



2016 Preseason

Lacrosse Official's Clinic #6

Rule 7 – Penalty Enforcement

Rule 1 – The Game, Field, etc

Rule 2 – Game Personnel

Rule 3 – Time Factors



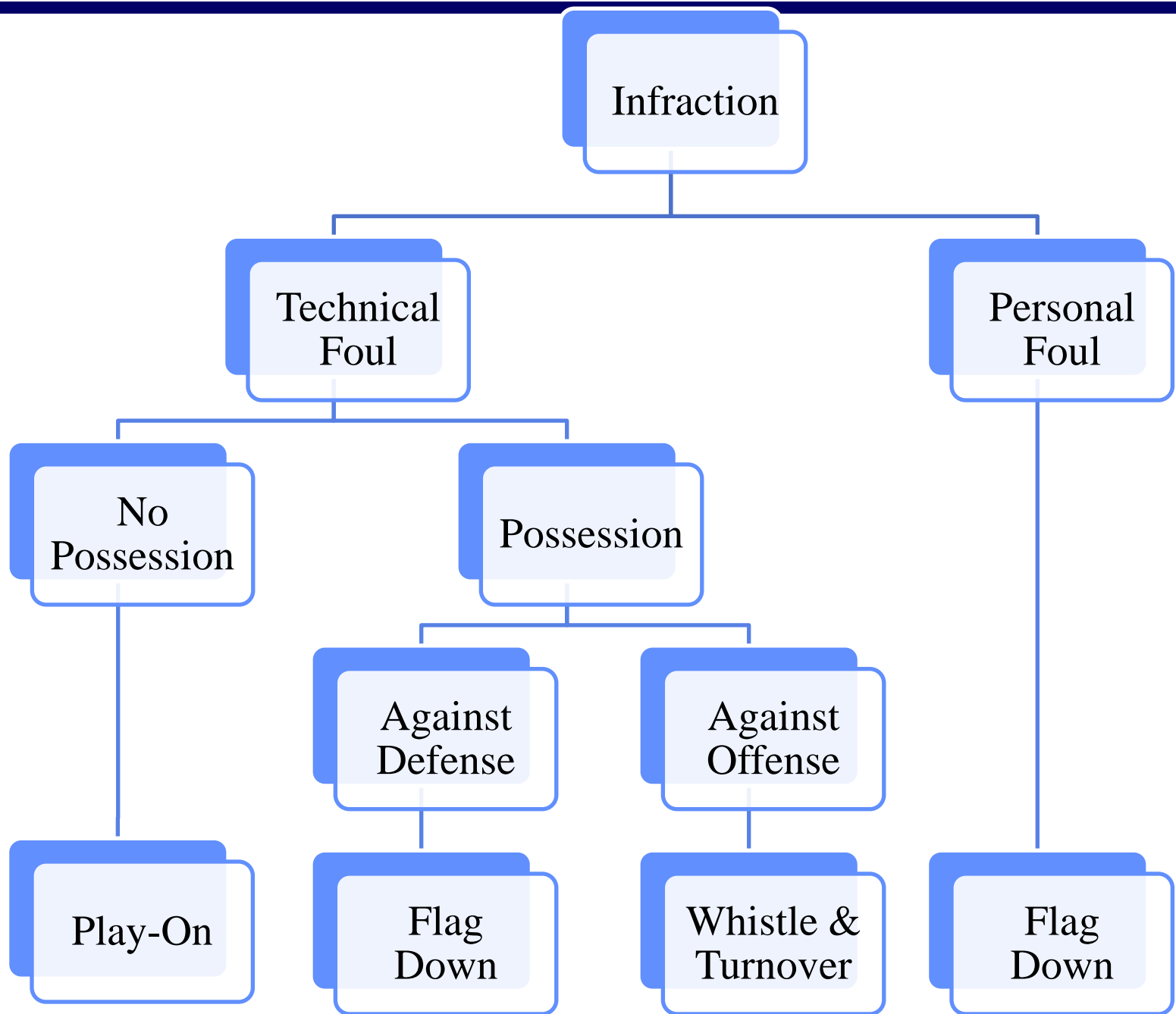
Penalty Enforcement & Simultaneous Fouls

Safety

- Player safety is why the rules exist and the first and foremost concern of officials.
- Enforce personal fouls to protect players and technical fouls for game management and control the flow.

Keys to Getting The Call Right

- Make sure the play is completed, including any dead ball action
- If multiple flags talk to your partner
 - Same foul?
 - Different fouls?
 - Who gets the ball?
 - Where is the restart?
- Trail official reports while the other watches players and sets the field



Recognizing the Situation

Once you have determined that a foul has been committed, you must determine which of the following situations you are in:

Situation	Flag	Whistle
Technical - Possession	YES	Slow Whistle
Technical – Loose Ball	NO – Play On	If no imminent possession
Personal – Possession by offended team	YES	Slow Whistle
Personal – against team with possession or loose/dead ball	YES	Immediate whistle if ball loose. No whistle if dead ball.

Flag Down, Slow Whistle (FDSW)

- **Fouls with offended team in possession:**
 - Yell “Flag Down!”
 - Throw flag straight up into the air
 - Allow offended team to complete their play
 - Sound whistle to stop play when the rules require you to do so (Rule 7, next slide)
- **Dead Ball**
 - Make certain all residual action among the players has ceased

Rule 7, Section 8 - ART. 2 . . .

The official shall withhold the whistle until:

(page 84 in rules book, read & remember them!)

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. A shot is taken that does not result in a goal.
- e. The ball enters the goal area or is in the goal area at the time the foul occurs and thereafter moves out of the goal area.
- f. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- g. (Y) A player loses any of the mandatory equipment in a scrimmage area, and the official is required under the rules to blow the whistle.
- h. A player on the attacking team commits a foul.
- i. The ball is in the defensive half of the field, and the team in possession fails to clear the ball into its goal area.
- j. When the ball hits the ground (not on a shot), the slow whistle is terminated.
- k. A defensive foul is committed during the final two minutes of regulation play with the team that is ahead possessing the ball in the goal/attack area, unless a scoring play is imminent.

Relaying and Reporting the Call

- Check for flags from your partner. If there are multiple flags, you may need to conference to determine if you have two flags for the same foul or flags for two different fouls.
- Position yourself promptly but not “hurriedly”:
 - Face the table
 - 2-person (always the Trail official)
 - 3-person (Closest official to bench, usually the Trail)
 - Make sure the table’s view to you is unobstructed
 - Stand up straight with your feet set
- Signal the penalty

Reporting the Penalty (C-NOTE)

- Announce the following information to the table:
 - **C**olor of the offending player's uniform
 - **N**umber of the player
 - **O**ffense/Foul the player committed (give signal)
 - **T**ime to be served (give "T" signal if 30 second technical foul)
 - **E**xplanation (optional, don't use everytime)

C-NOTE

COLOR

“Blue”



NUMBER

“36”



OFFENSE

“Unnecessary Roughness”



TIME

“One Minute”



Bench Penalties

- If a penalty is called against a team when no definite player is involved (not a simple offside) or when the penalty is against someone other than a player in the game, the official shall assess the penalty time against the **in-home**.
- **In-home**: starting attack player, listed first in the scorebook.
 - You get the number of the in-home from the head coach during the coaches certification. Write this on your scorecard for easy reference. Confirm with table after face off clinic.

Play-On

- Loose ball technical fouls by either team result in a “play-on” if the offended team has an opportunity to pick up the ball and maintain their advantage
- If no clear opportunity for offending team to gain possession – blow the whistle and award possession

Play-On Steps

- Team B commits a loose ball technical foul:
 - Official says “play-on” and raises one arm into the air
- Team A gains possession:
 - Official points in direction of play and says “play-on over”
- Team B gains possession or Team A does not gain possession within a few seconds:
 - Official blows whistle
 - Says and signals the technical foul
 - Awards possession to Team A
 - Restarts play according to the rules

Multiple Minutes

- Multiple Minutes
 - Penalty time for personal fouls is 1, 2 or 3 minutes
- Suggested guidelines if not 1-minute:
 - 2 minutes if intentional or excessive
 - 3 minutes if intentional and excessive
 - Some violations mandate longer penalties
 - Blows to head/neck
 - Defenseless player
 - Blindside hits

Non-Releasable (NR)

- Standard penalties (slash, cross check, trip, etc.) are releasable upon the scoring of a goal, regardless of duration
- More serious violations (illegal crosse, USC, head/neck, defenseless, etc.) are non-releasable / full time serving
 - Opponents whose penalties start together are non-releasable for longest common time



Ejection Foul

(Page 63 in NFHS 2016 Rules Book)

AUTOMATIC EJECTION FOR:

A player, substitute, coach, nonplaying member of a team or anyone officially connected with the team shall be ejected for:

- a. Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation.**
- b. Use of tobacco or smokeless tobacco.**
- c. Second non-releasable, unsportsmanlike foul.**
- d. Any action deemed by the officials to be flagrant misconduct.**

Penalty for an ejection for the above reasons:

miss the next two contests at that level and all contests in the interim (CMS is four) **EXCEPTION:** fighting equals 4 missed contests.

Penalty for Ejection Foul

- 3-minutes, non-releasable penalty
 - The penalty is served by the ejected player's substitute.
- **Plus:**
 - Ejected coach shall be removed from the game
 - Ejected player, substitute, or non-playing member shall:
 - Be removed from the premises if there is authorized school personnel present to supervise the ejected student
 - If no one is available the student shall be confined to the bench area

Ejection – Post-game

- Referee shall notify the assigning authority of any ejected coach or player. Call from your car.
- If NCHSAA: R fills out NCHSAA report.
- Assigning authority shall notify the appropriate school athletic director
- Ejected players / coaches may not be eligible to participate in the next game (varies by state)

Fouling Out / Disqualification

(Pages 63 in NFHS 2016 Rules Book)

Any player who accumulates five minutes of personal fouls shall be disqualified from the game.

A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out.

A player who accumulates five minutes of personal fouls has fouled out of the game but has not been ejected.

(Note: Youth rules are different: 4 personal fouls or 5 minutes.)

Fouling Out / Disqualification

(Pages 63 in NFHS 2016 Rules Book)

**1 Min
Slash**

**1 Min
IBC**

**1 Min
UR**

**1 Min
Slash**

**1 Min
Slash**

= DQ

**1 Min
Slash**

**1 Min
IBC**

**3 Min NR
Illegal Crosse**

= DQ

**3 Min NR
Illegal Crosse**

**2 Min NR
IBC to Head/Neck**

= DQ

Player can participate in next contest.

CONSISTENCY

Simultaneous Fouls

- **Live Ball vs. Dead Ball**
- **Slow Whistle and/or play on**
- **Possession**
- **Penalty Time**

CONSISTENCY

Simultaneous Fouls

Live Ball vs. Dead Ball

- Dead-ball fouls are enforced in the sequence in which they occur.
- Fouls occurring at the same time during a dead ball (when sequence cannot be determined) shall be considered simultaneous.
- Live ball fouls on opposing teams are simultaneous, and rarely occur at the same exact time. They occur in the same “play”. Example: slash (flag down) and retaliation (2nd flag, kill play).

CONSISTENCY

Simultaneous Fouls

Slow Whistle and/or play on

- Violation against team in possession (or entitled)
 - Technical – Kills the play, go back to original violation
 - Personal – Kills the play, flag down, all players involved serve penalty time (yes a loose ball push will serve penalty time)
- Violation against team not in possession (or entitled)
 - Technical – New flag down if there is possession, may want to kill the play to clean things up if no possession.
 - Personal – New flag down (Last two-minutes kills the play unless scoring is imminent)

CONSISTENCY

Simultaneous Fouls

Possession

- Team with less penalty time gets the ball
- If penalty time is equal, team in possession (or entitled) keeps the ball
- If penalty time is equal and no possession, AP
- If team are equal strength, there is no free clear. Restart where foul occurred or laterally outside box.

CONSISTENCY

Simultaneous Fouls

Penalty Time

- Fouls that start together, stay together
 - The penalty time that is shared by both players is non-releasable



US LACROSSE OFFICIALS EDUCATION PROGRAM

Rule 1

The Game, Field, and Equipment (NFHS Boys Lacrosse)

Rule 1 - The Game, Field & Equipment

- **The Game**

- 2 teams of 10 players each
- Ball kept in play by being carried, thrown or batted with crosse or rolled or kicked subject to the rules

- **The Field**

- 110 yards long and between $53\frac{1}{3}$ - 60 yards wide
- Face-off “X” or 4 inch colored square
- Goal areas wing lines
- Lines (next page)

Rule 1 - The Game, Field & Equipment

Lines

- All lines shall be no less than 2 inches wide nor more than 4 inches wide. Exceptions are the goal line, which shall be 2 inches wide, and the center line, which shall be 4 inches wide.
- **NOTE:** If the field of play has a logo in the center or at any other part of the field of play, that logo should not obstruct the visibility of the required marks. A solid or shadow-bordered line is permissible. A shadow line is a line that designates the continuation of the required line by use of a border or outline lines, at least ¼-inch wide.

Rule 1 - The Game, Field & Equipment

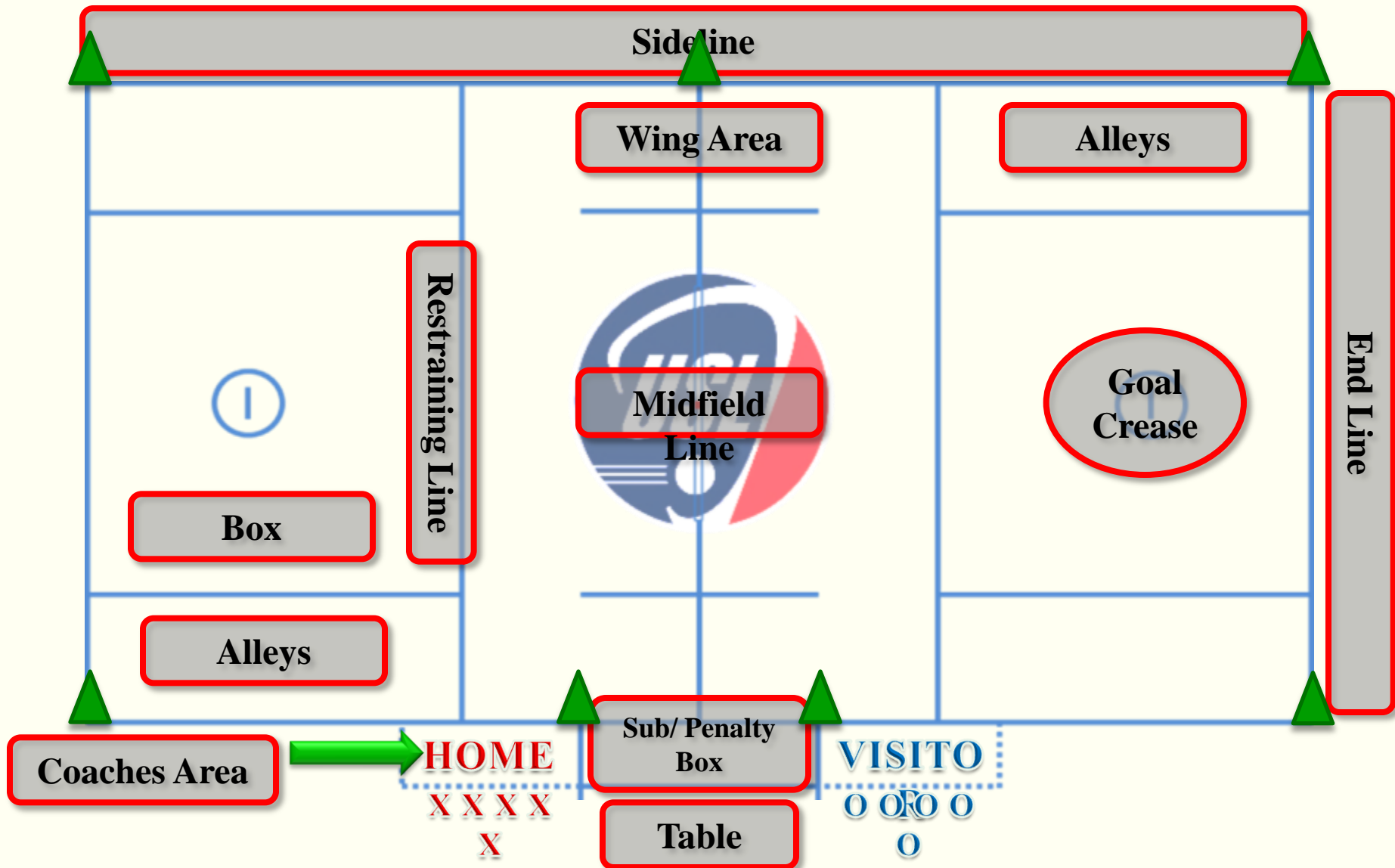
- **Goals**

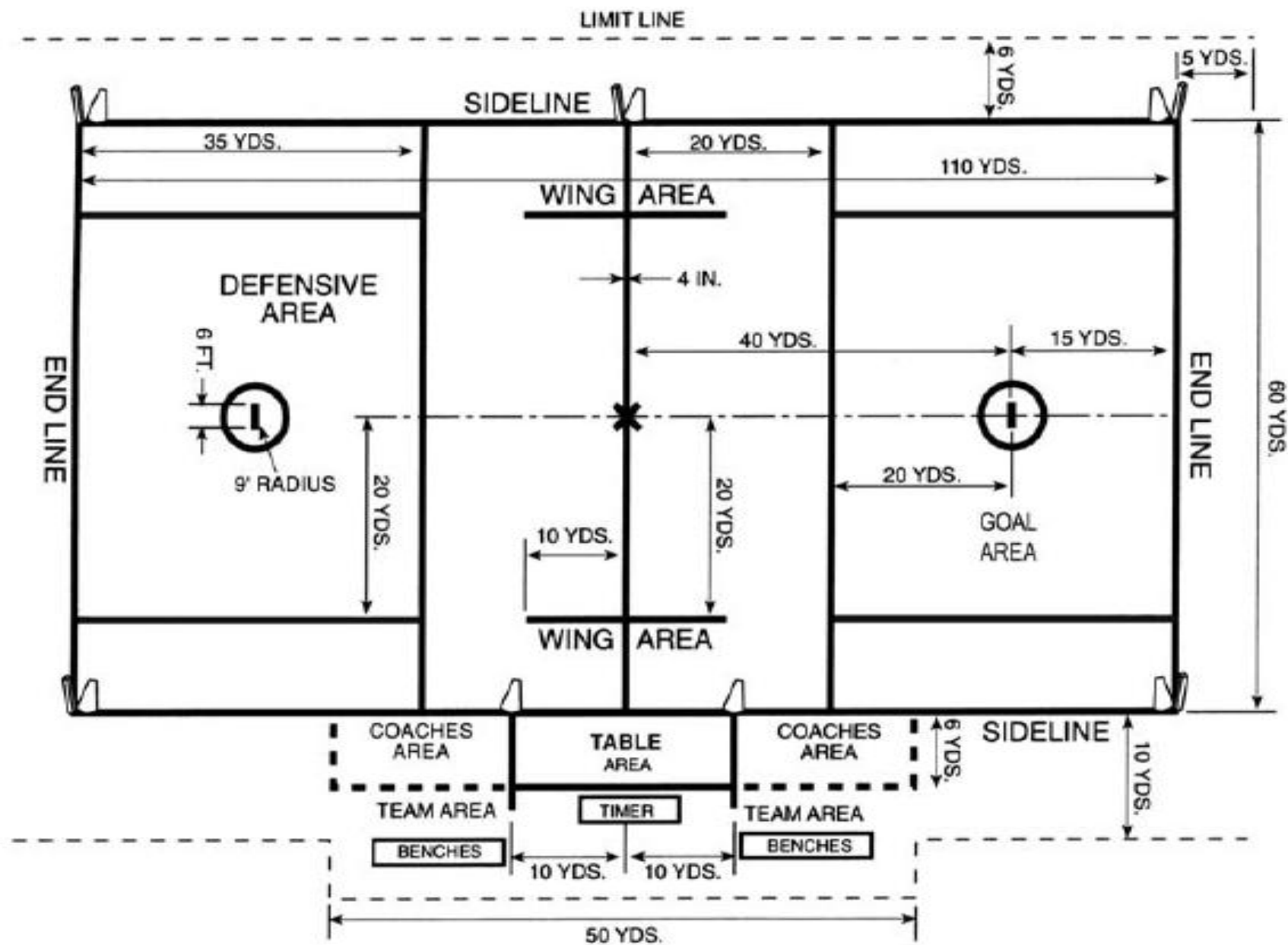
- 6'x6' inside measurements
- Goal lines and crease
- Nets may be any SOLID color

- **The Ball**

- White unless coaches agree prior to game to use: yellow, orange or lime green
- “Meets NOCSAE Standard” stamped on ball

The Field of Play





Rule 1 - The Game, Field & Equipment

- **The Crosse**

- Short crosse: 40-42"
- Long crosse: 52-72" (max of 4 per team not including goalkeeper)
- $6\frac{1}{2}$ is max width of field player head (widest point)
- End caps
 - Must be manufactured for a lacrosse stick
- Ball stops
 - Not required but may not have more than one if used
- Deep pocket & strings
 - Pocket is illegal if the top of the ball can be seen below the lowest point of the sidewall
 - Strings and leathers are limited to 2" hanging length
- A broken crosse is considered no crosse

Rule 1 - The Game, Field & Equipment

- **Player Equipment**
 - Helmet – NOCSAE approved
 - Mouth guard (not clear or white)
 - Gloves
 - Shoulder pads
 - Arm Pads
- **Goalkeeper requires:**
 - Throat protector designed for lacrosse
 - Chest protector

Rule 1 - The Game, Field & Equipment

- **Uniforms**

- Jerseys – single solid color w/trim
 - Must cover the shoulder pads
- Options items:
 - Under jerseys – same solid color
 - Compression shorts
 - Sweatpants – solid team color
 - Eye shield – clear/molded/non-rigid
 - **Doctor's note does not permit a player to wear an eye shield that is not 100% clear**

- **Discussion: Is the above to be strictly enforced at all levels?**

Rule 1 - The Game, Field & Equipment

- **Prohibited Equipment**

- Jewelry

- Medical alerts – may be visible but taped down
 - Religious medals – taped down and *not visible*

- **Equipment Certification**

- Head coach must affirm with a “Yes” that all of his players are legally equipped by rule.

- **Game Administration**

- Home Team provides a scorebook, table, working horn, timing equipment
 - Failing to provide any of these items is penalized by illegal procedure – no face off to start game.



US LACROSSE OFFICIALS EDUCATION PROGRAM

Rule 2

Game Personnel (NFHS Boys Lacrosse)

Rule 2 - Game Personnel

- **Number and Designation of Players**

- 10 players, must have a legally equipped goalkeeper on the field at all times
- All players listed in the scorebook by name, number in position
- Long Poles – max of 4 on the field, not counting goalkeeper
- In-home – attack player, must be a starter

- **Captains**

- Meet before the game for the coin toss
- Use to convey messages to coaches or players during a game
- Can help defuse some situations
- Do not have the right to argue with officials

Rule 2 - Game Personnel

- **Coaches**

- One coach is designated the Head Coach
 - Certified that all players are properly equipped
 - Works with officials to maintain order and sportsmanship
- Home Team Head Coach responsible for:
 - Proper playing field
 - Timer/scorekeepers and their equipment
 - Game balls/ball retrievers

Rule 2 - Game Personnel

- **Game Officials**

- 3 officials *recommended*, many games will use two
- Uniform:
 - Crew dressed the same
 - Uniform is clean, neat, and fits properly
 - **First impressions go a long way to establishing credibility**
- Equipment
 - Whistle, flags, watch, beeper, coin, tape measure, scorecard and pencil

Rule 2 - Game Personnel

- **Game Officials**

- Duties

- Authority begins when on the field (20 minutes prior to start)
 - Meet and certify coaches, coin toss, face off clinic, equipment checks, field inspection, give instructions to table personnel
 - Authority ends when crew leaves the immediate playing facility



US LACROSSE OFFICIALS EDUCATION PROGRAM

Rule 3

Time Factors

(NFHS Boys Lacrosse)

Rule 3 - Time Factors

- **Length of Game – Varsity**

- 4 quarters, 12 minutes each
- 2 minute break between quarters
 - Keep track with your beeper or watch
 - Verify score
 - Talk with partner
 - Conduct equipment check if scheduled
- 10 minute half time
 - May be shorter if both teams agree

- **Discussion:**

What differs from the above for Junior Varsity and Youth? Private vs Public? (pages 105-106)

Rule 3 - Time Factors

- **Final two minutes**
 - Stalling rules are in effect
 - Leading team must keep ball in the box
 - Applied even if leading team is man-down
- **Discussion:**

What differs from the above for Junior Varsity and Youth? (pages 105-106)

Rule 3 - Time Factors

- **Sudden-Victory Overtime**

- 2-minute break after regulation
- Coin toss
 - Choice of goal for winner, AP remains the same
- 4 minute periods
 - Change ends after each period
- 1 time out per period/per team
 - Time outs do not carry over
- 1st Goal Wins
 - No equipment check permitted after score
 - The game is over

- **Discussion:**

What differs from the above for Junior Varsity and Youth?
(pages 105-106)

Rule 3 - Time Factors

- **Interruption of Game/Forfeits**

- Weather situations/darkness
 - Game shall be continued from point it was stopped
 - Officials should note game specifics
 - Time of interruption
 - Score
 - Possession
 - Time remaining in game
 - Location of ball
 - Penalties and timeouts

- **Discussion:**

How long do we wait for visible lightening and/or thunder?
Who gives the okay to restart play? (page 117)

Rule 3 - Time Factors

- **Interruption of Game/Forfeits**

- Forfeit

- Unable to field proper number of players (minimum of 7)
 - No legally equipped goalkeeper to start the game or during the game

Questions

