

2017 High School Lacrosse Officiating Quick Guide and Pre-Game Review

First Impressions Matter! Be properly dressed – no excuses

- > Arrive 30 minutes before game time
 - Meet up with your partner and do a pre-game conference (Use this guide if you'd like)
 - Check the field over for bad conditions and correct markings, check nets.
 - If field is incorrect, notify coach. If he can't correct, illegal procedure –visitors get ball
 - Center line MUST be marked completely across the field! –
 - Meet the Timer and Scorekeeper – review their duties, especially at youth games.
Make sure you have them well before game time!

- > 20 minutes before game – meet the coaches together (the refs, that is)- head coach first
 - Introductions
 - Get captain(s) and in-home. Must be a starting attackman
 - Certify that they are equipped –“Coach, do you certify that your team is equipped to play per rule?” They must say **Yes**
 - Points of emphasis:
 - Targeting the head or neck – minimum 2-3 minute non-releaseable -
 - New faceoff mechanics – no going to the ground in the neutral zone
 - any local conditions, obstructions, etc.

- > After getting info from the the coaches – get captains
 - Meet and introduce at corner of box; Ref – Home , Ump – Visitors
 - Ref leaves first, go to far side – **Home captains face the bench**
 - Intro – shake hands - Coin flip – **Visitor calls**
 - Make the call before flip
 - Either Catch and don't turn over, or let it hit the ground (recommended)
 - **Winner chooses goal OR gets first alternate possession (A.P.)**
 - Have capts put backs to the goal they're defending – indicate direction
 - Tap winning capt's shoulder to indicate A.P.
 - Alert capt's. to points of emphasis, if any
 - New faceoff mechanics – See Face-offs
 - Baiting and taunting automatic 1 min, non-releasable
 - Dismiss captains and go check goals and nets again

- > After the captains, get the Face-off middies and go over faceoff mechanics as described later

- > Line Up
 - Left shoulder to goal that the team is defending
 - Center middle on the mid-line
 - Try to mark 2.5 yds each side of X for teams to line up on – so you can say “this is five yards – use it when have restarts”
 - Have goalie at end of line rather than standing apart – (old mechanic)
 - Introduce refs – give **brief**, pertinent instructions, if any
 - Goalies cross and shake
 - Teams cross, after goalies clear

In General:

> Work as a team

- "You only have one chance to make a first impression!" – *Dress the part!*
- On the field, your fellow ref is your best friend – Communicate!
- Be "on a string" – move in conjunction with your partner
- *Make eye contact before restarts*
- Be aware of your zones – On and Off ball. Don't both follow the ball!
 - On Ball – Watch the ball and defender and crease
 - Off Ball – Watch cutters, picks, especially around the crease
- **Beat the Ball to the Lines! Mid Line , Attack Box, Goal Line**

> Learn and Use the Hand Signals

- **Out of Bounds** - Arm straight up and down – Point direction (No horn allowed)
- **Play On** – loose ball technicals – Hand in the air and yell "Play On"
 - Don't let it go too long, if offended team can't pick it up quickly and clearly – whistle!
 - If they do – drop your arm and point in the direction of play
- When you blow the whistle or throw a flag...
 - **Take your time . Take a breath . Make the Call . LOUD!** The coaches and your partner want to know. Call Sequence:
 - COLOR
 - NUMBER (with hand signal)
 - PENALTY DESCRIPTION (Holding, Slash, etc., with hand signal)
 - TIME

> Lead Official

- **Principal job is the goal line!**
- Get in close to the goal, but don't let the play get behind you
 - Move in and out with the attackman on your side
 - Move behind if the play is contested
 - **On a shot**, take some quick steps toward the endline and make your call
Remember, closest to **WHERE** it went out **WHEN** it went out (crossed the line)
- You have initial 10 second count as the ball moves into the box
- You have all endline calls, and sideline calls on your side
- Only the Lead whistles and signals goals

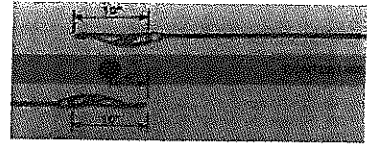
> Trail Official

- **Defensive Clear counts . 20 secs to get out of defensive half – then 10 seconds to move the ball into the attack box after getting over midfield with possession**
- Offsides counts at midline
- Move to corner of the attack box – you can move down if play allows or requires, but be ready to sprint to the other end
- **Over and Back – if the team gets the ball into their attack box and the offense causes the ball to go back over the midline (not on a shot or defensive deflection) it is an immediate turnover**
- Sideline calls on your side
- Relay penalty calls to the table
- You also have table area responsibilities
 - Keep the box clear
 - Watch substitutions out of the corner of your eye – move back towards the box if contested

Face-Offs:

> Face-Off

- Have your back to the goal you are the lead on
- Call both players in together with **"DOWN"** command
 - If one player repeatedly delays – illegal procedure and award to the other team
- **Stick and player position requirements:**
 - **Faceoff players must have 6" of contrasting tape/paint at the head of the shaft – different from gloves, shaft and head color (HS – not MS)**
 - **Straight-up, parallel to line**
 - **Up to, but not touching the line**
 - **Line up the head and throats of the sticks**
 - **Hands wrapped around stick (not extended to the ground)**
 - **Both hands on the ground (Outside ref, check butt end position)**
 - **No grasping of plastic or strings**
 - **Everything must be left of the head of the stick (clear view over sticks)**
 - Feet can't be touching stick
 - Knees CAN brace arms
 - Feet can be extended to the side, but not across midline
 - Players CAN lean over midline



NOW you place the ball between the two sticks – midway between the head and throat. Say "SET!" – no more movement allowed

- Put whistle in mouth, take a step back, Blow your whistle without arm movement
- Vary cadence slightly, but don't hold players too long!
- Try to stay as close as possible to the faceoff, no need to backpedal too quickly.
 - **Once a player clamps the ball, he has a second or two to rake it out. Otherwise whistle for withholding the ball.**
 - **If he comes up with the ball trapped in the back of his stick he has to get it out in ONE step!**
 - **The other player can't clamp down on the clumper's stick or hands – he has to back off and play the ball**
 - **Neither player can put ANY part of their body on EITHER stick during the faceoff –**
 - **NOTE: Point of Emphasis for 2017 – they can't ground themselves behind the head of the stick and make contact with either stick**
 - **POE 2017: Watch that the face-off middies don't crash the other middle with an illegal body check. First move has to be to play the ball. Boxing out is allowed.**
 - NO contact with the head!
 - No leading with THEIR head – spearing!
 - No body checks of player on the ground – two feet only!
- **When possession is gained (ball in stick) – Wind arm and both refs call "POSSESSION"**

> After goals

- Lead digs out ball after indicating goal and watching for extra-curricular activities with Trail
- Toss or hand ball to Trail to take face – report scorer to partner
- Trail hustles to center to handle faceoff
 - Call and hand-signal scorer to the table as you head up
 - Place ball at X and straddle – **Pump arm to indicate Ball Ready**
 - Write scorer on scorecard
 - Do a headcount while waiting
- Old lead/new trail hustles to corner of the box
 - Turn on 20 sec. Beeper when face-off man indicates Ready
 - Mark scorer on scorecard
 - Do a headcount while waiting – **Both arms in the air**
 - **When field is set. point up field toward your wing line to indicate ready**

Goal Play:

Crease line and the crease cylinder are key! Proper positioning is vital!!

> Inside the crease line....

- The goalie's body and stick are fully protected
 - Attack cannot touch net, goal, goalie or goalie's stick
 - Attack can try to play a loose ball in the crease – at their risk of interfering with goalie
Note: If Attack is playing the ball in the crease and the goalie checks his stick – no interference
- *Attack may not dive into the crease on a shot – NO GOAL, even if they land after shot is in net*
- If there is interference with the goalie in the crease – PLAY ON
 - Loose ball – PLAY if goalie picks up the ball
 - Otherwise, whistle and award to defense at that spot for a quick restart
 - Possession – PLAY if goalie completes clearing pass
 - Otherwise, whistle and Free Clear to center X
 - The goalie is under no obligation to continue to play on if he chooses not to - whistle

> Outside the crease line.... (all assuming the goalie has at least one foot inside the crease)

- Goalie's body is protected, but not his stick unless he has possession
- Goalie's stick can be checked unless the ball is in it
- A clamp over the ball is NOT possession, until it is raked into the stick

> Goalie has four seconds to exit or pass ball from the crease after gaining possession

- If he accidentally drops and picks up the ball, new four second count
- If he intentionally creates a loose ball to get a new count – illegal procedure

> Goalie has the right to an unimpeded normal clearing throw and follow-through

- Even if attack tries to move out of the way
- Goalie cannot intentionally slash an attackman – judgment call as to intent

> Any defensive player can be in the crease and gain possession

- Four second counts apply
- NO goalkeeper protection of body or stick
- NEW recommendation . D-men SHOULD NOT attempt to stop shots with their bodies
 - Also, coaches should not be coaching that maneuver

> NO defensive player (G, D or M) may re-enter the crease with possession of the ball

> If Defense has possession outside the crease and there are any crease violations by the attack, flag-down slow whistle. Free clear if possession lost in D half

Sticks:

- 40" – 42" or 52" – 72" (Goalie's can be 40" – 72")
- 6 1/2" MINIMUM at widest point (be judicious when measuring) Max – 10" (Goalie 10" – 12")
- No daylight above ball when viewed from side (1 min. non-releasable, can be repaired)
- ALL hollow handles MUST have an End Cap – no using tape only
- Ball should roll out when tilted forward and sideways
- Strings must be less than 2"
- **Except for a deep pocket . illegal sticks earn a 3 min non-releasable penalty**
 - Stick is out of the game – suggest putting it under a table leg
 - DO NOT demonstrate to the coach, player or team why it is illegal, just verbal
- **If you call for a stick for a check and the player touches or adjusts the strings or head . 1 MIN N/R, plus stick penalty if there is one. If a goal was just scored (by that player) GOAL IS DISALLOWED.**

Whistles, Flags and Penalties:

> **Technical Fouls – 30 seconds if time-serving** (offended team had possession when foul occurs)

> **Loose ball – “Play On”**

- If offended team can cleanly pick it up – bring arm down and point in direction of play
- Else, whistle and award at spot of foul, unless it is in attack box

○ **NEW – on a loose ball whistle, you can restart right where the ball is, unless it is going to the attack and it is inside the goal area – even the goalie in the crease can restart. All defenders have to be five yards away – Delay of Game if they don't move back**

- Youth level – take it outside the crease and give it to a defender

> **With possession**

- Offending team – instant whistle and change of possession
- Offended team – flag-down slow whistle
- Remember – pass is considered possession if it is caught

> **Personal Fouls 1 – 3 minutes, depending on severity and intent** (Typically 1 minute)

- Committed by team w/ possession – immediate flag and whistle
- Offended team – flag-down slow whistle

Placement:

In offended team's defensive end – Free Clear to Center X (offensive side)

In offensive half – spot of foul unless in box. Move outside box except to center-top

> **Flag Down Slow-whistle ends;**

- Initial shot does not go in the goal under it's own impetus
- Ball goes out of bounds
- Ball hits ground, except on a shot
- The offended team commits a foul (Technical – get ball, Personal – serve penalty)
- Ball enters (or is already in) and leaves the attack box

Notes on Penalties:

Scrum (the fight for loose balls) are dangerous and ripe with opportunities for penalties, such as pushes, illegal body checks, holding, slashes, cross checks, etc. and can be a leading precipitator of fight situations.

Try to get the ball in a stick as quickly as possible.

- Keep your eyes up on the players and not on the ball!
- Also, use the principle of advantage gained

Technical Fouls:

> **Push**

- Was an advantage gained on the push?
 - ball carrier was moving away from the goal, doesn't fall down or lose ball – probably should hold whistle
 - Loose ball – player in front misses the scoop, PLAY ON
- If contact is severe enough – call Illegal Bodycheck!
- Watch for pushes on crease, at sidelines and at midfield. DON'T just look at the feet, notice the cause!

> **Holding**

- Are they impeding the ball carrier's advance to the goal with the stick?
- Free hand on the back on a one-handed check - call a hold!
- Watch for "cross-check" hold – playing defense with the stick across the side or back of the attacker, with the portion of the stick between the gloves. Contact with the attacker has to be with the gloved hand(s), with the hands on the stick, or with the forearm.
 - Note – If they thrust out with the stick – call a Cross Check!

> **Illegal Offensive Screen (moving pick)**

- Screener must be stationary and motionless
- Can't hold stick to the side like a gate to catch defender
- Note: If the defender SEES the screen and tries to run it over aggressively - call Unnecessary Roughness

> **Interference**

- Not allowing the cutters to move freely
- Making stick checks on cutters or crease players when the ball is more than 5 yds away

- > **Offsides** – having more than six players in the offensive half or seven players in the defensive half of the field

> **Warding**

- Ball carrier moves his free arm to block or move away the defender's stick
- Ball carrier drives into the defender, leading with the free arm. Defense is entitled to position.

> **Illegal Procedure** – catch-all call for a wide range of violations, there are 20 listed!

- **Touching the Ball**
- **Illegal actions with crosse** – throwing it, playing without one, etc.
- **Entry from the penalty area too early**
- **Delay of game** (20 sec. Violations)
- **Playing the ball or player from out of bounds**
- **Restraining box violations on faceoffs**
- **Failure to grant 5 yds on restarts** (after warning)
- **Substitution violations**
- **Crease violations**
- **Time-out violations** (calling for too many, coming on the field, etc.)
- **Too many men on the field** (substitution box – player steps on before other exits)
 - **Face-off violations** (Award on offensive side of half – NO release from restraining areas!)
- **Too many invalid coach's requests for counts or inspections**
- **More than four long sticks in the game**
- **Deliberately creating a loose ball to try to avoid 4 sec or 10 sec clearing violations**
 - **Failure to give the ball to the nearest official** (Goalie heaving or throwing the ball after a goal is scored – warn one time)
- **Failure to advance** (20/10 second counts)
- **Failure to provide a working horn**

> **Conduct Foul**

- A good game administration tool to control bench conduct! Especially when the offending team has possession – they just lose the ball
- Use when they may mildly, but unnecessarily argue a call
- Assistant coaches making a comment – bang „em!

Personal Fouls:

> Slashing

- Excessive or repeated stick checks on the arms – warn them to “Get Stick!” ○ Watch slashes across the back
- If a swing is particularly violent (could likely cause injury) – call the slash even if the don’t make contact!
- Be alert when you see a player holding a stick in a one-handed tomahawk position!
- Watch the attack slashing a D-man when clearing, especially if they have no chance of reaching the player’s stick
- Watch for swinging sticks that contact legs on follow-through
 - **2014 – A slash to the head that is a severe blow should be given at least a 2 min. non-releaseable. A more minor strike could still be given a 1 minute releaseable slash call.**

> Illegal Bodycheck

- Watch contact with the players’ heads on faceoffs or ground balls – the players are often bent over!
- Severe push – call the I.B.
- Opponent with anything but feet on the ground (knees, butt) – no contact!
- Below neck – above waist – from the front or side only!
If the blocker’s head is not in front of the player they are hitting – I.B.
- Late hits on shooters or passers
If they can pull up or decelerate – they must!
- More than five yards from a loose ball

*** Any bodycheck or crosscheck that targets the head is now a 2 – 3 minute non-releaseable penalty, depending on intent and severity. If you think it should merit three minutes you may want to consider an ejection foul if it was really flagrant.**

> Unnecessary Roughness

- Good catch-all to control over-aggressive play, prevent a game from spiraling out of control!
- “Buddy Pass” – catcher has hands extended up – watch for excessive hit
- Running over the pick – you should be able to tell if he was unaware of the pick ○ Player leaves his feet to make a body check – call it!
- Any overly violent act should be whistled – even a legal body check can be U.R.!
 - Prevents retaliatory hits
 - Use the “Ooohhh!” rule – if it causes a loud response from fans and bench, you should be watching it VERY closely!

> Cross-Check

- No checking (running into people) with the crosse handle extended, or extending as contact is made..
- This is a common thing to watch for in a loose-ball scrum – someone will come in to clear out the pile and will often lead with their hands and stick in front, rather than a shoulder. If you see it, call it!
- If someone is using a cross-check hold on their opponent – but thrust out with the stick to push them away, call the cross-check rather than the hold.

> Tripping

- Not a trip if a stick check follows through and player trips over stick, but must have hit the stick!

> Unsportsmanlike Conduct

- 1 to 3 minute non-releasable, except;
 - repeatedly commit the same technical foul
 - Deliberately fail to immediately return to the field while in the game
 - Delay your substitution from the box
- Arguing heatedly with the refs
- Use profanity on the field – (if mild you can use a Conduct call)
- Baiting and taunting – ALWAYS 1 min N.R. now. Tell players to shut up and play the game, unless it is severe from the outset

> Fouling Out

- Player earns five personal foul penalty minutes! Used to be 5 personal fouls – no more.
 - Technicals don't count

> Ejection

- Fighting, or leaving the bench to join a fight
- Use of tobacco or chew
- Second non-releasable unsportsmanlike foul
- **Any flagrant foul that you feel merits removal from the game**
 - **3 min. non-releasable. Ejection from remainder of game and next game!**
 - **Notify your assignor that night!!**
- **Player should leave the competition area if there is a responsible adult to accompany him. Otherwise, take off uniform and sit quietly on the bench under the supervision of the coach.**