

## Uniform and Equipment

The US Lacrosse MDOC requires the following uniforms for the corresponding levels of the game. MDOC uniforms reflect the highest standards of the sport and the national nature of the game of lacrosse while acknowledging the regional realities of lacrosse in various parts of the country. Uniform standards exist to communicate the level of professionalism that officiating associations aspire to maintain. (Please confer with your trainer for estimated uniform costs.)

College	High School	Youth	Auxiliary	<b>MDOC uniform requirements by different levels of the game</b>
✓	✓	✓	✓	<b>Short-sleeved shirt:</b> One-inch vertical stripes on the body and the sleeves. A black collar and black cuffs are required. Basketball styles referee shirts are prohibited. When the weather is very warm, the crew may wear mesh shirts.
✓	✓	✓	✓	<b>Shorts:</b> 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. <u>No cargo shorts are permitted.</u>
✓	✓	✓	✓	<b>Belt:</b> Black leather belt, 1.25 to 2 inches thick, with a plain silver buckle.
✓	✓	✓	✓	<b>Hat:</b> The referee's hat must be black with one-eighth-inch white piping (a sized or fitted hat is preferred). Rain hats are available in this style.
✓	✓	✓	✓	<b>Whistles:</b> Official's whistles are back in color. A black Fox 40 finger whistle (pealess) is required for its clarity and power. It is recommended that pea whistles be available when simultaneous games are conducted at the same venue.
✓	✓	✓	✓	<b>Penalty flags:</b> 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.
✓	✓	✓	✓	<b>MDOC Patch:</b> The "US Lacrosse Collegiate Certified" patch must be worn on the left sleeve for all collegiate games (USILA and MCLA) except NCAA playoff games. All other MDOC officials shall wear the "US Lacrosse Official" patch on the left sleeve for scholastic and youth level games unless directed otherwise by their state association. The top of the patch should be roughly 3 inches down from the shoulder seam.
✓	✓	✓	✓	<b>Flag Patch:</b> The US Flag Patch is to be worn by all officials at all MDOC Games (including USILA and MCLA games). This patch is worn centered on the left breast pocket and with the bottom of the patch 0.75 inches above that pocket.
✓	✓	✓	✓	<b>Tape Measure:</b> All officials must have a pocket tape measure capable of measuring up to 72 inches. Tape measures should be black.
✓	✓	✓	✓	<b>Coin:</b> A coin at least the size of a half-dollar is needed for doing the coin flip.
✓	✓	✓		<b>Socks:</b> Black upper stocking with white lower sock is required. The black portion of the sock must be visible for at least two inches. Two-piece or one-piece stockings are acceptable.
✓	✓	✓		<b>Shoes:</b> Shoes must be all black with black laces. Black out any color or manufacturer's logos on the shoes.
✓	✓	✓		<b>Manufacturer logos:</b> No manufacturer's logos are allowed on any garment unless approved by the MDOC.
✓	✓			<b>Long-sleeved shirt:</b> One-inch vertical stripes on the body and the sleeves. A black collar and black cuffs are required. Everyone must have short sleeves at a minimum. Crew members should coordinate all uniform parts when possible.
✓	✓			<b>Jacket:</b> Black and white vertical stripes on the body and sleeves. Black collar and black cuffs are required. A summer-weight striped jacket with no trim may be worn. Crew members should coordinate uniform parts when possible.
✓	✓			<b>Undershirt:</b> Turtlenecks are to be black. Shirts worn beneath the striped shirt will be black. Crew members should coordinate all uniform parts when possible.
✓	✓			<b>Equipment bag:</b> Officials are encouraged to carry their equipment in black bags, which must be neat in appearance.
✓	✓			<b>20-second timer:</b> A special 20-second timer for lacrosse officials is required for NFHS and NCAA games.
✓				<b>Long pants:</b> Solid black nylon pants with zipper leg closures. Sweat pants are not permissible.
✓				<b>Gloves:</b> When the weather is cold, officials have the option of wearing gloves. They must be black or white and solid in color. "Receiver's gloves" are permissible if black and white.

## Rule 4: Play of the Game

### Ball caught in crosse or equipment



Withholding ball  
from play

- For a field player (or for a goalkeeper outside his crease):
  - A ball caught in the front or back of the crosse draws an immediate whistle and results in a turnover (a technical foul for withholding the ball from play).
  - A ball caught in equipment other than the crosse draws an immediate whistle and the ball is awarded by alternate possession.
- For a goalkeeper within his crease:
  - A ball caught in the crosse or other equipment draws an immediate whistle.
  - The ball is awarded to a defensive player, 20 yards laterally from the goal.

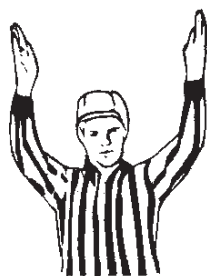
### Scoring

For a goal to be scored:

- A loose ball must pass from the front completely through the imaginary plane formed by the **rear edge** of the goal line and the goal posts, regardless of who supplies the impetus or how (except if by a hand).
- Immediately upon the ball passing completely through the imaginary plane, the goal is good (unless one of the conditions for disallowing a goal is present; see below) and the play is complete. Any action after this instant is considered as occurring after the play (i.e., any foul would be a dead ball foul). (See Mechanic 7.)

If any of the following situations occur, the goal is disallowed:

- The ball enters goal **after** an official's whistle is sounded, **even on an inadvertent whistle**.
- The ball enters the goal after the period has ended (a ball in flight at the horn is no goal).
- If the crosse with the ball is thrown into the goal.
- If the head comes off of stick on a successful shot.
- If, before the ball enters the goal, any part of an attacking player touches:
  - On or inside the crease line.
  - The goal pipes or net.
  - The goalkeeper, who is in his crease.
  - The goalkeeper's crosse while the goalkeeper is in his crease.For the final two conditions, the goal is disallowed regardless of who initiated the contact.
- If, before the ball enters the goal, the crosse of an attacking player touches:
  - The goal pipes or net.
  - The goalkeeper, who is in his crease.
  - The goalkeeper's crosse while the goalkeeper is in his crease.For the final two conditions, the goal is disallowed regardless of who initiated the contact.
- If the scoring player *deliberately* leaves his feet by *jumping or diving* and lands in the crease **before or after** the ball enters the goal.
- If the attacking team is offside or has too many men on the field.
- If both teams are offside or have too many men on the field.
- If the official recognizes a foul by the offense or a request for a time-out before the goal is scored, even if he has not yet had time to blow the whistle (explicit in NFHS; implied in NCAA).
- If there is a flag down or a play on in effect for a foul by the offense.
- A player from the attacking team released from the penalty area before his time expired and before the goal.
- The crosse of the player scoring the goal is discovered to be illegal after the goal but before the next live ball.
- If a player adjusts his strings after a goal and *before* the official can ask for it **or** if a player adjusts the crosse in any way *after* the official asks for it, the goal is disallowed (and the player will serve a 1-minute unsportsmanlike conduct penalty).



Goal



No goal

## Rule 4: Play of the Game

### Other Game Procedures

#### Change of goals:

- Teams change ends after every period, including overtime periods other than the first.
- The first overtime period begins with a coin toss, with the winners choosing the goal they wish to defend. Alternating possession remains the same.

#### Official time-outs:

- An official may suspend play at any time at his or her discretion.
- Play **must** be suspended if an injured player is in the scrimmage area, a player has blood on his body or uniform, or a player in the scrimmage area is without any required protective equipment. For blood, do not allow the player to reenter the game until: the blood has been cleaned off the player, uniform and equipment; the bleeding has been stopped; and the wound bandaged completely.
- If a player breaks his crosse while playing, tell him to leave the field immediately. If he enters into the play with a broken crosse, execute the procedure for an illegal procedure foul. If you believe the broken crosse places anyone in danger, stop play immediately.
- NFHS: If a player loses required protective equipment in a scrimmage area, stop play, have the player replace it, and give the ball back to the team which had possession. If the ball was loose, award by alternate possession. If a player loses such equipment while unguarded, stop play as soon as an opposing player is close enough to play him.
- NCAA: Lost equipment rules are essentially the same as above, except if a player loses required protective equipment and does not take himself out of the play while on defense or during a loose ball, it is a technical foul. If an offensive player loses such equipment, stop play, have the player replace it, and award possession to that player's team. If a player scores a goal after losing such equipment, there is no goal but his team maintains possession.
- If a goalkeeper loses or breaks any required protective equipment—or breaks his crosse—stop play immediately and correct the situation. Award the ball to the team in possession at the time of the stoppage or, for a loose ball, by alternate possession. A goalkeeper who loses his crosse must retrieve it before participating in the play or be guilty of illegal procedure.
- If there is the possibility of a few minute delay (e.g., an injury, a broken goal), declare an official time-out and send the players to their benches.



Official time-out:  
follow by tapping  
hands on chest



Team time-out:  
follow by  
pointing at bench

#### Thunder and lightning:

Lightning poses an extreme risk for players, spectators, and officials. Be extremely cautious, and err on the side of safety! Don't wait for rain; suspend or cancel the game immediately whenever an electrical storm poses a potential risk to the players or spectators.

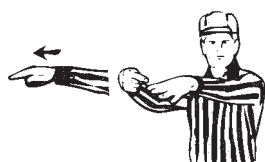
The NFHS policy is that if you can hear thunder or see bolts of lightning, you must stop the game until 30 minutes have passed with no thunder and no visible bolts of lightning. The NCAA policy is that you must stop the game if the time between the "flash" and the "boom" is less than 30 seconds; if you can't see the flash but hear the boom, stop the game. Do not restart the game until at least 30 minutes have passed since the last "flash-to-boom" of under 30 seconds. This is known as the 30-30 rule. **In both cases, everyone must leave the field and stay in a vehicle or permanent structure until the 30 clear minutes have passed.**

#### Team time-outs:

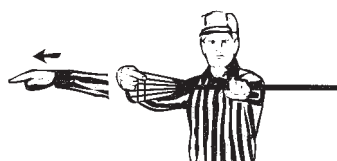
When the ball is dead, either team may call a team time-out. During play, the team in possession may call time-out from anywhere on the field (NFHS) or from anywhere in Zone 4 or in the alleys (NCAA). Each team has two time-outs per half and one time-out per sudden victory period; unused time-outs do not carry over to the next period. A time-out lasts up to 2 minutes. Call the teams to the field after 1 minute, 40 seconds, and restart play after 2 minutes (or within 20 seconds if the team that called time-out is ready before that).

## Mechanic 13: Equipment Check Procedure

Whether a check is being conducted at the request of the opposing coach or as a result of a routine inspection, the crosse inspection procedure is identical. Both must be done during a dead-ball situation. You must always verify all aspects of the player's equipment and crosse if the coach requests an inspection. Under NFHS rules, the routine check also covers all aspects of the equipment, while under NCAA rules the routine check is only of the crosse.



Illegal gloves  
(or point to other  
illegal equipment)



Deep pocket

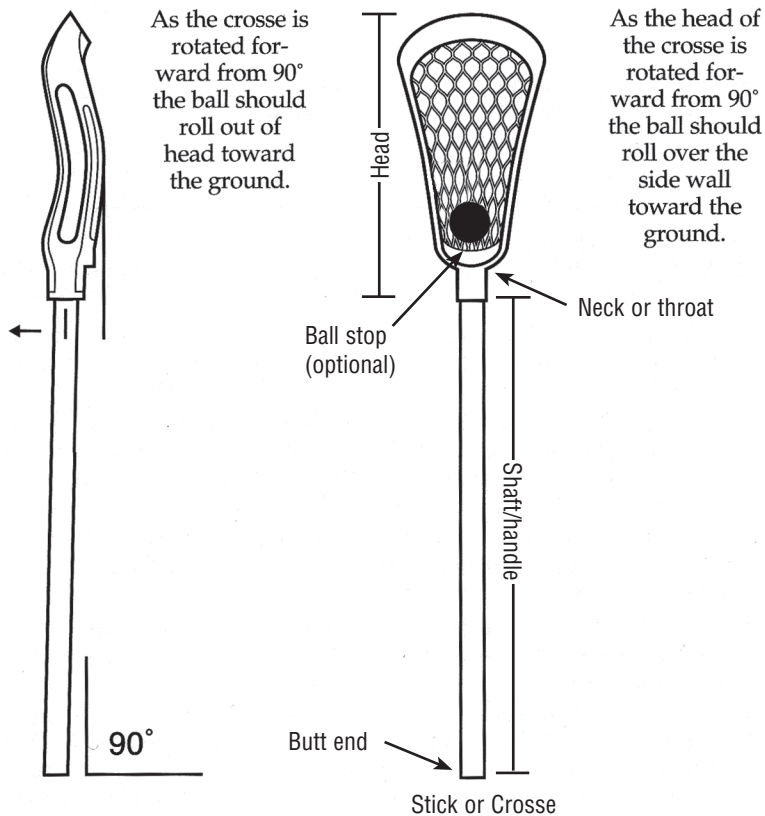
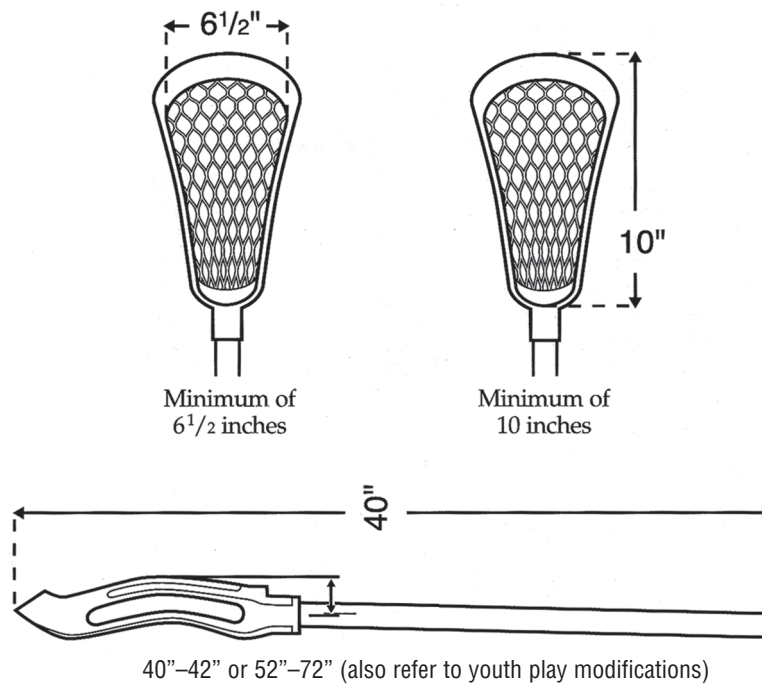


Illegal crosse

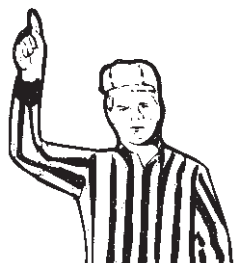
- Go to the player whose crosse you've been requested to—or have decided to—check. Identify him by number and ask for his crosse.
- He may not touch the strings or jam the head once you have requested his crosse. If he seems about to do either, caution him not to; if he does so anyway, assess a 1-minute non-releasable unsportsmanlike conduct penalty and continue with the inspection.
- Any attempt by the goal scorer to adjust the pocket depth using a drawstring after a goal will be penalized with a 1-minute unsportsmanlike conduct penalty and the goal will be disallowed, even if the adjustment occurs before the official asks for the crosse.
- For coach requested checks (and for routine checks under NFHS rules), quickly check to make sure the player has a legal mouth guard, shoulder pads, arm pads, gloves (palms and fingers cannot be cut out), helmet, and cleats. If any required gear is illegal or missing, it receives a 1-minute non-releasable personal foul penalty.
- Take the crosse and move away from the player being inspected.
- Use the game ball to check the first two aspects of the crosse:
  - Place (don't jam) the ball into the pocket and hold the crosse parallel to the ground at eye level. If you can see the top of the ball beneath the bottom of the sidewall, the pocket is illegal and a 1-minute non-releasable penalty is assessed.
  - Again, place the ball into the pocket and rotate the crosse slowly forward from a vertical orientation to verify the ball freely rolls out of the crosse. This verifies a legal throat; if illegal, assess a 3-minute non-releasable penalty. **Exception:** If the pocket is deep and the ball doesn't roll out, *and* if you believe the deep pocket is the reason the ball will not roll out, they may penalize the crosse 1 minute and the crosse may return if adjusted.
- Next, use your tape measure to check the measurements:
  - Measure the total length of the crosse along the handle from the very end of the "stopper" to the very end of the head.
    - NFHS and NCAA: Length must be 40"–42" (short sticks) or 52"–72" (long sticks)
    - Youth play:
      - U-11—any length 36"–72" is legal.
      - U-13—any length 40"–72" is legal.
      - U-15—same as NFHS (above).
  - Measure the inside edges of the head at its widest point. **This distance must be between 6.5" and 10.0" (NFHS) or 6.0" and 10.0" (NCAA).**
  - Measure the length of the inside of the head from plastic to plastic. This distance must be at least 10.0".
- 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. To avoid being drawn into an argument over the testing procedure, do not demonstrate the test for the coach.
- Note that a crosse which is missing an end cap, or which has hanging strings longer than 6" (NFHS) or 2" (NCAA), is not illegal in the sense of carrying penalty time. However, the crosse must be corrected before it can return to the game. If it returns without being corrected, then assess an unsportsmanlike conduct penalty.
- Similarly, 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.
- There are new NCAA stick measurements for 2010 but the mechanics for checking them have not yet been developed. Check the MDOC Resources Page for updates in 2010.

## Mechanic 13: Equipment Check Procedure

The following illustrations show how officials conduct stick checks to determine the legality of crosses regarding dislodgement of the ball and minimum dimensions.



## Mechanic 14: Making and Reporting the Call



Personal foul  
(one minute)

### Personal fouls with possession by the team that was fouled:

- Throw the flag straight up into the air (10 to 15 feet).
- Yell “Flag down!”
- Allow the offensive team (with possession) to complete their play.
- Sound your whistle to stop play when the rules require you to (See “Rule 7”)
- Make certain all residual action among the players has ceased.
- Turn toward the table and announce the following information:
  - The uniform color of the offending player.
  - The number of offending player (and signal the number with your hands).
  - The foul the player committed (give signal).
  - The time to be served (1 to 3 minutes).
  - If the penalty is non-releasable.
  - Who will have possession and where the ball will restart (e.g., “Blue ball, free clear”; “Blue ball, outside the box”).
- Get the ball to where it will restart.
- Wait for the teams and your partner to get ready. Teams often substitute and are allowed 20 seconds to do so; if you have one, turn your timer on after you report the penalty.
- Count players on both teams to ensure the proper number of players on the field.
- Announce to the goalkeeper where the ball is to restart and the penalty time (e.g., “Keeper, the ball is top left; you’ll be down one man for one minute”).
- Restart play.

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

- Throw the flag straight up into the air (10 to 15 feet).
- Sound your whistle immediately to stop play.
- Make certain all residual action among the players has ceased.
- Turn toward the table and announce the following information:
  - The uniform color of the offending player.
  - The number of offending player (and signal the number with your hands).
  - The foul the player committed (give signal).
  - The time to be served (1 to 3 minutes).
  - If the penalty is non-releasable.
  - Who will have possession and where the ball will restart (e.g., “Blue ball, free clear”; “Blue ball outside the box”).
- Get the ball to where it will restart.
- Wait for the teams and your partner to get ready. Teams often substitute and are allowed 20 seconds to do so; if you have one, turn your timer on after you report the penalty.
- Count players on both teams to ensure the proper number of player on the field.
- Announce to the goalkeeper where the ball is to restart and the penalty time (e.g., “Keeper, the ball is top left; you’ll be down one man for one minute”).
- Restart play.

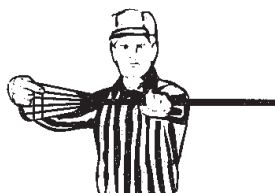
### Foul by Team B with the ball in flight after a pass by Team A

- For a personal foul, throw the flag, call “Flag down!” and allow play to continue if the ball is caught by Team A. Otherwise, stop play immediately and report the penalty.
- Under both NFHS and NCAA rules, for a technical foul, call a play on. If the pass is not caught by Team A, stop play and award possession to Team A. If the ball is caught by Team A, indicate that the play-on is over (by yelling, for example, “Blue ball!”).

## Rule 5: Personal and Expulsion Fouls

### Illegal crosse

The use of a crosse that does not conform to specifications is a personal foul:



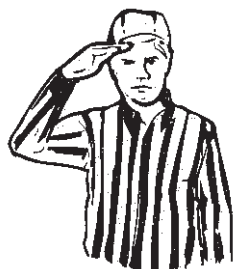
Deep pocket



Illegal crosse

- A crosse that is illegal due to a deep pocket (see Mechanic 11)—or because the weaving is not firmly attached to the head—will be assessed a *1-minute non-releasable penalty*. This crosse may be corrected and re-enter the game at the risk of that player's team.
- A crosse that is illegal for **any other reason** will be assessed a *3-minute non-releasable penalty* and removed from the balance of the game (the crosse is confiscated and remains at the scorer's table).
- A crosse without an end cap is not illegal and earns no penalty unless it is brought back into the game without being fixed.
- Under NFHS rules, a crosse with hanging strings longer than 6 inches is not illegal and earns no penalty unless it is brought back into the game without being fixed. The new NCAA limit on hanging length is 2 inches, but the penalty for violations was not known at press time.
- The ball stop is no longer a required part of the crosse at either the NFHS or NCAA level. If a ball stop is used at the NCAA level, it may be a maximum of 2 inches in length, 1.5 inches in width and 1/4 inch in thickness.
- Only one ball stop may be used. If a crosse has two ball stops, assess a 3-minute non-releasable illegal crosse penalty. **The crosse may not return to the game even if the additional ball stop is removed.**
- Playing with a broken crosse is an illegal procedure technical foul penalty, not an illegal crosse personal foul penalty.
- A crosse that is found to be illegal in more than one of the ways described above will receive only a single penalty, whichever is the most severe. However, be certain that the coach understands all illegal aspects of the crosse so the crosse can be completely corrected before the team's next game.
- A crosse that has been requested from a player for inspection must be presented immediately and unadjusted. If the player adjusts the crosse after the official requests it, a 1-minute non-releasable unsportsmanlike conduct penalty is assessed. The crosse is then inspected, and any penalty time for an illegal crosse is added to the unsportsmanlike conduct penalty, with the total penalty time not to exceed 4 minutes.
- A goal scored in any manner by a player using an illegal crosse—or by a player who adjusts the crosse after the goal and before the official is able to ask to see it—nullifies the goal if the infraction is confirmed prior to the next whistle recommencing play. However, the illegal crosse must be the crosse used by the player who scored; an illegal crosse by another player, such as the player who made the pass prior to the goal, does not nullify the goal.
- If a player has multiple violations, penalize only the most severe equipment violation.

## Rule 5: Personal and Expulsion Fouls

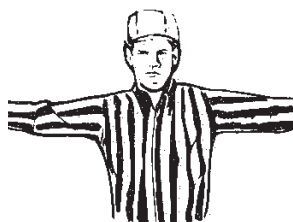


Unnecessary  
roughness

### Unnecessary roughness

Unnecessary roughness includes:

- Any excessively violent infraction of the rules governing holding or pushing.
- Deliberate and excessively violent contact initiated against a player who has established an offensive screen (a “pick”).
- Any avoidable act that is deliberate and excessively violent, including an act that may otherwise be a legal body check (e.g., a “buddy pass” situation).
- A check delivered with a punching blow.
- NFHS rules specifically address a player in possession knocking over a stationary defender as unnecessary roughness.
- Refer to youth rules for additional body-checking restrictions by age level.



Unsportsmanlike  
conduct

### Unsportsmanlike conduct

There are two classes of unsportsmanlike conduct penalties:

- Non-releasable:
  - Arguing with or maligning the official.
  - Using threatening, profane, or obscene language or gestures.
  - Baiting or taunting, calling undue attention to oneself, or *any other act considered unsportsmanlike by the officials.*
- Releasable:
  - Repeatedly committing the same technical foul.
  - A player deliberately failing to return immediately to the field while legally in the game.
  - A substitute deliberately failing to comply with the rules for entering the field of play (under NFHS rules only; under NCAA rules, this is an illegal procedure violation).

**Note:** Under NFHS rules—but not NCAA rules—any player or coach receiving a second non-releasable unsportsmanlike conduct penalty must be expelled from the game. This second penalty is a 3-minute non-releasable penalty; see below under “Expulsion Fouls” for more details.

### Fouling out

Any player accumulating *five separate personal fouls* (regardless of total penalty time) shall be disqualified from the game. Disqualification from a game is not the same as an ejection. A disqualified player is not expelled from the player or spectator area, nor is he suspended from subsequent games.

## Rule 6: Technical Fouls

### Conduct foul

This is the technical foul version of the unsportsmanlike conduct penalty: a lesser foul that is intended to send the message to the coach or player at a lesser price. Under the zero-tolerance policy, foul language by anyone officially associated with a team, whether on the field or on the bench or sidelines, merits **at least** a conduct penalty (if not an unsportsmanlike conduct penalty).



Conduct foul

It is often used as the second step in a sequence requesting compliance of a coach or player. The sequence from lesser to greater sanctions is:

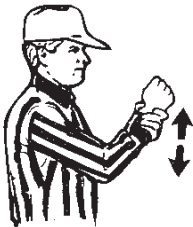
- A verbal warning.
- A conduct foul during a loose ball or with the offending team in possession.
- A conduct foul with the opposing team in possession (a 30-second penalty).
- An unsportsmanlike conduct foul (a 1- to 3-minute non-releasable penalty).
- An expulsion foul.

It is important to note that circumstances may dictate skipping one or more steps in this progression, and in **extremely rare** circumstances the first foul assessed could be an expulsion foul.

### Holding

A player may not:

- Use space the portion of the crosse that is between his hands to hold.
- Step on the crosse of his opponent.
- Hold his opponent's body with his crosse.
- Hold or pin his opponent's crosse against his body.
- Use a hand that is not on his crosse to play an opponent.



Holding

Holding is legal under the following conditions:

- A player in possession of the ball or within 5 yards of a loose ball may be held from the front or side (using the shoulder, forearm, or gloved hand on the crosse provided both hands are on the crosse).
- A player in possession of the ball may be held from the rear with **equal pressure** (using the shoulder, forearm, or gloved hand on the crosse provided both hands are on the crosse).
- A player may hold the crosse of his opponent if that opponent is in possession of the ball or within 5 yards of a loose ball.
- A player may not hold the crosse of an opponent using any part of his body.

### Illegal offensive screening

No member of the team in possession may move into and **make contact** with a defensive player who is playing or in pursuit of the player in possession. For a screen to be legal, the screening player must be motionless before contact occurs. Note that a player cannot be called for a moving screen unless contact occurs; however, a player may be called for an illegal screening position (e.g., standing with the crosse extended rigid) even if no contact occurs.



Illegal offensive  
screen

## Mechanic 19: Handling Fights

If there is an altercation of any kind, the officials must move quickly and decisively to prevent it from escalating into a fight. If there *is* a fight during one of your games, teamwork—between officials, and between officials and coaches—is essential!

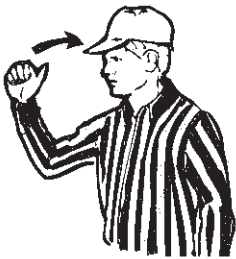
### The official nearest incident:

- Tries to clear the other players away from the altercation.
- Attempts to break up the fight by giving verbal commands and blowing the whistle repeatedly.
- Verbally warns other players not to get involved, even as “peacemakers.”
- Tries to remember the color and numbers of all players involved and, if possible, the sequence of involvement.

**Note:** The officials **may** attempt to physically separate the players involved if they believe it can be done without endangering the safety of the players or the officials. The foremost thought in such a decision must be the safety of the officials and the players, and *the officials should not risk personal injury to separate the players.*

### The official farthest from incident:

- Takes a position on the field in front of benches.
- Directs coaches to stay off the field and to keep their players and fans off the field (“Freezes the benches”).
- Records the numbers of any players entering the field from the bench area and mentally notes which coaches enter the field.
- Watches his or her partner’s back!



Expulsion

### After the incident:

- Send all players to the bench area.
- Direct coaches to get their players together, and get them under control.
- Take a deep breath, and be sure to look calm and in control!
- Take your time. Don’t feel rushed to get the game under way until you have completed all of the following steps completely.
- Meet with other officials to determine the fouls and sequence **while continuing to observe the field and the players.**
- Meet with the scorer before announcing penalties to provide time to record penalties and clearly define who will be on the field for the restart.
- Announce penalties (mandatory expulsion with 3 minutes of non-releasable penalty time for striking another person or leaving the bench area; other penalties discretionary).
- Clearly communicate your expectations about behavior to both benches and to players in the penalty area. Warn both teams that the game is in danger of being terminated.
- Feel free to terminate the game if you feel absolute control cannot be regained!

### After the game:

- Prepare written report, including the game conditions, the players involved, a description of the incident, and the resulting penalties.
- Call your assignor; review the incident, then send a copy of your written report.
- In all communication regarding any expulsion or incident, limit your remarks to the facts at hand and what you saw. For example, “Blue number 32 kicked White number 10 (who was lying on the ground) in the chest” speaks only to the facts of the incident. Do not say something like “Blue number 32, who is a dirty player and who is always causing trouble, was angry because White number 10 had just scored a goal, so he kicked him to try to get even,” which is filled with opinion and speculation.
- The assignor will pass on the report to league officials, and will include a list of all players (and coaches) receiving expulsion penalties so appropriate suspensions can be served.
- If a league hearing is needed, you may be asked to testify.
- The assignor will notify teams regarding player suspensions arising from the incident.

## Mechanic 20: Assault Prevention

What about an assault on an official? Hopefully, this will never happen, but it still makes sense to talk about how it can be prevented:

- Be fair and reasonable during the game.
- Avoid addressing spectators at any time.
- If anyone attempts to argue, be polite and conciliatory. Make no threatening gestures or comments, regardless of provocation!
- Remember: you are part of a team. Enter and exit the field together, and avoid one-on-one discussions with players, coaches, and spectators when possible—especially after the game. **Never** get into a “parking lot discussion”! (See the “Post Game” Section).
- Avoid physical contact with players and team personnel. Use the “Circle of Safety” as a guideline (and move if necessary):
  - As belligerent players, coaches, or spectators get closer to you, your risk of physical assault increases.
  - At a spacing of 3 to 10 meters, risk is generally minimal. Both you and the offender can clearly communicate without raising voices; this distance lends itself to calming discussion, even with some (expected) level of “dramatic display.”
  - At a spacing of 1 to 3 meters, risk increases. If the player approaches, give the “stop” hand signal and back away. If the player stops, continue to slowly retreat to a distance of 3-10 meters.
  - Within 1 meter—that is, within arm’s length—the risk of physical assault is extremely high. Immediately back away; try not to turn your back on the aggressor. Use your whistle and hands to emphasize the need for the approaching player to maintain distance. Run away to a safe location if necessary.
- If possible, ask coaches to remove the individual from the field. (If the problem occurs while you still have jurisdiction over the game, you can penalize anyone officially associated with the team with a conduct foul, an unsportsmanlike conduct, or an expulsion, even if the incident occurs after time expires. You can also terminate the game if you feel that any unsafe situation exists!).

## Mechanic 21: Handling Assault

But suppose the unthinkable happens. What do you do?

- **Do not retaliate—ever!** This includes both physical and verbal retaliation. Avoid both.
- Retreat to a safe position; ask coaches for assistance if needed.
- **Terminate the game immediately;** obtain the official score book from the scorer.
- Record details of the incident (who, what, where, when, and how); don’t forget to get names and phone numbers of witnesses.
- **Call the police, and file charges for assault!** Even if you feel that you are okay and calling the police seems extreme, think about the safety of future officials who have to work with these coaches. By calling the police now, you are preventing future violence.
- Immediately after the game, **prepare a written report of the incident**, including game conditions, individuals (participants and witnesses) involved, details of the incident, and the police response. Write down every detail you can remember—nothing is too small or trivial.
- Do not sign anything or give your statements to anyone before consulting an attorney.
- Call your assignor; review the incident, then send a copy of your written report.
- The assignor will pass on the report to league officials.
- Follow through with any league or criminal hearings.

## Game Management 7: 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.

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 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,

## Appendix XII: Level 1 Test

Answer questions 1–96 as true or false. You may use the US Lacrosse MDOC Officials Training Program Level 1 & 2 Training Manual and the NFHS Boys Lacrosse Rules Book (or NCAA rule book) as references. There are answer keys available for grading under both NFHS and NCAA rules. This test does **not** cover youth rule variations because those vary greatly from area to area, so be sure to answer the questions according to NFHS or NCAA rules and then make sure you study your local youth rule variations.

### Rule 1—The Game, Field and Equipment

1. The goal crease is 9 feet in diameter.
2. All players other than the goalkeeper must wear arm pads, shoulder pads, a helmet, gloves, shoes, and a mouth guard.
3. The goalkeeper must have a goalkeeper crosse, a helmet, a throat protector, a chest protector, gloves, shoes, and a mouth guard.
4. A team may choose to play without a goalkeeper.
5. A chest protector and a throat protector are required for a goalkeeper, but arm pads and shoulder pads are optional for goalkeepers.
6. Players may wear jewelry only if they obtain approval from the officials before the game begins.
7. If they are in good condition, hockey helmets may be used in place of lacrosse helmets.

### Rule 2—Game Personnel

8. The home-team scorekeeper is responsible for keeping the official score of the game, and if the officials and the scorekeeper disagree the official score will be the scorekeeper's.
9. It is **not** the duty of the coaches to help control the game and the actions of the spectators.
10. The home team shall provide properly-equipped ball boys or at least four balls near each end line at the start of each period.

### Rule 3—Time Factors

11. The home team provides the timekeeper and the visiting team provides the official scorer.
12. In the event of overtime, four-minute periods will be played until a goal is scored.
13. Play must continue during a thunderstorm until both coaches agree to suspend the game.

### Rule 4—Play of the Game

14. During a face-off, the player's sticks may be up to but not touching the midline.
15. The face-off player's gloved hands must be wrapped around their crosses, their hands must be touching the ground, their sticks must be parallel to the midline, and the heads of their crosses must be vertical.
16. On a face-off, the wing area players are released on the whistle.

17. A player with possession is declared out of bounds if any part of his body touches the sideline or end line.
18. A1 shoots, and—when the ball goes out of bounds over the end line—A2 is closest to the end line and B1 is closest to the ball. Both players are in bounds. In this situation, Team B is awarded possession.
19. The official, and only the official, has the responsibility of determining whether or not a thrown ball is a shot.
20. An official mistakenly blows the whistle while a shot is in flight. After the whistle, the ball goes into the goal. The referee has the option of allowing or disallowing the goal.
21. A1 shoots, and the ball bounces off the left goalpost, then the crossbar, and then the right goalpost before returning to the field of play without touching the net or the ground inside the goal. This should be ruled a goal.
22. A1 drives toward the goal, dives, and shoots. The ball enters the goal, and then A1 lands in the crease. The correct ruling is that the goal is good.
23. A1 is in possession and running toward the goal. He shoots, the ball enters the goal, and then A1 steps into the crease. The correct ruling is that the goal is good.
24. Player A1 is awarded possession after an out of bounds ball on the end line. To restart play, he must be on the field of play, with no player from either team within 5 yards of him.
25. On a face-off, A1 clamps the ball and the ball becomes stuck in the back of his crosse. The player should be given up to 4 seconds to dislodge the ball from his crosse; if he cannot, stop play and award the ball to Team B.
26. Defenseman B1 has possession in his defensive zone and is held by A1, flag down. B1 throws a pass to goalkeeper B2, who is in his crease, and the ball enters the goal. The correct ruling is that a goal has been scored by Team A.
27. A1 has possession and is pursued by attackman B1, who steps on the midfield line, going offside. B1 steps back into his offensive end, then crosses midfield again to chase A1, going offside again. A1 shoots the ball out of bounds. The correct ruling is that B1 serves **one** 30-second technical foul penalty and Team A is awarded possession.
28. When the official cannot determine which team should be awarded the ball, alternate possession should be used.
29. The goalkeeper in the crease is the only player who may bat the ball with the palm of his hand, and only when the ball is within the crease cylinder.
30. Goalkeeper B1 places his stick over a ball, which is on the ground outside of the crease, and A1 checks the portion of B1's stick that is outside the crease. A1 has committed goalkeeper interference.
31. A team may have a maximum of 5 players using long crosses, not counting the goalkeeper's crosse, in the game at one time.
32. No player other than the goalkeeper may touch the ground inside the crease area.
33. The goalkeeper, while in the crease with possession, deliberately creates a loose ball situation. The

referee should begin a new 4-second count.

34. During a special substitution, the player entering the game must wait until the exiting player is off the field of play, and the substitute may not delay his entry onto the field.
35. Team A may call for a time-out (1) during any dead ball situation or (2) during a live ball when any Team A player has possession.
36. Any player or coach from the team in possession may call a live-ball time-out.

**Rule 5—Personal and Expulsion Fouls &  
Rule 6—Technical Fouls**

37. A1 is about to be body checked by B1, and A1 turns his back in order to avoid the check. Because A1 turned at the last moment, B1 checks A1 from behind. B1 has committed an illegal body check.
38. It is illegal to body check an opponent while he is kneeling or lying on the ground.
39. Player A1 is attempting to scoop a loose ball and strikes B1 on the helmet as part of the scooping motion. A1 is guilty of slashing and must serve a 1- to 3-minute personal foul.
40. If a player takes 3 or fewer steps before hitting an opponent who has passed or shot the ball, he may not be called for a “late hit” illegal body check.
41. Because the glove is considered part of the stick, it is legal for a defensive player to strike the bottom hand of an offensive player with as much force as the defensive player wishes, even to the point of inflicting physical damage.
42. A player may not check or hold his opponent with the part of the handle of his crosse that is between his hands.
43. Player A1 has possession in his offensive end as Team A tries to run a play. A2 cuts in front of the crease, and B1 deliberately bumps into A2 to disrupt his cut. The correct ruling is interference on B1.
44. A1, while dodging B1, falls over B1’s stationary leg. The correct call is tripping.
45. A player deliberately runs through a stationary offensive screen. This is unnecessary roughness.
46. A1 receives 1 minute for slashing followed by 1 minute for unsportsmanlike conduct. Ruling: A1 serves 2 minutes non-releasable.
47. A1, in the act of shooting or passing, strikes B1 on the head because of his legitimate follow-through motion. A1 is guilty of slashing.
48. If a player breaks his crosse during play, he may continue participating in the play; however, he must substitute out of the game or get a new crosse at the next stoppage of play.
49. A player who accumulates 5 personal fouls is disqualified from the game.
50. A1 has possession and B1 slides his stick under A1’s armpit. A1 locks down on B1’s stick with his arm. The correct call is an immediate whistle for holding on A1, with possession awarded to Team B at the spot of the foul or in the alley.
51. A1 has the ball. A2 and B1 collide. Any time there is contact of this nature it is interference, and the

- officials should award the ball to B1.
52. No player may push an opponent in any manner, whether or not the opponent has the ball.
53. It is legal for players to throw their sticks at a loose ball.
54. Player B1 carries the ball into his own crease. The whistle should be blown to stop play and possession should be awarded to Team A in the alley.
55. A1 has possession. B1 uses his forearm to apply equal pressure to A1's back, preventing A1 from advancing. B1 is guilty of holding, and the official should throw a penalty flag and employ the flag-down, slow whistle technique.
56. Participation in the play of the game by a player out of bounds is a technical foul.
57. If A1 will restart play with possession, B1 may not be within 5 yards of him when the whistle blows to restart play, but A2 may be as close as he wants to A1.
58. Taunting of an opposing player is permitted after scoring a goal because it is a dead-ball situation.
59. All crosse contact to the helmet by an opponent must be called a slash.
60. The penalty for tripping is a 1-, 2-, or 3-minute personal foul.
61. Player A1 is playing without a mouth guard. This is a technical foul.
62. It is a technical foul to step on the crosse of an opponent.
63. B1 lowers his head and forcefully drives his helmet into A1's face mask. B1 is guilty of spearing and must serve a 1-, 2-, or 3-minute **nonreleasable** personal foul penalty.
64. A1 has possession and B1 puts his crosse under the arm of A1. A1 lifts his arm over B1's crosse to free his arm. A1 is guilty of warding.
65. Player A1 clamps his crosse on top of the ball and makes no apparent effort to move the ball. He stays clamped on the ball for several seconds. This is a legal play.
66. It is legal for an offensive player to use his thumb to hold the ball in the crosse, but it is not legal to hold the ball with the crosse in it against one's body.

### **Rule 7—Penalty Enforcement**

67. In a slow whistle situation, the official shall sound the whistle **only** if the defensive team gains possession of the ball, the ball goes out of bounds, or a goal is scored.
68. The ball is loose in the crease and—as goalkeeper B1 attempts to scoop the ball—attackman A1 checks B1's crosse within the crease. A1 then scoops up the ball. The correct procedure is to blow the whistle to stop play and award a free clear to Team B.
69. A1 is driving to the goal when he is illegally held by B1, flag down. A1 shoots and scores. The goal is allowed, and B1 does not have to serve penalty time.
70. A1 has possession and is tripped by B1. A1 does not lose possession. A flag should be thrown and

the slow-whistle procedure should be used.

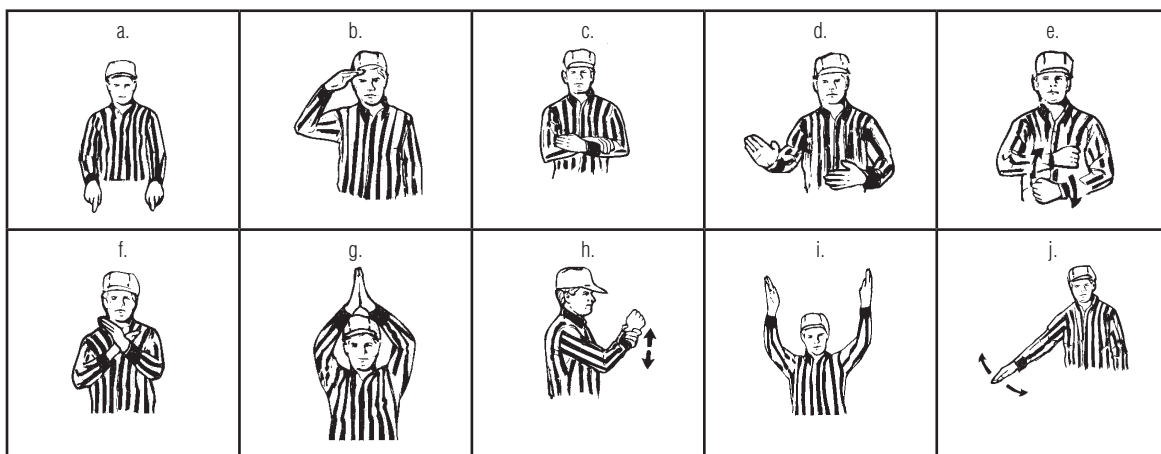
71. A1 has possession while clearing and is slashed by B1. A flag is thrown and play continues. A1 steps into the attack area and then throws a bounce pass—which bounces inside the attack area—to A2, who is also inside the attack area. The whistle should be blown to stop play.
72. A1 has possession while clearing and is illegally pushed by B1. A flag is thrown and play continues. A1 steps into the attack area and then shoots at the goal. The ball bounces in front of the crease and then enters the goal. The correct ruling is that the goal is disallowed because play should have been stopped when the ball touched the ground.
73. The ball is loose near midfield and B1 goes offside. The correct ruling is that B1 will serve a 30-second technical foul penalty.
74. A1 is driving to the goal when he is slashed by B1, flag down. A1 shoots and scores. The goal is allowed, and B1 does not have to serve penalty time.
75. If a goalkeeper commits a personal or technical foul other than unsportsmanlike conduct, the in-home will serve the penalty.
76. A1 is in possession, and he is slashed by B1. A1 maintains possession. The correct procedure is to stop play immediately and assess a 1-, 2-, or 3-minute penalty on B1.
77. Player A1 has possession in his offensive end of the field, and player A2 slashes B1. The correct ruling is to stop play, assess a 1-, 2-, or 3-minute personal foul penalty on A2, and award a free clear and possession to Team B.
78. A releasable penalty on A1 can only end if (1) the penalty time expires or (2) Team B scores a goal or (3) the game ends.
79. During a dead ball, Coach A berates the official, using multiple instances of profanity. The minimum penalty that should be assessed for such a foul is a 1-minute non-releasable unsportsmanlike conduct foul.
80. An offensive player setting an offensive screen may be moving when he makes contact with a defensive player as long as his feet are set before contact is made.
81. When a timeserving foul occurs and the ball is in the offended team's defensive half of the field, the ball is awarded to that team on their offensive side of the field.
82. Dead-ball fouls are enforced in the sequence in which they occur.
83. B1 goes offside while chasing A1, who has possession, and a flag is dropped. A2 then commits a technical foul. The correct ruling is that the foul by A2 ends the slow whistle, B1 serves a 30-second technical foul, A2 serves no time, and the ball is awarded to Team A.
84. The ball is loose when A1 is illegally body checked by B1. The correct procedure is to stop play immediately and assess a 1- to 3-minute penalty on B1.
85. If a bench penalty is called on the coach, the in-home shall serve the penalty.
86. Team A has players A1, A2, A3, and A4 sent out of the game for penalties at the same time. When play restarts, Team A will begin play with three attackmen on its offensive end, a goalkeeper and two defensemen on its defensive end, and A1, A2, A3, and A4 in the penalty area.

87. Player B1 receives his second non-releasable unsportsmanlike conduct penalty in the same game. B1 must be expelled from the game, with a 3-minute non-releasable penalty to be served.

### Two-man mechanics

88. When a goal is scored, the trail should signal the goal and the lead should watch the shooter to make sure there are no late hits.
89. When possession is gained on a face-off in zone 2 or 3, both officials wind their arms and call "Possession!"
90. The lead reports penalties to the bench if the foul is by the defense.
91. If the ball is awarded to a team in its defensive half of the field, the trail will always blow the whistle to restart play.
92. The "on" and "off" officials are both responsible for watching the player in possession, but the "on" official watches above the waist and the "off" official watches below the waist.
93. After a goal, the trail official conducts the next face-off.
94. Timeserving penalties are reported in the following order: color, player number, penalty time, and foul committed (followed by any additional explanation necessary, e.g. "non-releasable").
95. In a settled offensive situation, the lead should take a position on the goal-line extended, as close to the crease as the play allows.
96. In a settled offensive situation, the trail should take a position near the corner of the attack area and should maintain that position even if the ball becomes loose.

For questions 97–100, select the correct answer from the following diagrams:



97. The signal for slashing is...
98. The signal for illegal procedure is...
99. The signal for unnecessary roughness is...
100. The signal for pushing is...

## Appendix XIII: Level 2 Test

Answer questions 1–96 as true or false. You may use the US Lacrosse MDOC Officials Training Program Level 1 & 2 Training Manual and the NFHS Boys Lacrosse Rules Book (or NCAA rule book) as references. There are answer keys available for grading under both NFHS and NCAA rules. This test does **not** cover youth rule variations because those vary greatly from area to area, so be sure to answer the questions according to NFHS or NCAA rules and then make sure you study your local youth rule variations.

### Rule 1—The Game, Field and Equipment

1. A non-goalkeeper crosse shall have an overall fixed length of either 40”–42” or 52”–72”.
2. The head of a non-goalkeeper crosse at its widest point (inside measurement) shall be between 6½” and 10”.
3. A stick found without an end cap or with hanging strings longer than 6 inches results in a 3-minute non-releasable penalty and the stick must remain at the table for the remainder of the game.
4. There must be a crosse with a head that has an inside measurement of 10”–14” on the field at all times; this crosse must be used by the designated goalkeeper.
5. All crosses must have a ball (or guard) stop. A crosse without a ball stop must be removed from the game until corrected, but no penalty will be assessed unless the crosse is brought back into the game without being corrected.
6. It is illegal for any player other than the goalkeeper to wear a chest protector or throat protector.
7. Players may wear jewelry provided the officials do not feel it is dangerous.
8. The goalkeeper may wear a different-colored jersey than the rest of his team.
9. The Zone 4 (or the “attack area” or “goal area”) must measure 40 yards by 35 yards, even if the field is narrower than 60 yards.

### Rule 2—Game Personnel

10. The bench-side official is responsible for keeping penalty time and letting players know when their penalty time has expired.
11. The home team must supply the official timer and scorekeeper, game balls, and a horn.
12. Required equipment for high school officials includes a whistle, two penalty flags, a pencil, a scorecard, a tape measure, a coin, and a 20-second timer.
13. The home team must either supply properly-equipped ball retrievers or ensure that at least 4 balls are placed beyond each end line at the start of each period.

### Rule 3—Time Factors

14. During the last two minutes of play—regardless of the score of the game—the officials must warn both teams to keep the ball in their respective attack areas (goal areas).
15. There is a 2-minute intermission between all periods.
16. Overtime periods are 4 minutes long and continue until either team scores a goal.

17. If at any point during the game one team is ahead by 12 or more goals, the running-clock procedure is initiated.
18. While a team leads by 12 or more goals in the second half, all penalties are running time but will be 150% of their normal length.

#### **Rule 4—Play of the Game**

19. On a face-off, the face-off official says, “Down,” then “Set,” and then blows the whistle.
20. A1 shoots the ball out of bounds directly behind the goal. A2 is closest to the end line when the ball goes out of bounds but B2 is closest to the ball; both A2 and B2 are inbounds. When play restarts, Team B will have possession just inside the end line at the spot where the ball went out of bounds.
21. When the goalkeeper gains possession in the crease, a 4-second count begins; once he runs or passes the ball out of the crease, a 20-second count begins.
22. B1 has possession in his defensive end and the 20-second count is on. B1 drops the ball. The count should stop until Team B regains possession.
23. A1 has possession in Zone 3 and throws a bounce pass to A2, who is standing in Zone 3. The ball bounces once in Zone 4 before A2 catches it. A new 10-second count should begin when A2 gains possession.
24. Offensive player A1, outside of Zone 4, passes the ball over Zone 4 to A2, who is also outside of Zone 4. The ball does not touch the ground. In this situation, the official begins a new 10-second count because the ball was in flight over Zone 4.
25. A1 is in possession with the 10-second count running. He steps on the attack-area line, then he turns and runs back toward midfield. The official should begin a new count.
26. Offensive player A1, who is outside of Zone 4, drops the ball. A1 is then pushed from behind, resulting in a play-on. In this situation, a new 10-second count starts if Team A regains possession.
27. A1 is in possession in Zone 3 with 5 seconds remaining in the 10-second count when the head coach for Team A calls timeout. When play restarts, there will be 5 seconds remaining in the 10-second count.
28. Team A brings the ball into Zone 4, then the ball becomes loose. B1 kicks the ball out of Zone 4 into Zone 3. As soon as the ball touches the ground in Zone 3, a new 10-second count begins.
29. Attackman A1 deliberately dives across the airspace of the crease and shoots. The ball enters the goal and then A1 lands in the crease. In this situation, the goal is allowed.
30. If you see lightning and then hear thunder in less than 30 seconds, allow play to continue until it starts raining.
31. A head coach may request an equipment check at any point during a live ball or dead ball if he suspects a player from the opposite team is playing with an illegal stick.
32. Each time the Team A head coach calls for an equipment check and no violations are found, Team A is charged with a technical foul.
33. When performing a head-coach-requested inspection, the official should inspect the player’s crosse

and all of his protective equipment.

34. The officials are required to inspect one player from each team each quarter even if there are no requests for inspections by the head coaches.
35. Before overtime, there is a coin toss to determine the goals teams will defend for the first overtime period; alternate possession remains the same.
36. When a goal is scored by A1 in overtime, Head Coach B has 20 seconds in which to request an inspection of the goal scorer's crosse before the game is declared over. If such a request is made in time and A1's crosse is illegal, the goal is disallowed, A1 serves a 1- to 3-minute non-releasable penalty, and the game continues.

### **Rule 5—Personal and Expulsion Fouls & Rule 6—Technical Fouls**

37. Any illegal crosse may return to the game if corrected.
38. The pocket on A1's crosse is illegally deep. A1 is assessed a 1-minute non-releasable penalty and the crosse may return to the game if it is adjusted.
39. During a crosse inspection, the officials discover that A1's pocket is not too deep but that the ball does not release from the head of the crosse when the head is rotated toward the ground. A1 is assessed a 3-minute non-releasable penalty and the crosse must remain at the table for the remainder of the game.
40. A1 scores a goal. Just prior to the face-off, the officials inspect A1's crosse and determine it to be illegal. A1 claims that it is not the same crosse he used to score the goal, so A1 serves penalty time for the illegal crosse but the goal is allowed to stand.
41. A1 scores a goal, and the official asks A1 for his crosse so it can be inspected. A1 adjusts his crosse before handing it to the official, and the crosse is then found to be legal. The correct ruling is that the goal is good but A1 serves a 1-minute non-releasable unsportsmanlike conduct penalty.
42. Head Coach B requests a stick check on A1 after A1 scores his fifth goal of the game and before play has restarted. The stick is found to be illegal. All five goals scored by A1 in the game up until that point are disallowed.
43. Team A has possession when Coach B begins protesting a call while loudly directing foul language at the officials. The official should warn the coach that he needs to stop complaining.
44. Coach B receives his second non-releasable unsportsmanlike conduct foul. Coach B is automatically ejected from the game and the in-home will serve a 3-minute non-releasable penalty.
45. Just after the final horn, A1 deliberately and violently slashes B1 in the head from behind. Since the game is over, no penalty may be assessed.
46. After a defensive mistake leads to a goal, B1 and B2 argue and then begin fighting, each repeatedly punching the other. Since they are teammates, no foul can be assessed.
47. Actions that might lead to an immediate ejection include a deliberate slash intended to injure an opponent, the use of tobacco, and an extended screaming fit filled with profanity and demeaning comments based on race, religion, gender, or national origin.
48. A1 has possession and is attempting to back in toward the goal. B1 has his forearm on A1's back, and

- he applies equal pressure against A1 to keep him from moving toward the goal. This is a legal hold.
49. A1 has possession in Zone 3 when A2 attempts to cut toward the goal. B1 intentionally bumps A2 as A2 runs by, disrupting A2's cut. B1 is guilty of interference.
  50. A1 intercepts a clearing pass from B1 in Zone 3. He steps into Zone 4, and then he steps out again. A1 has committed a technical foul (stalling) and possession is awarded to Team B.
  51. Team A has the lead in the last two minutes of the game and has possession in Zone 4 (the attack area). If the ball goes out of the Zone 4 in any manner, Team A is guilty of stalling and the ball should be awarded to team B.
  52. Team A has possession, is man-down, and does not appear to be attempting to create a scoring opportunity. They attempt to keep the ball in Zone 3, occasionally touching in Zone 4 in order to get a new 10-second count. Team A should be warned for offensive stalling.
  53. A1 has possession and is about to shoot. B1, with both hands on his crosse and his hands together, puts his hands on A1's chest and pushes A1 to the ground, causing A1 to lose possession. There should be an immediate whistle and flag, and B1 will serve a 30-second technical foul penalty for the illegal push.
  54. A1 is in possession running down the sideline and B1 is out of bounds. B1 checks A1's crosse, but A1 maintains possession. The correct ruling is a flag-down technical foul against B1 (illegal procedure for participating in the play from out of bounds).
  55. A1 has possession near midfield and is called for withholding the ball from play. The official blows the whistle to stop play and announces the call. A1 then throws the ball toward Team B's goal to create extra time for his team to substitute defensive personnel. This is a technical foul, and A1 will serve a 30-second penalty.

### **Rule 7—Penalty Enforcement**

56. Prior to a face-off, technical fouls are committed by Team B, then A1, then A2 (in that order). Play will resume with Team B in possession but with only A2 serving a penalty.
57. Prior to a face-off, there is a slash by B1, a conduct foul by A1, then an illegal procedure by B2 (in that order). Play will resume with Team A in possession but with only B1 serving a penalty.
58. A play-on should be allowed to continue until a team gains possession or the ball goes out of bounds.
59. A1 has possession and is pushed from behind by B1. A1 falls to the ground and loses possession. The official should signal a play-on.
60. The ball is loose in Zone 3 and B1 slashes A1. There should be a flag and an immediate whistle.
61. A1 has possession and A2 commits an unsportsmanlike conduct foul. The officials should throw a flag and allow play to continue.
62. A1 has possession and is illegally held by B1. A1 maintains possession. The officials should throw a flag and stop play immediately.
63. A1 has possession and A2 is determined to have been moving when the contact occurred during an offensive screen. The officials should blow the whistle immediately and award possession to Team B.

64. The ball is loose and B1 pushes A1 from behind. A1 has an opportunity to scoop the ball and get a fast break. The officials should call a play-on.
65. Goalkeeper B1 makes a save and throws an outlet pass, then B1 slashes attackman A1 while the ball is in flight. There is an immediate whistle and flag, and the in-home serves a 1- to 3-minute personal foul penalty for the goalkeeper's penalty.
66. A1 is clearing the ball and is slashed by B1, flag down. A1 shoots the ball out of bounds. After the whistle, A1 slashes B1. Both A1 and B1 will serve penalties and Team A will be awarded possession.
67. A1 has possession in his offensive end and is slashed by B1, flag down. While the ball is still live, A2 slashes B2. If A2 and B1 are both assessed 1-minute personal foul penalties, Team A will have possession when play restarts.
68. A1 has possession in Zone 3 and is slashed by B1, flag down. While the ball is still live, A2 slashes B2. Assuming that there are no other fouls, that A2's penalty is for 2 minutes, and that B1's penalty is for 1 minute, Team B will be awarded possession.
69. A1 has possession in his offensive end and is illegally pushed from behind by B1, flag down. While the ball is still live, A2 is called for an illegal offensive screen. B1 will serve 30 seconds releasable and Team B will be awarded possession because of the foul on A2.
70. During a loose ball, B1 illegally pushes A1, play on. While the play is still live and the ball is still loose, A1 slashes B1. In this situation, B1 serves 30 seconds non-releasable, A1 serves 1 minute (with the first 30 seconds non-releasable), and Team B will be awarded possession.
71. A1 has possession in Zone 4 when he commits a crease violation. Play will restart with a Team B player in possession in the alley.
72. The ball is loose in the crease and Goalkeeper B1 is attempting to rake the ball. A1 checks B1's crosse. A play-on should be used.
73. The ball is loose in the crease and Goalkeeper B1 is attempting to rake the ball. A1 checks B1's crosse, then A1 gains possession. Team B will be awarded possession at midfield.
74. There is a loose ball in the crease and A1 is guilty of goalkeeper interference. If goalkeeper B1 does not gain possession within a few seconds, the official stops play and awards possession to Team B just over the midfield line.
75. Goalkeeper B1 has possession in the crease when A1 checks B1's crosse. If B1 maintains possession, a play-on should be used.
76. The ball is loose outside the crease. Goalkeeper B1 is in the crease and clamps the ball, which is still outside the crease, and A1 checks the portion of B1's crosse that is outside the crease. This is a legal play.
77. Goalkeeper B1 has possession in the crease. Attackman A1 checks the goalkeeper's crosse, causing the ball to enter the goal. This is goalkeeper interference; disallow the goal and award possession to Team B in their offensive end of the field.
78. Attackman A1 has possession when B1 illegally holds him, flag down. A1 throws a pass out of bounds. During the ensuing dead ball, A1 slashes B1. B1's entire penalty and the first 30 seconds of A1's penalty will be non-releasable.

79. Goalkeeper B1 has possession in the crease when A1 checks B1's crosse, resulting in a play-on. B1 maintains possession and runs the ball out of the crease. This ends the play-on.
80. Goalkeeper B1 has possession in the crease when A1 checks B1's crosse. B1 maintains possession and stays in the crease until the 4-second count expires. Team A is awarded possession on the "failure to advance" violation.
81. Goalkeeper B1 is clearing the ball in Zone 1 and is slashed by A1, causing B1 to drop the ball. There should be an immediate whistle and a flag. A1 will serve a 1- to 3-minute personal foul penalty, and Team B is awarded possession in its offensive end of the field.
82. A1 has possession in his defensive end when he is illegally body checked by B1, flag down. A1 maintains possession and passes to A2, who dodges, shoots, and scores. The goal by A2 is good, and B1's penalty is wiped out by the goal.
83. A1 has possession in Zone 4 when he is illegally held by B1, flag down. A1 maintains possession, drives to the goal, shoots, and scores. The goal by A1 is good, and B1's penalty is wiped out by the goal.
84. If a head coach disagrees with the application of a rule, the coach may challenge the application of that rule by asking for a double horn during a dead ball provided he does so before the next live ball.
85. B1 is flagged for a live-ball push and B2 is flagged for a 1-minute live-ball slash on the same play. During the ensuing dead ball, A1 is flagged for an unsportsmanlike conduct for using profanity. All three penalties will be non-releasable.
86. While a shot is in flight, there is an inadvertent whistle. After the whistle sounds, the ball enters the goal. Because the shot was already in flight, the goal is good.
87. Regardless of the number of penalties committed, a team can never be down more than 3 players at one time.
88. The ball is loose in Zone 4 when there is an inadvertent whistle. The ball is awarded by alternate possession in Zone 3.
89. There is an inadvertent flag but no whistle just as A1 is shooting. The ball enters the goal. The goal must be disallowed because of the inadvertent flag.

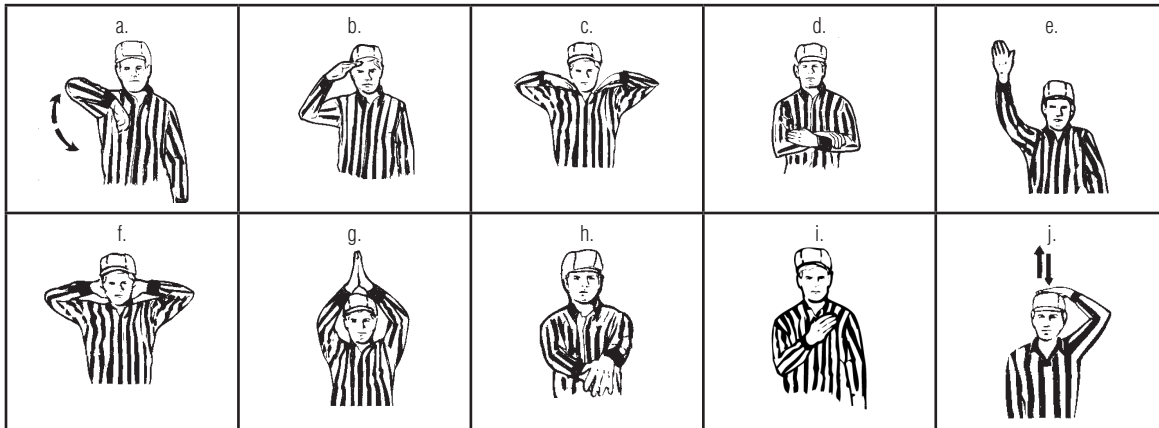
### **Two-man mechanics**

90. Whenever play stops because the ball went out of bounds on the sideline or end line, the officials should raise both arms straight up to signal that a horn is allowed.
91. When the goalkeeper makes a save in the crease, the new Lead has the 4-second count.
92. On a clear, the new Trail has the 20-second count.
93. On a clear, the new Lead has the first 10-second count across midfield.
94. When the offense brings the ball out of Zone 4 in possession, the Trail will have the count unless the ball comes out in the Lead's alley.
95. If one official has the 10-second count and the ball enters Zone 4 in the other official's alley, that official should signal that the ball has entered Zone 4 by raising one hand overhead and then pointing

into Zone 4.

96. There is a play-on for a foul by Team B. Team A quickly gains possession. The play-on is over, and the official should call "Play-on off!"

For questions 97–100, select the correct answer from the following diagrams:



97. The signal for a non-releasable penalty is ...

98. The signal for failure to advance is ...

99. The signal for simultaneous fouls is ...

100. The signal for a play-on is ...