



# Georgia Lacrosse Officials Association Table Guide



**Timer and Scorer.** Home team is responsible for the providing a Scorer with an official scorebook, and a Timer with a clock and horn. The table personnel work with the officials and should remain neutral at the table.

**Timing.** Varsity games are four 12-minute quarters; JV games are four 10-minute quarters. Halftime is ten minutes. The clock starts and stops on the whistle.

**No Visible Clock.** Timer should alert officials at: 4 minutes, 2 minutes, 1 minute and 30 seconds. Finally, loudly count down to the closest official the final 10 seconds and sound the horn (i.e. “3, 2, 1, HORN!”).

**Mercy Rule.** If in the 2<sup>nd</sup> half, there is a 10 goal differential, the clock will only stops for an official’s Time Out. If at any point in the 2<sup>nd</sup>half the score differential is less than 10, revert to start/stop time.

**Time-outs.** Record the period in which each timeout is taken and the time remaining in the quarter when it is taken. Time-outs between periods are charged to the previous period.

**Goals.** For a goal, record the number of the player scoring the goal, the period, and the time remaining in the period.

**Penalties.** Scorer is responsible for recording fouls by both teams; the number of each player who committed a violation, the foul called, the length of the penalty, if the penalty was non-releasable, and the time and quarter the penalty occurred. Penalties start and stop on the whistle. In running time situations, the penalty starts on the whistle resuming play and only stops for a Time Out.

**Releasing Penalties.** Give a loud “5, 4, 3, 2, 1 Release!” If there both teams are serving penalties, say the color and number of the player you are releasing (e.g. “red #41”). The game clock is the official clock: so if a one-minute penalty is assessed at 10:43 in the quarter, it will release at 9:43. If there is a player in the box on a faceoff, he cannot be released until the officials call “Possession” even if his penalty time has expired.

**Waived and Non-releasable Fouls.** Technical fouls are wiped out if a goal is scored. Personal fouls are ALWAYS assessed. The remainder of any releasable fouls is released if the offended team scores. Any non-releasable fouls are locked in until they expire, regardless of whether the offended team scores.

**Illegal Crosse.** A player whose crosse is found to have a deep pocket will serve a 1-minute non-releasable penalty, after which the crosse may return to the game once the pocket has been fixed. A player whose crosse is found to be illegal for any other reason serves a 3-minute non-releasable penalty and the crosse must remain on the table for the remainder of the game.

**Fouling out.** If a player accumulates 5 minutes of personal fouls (technical do not count toward this), that player has been disqualified from the game. Table personnel should notify the nearest official immediately; the player will serve his penalty but then must exit to the bench area and another player will take his place on the field.

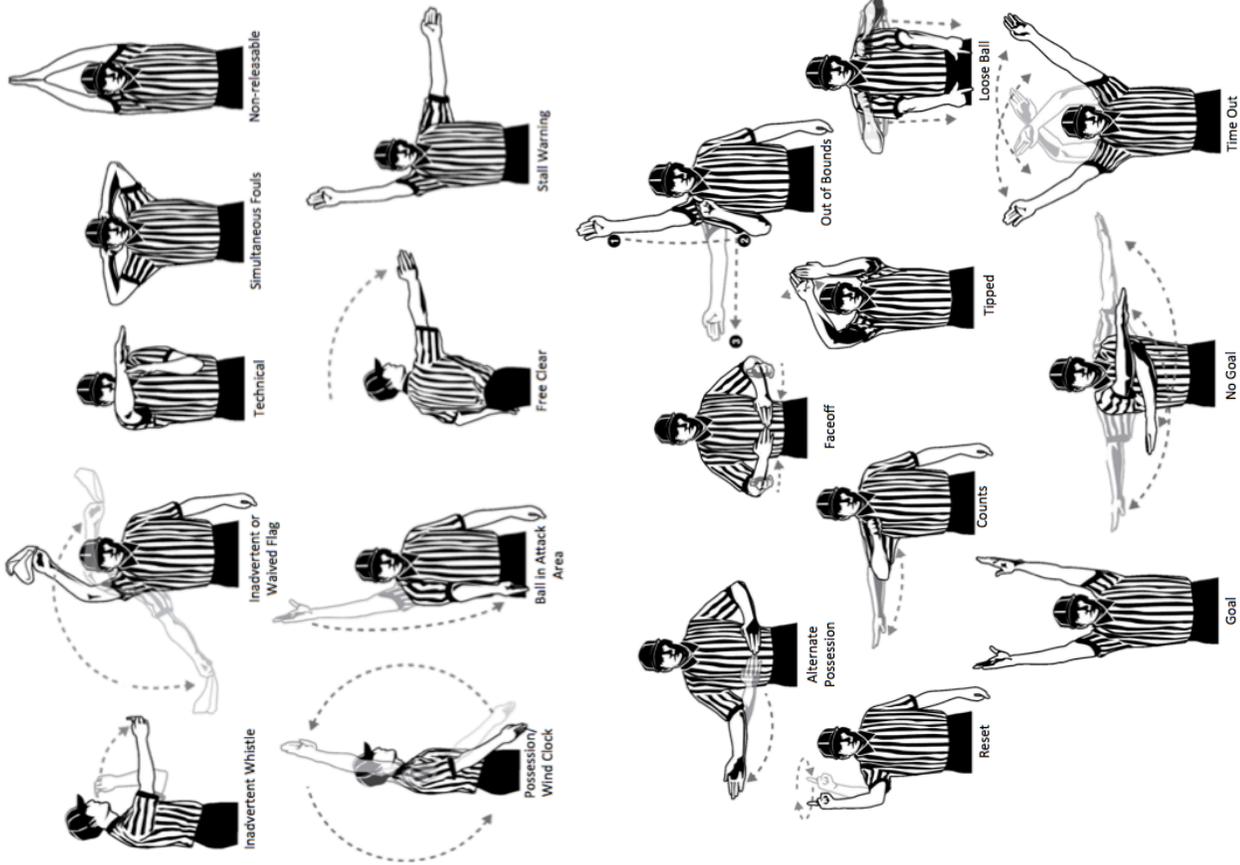
**Double Horn.** If a player releases early from the penalty box for any reason or either coach requests an officials conference, alert officials at the next dead ball by blowing the horn twice.

**Confirmation.** At the end of the each quarter, the Referee will confirm the score and the number of time-out remaining for each team. If there is a discrepancy, the official’s score stands. Please be available at this time.

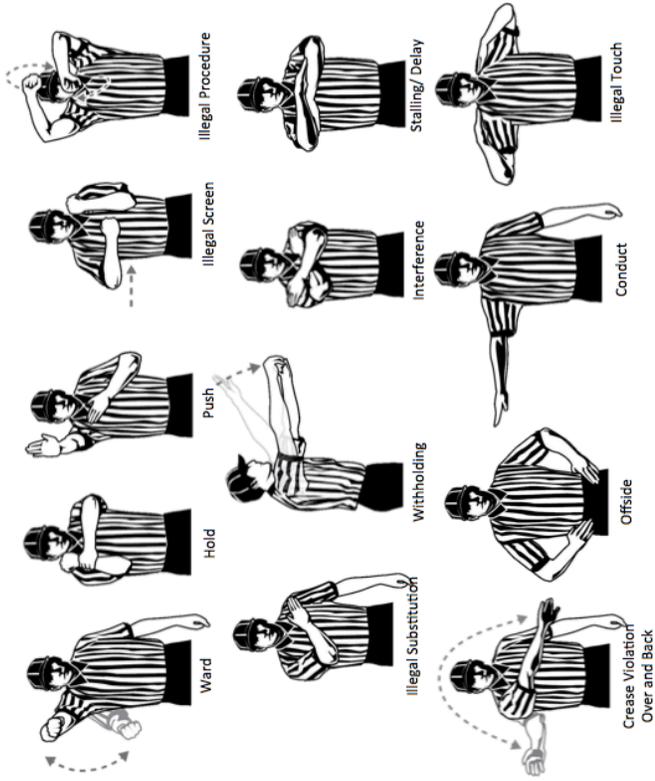
**Reporting Penalties.** Officials will report penalties using the CNOTE mechanic. CNOTE stands for: Color, Number, Offense, Time and Explanation (e.g. “Blue, #23, Unnecessary Roughness, 2-minutes, non-releasable.”)

**Questions.** If you are unclear as to what the foul is, please let the officials know so that they can clarify. We want to make sure everyone is on the same page!

## Procedural Signals



## Technical Fouls



## Personal Fouls

