



Table Coordinator

2016 GHSA Playoffs

The Table Coordinator (TC) role is similar to that of normal table personal (timekeeper and scorekeeper). The TC does not discuss rules or any other factors of the game with any coach, except for how much time is left in a penalty. If there is an issue on the sideline, the TC will inform the Referee who will manage the situation.

The TC CANNOT call any penalties or timeouts, and should NOT attempt to explain rules or calls to coaches.

Uniform and Equipment

- The TC is required to wear a GLOA polo.
- The TC should look presentable and appropriate (nice shorts are fine, jeans, khakis, etc.)
- The TC should have a stopwatch/timing device capable of replacing the game clock in the case of extreme clock issues.

NOTE: please contact Greg Hite if you need a GLOA polo ASAP.

Game Day

- Meet the other members of the crew at the designated time and identified location.
- Join in the pre-conference with the on field officials and in the coaches' certifications.
- The Referee should introduce the TC and briefly explain the TC's role.
- Meet with the game clock operator before the game and review proper GHSA and NFHS timing.
- Review with the table personnel their responsibilities and explain your role.
- Ensure that there is a mechanism to communicate with the booth clock operator.

The GLOA Table Coordinator (TC) has four jobs:

1. Ensure that the game clock is operated in accordance with instructions received from the on-field officials and in accordance with the rules of lacrosse.
2. Oversee penalty time and proper release of players.
3. Monitor accumulated penalty minutes and disqualified and ejected players
4. Oversee the sideline horn.

1. Ensure the clock is operated properly

- Ensure that the quarter time is set correctly (12 minutes, 4 minutes for overtime periods).
- Ensure that the clock starts and stops appropriately.
- Ensure timeouts remaining for each team are accurate on the scoreboard.
- Ensure that halftime is accurately timed (10 minutes).
- Alert officials if there is mismanagement of the clock, intentional or not, with a double tap the horn at the next stoppage of play and inform the R on the game.
- The R on the game is responsible for correcting the situation, not the TC.

2. Oversee penalty time and release of penalties

- Ensure that the table personnel accurately understand the penalty or penalties, who the infraction is on, and the amount of time to be served.
- Ensure that the correct player serves his time (note that a coach can substitute for the player serving time when the release is imminent – last five seconds or so).
- Ensure that release occurs at the proper time and not before.
 - If a player releases early: note the time, look up to see who has possession and at the next dead ball, double tap the horn and inform the closest official on the game.
- Ensure that during a face off a player may not release until possession has been called.
- If the table uses a timing device separate from the game clock, monitor for accuracy.

3. Monitor Accumulated Penalty Minutes and Disqualified and Ejected Players

- Immediately notify nearest official if a player nears or exceeds five minutes of personal fouls.
- Ensure and that any ejected or disqualified player not return to the game.

4. Oversee the sideline horn

- Ensure there is a working horn prior to the game.
- Make sure the horn is blown correctly:
 - at zero on the game clock in all four quarters.
 - at four minutes left in halftime.
 - in a double horn situation as noted above.