



SIXES LACROSSE OFFICIATING MANUAL

Last Updated: December 2025
Version 1.0

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OBJECTIVES OF THE MANUAL

This Sixes Officiating Mechanics and Positioning 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.

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. While the competency is the same for each discipline, due to the nature of each discipline there are differences in the mechanics and positioning and rules knowledge and application.

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

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

The Mechanics and Positioning and Rules Knowledge and Application competencies are in **bold and highlighted blue**, followed by a set of actions an official should do to meet this competency. The manual outlines how you complete each action.

The mechanics, procedures and techniques as outlined in this manual are designed to give the best coverage for the normal play of the game of Sixes for a 3-person crew on the field. If the procedures are followed by all officials, then any official should be able to work in the field with any other official throughout the world.

World Lacrosse firmly believes that if every Sixes official uses this manual to support the effective application of the Rule Book, then a more consistent standard of officiating will be achieved.

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

MECHANICS AND POSITIONING

Being in the proper position to make calls, understanding the best place to be on the field as play changes, and knowing your responsibilities in every area of the field attributes to your success as an official, as well as the success of the officiating crew. 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.

This competency covers the basics that every Official must be able to demonstrate, from those who are at a Domestic 1 level to the top international officials.

- Officials must never call a foul unless they have clearly seen an infringement of the rule. Do not guess, call only what is seen. Therefore, an official must be in position to call an accurate crease violation (especially if a goal is negated), a goal, and any foul that occurs.
- Positioning is split into Lead, Trail, and Single Side positions. Their position and responsibilities differ depending on whether it is a Draw, Settled Play, or Transition Play. Each of these positions in these situations will have their own unique areas of responsibility. An Official will need to continually judge the play and respond to what is happening to both position themselves and cover the required area on the field.
- Each of the three officials are either 'on-ball' or 'off-ball' official(s), depending on the position of play with respect to their position. In other words, they cover the "primary action", looking, for example, for fouls in their "main area".
 - An 'on-ball' official covers the player with the ball, the teammates who are near the ball-carrier and the defenders playing them while watching who initiates contact between opponents.
 - An 'off-ball' official covers the action outside of this main area. For example, they look for crease violations and fouls which involve players outside the main area. Their job is to cover the "secondary action".
 - During live play, rarely are all three officials 'on-ball.'
- 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.

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.

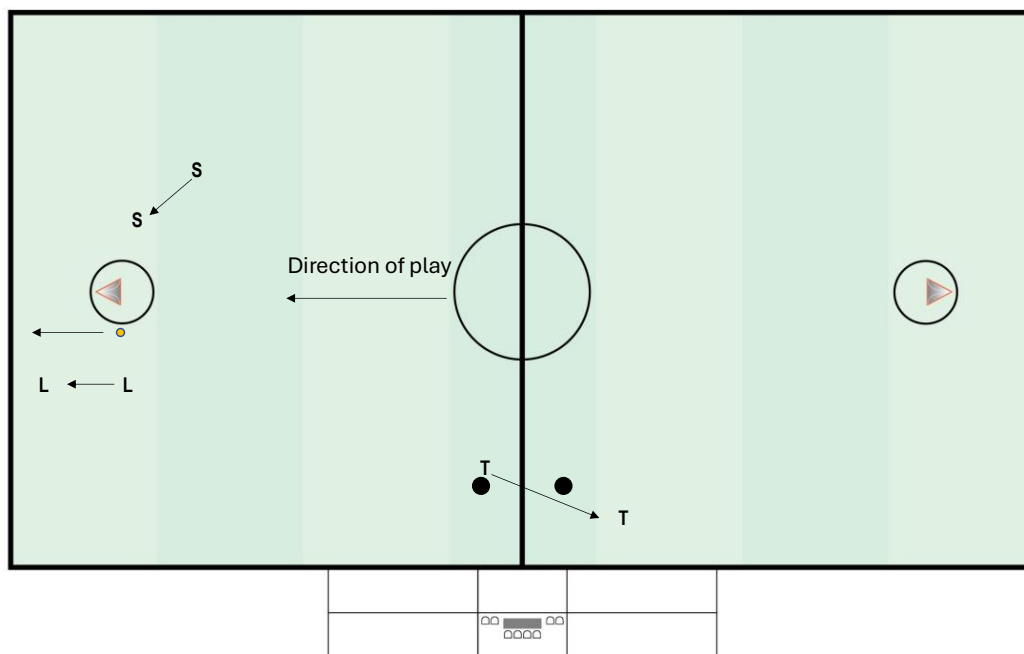
Action – Covers the side lines, end-lines, and goal.

- 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.
- The closest official to the line will signal the direction the ball is going as soon as it goes out-of-bounds.
- Officials should adjust to the direction that play will be moving once the ball is restarted.

Endlines

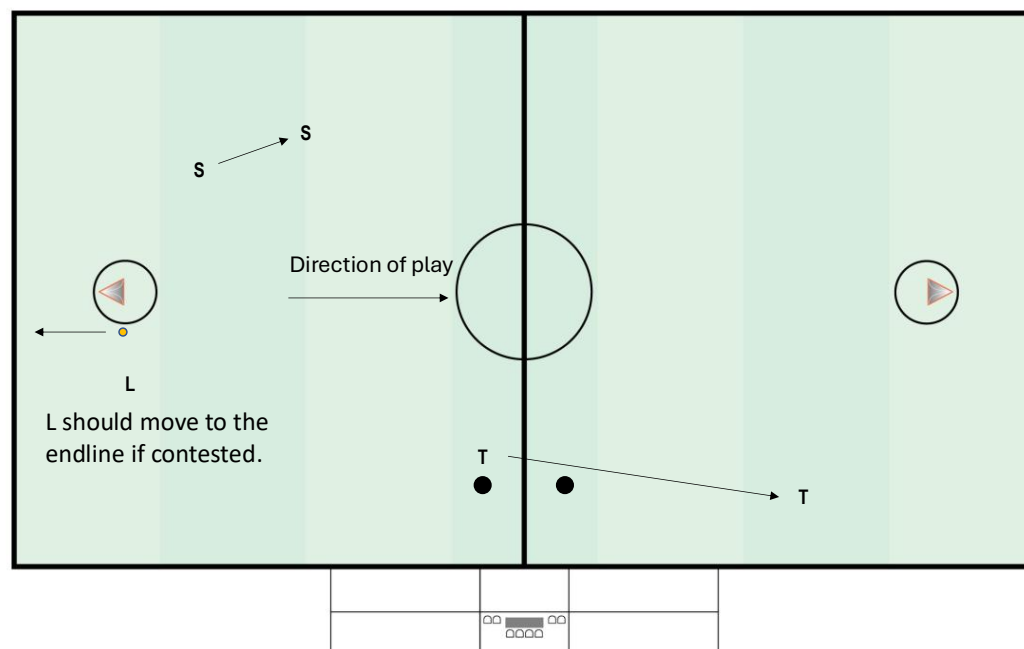
- The Lead official should drop low so that they can see the end-line, the players, and the ball, containing the field of play.
- Lead will whistle the out-of-bounds and the restart.
- Trail will cover the substitutions by dropping and allowing the substitutions to occur in front of them. If defense gain possession, they will drop as the New Lead and cover the substitutions from a lower point.
- If Offense retains the ball, Single Side will slide down to the GLE to cover the goal.
- If Defense gain possession, Single Side will move up the field.

Diagram 1 – End Line Out-of-Bounds Offense Retain Possession



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Diagram 2 - End Line Out-of-Bounds Defense Gain Possession

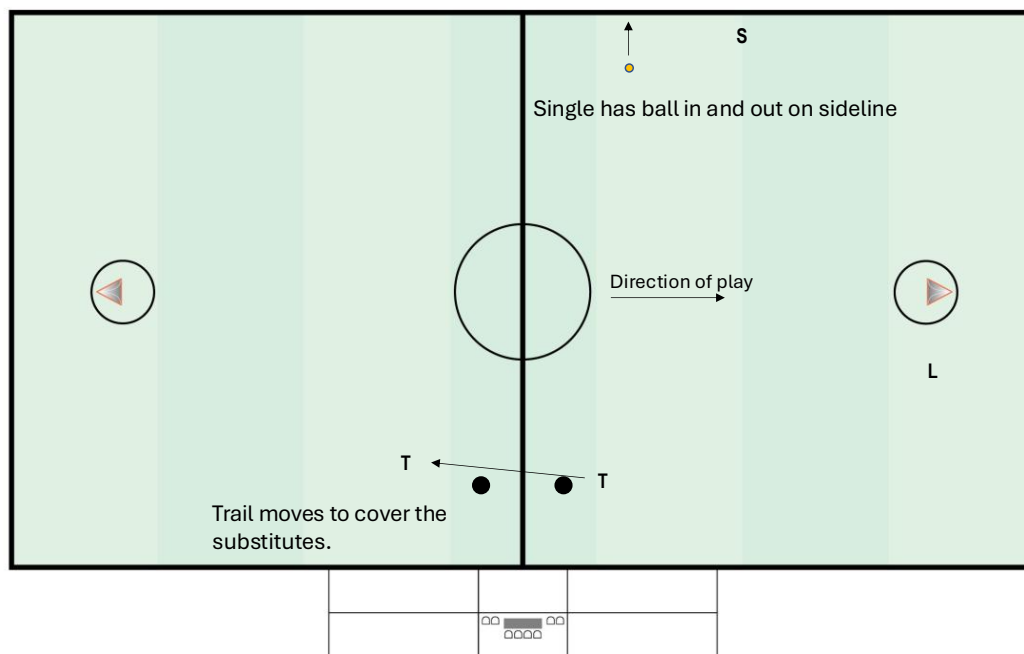


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Sidelines

- 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.
- The ball must start a minimum of 5m from the substitution area, and 2m from any boundary.

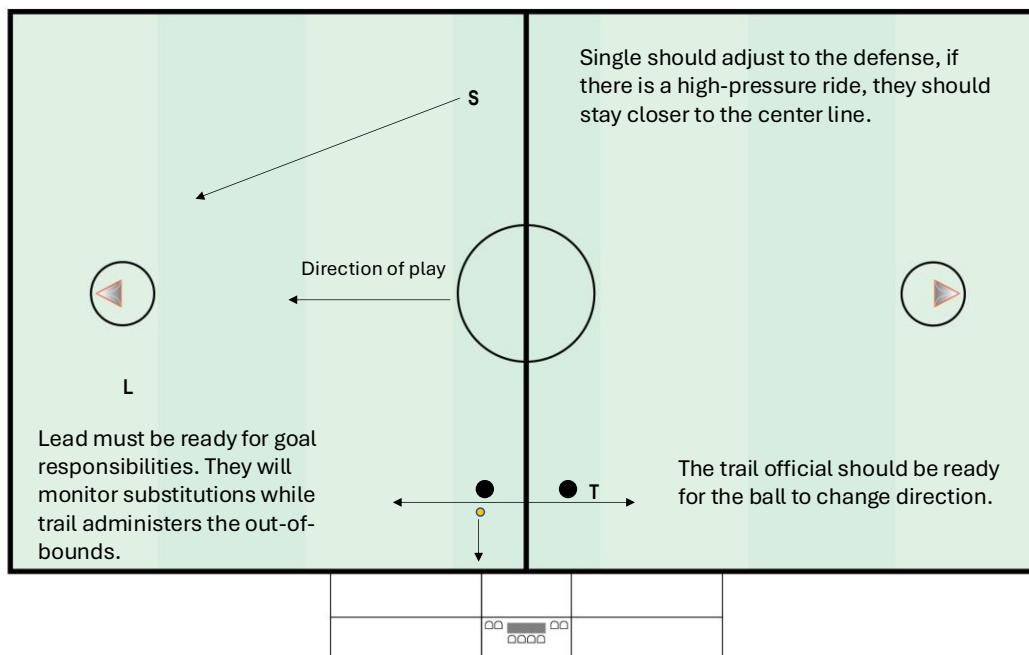
Diagram 3 – Sideline Out-of-Bounds Single Side



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Diagram 4 – Sideline Out-of-Bounds Substitution Area

Substitution Area Out-of-Bounds



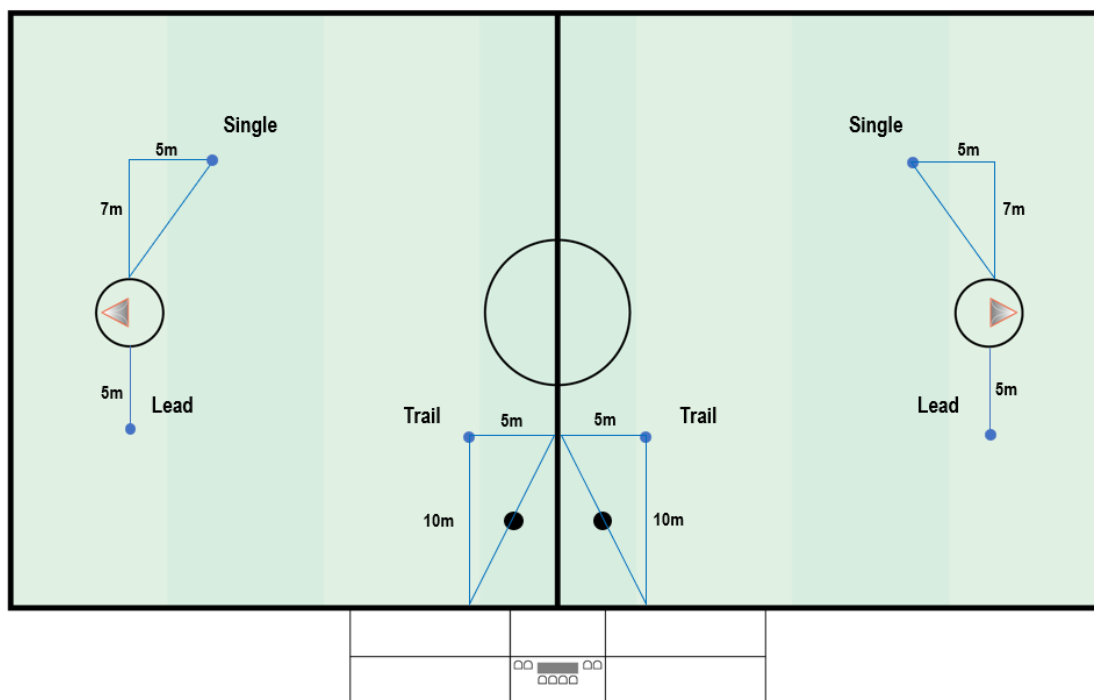
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Play around the Goal Crease

The game is won and lost around the crease; therefore, positioning around the goal is a top priority. The movement of officials is key when play occurs near the crease.

Diagram 5 – Settled Base Positions

- To cover the crease, the Lead and Single Side official will adjust their position from their base position to always see the ball carrier and crease.
- Depending on the direction from which the player is attacking the goal, officials need to anticipate and move to position prior to the play taking place.



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Trail Positioning and Responsibility

The Trail has the big picture angle of what happened. When multiple players are involved, the Trail may have the information about who committed a foul and bring perspective to the entire situation. If the Trail has information, they can quickly give that information to the lead if needed. The Trail must remain watching the shooter as a shot is taken to ensure no fouls occur by either the offense or defense.

Lead and Single Side Positioning and Responsibilities

Remember that many plays around the crease originate because of a dodge which is initiated from the wing or behind the goal:

- As the player moves/dodges toward the goal, officials should also be moving with play towards the crease (crashing the goal).
- If the player is moving/dodging **away from you**, your responsibility is to judge whether the player is fouled. For example, whether the player leaves their feet by their own force or if the defense's contact caused them to enter the crease/fall.
- If the player is moving/dodging **toward you**, your responsibility is to see whether the player stepped in the crease prior to shooting, if any part of player's body contacts the crease prior to the ball crossing the plane of the goal.
- When the shot is taken Lead should be on goal line extended to see if the ball passes the plane of the goal.
 - IF Lead is caught behind, Single Side should be ready to take this responsibility.

SCENARIO 1 Player is Moving AWAY FROM YOU: The player initiates play from behind the goal and runs to your side of the field OR the player initiates from your side of the field on the wing and runs toward the goal:

- The main responsibility in this scenario is whether there is a foul from contact between the players.
- The official must be outside of the players and should move to see both the attacker and defender.
- This MAY mean moving below the goal line extended.
 - As Single Side this should be avoided if possible, however Single Side can move behind goal line extended if they must so they can see the play.
 - Lead should strive to do this before the attacking player reaches the goal line extended on plays where the attacker initiates from behind the goal.
- If the dodge is coming from the wing, the official should sprint in behind them (crashing the goal).

Moving *below* the player allows the official to create an angle to see both the attacker and defender and the space between them. The official can create this same angle by moving higher to see the space between the players. This provides the best view to see the initiation of contact and whether the attacker OR defender is fouled, or there is legal contact. If required, they will also have a clear line of sight to see if the player steps on the crease line.

SCENARIO 2 Player is Moving TOWARD YOU: The player initiates from behind the goal and runs to the opposite side of the field from where you are positioned OR the player initiates from the opposite side of the field on the wing and runs toward you / the goal.

- The main responsibility in this scenario is whether the player steps on the crease line before they shoot / jump / dive.
- The official should crash toward the goal and move to a position above the goal line extended, as close as possible to the goal, and so that the official can see the attacking player's feet and the crease line.
- The crease line right at the goal line extended is the most difficult place to see. The official should move before the attacker reaches that point to get a clear look at a potential crease violation.

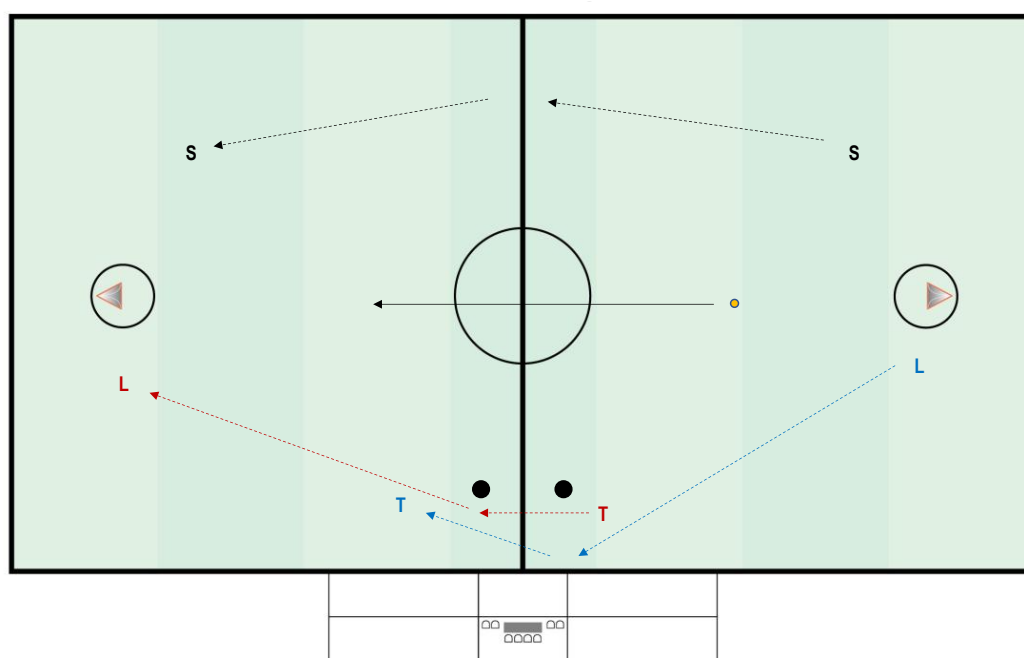
Players in the Crease

- If a goal is scored with players in the crease and there are questions of whether the goal is valid or how players ended up in the crease, officials must confer to ensure the crew gets the call right.
- The only time either the Lead or Single Side would make a quick signal without acknowledging partners is if the player committed a crease violation before the ball has entered the goal. In that instance, the official making that call can, and should, come near to the crease and use big hand signals to wipe out the goal.
- If a foul occurs putting the shooter in the crease and officials can quickly raise their hand to indicate the foul, eye contact can be made among officials signaling the goal is good.
- If it is unclear whether a foul put the shooter in the crease:
 - Play must be stopped with an immediate whistle, and a quick discussion must occur to get it right.
 - No signals should be made before a conversation occurs.
 - Officials should provide partners with the information gathered by doing their job/responsibilities based on their position on the field.
 - Be concise with your information and remain quiet if you have no new information to add.
 - Allow the information to lead to a result.
 - Signal is made.

Action – Keeps up with transitions.

Diagram 6 – Transition Positioning – Turn Over / Goalkeeper Save

- As the new Lead moves toward the goal, it is critical that they stay ahead of the ball all the way to the Crease. 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 to open to the field and “receive” play into the Offensive Zone.
- Single Side will be just ahead of the play until it crosses into the new offensive zone. They must get to the center line before the ball crosses.
- The new Trail will stay with the Goalkeeper for the 5-second count before following the play up field. They must run through the center line once the ball is in settled play.
- The new Trail monitors the 10-second clear.
 - Single Side should be ready to help if:
 - The ball is being pressured near trail and they must switch to on ball.
 - The new trail misses the call, however a double whistle should be avoided.



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Has correct positioning and makes calls based on position.

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

The game is managed by utilizing a “wide triangle” method to give the best coverage for normal play. It allows for Officials to:

- Always maintain eye contact with the other Officials.
- Easily switch from on-ball to off-ball responsibilities.
- Have a wide view of the field of play so as the ball moves the Official can adjust their positioning and focus.

At all times the play should be in between the three officials, with the officials surrounding the play.

Settled Play

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

As the ball moves around the goal, then the responsibilities of the Officials change. If the play approaches a particular Official, then they should BACK away from it, to keep the play in front of them.

Transition Play

The new Lead (Old Trail) needs to break out when there is a change of possession and head for the goal-line. On the way they should locate the ball before they reach the midfield. If the ball is still being played behind the goal, Lead needs to wait, to keep the triangle of Officials together.

The new Trail (Old Lead) should be just behind the ball carrier until they pass the center line.

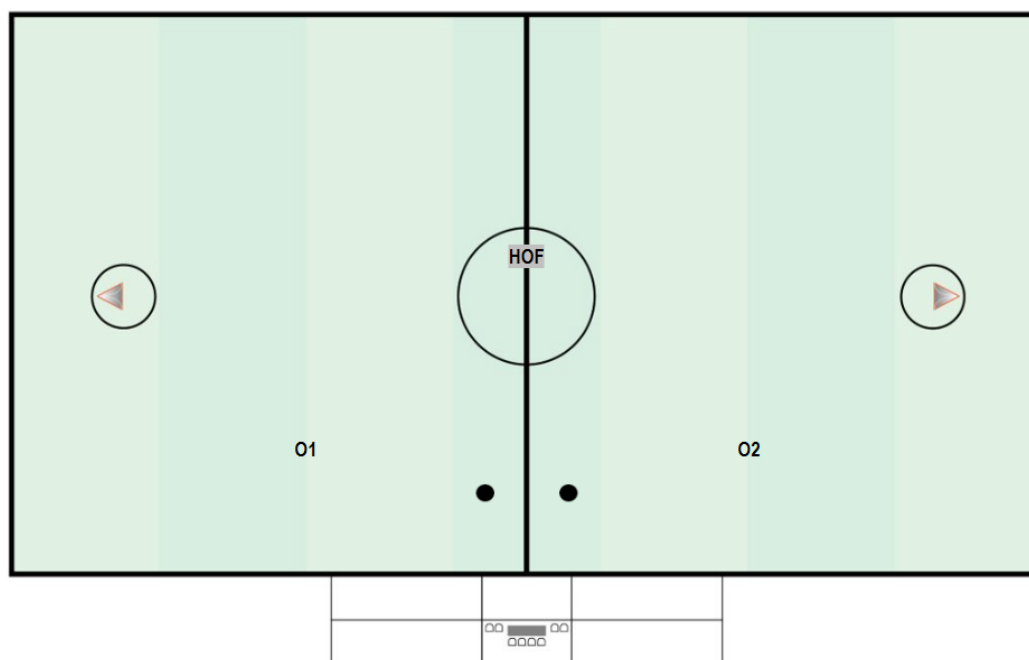
Single Side should head towards their sideline and up field. They should aim to reach the center line before the ball carrier, and then hustle down to their settled position.

Action – Demonstrates appropriate Draw positioning and responsibilities.

Draw Positioning

Diagram 7 – Officials Starting Positions for Center Draws

- 1st and 4th quarters the Head Official is Single Side.
- 2nd quarter Head Official to O1, O1 to Single Side, O2 stays.
- 3rd quarter O1 to O2, O2 to Single Side, Head Official stays O1.
- 4th quarter HOF to Single Side, O1 stays in O2, O2 moves to O1.



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Draw Procedure

- All players must be set up as per the rule book.
- Women's - Draw official instructs the players to get into position for the draw.
 - **NOTE:** It is legal for both draw takers to be on the same side of the center line to draw right-handed or left-handed, if all other draw criteria are met.
- Men's - Draw official instructs the draw players to get into position for the draw by saying "Down." The Draw official may physically adjust the players' positioning (including the ball and sticks).
- The Draw Official is responsible for:
 - The draw players and the efficient restart of play.
 - Ensuring the correct set-up of players at the center.
 - Receiving the ready signal from other officials, including the Reserve Official.
 - Check with the table to ensure everyone is ready.

- Backing away on a diagonal path (~45°) and blowing the whistle, while concentrating on the draw players' actions for any pre-whistle and post-whistle draw violations.
 - To encourage the draw players to draw at the sounding of the whistle, it is advisable to vary the timing of blowing the whistle.
- O1 and O2 are responsible for:
 - Ensuring that all players are ready and players not doing the draw are outside the center circle.
 - Indicating that they are not ready by holding their hand up straight up in the air with their palm facing the center.
 - Signaling to the Draw Official when ready.
- A player is legally allowed to enter play when they are released from penalties even during the draw.
- A re-draw at center with all the original restrictions will take place if the following happens before possession has been gained:
 - An official mistakenly blows their whistle
 - Coincidental fouls that require a draw for re-start
 - A player is injured
 - A player unintentionally loses an item of equipment
 - The ball does not go above the players' head (women's)

Immediately after the Draw

If play moves to one of the boundaries, officials will adjust their positions to ensure the play around the ball is covered, while being ready to move towards the goal of the team that gains possession.

Diagram 8 – Officials Movements After the Draw – Team Gains Possession

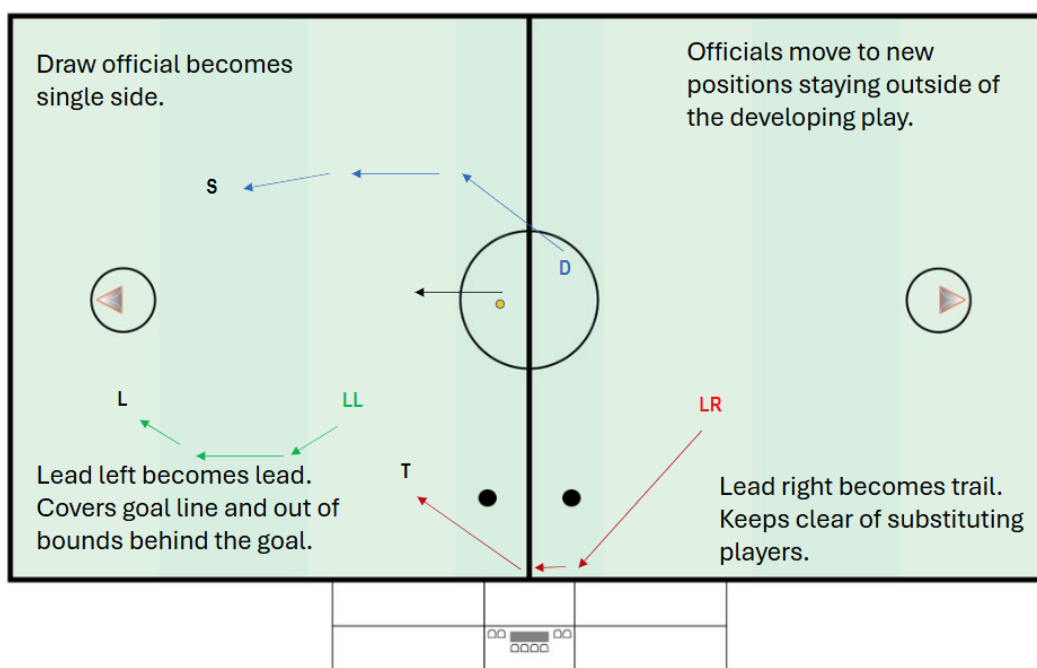
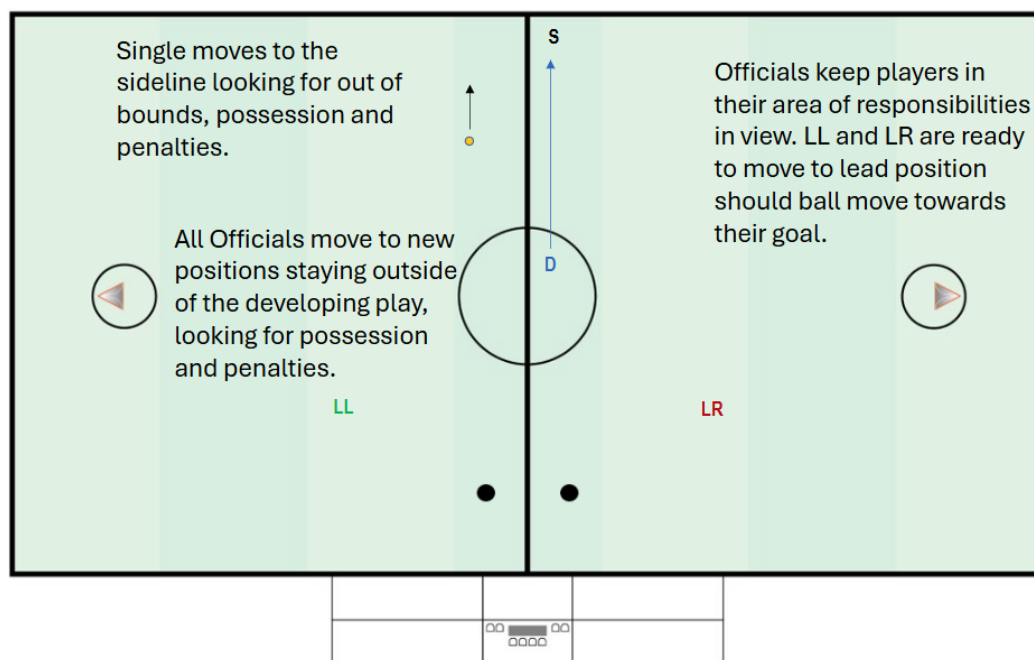
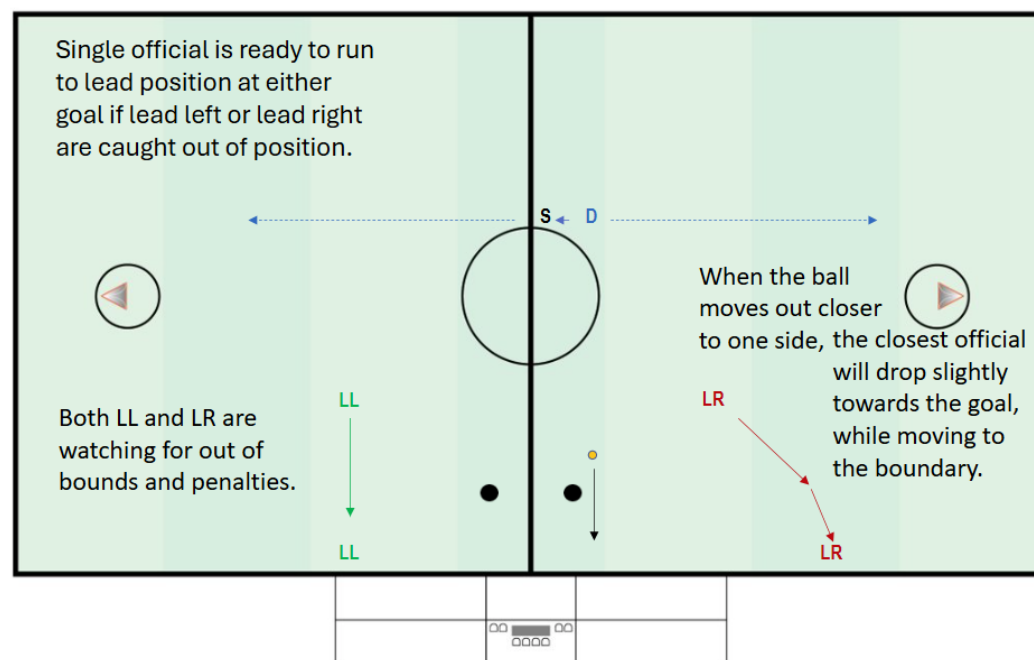


Diagram 9 – Officials Movements After the Draw – Ball Moves Towards Single Side Boundary



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Diagram 10 – Officials Movements After the Draw – Ball Moves Towards Bench Side Boundary



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Single Side Responsibilities

- Move with the play, as necessary.
- Covers the Single Side boundary line should the play head in that direction.
- When a player has gained possession of the ball, then ALL officials should shout “RESET” and complete the shot clock reset signal.
- Stays with live play unless one of the other officials becomes the ‘on-ball’ official.
- Hustles to the Single Side settled position where and when the play allows.

O1 and O2 Responsibilities

- Once play starts look for any illegal procedures or loose ball fouls.
- When a player has gained possession of the ball, then ALL officials should shout “RESET” and complete the shot clock reset signal.
- Stays with the play unless one of the other officials becomes the ‘on-ball’ official.
- If possession has not been gained and a loose ball foul occurs, immediately whistle to stop play and award possession to the non-offending team.
- When the play moves towards one of the goals, move to the Lead or Trail official settled position.
 - If Lead, hustle to goal line extended to officiate play as needed, cover end line for any out of bounds decisions.
 - If Trail, follow behind play until cross over center line, cover the sideline for any out of bounds decisions.

Settled Play

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

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

Settled situations occur once the attacking team is in their offensive zone and slows play to attack the goal.

All Officials will:

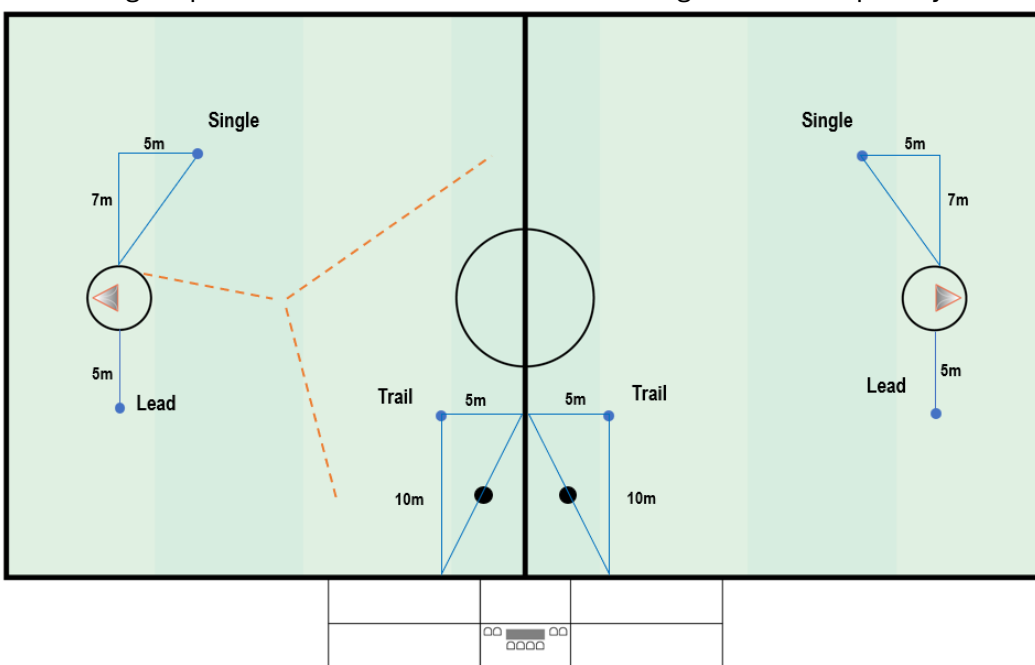
- Position themselves based on their base positions and the position of the ball.
- Ensure play is in front of them by facing live play.
- Adjust positioning as needed, especially as the ball moves to the side or end line.
- Move out of the way as play moves towards them.

On Ball / Off Ball Coverage

Officials are responsible for on ball coverage when the ball is in their primary zone.

Diagram 11 – Settled Officiating Coverage Zones

- This shows the base positions of each Official inside their primary coverage zone, the dotted orange line. The Official must adjust their position based on the ball and player movement.
- The coverage areas will adjust in front of goal, especially if a player is driving at goal near the goal-circle. The coverage explained in this manual for Lead and Single Side takes priority.



Lead Official

- Positioning:
 - Positioned nearest the crease on the imaginary extension of the goal line, so that they can see both posts, and make calls needed in front or behind the crease.
 - Lead will need to move in and out, and up and down as appropriate to see space between ball carrier and opponent when 'on-ball.'
 - If attack is playing a wide formation, then Lead needs to move to a position where all the players remain in front of them.
- Responsibilities:
 - Calling a goal / no goal and watching to see if the ball crosses the plane of the goal.
 - Out-of-bounds calls on the end-line and should move to the end-line, as appropriate, to make calls correctly.
 - On ball fouls.
 - Dangerous Propel (W) – where did the ball hit? They should be following the ball on the shot.
 - The five-second crease count after a goalkeeper save or after a goal is scored.

Single Side Official

- Positioning:
 - Positioned near the top of the crease.
 - Single Side is constantly moving in and out depending on the position of the ball.
 - Single Side covers the goal line for Lead if Lead has to move based on the play (end-line coverage, play occurring near the side-line and end-line).
- Responsibilities:
 - Support Lead when shots are being taken to ensure stick is above goal line on far side.
 - Staying with the shooter to watch for late fouls or dangerous follow-through (W), UNLESS they are covering the goal.
 - Out-of-bounds calls on the far sideline and should move to the sideline, as appropriate, to make the calls correctly.
 - On ball fouls on their side of the field.
 - Walling and off ball fouls on their side of the field.
 - Dangerous Propel (W) – if someone was hit, where was the player when the ball was released? Did the player run into the ball, or was the ball released at them?

Trail Official

- Positioning:
 - Positioned to cover center to sideline below center line. Play will dictate movement of Trail based on position of 'on-ball' and 'off-ball' activity.
 - Anticipate turnover or shot on goalie and stay ahead of play for fast break towards opposite goal.
 - Move to be in position to make a call as the play or a loose ball moves towards center line.
- Responsibilities:
 - Out-of-bounds calls on the near sideline and should move to the sideline, as appropriate, to make the calls correctly.
 - Over and back.
 - Walling and off ball fouls on their side of the field.
 - Staying with the shooter to watch for late fouls or dangerous follow-through (W).
 - Dangerous Propel (W) – if someone was hit, where was the player when the ball was released? Did the player run into the ball, or was the ball released at them?
 - Walling and off ball fouls on their side of the field.

Action – Responds to players position during settled play

- 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.
- 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 a higher probability of certain fouls to occur. For example, an opponent may check the player on the arm.
- 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 slashing from the defender who is beaten coming from behind.
- Whenever the whistle is blown, officials should use this time to get themselves in a better position.

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.

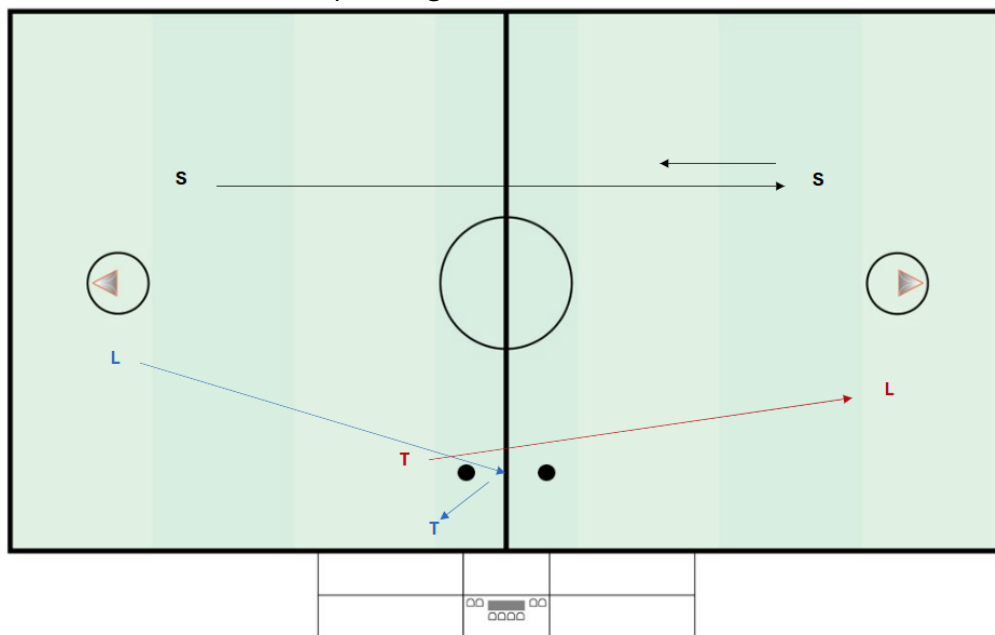
Most transition play in Sixes lacrosse involve fast break plays. There are less slow transitions than what is typically seen in field lacrosse. A fast break can occur off a draw or if the attacking team loses the ball during live play and moves rapidly towards the opposite goal. It can also occur on a goalie save or after a goal when the new attacking team rapidly moves the ball towards their Offensive Area and goal.

All Officials will:

- Position themselves based on the position of the ball.
- Be outside the players, so that all players remain in sight.
- Always know the location of the ball.

Diagram 12 – Free Clear After a Foul

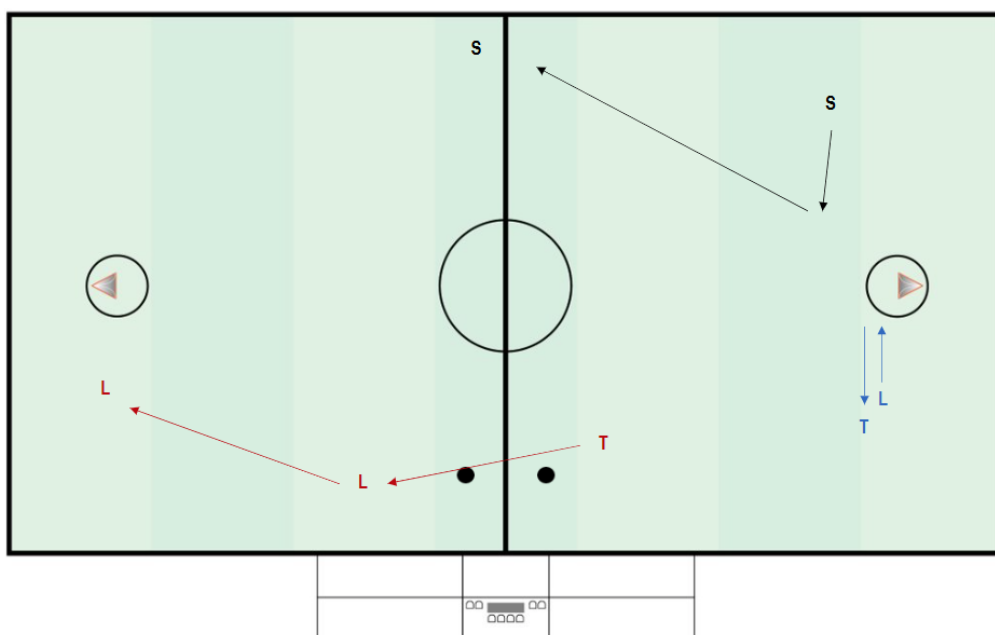
- The foul is reported to the field.
- The new Lead and Single will work together to get the ball to the penalty dot.
- The new Trail hustles to the center line between the penalty dots to relay the penalty to the table.
- The new Lead is responsible for watching substitutions.
- The New Trail starts the play.
- Single adjusts their position in response to how the defense is playing the ball. They will adjust up the field towards the center line if the defense is pressing the ball.



WORLD LACROSSE
SIXES

Diagram 13 – Movement After a Goal

- Lead moves in to complete the goal signal mechanic and restart play.
- Single Side will move towards the center line. If required, they will monitor the area in front of the goal to control player reactions.
- Trail will check substituting players and hustle to the new Lead position.



WORLD LACROSSE
SIXES

The New Trail Official (old Lead)

- Positioning:
 - Remain with the goalkeeper, especially if clear is contested by opposing team.
 - Stay as deep as play requires in case a quick turnover occurs, and defensive team regains possession.
 - MUST NOT be in front of the ball, as new Lead and Single Side are already there.
 - Run through the center line once in settled play.
- Responsibilities:
 - 5-second goalkeeper count. This should be a visual arm chop.
 - Check for illegal substitution.
 - 10 second count for the player in possession of the ball to cross with both feet over the center line, or the ball in flight to cross the center line.
 - When shot clock hits 20 OR
 - Use a visual arm chop if the shot clock has not restarted.
 - Fouls that occur as the ball transitions.

The New Lead Official (old Trail)

- Positioning:
 - Break out as soon as defense gain possession, the ball is turned over, or the goalkeeper makes a save. Must stay ahead of play and not get beaten to the goal line.
 - Be in position to see the goal line and move to see end-line if needed.
- Responsibilities:
 - Check for illegal substitution if the ball is transitioning on Single Side.
 - Be aware of the possibility of a turnover and a return of play to the other end of the field.
 - Cover play as it approaches the crease.

Single Side Official

- Positioning:
 - Break out as soon as defense gain possession, the ball is turned over, or the goalkeeper makes a save.
 - Get wide and run to the center line while being close enough to stay with the play and keep an eye on the ball. Arrive at the center line prior to ball crossing. Stay with the play until it crosses into new offensive zone.
 - If the ball continues up the field, they should move up-field quickly to support the Lead.
- Responsibilities:
 - If transition is highly contested, remain at the center line to watch for any over and back fouls, or to be ready to transition back.
 - Help with the 10 second count (see above) if Trail is occupied with play in front of them.
 - Fouls that occur as the ball transitions, always see the space between ball carrier and opponent to watch contact.
 - If the Lead becomes "caught up" in the fast break due to being 'on-ball,' then Single Side must try to cover the crease for them by getting to the goal line as rapidly as possible.

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.

Action – Signals goal, no goal, direction and restart.

These are the essential skills for Officials at all levels of the game, from a beginning Domestic Official to a top International Official.

- All play must start and stop on the whistle.
 - The signal for restarting play is an arm pump. The official shall have their arm straight up in the air prior to the whistle and as the whistle is sounded drop to 90-degree position.
- One of the most important signals to use is the Direction signal.
 - This is done by pointing with a straight arm at shoulder height, in the direction the play is going.
- When the ball goes out of bounds, officials blow their whistle and signal the direction of the ball.
 - If an official must run to a new position, the signal shall be clearly given before moving.
- An Official must blow their whistle and signal for a goal or no goal. This is essential for the scorekeeper and to avoid confusion. Lead will make eye contact with partners to confirm a goal or no goal.
- An Official will blow their whistle for a foul that is an immediate turn over, or when a play on or slow whistle finishes. 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.
 - IF there is a time serving penalty the initial whistle will be followed by the timeout procedure, and then the foul will be reported.

Action – Uses clear and correct foul signals.

- Please see the signals manual for specific signals that are to be used.
- 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 their position to make the signal, then stand stationary while completing the signal.

Action – Uses mechanics in the correct sequence

Goal

- Lead:
 - WHISTLE: One short and loud blast.
 - MOVE: To have one foot inside the goal-circle AND be in the vision of the Goalkeeper.
 - STAND: Facing up field.
 - SIGNAL: Raise both arms above head for as long as possible, without delaying the restart.
AND
SAY: “Goal Team Name”.
- Once the ball is retrieved and the goalkeeper has controlled possession, restart play.
- DO NOT complete a reset of the shot clock signal UNLESS the shot clock operator is not resetting the shot clock when play restarts after the goal.

- Trail:
 - MOVE: To new Lead position. While moving past the score table and scorer
 - SAY: “Goal Team Name”

No Goal

- Lead or Single will call a no-goal.
 - WHISTLE: One short blast when ball crosses the goal line to stop the play.
 - MOVE: Into the goal-circle while making eye-contact with crew to ensure no extenuating circumstances. If there are no other circumstances, blow whistle while moving.
 - WHISTLE: 3 – 6 short blasts with minimal pause between.
 - STAND: Facing the table.
 - SIGNAL: No goal by waving two straight arms parallel to the ground, at shoulder height, in front of you with hands crossing.
AND
SAY: “No goal, no goal, no goal”
 - DO: Mechanic for reason it is not a goal e.g. crease violation signal.
- The no goal signal is repeated by the other two officials.
 - SINGLE: Moves to their “home spot” and delivers the signal to the field.
 - TRAIL: Stands between penalty dots at the center line and completes no goal signal facing the bench.

Goal-Circle Count

- The official will start counting the time in the crease after restarting play, or when the goalkeeper gains possession of the ball following a save.
 - SIGNAL: One arm held out at shoulder height with their hand coming from their chest to a full extended straight arm. One movement is one second.
AND
SAY: Number of seconds “1, 2, 3, 4, 5”

End of Quarter or Game

- 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:
 - 2 short, even blasts
 - The 3rd blast will be drawn out

Timeout

- The ball stays on the field where it was when the timeout was called. DO NOT leave any item with it on the field.
- Officials’ timeout, injury time out, and administering a time serving penalty
 - WHISTLE: 2 short blasts
 - SIGNAL: Arms straight up and hands together and apart twice
AND
SAY: “Stop all clocks”
- Team Timeout
 - WHISTLE: 2 short blasts
 - SIGNAL: Arms straight up and hands together and apart twice
AND
SAY: “Stop all clocks”
 - SIGNAL: Point to the team bench.
AND
SAY: “Timeout TEAM NAME”

Shot Clock Reset

- If one Official resets the shot clock, all Officials will mirror the signal.
 - SIGNAL: One arm raised above shoulder height, and a rotation of the hand in a full circle.
 - AND
 - SAY: Reset
- A reset DOES occur in these situations; however, an Official SHOULD NOT SIGNAL A RESET:
 - On a goal
 - Change of possession on out-of-bounds
 - When administering a time serving foul
 - Change of possession from an offensive minor foul
- ALWAYS RESET:
 - When possession changes during live play
 - A shot hits the goal pipe or the Goalkeeper while in the crease
 - The offended team gains possession during a “Play On”
 - If play is stopped for a defensive injury
- DO NOT RESET
 - The head of the Players stick on a shot was not above Goal Line Extended
 - During a timeout
 - If there is a deflection that has caused the out-of-bounds (there has been no possession by the opponents, only resets with possession)
 - If play is stopped for an offensive injury
 - IF there is an extra player situation at the end of a quarter, the Officials should ensure the shot clock DOES NOT reset. They should be prepared to check the time remaining at the end of the quarter and reset the correct time at the start of the next quarter if required.

Over and Back

- If there is an over and back, and the official is NOT allowing a quick restart, they will blow their whistle immediately and follow the change of possession foul procedure.
- If there is an over and back, and the official is allowing a quick restart, the Official will:
 - SIGNAL: Play-On - Outside arm pointing straight at shoulder height in the direction of the play
 - AND
 - SAY: “Play-On Quick Restart”
- If the ball is leaving the offensive zone and there is NO over and back foul, the Official will:
 - SIGNAL: Hold one arm up with the palm facing upwards. Use the other hand to brush three times.
 - AND
 - SAY: “Tip”

Change of Possession Foul

- Use this procedure when the attack commits a minor foul or there is a loose ball minor foul.
 - WHISTLE: One short blast
 - SIGNAL: Foul
 - AND
 - SAY: “Name of foul”
 - SIGNAL: Direction
 - DO: Restart play

Time Serving Fouls

- All time serving fouls (minor, major and expulsion) will be signaled to the field first.
 - WHISTLE: One short blast to stop the play, followed by two short blasts to stop the clocks
 - SIGNAL: Arms straight up and hands together and apart twice
AND
SAY: “Stop all clocks”
 - SAY: “Team Name” and “Player #” Example “Chinese Taipei, #12”
 - SHOW: Card
 - SIGNAL: Foul
AND
SAY: “Name of foul”
 - SIGNAL: Direction
- Trail relays the penalty to the bench standing between the two penalty dots at the centerline. They will do this even if they have already signaled the penalty to the field. I.e. they will report the foul twice, once to the field and once to the bench.
- If there is a change of direction, the new Trail will report the penalty to the bench.
 - SIGNAL: Point at bench of offending team
AND
SAY: Team Name and Player #
 - SAY: Penalty Duration Time (30 seconds, 1 minute, 2 minutes)
DO NOT SHOW CARD
 - SIGNAL: Foul
AND
SAY: “Name of foul”
 - SIGNAL: Direction

Play-On

- A Play-On is used when there is a loose ball minor foul, and the offended team is disadvantaged by stopping play with a whistle. The Official will:
 - SIGNAL: Outside arm pointing straight at shoulder height in the direction of the play
AND
SAY: “Play-On”
- If the offended team gains possession and play can continue:
 - SIGNAL: Drop arm
 - SIGNAL: Shot clock reset
AND
SAY: “Reset”
- If play must be stopped with a whistle complete the appropriate penalty administration

Slow Whistle

- A Slow Whistle will be used when defense commits a time serving foul. The Official will:
 - SIGNAL: Non whistle arm straight up with an open palm. Hold until the play is whistled dead.
 - SIGNAL: Point with an open hand at the player
AND
SAY: Players “number” at an inside conversation volume
 - SIGNAL: Drop arm that is pointing at the player
- If there is a second foul called by the same Official on the same slow whistle:
 - SIGNAL: Pump arm that is straight up
 - Repeat slow whistle procedure

Slow Whistle Goal – Minor Foul

- The Official will drop their Slow Whistle arm
- Lead will complete the “GOAL” mechanic
- SIGNAL: All Officials will point in the direction of play indicating a foul has occurred

Slow Whistle Goal – Major or Expulsion Foul

- LEAD: Signal the goal
- SLOW WHISTLE OFFICIAL: Signal the foul
- TRAIL: Report to the table.
 - SAY: “Goal Team Name”
AND
SIGNAL: Goal signal
 - SIGNAL: Point at bench of offending team
AND
SAY: Team Name and Player #
 - SAY: Penalty Duration Time (1 minute or 2 minutes)
 - DO NOT SHOW CARD
 - SIGNAL: Foul
AND
SAY: “Name of foul”
 - Repeat step 1
 - SAY: “Goal Team Name”
AND
SIGNAL: Goal signal

Slow Whistle - No Goal

- Complete time serving foul procedure

Multiple Officials Calling Defensive Fouls

- Officials should raise their arm if a foul occurs, even if another official has their arm raised, as it could be a different foul.
- Once play is stopped Officials will report the fouls to the field in the following order:
 - Single Side
 - Lead
 - Trail
- If the Lead or Trail have the same foul, they will put their hand down indicating they had the same penalty.
- If the Lead or Trail have a different penalty, they will keep their hand in the air indicating they have a different penalty to be administered.
- Once all foul information has been reported to the field, the trail official will report all fouls to the table.
- In a complicated situation, the officials should come together to discuss. If this occurs:
 - Single Side will report the penalties to the field.
 - Trail will report the penalties to the bench.

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 verbalize 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

- See Rule 6.4 – Center Draw for the rule details on a Draw.

Action - Starts play within 5 seconds of a goal being scored

- After signaling a goal, the Lead Official will keep an arm raised and start a five second count to allow the Goalkeeper to retrieve the ball. If the goalkeeper is delaying the restart the Official will verbally count.
- Once the ball is retrieved, start play.
- Begin visual five second arm chop for the goalkeeper to clear the ball out of the crease.
- If the Goalkeeper does not retrieve and possess the ball within five seconds, the ball will be awarded to the non-offending team.
 - If the ball is stuck, or the Goalkeeper is unable to retrieve the ball, do not penalize the Goalkeeper.
 - Stop the clock and retrieve the ball to restart play.
- If the Goalkeeper is not actively attempting to gain possession of the ball to restart play, and the five second count has expired, a minor foul for Illegal Procedure should be administered.

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

- All play will be restarted by the Officials whistle, followed by the Official resetting the Shot Clock (if required).
- No players from the team awarded the ball may be within three meters of the Player with the ball.
- Officials need to have quick but controlled restarts. Officials are also instructed to get the ball in play quickly and *not be as deliberate* with the exact location of the violation. An unfair distance advantage gained by the team with the ball must occur to delay the restart.

Restarting Play After an Out-Of-Bounds

- If the ball is restarted after going out-of-bounds, play will be restarted on the field of play, two meters laterally from the out-of-bounds spot but at least five meters from the substitution area.
- The team awarded the ball cannot get a running start while out of bounds.
- The player must be in bounds prior to the official blowing the whistle.

Restarting Play After a Time Out

- After a timeout the team being awarded possession shall start the ball two meters inside the closest boundary line from where the ball was when play was stopped. The closest boundary line may also be the center line.

Restarting Play After an Over-and-Back

- A quick restart (starting play at the location of the ball in the Offensive Zone) can be used for the non-offending team in the following situations:
 - There is no imminent scoring opportunity AND
 - The non-offending team is NOT disadvantaged by starting play with a quick restart.
- The Official will allow a Player from the team entitled to possession to pick the ball up and then immediately start play.
- If these criteria are not met, play shall be stopped and then restarted two meters inside the nearest boundary where the ball was when play was stopped (the boundary may also be the centerline).

Restarting Play After a Penalty

The game must start as soon as possible after a foul has been committed. Timing efficiency is very important in communication to the table and penalty set-up. It is essential that before the game is restarted:

- The penalty has been reported to the table personnel / standby official and acknowledged.
- Penalty set-up is accurate.
- All officials are ready to re-start.

Penalty Time is Served

- Regardless of where the foul occurred, if penalty time is to be served, the ball will be awarded to the non-offending team on the Penalty Dot in their Offensive Zone.

Penalty Time is NOT Served

- If offense commits a minor foul, or there is a loose ball minor foul, this will result in possession with no penalty time to be served.
- If the ball is in a team's defensive zone, play will restart in the same relative position where the ball was when play was stopped.
- If the ball is in a team's offensive zone, it will occur two meters inside the closest boundary line from where the ball was when play was stopped.

Restarting Play with a Carry Over Situation

- In the event of a carry-over (extra player situation) at the conclusion of ANY quarter, then the next quarter, whether in normal time or overtime, shall begin by awarding the ball to the team which had possession or is entitled to possession at the conclusion of the previous period.
 - In the event of a 'play-on' when the period ends AND there is an extra player situation, the ball will be awarded to the team entitled to possession.
 - Play will restart in the same relative position at the opposite end of the field (due to teams switching ends). If the ball is in a team's Offensive Zone, play will commence two meters inside the closest boundary line from where the ball was when play was stopped. The boundary line may also be the center line.

- The shot clock will not reset and will be paused. The next quarter will begin with the remaining time on the shot clock.

NOTE – The shot clock may reset based on the final play in the quarter, for example if there is a play-on, or a team is entitled to the ball after a shot.

- If no team has possession, then the quarter will start with a Draw.
- In the event a penalty is called when the period ends, which results in an even situation (same number of players from both teams on the field) to begin play in the next quarter, play will commence with a draw.

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

- The Official shall resume play as quickly as possible.
- If an opposing Player is within three meters of the Player that has been awarded the ball, and the Official blows the whistle to restart play, the opposing Player is not allowed to defend the ball carrier until they are 3 meters from their opponent.
- This includes any player marking the Goalkeeper in the goal-circle. The opponent MUST give the goalkeeper 3m of clear space. This may be further than the edge of the goal-circle. Officials should actively manage this scenario using their voice.
- A violation of the three-meter area will be a foul (slow whistle) for illegal procedure.

Action - Administers Alternate Possession correctly

- Alternate Possession will apply:
 - When the Officials cannot determine which team should be awarded the ball.
 - When there are coincidental fouls that result in alternate 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 Alternating Possessions.
- In the event of a dispute, the head official's decision shall prevail.

Makes calls that allow the game to be played.

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

- See Rule 6.7 – Ball Out of Bounds for rule details.
- When the ball goes out-of-bounds, the official will award the ball to the team that did not cause the ball to go out-of-bounds.
 - If the attack shoots and the ball misses without touching the pipes or goalkeeper prior to going out-of-bounds, the ball will be awarded to the defense.
 - If the shot hits the pipes or goalkeeper and does not touch another offensive player prior to going out of bounds, the ball will be awarded to the offense.

Action - Recognizes and calls goals and no goals

- See Rule 6.6 – Scoring for details.
- All Officials must be able to recognize when a goal is scored, and situations that mean a goal is not scored, even if the ball has passed through the plane of the goal.
- An Official should take extra care at the end of the shot clock / period to determine if the ball was released from the stick before the end of the shot clock / period.
 - Look at partners to confirm if ball was released from stick before the horn sounded/clock expired.
 - If the shot was released in time and the goal is scored, blow the whistle to stop play, discuss if required, then signal the goal.
 - If the shot was not released in time, come in big with a loud whistle signaling no goal.
 - If there is a shot clock violation, play will restart with the goalkeeper on the whistle.

Action - Recognizes and calls play of game fouls

Substitutions

- See Section 7 – Substitution for rule details.
- Players may substitute on the fly, and they may do so on either side of the center line, except for a goalkeeper-to-goalskeeper substitution that must occur in the defensive zone.
- All Officials should check teams do not have more than the allowed number of players on the field before restarting play. This is important after a time-out or stoppage in play and there are uneven player numbers.

Managing the Goal Crease and Goalkeeper

- See Section 8 – The Goal Crease and The Goalkeeper for rule details.
- Each team must always have a Goalkeeper on the playing field. The Goalkeeper is the Player wearing the Goalkeeper mandatory protective equipment.
- Lead and Single Side Official are responsible for covering the Crease during settled play.
- The New Trail is responsible for covering the Crease at the beginning of a transition. This includes the 5 second count, re-entry, goalkeeper fouls, and attacking crease fouls.
- On all restarts, the Goalkeeper is entitled to 3m of space. A defender must be 3m from the Goalkeeper. If the Goalkeeper starts at the top of the crease, the defender cannot stand directly in front of them.
 - Officials should use preventative officiating in this situation and tell the defender to move 3m away.

Over and Back

- See Rule 6.8 – Over and Back for rule details.
- Once possession has been established in the offensive half, the ball may not cross back over the center line whether loose or possessed / touched by a player in the defensive half.
 - **NOTE:** Being across the centerline means both feet of a player in possession of the ball must be in the offensive half of the field, or the ball in flight must be across the centerline and may not be touching the centerline, or a loose ball crosses the line. Players who are straddling the line are in violation of the 10 second count. They have not established possession in the offensive half, and so the ball may go back into the defensive half.
- It is the Trail official's responsibility to call over-and-back, should it occur.
- If there is a contested ball near center this may become Single Sides responsibility.
 - If the ball nears the center line or becomes loose, the Official needs to straddle the midline to be 'on-ball' and make the appropriate call.
- Officials should communicate verbally and with a hand signal if they see a tip, or any action by the defense that caused the ball to cross the center line.
- If offense is the last to touch the ball, any member of the crew can yell "over-and-back" and make the over-and-back hand mechanic, to assist the Trail know who last touched the ball.
- A quick restart (starting play at the location of the ball in the Offensive Zone) can be used for the non-offending team in the following situations:
 - There is no imminent scoring opportunity AND
 - The non-offending team is NOT disadvantaged by starting play with a quick restart.
- If these criteria are not met, play shall be restarted 2 m from the nearest boundary where the ball was when play was stopped (the boundary may also be the centerline).
- Factors to consider when deciding to stop play and not utilize a quick restart:
 - The offending team attempts to play the ball or prevents a player from scooping the ball.
 - If the team entitled to possession could scoop the ball, they would be under immediate pressure by the team now on defense.
 - The team entitled to possession is not attempting to pick the ball up and is waiting for it to roll to a more advantageous position, and the defending team is unable to compete for possession or play defense.

10 Second Count

- See Rule 6.9 – 10 Second Count for rule details.
- A 10 second count is applicable to both teams after a goal or when there is a turnover at the defensive end.
- It is the primary responsibility of old Lead / new Trail to watch for and call the 10 second violation.
- Single Side can help with this if required.
 - **NOTE:** Being across the centerline means both feet of a player in possession of the ball must be in the offensive half of the field, or the ball in flight must be across the centerline and may not be touching the centerline, or a loose ball crosses the line. Players who are straddling the line are in violation of the 10 second count.
- Officials will use the shot clock for the 10 second count. The 10 second count expires when the shot clock reaches 20.
 - The new Trail and Single Side should begin to count the 10 seconds in their heads while checking to ensure the shot clock has started.
 - A visible 10 second arm chop is needed if the shot clock operator is not immediately starting the shot clock on the whistle or there is a shot clock error. It is the responsibility of the crew to determine the timeliness of shot clock resets and if it is accurately being managed.
- If there is a 10 Second Count violation:
 - Officials shall blow their whistles, signal 10 second count foul, and point in the new direction.
 - The player in possession shall place the ball on the ground with no excessive delay and without throwing / rolling the ball in a manner that causes a further delay.
 - Note – if they do this before the expiration of time, this is not a foul.
 - Play shall commence two meters inside the closest boundary line from where the ball was when play was stopped.
- When a timeout is called in the defensive half of the field on a dead ball by the defensive team who is entitled to possession before the expiration of the 10 second count, a new 10 second count shall be awarded after the timeout. The shot clock will not reset on a deflection and/or timeout.

Recognizes and administers fouls correctly.

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

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

Action – Correctly administers fouls in normal circumstances

- An official must be able to administer fouls correctly. The administration of fouls includes:
 - Correct position of the ball carrier.
 - Correct player sent off and for the correct amount of time.
 - Correct play-on, slow whistle, or whistle.

Penalty Restart - No penalty time

- If the offense commits a minor foul, or there is a loose ball foul, any official may use a play-on (loose ball only) or blow their whistle to stop play and award the ball to the other team. If the whistle is used:
 - The restart location is at a position relative to the spot of the ball if in their defensive zone, or two meters inside the boundary if in their offensive zone.
 - The closest official whistles to restart play and resets the shot clock.
 - Other Officials mirror the reset of the shot clock.
- If the defense commits a minor foul AND there is a slow whistle AND there is a goal scored, the goal will wipe the penalty.

- “Wiping the penalty” is simply indicated by the dropping of your hand. DO NOT use any other signal to indicate there was minor foul which has now been adjudicated by the goal.
- All Officials will point in the new direction of the play to acknowledge the foul.

Penalty Restart - Penalty time

- If offense commits a major/expulsion foul:
 - Any official will immediately blow their whistle and stop play.
 - Complete the time served penalty mechanic.
- If defense commits a foul officials will use a slow whistle.
 - The play may be stopped by a foul by the offense, shot clock expiring, quarter expiring, time-out request, out of bounds, change of possession, or a goal.
 - If play is stopped and offense are retaining possession
 - Complete the time served penalty administration.
 - Restart play on the penalty dot.
 - Offense foul
 - Minor foul, play is stopped. Offense does not serve time. Defense does serve time. Complete the time served penalty mechanic.
 - Major foul, play is stopped. If total penalty time of the offense is lower or equal to the defense, they retain possession. All players must serve penalty time. Complete the time served penalty mechanic.
 - Goal
 - The goal counts.
 - Defense minor foul
 - No penalty is served.
 - Play restarts with the defending teams Goalkeeper.
 - Defense major foul
 - Complete the time served penalty mechanic.
 - Possession is given back to the offensive team on the penalty dot.

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

- Officials must consistently apply the rules of the game to each team. At times Officials will make an incorrect call. However, what is called at one end of the field, should always be looked to be called at the other end of the field.
- International Officials must consistently call individual fouls correctly over multiple games.
 - For example, if pushing occurs across multiple games in a tournament, an official must call this foul correctly 4 out of 5 times.

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, expulsion) 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 10.2 PUSHING

10.2.1 A Player may not push an opponent with their Stick, elbow or body. This includes warding. If one hand is removed from the shaft, the elbow/arm may not be used to protect the Stick.

This rule **does not** state:

- That all contact is illegal.

This rule **does** state:

- That the stick, elbow or body must not be used to push an opponent.

An Official should consider:

- How much force is being used?
- Where is the contact being made?
- Can the player protect themselves, or are they in a vulnerable position?

Rule 11.1 ILLEGAL BODY-CHECK

11.1.1 Body-checking of an opponent in any form is illegal. This is not intended to eliminate incidental contact of equal pressure between opposing players, legal holds, legal pushes to gain possession of a loose ball, or for the defensive Player to redirect an opponent in possession of the ball and any contact deemed incidental by the game officials.

Rule 12.2 EXAMPLES OF EXPULSION FOULS

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

This rule **does not** state:

- That all contact is a foul.
- That if a player who is involved in contact falls, it is a foul.
- That pushing from behind is a body-check and hence an expulsion foul (a push from behind is a minor foul).

This rule **does** state:

- There are ways to legally contact an opponent.
- A body check in the head or neck, or from behind is an expulsion foul.

An Official should consider:

- What is the distance travelled before making contact?
- How fast was the player moving before making contact?
- How much force was used in the contact?
- Was it contact or was it a collision?

Rule 11.2 SLASHING

11.2.1 Under no circumstances shall a Player swing their Stick at an opponent's Stick with deliberate viciousness or reckless abandon, and a foul is committed in such circumstances whether or not the opponent's Stick or body is struck.

Rule 11.2.2M SLASHING (MEN'S)

11.2.2.1 A strike by the Stick on the helmet or neck of an opponent is illegal, except when done by a Player in the act of passing or shooting.

11.2.2.2 A Player shall not strike any part of the body of an opponent, other than the gloved hand holding the Stick, in an attempt to dislodge the ball from their opponent's Stick, but a check shall not be declared illegal if, in an attempt to protect their Stick, the Player in possession uses some part of their body, other than their head or neck, to ward off the thrust of the defensive Player's Stick and, as a result, the defensive Player's Stick strikes some part of the attacking Player's body other than their head or neck.

11.2.2.3 For the purpose of this Rule, mere contact is not a strike. The contact must be a definite blow, and not merely a brush.

This rule **does not** state:

- That any particular way to check is illegal (e.g. around the body, towards the head in women's field).

This rule **does** state:

- That the swing / check must be with viciousness or reckless abandon.
- Contact is not required for a Slash to be called.

An Official should consider:

- Viciousness:
 - Was the players' body or head struck?
 - Was the check aiming for the stick?
- Reckless abandon:
 - How much force is being used in the check?
 - How close was the check to a player's head (women's)?

Rule 11.3 CROSS-CHECK

11.3.1 A Player may not check an opponent with that part of the shaft of their Stick that is between their hands, either by thrusting their Stick away from their body or by holding it extended from their body.

This rule **does not** state:

- That all contact made with the Stick is illegal.

This rule **does** state:

- A check must be made.

An Official should consider:

- Where was contact made, from the front, side or behind?
- Was the contact above the waist, below the shoulder(s)?
- How much force was used?
- What was the disadvantage to the player?

Rule 11.5 UNNECESSARY ROUGHNESS

11.5.1 An excessively violent infraction of the Rules against holding or pushing is a personal foul, designated unnecessary roughness.

11.5.2 A deliberate and excessively violent contact made by a defensive Player against an offensive Player who has legally or illegally established a pick shall be designated unnecessary roughness.

11.5.3 Any avoidable act by a Player that is deliberate and excessively violent shall be designated unnecessary roughness, whether it is with the body or the Stick, such as pushing into or lowering one's head and shoulder while making contact with their opponent that has already established their position.

This rule **does not** state:

- That contact that results in a player ending up the ground is a foul.
- That two players running into each other incidentally is unnecessary roughness.

This rule **does** state:

- The contact must be deliberate and excessively violent.
- Lowering the head or shoulder is a key indicator of unnecessary roughness

An Official should consider:

- Where was contact made, from the front, side or behind?
- Was the contact above the waist, below the shoulder(s)?
- How much force was used?
- What was the disadvantage to the player?

Rule 11.9 WALLING

11.9.1 It is illegal for two or more defensive players to form a stationary, parallel, or adjacent stack or wall-type formation in front of the goal or within the crease to create a physical barrier that blocks scoring opportunities, instead of actively defending an opponent.

Key Criteria for a violation:

- Two or more defenders are stationary and positioned parallel or adjacent (side-by-side or in a line).
- Defenders are forming a stack or wall-type formation.
- Defenders are not making an active attempt to legally defend an opponent.
- The formation occurs in front of the goal or within the crease.

This rule **does not** state:

- The defenders must be moving to be actively attempting to legally defend an opponent.
- That the defender must be a field player (the Goalkeeper is a defender).

This rule **does** state:

- Defenders who are actively attempting to defend an opponent are not in a wall.
- There must be a minimum of two players.
- The wall must block a scoring opportunity.

An Official should consider:

- If there are two stationary defenders side-by-side or in a line in a stack / wall:
 - Are they marking an opponent? If yes, this does not fulfil the requirements of Walling.
 - Are they in front of the goal or in the crease? If no, this does not fulfil the requirements of Walling.
 - Are they blocking a scoring opportunity? If no, this does not fulfil the requirements of Walling.

Rule 12.2 EXAMPLES OF EXPULSION FOULS

12.2.6W Any dangerous propel which may be a pass or a shot that directly strikes any Player above the knee, with the exclusion of the Goalkeeper.

This rule **does not** state:

- That the player must be an opponent (if a player from the same team is hit this may still qualify).
- That the player must be above goal line extended when they are hit.
- That the player hit must be blocking a shot.

This rule **does** state:

- The pass or shot must directly strike **ANY** field Player.
 - A bounce shot / pass is not a direct strike.

An Official should consider:

- If the release is a dangerous propel.
 - Did the Player establish their position prior to the release of the shot, or did the Player move into the path of the shot once it was released?

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

Co-incidental Fouls

13.3.1 Co-incidental fouls are fouls called on Players of opposing teams during a live ball or a dead ball. A live ball starts with a whistle to start play and ends when the whistle sounds to stop play. A dead ball situation starts with a whistle to end play and ends with a whistle to restart play.

13.3.2 Co-incidental fouls are applied when:

- i. Sequence cannot be determined OR*
- ii. During a slow whistle or play-on, there is a foul by the team in possession or entitled to possession*

13.3.3 When sequence can be determined, and there is no slow whistle or play-on applied, these are not co-incidental fouls, this is a multiple penalty situation.

- i. Apply all penalties per the foul(s) committed.*
- ii. The last offended team is awarded possession of the ball.*

13.3.4 Live Ball

- i. When sequence cannot be determined:*
 - a. Minor fouls will cancel each other and play continues.*
 - b. If there is a major or expulsion foul(s) by either team, play is stopped and penalty time is served by all players from both teams.*
- ii. During a play-on:*
 - a. If the team entitled to possession commits a foul(s) play is stopped.*
 - b. If it is a minor foul, no penalty time is served. Possession is given to the team entitled to the ball when the play-on was called.*
 - c. If it is a major or expulsion foul(s), penalty time is served for the major/expulsion foul(s) only. The offended team will gain possession.*
- iii. During a slow whistle:*
 - a. If the team with possession commits a foul(s) play is stopped.*
 - b. If it is a minor foul, no penalty time is served by the team in possession.*
 - c. If it is a major or expulsion foul(s), penalty time is served by all players from both teams.*

13.3.5 Dead Ball

- i. When sequence cannot be determined:*
 - a. Apply all penalties to both teams.*

13.3.6 Awarding the Ball

- i. If one team incurs more total penalty time than the other, then the team with the lesser total penalty time shall be awarded the ball.*
- ii. During a play-on or slow whistle, if the total penalty times are equal, then the team in possession or entitled to possession of the ball at the time of the first foul shall retain possession of it.*
- iii. If neither of these apply, then the ball will be awarded by alternate possession.*

Co-Incidental Fouls vs Multiple Fouls

To determine if there are co-incidental fouls when both teams foul, an Official should ask themselves:

- Is there a play-on or slow whistle?
 - YES – Co-incidental fouls
 - NO – Next Question
- Can you determine sequence?
 - NO – Co-incidental fouls
 - YES – Multiple Fouls

Co-Incidental Fouls

If there are co-incidental fouls, an Official should stop the play when:

- There is a major foul or expulsion foul
- The team entitled to or with possession commits any foul(s)

Who serves time if the play is stopped?

- Dead ball
 - Apply all penalties to both teams
- Live ball
 - Apply all penalties to both teams (minors cancel each other out and do not stop the play)
- Play-On
 - Minor foul by team entitled to possession
 - No time served by either team.
 - Major or expulsion foul by team entitled to possession
 - Time served for the major / expulsion only.
- Slow Whistle
 - Minor foul by team entitled to possession
 - No time served by the team in possession.
 - Opponents will serve time based on the foul committed.
 - Major or expulsion foul by team entitled to possession
 - Time served for all fouls by players from both teams.
- In summary
 - A minor foul is only served if it occurs during a dead ball, or the defense commits a minor foul during a slow whistle.
 - Major fouls and expulsion fouls are always time served.

Who gets the ball?

- The team with the lesser total penalty time.
- During a play-on or slow whistle, if penalty times are equal, the team in possession or entitled to possession will retain it.
- In all other situations, apply alternate possession.

Multiple Fouls

If there are multiple fouls, an Official should:

- Apply all penalties per the foul(s) committed.
- The last offended team is awarded possession of the ball.

Applies advantage and disadvantage concepts appropriately.

Action - Appropriately uses “Play-On” and “Slow Whistle”

Play-On

This is used during loose ball situations.

A Play-On IS NOT used when:

- A player commits a loose-ball, major foul.
 - The official shall blow the play dead immediately, administer a time-served penalty to the offending team and award the ball on the penalty dot to the offended team.
- If a player commits a loose-ball, minor foul, and the official feels that the offended team is not disadvantaged by a whistle to stop play.
 - The official shall blow the play dead immediately and award the ball to the offended team.

A Play-On IS used when:

- A player commits ANY loose-ball, minor foul, and the official feels that the offended team may be disadvantaged by a whistle to stop play.
 - The official will loudly verbalize “play-on” and point in the direction of play.
 - If the disadvantaged player utilizes the play-on, takes the advantage and possesses the ball, officials should drop their arm and then “reset” while signaling for a shot clock reset.
 - If the disadvantaged player does not gain possession, officials will blow the whistle and administer the loose ball foul by awarding the ball and resetting the shot clock.
 - If the offended team commits a foul after the initial play-on then the whistle blows, the team originally offended will be awarded the ball.
 - If any further foul(s) during the play-on warrants time served, then the Official shall stop the play immediately and administer the penalties(s). Only those penalties that are deemed to be time served shall be served.

Things to Consider

- **Voice Volume:** It is important that the above calls, both initiating and ending the play-on situation, are loudly made, so that players and others do not think that a loose ball foul has been missed.
- **Duration of the play-on:** The play-on technique needs to be short in duration. In some cases, an immediate whistle when a loose-ball minor foul occurs might be better.
- **Understand Advantage/Disadvantage:** If the offended team is in their defensive zone, unless the player is moving quickly and unabated toward their offensive zone, consider stopping the play and awarding the ball so that the team might set up their clear. This is especially important if the level of play is lower.
- **Draw:** There are no play-on draw violations, whistle the play dead and award the ball.
- **Call It Anyway:** When there is a loose-ball minor foul by a team, even if the offended team is going to gain immediate possession, it is still worth verbalizing the play-on. Verbalizing the play-on lets everyone know that the official is aware that an infraction took place.
- **Situational Awareness:** Ensure that a team gains its advantage by stopping play before additional fouls from either team can occur. For example:
 - The ball is loose near the center line which has the potential for an over and back foul on the offended team.
 - The ball is loose in the crease and there is a loose-ball, minor foul on the offense. Award the ball to the defense immediately so that they can set-up their clear and have the space they are entitled to.
 - The ball is loose near the boundary line. End play as it is difficult for a player to scoop a ball going to the sideline, regain composure, and keep the advantage they were entitled to.

Slow Whistle

- When the defense has committed a time-serving foul, any official shall raise one arm in the air with an open palm.
- A slow whistle occurs whether the foul is against the player with the ball or an off-ball player.
- At times, multiple defensive fouls can occur during the same sequence of play either by different players or by the same player.
 - Officials should raise their arm if a foul occurs, even if another official has their arm raised, as it could be a different foul. It is better to recognize a foul with a hand in the air than to assume your partner has the same foul.
 - Once play is stopped, communication is key in determining the fouls recognized by officials.
- The official should hold their hand in the air until the play is whistled dead. This happens when:
 - A goal is scored by the offended team; or
 - The ball goes out of bounds; or
 - A change of possession; or
 - The attacking team commits a foul; or
 - The shot clock or quarter expires, or
 - The attacking team requests a timeout.
- If during a slow whistle a goal is scored the following occurs:
 - The minor foul shall not be served, and the ball is awarded to the Goalie for the restart.
 - If a major foul or expulsion foul is committed, then the goal will count, and the ball is awarded to the offended team on the penalty dot.

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.
- 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 affects 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.).
 - Disadvantageous to the offended team.
 - Create 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 context of the game.