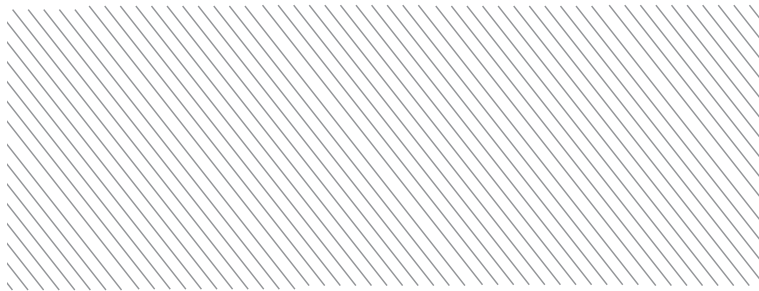
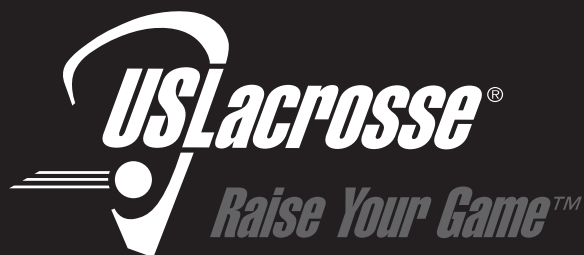


U S L A C R O S S E

MEN'S GAME OFFICIALS TRAINING PROGRAM



2013 Training Manual



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ACKNOWLEDGEMENT

This manual is the result of the hard work and collaboration of the Men's Officials Training Group (Jim Carboneau, David Seidman, Hank Friedman, Buzz Lynn, Al Blau, Shane Capaldi, Robert Rinker, Paul Espinosa, Don Balch and David Bagdan) and the staff of US Lacrosse that supports this group. It should be used as a resource for individuals and organizations alike. Knowledgeable competent officials are the cornerstone for the development of lacrosse across the country. It is our hope to continue to develop nationally standardized mechanics, so as teams and officials travel around the country to play and officiate, that they will encounter the same level of officiating and mechanics that ensures safety and fair play.

Jim Carboneau
Men's Game Officials Training Group – Chair
2013

DEDICATION

This manual is dedicated to all individuals who have taken up the call to officiate lacrosse. In a world where it has become vogue to blame everything bad on those who wear stripes, it is necessary to thank these individuals for their time and actions in improving their game and their determination to get the call right. We truly are the “third team” on the field, determined to enforce safety, sportsmanship and fair play among all those involved in the game.

Good luck and thank you.

ABOUT THIS MANUAL

This manual mainly focuses on Two-person mechanics. However, a majority of the same or similar mechanics are used in three-man mechanics as well. This manual is designed to be a supplement to the US Lacrosse on-line course, classroom and on-field training. It is not the end-all-be-all of lacrosse officiating, but more of a guide and resource for officials to carry with them in their game bag throughout the season.

The manual is composed of four main sections.

Introduction

Resources and information related to all levels of officials. Briefly outlines the training and certification requirements established by US Lacrosse and includes a list of resources established specifically for men's game officials by US Lacrosse.

The Game

Follows along directly with the national standard for officiating mechanics and the classroom PowerPoint your local US Lacrosse Certified Trainer will go through annually in your classroom section.

Game Management

Information and resources that go beyond the basics of officiating covered in "The Game" section of this manual.

Appendices

Additional resources and information from US Lacrosse that is invaluable to officials of all levels.

New Interactive Layout

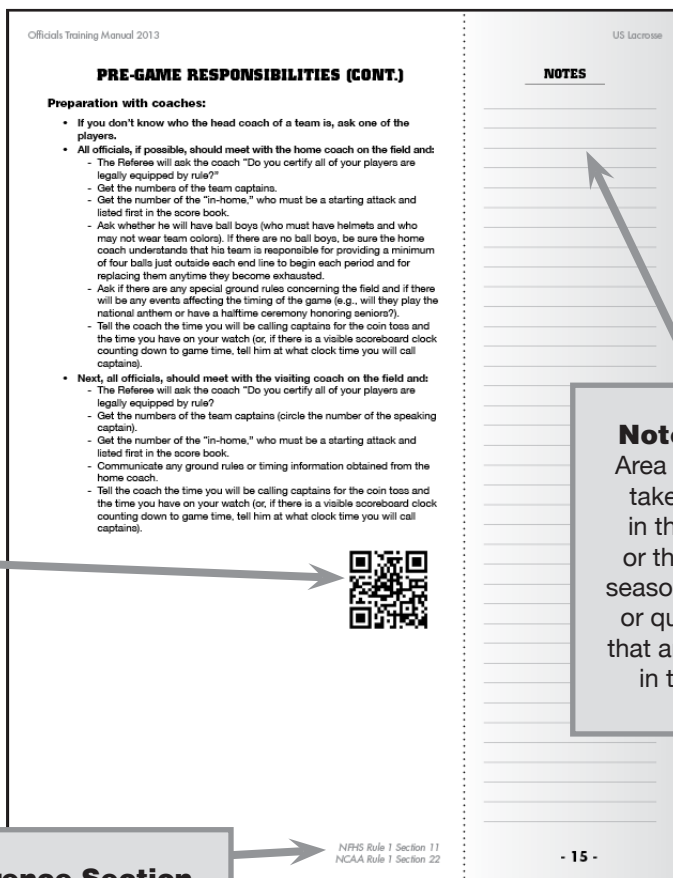
The new layout of this manual is to assist officials in utilizing this valuable tool throughout their season and career. We have added a notes section, rule references to the three main rule codes, and Quick Response Codes (better known as QR codes) to allow officials to access resources by a simple click or utilizing a free QR code reader on their smartphone.

**Quick Access Code
(QR Code)**

You can access the link by either clicking on this (if viewing as a PDF on your computer) or by using a free QR Reader on your smartphone.

Rule Reference Section

References the US Lacrosse Youth Rules, NFHS and/ or NCAA rules related to the information on the page



Notes Section

Area for officials to take notes while in the classroom or throughout the season as situations or questions arise that are not covered in this manual.

CONTENTS

Acknowledgments	iii
About this Manual.....	iv
Contents	v
Introduction.....	1
US Lacrosse Men’s Game Officials Training.....	2
Role of US Lacrosse Officials in the Game of Men’s Lacrosse	3
Professionalism	6
Uniform and Equipment.....	7
The Game	8
Glossary of Officiating Terms	9
Field Terminology	10
The Field of Play	11
Mechanics	12
Pre-Game Responsibilities	13
Coin Toss	16
Pre-Game Line-Up	17
Face-Offs	18
Settled Situations	20
Stopping and Starting Play	21
Goal Scored and Readyng the Ball for Face-off After Goal	22
Out of Bounds	23
Deep Restart with the Ball on Trail Official’s Side	24
Deep Restart with the Ball on Lead Official’s Side	25
Penalty Enforcement	26
Play On	27
Making the Decision: Whistle, Flag Down, or Play On?	28
Equipment Checks	29
Time Outs	32
Fight Procedures	33
Post-Game	34
Arm Signals	35
Game Management	40
Pre-game.....	41
Face-offs.....	42
Mechanics	43
Dead-ball Officiating.....	44
Communication.....	46
Dealing with Conduct Issues.....	47
Types of Games	50
The Principle of Advantage/Disadvantage	52
The Play-On	53
Mistakes by Officials.....	54

CONTENTS

Appendices	57
Appendix I: Lacrosse and US Lacrosse—A History	58
Appendix II: US Lacrosse Officials Leadership and Certification Structures	59
Appendix III: Available Training Tools.....	60
Appendix IV: How Officials Honor the Game	61
Appendix V: US Lacrosse Code of Conduct	62
Appendix VI: US Lacrosse Benefits for Officials	63
Appendix VII: Fouls Decision Tree	64
Appendix VIII: One-Man Mechanics.....	66
Appendix IX: One Page Pre-Game for Officials.....	67
Appendix X: US Lacrosse Boys Youth Rules.....	68
Appendix XI: US Lacrosse Junior Officials Evaluation Form	80
Appendix XII: Level 1 US Lacrosse Officials Evaluation Form	82
Appendix XIII: Level 2 US Lacrosse Officials Evaluation Form	84
Appendix XIV: Level 3 US Lacrosse Officials Evaluation Form	86



US LACROSSE
OFFICIALS
TRAINING
PROGRAM

INTRODUCTION

US LACROSSE MEN'S GAME OFFICIALS TRAINING

As the sport of lacrosse grows and evolves, so do the rules and mechanical procedures at all levels of the game. The purpose of the US Lacrosse Officials Education and Training Program is to develop knowledgeable and prepared lacrosse officials at every level of the game.

In order to achieve this, officials must:

- **Undergo continued standardized training in order to stay current with the game**
- **Always consider the level of play when officiating**
- **Promote the safety of participants**
- **Promote fair play and sportsmanship**
- **If desired, work to improve their certification level and qualify for higher level games and “move up” to higher levels of officiating**



*Men's Officials
Information*

US Lacrosse training has been developed – and continues to improve – with these goals in mind.

Considering Level of Play

The US Lacrosse Officials Training and Education program is designed with consideration for officiating at different skill levels. While there are many similarities from level to level, from an emphasis on safety and sportsmanship to the mechanics for basic field positioning, there are many important differences, including – but not limited to – the rules. Curriculum guides will be available to trainers to guide their instruction by level of play, based on differences in rules, interpretations, and points of emphasis from one level of play to the next. It is important that officials understand and embrace these skill differences when officiating at each level of play.

Career Progression

Due to the current shortage of officials, career progression in the lacrosse community can be rapid. Officials trained at Levels 1 and/or 2 are sure to find opportunities to officiate youth or scholastic games in their first few years. It takes a few years to develop a strong Level 2 official and usually another few years to develop a strong Level 3 official. Once an official is Level 3 certified, application may be considered for the college ranks. After attaining a college-level ranking, opportunities to officiate post-collegiate club and international lacrosse games await the experienced and dedicated lacrosse official. Opportunities for advancement differ from region to region; ask your local USL Trainer about the requirements for career progression in your district.

Hands-On Experience

In addition to your local training, US Lacrosse Education and Training Programs provide additional clinic opportunities that take place around the country. Your USL Trainer will share information with you regarding participation in these opportunities. US Lacrosse also sponsors LAREDO (LAcrosse REfreee Development Opportunities) to meet these needs at a more national level. LAREDO utilizes regional lacrosse tournaments and summer lacrosse camps as sites for intense and concentrated lacrosse officiating development. The philosophy behind the LAREDO program is to make these clinics accessible to all lacrosse officials from around the country. This balanced representation enables officials from developing and established areas, to polish their officiating skills under the instruction of a USL Clinician. Your local US Lacrosse training program will prepare you to participate in LAREDO.

There are distinct advantages to LAREDO training programs:

- **Officials gain access to appropriate levels of competition when they are ready for advanced training.**
- **New officials can gain additional more advanced two-man experience.**
- **Established officials can upgrade their three-man skills through regional lacrosse tournaments, and advanced officials can further polish their techniques by participating in elite tournaments.**
- **The nationwide standardization of mechanics and rules interpretations are reinforced.**
- **Knowledge is multiplied, as officials return to their respective US Lacrosse Districts and share their advanced officiating experiences with their colleagues.**
- **Camaraderie develops as officials interact on national crews.**
- **Officials gain national exposure.**
- **Many opportunities are available to you—please work with your local trainer to find out more about how to maximize your officiating experience and opportunities.**



*US Lacrosse
LAREDO Programs*

ROLE OF US LACROSSE OFFICIALS IN MEN'S LACROSSE

- To promote the safety of all parties (players, coaches, bench personnel, officials).
- To promote fair play and sportsmanship.
- To standardize officials mechanics.
- To recruit, train, and retain officials who are providing a safe and fun game experience at every level they officiate.
- To encourage the growth of the sport and to honor the game.

LEVEL 1

Goals and Objectives of US Lacrosse Level 1 Training

US Lacrosse Level 1 training is targeted at officials with little or no experience in officiating men's lacrosse. The goal of Level 1 Training is to introduce officials to the basic rules and mechanics necessary to facilitate a safe and fair game. Level 1 Training is primarily intended to equip officials to work games at the U-15 scholastic level and lower youth levels.

Level 1 training prepares officials to:

- Properly prepare individually and with a partner in advance of contests.
- Maintain a safe playing field at each contest.
- Establish an assertive presence on the field.
- Communicate effectively using voice and hand signals:
 - With a partner.
 - With coaches and the scorer's table.
- Conduct the pre-game coin toss and line-up procedures.
- Understand and correctly demonstrate basic field positioning.
- Correctly identify if a team has possession of the ball in a penalty situation and how to apply the slow whistle technique.
- Understand and recognize differences between personal and technical fouls.
- Recognize and assess safety fouls accurately and fairly.



*Level 1 Certification
Requirements*

Level 1 Certification Requirements

In order to be Certified Level 1 by US Lacrosse, officials must complete the minimum requirements listed below:

- Current "official" member designation with US Lacrosse
- Online Course
- Classroom (8 hours minimum) Best Practice over 3 to 4 Sessions
 - o Three hours minimum focused on mechanics
 - o Five hours minimum focused on rules and lacrosse officiating knowledge
- Field work (no time limit, needs to pass level 1 evaluation) –
 - o Recommended 2 games as a shadow, 2 games being shadowed, and 2 games solo with senior partner. (Evaluation should be done without a shadow)
 - o It may be necessary to evaluate one official multiple times before certification is achieved
 - o Evaluation reported by trainer as completed and passed to US Lacrosse
- Take online and pass the US Lacrosse annual rules test with an 80 or higher

In addition all officials who are Level 1 Certified and wish to remain Level 1 must meet annual recertification requirements in order to maintain their Level 1 Certification. These requirements are:

- Pass the annual US Lacrosse Rules test with an 80 or higher
- Classroom (6 hours minimum)
 - o Two hours minimum focused on mechanics
 - o Four hours minimum focused on rules and lacrosse officiating knowledge

ROLE OF US LACROSSE OFFICIALS IN MEN'S LACROSSE

LEVEL 2

Goals and Objectives of US Lacrosse Level 2 Training

Level 2 training is targeted at men's lacrosse officials with field experience and an understanding of basic rules and mechanics. The goal of Level 2 is to advance officials' knowledge and application of rules, mechanics and game management. Level 2 Training is primarily intended to equip officials to work games at the high school level and lower.

Level 2 training reinforces Level 1 concepts and prepares officials to:

- **Maintain a safe playing field at each contest**
- **Establish a confident, professional and assertive presence on the field**
- **Communicate effectively with a clear, commanding voice and with demonstrative hand signals:**
 - With a partner
 - With players
 - With coaches and the scorer's table
- **Understand and correctly demonstrate advanced field positioning**
- **Correctly perform equipment inspections**
- **Properly enforce the rules regarding 10- and 20-second counts**
- **Apply the stalling rules**
- **Correctly identify which team has possession of the ball in a penalty situation and the sequence of fouls as they occur**
- **Understand, recognize and assess all fouls, including simultaneous fouls and fouls that create an advantage**
- **Recognize advantage/disadvantage in loose ball situations and when the play-on technique is required**
- **Assess all fouls accurately and fairly**



*Level 2 Certification
Requirements*

Level 2 Certification Requirements

In order to be Level 2 Certified Trained by US Lacrosse, officials must complete at minimum the requirements listed below:

- **Must have a current Level 1 certification or have met all requirements for Level 1 certification and is being field evaluated for Level 2 certification.**
- **Current "official" member designation with US Lacrosse**
- **Classroom (6 hours minimum)**
 - o Two hours minimum focused on mechanics
 - o Four hours minimum focused on rules and lacrosse officiating knowledge
- **Field work – (no time limit, needs to pass level 2 evaluation)**
 - o Level 2 on-field evaluation
 - o Evaluation reported by trainer as completed and passed to US Lacrosse
 - o It may be necessary to evaluate one official multiple times before certification is achieved.
- **Take online and pass US Lacrosse annual rules test with a 90 or higher.**

Additionally, all officials who are Level 2 Certified Officials and wish to remain Level 2 must meet annual recertification requirements in order to maintain their Level 2 Certification. These requirements are:

- **Take online and pass the US Lacrosse annual rules test with a 90 or higher**
- **Classroom (6 hours minimum)**
 - o Two hours minimum focused on mechanics
 - o Four hours minimum focused on rules and lacrosse officiating knowledge

ROLE OF US LACROSSE OFFICIALS IN MEN'S LACROSSE

LEVEL 3

Goals and Objectives of US Lacrosse Level 3 Training

Level 3 training is targeted at men's lacrosse officials with field experience and officials who are currently Level 2 officials. The goal of Level 3 is to advance officials' knowledge and application of rules, mechanics and game management. Level 3 Training is focused on three-man mechanics and is primarily intended to equip officials to work games at the high school level and prepare them for eventually becoming a collegiate official.

Level 3 training reinforces Level 2 concepts and prepares officials to:

- **Excel at officiating games utilizing three-man mechanics**
- **Focus on advanced game management techniques**
- **Establish a confident, professional and assertive presence on the field**
- **Communicate effectively with a clear, commanding voice and with demonstrative hand signals:**
 - With a partner
 - With players
 - With coaches and the scorer's table
- **Learn how to properly mentor and work with Level 1 and 2 officials as the Crew Chief**
- **Understand, recognize and assess all fouls, including simultaneous fouls and fouls that create an advantage.**

Level 3 Certification Requirements

- **Current Level 2 certification (official cannot jump from a Level 1 to a Level 3 without first being certified as a Level 2 official)**
- **Current "official" member designation with US Lacrosse**
- **Classroom – 6 hours**
 - o Two hours minimum focused on mechanics
 - o Four hours minimum focused on rules and lacrosse officiating knowledge
- **Field work - (no time limit, needs to pass level 3 evaluation)**
 - o Level 3 on-field evaluation form
 - o Must achieve a score of 80 or higher on the evaluation score
 - o Reported by trainer and reported to US Lacrosse as passed
- **Take online and pass the Us Lacrosse annual rules test with a 90 or above**

In addition, all official who are already Level 3 Certified Officials and wish to remain Level 3 must meet annual recertification requirements in order to maintain their Level 3 Certification. These requirements are:

- **Take online and pass the US Lacrosse annual rules test with a 90 or higher**
- **Classroom (6 hours minimum)**
 - o Two hours minimum focused on mechanics
 - o Four hours minimum focused on rules and lacrosse officiating knowledge
- **Official must have accumulated 20 hours of active participation throughout previous certification year.**
 - o This can be met by games worked, observing Level 1 and 2 officials, conducting local training, mentoring junior officials etc...
 - o LOA can define the exact requirements on how officials can reach the 20 hours using the above examples as a guideline.



*Level 3 Certification
Requirements*

PROFESSIONALISM

Being a professional means more than being on time and attired in the correct uniform. Mastering the following areas will help you present yourself professionally:

Conditioning: You must be in shape to meet the demands of the game, in terms of speed and endurance. You can't make the right calls if you can't get into position to make them, or if physical strain is affecting your decision making ability.

Rules knowledge: It can take years to fully understand the rules. Continual review of the rules as an official will help you to develop more quickly.

Mechanics: Officials need to know more than the rules: they also need to know where to go on the field and what their responsibilities are.

Game management: There are many times that officials can keep the game running smoothly without using their flag and whistle. Game management techniques are discussed throughout this manual; master them, and you'll find that officiating becomes much easier.

Communication: Communication is a key aspect of game management. Communicate with your partner, the coaches, and the bench personnel in a clear and efficient manner.

Conduct: Demonstrate the appropriate demeanor; treat your partner, the table personnel, athletes, and coaches with the respect that you desire to receive. Aloofness, indifference, boredom, and disdain are worse behaviors than nervousness; strive to be engaged at all times.

Confidence: Confidence comes from preparation and experience. You must know the rules, interpretations and mechanics in order to be prepared for any situation.

Focus: Concentrate on what you are doing, and do not lose your focus on the game. Block out distractions and move on to the next situation that is happening in front of you. Don't let thinking about a call you might have missed interfere with getting the next call right.

Consistency: Be the same at both ends of the field, and try to complement your partner by calling fouls at the same threshold.

Courage: You must have the courage to do what is right. Whether it's a difficult call or a difficult "no-call," you won't be a successful official without the fortitude to "get it right!"

Uniform and equipment: As an official, you should have the proper uniform, and it should be neat and clean. You must also have the proper equipment for your level of play. If you don't, you'll be battling a negative impression from the start.

UNIFORM AND EQUIPMENT

US Lacrosse requires the following uniforms for the corresponding levels of the game. Uniform standards exist to communicate the level of professionalism that officiating associations aspire to maintain. Crew members should coordinate all uniform parts when possible.

College	Scholastic	Youth	Uniform requirements by different levels of the game
✓	✓	✓	Short sleeved shirt: One-inch vertical stripes on the body and sleeves. A black collar and black cuffs are required. Basketball style referee shirts are prohibited.
✓	✓		Long sleeved shirt: One-inch vertical stripes on the body and sleeves. A black collar and black cuffs are required.
✓	✓	✓	Shorts: Black shorts with 4 pockets and belt loops. A minimum 6-inch inseam is required. If compression shorts are also worn, they must be black and may not extend below the hem of the shorts.
	✓		<i>Shorts: - Optional for NFHS games – Bright white shorts with 4 pockets and belt loops. A minimum 6-inch inseam is required. If compression shorts are also worn, they must be white and may not extend below the hem of the shorts. (Confirm with your local association whether white shorts are being used)</i>
✓	✓	✓	Belt: Black leather belt, 1-2inches thick, with a plain silver buckle
✓	✓		Undershirt: All undershirts and turtlenecks are to be solid black.
✓	✓		Jacket: Solid All Black Jacket
✓			Long Pants: Solid black nylon pants with zipper leg closures. Sweat pants are not permissible.
✓	✓	✓	Socks: Black “ankle” socks. The sock should cover the ankle bone. “No-show” and “crew socks” are prohibited.
	✓		<i>Socks: -optional for NFHS games- If white shorts are worn than black upper stockings with white lower socks are optional. The black portion of the sock must be visible for at least two inches. One-piece stockings</i>
✓	✓	✓	Shoes: Shoes must be all black with black laces.
✓	✓	✓	Hat: Hat must be black with 1/8th inch white piping (a sized or fitted hat is preferred).
✓	✓	✓	Flag Patch: The US Flag Patch is to be worn by all officials at all games (including USILA and MCLA games). This patch is worn centered on the left breast pocket and with the bottom of the patch ¾ inches above that pocket.
✓	✓	✓	Patch: The “US Lacrosse Collegiate Certified” Patch must be worn on the left sleeve for all collegiate games except NCAA playoff games. All other officials shall wear the “US Lacrosse Official” patch on the left sleeve for scholastic and youth level games unless directed otherwise by the local association or state association. The top of the patch should be roughly 3 inches down from the shoulder seam.
✓	✓	✓	Whistles: Officials whistles are black in color. A black Fox 40 finger whistle (pea-less) is required for its clarity and power.
✓	✓	✓	Penalty flags: Officials flags are solid gold with a centered weighted portion added in a safe manner. Two flags shall be carried in the front of the uniform, tucked into the waistband of the shorts.
✓	✓	✓	Coin: A coin at least the size of a half-dollar is needed for doing the coin flip.
✓	✓	✓	Tape Measure: All officials must have a pocket tape measure capable of measuring up to 72 inches. Tape measures should be black.
✓	✓		20-second timer: A special 20-second timer for lacrosse officials is required for NFHS and NCAA games.
✓	✓		Equipment Bag: Officials are encouraged to carry their equipment in black bags, which must be neat in appearance.
✓			Gloves: When the weather is cold, officials have the options of wearing black gloves.



Uniform and Equipment Checklist



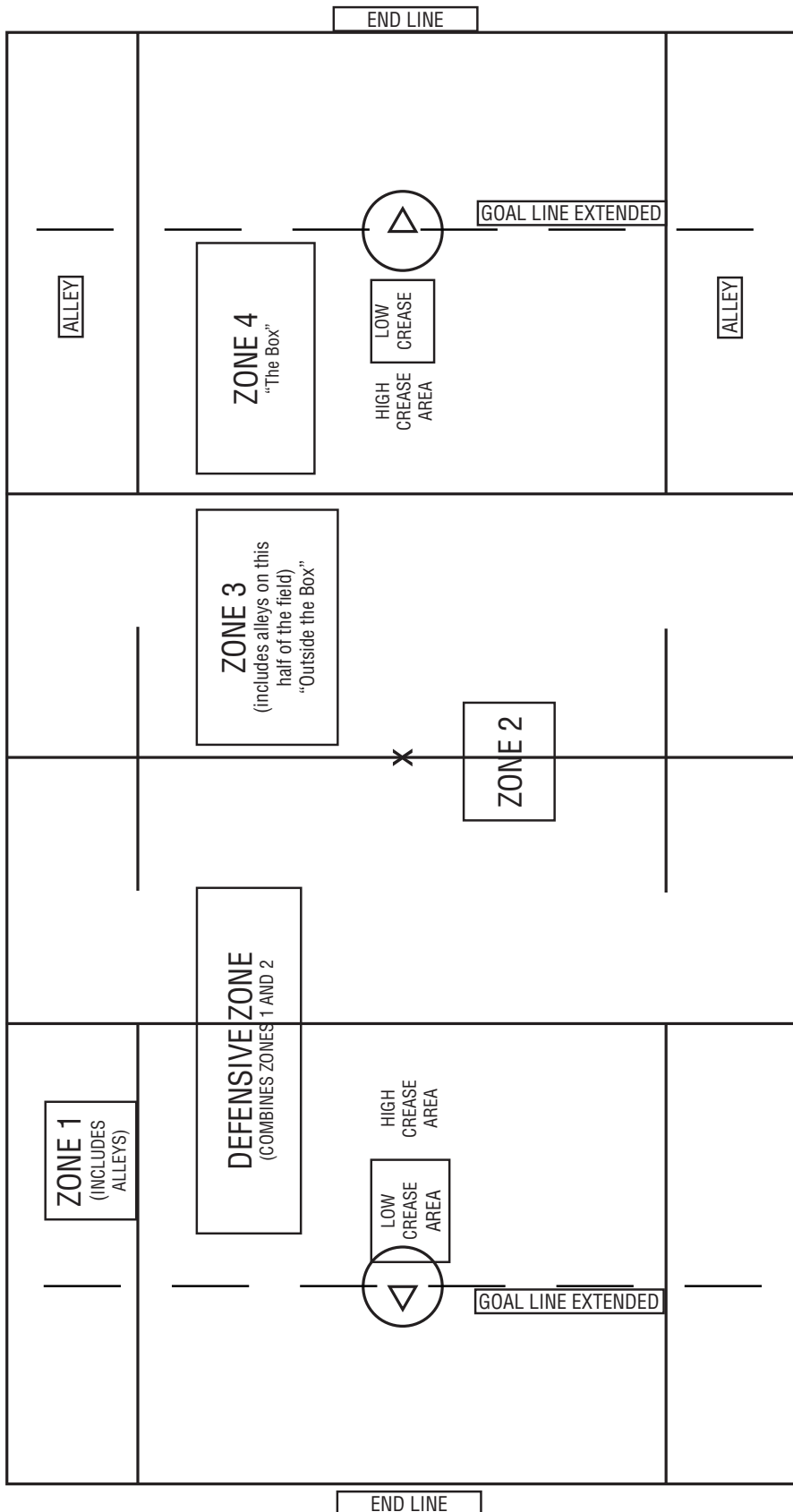
US LACROSSE
OFFICIALS
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THE GAME

GLOSSARY OF OFFICIATING TERMS

On official	Official who is watching the ball.
Off official	Official who is watching the action away from the ball.
Lead official	Primary responsibility is the goal area (crease and goal line) and end line coverage.
Trail official	Stays behind the play, helping to keep the ball between him and the Lead official. This official would have the 4-second goalie count (if used); any clearing counts (if used) and would assist the Lead official with any offensive counts (if used).
Attack area	Defined by the 35-yard by 40-yard rectangle around the goal at the attack end of the field. Attack area is also known as the box.
Defensive area	The 35-yard by 60-yard area between the defensive clearing (some time referred to as the restraining line) and the end line.
Goal line extended (GLE)	Imaginary line running through the goal line and extending from sideline to sideline.
The alleys	The 10-yard by 35-yard strips on either side of the attack area.
Play-on	A mechanic and call used to indicate a loose ball technical violation and some violations concerning the crease area and goalkeeper interference.
Clearing team	The team attempting to move the ball from the defensive end of the field to its offensive end.
Riding team	During a clear attempt, the team not in possession of the ball.
In-Home	A starting attack-man. If players listed in the official score book are listed as Attack, Midfield, Defense, Goalkeeper then he is the first attack-man listed. This person must serve all penalties against his team that are not assigned to a specific player or any time serving fouls called against the coach staff.
Wing Areas	Lines parallel to the sidelines, 20 yards from the center of the field and extend 10-yards on either side of the midfield line, define this space to the sideline as the wing area.
Player possession	When a player has control of the ball in his crosse so that he is able to perform any of the normal functions of control, such as carrying, cradling, passing or shooting.
Flag down	A term used by officials to indicate that there will be a time serving foul.
Midfield "X"	The location on the field where all face-offs occur.

FIELD TERMINOLOGY



Zone 1: Defensive area (attackmen and defensemen are restricted to this area on a face-off).

Zone 2: Also referred to as the midfield area.

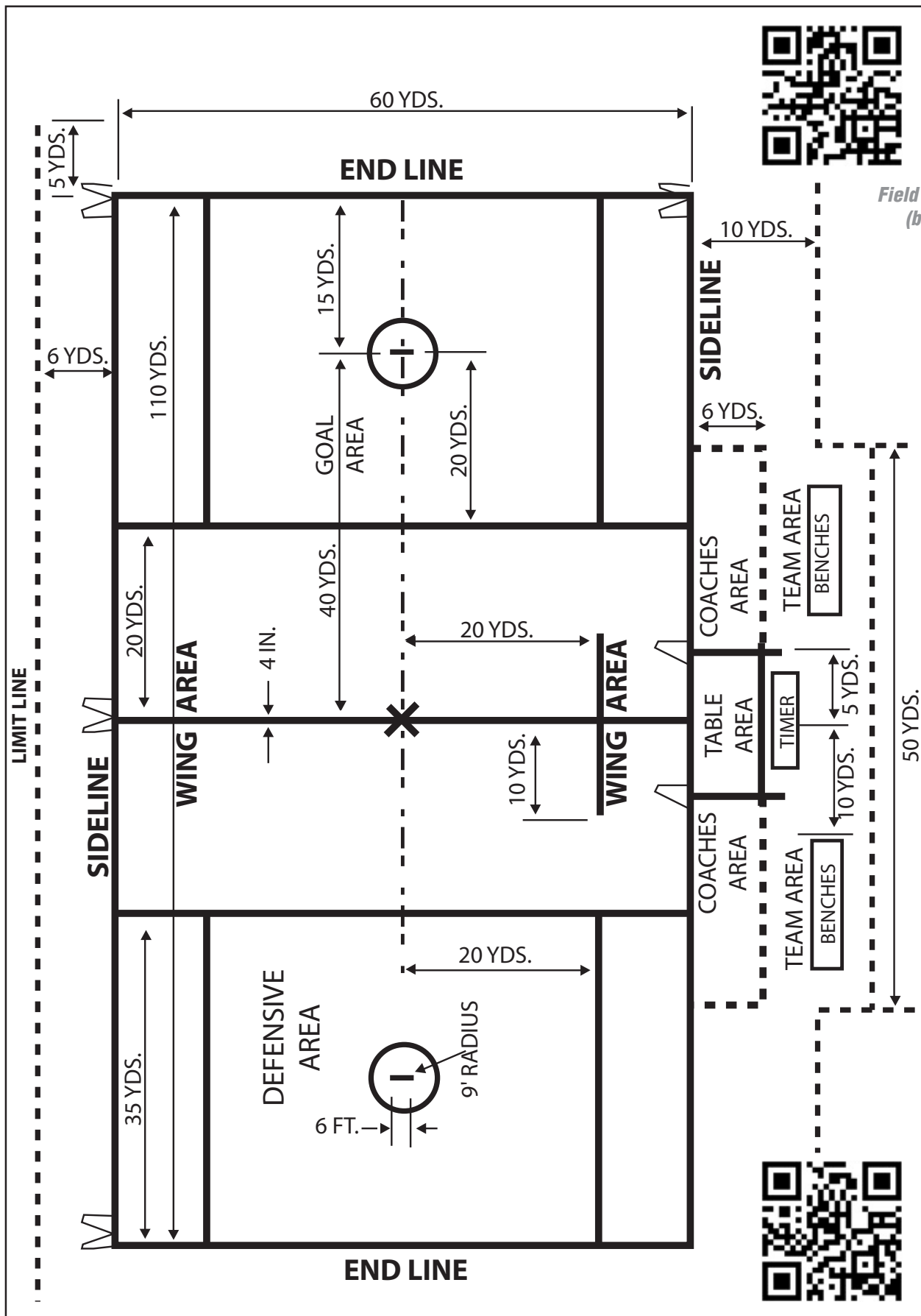
Defensive Zone: Combines Zones 1 and 2.

Zone 3: Offensive Zone

Zone 4: Attack area

Alleys: The alleys are part of Zone 1 in the defensive end and part of Zone 3 in the offensive end.

THE FIELD OF PLAY



NOTES

PRE-GAME RESPONSIBILITIES (CONT.)

Preparation with table:

- **Table personnel:**
 - The home team must provide the official timer and the official scorekeeper.
 - Identify who will perform each role.
 - Do they have experience?
 - * *If they are inexperienced go over their roles and responsibilities*
- **Check clock:**
 - Is it operational?
 - Will the scoreboard clock be used or will the time be kept at the table?
 - Does the timer know how to operate it?
 - If a score board is used, does the score board have an operational horn that goes off at 'zero'?
 - * *If not, referee should explain that the horn for substitutions should be used when the time gets to 'zero'.*
- **Review:**
 - Start and stop on whistle.
 - Length of quarters.
 - End-of-period procedure.
- **Penalty Clock:**
 - Explain your communications with them.
 - Go over the two conditions of release.
 - Cover "early" release procedures.
- **Horn:**
 - When is a horn allowed for substitution?
 - What if a horn is requested at an improper time?
- **If there is a problem:**
 - Note who has the ball, where the ball is, and what the problem is,
 - Sound a double horn at the next dead ball,
 - The officials will come to the table to sort out the problem.



NCAA Timer Directions



NFHS Timer Directions



NCAA Scorer Directions



NFHS Scorer Directions

NOTES**FACE-OFFS**

If a face-off is to begin the quarter, the non-bench-side official conducts it. If the face-off is after a goal, the official who was the Trail conducts it.

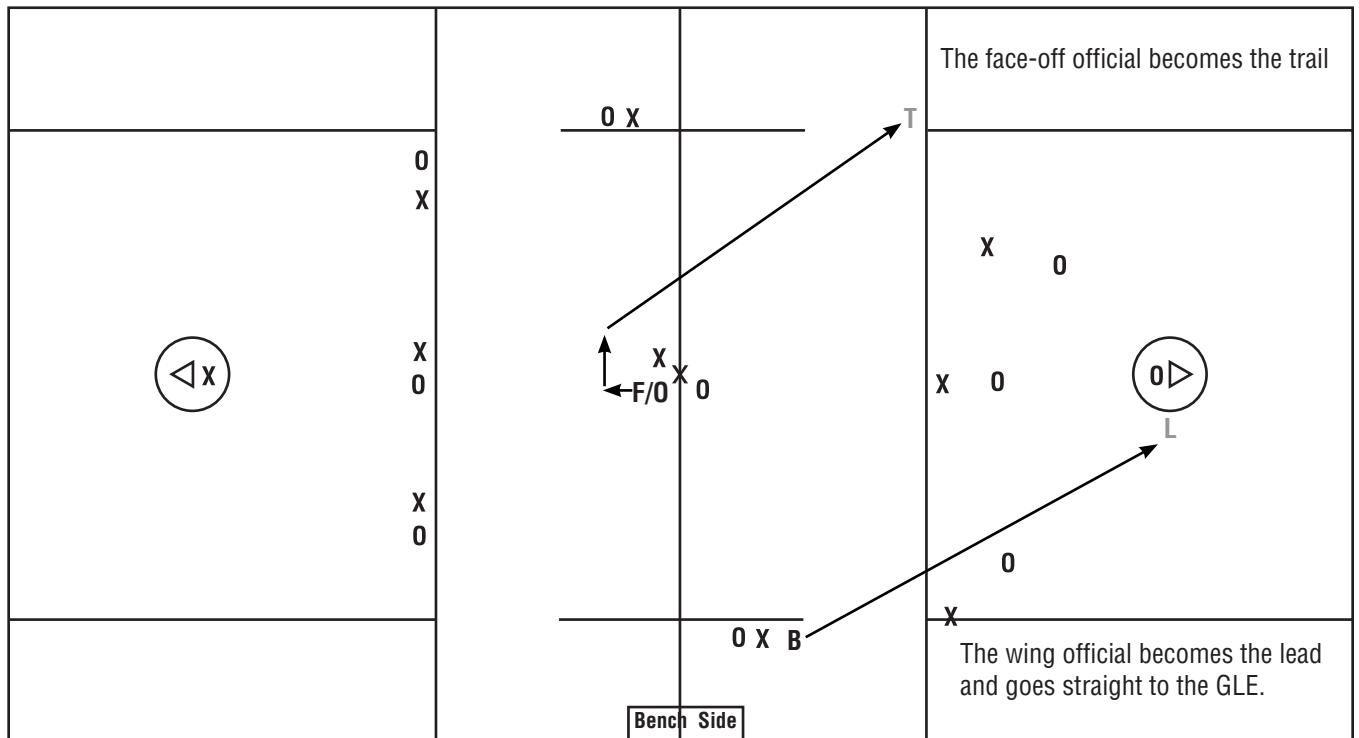
The official at the face-off:

- Places ball on the ground at the center of the field and stands over the ball.
- Writes the number of the goal scorer on the scorecard (if there's a goal)
- Looks to his partner for the "ready" signal.
- Makes sure the players at center have their backs to their goalie.
- Has players approach ball simultaneously by saying "down."
- Visually checks that both players have:
 - Their hands around their shafts.
 - All fingers touching the ground.
 - Their hands off the head of the stick.
 - Their sticks parallel to center line.
 - The heads of their sticks vertical.
 - Their sticks are up to but not touching the midfield line.
 - Their sticks are evenly matched with the ball centered between the heads.
 - Their entire bodies to the left of the throats of their sticks, so the neutral zone is clear.
- The official stands about 5 feet away with the whistle in his mouth and both hands on his sides or on his knees.
- Gives the "set" command when both officials and players are settled.
- Promptly sounds his whistle and backs away to his side of the field while keeping concentration on the face-off.
- Winds the arm and yells "possession" or the color of the team that gains possession. If possession is gained (be sure that there is a clear possession; if you release the players and the ball ends up on the ground immediately, you now have a scrum of 12 players fighting for the ball instead of 6).
- Yells "play" and winds the arm if the ball crosses the restraining line, releasing the players.

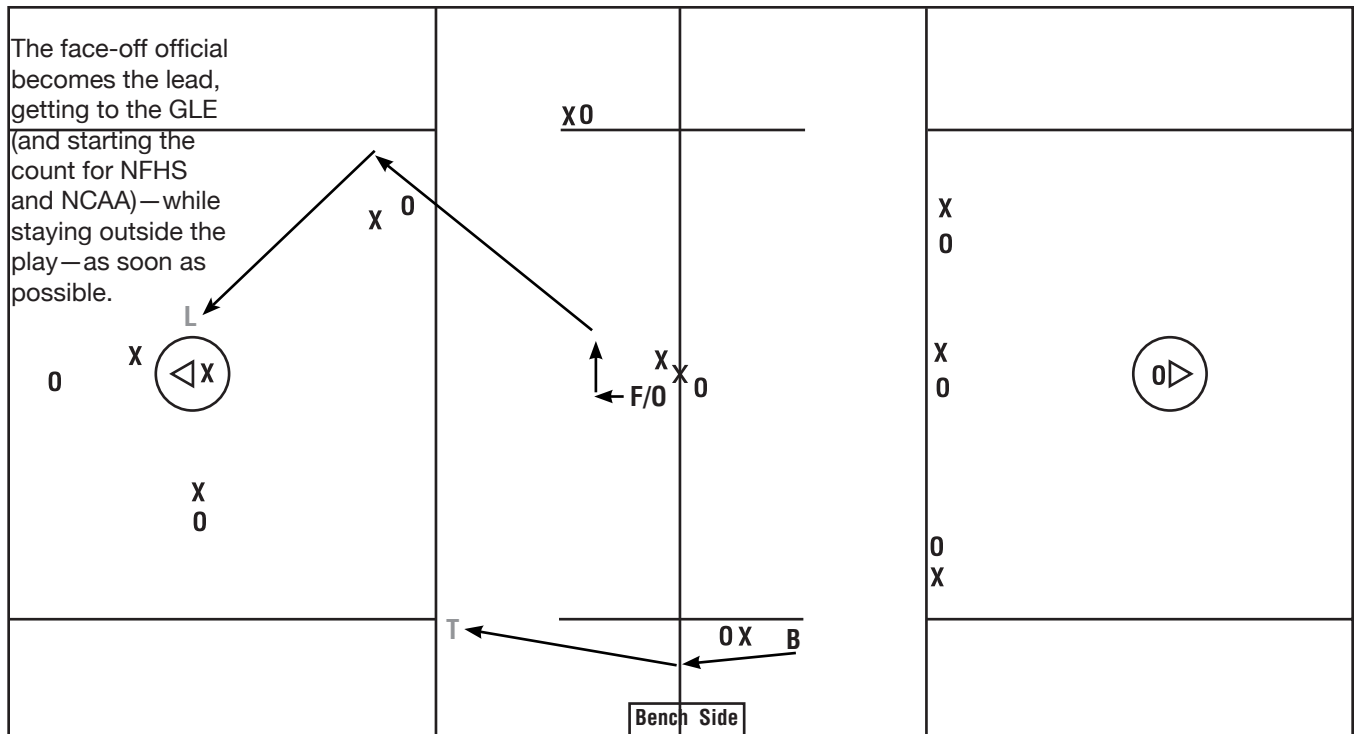
The wing (non face-off) official:

- Pumps fist as the ball approaches midfield
- Turns on the 20-second timer when his partner reaches midfield.
- Takes a position on the end of the wing line or as close to midfield as the players on the wing permit.
- Writes the number of the goal scorer on the scorecard (if there's a goal)
- Alerts his partner of any attackmen or defensemen moving up to the wing area in a man-down situation. Communicate the numbers of players who need to remain onside (e.g., "Blue 31 is hot!") and position yourself to have undisputed view of any offside violations.
- Gives his partner the "wait" signal while counting the players on the field.
- Gives his partner the "ready" signal (by pointing in the direction of the goal the wing official will cover) when player count and positioning is correct.
- Turns off his 20-second timer when all the players are positioned properly for the face-off.
- Watch for wing middies leaving too soon; concentrate on your side of the field.
- Watch for wing middies contacting face-off players illegally.
- Yells "Possession!" or the color of the team that gains possession,
- Winds the arm when possession is gained in Zones 2 and 3.
- Yells "Play!" and winds the arm if the ball crosses the restraining line prior to possession.

Face-off: ball goes away from the face-off official



Face-Off: ball comes toward the face-off official



NOTES

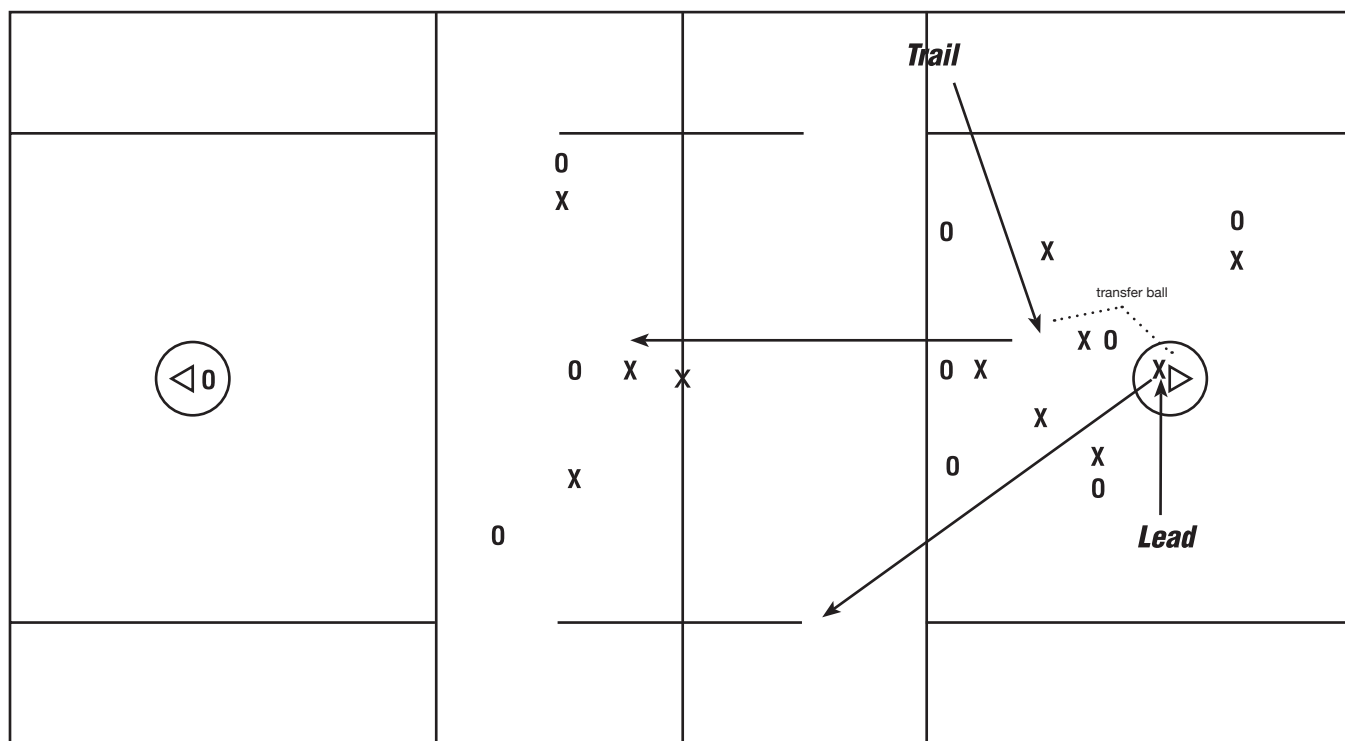
GOAL SCORED AND READYING THE BALL FOR FACEOFF AFTER GOAL

The lead official:

- Sounds the whistle immediately upon realizing the entire ball has passed beyond the goal line,
- Runs to the edge of the crease off the near pipe, turns to face “action” in front of the goal, and gives the goal signal while stationary (2–3 seconds),
- Retrieves the ball from the goal, (Do not ask the goalie to get the ball out of the net for you)
- Tosses or hands the ball to his or her partner at the center of the defensive area line,
- Takes a position at the end of the wing line on the correct side of the field (always go to the left side of the field as you face midfield),
- Notes the number of the player scoring the goal on the scorecard,
- Conducts face-off duties as discussed earlier in this manual.

The trail official:

- Waits for a whistle and goal signal by the Lead,
- Watches the crease for fouls/late hits,
- Moves toward the high crease,
- Goes to retrieve the ball from his partner and watch action in front of the crease,
- Secures the ball from his partner and runs to the center of the field,
- Steps over midfield and turns around to face his partner (and the end of the field where the goal was just scored),
- Places the ball on the ground and straddles it while he writes the number of the player scoring the goal on the scorecard,
- Conducts face-off duties as discussed earlier in this manual.



NOTES

DEEP RESTART WITH THE BALL ON THE TRAIL OFFICIAL'S SIDE

In the event of a non-time-serving foul in the attack area that awards possession to the defense (e.g., a ward, an offensive crease violation, a loose-ball technical foul), move the ball to the alley on the goalkeeper's left—the side where the Trail official is set up—because this will make it easier for the Trail to follow the play.

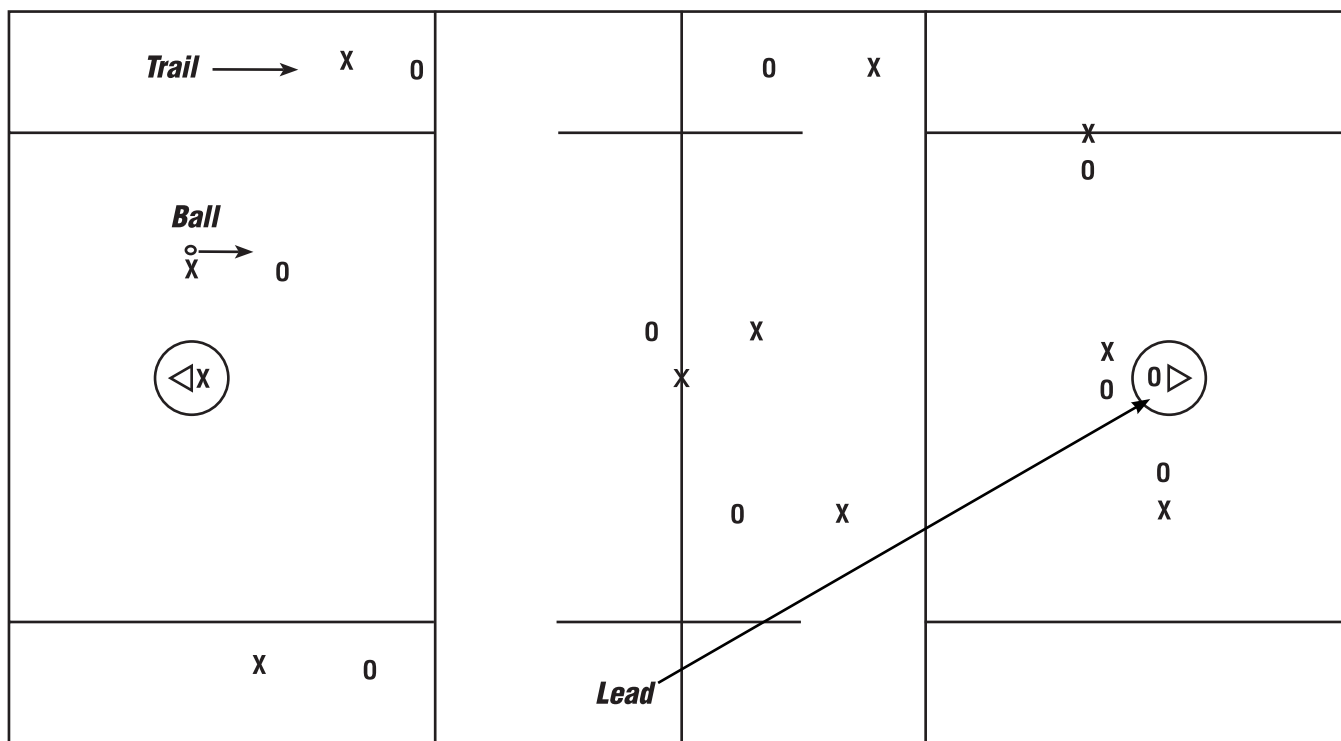
The Trail:

- Restarts the play and is positioned according to his expectations of the play on the ball (e.g., where the play is likely to be contested).
- Moves up field with—not ahead of—the ball.
- Has offside responsibility on the vacated half of the field as the ball moves across midfield.
- Must maintain visual communication with the Lead (use hand signals).

The Lead:

- Has the primary responsibility of covering his goal.
- Sets an initial position based on a variety of factors (e.g. the game situation, the teams' tendencies, the players' skills, his own mobility), but he will normally start no farther from his own goal than midfield.
- Is responsible for the "quick offside" call (i.e., any offside violation made by the players from the Lead's half of the field, the side to the Lead's right).
- Must be prepared to "hold" the center line and count offside on the clearing team's defensive half of the field if the Trail is caught with a contested play on his side of the field.
- Must cover his goal on a long pass.
- Must maintain visual communication with the Trail (use hand signals).

Note: The above mechanic is also used when the ball goes out of bounds on the sideline and is awarded to the defense.



NOTES**PENALTY ENFORCEMENT**

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

- For loose-ball technical fouls (and also for most goalkeeper interference and crease violation fouls even if the ball is not loose), you will either employ the play-on technique or whistle immediately.
- For a foul by Team B when Team A has the ball, yell “Flag down” and throw your flag straight into the air without blowing your whistle. Team A will have a chance to complete the scoring opportunity. Play stops when Team A scores a goal or when the rules require the official to whistle and stop play.
- For a foul by the team in possession, or for any loose-ball personal foul, blow your whistle immediately.

Once you sound the whistle, you should:

- Make sure the play is completed, including any dead-ball residue.
- Gather your thoughts.
- Check for flags from your partner. If there are multiple flags, determine if you have two flags for the same foul or flags for two different fouls.
- Position yourself promptly but not hastily:
 - Report foul # and type to your partner and the field
 - Facing the table with an unobstructed view of the table
 - Be tall and stationary.
- Signal the penalty – always use ‘C-NOTE’
 - Color, Number, Offense, Time, Explanation (If Necessary)

Live ball fouls are ones committed during the play of the game. There are five possible scenarios, since there are both personal and technical fouls that can be committed during possession by either team or during a loose ball.

Personal and Technical fouls with possession by the team that was fouled:

- Throw the flag straight up into the air
- Yell “Flag down” AND allow the offensive team (with possession) to complete their play,
- Sound your whistle to stop play when the rules require you to do so,
- Make certain all residual action among the players has ceased,
- Report foul number and type to your partner and the field,
- Announce foul, signal infraction, start play.

Technical fouls during a loose ball:

- Use the “play-on” mechanic if appropriate,
- Sound your whistle to stop play if necessary,
 - Keep the play-on short. If no immediate advantage or disadvantage you should stop the play immediately
- Make certain all residual action among the players has ceased,
- Announce foul, signal infraction, restart play.

Technical fouls with possession by the team committing the foul:

- Sound your whistle to stop play and make certain all residual action has ceased,
- Announce foul, signal infraction, restart play.

Personal fouls during a loose ball and personal fouls by the team in possession:

- Throw the flag straight up into the air
- Sound your whistle immediately to stop play,
- Make certain all residual action among the players has ceased,
- Report foul number and type to your partner and the field,
- Announce foul, signal infraction, restart play.

MAKING THE DECISION: WHISTLE, FLAG DOWN, OR PLAY ON?

	Technical Foul	Personal Foul
Loose ball foul by B1	Play on only if Team A would be disadvantaged by a stoppage of play (otherwise immediate whistle). If Team A gains possession, the play-on ends and play continues. If Team A doesn't gain possession within a few seconds, blow the whistle and award possession to Team A. (See note below.)	Immediate whistle and flag. B1 serves a 1- to 3-minute penalty. Team A is awarded possession (and, if necessary, a free clear).
Team A has possession, foul by B1	Flag down, slow whistle. Allow play continue until one of the conditions for ending a slow whistle is met. If Team A scores, B1 serves no penalty time and there is a face-off; otherwise, B1 serves 30 seconds and Team A gets possession (and, if necessary, a free clear).	Flag down, slow whistle. Allow play continue until one of the conditions for ending a slow whistle is met. B1 serves a 1- to 3-minute penalty. If Team A scores a goal, there is a face-off; otherwise, Team A gets possession (and, if necessary, a free clear).
Team A has possession, foul by A1	Immediate whistle and award possession to Team B.	Immediate whistle and flag. A1 serves a 1- to 3-minute penalty. Team B is awarded possession (and, if necessary, a free clear).

Note: If you are a Level 1 official and you are not yet comfortable with the "play-on" technique, the "play-on" violation above can be handled with an immediate whistle.



Fouls Decision Tree

NOTES

EQUIPMENT CHECKS (CONT.)

- **A crosse with an illegally deep pocket is penalized 1 minute (non-releasable) and may reenter the game if corrected; this is essentially the only crosse violation for which the penalty is 1 minute and for which the crosse may return.**
- **A crosse penalized for any other reason detailed here remains at the table for the remainder of the game and receives a 3-minute non-releasable penalty.**
- **Be sure that the crosse is really illegal before penalizing it; if you aren't sure, err on the side of not penalizing it.**
- **Report the foul to the table and explain what the violation was.**
- **A broken crosse does not draw an illegal crosse penalty. However, someone playing with a broken crosse is guilty of an illegal procedure technical foul.**

As previously mentioned, equipment checks are to be done during dead ball situations, such as:

- **During a team time-out,**
- **After a goal,**
- **Before a face-off,**
- **Between periods.**

These checks should be done so they have a minimal impact on the flow of the game.

Different areas have different policies on equipment checks, so be sure to check with your trainer to find out the local procedures. In particular, be certain to find out whether you are expected to conduct inspections in local youth lacrosse contests.

One equipment check plan that works well is to do two checks per team in the first half after goals, then do one check per team in the second half at some time other than after a goal. When you check after a goal is scored, normally the trail official will grab the goal scorer's stick and the lead will grab a long pole from the defending team, but that may change depending on circumstances (e.g., on the position of the goal scorer). The lead will get the ball from the goal and check for pocket depth and rollout while the other official measures. The lead then transfers the ball to the other official and they both complete their check. Under NFHS rules, the other equipment must be inspected as well.

Note that if the goal-scorer's crosse is discovered to be illegal after a goal and before play restarts, the goal is disallowed. Other illegal equipment, however, does not disallow the goal.


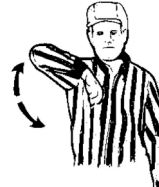



NOTES**TIME OUTS****Official Timeouts**

- An official may suspend play at any time at his discretion for any reason he deems necessary for the proper enforcement of the rules or conduct of the game including issues with the players, coaches, spectators, table, field or weather. The Referee should notify the other officials, table and both coaches as to the reason for the game stoppage.
- Loss of Equipment – the official will stop play and allow the offensive player to fix the equipment issue and re-start outside the attack box. If the player is behind the ball, the player can fix the equipment issue or substitute for another player that is fully equipped.
- Injured player – the official will stop play if the injured player is in the play or in the attack area. If the official deems the injury to be serious, he will stop play immediately. The official closest to the player should approach, but should not touch or assist the player. The official nearest the bench should notify the coaching staff/trainer. If the uniform has blood on it that cannot be removed, he may change numbers as long as the table and other team are notified. An official timeout due to a player injury will not be charged a timeout.
- Concussions – any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. Also note the NFHS Suggested Guidelines for Management of Concussion, in Appendix B of the NFHS Rule Book.
- Mistakes by an official should be corrected as quickly as possible. The Referee should correct the mistake, notify the table and coaches. The Referee must also allow or disallow the goal depending on the circumstances.
- If a player, coach, spectator or any other person is ejected from the game and needs to be removed from the premises. The Referee will be in contact with the Game Administrator and, if necessary, security and/ or law enforcement. The other official will monitor the field and have the ball ready for restart.

Team/Player Timeouts

- During play, a timeout may be called by a team on the field or head coach when they are in possession of the ball anywhere on the field (NFHS), when in possession across the offensive restraining line (NCAA) or if there is a dead ball. The official nearest the person calling the timeout should stop play and the trail official should notify the table and start his timer. The bench official should be positioned near the substitution box to prevent any player issues while the other official is getting the ball ready for play. The official should then confer with the table to verify the remaining timeouts for the teams and confirm with the other official.
- At 1 minute and 40 seconds, the bench official should whistle for the teams to return to the field and start the timer.
- Coaches and teams should remain in their respective coaching areas and not come onto the field during the timeout.
- Each team is allowed one illegal equipment request per game and will not be charged a team timeout; if the equipment is found to be illegal which also allows the team to have another illegal equipment check during the game or if the illegal equipment check is found to be legal the first equipment check.
- Each team can call for a double horn at a dead ball situation and request a count of the long poles on the field. If the head coach makes a second request where the long poles were correct, the team is penalized.






ARM SIGNALS

DIAGRAM	OFFICIAL'S MOTIONS	PERSONAL FOULS
	<p>PERSONAL FOULS Personal fouls are those of a serious nature and will result in a man advantage. The emphasis on safety and sportsmanship in youth lacrosse is expressed in stricter enforcement of personal fouls. Official points index finger upwards and blows whistle</p>	<p>An offending player's team will be a man down while he serves his penalty in the penalty box. A personal foul can be one, two, or three minutes, depending on the official's judgment of the severity and perceived intent of the foul. Fouled team will be given possession.</p>
	<p>ILLEGAL BODY CHECK Elbow is brought horizontal to shoulder with hand on chest and then moved up-and-down NO body checking of any kind permitted in U9 and U11 Take-out checks NOT ALLOWED at any level, ever!</p>	<p>Fouls will be called for a body check:</p> <ul style="list-style-type: none"> • of an opponent without possession of the ball or more than 3 yards from a loose ball. • delivered without 2 hands on the stick • avoidable hit on opponent who's already passed or shot the ball. • to a player from behind, below the waist or above the shoulders, including following through to head. • to a player with any body part other than their feet on the ground. • initiated with the head, also known as spearing and assessed a non-releasable penalty. • considered more aggressive than necessary to knock to the ground, injure the player or made in a reckless or intimidating manner.
	<p>CROSS-CHECK Pushing the arms away from body in a parallel fashion</p>	<p>A player cannot use the stick shaft between his hands to play an opponent, either when thrust against his opponent or striking him while running with his stick extended.</p>
	<p>ILLEGAL STICK Pointing toward the illegal stick</p>	<p>A player may not use a stick that doesn't conform to specifications. For example, it is a:</p> <ul style="list-style-type: none"> • 1-minute non-releasable penalty if a stick has too deep a pocket or weaving not firmly attached. • 3-minute non-releasable penalty for any other reason and stick is removed for balance of game.
	<p>ILLEGAL EQUIPMENT Pointing toward the illegal equipment or where it would be on the player</p>	<p>A player may not use equipment that doesn't conform to specifications. For example: cutting palms out of gloves or altering protective equipment like shoulder and arm pads, non-regulation lacrosse helmets and mouth guards, Jewelry, unless religious or medical alert items taped.</p>



Animated Signals

ARM SIGNALS

DIAGRAM	OFFICIAL'S MOTIONS	PERSONAL FOULS
	<p>SLASHING Intersecting arms. One arm chopping the other, normally at face height</p>	A poke into the ribs, chest, neck or back. A vicious, uncontrolled swinging the stick, whether contact is made or not. The gloved hand on the stick may be legally checked.
	<p>TRIPPING Swinging one arm at knee level</p>	A player may not trip an opponent with a positive action of his body or stick below their waist resulting in their being obstructed.
	<p>UNSPORTSMANLIKE CONDUCT Arms extended from shoulder height</p>	<p>Non-releasable - arguing with official, using threatening or obscene language or gestures, bating or taunting, or any other act officials deem unsportsmanlike.</p> <p>Releasable - repeatedly committing same technical foul, not returning to field immediately, and a substitute deliberately not complying with rules for entering game.</p>
	<p>UNNECESSARY ROUGHNESS A salute motion</p>	Any excessively violent infraction of the rules governing holding or pushing. Includes checks delivered with a punching blow, against a player setting a pick or a stationary defender and checking an opponent who is in a vulnerable position.
	<p>FOULING OUT No specific signal for foul Whistle with arm straight up or ejection motion often used</p>	A player, substitute, coach or other team personnel can be ejected from the game for serious infractions. See ejection foul page for further details. Ejection fouls are enforced with a three-minute non-releasable penalty.
	<p>EJECTION Thumb Up, hand moves up over shoulder</p>	A player, substitute, coach or other team personnel can be ejected from the game for serious infractions. See ejection foul page for further details. Ejection fouls are enforced with a three-minute non-releasable penalty.



Animated Signals

ARM SIGNALS

DIAGRAM

OFFICIAL'S MOTIONS

TECHNICAL FOULS



TECHNICAL FOULS

Technical fouls are fouls of a less serious nature and include all violations of the rules except those listed as personal or ejection fouls. Signal only if time being served. Arms placed in a "Tee" formation at chest level.

The penalty for a technical foul is either:

- 30 second releasable penalty after flag-down, slow- whistle if fouled team had possession at the time
- Possession awarded to fouled team after play-on ended if it wasn't in possession of the ball
- If ball remains loose, fouled team awarded ball at spot of infraction



CREASE VIOLATIONS

Sweeping motion of the arm towards the crease

Usually from stepping into the crease while on offense.



HOLDING

Grasping a wrist with the opposite hand and using a vertical pumping motion

Numerous violations which include holding an opponent with a free hand and holding the body of an opponent with a stick.



ILLEGAL OFFENSIVE SCREENING

One hand bent at elbow extending up and the other hand moving toward elbow

Teammate moving or stepping into opponent while trying to screen a player guarding a teammate.

Often referred to as a "moving pick," no offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the man he is playing.

Called only when one offensive player checks a defensive player when the checker's team has possession.



PUSHING

One hand against body and other hand makes a pushing motion away from body

A player shall not thrust or shove an opponent from the rear. Pushing is permitted from the front or side when an opponent has possession of the ball or is within 3 yards of a loose ball.



ILLEGAL PROCEDURE







Forearms horizontal at chest level rotating around each other

Any number of actions on the part of players or substitutes of a technical nature that are not in conformity with the rules and regulations governing the play of the game shall be termed illegal procedure.











Animated Signals

ARM SIGNALS

DIAGRAM	OFFICIAL'S MOTIONS	TECHNICAL FOULS
	<p>CONDUCT FOUL One arm held extended from body at shoulder height</p>	Aggressively object by arguing or gesturing to a decision by an official.
	<p>INTERFERENCE Hands crossed over the chest</p>	<p>Violations include impeding a player running through the attack area and contact not within 3 yards of a loose ball.</p> <p>A player shall not interfere in any manner with the free movement of an opponent when his team has possession.</p>
	<p>OFFSIDE Both hands on hips</p>	Too many players in either end of the field.
	<p>STALLING/DELAY OF GAME Hands clasping forearms at stomach level</p>	A stalling violation will be called if the ball leaves the goal area after the stall warning, unless it's from a shot deflected off the goal, goalie or a or a pass that is deflected by a defensive player.
	<p>WARDING OFF Fist near chest while moving elbow up</p>	A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check.
	<p>WITHHOLDING BALL FROM PLAY Arms extended from body with one hand covering the other</p>	Lying or sitting on a loose ball. Clamping a ball longer than necessary to pick it up.



ARM SIGNALS

DIAGRAM	OFFICIAL'S MOTIONS	PROCEDURAL FOULS
	<p>GOAL SIGNAL Turns toward center of field, arms raised and then lowered.</p>	<p>The goal line official calls all goals. The ball must pass completely through the plane of the back edge of the pipes. Hitting two or three pipes does NOT designate a goal.</p>
	<p>NO GOAL Arms extended toward the ground and swung out-and-in so that they cross each other.</p>	<p>Goals that are scored illegally are quickly reversed by the official. Possession is awarded to the defending team.</p>
	<p>TIMEOUT Turns towards the timer and crosses fully extended arms at the wrist above the head.</p>	<p>The official will alert the timekeeper when to stop the clock. In games that use running time, certain conditions like legal timeouts, injury timeouts and equipment checks will require the clock to be stopped.</p>
	<p>DIRECTION OF POSSESSION Arm is raised horizontally at shoulder level and pointed towards the goal of the team awarded possession</p>	<p>The official will indicate the direction of play when either the ball goes out of bounds or there is a loose ball technical foul that results in a change of possession.</p>
	<p>OFFENSIVE STALLING WARNING One hand vertically up and the other arm pointing towards goal</p>	<p>Attacking team is not making an effort to attack the goal and score.</p>
	<p>FAILURE TO ADVANCE Hand over head, palm down, with a tapping motion</p>	<p>Failure to advance the ball over the midfield line in 20 seconds or to bring the ball into the goal area within 10 seconds after crossing the midfield line can result in a turnover.</p>
	<p>LOOSE BALL Two hands pointing down at the ground</p>	<p>Indicates that the ball was loose when there was a technical foul.</p>
	<p>PLAY-ON One hand extended above shoulder into the air</p>	<p>If a player commits a loose-ball or line violation foul, goalie interference or crease violation and the offended player may be disadvantaged by the immediate suspension of play, the official will delay the whistle and signal play-on.</p>



Animated Signals



US LACROSSE
OFFICIALS
TRAINING
PROGRAM

**GAME MANAGEMENT
LEVEL 2**

GAME MANAGEMENT

“Game management” refers to the collection of techniques used to ensure that the game runs smoothly. Newer officials typically have to work hard just to correctly execute the “science” of lacrosse officiating: remembering all of the appropriate rules, judging the game correctly, and following the correct mechanics. Officials with a bit more experience can start to focus on the “art” of lacrosse officiating: keeping the game flowing, communicating appropriately, and preventing problems before they occur. This section is designed to help you learn some of the key aspects of game management.

GAME MANAGEMENT 1: PRE-GAME

What you do in the twenty minutes before the game can have a tremendous impact on your game management. Showing up to the field with plenty of time to spare in a neat, clean uniform, carrying yourself professionally as you inspect the field, introduce yourself to the coaches, and conduct your coach’s certifications all create the feeling that you know what you’re doing. The coaches come to expect this routine, and if you deviate from it, they will start out questioning your abilities before you make a single call.

It is also important to establish a rapport with the table personnel. Give them as much information and instruction as they can handle, because a smooth-operating table area goes a long way in game management. There are printed guidelines for timers and scorers available on the US Lacrosse web site which serve as a “cheat sheet” to help them stay on track; giving these to the table personnel often helps. In any case, make sure they know to call you over if they are unsure about anything.

Take some time to make sure the table is properly equipped with a working horn and a timing device. If there is a visible scoreboard, find out if the clock will be used and if it has an automatic horn for the end of the period. If not, be clear with the timer about the procedure for the end of the period.

Ideally, you will get to the game early enough to check the field thoroughly. However, no matter how rushed you are, you must check the goals before the opening face-off. It’s best to check them 20 minutes or so before the game so the home coach has time to fix them if necessary, then check them again right after the coin toss to make sure there are no balls left in the goal and no new holes. If you don’t check and there is a questionable goal and a hole in the net, one of the coaches is going to be furious.

The pre-game period is also a time for officials to communicate with each other. At higher levels, the pre-game may last an hour or more; at lower levels, it may consist of talking for a few minutes in the parking lot before taking the field. One of the first things to decide on a crew is where the crew members are going to officiate. Would the inexperienced official feel better working the far side of the field the entire game? How about in the closing minutes of a tight game? Do you want the experienced official on the bench side? The officials should also review mechanics, discuss any new rules interpretations, and determine if there are any special circumstances that they need to consider.



*Pre-Game
Checklist*



*NCAA Timer
Directions*



*NFHS Timer
Directions*



*NCAA Scorer
Directions*



*NFHS Scorer
Directions*



*Coaches
Certificatoin Cards*

GAME MANAGEMENT 2: FACE-OFFS

The face-off is one of the keys to the game, most coaches tell their teams two of the keys to victory are winning face-offs and ground balls. Given this, face offs are one of the most challenging parts of the game to officiate and many players use many things to give them an advantage. Our job is to insure that they are legal, according the rule book.

Some key points to focus one to help manage a proper and legal face-off include:

- **In your pre-game, discuss if any of the officials have knowledge of the face-off players. Is there any awareness of “Cheating” (i.e. using their hands, clamping, etc...)? If there are discuss how one of the wing officials can assist in the face-off**
- **At the initial face-off of EVERY game, the face-off official should review with the face-off players the rules and mechanics of the face-off (crosses perpendicular to the ground, no hands on the plastic, the neutral zone is clear, all body parts to the left of the head, the mechanics will be down, set, whistle etc...)**
- **Use PREVENTIVE officiating for the first few face-offs, remind the players (or correct them) of incorrect face-off positioning, BUT after a few warnings, you need to call an illegal procedure if they continue to violate the rules. Also, REMEMBER OFFICIALS DO NOT COACH PLAYERS, talk to them as a group, don't pick out one of the players**
- **Remember on the face off (Youth and HS – NFHS) your cadence should be consistent. Down, slight pause to insure the players are in the correct face-off position, then set and a quick whistle. Also, remember your arms should be at your side, your whistle in your mouth and verbal commands only, no pumping of the arm.**
- **Face-off officials positioning is a personal decision, a recommendation is that on the first face-off position yourself if the neutral zone, you can get a better view of their overall position. After that, randomly change from the neutral zone to straddling the midfield line. This will allow for different views.**
- **If you are conducting a face-off with a player in the penalty area, remember to remind the table crew that the player CANNOT release until there is possession, whether the man down team brought a player up to the wing line or not. It is a good idea to know how much time is remaining on the penalty so the officials are aware of the situation also.**

REMEMBER, A KEY TO GOOD GAME MANAGEMENT IS A GOOD, LEGAL FACE-OFF!

GAME MANAGEMENT 3: MECHANICS

Employing proper mechanics is another important part of game management. The standard lacrosse mechanics are designed to put you in position to make the correct call. While there may be times when you deviate from these mechanics, it should only be done for a specific reason and not just because you are lazy, out of shape, or just not paying attention.

Coaches and players can tell when you're out of position to make a call even though most of them couldn't tell you where you were supposed to be. When an official calls—or doesn't call—a crease violation from 25 yards away, or he calls an end line out-of-bounds on a shot while standing on the goal-line extended instead of after chasing the play, the official erodes the confidence that the players have in that official's calls, and that impacts game management.

On the other hand, if the official is in the right position to make the call and sells the call, it's much harder for the coaches and players to debate it. For example, on a close call of a goal or a non-goal due to a crease violation, an inexperienced official might give a soft whistle, jog in from 25 yards away, and give a half-hearted goal signal, which just encourages the defensive team's coach to argue that it wasn't a goal. However, when the experienced official blasts the whistle, sprints in from 5 yards away and emphatically signals "no goal; crease violation" there isn't going to be much argument, even if the play was so close the call could have gone either way.

Similarly, contested end line calls should have an official there, on the end line, making the call. If you do make a long-distance call, run in several yards while blowing the whistle so that when you announce the call you are nearer the infraction. Always hold your direction-of-play signal for a beat or two: it takes that long for the table and the coaches to find you and see the direction you're pointing.

GAME MANAGEMENT 4: DEAD-BALL OFFICIATING

One complaint of many coaches and players is that some officials interrupt the flow of the game. Sometimes, that's coach-speak for "We wish they'd never call any fouls and just let them play," but other times they have a legitimate complaint, because the officials are supposed to keep the game moving as much as possible.

The most glaring example of this occurs during dead-ball situations. Dead-ball situations are not a rest time for officials: the officials need to work hard to make sure that play gets restarted quickly and appropriately. However, we tend to focus our training on what to do during live-ball play, so when play stops many officials aren't sure what to do, thus slowing down the game. This is not the only problem, since the coaches and players can sense when the officials aren't sure what to do, and that undermines their confidence in the officials. This is especially true in three-man mechanics, where the delays can be longer if the officials aren't working hard during the dead-ball situations. Good officials know how to anticipate the restart requirements during a dead ball or time-out so delays are minimal.

When there is a loose-ball technical foul, the officials need to stop play, report the foul quickly, and restart play. When reporting the foul, only the barest details need be communicated (i.e., say and signal "Loose, push! Blue ball!"; not "White, number 39, loose ball push in the back, blue ball!") unless there is something specific that needs to be explained because the call is unusual (and even then, keep it short). This is not a time for counting players or connecting with your partners; because the foul occurred during a loose ball, the proper number of players should already be on the field and your partners should be focused on the play. If the ball needs to be moved outside the attack area, do so quickly; if not, you should blow the whistle as soon as the ball is in the crosse of a player from the correct team and there are no other players within 5 yards. In fact, good, well-coached teams will be eager to start play and will pick up the ball and be ready to go as soon as you make the call; if you aren't ready when they are, they'll be asking, "Whistle? Whistle?" At the same time, remember there are no "running re-starts" (i.e., while the player with the ball doesn't necessarily need to be stationary when the whistle blows, he cannot be allowed to gain an unfair advantage by getting a running start before the whistle). Also, if the player with the ball is fairly close to the correct re-start location, let him start. Constantly stopping the game to get the player to stand exactly where they should is irritating to both teams.

This brings up another point: if you call a loose-ball push on player B1, and B1 wants to argue with you about it, you could warn him, ask him to address his concerns to his coach, or give him a conduct foul. However, sometimes a more effective way to end the discussion is to just start play while he's trying to argue with you. By doing so, you accomplish two things: you keep the flow of the game moving, and you punish B1 for arguing (since he's out of the play while trying to argue with you, essentially forcing his team to play man-down for a short time) without interrupting the flow of the game!

When there's a whistle for a non-time-serving foul (e.g., a ward, an illegal offensive screen, a loose ball push followed by the fouling team gaining possession), the rules require the offending team to place the ball on the ground or to give it to the nearest official. If a team tries to gain an advantage by rolling or throwing the ball away, thus making it harder for the other team to get a quick restart, this is illegal procedure and should be penalized. Of course, you need to use your judgment, because if the ball rolls a few yards there's really no advantage gained, and if they roll it a little bit farther you can let it slide with a warning (to the player, and repeated to the coach). But if they throw the ball far enough away that it slows down the game, it deserves a 30-second penalty. In this case, you interrupt the flow of the game once in order to ensure the game keeps moving later.

GAME MANAGEMENT 4: DEAD-BALL OFFICIATING (CONT.)

For any time-serving penalty, the officials need to communicate the penalty to each other quickly and then communicate in detail to the scorer's table. Take your time communicating with the table area; this is your time to shine. Make eye contact and make sure they know what is happening. You're an official until you blow the whistle; at that time, you become a salesman. While the trail reports the penalty to the table, the other official or officials should get the ball to the right spot on the field. As soon as the trail finishes reporting the penalty and is sure the bench understands the foul, he should click his timer, after which the teams have 20 seconds to substitute if they desire. As soon as they are done subbing and are in position—or when the timer goes off, assuming the teams have the right number of players on the field—the officials should signal each other and play should resume. The players should not have to wait for the officials in this situation unless the officials need to correct a problem.

This is not to say that the officials cannot huddle to get things right if there is a complex penalty situation (e.g., B1 slashes A1, flag down; A1 passes to A2 who shoots and scores, but A1 slashes B1. Was the slash live-ball or dead ball? Is possession awarded or is there a face-off? What is the penalty situation?). In such a situation, it is more important to get things right than to keep the game moving. However, situations like these should not happen often, and if the officials must delay the game to huddle more than once or twice a game it can be a sign of poor officiating.

While one important aspect of dead-ball officiating is keeping the game moving, there are others. Often, when the officials stop play, they immediately look to each other to find out what the call is since they are concerned about getting the play restarted. However, if you turn to each other too quickly, you will eventually miss some residual action after the play such as a late hit or a slash after the whistle. These incidents have a huge impact on your game management, since often everyone sees them but you (and you often know that something happened but can't make the call because you didn't see it). Or, as often happens, you might see only the retaliation and not the act that precipitated it.

One key to dead-ball officiating is to make sure all residual activity from the play has stopped before you turn to take the call from your partner. Your partner should wait for you to make eye contact before starting to signal, so you shouldn't miss anything. Someone should always be watching the field and players at all times. A crew of officials can live with a missed offside call, but a missed late hit or off-ball high hit brings a game down quickly. Work just as hard at officiating in dead balls as in live balls. Watch the players cross during time-outs and the ends of periods from near the bench-side wing line before looking at your scorecard. Watch the teams cross again as they break from their huddles and go to their field positions.

Another key is that the trail official must focus on the shooter after the shot—and not the ball entering the goal—to make sure there are no late hits during the dead ball. If you miss these fouls, it leads to a high level of frustration among the coaches and players, which can lead to an out-of-control game.

GAME MANAGEMENT 5: COMMUNICATION

General rules about communication

Communication is a key and essential part of game management. By communicating with the coaches and players, you can often diffuse problem situations before the game gets out of control.

When you communicate, you need to be professional! Always refer to them as coach, do not use their first name, especially if you are friends off the field with them, you do not want to give any indication of a relationship as it could be detrimental to your managing the game.

A great time to establish a communication and rapport with the coach is during the pre-game certification. If do not know that coach, ask some basic questions, such how is the season going, do they have any rules questions, whatever you feel would be helpful in developing a basic relationship. If it is somebody new to coaching or new to lacrosse, you might communicate differently (i.e. you might ask periodically if they have any questions, there is nothing wrong with helping them along as long as you don't help or advise them on coaching).

If you establish a good rapport and relationship, a coach can become a great advocate for the officials.

During the game, it is important to maintain your professional demeanor. For example, do NOT make any comments as to the play calling, the level of play or make any demeaning comments about their team or the other team. A comment like from a coach like "that was a terrible call", don't come back and say "coach that was a terrible play you ran." If a coach says you made a terrible call, either ignore it, or tell the coach what you saw (if the situation and time permits).

If a coach continues to berate you, you are always better to warn them to stop, but if you do, the next time you MUST, at the least conduct them. An example is, if you tell the coach you don't want to hear one more comment, if they do, you MUST, at a minimum conduct them.

Once the game starts, focus on what you need to communicate to manage the game and no more.

It is critical to avoid sarcasm; it is unprofessional and often misinterpreted by coaches. In fact, a large percentage of complaints about officials result from such misunderstandings.

This is not to say that you can't use humor. Humor is a great way to diffuse tense situations, although you need to be extremely careful. Try to observe the kind of humor used by experienced officials and learn from it, and remember don't be a comedian. A type of humor that seems to work best are self-deprecating humor (focused on yourself).

When you are faced with a verbal conflict, be sure to keep your voice level under control. If a coach screams at you and you scream back, you look bad, but if the coach is screaming and you're talking in a normal voice, the coach is the one that looks bad. Also, be aware of non-verbal communication: the way you say things and your body language while you're saying them often carry more weight than what you're saying.

The rules don't require you to address questions from the coaches (except at the end of halftime under NCAA rules or during a coach's challenge under NFHS rules), don't make the mistake of refusing to talk with them at all. If a coach has a respectful question about why you called something, answering it can keep the lines of communication open, maintain the coach's level of respect for you, and prevent frustration. Also, if you've made a difficult call—whether because it involves a poorly-known or –understood rule or because the play was close—letting the coach know why you made the call can achieve the same thing. The coach may not seem particularly interested in your explanation, but that's often because they're embarrassed about not knowing the rule better.

In the same vein, we all make mistakes, no coach has ever coached the perfect game nor has an official has ever officiated the perfect game (don't remind the coach he hasn't coached perfectly), if you make an error and realize it and if the coach questions you on the call, admit your mistake, apologize, tell the coach "I blew it, I missed that one, I am sorry..." quite often, that goes a long way with the coach and gets him to stop barking at you.

The best way to get a coach to stop barking is to restart the play quickly. Once live play is going, the coach is most likely focusing on the game, rather than you. For this reason, quick restarts are a key to successful game management.

Some people believe that on a controversial call it is better to leave the person who made the call on the far side of the field or even rotate him over to the far side. Actually, it is better to have him come over as soon as possible and "clear with air" with a quick explanation to the irate coach rather than to let the situation fester.

An often-overlooked means of communication is through body language. Coaches and players will zero in on an official who has the "deer in the headlights" look or who slouches when making calls as if unsure of himself. Conversely, they get irritated with the "gunslinger" who peers in to the play with arms wide and ready to sling flags. Stand, tall relaxed and have the attitude that you can handle whatever presents itself.

GAME MANAGEMENT 6: DEALING WITH CONDUCT ISSUES

Coach and Player Conduct

Even if you do everything right, there will always be games with poor conduct. Don't expect coaches and players to be rational or objective while they're involved in an emotional and physical game. There will often be times when they're certain you're wrong about a rule when you're right or when both coaches are sure you're favoring the other team. Furthermore, many coaches and players don't understand basic officiating principles such as mechanics and the principle of advantage/disadvantage. None of this, however, means you need to tolerate abusive behavior, either directed at you or among players, coaches, or spectators.

The first rule of dealing with coaches is that comments (e.g., "That's a slash!") can be ignored, while questions (e.g., "Why didn't you call a slash there?"; "Sir, could you please explain to me why we didn't get a free clear for that goalkeeper interference foul?") may or may not be responded to. Coaches are entitled to their opinions, and you can't expect them to coach with a muzzle. When they make comments about what they think should be called, it can generally be let go. If they politely ask questions and the game situation allows it, answer them whenever possible; this is an expected part of the official's job, and it also helps you to manage the game by building a relationship with the coach.

Dealing with players is essentially the same, except you'll ignore players with greater frequency than you'll ignore coaches.

However, there are lines you can't allow to be crossed. These include:

- **Profanity directed toward you or another game participant.**
- **Any player or coach questioning your integrity as an official.**
- **Direct criticism of you as an official (e.g., while you might ignore "That's an awful call," you can't ignore "You're an awful official!").**
- **Threats of any kind (e.g., "I'm going to get you in the parking lot after the game!"; "If you call one more penalty against my team you'll never officiate a game at this school again!").**
- **Any comments of a prejudicial or racist nature.**
- **A coach who is out of control. Adults who have lost control of themselves cannot be expected to control the kids playing.**

In cases of poor conduct, officials generally follow an escalating progression, starting with a verbal warning, followed by a conduct foul when the offending team has possession, then by a time-serving conduct foul, then a 1- to 3-minute unsportsmanlike conduct, and finally by a flagrant misconduct expulsion foul. Depending on the severity of the foul and what preceded it, steps in this progression may be repeated or skipped.

The important thing to remember is that, at some level, lacrosse is supposed to be fun, and that allowing this sort of behavior to continue makes it difficult for anyone to have fun, and it can ultimately degrade the contest into an unsafe situation because it can lead to excessively violent play and fighting. Officials who pride themselves on being able to handle a great deal of abuse aren't doing anyone any favors, particularly the next set of officials, who face a coach or players who think they can get away with any level of abuse. If you see this kind of behavior in your games, put a stop to it immediately.

Spectator behavior

Dealing with spectators is another issue. If spectators have general comments about your officiating, ignore them. However, if they begin to use abusive language toward you or the players, or if they make threats of any kind, inform the site manager of the problem and ask that the problem fans be removed. Of course, the "site manager" at an NCAA Division I game is going to be very different than the one at a high school Varsity game played at a school stadium or a high school club game played at a public park; the rule of thumb is that you tell the home coach about the problem and ask that he take care of it; in the club game, he may have to do it himself, while at higher levels he may pass the assignment on to an athletic director or to school security. But if the problem is bad enough for you to notice it while officiating, it may be that some corrective action should be taken. In any case, never elevate the position of fans complaining about your officiating by addressing them directly.

GAME MANAGEMENT 6: DEALING WITH CONDUCT ISSUES (CONT.)

It is important to keep spectators away from the field. Do not allow play to continue if there are fans within 6 yards of the sideline or on either end line. If necessary, be generous in your interpretation of “6 yards.” It’s a liability issue for you if someone who is too close to the field gets hurt, but it is also harder for the fans to abuse the players the farther away they are.

Under unusual circumstances, you may ask that the site manager eject certain fans (or even all of them). In most areas, it is rarely necessary to eject fans, but the need does arise. For example, suppose you have a high-school rivalry game with two physical teams, and a group of fans from one school is sitting at midfield and continually peppering the players from the other school with offensive remarks. If you try to ignore it, the physicality of the game may escalate as the fans get under the players’ skin. Instead, first have the site manager try to politely ask them to stop. If they continue to abuse the players, ask the site manager to remove the offending fans, and do not resume play until he or she complies.

Warning signs

While there are times that a game will deteriorate so rapidly that you don’t have time to act, in many cases there are warning signs that alert you of the need to take corrective action. Spotting these signs comes with experience, but a few examples follow:

- **A sure danger sign is when players and coaches become more concerned with hitting than with trying to play good lacrosse. When hard body checks are drawing louder cheers than goals, when players knock down opponents and stand over them in a show of dominance rather than chasing after the loose ball they just created, these are signs that the game is taking a turn for the worse and that you need to take corrective action.**
- **In a two-man game, you’ve noticed A1 and B1 each take a couple hard shots at each other during the game, and A1 lays a big hit on B1, resulting in a turnover. B1 seems to take exception to the hit as the ball is being cleared by Team A. You’re the new trail, so in principle you’re supposed to follow the ball down the field, but you notice B1 lingering near A1. Even though you’re supposed to be watching the ball, everything in this situation screams out that you should watch and listen to A1 and B1 instead. You may hear B1 threaten A1 or see B1 commit a cheap shot; if you do, penalize it heavily, since B1 is counting on you being focused on the ball to take an opportunity to take an action that could result in a fight. He is probably also hoping that A1 will retaliate and that A1 will get caught. By focusing on these two players for a few extra moments, you are able to penalize the guilty party, remove A1’s incentive to take matters into his own hands, and discourage further away-from-the-ball antics because you’ve sent the message that you’re watching.**
- **Team A’s star midfielder A1 scores a goal and is drilled by B1 well after the goal. The trail official penalizes B1 for a dead-ball illegal body check. However, A1 is injured on the play and is carted off the field. Immediately after B1’s penalty expires and B1 re-enters the field, A2 subs onto the field carrying a crosse with a wooden shaft and chases after B1. Now, officially, there is nothing illegal about a wooden shaft, but the fact that you haven’t seen a wooden shaft all day—and then suddenly one of them is chasing after the player who injured the other team’s star player—is a pretty good indication that Team A may be seeking revenge and that the situation bears watching. There are various ways to proceed here; for example, one might be to talk to the Team A head coach and tell him what you saw. Explain that it is legal to use a wood shaft, but that you’re watching to make sure it doesn’t end up being used as a weapon, and you’d prefer it if you didn’t have to expel anyone today.**
- **One team starts sending in heavily-muscled substitutes who look like they are holding their crosses like battle-axes as they chase after the other team’s best players.**

When you see warning signs such as these, you need to take action, and game management shifts to game control.

GAME MANAGEMENT 6: DEALING WITH CONDUCT ISSUES (CONT.)

Game control

When you sense that the game is starting to deteriorate—or when it suddenly gets out of hand with no warning—it is time to clamp down on the game and make sure you limit the number of opportunities for problems.

Here are some techniques you can use to control the game when necessary:

- **You and your partners can set the threshold for calling fouls much lower. This will result in more whistles, more flags, and more people serving penalties but in fewer opportunities for actions that escalate into a fight.**
- **You can change the pace of the game, taking more time during dead balls to explain penalties and settling down the players before resuming play. Be generous in your interpretation of 5 yards on restarts, and make players stand completely motionless on the restart. This gives the players time to decompress. (This technique is especially effective in a running-time game.) Sometimes the faster, hotter, and more contentious the game the slower, cooler, and more soothing the officials have to act.**
- **If the benches are getting out of control, gather all of the coaches together and explain to them about the importance of honoring the game and setting a sportsmanlike example.**
- **If the situation warrants, explain that it's possible to play the rest of the game with a full penalty area, to expel players, or to suspend the game if the behavior doesn't improve. Explain that you're disappointed with their behavior and you're sure that they want to improve it so the rest of the game can be played. Tell them that your job is to keep the game safe, fair, and fun—in that order—and that you can take all of the fun out of the game if that's what it takes to keep the game safe.**

The key idea is that when the game is out of control, you have to use your whistle and flag to maintain order. That doesn't mean that you ignore the other aspects of game management, but if you need to flag or expel a few coaches or players to get your point across, do it.

Game termination

When officiating youth games, the US Lacrosse Sportsmanship Card procedures should be used to deal with unacceptable behavior from players, coaches, and fans; the rules used for youth games have explicit procedures for game termination. The youth rules supplement to the NFHS rules support the philosophy that—since the primary responsibility of the officials is to protect the safety of the players and the culture of the game—then officials may terminate the game if the situation warrants it. Situations that might result in game termination include:

- **Threats made toward the officials**
- **A brawl or multiple fights before or during the game.**
- **Continued “dirty play” from one or both teams.**
- **Inappropriate fan behavior that is not corrected.**
- **Continued abusive language, taunting, baiting, or inflammatory comments from players, coaches, spectators, or fans.**

Although in extreme situations it might be reasonable to terminate the game immediately, in most cases you will call the head coaches together and explain to them that under the objectionable circumstances, you have no obligation to allow the game to continue. The “carding” of the coach (or coaches) indicates that the game is being continued under the Sportsmanship Card and the threat of game termination. Then, if necessary, follow through with the Sportsmanship Card provisions for terminating the game. Be sure to record the game situation (score, possession, penalties, time left and quarter) in case the game is to be resumed at a later date, call your assignor as soon as possible to explain the situation, and send the assignor a written report of the incident within 24 hours. Your partner should do the same.

GAME MANAGEMENT 7: TYPES OF GAMES

There are certain types of games that require special attention. These include:

The rout. A game where one team is winning by a large margin, you face the serious risk that the losing team will start taking cheap shots out of frustration. You need to be extremely vigilant despite the fact that the game has probably already been decided. The bright side is that routs are easier to manage than close games because it is extremely unlikely that any call you make will have an impact on the outcome of the game. If there's any kind of scuffle, even a minor one, send both players involved to the penalty area for one to three minutes (non-releasable, since they'll be starting their penalties at the same time); this will create more space on the field and make it less likely that you will have problems. If you explain to the leading coach that you're trying to keep things settled down and to protect his or her players by getting some players off the field, he'll understand.

One consideration when sending two players off for a minor scuffle or altercation: under NFHS rules, a second non-releasable unsportsmanlike conduct foul results in an expulsion (and, in most states, a suspension for a subsequent game or games). Thus, it often makes more sense to send the players off for unnecessary roughness instead; the penalty is the same (since they're getting sent off at the same time, the penalties will be non-releasable) and you avoid having to expel any players. Of course, if the players' actions warrant, give the unsportsmanlike conduct penalty, but this option gives you a lesser foul when it's appropriate.

The most important thing to remember in a rout is that you can't become sloppy just because the result of the game has essentially been decided. Do whatever it takes to keep your head in the game, because ignoring game management in a rout can put you in the middle of the brawl if the frustration level of the losing team is allowed to grow unchecked.

In a rout in a lower-level game, you might inquire discreetly to the coach getting beaten if he wants to keep the full time on the clock or shorten the periods, or have the clock operator be judicious in allowing the clock to run a few seconds after the whistle blows. Again, these tips work best in youth games and almost never should be broached at a college game. In the latter, let the coaches initiate that conversation with you.

The elimination game. In playoff games, teams tend to be more evenly matched, and the importance of the game tends to make players play more in control since no one wants to be the one who took a dumb foul in a close game and cost his or her team the chance to win. Still, emotions run high in these games, and you must carefully monitor the situation, especially when the game is not close.

Tournament games are similar, except that there are often many games played in one day, which leads to physical, mental, and emotional fatigue in the players, coaches, fans, and even spectators. In particular, tired players are more likely to play sloppy lacrosse and to play defense with their sticks instead of their feet and heads, leading to more fouls.

Always protect the team "going through to the next round," as a losing team might want to incite a scuffle to prevent a winning opposing player from participating in the next tournament contest. Is the winning-team player actually actively involved in an incident, or was he merely raising his arm to protect himself?

Also, you should always be aware of the weather conditions, but this is especially true for tournaments held in hot, humid conditions. The NFHS Rules and US Lacrosse Youth Rules specifically allow for the officials to call extra time-outs to help players deal with the heat, and this is never more important than when the teams play multiple games in these conditions.

The rivalry game. Rivalry games come in a variety of styles. They can be games between schools that:

- **Have a traditional rivalry in all sports.**
- **Have a rivalry in lacrosse only.**
- **Have a history of bad blood arising from on- or off-field incidents.**
- **Just don't like each other.**

GAME MANAGEMENT 7: TYPES OF GAMES (CONT.)

There is some debate about how the assignor should handle rivalry games. One school of thought is that the officials should be told of the rivalry so they are ready to take control of the game from the start. The other view is that you're better off not telling the officials since doing so creates preconceptions that might influence how they call the game. There is no clear "correct approach."

If you are assigned to a rivalry game, you need to make a decision about whether to say anything to the coaches before the game. Some officials will warn the coaches that the game will be called tightly from the start, while others simply speak with the coaches as if it were any other game. Again, there is no "correct approach," but warning the coaches before the game may create the impression that you have pre-judged the teams, so be careful. You need to officiate the game that presents itself.

One significant difference in a rivalry game is that there may be an emotional crowd, which can, in turn, amplify the emotions of the players. As an official, you don't want to pay too much attention to the spectators, but be aware of how the players are reacting to them. With an emotional game, you tend to see more aggressive players and more obvious fouls.

In a rivalry game, you'll probably start out calling things a little more tightly than you would for two teams that rarely play each other because you know there is a significant risk of cheap shots escalating. That doesn't mean you have to call every foul, just that you send a message that it's not going to be a free-for-all where no fouls are called at all. When players believe that the officials are not going to penalize fouls, they will often decide to take matters into their own hands, and this is especially true in a rivalry game. If the teams get the message and behave themselves, you can ease off a bit as the game goes on.

The inexperienced team. In youth lacrosse, or at higher levels of play where most of the players are playing lacrosse for the first time, you may be faced with one or two teams with little idea what they are doing. Perhaps the coaches don't know the game either. When this happens, you shouldn't worry too much about being accused of coaching; instead, do what it takes to help the teams get through the game. You may take extra time to correct face-off positioning or to explain to people that you actually did see the loose-ball push and had a play-on for it but since the fouled team gained possession, there was no need to stop play.

In a game like this, the players are likely to commit fouls due to lack of control and ignorance rather than intent and testosterone, so when you flag someone try to make sure that he understands what he did wrong and that it's all part of learning the game. If you see something that hints at a team-wide misconception (e.g., the players continually go into the opponent's crease), politely explain the rule to the coach so he can relay it to the players; this reduces everyone's frustration level.

If only one team is inexperienced, you may find that the game is also a rout. In that case, the usual warnings about routs apply. Be especially alert to an athletic but unskilled new team getting embarrassed and trying to take out their frustrations physically.

GAME MANAGEMENT 8: THE PRINCIPLE OF ADVANTAGE/DISADVANTAGE

You should not automatically penalize everything you see that is technically, according to the rules, a foul. Doing so makes for a tedious game and will earn the ire of the coaches, players, and fans. The difficult part is determining which fouls to call and which to ignore. The guiding principle for these situations is called “The Principle of Advantage/Disadvantage.” The basic idea is that you should call:

- **Fouls that present a safety issue (which includes most personal fouls).**
- **Fouls that you must call to maintain proper behavior (conduct fouls and unsportsmanlike conduct fouls).**
- **Fouls that are obvious to everyone (e.g., line violations, such as crease violations and offside).**
- **Technical fouls that disadvantage the fouled team or create an unfair advantage for the fouling team.**

The last item is the most difficult to explain, and is most easily seen by example.

Suppose player A1 is running down the field clearing the ball and B1 pushes him from behind, making him stumble briefly. If A1 doesn't fall or lose possession of the ball, there's probably no need to call a foul. However, if B1 commits exactly the same push in a different situation, a flag for the push may be appropriate. For example, the push might cause A1 to:

- **Go out of bounds.**
- **Go offside.**
- **Step into the crease.**
- **Move past the goal, making him miss a scoring opportunity.**
- **Lose possession.**

In each of these cases, A1 has been disadvantaged by the foul and so the flag must be thrown.

So, whenever judging technical fouls, try to determine whether an advantage has been gained before calling the foul. This is not easy, and may take you a few years to get comfortable with these kinds of decisions; talking to experienced officials about why they did or didn't call a foul can help you learn this important principle.

GAME MANAGEMENT 9: THE PLAY-ON

Proper use of the play-on technique is important for proper game control. Many newer officials have a hard time remembering when to use the play-on, and so some of the nuances of its use for game control are lost on them. It is important to understand the reason the play-on exists in order to apply it in a way that helps your game management.

The play-on was devised primarily for the area between the defensive restraining line and the midfield line.

It is here where fewer players will generally be involved in the play. This can occur before possession is declared on the face-off as well as an errant pass coming out of the attack goal area.

The main idea behind the play-on is that it allows play to continue so that a team that is on the receiving end of a loose-ball technical foul can continue play without being disadvantaged. It has the added feature of improving the flow of the game by reducing the number of whistles.

For example, suppose B1 pushes A1 from behind during a loose ball, and then A1 immediately scoops up the ball and has a clear path to the goal. Blowing the whistle for the loose-ball push actually disadvantages Team A; if you stopped play, you'd just be awarding them possession, which they already have, and that clear path to the goal is not going to be there when the play restarts. Furthermore, even if there hadn't been a clear path to the goal, allowing play to continue means there's one fewer whistle blown and the game keeps moving. This is what the play-on was designed for.

Although calling a play-on around the crease area is following protocol, this would not be wise since other fouls can occur. If a defensive player commits a personal foul, the defensive team will be playing with a man down. If an offensive player commits a personal foul, then this will lead to a simultaneous situation with the defensive team being awarded the ball. This would now be a big disadvantage to the offensive team (who had been fouled originally). Whenever there is a situation such as this, immediately blow the whistle, indicate the loose ball foul, and restart the game 20 yards laterally.

For example: In a loose-ball scrum with 8 players, B1 pushes A1 from behind. If you allow play to continue and A1 scoops the ball, he's likely to get the ball checked right out of his stick or be fouled again, so in this case it makes sense to kill the play fairly quickly. Here, you do not disadvantage Team A with a quick whistle.

How long you wait before blowing the whistle on a play-on is a key aspect of game management. Some guidelines:

- **The lower the level of play, the shorter the play-on should be. A newer official on a youth game might want to not use them at all. At lower levels of play, players are much more likely to get hurt during loose-ball scrums, so it makes sense to end those plays as quickly as possible. In fact, during loose-ball scrums at low levels—and often in higher-level games where play is starting to get out of control—you should be looking for any technical foul you could possibly call to get the ball off the ground. While people may accuse you of making a “picky” call, letting the loose-ball scrum continue too long can be hazardous.**
- **If the ball pops out of the scrimmage area and it seems likely that a player from the fouled team will be able to track down the ball and scoop it uncontested, you can allow the play-on to continue for quite a bit longer. However, if the player seems to be trying to delay scooping the ball to take time off the clock, blow the whistle and award possession.**
- **A North-South play-on is better than an East-West play-on, and a play-on in the attack half of the field is better than a play-on in the defensive half of the field.**
 - o What would a fouled team rather have: a nice clean restart with all players five yards away or uninterrupted possession of the ball at that moment?
 - o What advantage have you given a player who scoops up a loose ball during a play-on right on the sideline surrounded by three defensemen? You must decide.
 - o If you can answer those two questions, then you understand the concept of the play-on.

GAME MANAGEMENT 10: MISTAKES BY OFFICIALS

All officials will occasionally blow a call, with, of course, the better officials making fewer mistakes. This can be because of a rule misunderstanding or misapplication, because the official was out of position to make the correct call, or because the official just didn't see what actually happened. Whatever the reason, how you handle making a mistake can have a huge impact on your management of the game.

The best way for the crew to handle a mistake is to huddle and correct the mistake before it has an impact on the game. Often, one official will realize that a call is incorrect but won't want to "show up" a fellow official and will keep his or her mouth shut, but most coaches and players will have much more respect for the crew if they meet and get the call right. In other situations, where you blow a call and realize it (or you call a play that was close enough that you realize you may or may not have gotten the call right), honesty is often the best policy. If the coach is mad because he says you blew the call, and you say, "You're right coach, I'm sorry, it won't happen again," it's very difficult for them to keep up a tirade. Just don't put yourself in a position where you need to do this too often!

It's also important to know what to say to the coach by your side when the far-side official makes a marginal call. Never "throw your partner under the bus." Practice responses such as:

- **"Coach, he was right there."**
- **"Coach, it's hard to tell from 50 yards away where we are."**
- **"He had a good angle there, Coach; he must have seen something we didn't."**

If your partner makes a call that the coach doesn't understand and you don't know what the call was either, tell the coach you'll check with your partner and ask what about the call when there's a break in the action, then remember to follow up with your partner and the coach.

If a mistake is made – don't make it worse with quick restarts and confusion. Communication to crew/players/table and coaches is critical.

If needed give teams the chance to get the right players on the field or in position. Examples might be:

- **Pointing in wrong direction**
- **Inadvertent whistle/flag**
- **Overruled call**

Tips to prevent mistakes

- **Know the rules**
- **Do not "fish in someone else's pond" unless you are 110% sure**
- **If you keep seeing you partners mistakes – Who is watching your area?**
- **Never pass on a Personal Foul**
- **Did you partner not see a call a call or did he "pass" on it? If he passed what is the reason?**



US LACROSSE
OFFICIALS
TRAINING
PROGRAM

APPENDICES

APPENDIX I: LACROSSE AND US LACROSSE - A HISTORY

With a history that spans centuries, lacrosse is the oldest sport in North America. Rooted in Native American religion, lacrosse was often played to resolve conflicts, heal the sick, and develop strong, virile men. To Native Americans, lacrosse is still referred to as “The Creator’s Game.”

Ironically, lacrosse also served as a preparation for war. Legend tells of as many as 1,000 players per side, from the same or different tribes, who took turns engaging in a violent contest. Contestants played on a field from one to 15 miles in length, and games sometimes lasted for days. Some tribes used a single pole, tree or rock for a goal, while other tribes had two goalposts through which the ball had to pass. Balls were made out of wood, deerskin, baked clay or stone.

The evolution of the Native American game into modern lacrosse began in 1636 when Jean de Brebeuf, a Jesuit missionary, documented a Huron contest in what is now southeast Ontario, Canada. At that time, some type of lacrosse was played by at least 48 Native American tribes scattered throughout what is now southern Canada and all parts of the United States. French pioneers began playing the game avidly in the 1800s. Canadian dentist W. George Beers standardized the game in 1867 with the adoption of set field dimensions, limits to the number of players per team and other basic rules.

New York University fielded the nation’s first college team in 1877, and Philips Academy, Andover (Massachusetts), Philips Exeter Academy (New Hampshire) and the Lawrenceville School (New Jersey) were the nation’s first high school teams in 1882. There are 400 college and 1,200 high school men’s lacrosse teams from coast to coast.

The first women’s lacrosse game was played in 1890 at the St. Leonard’s School in Scotland. Although an attempt was made to start women’s lacrosse at Sweet Briar College in Virginia in 1914, it was not until 1926 that Miss Rosabelle Sinclair established the first women’s lacrosse team in the United States at the Bryn Mawr School in Baltimore, Maryland.

Men’s and women’s lacrosse were played under virtually the same rules, with no protective equipment, until the mid-1930s. At that time, men’s lacrosse began evolving dramatically, while women’s lacrosse continued to remain true to the game’s original rules. Men’s and women’s lacrosse remain derivations of the same game today, but are played under different rules. Women’s rules limit stick contact, prohibit body contact and, therefore, require little protective equipment. Men’s lacrosse rules allow some degree of stick and body contact, although violence is neither condoned nor allowed.

Field lacrosse is sometimes perceived to be a violent and dangerous game, however, injury statistics prove otherwise. While serious injuries can and do occur in lacrosse, the game has evolved with an emphasis on safety, and the rate of injury is comparatively low. Ensuring the safety of participants is a major focus for US Lacrosse and its Sports Science and Safety Committee, which researches injury data in the sport and makes recommendations to make the game as safe as practicable.

USL MISSION

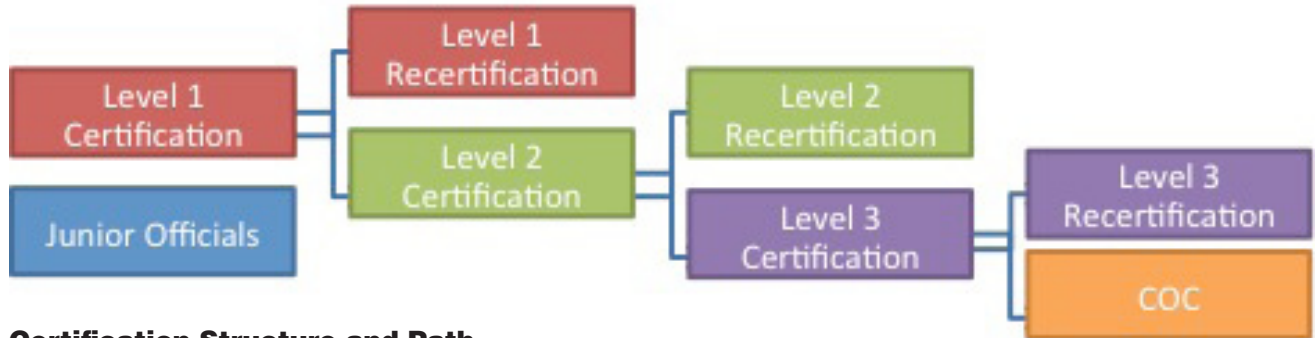
US Lacrosse is the national governing body of men’s and women’s lacrosse, primarily serving the youth game. It provides a leadership role in virtually every aspect of the game, boasts 63 chapters throughout the United States, and offers programs and services to inspire participation while protecting the integrity of the sport.

US Lacrosse provides a standardized lacrosse curriculum for physical education programs, as well as standardized certification and training programs for coaches and officials. Through its Sport Science and Safety Committee, US Lacrosse has funded hundreds of thousands of dollars of sport safety research in areas of concern to the lacrosse community.

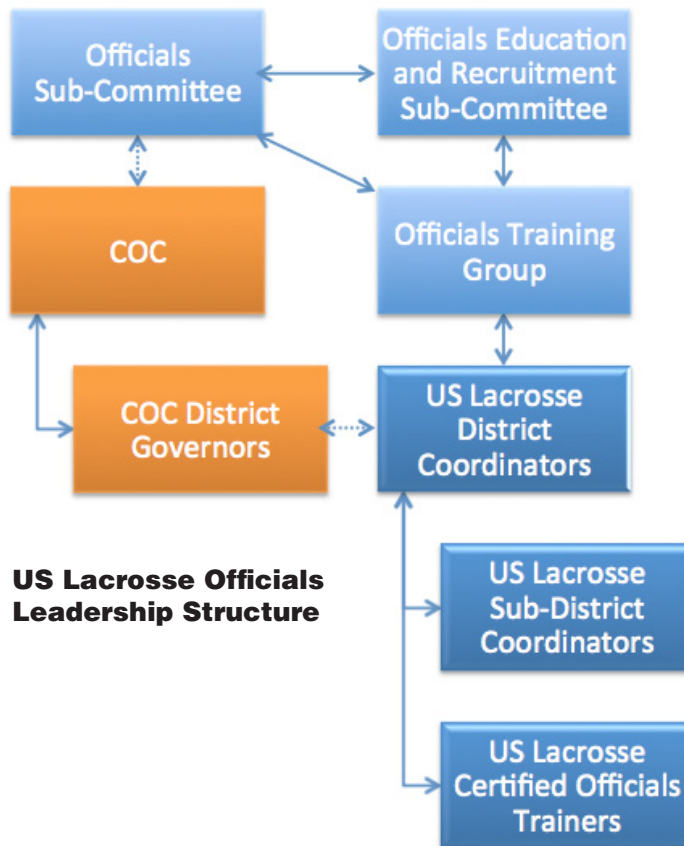
US Lacrosse policy is determined by a national board of directors, the officers of which meet monthly to monitor the progress of the organization. Nine board committees have a comprehensive responsibility for strategy, planning and design of initiatives with direct board access for support and approval. These committees are Executive, Board Development, Strategic Planning, Sport Development, Women’s Game, Men’s Game, Finance, Human Resources and Regional Chapters.

The US Lacrosse national headquarters is located in Baltimore, and features a three-story administrative center, as well as the sport’s national archives, The Lacrosse Museum and National Hall of Fame. US Lacrosse currently employs over 65 staff members at its national offices and benefits from regular volunteer and intern assistance.

APPENDIX II: US LACROSSE OFFICIALS LEADERSHIP AND CERTIFICATION STRUCTURES



Certification Structure and Path



US Lacrosse Officials Leadership Structure



District Coordinators



Sub-District Coordinators



COC District Governors



US Lacrosse Committees and Subcommittees

APPENDIX III: AVAILABLE TRAINING TOOLS

US Lacrosse Men's Officials Educational Content

www.uslacrosse.org/menofficialsresources

Training Materials

- Officials Training Manual
- 3rd Team on Field DVD
- Rules Interpretation Video
- 'You Make the Call' video clips
- Online Testing Administration and Tracking

Classroom Curriculum (PowerPoint files)

- | | |
|---|--|
| <ul style="list-style-type: none"> • Two-Man Mechanics • Three-Man Mechanics • Being a Mentor • Boys' Youth Rules Training • Clock Management • Game Management • Conducting a Proper Pre-Game • Conducting a Proper Post-Game • How to be a Crew Chief • Keys to Consistency | <ul style="list-style-type: none"> • Penalty Enforcement • Personal Fouls • Rules 1, 2 and 3 • Rule 4 Play of the Game • Safety, Multiple Minutes, Ejection Fouls • Simultaneous Dead Ball and Multiple Foul • Teaching Lacrosse Clinics • Technical Fouls • Working With New Officials |
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Evaluation Forms

- Junior Officials
- Level 1 Officials
- Level 2 Officials
- Level 3 Officials

Officials Resources

- NCAA Directions for **Timer** | **Scorer**
- NFHS Directions for **Timer** | **Scorer**
- **Field Diagram (Blank)**
- **Field Diagram (Dimensions)**
- **Game Bag Tips**
- **Scorecard**
- **Coaches Certification Card**
- **Animated Officials Signals**
- **Junior Officials Supplement (PDF)**
- **Uniform Checklist**
- **Pregame Card**
- **Fouls Decision Tree**



*Men's Officials
Resources*

APPENDIX IV: HOW OFFICIALS HONOR THE GAME

By getting coaches, parents, and administrators on the same page about Honoring the Game before the season starts, we hope to reduce the number of negative incidents that occur at youth games. However, even with the right training and expectations in place, negative incidents still happen. This is when it is particularly important for game officials to have a plan. Here are a few tips to get you started —please refer to the “Post Game” section for more information.

The PCA recommends that officials always introduce themselves to the coaches before the start of the game. Officials at youth games can remind coaches that they expect them to take responsibility for the conduct of their fans, and if there is trouble during the game with the fans, the officials will come to the coaches to ask for their help in taking care of this problem. Officials and coaches should view themselves as working together to create and maintain a positive environment for the players.

Unfortunately, on some occasions officials have to deal with abusive behavior from coaches. In these cases, where coaches are no longer Honoring the Game, officials bear the ultimate responsibility to ensure players are taking part in a safe and positive environment. Although it is neither fun nor easy, officials need to address abusive coaches in a calm and respectful manner to remind them that their conduct is inappropriate. If the situation persists, coaches should be warned that the game is in danger of being terminated.

By spreading the Honor-the-Game message to all involved in lacrosse, we hope to improve the game environment for officials, hence addressing the constant lack of officials. Officials should view themselves as an important adult group working to support a culture that Honors the Game, and they should feel joined in this effort by coaches, parents, and administrators. Positive Coaching Alliance and US Lacrosse are here to help you.

US Lacrosse asks you to consider your role in Honoring the Game, showing respect for all the people working together to make lacrosse the great game that it is. Take this simple test—and be sure you can check off every one before you head out to officiate:

I understand and will reinforce that the safety of the participants in the game is more important than the final score.

I understand that lacrosse officials do not make the rules, they only apply them.

I understand that children learn from adults, and my behavior reflects what I want children to learn.

I value the contribution of coaches in developing players’ talents, even though I may not always agree with their strategies.

I understand that I must consider the level of play when officiating and respond accordingly.

I understand that the biggest reason for players (and officials!) quitting the game is verbal abuse.

I understand that players, coaches and officials are learning the game, and mistakes will be made in the learning process.

I understand that officials are responsible for ensuring that the game is played in a safe and fair manner for all participants.

Thank you for your help in the efforts to make lacrosse a positive experience for everyone!

APPENDIX V: US LACROSSE CODE OF CONDUCT

The Code of Conduct

Players, coaches, officials, parents, spectators and fans are to conduct themselves in a manner that “Honors the Game” and demonstrates respect to other players, coaches, officials, parents, spectators, and fans. In becoming a member of the lacrosse community an individual assumes certain obligations and responsibilities to the game of lacrosse and its participants. The essential elements in this “Code of Conduct” are honesty and integrity. Those who conduct themselves in a manner that reflects these elements will bring credit to the sport of lacrosse, themselves, their team and their organization. It is only through such conduct that our sport can continue to earn and maintain a positive image and make its full contribution to amateur sports in the United States and around the world. US Lacrosse supports the following behaviors for those participating or involved in any way with US Lacrosse in general. The following essentials elements of the “Code of Conduct” must be adhered to:

- **Sportsmanship and teaching the concepts of fair play are essential to the game and must be taught at all levels and developed both at home and on the field during practices and games.**
- **The value of good sportsmanship, the concepts of fair play, and the skills of the game should always be placed above winning.**
- **The safety and welfare of the players are of primary importance.**
- **Coaches must always be aware of the tremendous influence they have on their players. They are to strive to be positive role models in dealing with young people, as well as adults.**
- **Coaches should always demonstrate positive behaviors and reinforcement toward players, parents, officials and spectators alike. Players should be specifically encouraged and positively reinforced by coaches to demonstrate respect for teammates, opponents, officials, and spectators.**
- **Players should always demonstrate positive behaviors and respect toward teammates, opponents, coaches, officials, parents, spectators, and fans alike.**
- **Coaches, players, parents, spectators, and fans are expected to demonstrate the utmost respect for officials and reinforce that respect in his or her players. Coaches are also expected to educate their players as to the important role of the lacrosse official and to reinforce the ideal of respect for the official by his or her players.**
- **Grievances or misunderstandings between coaches, officials or any other parties involved with the sport should be communicated through the proper channels and procedures, never on or about the field of play in view of spectators or participants.**
- **Officials are professionals and are therefore expected to conduct themselves as such and in a manner that demonstrates total impartiality, courtesy and fairness to all parties.**
- **Spectators involved with the game must never permit anyone to openly or maliciously criticize, badger, harass, or threaten an official, coach, player or opponent.**
- **Coaches must be able to demonstrate a solid knowledge of the rules of lacrosse, and should adhere to the rules in both the letter and the spirit of the game. Coaches should encourage and help to educate the players and spectators surrounding his or her program to develop a basic knowledge of the rules. Attempts to manipulate rules in an effort to take unfair advantage of an opponent, or to teach deliberate unsportsmanlike conduct, is considered unacceptable conduct.**
- **Eligibility requirements, at all levels of the game, must be followed. Rules and requirements such as age, previous level of participation, team transfers, etc, have been established to encourage and maximize participation, fair play and to promote safety.**

APPENDIX VI: US LACROSSE BENEFITS FOR OFFICIALS

US Lacrosse provides a large number of benefits to its member officials, including:

- **Men's game Lacrosse Referee Development (LAREDO) on-field officials development programs.**
- **Liability insurance.**
- **Discounts on lacrosse officials uniform starter packages.**
- **Game fee insurance (for when you are hurt while officiating and miss officiating scheduled games; contact Bollinger insurance for full details).**
- **Secondary medical insurance.**
- **A free copy of the NFHS or NCAA rule book each year.**
- **Online rules testing.**
- **A subscription to *Lacrosse Magazine*.**
- **Discounts through the US Lacrosse store.**
- **Free admission to the US Lacrosse Museum in Baltimore.**
- **Access to US Lacrosse training and materials, which is continually being improved and expanded.**
- **Access to the US Lacrosse Convention, held in January of each year, which provides a full program of officiating clinics.**
- **The men's game e-mail newsletter (for collegiate officials).**
- **The men's game Resources Page, which houses a number of useful documents for men's officials.**
- **Membership in local US Lacrosse chapter.**
- **Annual men's game awards.**
- **Customer service support.**
- **Nationwide support for the development of the sport of lacrosse.**

In order to continue to receive your benefits, you must keep US Lacrosse updated with your current e-mail and home addresses. If you have a change to report, or if you think you are not receiving the correct correspondence from US Lacrosse, contact membership@uslacrosse.org.

You can join US Lacrosse online by going to www.uslacrosse.org



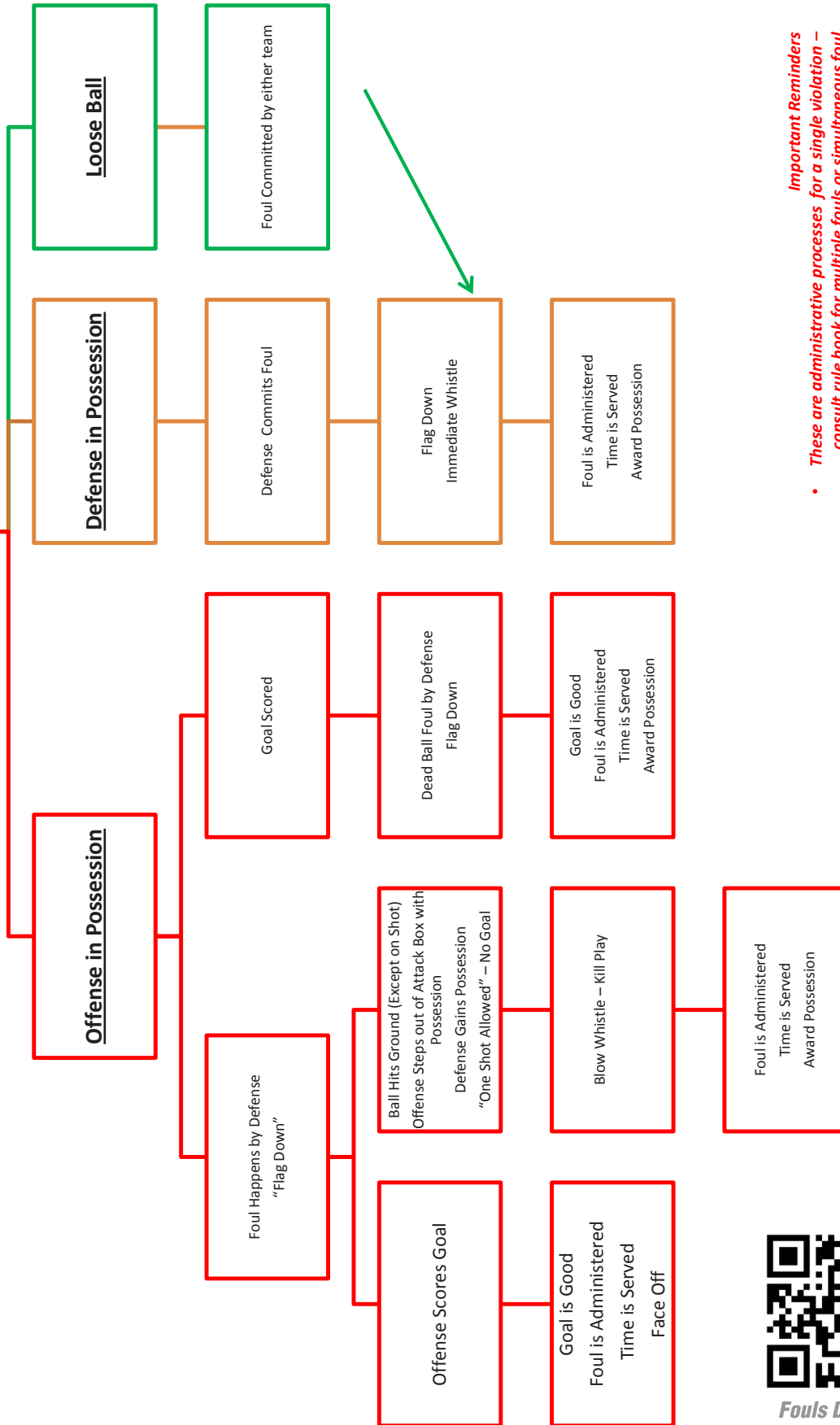
*US Lacrosse
Membership Info*

APPENDIX VII: FOULS DECISION TREE



Personal Foul Flow Chart

- Time is always served for all personal fouls.
- Flag should always be thrown for personal fouls (Live or Dead Ball).
- Personal Fouls are either 1, 2 or 3 minutes of penalty time



Important Reminders
 • These are administrative processes for a single violation – consult rule book for multiple fouls or simultaneous foul situations



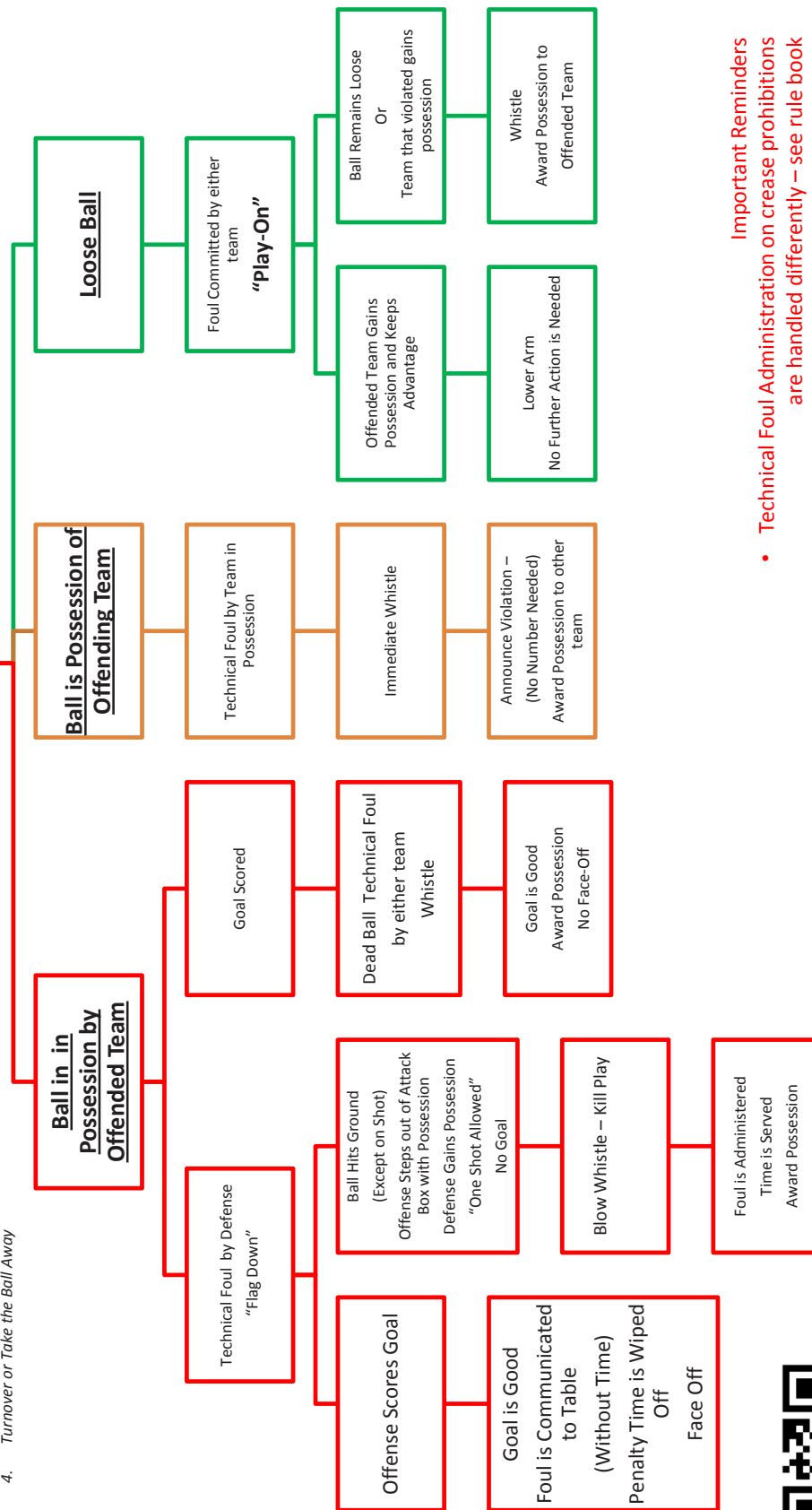
Fouls Decision Tree



APPENDIX VII: FOULS DECISION TREE

- 4 things can happen as a result of a technical foul:
1. Nothing (Offended gains possession & maintains Advantage)
 2. Award Possession based on offended team not obtaining ball or advantage
 3. Penalty Time
 4. Turnover or Take the Ball Away

Technical Foul Flow Chart



- Important Reminders**
- Technical Foul Administration on crease prohibitions are handled differently – see rule book
 - These are administrative processes for a single violation – consult rule book for multiple fouls or simultaneous foul situations



Fouls Decision Tree

APPENDIX VIII: ONE-MAN MECHANICS

A one-man game doesn't occur often. These times occur (1) when there are not enough officials to cover the games and (2), a fellow official does not show up. When this happens the single official must be prepared to officiate the game to the best of his ability.

- **Arrival**
 - o Introduce yourself to the coaches and let them know that, you alone, will be officiating the game
 - o Follow standard procedure by asking both coaches for the number(s) of their captains(s).
 - o Tell the coaches that you will be working the far side of the field and enlist their help in determining who the ball went off in case the ball goes out of bounds on the bench side.
 - o Explain to the coaches that you will do your best covering goals and end line play.
 - o Also tell the coaches that stick checks will be done but it will take a bit longer than usual.
 - o Also explain to the coaches that observing offside will be difficult, but again, you will do your best.
 - * *If a coach or team informs you that someone is offside do not ignore them. At your first convenience check back and if there is an offside, make the call.*

- **Coin Toss**
 - o Meet the captain(s) of each team where the wing area line and the midfield line cross.
 - o Escort them to the X at the center of the field; explain where they line up for the coin toss.
 - o Conduct the coin toss as you would if this were a 2-man game.
 - o At the line-up just prior to the face-off explain to the players that there is only one official and that you will appreciate them not deliberately taking any cheap shots. If you do catch a cheap shot, that player will be ejected from the game.

- **Face-Off Mechanic**
 - o Always face-off to the far side of the field.

- **Play Of The Game**
 - o You cannot and should not run from end line to end line. Although you may be in great shape, this mechanic will wear you down and take away from the game.
 - o In the settled position at either end of the field officiate as if you were the Trail official. This means that you should be just inside the attack goal area at either end of the field.
 - o If there is a shot on goal and the ball goes over the end line, move toward the end line in order to get a better angle when making the call. Restart the play when you return to the Trail position.
 - o Remember, that at all times, you will be watching the ball. Believe it or not, when the play is in front of the crease, you will be able to call interference, if it does occur.
 - o Keep talking to the players throughout the game in order to keep control. Let them play but call fouls when they occur.
 - o When there is a scrum do not get caught too close so that you cannot get back outside quickly.
 - o When making calls throughout the game, make those calls slowly and distinctly so that the coaches and the table know exactly what the penalty is.
 - o It is going to be rough but hustle throughout the game. Let the coaches and the players know that you are doing your best.

APPENDIX IX: USL ONE PAGE PREGAME FOR OFFICIALS



LACROSSE PRE-GAME (2 or 3 Man)

I. CREW PREPARATION & GAME LOGISTICS

- A. POSITION ASSIGNMENTS (Starting Positions, Rotation)
- B. OFFICIALS ASSIGNMENTS - (Captains, Stick/Equipment Checks, Ball Boys)
- C. COACH'S MEETING
 - CERTIFICATION - Captains, In-Home, Crew Card
 - REFEREE INSTRUCTIONS (Coaching area during timeouts, Bench decorum)
 - NEW RULES & INTERPRETATIONS
- D. PRE-GAME INSTRUCTIONS - ALL OFFICIALS CHECK FIELD, WATCH PLAYERS
 - UNIFORMS
 - GOALS
- E. COIN TOSS (Determine Alternate Possession, Review Player Decorum & Mouthpieces)
- F. TIMEOUTS (Officials Positioning, Timer)
- G. HALFTIME (Clear Field, Start Clock)
- H. OVERTIME - One Timeout per OT Period, Coin Toss for Direction Only (AP stays same)
- I. POSTGAME (Approve Score, Watch first cross by teams, Walk Off As Crew)

II. POINTS OF EMPHISIS

- A. FACE-OFF
 - Unsportsmanlike Conduct
 - One Hand on stick
- B. HIGH HITS
- C. PACE OF GAME
 - A. Stalling vs. Zone
- D. UNCONTROLLED CHECKS

III. MECHANICS

- A. ALWAYS COUNT PLAYERS & CHECK THE CLOCK
- B. HAND SIGNALS
 - BOUNDARIES (Two Arms Up if sideline out of bounds)
 - RESTARTS (Arm Up, Wind Clock)
 - FACEOFF (No more point - no set call, Pump clock)
 - IN GOAL AREA (No arm up any longer, HOLD POINT make sure partner stops count)
 - FOULS (Move to Open Area, Relay to Trail)
 - ALTERNATE POSSESSION (Signal Face-off & Point Direction)
 - WHISTLES (Mechanic if there is a multiple whistle, "Staccato" to take away a call)
- B. SUBSTITUTIONS (Box official has timer & player counts, player on field has right of way)
- C. BOX COVERAGE (Lead's responsibility if ball is Behind Defensive Clearing Line, otherwise Trail Has Box)
- D. RESTARTS (Relay Ready Signal Through Center, Wait Until Goalie is Ready)
 - PLAYER ON OR BEHIND PROPER POSITION (Player and Goalie Are Ready - Restart Immediately)
 - PLAYER NOT IN PROPER POSITION (Reposition Only if Improper Position Gains Advantage)
- E. FACEOFFS (Trail pumps & has timer after goal, Trail restarts after violation)
 - STAND WHERE NEEDED - Wings officials help with "HOT" side hands
 - CREW CONSISTENCY - Player instructions, Quick whistle
 - MAN-DOWN FACEOFF - Point out on-side man as reminder
- J. COUNTS
 - Goalie
 - 30 Seconds - goal coverage, trail still counts
 - GET IT IN KEEP IT IN - 10



Pre-Game Checklist

- C. Counts - Continued
 - Face Offs -
- E. STICK CHECKS
 - WHEN?
 - COACH REQUEST IS FULL-EQUIPMENT CHECK
 - USC FOR ADJUSTING HEAD OR POCKET AFTER REQUEST FOR STICK

IV. SPECIAL SITUATIONS - NCAA vs NFHS Rules

- A. FOULS (Simultaneous vs. Multiple, Live Ball or Dead Ball, Releasable)
 - FLAG DOWN
- B. PLAY-ON (Do Not Disadvantage Offended Team, Stop Play Quickly, No Subsequent Fouls)
 - Midfield, Wing lines, Sidelines & End lines
 - GOALIE INTERFERENCE - VERBAL CALL
- C. POSITION - UNSETTLED SITUATIONS
 - LOOSE BALLS BETWEEN THE RESTRAINING LINES
 - MAN DOWN CLEAR/PRESSURE RIDE
- D. STALLING - (NO TRAPS)
- E. FINAL TWO MINUTES (Shot or Deflection Out Of Box, Use Of Play-On Technique)
- F. FIGHTING (Trail Freezes Both Benches, Lead & Center Control Fight)
- G. GREASE COVERAGE (2 Man vs 3Man)
- H. COUNTS
- I. RESTARTS - NCAA vs NFHS
 - Offside
 - FACEOFF VIOLATIONS
 - "QUICK RESTART RULES"

V. COVERAGE

- A. LEAD (2 or 3 Man)
 - TRANSITION (Must Beat Bail Downfield)
 - POSITION (Goal Line Extended)
 - COVERAGE (Bench Side Offensive Area to Restraining Line)
 - BOUNDARIES
 - RESTARTS
 - COUNTS
 - GOALS
 - SUBSTITUTION AREA COVERAGE
- B. CENTER - (3 Man)
 - TRANSITION (Responsible For Late Hits, Cover Goal Line On Face off)
 - POSITION (5-10 Yards Above Crease, Cover Goal Line For Lead)
 - COVERAGE (Far Side, Transition Off-Sides)
 - BOUNDARIES (Far Sideline)
 - RESTARTS (Far Sideline Above Defensive Clearing Line)
 - COUNTS (Far Side Alley, First 10 Across until Trail is out of Box areas)
 - GOALS (Find Shooter, Keep Players In Vision, Responsible for USC)
- C. TRAIL - (2 or 3 Man)
 - TRANSITION (Primary is far goal line, Late Hits on Shooters)
 - POSITION (5 Yards Above Box)
 - COVERAGE (Off-Sides & Substitutions, Late hits)
 - BOUNDARIES
 - RESTARTS
 - COUNTS
 - GOALS (Responsible for Late Hits)
 - SUBSTITUTION AREA COVERAGE

Officials Checklist

Crew Cards • Timer • Hat • Flags (2) • Coin

Whistles (2) • Scorecards • Penell • Tape Measure

APPENDIX X: US LACROSSE BOYS YOUTH RULES

The National Federation of State High School Associations (NFHS) 2013 Boys Lacrosse Rules Book shall govern US Lacrosse boys youth play, except as amended below. The US Lacrosse Men's Game Committee has approved these exceptions to the NFHS Rules. Send questions about the US Lacrosse Rules for Boys Youth Lacrosse to the US Lacrosse Men's Game Rules Subcommittee at boysyouthrules@uslacrosse.org. Please do not contact NFHS about the following rules.

Overarching Principle

The game is to be played with emphasis on the proper development of individual stick skills, team play, player safety, and sportsmanship.



2013 Youth Rules

2013 Points of Emphasis

Checks To The Head/Neck - There has been a growing awareness in the medical and lacrosse communities of the potentially harmful long-term effects of concussions and other head injuries, including those caused by repeated blows to the head that may not result in immediate concussions. In light of this the rules have been revised to further discourage such contact and provide more guidance on when more severe penalties are appropriate. Officials are encouraged to call such violations strictly, including multiple minute penalties or ejections as warranted. Coaches are encouraged to coach players to avoid delivering such checks, and to support the officials when they call such penalties. All participants must work together to reduce or eliminate such dangerous contact from the game.

Unnecessary Roughness - Some body contact is permitted at all levels of boys' youth lacrosse, with progressively more contact permitted as players grow and learn proper checking techniques. However, there is no justification for deliberate and excessively violent contact by any player at any youth level. Failure to properly instruct and enforce appropriate defensive techniques can result in an increased risk of injury to both the attacking and defending youth player. Therefore, to further discourage excessively violent contact, any penalty for unnecessary roughness shall be non-releasable.

Cross Check - When a player uses the part of the handle that is between his hands to check an opponent, serious injury may result. The use of this illegal technique should be neither taught nor permitted.

Cross Check Hold - The cross-check hold (NFHS Rule 6-3 Art 2a) is being employed with increasing regularity on the field and clearly gives an unfair advantage to the defender. Because this call has not been enforced uniformly, coaches may have felt it was appropriate to permit, or not discourage, this technique. Officials are encouraged to call this penalty and coaches are encouraged to teach their players not to employ this technique, and to support officials when they call such penalties.

Age and Eligibility Guidelines

US Lacrosse establishes eligibility guidelines in order to promote the game of lacrosse among the youth of America in a safe and sportsmanlike environment. To best achieve this goal, US Lacrosse believes that leagues, associations, and other organizers of youth lacrosse should seek to provide playing opportunities that, as much as possible, establish a "level playing field" among players of similar age, size, and ability.

Age and Eligibility Guidelines are not considered "game-day rules" and are not enforced as game-day rules by officials. Exceptions to age divisions cannot be made on game day and all coaches must adhere to classifications as determined by their league or association.

League and Association Play. Leagues and associations should organize competition by age, and consider physical, cognitive, and emotional maturity when grouping players. For leagues or associations in which some local programs choose to organize their teams by grade, those teams should play in the age division determined by the oldest player on their roster. Teams organized by single birth year or single grade are suggested, but if a league needs to group two years/grades together, it should strive to limit the maximum age difference between players in a youth game to no more than twenty-four (24) months. Players who are participating in any high-school level program such as a high school freshman, JV-B, junior varsity, varsity or club team should not be eligible for U15 competition in the same season. This means that a player who is age-eligible for U15 but plays on a high school level team should not concurrently play on a youth league U15 team. At other times of the year this player may be U15 eligible; for example, for summer ball or fall ball play, depending on the guidelines of the sponsoring league or organization.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

The following age groupings are determined as of the August 31st preceding competition:

NOTE: *Age group references used in this section are in common usage but should not be understood literally. The U15 (read: "Under 15") grouping means that, if a player is 14 years old on the cutoff date, he may participate in U15 competition as a 15-year old.*

U15:

All players must be 14 years old or younger on the August 31st preceding competition. It is recommended that when multiple teams exist within a program, the program should consider physical size, skill, and maturity when organizing teams.

U13:

All players must be 12 years old or younger on the August 31st preceding competition. It is recommended that when multiple teams exist within a program, the program should consider physical size, skill, and maturity when organizing teams.

U11:

All players must be 10 years old or younger on the August 31st preceding competition. It is recommended that when multiple teams exist within a program, the program should consider physical size, skill, and maturity when organizing teams.

U9:

All players must be 8 years old or younger on the August 31st preceding competition. It is recommended that when multiple teams exist within a program, teams should consider physical size, skill, and maturity.

Fall 2012 - Spring 2013 Age Grouping Quick Reference Table

Birthdate	Age Bracket
Born on or after 9/1/1997	U15
Born on or after 9/1/1999	U13
Born on or after 9/1/2001	U11
Born on or after 9/1/2003	U9

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

Format of the following Section: Existing NFHS Rule Section reference, followed by the corresponding US Lacrosse Boys Youth Rule section modification. All divisions will follow NFHS Boys Lacrosse Rules with the following modifications:

RULE 1 – THE GAME, FIELD & EQUIPMENT

The Game - Number of Players

RULE 1 SECTION 1.

Boys youth lacrosse is played by two teams with 10 players per side on the field. However, if a governing league or association deems it necessary or desirable, for example, due to the number of available players or skill level, or if in non-league contests both coaches agree, games can be played with as few as seven (7) per side on the field.

The Field – Dimensions

RULE 1 SECTION 2.

Play on regulation size field is preferred; however, the coaches and officials may agree to play on any size field available. If a game is played with reduced numbers (e.g. 7 per side) it is recommended that field size be reduced as well.

The Field – Spectator Restrictions

RULE 1 SECTION 2, ARTICLE 11 a, b & c

- a. Spectators and media, including photographers, are not allowed behind the end lines except in stadium structures where permanent seats exist which are also protected by a fence or netting.
- b. Spectators must be on the side of the field opposite the table and bench areas or in permanent stands separated from the bench area by a barrier and/or a buffer distance such as a track.
- c. Where possible, limit lines will be used. Spectators and media, including photographers, are not allowed within the limit lines at any time during a contest.

If the field is laid out in a manner that does not allow spectators and media to be located as prescribed by paragraphs a, b and c of this rule, as modified here, the game official can waive one or more of these requirements.

Crosse Dimensions

RULE 1 SECTION 6

US Lacrosse recommends that coaches assess players' size, strength, and skill in determining proper long crosse length for defense players, within NFHS rules. US Lacrosse further recommends that a long crosse should not be taller than the player at any youth level. Crosse dimensions will conform to NFHS or NCAA requirements, with the following modifications:

U11

The length of the crosse for field players may be 37 to 42 inches or 47 to 54 ("long crosse" for purposes of NFHS RULE 2 SECTION 1 ARTICLE 2). Many coaches find that the use of a 37 to 42 inch crosse is best for defensive player development in the U11 Division.

U9

The length of all crosses for all field players shall be 37 to 42 inches.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

Player Equipment

RULE 1 SECTION 9

Equipment shall conform to NFHS requirements, including gloves, arm pads, shoulder pads, mouth piece, shoes, and NOCSAE - approved helmets, which must be properly fitted and worn, with the following modifications:

- All goalies are required to wear arm pads.
- A protective cup is required for all players.
NOTE: The officials are not required to inspect the wearing of a protective cup, and may rely on the coach's certification and/or a player's statement regarding satisfaction of this requirement.
- Rib pads are recommended for all players.
- Game Jerseys: The provisions of RULE 1, SECTION 9, ARTICLE 1.g need not be strictly enforced at the youth level. A team's game jerseys should have numbers centered on the front and back of sufficient size to be clearly visible by game officials anywhere on the field and opposing teams' jerseys should have contrasting dominant colors. Home teams are responsible for contrasting jersey colors and will provide and wear contrasting color numbered pinnies or pinnies that allow jersey numbers to be clearly seen, if needed. The jersey, pinnie, or an under jersey should completely cover the shoulder pads, which will help hold them in place.
- The color provisions of RULE 1, SECTION 9, ARTICLES 1 and 2 for helmets, uniform shorts, under-jerseys, compression shorts, and sweatpants need not be strictly enforced at the youth level.

Game Administration – Sideline Managers

RULE 1 SECTION 12

Each team should provide a designated Sideline Manager (one adult per team, on site, per game-day contest) to help encourage, maintain, and manage the sportsmanlike behavior of spectators and fans and assist the coaches and officials in keeping spectators and media an appropriate distance from the sideline. If used, it is the responsibility of each team administration to ensure that the Sideline Manager is present and in place to perform his/her duties; however, this is not a game day rule to be enforced by the officials.

RULE 2 – GAME PERSONNEL

Coaches

RULE 2 SECTION 3

At the U9 level, if the coaches from both teams agree, one coach per team may be allowed on the field during play to provide instruction during the game. Teams are encouraged to take advantage of this teaching opportunity but this presence does not authorize the coach on the field to address the game officials or - unless agreed to by the other teams coach - members of the opposing team. Coaches are encouraged to stay wider than the face off wing lines extended to the end line and not get in the way of players or officials.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

RULE 3 – TIME FACTORS

Length of Game

RULE 3 SECTION 1

At all levels, all timing and overtime rules must be determined prior to the start of game, preferably by the governing league or association. If a league/association mandates, or if in non-league contests both coaches agree, shorter time periods, stop time, or running time may be used. If running time is to be used, the clock will stop for all timeouts.

NOTE: US Lacrosse strongly discourages the use of a “braveheart” competition - or any other means which requires, for example, one or a few players to compete against another such individual or group - to determine the winner of a game. Such “braveheart” competitions encourage reliance on ... and put potentially excessive pressure on ... the most physically precocious or skilled children and contradict the concepts of team play we seek to instill.

U15

Game will consist of four 10-minute stop-time quarters. In the event of a tie, 4-minute sudden-victory overtime periods will be played until a winner is determined (provided time permits and coaches and officials are in agreement). In sudden victory overtime, each team is entitled to one timeout per period.

U13

Game will consist of four 10-minute stop-time quarters. In the event of a tie, up to two 4-minute sudden-victory overtime periods will be played. In sudden victory overtime, each team is entitled to one timeout per period.

In the event of a tie at the end of the two regulation overtime time periods the game should end as a tie. If league or tournament play requires that a winner be determined, overtime should be played in accordance with U15 rules.

U11

Game will consist of four 8-minute stop-time quarters. If running time is to be used, 12-minute running time quarters are recommended.

In the event of a tie at the end of regulation time the game should end as a tie. If league or tournament play requires that a winner be determined, overtime should be played in accordance with U15 rules.

U9

Game will consist of four 12-minute running-time quarters (clock stops only for a team timeout, an official's timeout, or an injury timeout). If stop time is to be used, 8-minute stop-time quarters are recommended.

In the event of a tie at the end of regulation time the game should end as a tie. If league or tournament play requires that a winner be determined, overtime should be played in accordance with U15 rules.

Final Two Minutes of Regulation Play

RULE 3 SECTION 3

U15 and U13

The Final Two Minute stalling rule shall be ENFORCED for these Divisions

U11 and U9

The Final Two Minute stalling rule shall be WAIVED for these Divisions. (This rule also modifies “Final Two Minute” provisions of RULE 4, SECTION 34.C.1)

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

RULE 4 – PLAY OF THE GAME

Lineup

RULE 4 SECTION 2

Before the lineup, US Lacrosse strongly encourages game officials to meet with both teams, separately or together, near the team areas to explain any special ground rules, emphasize safety and fair play, and remind players that they must be properly equipped with mouthpiece in place at all times on the playing field.

Alternatively, a league, association, or other governing authority may mandate that when the game officials call for the lineup before the opening faceoff, the head coaches will send all of their players (not just the starters, as has been traditional) to the center of the field. At this time the game officials will convey the equipment, safety, and fair play information, in addition to explaining any special ground rules as required under NFHS Rule 4-2.

Facing Off

RULE 4 SECTION 3

U15 and U13

All NFHS face off rules will be followed.

U11 and U9

At any point during a game when there is a four-goal lead, the team that is behind will be given the ball at the midfield line in lieu of a face-off as long as the four-goal lead is maintained, unless waived by the coach of the trailing team.

Not Offside

RULE 4 SECTION 11 ARTICLE 3

If a team momentarily has fewer than the required number of men on either end of the field while players are exiting and entering the field through the special-substitution area, this is not considered to be an offside violation. However, if a team delays its substitution and that causes it to have too few players on either half of the field, it may be called for offside or illegal procedure.

Advancing the Ball

RULE 4 SECTIONS 14 & 15

U15 and U13

The defensive 20-second count will be used.

The offensive 10-second count will be used.

U11 and U9

The defensive 20-second count WILL NOT be used.

The offensive 10-second count WILL NOT be used.

Official's Time-Outs

RULE 4 SECTION 27 ARTICLE 6

If the player in possession of the ball loses any piece of required equipment the official should stop play immediately regardless of proximity of opposing players.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

Team Time-Outs

RULE 4 SECTION 28

Two (2) team timeouts - of a maximum duration of two minutes each - are permitted per team per half, unless league or association rules specify otherwise. Whenever circumstances allow, leagues and organizers should permit no fewer than two team timeouts per half. Many leagues permit teams three or more time-outs to enhance instruction or safety.

Get It In/Keep It In

RULE 4 SECTION 34

U11 and U9 - Section not enforced at these levels.

3- YARD RULE

All stick checks, body checks, legal holds, and legal pushes must be on a player in possession of the ball or within 3 yards of a loose ball or ball in flight. This is a change from the 5 yards specified in RULE 4 SECTION 17, Checking With Crosse; RULE 5 SECTION 3, Illegal Body Check, ARTICLE 1; RULE 6 SECTION 3, Holding, ARTICLE 3.a and d; and RULE 6 SECTION 9, Pushing. (NOTE: This change from five to three yards does not apply to a free play restart under RULE 4 SECTION 5, Play of the Ball Definitions, ARTICLE 1, in which no player may be closer than five yards to the player awarded the ball.)

RULE 5 – PERSONAL AND EJECTION FOULS

In keeping with the overarching emphasis on player safety and sportsmanship at the youth level, US Lacrosse expects stricter enforcement of the Cross Check, Illegal Body Check, Checks Involving The Head/Neck, Slashing, Unnecessary Roughness, and Unsportsmanlike Conduct rules than is common at the high school level.

Illegal Body-Check

RULE 5 SECTION 3

Add to Rule 5 Section 3: An avoidable body check of an opponent after he has passed or shot the ball is an illegal body check.

The definitions below supplement, but do not supplant, all aspects, points of emphasis, and Play Rulings of NFHS Rule 5-3.

NO TAKE-OUT CHECKS ARE PERMITTED BY ANY PLAYER AT ANY AGE LEVEL.

A take-out check is defined as:

- Any body check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground.
- Any body checks considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or move a player away from a loose ball. This includes but is not limited to: (i) any check in which a player makes contact with sufficient force and intent to knock down the opposing player; (ii) any check in which a player makes contact with sufficient force and intent to injure the opposing player; and (iii) any check made in a reckless or intimidating manner.
- Any body check on a player in a defenseless position. This includes but is not limited to: (i) body checking a player from his "blind side"; (ii) body checking a player who has his head down in an attempt to play a loose ball; and (iii) body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check. NOTE: Sports medicine research indicates that the severity of certain injuries may be reduced if a player can anticipate and prepare himself for an oncoming hit. Other sports medicine research indicates that peripheral vision may not be fully developed in many boys before approximately age fifteen. Game officials should be especially alert to blind side checks at all youth levels.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

U15 and U13

Body Checking is permitted. To be legal a body check should be delivered in a generally upright position with both hands on the stick and the player initiating the check may not use his lowered head or shoulder to make the initial contact.

U11 and U9

No body checking of any kind is permitted.

Legal pushes (RULE 6 SECTION 9, Pushing) and holds (RULE 6 SECTION 3, Holding, ARTICLE 3 a & d) are allowed.

In all loose ball situations players should “play the ball,” but incidental contact, “boxing out”, or screening techniques during such play shall not be considered a violation of this rule.

If a loose ball is not moving, stuck, or the players are having difficulty picking the ball up the referee may re-start play following the alternate possession rule.

Checks Involving the Neck/Head

RULE 5 SECTION 4

US Lacrosse calls special attention to the new (2012) NFHS RULE 5 SECTION 4, CHECKS INVOLVING THE HEAD/NECK, which is modified to state:

- ARTICLE 1 A player shall not initiate contact to an opponent’s head or neck with a cross-check, or with any part of his body (head, elbow, shoulder, etc.). Any follow through that contacts the head or neck shall also be considered a violation of this rule.
- ARTICLE 2 A player shall not initiate a slash to the head/neck.
- ARTICLE 3 A player, including an offensive player in possession of the ball, shall not block an opponent with the head or initiate contact with the head (known as spearing).

PENALTY: One-, two-, or three-minute non-releasable foul, at the official’s discretion, for violation of either article 1, 2 or 3. If the contact to the head/neck is considered deliberate or reckless, the penalty shall be a minimum two- or three-minute non-releasable foul. An excessively violent violation of this rule may result in an ejection foul for flagrant misconduct.

Slashing

RULE 5 SECTION 7

U15

Slashing shall be called per NFHS rules.

U13, U11, and U9

Any one-handed check will be considered a slash, whether or not it makes contact with the opposing player.

Unnecessary Roughness

RULE 5 SECTION 9

US Lacrosse calls attention to the NFHS Rule 5 Section 9, UNECESSARY ROUGHNESS, quoted below, and the US Lacrosse PENALTY modification for boys’ youth lacrosse:

- ART. 1 An excessively violent infraction of the rules against holding and pushing.
- ART. 2 Deliberate and excessively violent contact made by a defensive player against an offensive player who has established a screening position.
- ART. 3 Any avoidable act on the part of a player that is deliberate and excessively violent, whether it be with the body or crosse. This may include a legal body check.
- ART. 4 A check delivered with the gloved hand or hands may not be delivered with a punching blow.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

PENALTY: Any penalty for *Unnecessary Roughness* shall be non-releasable.

Unsportsmanlike Conduct

RULE 5 SECTION 10

Unsportsmanlike conduct by coaches and/or players will not be tolerated. Obscenities need not be used for language to draw a penalty. Tone, intent, and body language can all contribute to unsportsmanlike conduct. Players and coaches will exhibit the highest level of sportsmanship at all times. This means that in addition to the unsportsmanlike examples contained in NFHS Rule 5-10, any player or coach who uses derogatory or profane language on the field or bench, whether addressing a player, coach, or official may receive: first offense, 1 to 3-minute non-releasable unsportsmanlike conduct penalty; second offense, a 3-minute non-releasable expulsion foul.

Fouling Out

RULE 5 SECTION 11

U15 and U13

Any player who accumulates 4 personal fouls or 5 minutes in personal foul penalty time 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.

U11 and U9

Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. For U11, 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. For U9, a disqualified player must leave the field but his team may replace him with a substitute; no man up situation should occur.

Ejection

RULE 5 SECTION 12

Any player or coach ejected from a game by a game official (Note: this does not include fouling out per Rule 5-11) shall be suspended for his next regularly scheduled game (at the time of the ejection). The second time a player or coach is ejected in the same season or tournament he will be suspended for the next two regularly scheduled games (at the time of the ejection). A third ejection in the same season or tournament will result in a suspension for the remainder of the season or tournament.

RULE 6 – TECHNICAL FOULS

Stalling

RULE 6 SECTION 10

U15 and U13

All NFHS Stalling and Advancing the Ball rules are in effect, including Rule 4, Section 34.

U11 and U9

ARTICLE 2. Not used at these levels. However, if a game official detects an effort to stall the advancement of the ball in either the defensive clearing area or the offensive zone outside the goal area, the official will give a verbal command to “advance the ball” followed by a visual 5-second hand count. If the team so warned does not attempt to advance the ball within the 5-second count to within five yards of an opposing player, a turnover will occur with restart at the point of the stalling infraction (or laterally outside the goal area).

ARTICLE 3. The team with the lead NEED NOT automatically keep the ball in the goal area during the last two minutes of the game.

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

RULE 7 – PENALTY ENFORCEMENT

Time Serving Penalties

RULE 7 SECTIONS 1, 2 & 3

In all “Running Time” games and situations, penalties will also be running time, and will begin with the next whistle resuming play. The running time penalty clock will stop for all timeouts and at the end of periods.

U15, U13, and U11

Time serving penalties are enforced per NFHS rules.

U9

Offending player must leave the field and remain out of the game for the length of his penalty time but his team may replace him with a substitute on the field. No man up situation should occur. Ball is awarded per NFHS rules.

Game Termination

Officials will have authority to terminate a boys’ youth game in response to flagrant acts of unsportsmanlike behavior including excessively rough play or the encouragement of excessively rough play by coaches, athletes, spectators, or fans. A game termination will be the last resort in ensuring the players’ safety and preserving the integrity of the game. If possible, game officials will issue at least one strong warning that the game is in danger of being terminated. However, it is conceivable that games may be terminated on the first instance of a flagrant unsportsmanlike act. Every effort should be taken to avoid game termination, including the enforcement of existing rules for team-conduct penalties, unsportsmanlike-conduct penalties, and ejection fouls. Mechanics for terminating a game for flagrant unsportsmanlike behavior can be found at www.uslacrosse.org (Programs & Grants, Sportsmanship Card). All games terminated by an official will result in a 1-0 victory for the team that is innocent of the terminal offense(s). It is recommended that the game should count in league statistics as a full game, and all goals, assists, saves, and other team statistics should count toward team and league records.

RULES CHANGES AND MODIFICATION

- **NFHS rules and the supplemental rules are reviewed annually by US Lacrosse Men’s Game Rules Subcommittee, which may adopt any changes or modifications deemed necessary to ensure safe play at all levels.**
- **Coaches, officials or other parties may submit comments or suggestions regarding the Rules for Boys’ Youth Lacrosse at any time before June 1, 2013 for consideration by the USL Men’s Game Rules Sub Committee. Any changes or modifications that are recommended by the Rules Subcommittee and approved by the USL Men’s Game Committee will be effective for the Boys’ Youth Rules in the 2014 NFHS rules book.**
- **Please send all comments or suggestions regarding the Rules for Boys’ Youth Lacrosse to the US Lacrosse Men’s Game Rules Subcommittee, at the address below, or to boysyouthrules@uslacrosse.org. Please do not contact NFHS about these rules.**

US Lacrosse Men’s Game Rules Subcommittee

c/o US Lacrosse

113 W. University Parkway, Baltimore, MD 21210-3300

410-366-6735 (fax) 410-235-6882 (phone); www.uslacrosse.org

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

US Lacrosse 2013 Outline of Youth Rule Differences

Rule	Level →	U-15	U-13	U-11	U-9
1-2	Field Size	Should be regulation size, but may be adjusted if BOTH coaches agree			
1-12	Spectators	Stands or Far Side w/ Limit Lines			
1-6	Crosse Length	NFHS rules	NFHS Rules	Short: 37"-42" Long: 47" - 54"	Short: 37"-42" No Long poles
1-9	Equipment	GOALIES REQUIRED TO WEAR ARM PADS AT ALL LEVELS			
1-9	Equipment	PROTECTIVE CUPS REQUIRED AT ALL LEVELS			
1-9	Jersey colors	NFHS rule on Uniform colors not strictly enforced			
1-12	Sideline Manager	Recommended	Recommended	Recommended	Recommended
3-1	Length of Game	10 minute stop quarters	10 minute stop quarters	12 min running (or 8 min stop time) qtrs.	12 min running (or 8 min stop time) qtrs.
3-1	Overtime	NFHS Rules, 4 minute sudden victory overtime periods until a winner is determined	Two 4 min sudden victory O/T periods played, then end in a tie, UNLESS tournament play requires winner determined	Ends in Tie, UNLESS tournament play requires winner determined	
3-3	Stalling - Final 2 minutes of game	Enforced	Enforced	Waived	Waived
4-3	Faceoff Mercy Rule	NFHS Rules	NFHS Rules	If team has a 4 goal lead, team that is behind will be given ball at midfield (in lieu of faceoff) until margin is under 4 goals, losing coach can waive this	
4-14,15	Advancing Ball	NFHS Rules	NFHS Rules	NO COUNTS	NO COUNTS
4-27	Officials Time outs	If player in possession loses ANY piece of required equipment, stop play IMMEDIATELY, regardless of proximity of opposing players			
4-17 5-3 6-3,9	3 YARD RULE	All legal checks, legal holds and legal pushes must be on a player in possession of the ball or within 3 yards of a loose ball			
4-34	"Get it in/Keep it in"	NFHS Rules	NFHS Rules	Waived	Waived
5-3	Illegal Body Checks	NO TAKE OUT CHECKS ARE ALLOWED AT ANY LEVEL (no lowering shoulder, no excessive aggression, no blindside checks, no checks against an opponent in a defenseless position)			
5-3	Body Checks	Limited body checking as permitted - Checks should be generally upright, No lowered head or shoulder checks		NO BODY CHECKING (loose ball boxing out allowed)	

APPENDIX X: US LACROSSE BOYS YOUTH RULES (CONT.)

Rule	Level →	U-15	U-13	U-11	U-9
5-4	Checks to Head/Neck	Players shall NOT initiate contact to opponents head or neck with cross check or any part of his body			
5-4	Checks to Head/Neck	No player shall initiate a slash to the head/neck			
5-4	Checks to Head/Neck	No player (offensive or defensive) shall block an opponent with their head (spearing)			
5-4	PENALTY for checks to Head and Neck	1, 2 or 3 minute non-releasable foul			
5-6	Slashing	NFHS	No one-handed checks		
5-9	Unnecessary Roughness	Any penalty for Unnecessary Roughness will be NON-RELEASABLE			
5-10	Unsportsmanlike Conduct: Profanity	1st foul; 1-3 min non releasable, 2nd foul 3 min non releasable and ejection			
5-11	Fouling Out	4 PERSONAL fouls OR 5 minutes of Personal foul penalty time		3 PERSONAL fouls OR 5 minutes of Personal foul penalty time	
6-10	Stalling	NFHS Rules	NFHS Rules	2 minutes left in game - waived, BUT if official detects stall in either defensive clearing or outside the offensive goal area, can give verbal "advance the ball" and start a 5 second count to get gall in the box)	
7-1,2,3	Time serving penalties	NFHS Rules			Sub-out only but the player serves the time, team does NOT play man down
7-1,2,3	Time serving penalties - running time games	If running time is being used for games, then penalty time is running, penalty time starts on the next whistle			Sub-out only but the player serves the time, team does NOT play man down



APPENDIX XI: US LACROSSE JUNIOR OFFICIALS EVALUATION FORM

Official: _____ Evaluator: _____ Date of Evaluation: _____

Game Level: ----- Difficulty of Game: Easy Competitive Difficult Very Difficult

Home Team: _____ Visiting Team: _____

Part 1 – Game Management

Category	Meets Expectations	Needs Some Improvement	Not Observed	Comments
Does the official display proper time management throughout the course of the game				
Does the official have the ability to keep the game under control				

Part 2 – Rules Knowledge and Application

Does the official display knowledge of the youth rules				
Does the official display proper application of youth rules				
Does the official demonstrate sound judgment and consistency throughout the game				


Part 3 - Mechanics

Does the official demonstrate proper positioning and mechanics				
Does the official demonstrate proper hand signals and verbal communication when making calls				
Does the official demonstrate hustle and the ability to get into proper positioning				

Part 4 – Comportment

Does the official show display a professional attitude and appearance while on the field				
Does the official show the ability to work as a team on the field with their partner				

General Comments



Junior Officials Evaluation Form

APPENDIX XI: US LACROSSE JUNIOR OFFICIALS EVALUATION FORM

This Junior Officials Evaluation is to be completed by a certified Youth Officials Trainer with US Lacrosse in. This is the evaluation a junior official will need to have completed and passed in order to become a Certified Junior Official with US Lacrosse. In the above evaluation form please keep in mind the two main categories in addition to the “Not Observed” category when observing the official on the field. Also the MGTC feels it is very important to provide written feedback to each official being evaluated. Please make sure you provide any additional feedback for the official in order to provide him with as much information as possible, regarding what he should work on during the season.

Does the official possess proper foul recognition for the level of play?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Can the official properly conduct a face-off?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official understand the four primary spots to be on the field in certain situations? <ul style="list-style-type: none"> • Lead <ul style="list-style-type: none"> ○ Goal Line Extended ○ End line and Sideline • Trail <ul style="list-style-type: none"> ○ Change of possession ○ Settled position (5 in 5 out) 	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display a proper strength and use of their whistle?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display the proper mechanics after a goal is scored?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display proper timing on their whistle when making a call?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display the basic hand signals throughout the game? <ul style="list-style-type: none"> • Point for direction of play • Stop sign • Ready signal 	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display proper verbal communication skills throughout the game?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official have a grasp of 2 man mechanics and proper positioning on the field?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official demonstrate an understanding of areas of responsibility and on/off ball officiating?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed

APPENDIX XII: LEVEL 1 US LACROSSE OFFICIALS EVALUATION FORM

Official: _____ Evaluator: _____ Date of Evaluation: _____

Game Level: ----- Difficulty of Game: Easy Competitive Difficult Very Difficult

Officials Current USL Level: --- Home Team: _____ Visiting Team: _____

Part 1 – Game Management

Category	Meets Expectations	Needs Some Improvement	Not Observed	Comments
Does the official display proper time management throughout the course of the game				
Does the official have the ability to keep the game under control				

Part 2 – Rules Knowledge and Application

Does the official display knowledge of the rules				
Does the official display proper application of the rules				
Does the official demonstrate sound judgment and consistency throughout the game				

Part 3 - Mechanics

Does the official demonstrate proper positioning and mechanics				
Does the official demonstrate proper hand signals and verbal communication when making calls				
Does the official demonstrate hustle and the ability to get into proper positioning				

Part 4 – Comportment

Does the official show display a professional attitude and appearance while on the field				
Does the official show the ability to work as a team on the field with their partner				



Level 1 Officials Evaluation Form

Part 5 – Summary

This official is certified at Level 1 and could advance to Level 2 training and evaluation.	<input type="checkbox"/> Y <input type="checkbox"/> N	With some improvement in Parts 1-4 this official would be ready to be re-evaluated in order to be certified at Level 1.	<input type="checkbox"/> Y <input type="checkbox"/> N
This official is certified at Level 1. With some improvement in parts 1-4 and areas noted, this official would be ready for evaluation and training at Level 2.	<input type="checkbox"/> Y <input type="checkbox"/> N	This official needs to show significant improvement in parts 1-4 before being re-evaluated to be certified at Level 1	<input type="checkbox"/> Y <input type="checkbox"/> N

APPENDIX XII: LEVEL 1 US LACROSSE OFFICIALS EVALUATION FORM

This Level 1 evaluation is to be completed by a Certified Official’s Trainer with US Lacrosse. This is the evaluation a new official will need to have completed and passed in order to become a Certified Official with US Lacrosse. In the above evaluation form please keep in mind the two main categories in addition to the “Not Observed” category when observing the official on the field. Also the MGTC feels it is very important to provide written feedback to each official being evaluated. Please make sure you provide any additional feedback for the official in order to provide him with as much information as possible regarding what he should continue to work on during the season. Level 1 certification is the minimum ability required to keep the game safe. Being evaluated does guarantee certification. Please read Part 5 carefully.

Does the official possess proper foul recognition for the level of play?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Can the official properly conduct a face-off?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official understand the four primary spots to be on the field in certain situations? <ul style="list-style-type: none"> • Lead <ul style="list-style-type: none"> ○ Goal Line Extended ○ End line and Sideline • Trail <ul style="list-style-type: none"> ○ Change of possession ○ Settled position 	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display a proper strength and use of their whistle?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display the proper mechanics after a goal is scored?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display proper timing on their whistle when making a call?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display these proper hand signals throughout the game? <ul style="list-style-type: none"> • Point for direction of play • Stop sign • Ready signal 	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official display proper verbal communication skills throughout the game?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official have a basic grasp of 2 man mechanics and proper positioning on the field?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed
Does the official demonstrate knowledge and understanding of areas of responsibility and on/off ball officiating?	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Not Observed

General Comments

APPENDIX XIII: LEVEL 2 US LACROSSE OFFICIALS EVALUATION FORM

Official: _____ Evaluator: _____ Date of Evaluation: _____

Game Level: ----- Difficulty of Game: Easy Competitive Difficult Very Difficult

Officials Current USL Level: ----- Home Team: _____ Visiting Team: _____

Part 1 – Game Management

Category	Exceeds Expectations	Meets Expectations	Needs Improvement	Not Observed
Pre-game and Post-game Management				
Time Management During Game				
Control of Game				

Part 2 – Rules Knowledge and Application

Knowledge of the Rules				
Application of the Rules				
Judgment				
Consistency				

Part 3 - Mechanics

Positioning				
Hand Signals and Communication				
Hustle				

Part 4 – Uniform and Appearance

Uniform Appearance				
Physical Appearance				

Part 5 – Comportment


Demeanor and Professionalism				
Verbal Communication Skills				
Teamwork				

Part 6 –Summary

This official is certified at Level 2 and could advance to Level 3 training and evaluation.	<input type="checkbox"/> Y <input type="checkbox"/> N	With some improvement in Parts 1-5 this official would be ready to be re-evaluated in order to be certified at Level 2.	<input type="checkbox"/> Y <input type="checkbox"/> N
This official is certified at Level 2. With some improvement in parts 1-5 and areas noted, this official would be ready for evaluation and training at Level 3.	<input type="checkbox"/> Y <input type="checkbox"/> N	This official needs to show significant improvement in parts 1-5 before being re-evaluated to be certified at Level 2.	<input type="checkbox"/> Y <input type="checkbox"/> N

Part 7 – General Comments

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*Level 2 Officials
Evaluation Form*

APPENDIX XIII: LEVEL 2 US LACROSSE OFFICIALS EVALUATION FORM

This Level 2 evaluation is to be completed by a Certified Official's Trainer with US Lacrosse. This is the evaluation a Level 1 official will need to have completed and passed in order to become a Level 2 Certified Official with US Lacrosse. In the above evaluation form please keep in mind the three main categories and in addition to the "Not Observed" category when observing the official on the field. Also the MGTC feels it is very important to provide written feedback to each official being evaluated. Please make sure you provide any additional feedback for the official in order to provide him with as much information as possible regarding what he should continue to work on during the season. Being evaluated does not guarantee certification. Please read Part 6 carefully.

Was the official active in pre-game activities and duties with the rest of the crew?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official employ the "play-on" technique properly?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official have a strong grasp of off-sides?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official understand responsibility for counts based on position on the field?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official understand the concept of "Advantage/Disadvantage?"	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official recognize and call any necessary player safety calls?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official understand the importance of communication to players and coaches and use it to properly manage the game?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official practice good preventative officiating by using the proper tools and techniques?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official have a solid grasp of 2 man mechanics and proper positioning on the field?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official show purposeful movement on the field?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official show and have a strong understanding of areas of responsibility? (on/off ball)	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official show and use solid hand signals throughout the game?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Is the official dressed in a complete uniform that is clean and neat in appearance?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Is the official in good physical condition?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Does the official carry himself in a respectful and professional manner?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed
Can the official adjust his officiating depending on the level of play?	<input type="checkbox"/> YES	<input type="checkbox"/> NO	<input type="checkbox"/> Not Observed

APPENDIX XIV: LEVEL 3 US LACROSSE OFFICIALS EVALUATION FORM

Official: _____ Evaluator: _____ Date of Evaluation: _____

Game Level: ----- Difficulty of Game: Easy Competitive Difficult Very Difficult

Officials Current USL Level: 1 Home Team: _____ Visiting Team: _____

Scores below are marked on a scale of 1 through 5. These scores translate into the following:

5 – Excellent 4 – Very Good 3 – Good 2 – Fair 1 – Poor

These scores are to be based on the level of proficiency expected for the caliber of play being observed. A score of 3 indicates that performance is up to par with the expected level for the caliber of play, a 4 is given where the referee fully meets expectations. If they encountered a challenge and responded well, and or otherwise exceeded expectations a score of 5 is given. Scores of 1 or 2 mean that deficiencies were observed in the official’s performance and there is room for improvement. If an official receives a score of 1 or 2 please make sure to note that in “Part 8, General Comments”

Part 1 – Game Management

Category	Score
Pre-game and Post-game Management	3
Time Management During Game	3
Control of Game	3

Part 2 – Rules Knowledge and Application

Category	Score
Knowledge of the Rules	3
Application of the Rules	3
Judgment	3
Consistency	3


Part 3 - Mechanics


Category	Score
Positioning	3
Hand Signals and Crew Communication	3
Hustle	3

Part 4 – Uniform and Appearance

Category	Score
Uniform Appearance	3
Physical Appearance	3

Part 8- General Comments





*Level 3 Officials
Evaluation Form*

Part 5 – Comportment

Category	Score
Professionalism and Demeanor	3
Verbal Communication Skills	3
Teamwork	3

Part 6 – Overall Score

Overall Score From Parts 1-5	75%
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Part 7 – Potential

Category	
This official is certified at Level 3 and could advance to a higher level of training and evaluation.	<input type="checkbox"/> Y <input type="checkbox"/> N
This official is certified at Level 3. With some improvement in parts 1-5 and areas noted, this official would be ready for evaluation and training at a higher level	<input type="checkbox"/> Y <input type="checkbox"/> N
With some improvement in Parts 1-5 this official would be ready to be re-evaluated in order to be certified at Level 3.	<input type="checkbox"/> Y <input type="checkbox"/> N
This official needs to show significant improvement in parts 1-5 before being re-evaluated to be certified at Level 3.	<input type="checkbox"/> Y <input type="checkbox"/> N

APPENDIX XIV: LEVEL 3 US LACROSSE OFFICIALS EVALUATION FORM

This Level 3 evaluation is to be completed by a Certified Official's Trainer with US Lacrosse. This is the evaluation a Level 2 official will need to have completed and passed in order to become a Level 3 Certified Official with US Lacrosse. In the above evaluation please keep in mind that it is a numerical score of 1-5 for each category which then in turns translates into a 100 point overall score given. The final score is a final score that reflects the evaluators overall assessment of the official's performance. A score of 75+ represents a minimum level of expected performance for level 3. 69 or below indicates the official has struggled in this game or at this level and needs to be reevaluated. A score of 80+ indicates the official fully meets expectations for the level of play with a score of 90+ being an official who responded well to challenges and exceeded expectations in this game or at this level of play. Being evaluated does not guarantee certification. Please read Part 7 carefully.

Was the official active in his pre-game with his crew? (If the R did the official conduct a proper pre-game with his crew?)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official have a solid grasp of 3 man mechanics?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official understand and demonstrate proper "yo-yoing" with Lead when he is single side?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official sweep the box properly when coming up the field as trail?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Did the official properly assist lead on the goal area when necessary?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
As single did the official stop at the midfield cone for the right amount of time depending on "the break?"	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official have a strong understanding of areas of responsibility? (On/off ball, dead ball situations)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Can this official successfully work with partners that are at a lower level?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official have a good understanding of the flow of the game?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Do the coaches and fellow officials respect his ability at this level of play?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official handle tough situations calmly and with conviction?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Is the official and good physical condition?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Does the official carry himself in a respectful and professional manner?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed
Can the official adjust his officiating depending on the level of play?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Not Observed

