of an opponent's Visual Field (blind), and*
 - *20.A.2.a.ii Does not allow enough time or space for the opponent to stop or change direction, and*
 - *20.A.2.a.iii Contact occurs.*
 - *A moving Pick/Block is not illegal, but it is the combination of the three elements above that make the Pick/Block illegal.*
- Illegal Pick and Block fouls have been merged. "Illegal pick" is now used to describe the Block foul. Picks that do not adhere to *Rule 20.A.2* are illegal and should be penalized.
- 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 a Block.
- The player setting the pick must assume a legal defensive position (see “Legal Defensive Position” in *Appendix A Glossary of the Rule Book*). Officials should watch for players extending elbows, knees, feet, and Crosses beyond their shoulders/body (legal defensive position).

- 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 occur in the midfield during fast transition play or inside the 15m MA where play is slower, more settled, and usually involves more finesse types of passes and movement?
 - From what direction is the Block being made?
 - Is the block set in front of or behind a player? Legal blocks must be set within a player's "Visual Field."
 - Does the on-ball defender who is about to be "picked" give space and come around the body of the individual setting the Block, away from the ball carrier, to avoid the Block? If so, the Block was likely within their "Visual Field", and they had time and space to react.
 - With verbal clues from teammates, players can often get around Blocks without contact. Officials must try to avoid blowing their whistle because they anticipate contact that never happens. Contact alone does not equal a Block.

Charge 20.A.3

- *Charge: 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.*
- All too often the defense is penalized when an attack player 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 single defender, or double team. The attacker is not legally allowed to *force their way*/barge through defenders.

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 was illegal or incidental (play on). The player who initiates illegal contact is the responsible party 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/Charge/incidental contact:
 - Each time the attack finds the defense legally ahead of them on a given pathway, the responsibility is on the attack to avoid contact.
 - Consider the strength of both players involved, if one player falls over this does not necessarily mean a foul has occurred.
 - Consider whether contact caused by a dodge like a roll dodge is legal or illegal.
 - Consider whether the attack is trying to 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, unless the defender has been able to get back in front in a legal defensive position.

Check to the Head – 20.A.4

- *Check to the Head: (Mandatory card) A player must not strike an opponent on the head with their Crosse.*
- Officials should consider:
 - Was there a direct check to the opponents Crosse, with a checking motion?
 - Did the attacker turn into or force their head into an opponent's body or legally held Crosse?

Dangerous Check – 20.A.5

- *Dangerous Check: A player must not roughly or recklessly check an opponent's Crosse.*
 - *20.A.5.a Players must not check an opponent's Crosse within a field Crosse width of a player's head (a distance of approximately 18cm or the width of a player's shoulders).*
 - *20.A.5.a.i The direction of a check must be away from a player's head/neck, and checks must be controlled. Checks may not be intimidating or dangerous.*
 - *20.A.5.a.ii A check that causes the ball to go toward an opponent's face or a check that forces an opponent's Crosse into their body is illegal.*
 - *20.A.5.a.iii A player must not hold their Crosse within a field Crosse width of an opponent's head or neck. A player must not poke or wave their Crosse near or toward an opponent's face or body.*
 - *Unbalanced body position, stationary feet, and slipped hands on the shaft of the Crosse may result in large sweeping swings that are reckless and dangerous. To determine the legality of a check, officials must consider the amount of force, and the extent and direction of the back swing and the follow-through. Loud checks are not necessarily illegal checks.*
 - *It is not a Dangerous Check if an attack player checks themselves:*
 - *When they turn into or force their Crosse or body into an opponent's body/legally held Crosse, or*
 - *When they illegally force through a legal defensive double team.*
- Officials should consider:
 - Was the check within 18cm of the player's head? I.e. in the "sphere". (Illegal)
 - Was the Crosse held within 18cm of the player's head/neck? (Illegal)
 - Was the check towards the player's head/neck? (Illegal)
 - Was the check intimidating or dangerous? (Illegal)
 - Did the ball go towards an opponent's face? (Illegal)
 - Did the check force an opponent's Crosse into their body? (Illegal)
 - Did the player poke or wave their Crosse near or toward an opponent's face or body? (Illegal)

Note - 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.
- If none of these criteria are met, a check may still be rough or reckless. Officials should consider:
 - Body position
 - Hand position
 - Amount of force
 - Extent and direction of the back swing and the follow-through.
 - If the attacker checked themselves by turning into, or forcing their Crosse or body into, an opponent's legal body / Crosse.
- Loud checks are not necessarily illegal checks.
- To avoid missing a Dangerous 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, which is a mandatory card.

Dangerous Follow Through – 20.A.6

- *Dangerous Follow Through: (Mandatory card) A player must not at any time, follow through with their **Crosse** in a dangerous or uncontrolled manner.*
 - *If the defender has already established their Legal Defensive Position before the shot and the ball carrier follows through with their Crosse in a dangerous or uncontrolled manner, this is a Dangerous Follow Through. If a defender moves into the path of the Crosse/follow-through after the ball has been released this is a not dangerous follow through.*
- A passer or shooter is responsible for the safety of those around them.
- When judging if there is a dangerous follow through, an official must consider:
 - What was the result of the follow through?
 - Was the ball carrier fouled, and did this impact the follow through?
 - Was the defender established in their legal defensive position?
 - Was the defender moving, and where were they before and after the ball was released?

Dangerous Play – 20.A.7

- *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.7.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.
- This rule applies to all acts that are judged to be dangerous or intimidating or show disregard for safety, but are not definable within a specific major foul category.
- This is not a mandatory card, however, may be carded under rule 23.A.1 – Fouls that are judged to be dangerous/intentional/breakdown fouls to stop play may be carded.

Dangerous Propel – 20.A.8

- *Dangerous Propel: (Mandatory card) A player must not propel the **ball** with their Crosse in a dangerous or uncontrolled manner. A pass that is thrown or a shot that is taken without regard to the positioning of any field player is potentially dangerous.*
- This rule **does not** state:
 - That contact must occur.
 - That it must be against an opponent as the rule states “any field player”.
 - That the attacker must be looking at their intended target (they can pass and shoot without looking).
 - The speed of the ball is not a factor.
- This rule **does** state:
 - The ball must be propelled in a dangerous or uncontrolled manner.
 - Dangerous Propel applies to any “field player”. This does not include the goalkeeper.
- When judging if a pass or shot is a dangerous propel, the official must consider:
 - What was the result of the ball being propelled?
 - Did the flight of the ball result in a potentially dangerous situation?
 - Where was the player when the pass or shot was released?
 - Did the player move into a dangerous position after the pass or shot was released?
- Shooting Space violations and Dangerous Propel fouls may often occur simultaneously. 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.
 - 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.
 - The shooter is only responsible for ensuring that their path to goal (the shooting lane) is clear before safely taking a shot.

Dangerous Shot – 20.A.9

- *Dangerous Shot: A player must not shoot dangerously or without control. A dangerous shot is usually directed at the goalkeeper and may be judged dangerous and/or uncontrolled even if it misses the goal. A dangerous shot is judged on any combination of the following:*
 - 20.A.9.a Shooter's distance from the goal.
 - 20.A.9.b Force of the shot.
 - 20.A.9.c Placement of the shot.
- Often confused with Dangerous Propel, Dangerous Shot is not a mandatory card.
- This rule **does not** state:
 - That the goalkeeper must be inside the Goal-Circle.
- 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:
 - Did the goalkeeper move to save the shot?
 - Was the shot deflected off the ground, pipe, or another players Crosse?
 - Is the shot a hard, rising shot that goes into the goalkeeper's neck?
 - Is a shooter or team “targeting” the goalkeeper's head or neck with repeated shots to the body that the goalkeeper is not moving into to save?

- Consider the distance, force, and placement of the shot
 - 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)?

Illegal Contact – 20.A.12

- *Illegal Contact: A player must not displace another player. They must not detain, hold, or push against an opponent's body, clothing, or Crosse with their arm, leg or body. A player must not use any part of their Crosse to hit or push an opponent on or off-ball.*
 - *20.A.12.a A player must not barge, shoulder, push with the hand or stick, back into an opponent, or force their way through an opponent or a legal double team.*
 - *A player is entitled to a legal field position that is not already occupied by an opponent, but they must allow the opponent time and/or space to stop and/or change direction to avoid contact. (20.A.2)*
 - *Defenders must not interfere with or push the shooter into the Goal-Circle or in any other way interfere with the shooter or the shot.*
- This rule **does not** state:
 - That contact is illegal.
 - That is only a defensive player who can be called for illegal contact (attack and defense can be called).
- This rule **does** state:
 - A player must not displace another player.
 - A player can not use their arm, leg, body or Crosse to detain or hold an opponent outside the legal defensive position.
 - A player can not use their arm, leg, body or Crosse to push or hit an opponent.
- An official should be aware of the types of contact that can occur. These may be legal or illegal, depending on if they meet the requirements of this rule.
 - Types of contact include barging, shouldering, pushing with the hand, backing into an opponent, stick to body contact, body to body contact.
 - Illegal Contact with the Crosse to the head/neck of an opponent should be penalized as Illegal Contact and not as a Check to the Head but it can be cardable.
- When judging if contact is illegal, the official must consider:
 - How much force is each player using? Is it even or uneven?
 - Did the player displace their opponent?
 - Did the player hit or push their opponent with the contact? This could look like:
 - A player extending their arms and forcing a player from their legal field position.
 - Crosschecking an opponent with force.
 - Running through an opponent, or using any part of their body, to displace an opponent in a legal field position.
- Illegal contact has the potential to be upgraded to a card depending on the severity of the contact. An official should consider the following when deciding if a card is appropriate:
 - How forceful was the illegal contact?
 - How much did the player extend their arms to illegally contact their opponent?
 - Was the stick already contacting the opponent, or did it start off their body (generating more force)?
 - Did the player make illegal contact with a vulnerable opponent who was unable to brace themselves, or was unaware of their opponent? (E.g. a player cannot see an opponent coming from behind).
 - How often is this foul occurring?
 - Is this a breakdown foul? An official should look for:
 - Has the attacker beaten the defender?
 - Is the defender illegally contacting an attacker to interfere with a shot / drive at goal?
 - Has the defender attempted to play legal defense?
 - Where did the player make contact to their opponent?
 - Did the player make contact with their opponent's head, neck, or throat? This could be in a crosschecking motion but could also be with one of the other types of contact listed. When considering this, officials should be aware of:

- What are the conditions?
- Where did the Crosse first make contact?
- Did the Crosse slide up the opponent's arm, or was it a direct hit?
- Was the contact the result of the opponents' actions?

Misconduct – 20.A.15 and 22

- *Misconduct: A player or any team/bench staff must not act in an unsporting manner or display any other inappropriate behavior.*
 - 20.A.15.a Coaches and other bench staff may not enter the field during an injury time-out for the purpose of coaching. (12.B.5)
- 22.A.1 Misconduct is a major foul, and an official may also award a warning card. (20.A.15, 23.A.3, 23.A.4)
- 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.
 - 22.A.2.f Exhibit any type of behavior which in the official's opinion amounts to misconduct.
- 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.
- Work with your officiating partners to determine what your tolerance level for unsportsmanlike behaviour 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.
- 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.
- Beyond language and abusive behaviour, physical actions and decisions taken by players may also qualify as Misconduct:
 - Following a major or minor, 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.
- 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.

Swipe – 20.A.16

- *Swipe: (Mandatory Card) A player must not make a long sweeping motion with an extended arm from high to low across the body, at their opponent with their Crosse, regardless of whether or not contact is made with an opponent's Crosse or body.*
- This rule **does not** state:
 - That the Crosse needs to hit the ground to define the action as a swipe.
 - Hitting the ground makes the check a swipe.
 - That is action has to be uncontrolled to be a swipe (a player could still swipe while being controlled)

- This rule **does** state:
 - It is a high to low sweeping motion.
 - It is across the body or at their opponent.
 - A swipe does not have to contact the opponent's body or Crosse to be called.
- Swipes are called based on the action only.
- When judging if it is a swipe, the official must consider:
 - What position are the defenders in?
 - How big is the movement of the Crosse?
 - Is the motion towards or across the body of the opponent?

Shooting Space – 20.A.19

- *Shooting Space: A defender must not block or guard the goal, with any part of their body for the purpose of obstructing the shooting lane. Obstructing this space denies the attacking team the opportunity to shoot safely.*
 - *20.A.19.a This rule is in effect only when the attacking team is in Possession of the ball within the 15m MA.*
 - *20.A.19.b Obstruction of the Shooting Space occurs when a defender is illegally in the Shooting Space at their own initiation.*
 - *20.A.19.c A defender is not obstructing the Shooting Space if they are:*
 - *20.A.19.c.i Drawn into and or through the shooting lane by an opponent they are legally marking Within a Crosse Length, approximately 1.5 m.*
 - *20.A.19.c.ii Standing below the GLE. (20.A.19, 20.A.20)*
 - *This call should be made only if the ball carrier is “looking” to shoot and has the opportunity to shoot.*
 - *When approaching the ball carrier, a defender’s body, not their Crosse, must be outside the Shooting Space until they are Within a Crosse Length of the ball carrier.*
 - *Defenders who are Within a Crosse Length and double teaming a player without the ball are exempt from Shooting Space, but they must not stay in the 11m Fan for more than three seconds. (20.A.23, 20.A.24)*
- Any official on the field may make a Shooting Space call provided they are in the best position to make the call.
- For the ball carrier to be within the 15m they must have at least one foot ON the 15m MA line.
- When considering if the ball carrier is “looking” to shoot:
 - “Looking” definition: examine a situation and consider what action to take.
 - With this definition applied to this rule, officials should ask themselves if the ball carrier is considering taking a shot on goal.
 - In this rule “looking” **DOES NOT** mean to direct their gaze in a direction.
 - 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 endangers others, consider if a Dangerous Propel has occurred.
 - To determine if a ball carrier is “looking” (considering taking a shot at goal) officials should consider:
 - 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?
 - To determine if a ball carrier has the opportunity to shoot officials should consider:
 - What distance are they from the goal and are they able to execute a shot?
 - Are they only holding off taking a shot because of an illegal defender in the Shooting Space?
 - Are the on-ball defenders limiting their ability to shoot?
 - 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?
- Officials should be aware:
 - If a team plays a zone or “backer” defense, defender(s) may be stacked behind the on-ball defender. Backer and low defenders can often get caught in the shooting lane when there are no other attack players within playing distance.

Three Seconds – 20.A.20

- *Three Seconds: A defender must not remain in the 11m Fan for more than three seconds unless they are marking an opponent Within a Crosse Length, approximately 1.5m.*
 - *20.A.20.a Only one defender may mark the same opponent without the ball in the 11m Fan.*
 - *20.A.20.b For a defensive player to be considered “inside” the 11m Fan both feet must be fully in the 11m Fan. Once one foot is on the 11m Fan line or beyond, this defensive player is considered “out” and is no longer eligible for Three Seconds.*
 - *20.A.20.c The Three Seconds rule takes effect when the team in Possession of the ball crosses the ball over the Restraining-Line into their attacking end of the field.*
 - *20.A.20.d A defender who is marking an unmarked opponent standing directly behind the Goal-Circle is exempt from the Three Seconds rule, but is not exempt from Shooting Space rule (20.A.19)*
 - *When a defender is marking an unmarked attacker standing directly behind the Goal-Circle and one of their defensive teammates moves behind goal to directly mark that attack player Within a Crosse Length, the defender may not remain in the 11m Fan for more than three seconds.*
 - *While an unmarked opponent remains directly behind the Goal-Circle, if a defender, who is marking that player is drawn into a double team in front of goal by other opponent(s) without the ball, that defender cannot be penalized for the Three Seconds rule.*
- The Trail and Single Side are primarily responsible for making the Three Seconds call. If the Trail or Single Side 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 Single Side 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.
- Three Seconds is a major foul, so once the ball crosses the Restraining-Line the play may be "Advantaged" prior to the ball entering the AFA, and/or may be flagged once the attack is on a Scoring Play. When deciding whether to immediately blow the whistle, use Advantage or a flag, or not call the foul, the official should consider:
 - Is the defender in Three Seconds is gaining an advantage by their illegal position?
 - Will making the call advantage or disadvantage the attack?
 - 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 the Advantage but should only be prepared to enforce the Three Seconds if the attack begins to run their offense.
 - Is the Three Seconds impacting play? (They do not need to be playing on-ball to impact the play).
 - Is the attacking team unable to initiate a Scoring Play because of a defender’s illegal position?
 - Are the defenders more easily able to pick up off-ball attack cutters or the ball carrier as they drive to goal?
 - Has the foul been reoccurring?

Action - Correctly administers fouls in unusual circumstances

Action - Correctly calls fouls in unusual circumstances

- An international official is expected to be able to apply their rules knowledge to correctly call and administer fouls in unusual circumstances.
- The following are used to determine the circumstances:
 - Normal
 - Commonly called fouls
 - Common game play scenarios
 - Unusual
 - Co-incidental / simultaneous fouls
 - Fouls that are called based on game play that is not common
 - Fouls that rarely occur
 - Emotional reactions from athletes / coaches
 - Spectator interference
 - Extra balls on the field
 - Events that confuse athletes
 - Situations that require rule interpretations

- Routine
 - Single decision, or two simple decisions
- Complex
 - Multiple decisions

Applies advantage and disadvantage concepts appropriately

Action - Appropriately uses “Advantage” and “Flag”

“Held Whistle Advantage” v. Advantage Flag

- There is a difference between the advantage indicated by a “held whistle Advantage” (foul observed, no whistle, official’s arm extended in the direction of the team who was fouled) and the advantage indicated by the Advantage Flag raised during a Scoring Play. While an official must never compromise the safety of the players for the “flow” of the game, during the normal course of play an official may choose not to enforce a rule if doing so would penalize the non-offending team. This is especially important to be aware of in transition with free movement.

“Held Whistle Advantage”

- To indicate the decision to hold the whistle and “Advantage” a major or minor foul, the official signals the direction of the advantage and simultaneously verbalizes “ADVANTAGE!” When a player is fouled and can maintain “quality” possession of the ball or pass the ball to a teammate, the advantage is complete, the official drops the Advantage direction signal, the advantage is over, and play continues.
- When determining if a player received enough of an advantage when a “held whistle Advantage” is employed, consider if the player’s RHYTHM, SPEED, BALANCE, or QUICKNESS has been affected.
- Consider blowing the whistle 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. Ask yourself, “Is it safe to allow the game to flow?”
- Held whistle advantage can be used in the AFA when the attack is not on a scoring play.

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.
- 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 AFA does not necessarily mean that the attack is on a Scoring Play.
- 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.
- When considering if the Scoring Play has ended, refer to Rule 21.A.2.
- Any subsequent foul committed by the attack “offsets” the defensive foul/s. To resume play, Alternate Possession should be administered. 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.

Action - Identifies quality advantage and applies this in foul selection and discretion to maintain the flow of the game

- “Advantage / Disadvantage” is a game management principle that, if skillfully applied by the officials, can improve the flow of the game without compromising the fairness and temper of the contest. There are numerous competitive contests during a game of lacrosse which may be technically illegal according to the rules. However, not every illegal contact between players will cause an advantage for the offender or disadvantage the offended.
- Recognizing these situations on the field when they occur and refraining from applying a penalty enables the game to flow and allows the players to fully express their skills and talent in front of their peers, coaches, and spectators. This concept can be applied to no calls, held whistle advantage, and flag advantage.
- The excessive application and / or intensity of focus on technically illegal infringements can:
 - Limit opportunities for the offended player to take advantage of a poor defensive action.
 - Negatively affect the composure of the participants (temper).
 - Interrupt the flow of the game.
- It should not be applied to fouls that are:
 - A risk to player safety.
 - Required to maintain proper behavior (keeping control).
 - Obvious to everyone (procedural fouls such as over and back and shot clock, out of bounds, etc.).
 - Disadvantaging the offended team.
 - Creating an unfair advantage for the offending team (e.g., allowing the defense time to re-set).
- The application of this principle may vary, depending on the skill level, age level, and the context of the game. When considering the application of advantage, officials should apply the following guidelines:
 - Possession of the ball – is it still controlled by the offended player or their team?
 - Potential to score – is there still the opportunity and ability to make a credible attacking play?
 - Personnel – are there other attacking team players, with sufficient skill, and good position, to continue the potential attacking play?
 - Proximity – is the play close enough to the goal being attacked?

SECTION 6 – RULE SUMMARY CHART

Minor Fouls – Generally not dangerous fouls. FP: Offending player 4m to the side of the player awarded the ball	
Empty	A player must not check an opponent's empty Crosse while the opponent is trying to gain Possession of the ball in the air. This rule only applies when an opponent is attempting to receive a pass. Incidental contact between Crosses while playing a ball in the air is NOT a foul.
Withholding the Ball	(Was Covering); If an opponent can make a legal play on the ball, a player must not trap a loose ball on the ground with their Crosse longer than is necessary to control the ball and pick it up in one continuous motion. Raking the ball is permitted.
Held	A player must not hold the Crosse of an opponent for a short time during a check.
Other Minor Fouls – Illegal Draw, Early Entry, Illegal Procedure (i.e. Illegal Equipment, Illegal Crosse Request, Illegal Substitution, Thrown Stick), Hand Ball, Offside, Delay of Game. See Rule Book for details.	
Major Fouls – Potentially dangerous; yellow = mandatory cards. FP: Offending player 4m behind the player awarded the ball, unless there is a card.	
Check to the Head	Contact by a Crosse to an opponent's head or neck on a check.
Dangerous Follow Through	A player must not follow through with their Crosse in a dangerous or uncontrolled manner.
Dangerous Propel	A player must not propel the ball with their Crosse in a dangerous or uncontrolled manner.
Swipe	A player must not make a long sweeping motion with an extended arm from high to low across the body, at their opponent with their Crosse, regardless of whether or not contact is made with an opponent's Crosse or body.
Across the Body	A player must not reach around or across their opponent's body to check the opponent's Crosse when their feet are behind or level with the opponent, with or without contact.
Block	A player moves into the path of an opponent without giving the opponent space & time to stop and/or change direction and contact occurs, creating an Illegal Pick.
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.
Dangerous Check	A player must not roughly or recklessly check an opponent's Crosse. 20.A.5.a Players must not check an opponent's Crosse within a field Crosse width of a player's head (approximately 18cm or the width of a player's shoulders).
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.
Detain	An opponent must not hold the player's Crosse or body, which impedes the player's movement or balance.
Illegal Contact	A player must not displace another player. They must not detain, hold, or push against an opponent's body, clothing, or Crosse with their arm, leg or body. A player must not use any part of their Crosse to hit or push an opponent on or off-ball.
Illegal Cradle	A player in Possession of the ball must not protect their Crosse by holding their Crosse near their own or a teammate's face or body, with or without cradling, making a legal check impossible.
Misconduct	A player or any team/bench staff must not act in an unsporting manner or display any other inappropriate behavior.
Shooting Space	A defender must not block or guard the goal, with any part of their body for the purpose of obstructing the shooting lane. This denies the attacking team the opportunity to shoot safely.
Three Seconds	A defender must not remain in the 11m Fan for more than three seconds unless they are marking an opponent Within a Crosse Length, approximately 1.5m.
Trip	A player must not trip an opponent.
Ward	A player must not guard their Crosse with their arm.
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 FP to be set-up by the official. Self-start is not permitted when: 1. The game clock is stopped for any kind of time-out, 2. Offside, 3. Illegal Draw 4. All fouls occurring in the AFA. A player may self-start under 30 sec of Q1, Q2, Q3 and 2 min of Q4 when self-start is otherwise permitted.		
Boundary Ball / Out of Bounds When a player in possession of the ball carries, propels or is the last to touch the ball before it goes OOB, the nearest opponent will be awarded the ball 2m from the boundary. Self-start on all boundary balls. If GK is in the GC and is the closest, restart in GC. Players may not take an active part in the game when OOB. OOB is a change of possession, not a foul. On a "SHOT!" = the player closest to the ball when it goes OOB will be awarded possession.		
Advantage A foul is observed by the official but play continues to give an advantage to team that was fouled. "FLAG!" – foul within AFA on a Scoring Play. Official raises yellow flag and says "FLAG!" Play continues until the scoring play is over when: 1. Shot is taken; 2. Attack team fails to continue continuous effort towards goal; 3. Defense commits a foul that requires play to be stopped; 4. Attack team fouls; 5. Attack teams loses possession. "ADVANTAGE!" – foul in midfield. Official holds their arm straight out in direction of the attacking goal and says "Advantage!"		
Warning Cards = Dangerous or Misconduct personal fouls Automatic Yellow Card = Check to the Head, Dangerous Follow Through, Dangerous Propel, Swipe Discretionary: Misconduct, Repeated Major Foul, any Major Foul may be upgraded to a cardable offense.		
Yellow Card 2 min suspension	Automatic Cards, Dangerous Play, Misconduct, Repeated Major Foul	No substitution allowed; serve a full 2 min. The suspended player may return after card.
Yellow / Red Card 5 min suspension	2 nd Automatic Card, Dangerous Play, or Misconduct foul <i>by same player</i>	No substitution allowed; serve a full 5 min. The suspended player may not return.
Red Card 10 min suspension	Flagrant Foul Gross Misconduct	No substitution allowed; serve a full 10 min. The suspended player may not return.
Goal-Circle Fouls FP: Defense fouls = ball goes to where 15m MA line & GLE meet. FP: Attack fouls = ball goes to goalkeeper and person who fouled 1m to the side on GLE. Whistle starts. Defense may <i>move through</i> GC at any time. They may not remain in the GC. 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 Violation	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!" The ball must go above both heads. Players must go up and away with their Crosses at the whistle. If there is a violation, FP set-up = ball at center, offender 4m to the side. Whistle start.	
Early Entry	Around the center circle or behind the RL, players must wait for "POSSESSION!" or "FREE BALL!" .	
Restraining-Line Violation	A team must not have more than six players in their Attacking Are or seven players in their Defending Area. Goalkeepers may not enter the Attacking Area. Ball outside AFA = Free Position spot of the ball. Ball inside AFA = Free Position top of the 15m MA.	
LEGEND – see next page.		

SECTION 7 - FOUL SET-UP SUMMARY CHART

FOUL OCCURS:	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 <u>nearest dot</u> (Whistle Start). OFFENDER: 4m to the side of the ball carrier. OTHERS: Players at least 4m away from Free Position (Crosses and bodies).	BALL: Free Position set on the <u>nearest dot</u> (Whistle Start). OFFENDER: 4m directly behind ball carrier. OTHERS: Players at least 4m away from Free Position (Crosses and bodies).		BALL: Free Position set on the <u>hash mark</u> nearest the most recent foul (Whistle Start). OFFENDER: 4m directly behind ball carrier. OTHERS: Clear 11m MA of Crosses and bodies. Defenders are entitled to adjacent hashmarks. 11m MA must be cleared.
BETWEEN 15M MA & 11M LINE	BALL: Free Position set at closest spot on the 15m line in line with foul (Whistle Start). OFFENDER: 4m to the side of the ball carrier.	BALL: Free Position set at the spot of the foul (Whistle Start). OFFENDER: 4m directly behind ball carrier. OTHERS: Players at least 4m away from Free Position (Crosses and bodies).		
INSIDE THE 11M MA	OTHERS: Players at least 4m away from Free Position (Crosses and bodies). 15m MA does not have to be cleared.	BALL: Free Position set on the <u>nearest hash mark</u> to where foul occurred (Whistle Start). OFFENDER: 4m directly behind ball carrier. OTHERS: Clear 11m MA of Crosses and bodies. Defenders are entitled to adjacent hash marks. 11m MA must be cleared.		
OUTSIDE AFA	BALL: Free Position set at spot of foul (Self-Start). OFFENDER: 4m to the side of the ball carrier. OTHERS: Players at least 4m away from Free Position (Crosses and bodies).	BALL: Free Position set at the spot of the foul (Self-Start). OFFENDER: 4m directly behind ball carrier. OTHERS: Players at least 4m away from Free Position (Crosses and bodies).	NA – flag only within the AFA	

OTHER FOUL SET-UPS:

Three Seconds (Major Foul) – When the **ball** is:

- Outside the AFA, (**Ball**) set up is at the spot of the ball, (**Offender**) the nearest defender to the ball moves 4m behind to serve the foul, (**Other**) players at least 4m away from the FP (Whistle Start).
- Inside the AFA, (**Ball**) set up is at the nearest hash to the spot of the ball, (**Offender**) the defender who fouled moves 4m behind, (**Other**) clear the 11m MA (Whistle Start).

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

Goal-Circle Violations (see previous page) (Whistle Start).

LEGEND:

MA A Marking Area – The 15m MA is a Semi-circle lined area. The 11m MA includes the “pie shaped area” and the 11m Fan. The entire 11m MA 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 21:** Includes the 15m MA and the space below the MA that runs 12m 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 11m MA line but technically refers to **all** foul set-ups/penalty administrations.

OOB Out of Bounds

BOO Ball, Offender, Others, when referring to penalty administration above.

