



Men's NFHS Timer Guidelines

Game time

- Four 12-minute periods.
- Stop timer when whistle blows to stop play.
- Start timer when whistle blows to start play.

End of period

- Do not come on field; move down sideline.
- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, *sounding horn at zero*.
- Fourth period only: Also notify officials at 2:10 and 2:00 left.

Halftime

- Ten minutes.
- Notify officials when 4:20 remains.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head means penalty is nonreleasable.

Horn

- If the coach calls for a horn during a dead ball and the officials have both arms raised, sound the horn once.
- Sound the horn twice at the next dead ball if a coach makes a request for a double horn, if a player leaves early from a penalty, or if you need help from the officials.
- Never sound horn when ball is in play except at the end of a period.

Overtime

- Overtime periods are 4:00.
- 2:00 between periods.

Timing of penalties

- Write down the player's team color and number, the length of the penalty, the game time the player should be released, and an "NR" if the penalty is nonreleasable.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are *not* released.
- Nonreleasable penalties always serve the full penalty time no matter how many goals are scored.
- If a player has multiple penalties, nonreleasable penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a faceoff, do not release the player until possession is called (unless wing area was left vacant for faceoff).

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Mercy Rule

- If one team leads by 12 or more in the second half, the clock does not stop except for timeouts and injuries.
- Penalties during this time are running time, but don't start until whistle restarts play.
- If the lead shrinks to 11 or fewer goals, the clock reverts to stop time.



US Lacrosse® Men's Scorer Guidelines

Record keeping. The scorer will keep a written record of the goals, assists and other statistics. This record will be kept in the official scorebook, which is provided by the home team.

Timeouts. Record the period in which each timeout is taken and the time remaining when it is taken. Timeouts between periods are charged to the previous period.

Penalties. The scorer will keep an accurate record of the number of each player to whom a penalty is assessed, the type of violation, the time and the quarter when the foul occurred and the duration of the penalty. The scorer will work with the timer in this effort. If a penalty is assessed against a coach or a bench player, be sure to note that in the scorebook even though the in-home player will serve the penalty.

Fouling out. If a player accumulates 5 separate *personal* fouls (regardless of the length of time for each penalty), notify the nearest official immediately. A player with 5 personal fouls has fouled out of the game; he will serve his penalty but then must exit to the bench area and another player will take his place on the field. Technical fouls have no bearing on fouling out of a game. For NFHS lacrosse only, a player or coach receiving two

nonreleasable unsportsmanlike conduct fouls is expelled from the game. Be sure to notify the officials when a player has fouled out (or, for NFHS, when he gets his second USC penalty).

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

Assists. You may award an assist if a player makes a direct pass "to a teammate who then scores a goal without having to dodge or evade an opponent other than the goal-keeper." Only one assist may be awarded on any goal, and many goals in lacrosse are unassisted.

Saves. Whenever the goalkeeper stops or deflects a shot that otherwise would have entered the goal, a save is awarded. A shot that misses the goal on its own is not recorded as a save.

Shots. Whenever the offensive team propels the ball toward the goal with the intent of scoring, a shot is awarded (even if the ball is kicked, flipped directly from the ground with a stick, or intentionally deflected toward the goal). A shot may miss the goal entirely without being saved. A goal scored by the defensive team is not credited as a shot.