



**National Intercollegiate Lacrosse Officials Association**

***Mechanics Manual***  
***2025-26***

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## Introduction

As lacrosse continues to grow and change, its rules and procedures also evolve. Consequently, officiating mechanics need to advance in tandem with the game. This mechanics manual offers an updated reference for NILOA Officials, ensuring consistency in mechanics, signals, and procedures across all games. When thoroughly reviewed and adhered to by all officials, this manual will allow any official to collaborate effectively with others and officiate in any district across the country.

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## Mechanics

"Mechanics" refers to the techniques and best practices that officials use to effectively perform their duties before, during, and after the game. While knowing the rules is crucial, understanding proper procedures, mechanics, and positioning enhances the clarity of calls for players, coaches, fans, and fellow officials, ensuring consistency among all NILOA members. Standardized mechanics allow three officials who have never met to work together seamlessly on the field. However, mechanics can be fluid, adapting to game scenarios and the abilities of the crew. This manual does not address every potential situation that may arise, but it provides a foundation for officials to make informed decisions in various contexts.

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## Code of Ethics - Outlined

The NILOA Code of Ethics is designed to promote professionalism, fairness, and integrity among lacrosse officials at the collegiate level.

Some general principles covered in the NILOA Code of Ethics include:

- **Impartiality:** Officials are expected to be impartial and make decisions based solely on the rules and the events of the game, without bias or favoritism toward any team or individual.
- **Professional Conduct:** Officials must conduct themselves professionally, both on and off the field, as they represent the integrity of the sport.
- **Respect for the Game:** Officials must uphold the respect and tradition of lacrosse, ensuring that the game is played fairly and in the spirit of sportsmanship.
- **Continuous Improvement:** NILOA encourages officials to continue learning and improving their skills and knowledge of the game through training, evaluations, and self-reflection.
- **Respect for Fellow Officials:** Officials are expected to collaborate with other officials, respect their decisions, and maintain a team-oriented approach to managing the game.

For the complete details of the NILOA Code of Ethics, visit the NILOA Website.

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## Glossary of Officiating Terms (Alphabetical Order)

- **The Alleys:** The 10-yard by 35-yard areas on either side of the goal area.
- **The Box:** This term generally refers to the confined 35-yard by 40-yard rectangle around the goal at each end of the field, defined by the end line, the horizontal restraining line, and the vertical lines that define the sides of the area. The areas within these lines at each end of the field are designated as the defensive area and the offensive area, respectively.
- **Clearing Team:** The team attempting to move the ball from their defensive end to their offensive end.
- **Crease:** The 9-foot radius circle around the goal.
- **FDSW (Flag Down, Slow Whistle):** The process that allows the offended team to complete a scoring play during a delayed potential time-serving penalty.
- **Flag Down:** A signal indicating that a potential time-serving foul has been committed.
- **Goal Line Extended (GLE):** An imaginary line extending from the goal line across the field, from sideline to sideline.
- **Goal Mouth:** Within the goal crease, the “goal mouth” is the 2-inch-wide line that forms a half circle from the center of the goal line with a 6-foot radius extending to each goal line extended, where the goalkeeper is located and plays their position.
- **In-Home:** The first attack player listed on the official scorebook. This player must serve penalties that are not assigned to a specific player or time-serving fouls against the coaching staff.
- **Lead Official:** Primarily responsible for the goal area, including the crease, goal line, and end line coverage.
- **Off Official:** The official monitoring the action away from the ball carrier or loose ball.
- **On Official:** The official focused on the action near the ball carrier or loose ball.
- **Player Possession:** When a player has control of the ball in their crosse and can perform standard actions like carrying, cradling, passing, or shooting.
- **Play-On:** A signal used by officials to indicate a loose ball technical violation, or certain violations related to the crease area and goalkeeper interference.
- **Riding Team:** The team trying to prevent the opposing team from successfully clearing the ball.
- **Restraining Line:** The line that extends from sideline to sideline, positioned 20 yards from the midfield line on each side of the field.
- **Single Side Official:** Acts as the second Lead official, positioned above the crease on the far side, responsible for the crease when the Lead official is away.
- **Trail Official:** Positioned behind the play, keeping the ball between themselves and the Lead Official. They handle the 4-second goalie count, clearing counts, and assist with offensive counts.
- **Wing Areas:** The areas on either side of the field, defined by lines parallel to the sidelines, 20 yards from the center and extending 10 yards on either side of the midfield line.

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## Pre-Game Responsibilities: Prior to Gameday

### Personal Preparation:

- **Rule Review:** Go over new rules and interpretations and unusual situations. Also, review common situations and mechanics, as these can often be overlooked.
- **Arrival:** Arrive at the game site with sufficient preparation time (90-120 minutes). Be ready physically and emotionally. Use the time in route to prepare mentally, and if possible, do this with your partner(s).
- **Uniform & Equipment:** Ensure both are clean and in good condition.

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- ✓ Shirts: Short-sleeved and long-sleeved single pocket shirts with two-inch vertical stripes on the body and sleeves. A black collar and black cuffs are required. The US flag over the chest pocket is required, and the NILOA logo is on the left upper arm.
- ✓ Undershirt: All undershirts and cold gear are to be solid black. It must not extend past the length of the shirt sleeve.
- ✓ Shorts: Solid black with belt loops (No cargo shorts). If compression shorts are also worn, they must be black and may not extend below the hem of the shorts.
- ✓ Long Pants: Solid black with belt loops. (No sweatpants or joggers)
- ✓ Belt: Black leather belt, 1-2 inches thick
- ✓ Jacket: Black NILOA jacket with number stitched on the back
- ✓ Socks: Black “ankle” socks. The sock should cover the ankle bone. “No-show” and “crew socks” are prohibited.
- ✓ Shoes: Shoes must be ALL black with black laces.
- ✓ Hat: The hat must be black with 1/8th inch white piping (a sized or fitted hat is preferred).
- ✓ Whistles: Official’s whistles are black. A black Fox 40-finger whistle (pea-less) is recommended.
- ✓ Penalty flags: Official’s flags are gold with a black centered weighted ball. Two flags shall be carried.
- ✓ Coin: The Referee shall have a coin used for the coin flip.
- ✓ Tape Measure: All officials must have a pocket tape measure of up to 72 inches. Tape measures should be black if worn on the belt.
- ✓ Score Cards: cards that double as a measuring device are recommended (2 pencils)
- ✓ 20-second timer: A special 20-second timer for lacrosse officials or a similar device is required for games.

### Pre-game Communication with Partners (48-72 Hours Before the Contest):

- **Confirm the following:**
  - ✓ Time and location of the game via telephone, email, or text.
  - ✓ Time and location of your pre-game meeting.
  - ✓ Gameday arrival dress (jacket and tie, business casual, etc.)
  - ✓ Parking location, if applicable
  - ✓ Ensure consistency in uniforms: long pants or shorts, long- or short-sleeved shirts, etc.

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## Pre-Game Responsibilities: Gameday

### 1. Pre-game Conference (Ideally 90-120 minutes before contest):

- The designated Referee should lead the pre-game conference.
- Review any new rules for the year, as well as common and uncommon scenarios.
- Discuss any relevant information, such as field conditions, teams, coaches, or weather.
- Review field mechanics.
- Conduct a thorough field inspection (see below).

### 2. Field Inspection (Ideally 90-120 minutes before contest):

- Inspect the Field for Safety Issues: Look for holes, mud, water, high grass, debris, loose equipment, sprinkler heads, and immovable objects near the field. Address any issues.
- Inspect Adjacent Areas: Ensure benches, water coolers, and training equipment are not behind the substitution and coaches' areas and are at least ten yards from the sideline. The scorer's table should be at least 6 yards from the sideline. Spectators must be at least 6 yards from the far sideline. No spectators should be permitted behind the end line.
- Inspect Field Equipment:
  - ✓ Inspect field lines, goals, nets, cones/pylons, creases, and goal mouths well before the scheduled start time. If the field does not meet the requirements and the home team does not correct the issue, the home team shall be penalized accordingly. NCAA Rule 1-2
  - ✓ Re-check the nets before line-ups for new holes caused by warm-ups and remove any balls left in the goal. (Do Not inspect the nets during the National Anthem.)
  - ✓ Ensure there is an adequate supply of balls on each end line and sideline

### 3. Preparation with Table/Site Staff:

- Table/Site Personnel: The home team is responsible for providing the official timer(s) and scorekeeper.
  - ✓ Identify who will take on each role and confirm whether they have experience.
  - ✓ If they are inexperienced, review their roles and responsibilities. Refer to NCAA Table Crew Reference Sheet.
  - ✓ Officials and coaches must know if there will be a national anthem, introductions, etc., to ensure everyone is on the same schedule. This information could be communicated with a timing sheet, if available. If any events could delay the start of the game, officials should communicate this with both coaches.
- Game Clock, Shot Clock, Penalty Time:
  - ✓ Locate the visible game clock and shot clocks and ensure they are working properly.
  - ✓ Ensure each clock has a working horn that sounds at 'zero.'
  - ✓ If the automated horn is not functional, the Referee should clarify that the horn should be used manually when the time reaches 'zero' on both the game clock and shot clocks.

- ✓ Shot Clock: Discuss the recall and auto-blank features (ensures the shot clock will be operable in the last 80 second of any period), if applicable. Emphasize the importance of watching the officials and not anticipating signals. Review timing signals, including the 60, 80, and arm wind motions. Ensure a backup timing device is available in case of issues.
- ✓ Penalty Time: Ensure penalty time is either displayed on the scoreboard clock, manually tracked at the table, or counted down using the game clock. If the time is kept manually or with the game clock, the timer shall count down the last ten seconds of penalty time.
- Video Review (If applicable):
  - ✓ Confirm the available camera angles and ensure all key angles are functioning properly for critical views, like goal lines, creases, and goal mouths. Share this information with both coaches.
  - ✓ Establish clear communication procedures between officials and the review staff during reviews, including signaling for review and delivering decisions to the game officials, coaches, and television cameras (if applicable).
- If there is an issue during the game:
  - ✓ Take note of who has possession of the ball, where the ball is, and the issue at hand.
  - ✓ Sound a double horn at the next dead ball, and the officials will attempt to resolve the issue.

#### **4. Coaches' Certification (On field 30 minutes before contest):**

- A pre-game coaches' certification is mandatory. A game cannot start without this certification.
- Walk out as a crew at the midline and ensure there is a five-yard buffer on either side of the midline.
- Identify the head coach of each team and approach them individually (visitor first) without interfering with their warm-up process. The Referee should introduce themselves followed by the Umpire and Field Judge introducing themselves. All other communication will be conducted by the Referee.
- The Referee will do the following:
  - ✓ Present crew cards to the head coach and ask, "Coach, are all of your players legally equipped by rule?"
  - ✓ Get the numbers of team captains and the "in-home" (this must be a starting attackman and listed first in the scorebook).
  - ✓ Confirm with the coaches if there will be an anthem or player introductions and ask if they will be going back in the locker room before the game to determine when you will meet with the captains and faceoff men.
  - ✓ Address any questions that the coach may have and notify them when you will be calling captains for the coin toss and the faceoff men for their pre-game review of procedures and expectations.

## 5. Captains and Coin Toss:

- Following the coaches' certifications, and after the team captains have completed their team stretches, the Umpire and Field Judge will call for the captains (do not use whistles for this) at the corner of the box, bench side on their respective halves of the field (**refer to diagram 1**). The officials will introduce themselves and lead the captains to the Referee who will be waiting at the faceoff square where the Referee will introduce himself.

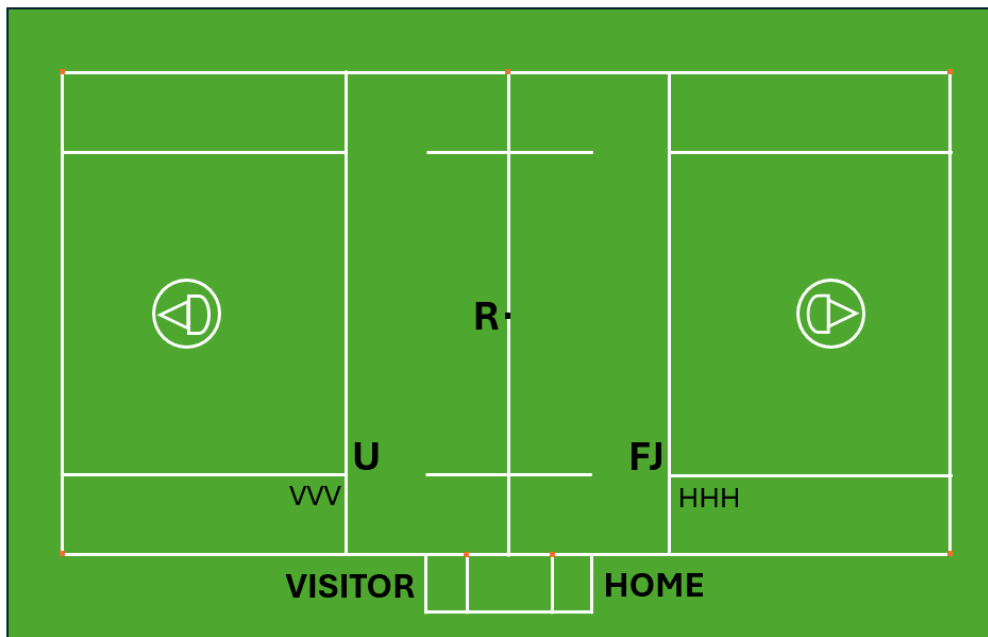


Diagram 1: Pre-Coin Toss

- The home team captains approach first, followed by the visiting team captains. Home captains face the benches, and visitors face away, with speaking captains nearest the Referee. The Umpire and Field Judge introduce themselves to the captains they did not bring out and then stand opposite the Referee. The visitor's speaking captain should ideally be on the Referee's right. (**refer to diagram 2**).

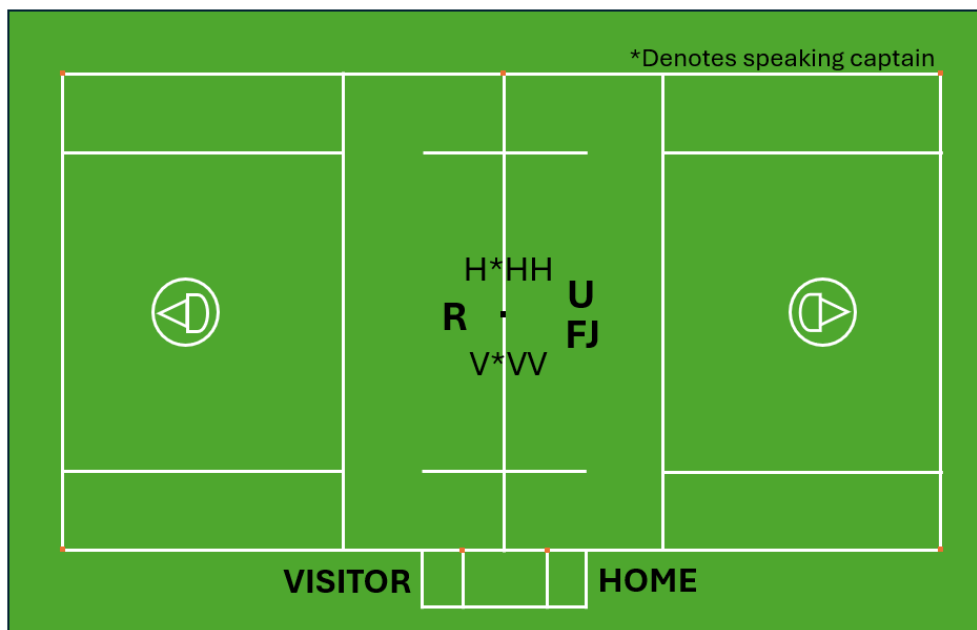


Diagram 2: Coin Toss



- The Referee then conducts the coin toss as follows:
  - ✓ Introduces the officiating crew and asks the captains to introduce themselves to each other
  - ✓ Explains any special ground rules for the game before the coin toss
  - ✓ Presents a coin and shows each speaking captain which side is heads and which side is tails
  - ✓ Asks the visiting speaking captain (who shall be positioned to the Referee's right) to select "heads" or "tails" before the coin is flipped, and the Umpire repeats the selection out loud.
  - ✓ The team that wins the toss shall receive the choice of which goal to defend or the first alternate possession. The Referee has the captain turn and face the goal they will be attacking, repeating the winner's selection and the goals that will be defended, as well as alternate possession.
  - ✓ Request the captains to summon their faceoff men for a brief meeting.

## **6. Pre-game Faceoff Meeting (Immediately following the coin toss):**

- All potential faceoff players should attend this brief meeting at midfield with the stick they will be using during the game (be sure to physically touch the stick and inspect the tape/paint to ensure legality). This meeting is important and should happen before every game to set expectations and to answer questions. If we can control the faceoff, we can control the game.
- The following topics should be covered in an effective pre-game faceoff meeting:
  - ✓ Quick explanation of our mechanics and faceoff procedures (see "Faceoffs" mechanics on page 10)
  - ✓ Emphasize the importance of players properly setting up into legal faceoff position
    - Players should begin standing with their sticks above their knees.
    - When instructed to take their position by saying "Down," players shall move directly to their position without delay (for example, pressing stick to the ground before taking their position).
    - The ball needs to be in the center of the stick and the stick's top to stop.
    - Once in position, players may be adjusted verbally or physically (for example, move left, clear neutral zone, etc.).
  - ✓ Remind players to attempt to play the ball first.
  - ✓ Encourage players to get the ball out quickly if they win the clamp and counter quickly if they lose the clamp.
  - ✓ Remind players to allow time for officials to enforce and communicate any violations and the number of the violator to partners, coaches, and the table before a restart can occur
  - ✓ Remind players if they are awarded the ball, they cannot have a running start.
  - ✓ Remind violators to allow five yards or yield to the player entitled possession.
  - ✓ Encourage players to ask questions if they have concerns throughout the game

## 7. Pre-Game Line-Up (Immediately preceding the opening faceoff):

- The Referee shall be positioned near midfield on the half of the field from where they will be conducting the faceoff. The Umpire and Field Judge stand facing the Referee from the opposite half of the field. Once positioned, the following procedure shall be applied:
  - ✓ The Referee blows the whistle, signaling both teams to gather at the center.
  - ✓ Umpire and Field Judge guide players to their correct lineup positions (**refer to diagram 3**).
  - ✓ Goalkeeper stands with his left shoulder facing the goal he is defending.
  - ✓ Ensure the in-home player is included in the lineup for both teams.
  - ✓ Once players are set, ask goalies to cross and shake hands. After they clear the instruct player to meet their opponent and take their positions.
  - ✓ The Referee instructs goalkeepers to shake hands, followed by the rest of the players, before moving to their positions.
  - ✓ Umpire and Field Judge take their spots for the faceoff, raising a hand to signal "wait" as they count players, ensure the substitution area and bench area are clear, and confirm readiness.
  - ✓ Once everything is ready, they drop their hands and point toward the goal they will cover, signaling "ready" for the faceoff.

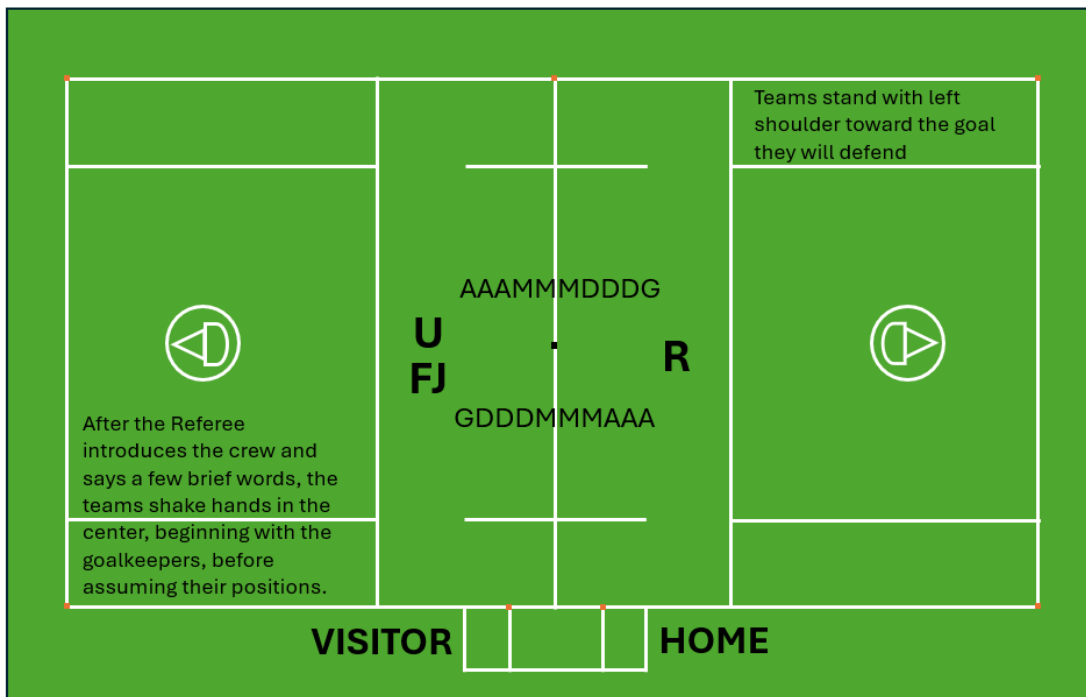


Diagram 3: Pre-Game Line-Up

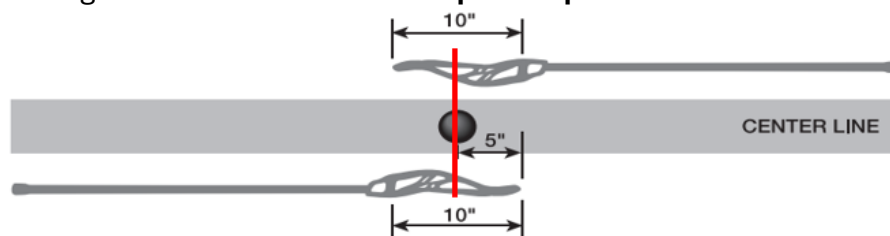
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## Faceoffs

Conducting a proper faceoff in NCAA men's lacrosse is essential for several reasons. It provides a fair start, allowing both teams to gain possession. It keeps the game's flow smooth, avoids delays or disputes, and reduces the risk of injury by minimizing illegal play. Following NCAA rules and proper mechanics ensures fairness and prevents teams from gaining an unfair advantage. Overall, a well-conducted faceoff promotes fairness, consistency, and safety and demonstrates our control as officials.

### Single Side (Faceoff) Official's Responsibilities (Refer to Diagram 4):

- Have players stand before and as they get into position for the faceoff (stick above the knees).
- Start the procedure by placing the ball on the ground on the midline, at or near the faceoff square (if the square is depressed, move to either side of it), and instruct the players to prepare for the faceoff by saying "down." Players shall move into their faceoff positions quickly and together.
- If a player delays going down or lays their stick flat on the ground prior to assuming proper faceoff position, award possession to the opposing team for a delay of game faceoff violation (be sure all officials record that player's number as he cannot participate in the next faceoff).
- The official conducting the faceoff shall quickly and efficiently ensure the following:
  - ✓ The reverse surfaces of the crosses match evenly, are perpendicular to the ground, and the ball is positioned in the middle of the head of the crosse as shown in the diagram below. This alignment is referred to as **"top to stop."**



- ✓ Each player shall have both hands and fingers wrapped around the handle of their own crosse and touching the ground.
  - ✓ The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching the center line.
  - ✓ The hand closer to the throat shall be in a palm-up position and shall not touch any part of the head of the crosse.
  - ✓ The player's feet may not touch their crosse.
  - ✓ Both hands and feet of each player shall be to the left of the throat of their crosse.
  - ✓ Each player shall be positioned so their entire body is to the left of the throat of their crosse (neutral zone). It is legal to lean over the center line.
- **If the players are not positioned properly, the official may adjust the players positioning,** including crosses (officials may give verbal commands, "Move Left, Straight Up and Down, Hands off the Plastic, Hands Off the Midline." or physically adjust crosses), to ensure the faceoff will be conducted fairly for both players. If the same player must be adjusted repeatedly, a violation for delay of the game can be called.

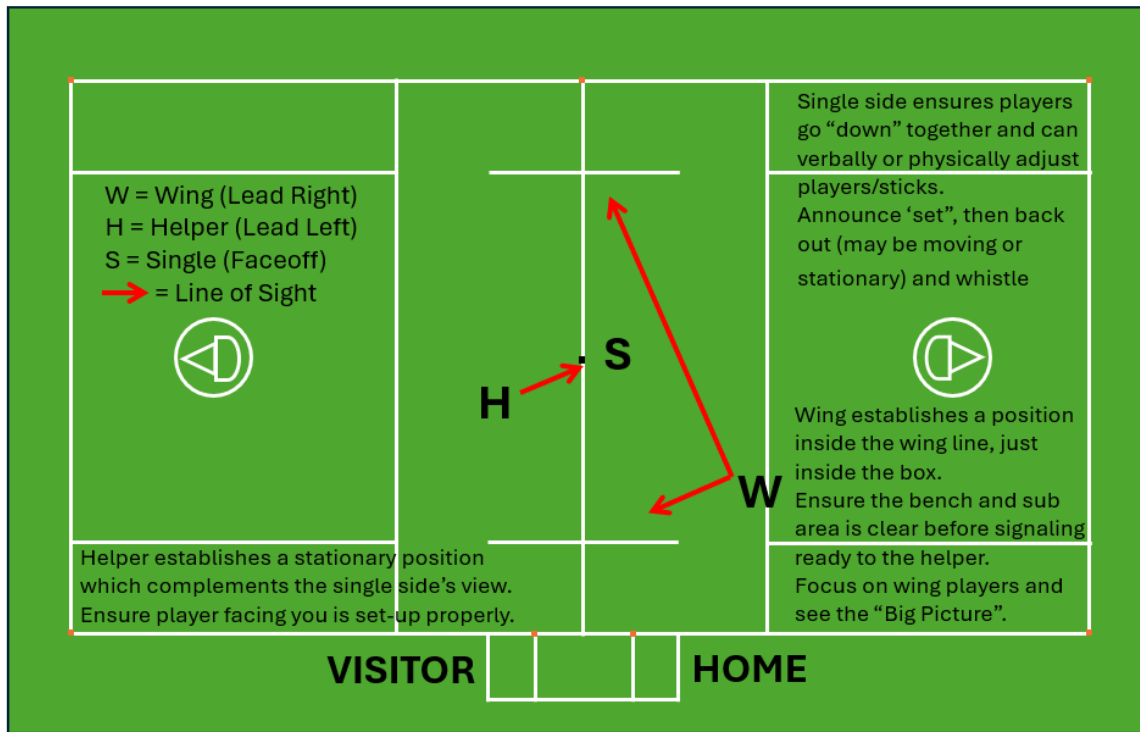
- Once satisfied with the positioning of the players' crosses, instruct the players to remain motionless by saying "set." The official will then back away from the players and **may be either stationary or moving at the time the whistle is blown** to start play. **The cadence varies with every faceoff.** The entire procedure shall be completed quickly and efficiently.
- The overriding principle is for both faceoff players to play the ball, and the players shall wait until the sound of the whistle to begin play.
- If a player commits a faceoff violation, the Single Side official or helper shall communicate the violation and the number of the violating player prior to restarting play (all officials should echo and make note).
- **The Single Side official is responsible for all restarts after faceoff violations.**

#### **Lead Left (Helper) Official's Responsibilities (Refer to Diagram 4):**

- **Establish a stationary position 5-7 yards from the faceoff with a complementary view of the Single Side official** who will be administering the faceoff (discuss in pre-game whether you will be covering the neutral zone or angled). Complementary refers to one official covering the neutral zone, the other angled so they have opposing views.
- Check the game clock, shot clocks, and substitution area and bench areas for readiness, hold for the ready signal from the wing (Lead Right) official.
- Check for the location of wing players to avoid potential contact.
- Watch the player in front of you for legal positioning and any pre-whistle movement. **The Single Side official should make verbal and physical adjustments to players not positioned properly.**
- Be whistle-ready, and be sure to call the obvious, advantage-gaining violations.

#### **Lead Right (Wing) Official's Responsibilities (Refer to Diagram 4):**

- Establish a stationary position approximately 5 yards inside the wing line at or just below the restraining line with a single arm raised above your head which indicates to your partners that the field is not ready for play.
- Check the game clock, shot clocks, and substitution area and bench areas for readiness. Once ready, make eye contact with the Helper official and point in the direction of the goal you will be covering.
- Be whistle ready, and be sure to call the obvious, advantage gaining violations and big hits.
- The primary responsibility for the wing official is to see the "Big Picture" – focus on wing play (opponents closer to one another demand more attention) and help with big hits.



**Diagram 4: Faceoff Responsibilities**

**After a Faceoff Violation:**

- Announce and make note of the offending faceoff player’s number, as they will not be eligible for the next faceoff. (If you are the new Lead, hustle to your spot and wait for an opportune time to make a note).
- If you become the new Trail official, “Freeze” box after any violation by raising both arms and verbally telling them to hold until after the restart whistle.
- If you will become the new Lead, “Freeze” box after any violation by raising both arms and verbally telling them to hold until after the restart whistle. Hustle to the goal line, as that will be your primary responsibility.

**Once Faceoff Possession is Established (Refer to Diagrams 5&6):**

- When a player gains possession of the ball (be certain there is a clear and clean possession), the "on" official will wind their arm backward in a clockwise motion and will loudly announce “Possession!”, immediately followed by a palm-up, pump toward the sky signaling the shot clock operator to begin the 80-second shot clock. The other officials will echo and mimic the call and then assume their positions. This ensures that everyone on the field knows the faceoff is over.

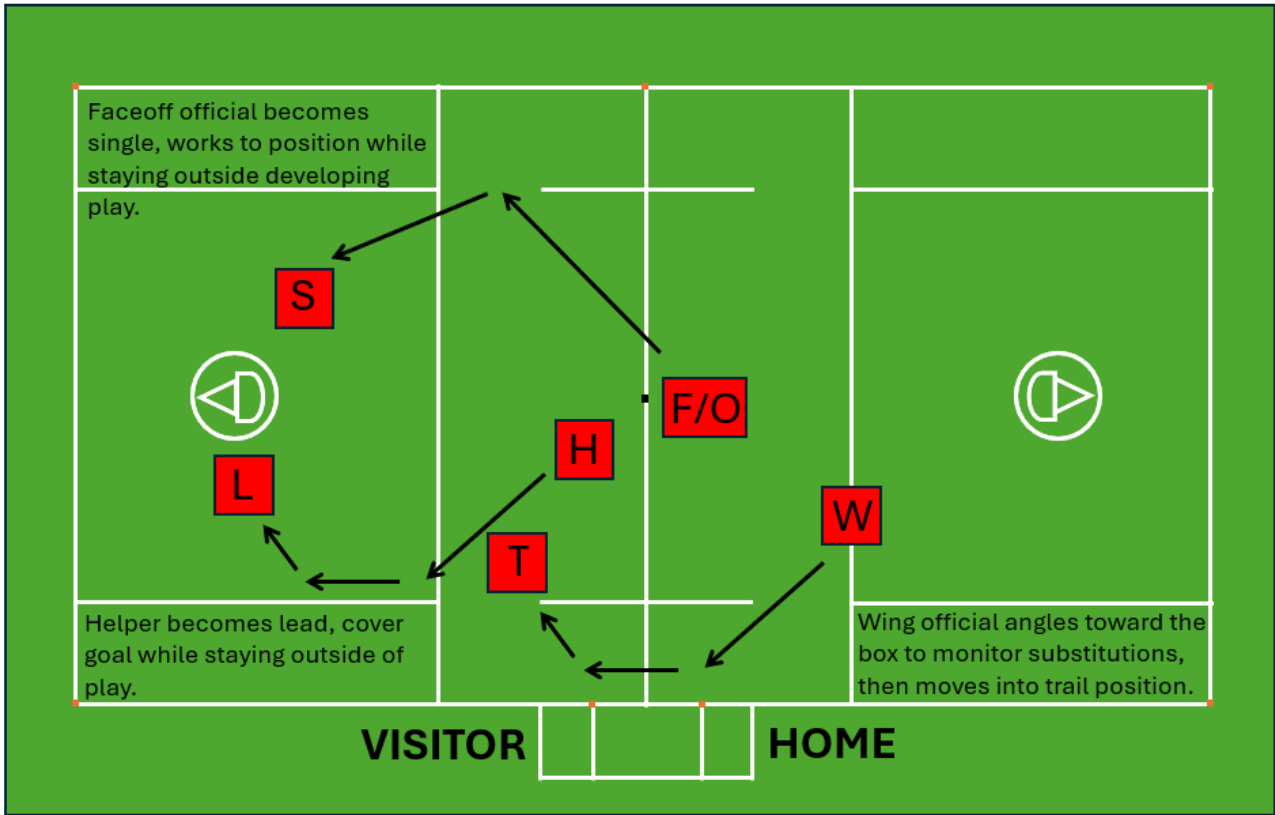


Diagram 5: Faceoff Toward Lead Left

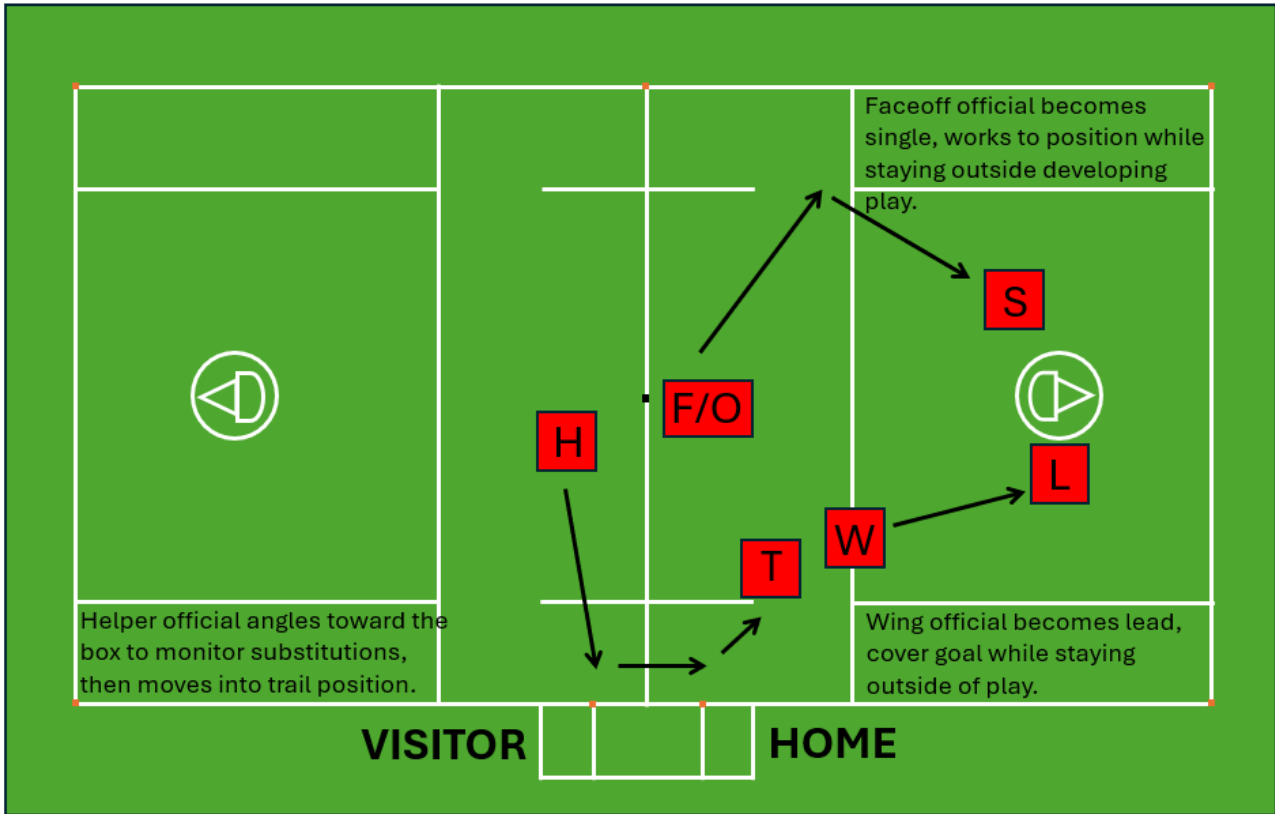


Diagram 6: Faceoff Toward Lead Right

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## Shot Clock Management

Effective shot clock management is essential to maintaining the flow and fairness of a lacrosse game. The key to proper shot clock mechanics is clear communication and constant awareness. Every official plays a crucial role in consistently monitoring the shot clock, ensuring it is accurately tracked on each possession, whistle, and reset. All three officials must remain focused on the clock throughout the game, communicating seamlessly with one another to guarantee that the shot clock is always managed correctly.

**Shot Clock Requirements:** Two visible shot clocks (capable of being set to 60 and 80 seconds) are required for all games, positioned at each end of the field and visible to players, coaches, and officials. If only one shot clock is available, it must be placed at midfield. If relocation isn't possible, the game may continue with one clock at either end, with verbal communication from the shot clock operator announcing time remaining in 10-second intervals. The game clock cannot be used to time the shot clock. *Note: If the shot clock malfunctions, the shot clock operator shall use a timing device and communicate the time to the game officials at 10-second intervals.*

**“Valid Shot” Definition:** “A valid shot is defined as an attempt above the goal line extended (GLE) that hits the goalie, goalie’s equipment, goal pipe, or scores. If the shot clock expires without a valid shot, possession is awarded to the defense. A shot above the GLE resets the shot clock; a pass from behind the GLE does not unless it results in a goal.”

### When to Reset:

- **Reset to 60 Seconds:**
  - ✓ Applies when the offense retains possession in the offensive half after a valid shot
  - ✓ Loose ball technical foul with shot clock at or below 60 seconds (this includes play-ons)
  - ✓ Stoppage of play for a defensive injury with the shot clock at or below 60 seconds
- **Reset to 80 Seconds:**
  - ✓ Possession after a faceoff
  - ✓ Change of possession
  - ✓ Valid shot that returns to the defensive half
  - ✓ Loose ball technical foul with a shot clock above 60 seconds (this includes play-ons)
  - ✓ Stoppage of play for a defensive injury with a shot clock above 60 seconds
- **Do Not Reset:**
  - ✓ If either team is granted a timeout, the shot clock will resume from when the timeout was called.
  - ✓ During flag-down slow whistle (reset once foul has been adjudicated)
  - ✓ Stoppage of play for an offensive injury
  - ✓ Offensive equipment issue – stop play, offense retains possession
  - ✓ Inadvertent flags and whistles – clock will continue from the point of stoppage
  - ✓ If either team retains possession at the end of a quarter and there is an uneven situation, the time remaining on the shot clock will carry over to the next quarter.

**Shot Clock Signals and Communication:** Ensure all officials consistently echo and mimic the resets—both verbally and visually. Stay focused on the shot clock from the very first possession to avoid any errors throughout the game.

- **Verbal Signals:**
  - ✓ **"Under"** should be announced and echoed by all officials when the shot clock reaches 60 seconds, ensuring everyone knows that over-and-back is now in effect.
  - ✓ **"Reset 60"** should be announced to communicate to the officiating crew and shot clock operator that the shot clock should reset to 60 seconds.
  - ✓ **"Reset 80"** should be announced to communicate to the officiating crew and shot clock operator that the shot clock should reset to 80 seconds.
- **Visual Signals:**
  - ✓ **Possession After Faceoff (Shot Clock Reset to 80):** Once possession is gained after a faceoff, the official will wind their arm in a circular motion to indicate possession. Then, they will pump their arm upward toward the sky with an open palm to signal the shot clock reset to 80 seconds to the shot clock operator.
  - ✓ **Reset to 60 Seconds:** Anytime the shot clock needs to be reset to 60 seconds, each official should raise one arm and point toward the sky while twirling their finger in the air. This indicates to the crew and shot clock operator that the clock should reset to 60 seconds.
  - ✓ **Reset to 80 Seconds:** Anytime the shot clock needs to be reset to 80 seconds, each official should pump their arm up toward the sky with an open palm. This indicates to the crew and shot clock operator that the clock should reset to 80 seconds.
  - ✓ **"Under" Signal (60 Seconds):** When the shot clock reaches 60 seconds, and "Under" is announced, the official should point their arm in the direction the offense is attacking. All crew members should mimic this signal to ensure everyone knows that the over-and-back rule is now in effect.
  - ✓ **Shot Clock Violation (Failure to Advance):** When the shot clock expires before a valid shot is taken (i.e., the horn sounds when the clock reaches zero), the official who first recognizes the violation will immediately sound their whistle to stop play unless a play-on is warranted. The official will then use the "failure to advance" signal if play was stopped.

#### **Tips for Effective Shot Clock Management:**

- **All Officials Are Clock Watchers:** Every official must monitor the shot clock closely, ensuring it is accurately tracked on each possession, whistle, and reset to ensure its accuracy and correct reset.
- **Monitor the Ball at 60 Seconds:** Be vigilant about where the ball is when the clock hits 60 seconds. Ensure it has advanced over midfield. If the ball is in a scrum near the midline, the "off-ball" official(s) should help track its status.
- **Check the Clock After Every Shot:** After each shot, double-check that the shot clock wasn't inadvertently reset. If a mistake is identified, shut play down immediately to fix the issue, especially if the clock is running low.
- **Fix the Clock Within 5 Seconds:** If the clock is not reset within 5 seconds, stop play and reset properly (60 or 80) if no imminent scoring opportunity is present.
- **Check the Clocks When Adjudicating Fouls:** Always check and reset the shot clock when reporting fouls, ensuring the proper reset time based on the situation.



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## Settled Situations

The key to proper coverage during settled play is maintaining a wide triangle between the Lead, Trail, and Single Side officials, ensuring the crew keeps the play in front of them and within their lines of sight. Each of these positions has specific responsibilities, and each has backup responsibilities as well if the primary official is unable to make the call. Responsibilities vary based on game situations, and strong teamwork and both verbal and non-verbal communication are crucial for effective field coverage.

### Lead Official's Responsibilities:

- The primary responsibility of the Lead official is to cover the goal.
- The official should begin at the goal line extended (GLE) and position themselves for the best view of the goal line, goal mouth, net, and ball.
- Movement should follow the flow of players and the ball, shifting in, out, and below the GLE as needed.
- The official should stay close to the goal without interfering with play and is responsible for contested plays near the end line, following the action for the best view.
- They are also in charge of end line coverage on any shot, chasing contested shots to the end line
- If offensive plays force them away from the goal, the Single Side Referee must shift and cover the goal line.
- Be attentive to the shot clock and game clock for any potential violations or timing issues.
- Line Call: End Line

### Single Side Official's Responsibilities:

- The primary responsibility of the Single Side official is the action in front of the crease.
- They monitor for late hits after a shot and oversee the far sideline as well. The Single covers the goal by moving toward the GLE if the Lead moves to the end line or is forced outside the play.
- They should remain about 5 yards above the goal line extended, moving in and out without interfering, and should never let players get behind them.
- The Single must also anticipate an over-and-back violation, hustling to the midline to assist with fouls and to restart play while allowing the new Lead to get ahead of the action.
- Be attentive to the shot clock and game clock for any potential violations or timing issues.
- Line Call: Far Sideline

### Trail Official's Responsibilities:

- The primary responsibility of the Trail official is monitoring late hits after a shot and counting both teams once in their settled position.
- They should remain near the wing area, a few yards above the top of the attack box, and oversee the bench sideline, relaying all time-serving penalties to the table area.
- The Trail watches the high crease, focusing on one-on-one midfield play, and picks above the crease while covering the midline for offsides, over-and-back, or other infractions when a loose ball approaches. In this case, the Single must move up to release the Trail for transition.
- Be attentive to the shot clock and game clock for any potential violations or timing issues.
- Line Call: Near Sideline

## Settled Situations – Wide Triangle Scenarios

### Settled Coverage Responsibilities:

- Lead official covers the goal area, positioning near the GLE, tracking the ball and players, and ensuring clear views of contested plays near the goal or end line.
- Single official focuses on the crease, staying a few yards above the GLE, watching for crease and goal mouth violations, and adjusting based on Lead's positioning to maintain proper coverage.
- Trail official stays above the attack box, monitoring midfield play, offsides, and violations at the midline while assisting with communication on penalties.

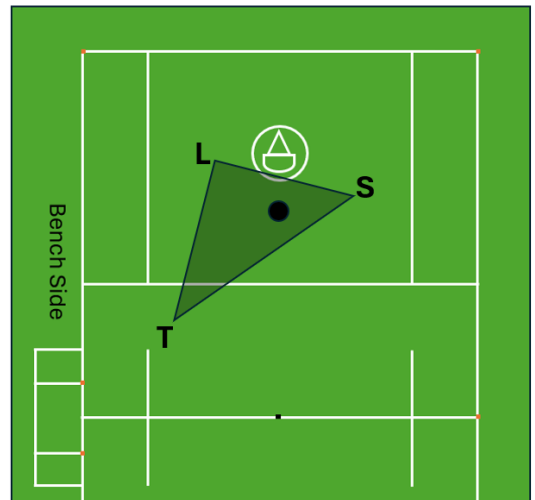


Diagram 7: Settled Coverage

### Settled Coverage Responsibilities:

#### Ball Near Endline

- Lead official moves closer to the end line, ensuring clear coverage of contested plays near the goal and end line, while staying ready to track any shot attempts.
- Single official shifts slightly lower toward the GLE, keeping focus on the crease and supporting the Lead with ball and player movement around the goal area.
- Trail official stays higher near the top of the attack box, watching for offsides, over-and-back violations, and any developing play at the midline, while maintaining an open view of

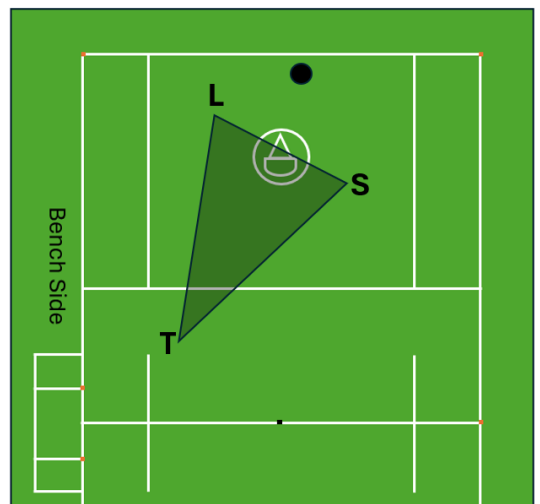


Diagram 8: Settled Coverage – Ball Near Endline

### Settled Coverage Responsibilities:

#### Ball Near Midline

- Trail official moves up toward the midline, focusing on offsides, over-and-back violations, and midfield play, while ready to initiate transition coverage.
- Single official holds position around 5-7 yards above the GLE, monitoring player movement in the crease area and anticipating any changes in possession and be in position for over and back restarts.
- Lead official remains near the goal, staying in position for any fast breaks or transition plays, while maintaining awareness of potential end line situations.

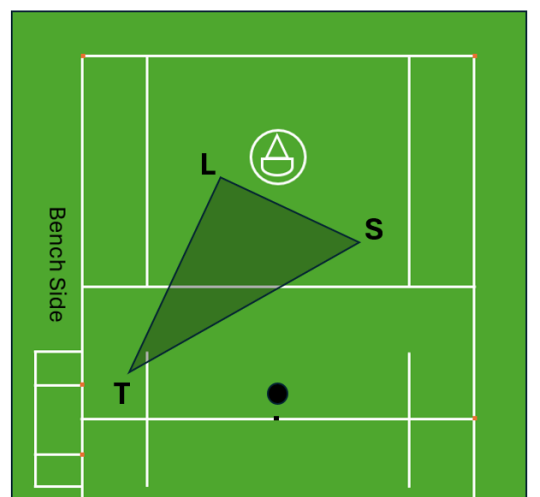


Diagram 9: Settled Coverage – Ball Near Midline

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## Transition Coverage and Responsibilities

Proper field coverage during transition situations involves maintaining optimal positioning to see the entire field, ensuring clear communication among officials, and anticipating plays to adjust proactively. Officials should focus on key players, adapt quickly to the game's pace, and maintain clear sight lines to monitor fouls and offside violations. Understanding team dynamics is essential for anticipating actions. Adhering to these principles enables officials to manage transitions and maintain control of the game effectively.

### New Lead Official's Responsibilities:

- The primary responsibility of the Lead official during transition is to beat the ball into the attack box by moving quickly towards the goal line, while back-pedaling or running sideways to monitor the substitution area and to track the location of the ball, unless it's an obvious fast break, in which case, turn and sprint into position. Anticipate the clear and if necessary, break early to position yourself properly.
- The Lead is also in charge of end line coverage on any shot, especially shots from greater distances during the clear (e.g. 10-man ride) chasing contested shots to the end line. Single and Trail can help with communication to help determine whether the ball in flight is a shot or not.
- **Stay Alert:** Keep running until you are in position to rule on a goal, maintaining focus and ensuring coverage of the goal and end line without slowing down at the attack goal area.

### Single Side Official's Responsibilities:

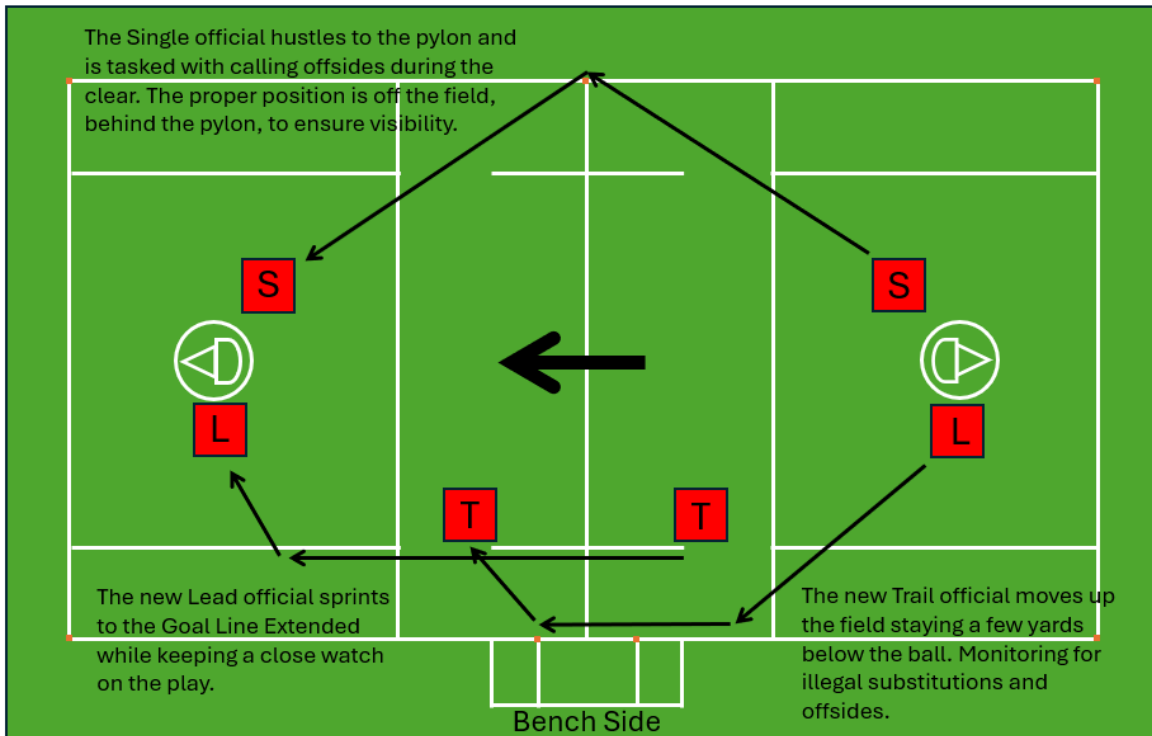
- The primary responsibility of the Single Side official during transition is to assist the Lead in covering the goal, essentially functioning as a two-person crew until the Trail official is in position.
- While running into position, the Single ensures compliance with offsides rules and watches for fouls during transition, particularly around the ball carrier and key defenders.
- **Stay Alert:** Monitor for late hits after shots and oversee the far sideline.

### New Trail Official's Responsibilities:

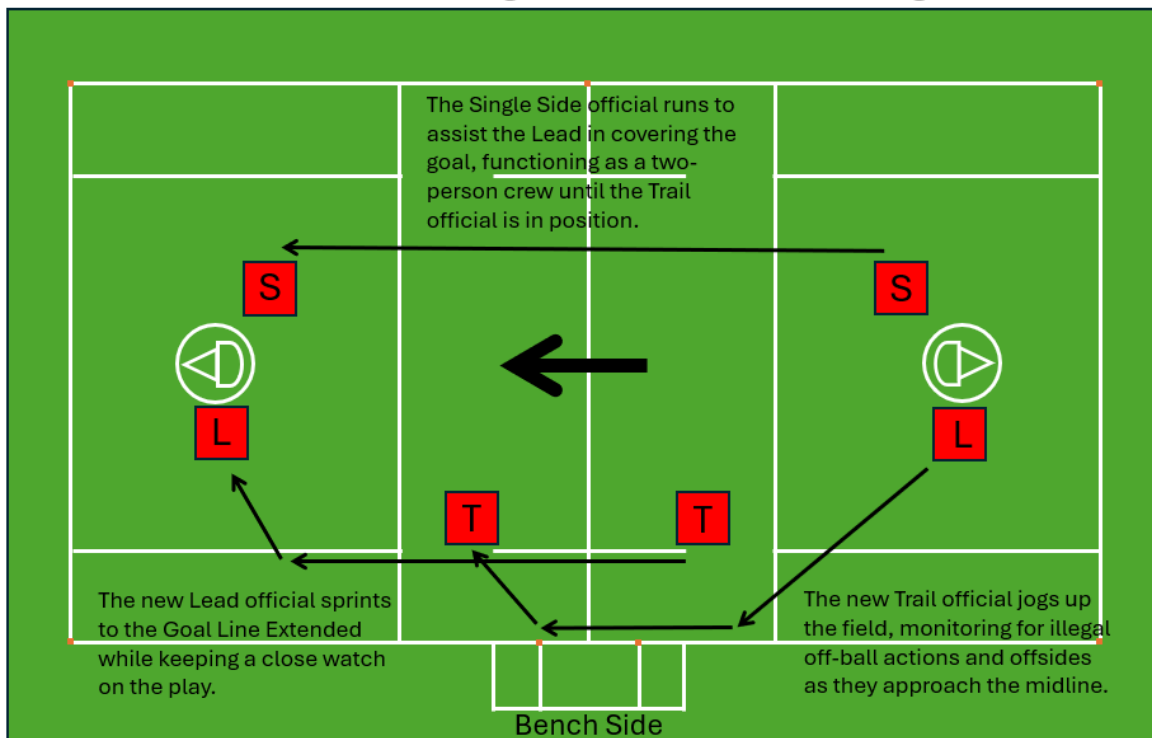
- The primary responsibility of the Trail official during transition is the four-second count on the goalie during all clearing situations and overseeing all fouls in the defensive zone.
- Avoid following long passes to prevent fouls between defenders and offensive players, while staying vigilant for crease violations and goalkeeper interference.
- The Trail should stay even with or slightly behind the ball, remaining alert to cover the goal in case of a turnover, as the goal must always be a top priority.
- The official will count for offsides and monitor the substitution area for any subbing infractions.
- **Stay Alert:** Monitor for late hits after shots and be attentive to the shot clock and game clock for any potential violations or timing issues.

*Note: Some of the responsibilities for officials can vary depending on whether transitions are fast or slow breaks (Refer to Diagrams 10-11).*

## Transition Coverage: Slow and Fast Breaks



**Diagram 10: Transition Coverage – Slow Break**

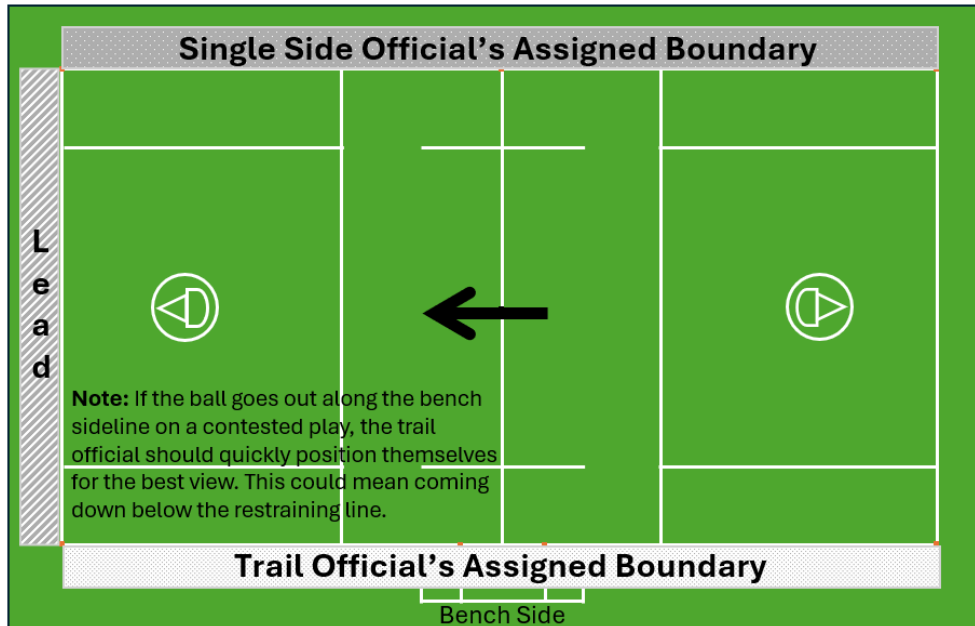


**Diagram 11: Transition Coverage – Fast Break**

## Stopping Play

### Stopping Play:

- Anytime play is stopped, the official stopping play shall raise an arm up with open palm, signaling, “dead ball”. *Exception – when play is stopped for a good goal, the official shall raise both arms, signaling “goal”.*
- Each official must blow the whistle when the ball or player in possession goes out of bounds on their assigned boundary line (**Refer to Diagram 12**).



**Diagram 12: Sideline and Endline Stoppage Responsibilities**

- When stopping play for an out of bounds ball/player:
  - ✓ Position yourself outside the play with the best view, often in the out-of-bounds area.
  - ✓ When the ball or player goes out of bounds, blow your whistle, signal "dead ball" (hand raised with open palm), and quickly glance at the clocks to ensure they have stopped.
  - ✓ Indicate the direction of play by pointing and calling the team color (e.g., "White ball!").
  - ✓ Position yourself and communicate with your partners for the restart.
- In a play-on situation, the official who called the play-on is responsible for blowing the whistle to stop play if necessary.
- When the offense commits a foul, the official who witnesses it will stop play by blowing the whistle.
- In a flag-down situation, any official who notices the condition to end the slow-whistle scenario should blow the whistle to stop play.
- When a goal is scored, the Lead official should blow the whistle, unless the Lead misses it, in which case the Single official may do so.

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## Restarting Play

Good restarts are essential for maintaining game control and fairness. They ensure play resumes smoothly and fairly, preventing confusion and disruptions. Quick, clean restarts keep the game flowing, while rushing can lead to mistakes, penalties, or delays. Taking time to execute restarts correctly avoids errors and ensures neither team gains an unfair advantage. Strong communication and coordination among officials are key to successful restarts. Overall, good restarts keep the game organized, balanced, and enjoyable for players and spectators alike.

### Where and When to Restart Play:

- Anytime play is restarted, the official starting play shall raise arm up with an open palm, whistle, and wind the arm backward in a clockwise motion, signaling the clock operators to start the clock(s). Quickly glance at the clocks to ensure they have restarted.
- Play should always be restarted at the same relative location when play was stopped, except for when play is stopped in the offensive attack area, in which case, play will be restarted outside the box (the team entitled possession may either carry or make one pass to get the ball out of the box). For safety reasons, the official restarting play should ensure the goalie is aware of the location of the ball on restarts outside the box.
- If the team entitled possession delays picking the ball up, the official restarting play shall use the visual 5-second count to encourage them to ready the ball for play.
- If a player attempts a running start, back them up prior to restarting play. Also, ensure all offensive players without possession remain a minimum of 5 yards from the ball.
- If a ball is tossed in from the sideline to a player on the field, slow the restart and remind the sidelines of proper procedures. Repeated violations can be assessed as a delay of game.
- Fellow officials must anticipate their positions and, if any issues arise on the field, inform the restart official before resuming play.
- If officials need to confer after a play (e.g., goal/no goal, crease, etc.) be sure to communicate to teams before restarting play. Do not restart play too quickly in this instance to avoid confusion.
- **Sideline and Endline Restarts:** When restarts occur on the sideline or endline, ensure the player in possession is on the field and in the same relative location when play was stopped (this is especially critical when the shot clock or game clock are in “short time”). The player shall be positioned at least one yard from the sideline or endline and shall be relatively stationary (no running starts), and no offensive players may be within five yards of the ball on the restart.
- **Substitution Area Restarts:** The new Trail should hustle to the substitution area for this restart allowing the new Lead to get in position for goal coverage. It is imperative to slow down and control restarts near the substitution area to ensure safety for the players. The player shall be relatively stationary (no running starts), and no offensive players may be within five yards of the ball on the restart. Do not rush this restart!
- **In-Field Restarts:**
  - ✓ After a faceoff violation, the Single Side official will restart play after reporting the violation and the number of the violator.
  - ✓ After an over and back violation, the Single Side must anticipate and be in position to restart play as the former Trail official must hustle to the new Lead. (If the over and back occurs near the substitution area, the Trail official may be able to restart the play since it will be a slower than usual restart.)

- ✓ After assessing a penalty, the closest official to the ball shall restart the play. It is recommended to count players before the restart.
- ✓ After a crease violation, the Trail official shall restart play when the ball is ready for play.
- ✓ After a loose-ball technical foul, the Trail or Single shall restart play when the ball is ready for play (ensure there is communication to prevent two whistles on the restart).

### **Clearing Restart Responsibilities:**

*Note - A clearing restart occurs when play resumes after a stoppage, typically when the ball goes out of bounds or after a violation or penalty in a team's defensive end.*

- **Lead Official:**

- ✓ The Lead official has the primary responsibility of covering their designated goal and endline and is responsible for monitoring play around the crease.
- ✓ Positioning is based on game factors, team tendencies, player skills, and mobility, typically starting near the far restraining line. However, this position may change depending on the flow of play or strategic needs.
- ✓ The Lead uses hand signals to maintain visual communication with the Single and Trail, signaling "ready" by fully extending their arm and pointing toward the direction of play when the field and players are set, ensuring proper alignment and fair timing for the restart.

- **Single Side Official:**

- ✓ The Single official covers the midline for offside violations and monitors the shot clock for potential failure to advance violations.
- ✓ When officiating offsides, count forward rather than backward, and first count the offensive players, then count the defensive players.
- ✓ Positioned at the far cone, the Single straddles the midline and holds the position until the ball passes, not stopping during a fast break.
- ✓ Maintains visual communication with both the Lead and Trail officials, coordinating the relaying of "ready" signals between partners. This communication is especially important when the ball goes out of bounds on the Single's side of the field. The Trail is depending on the Single's "ready" signal in order to restart play.

- **Trail Official:**

- ✓ The Trail official restarts play from a position slightly behind the ball and manages the 4-second count in the crease.
- ✓ Moves up the field with the ball to cover the goal during turnovers and monitors late offside calls as well as the shot clock for potential failure to advance violations.
- ✓ When officiating offsides, count forward rather than backward, and first count the offensive players, then count the defensive players.
- ✓ Ensures proper player substitutions after the ball crosses the midline while maintaining visual communication with the Single and Lead officials using hand signals.

# Restart Responsibilities: Settled Play and Transitions

## Settled Restarts

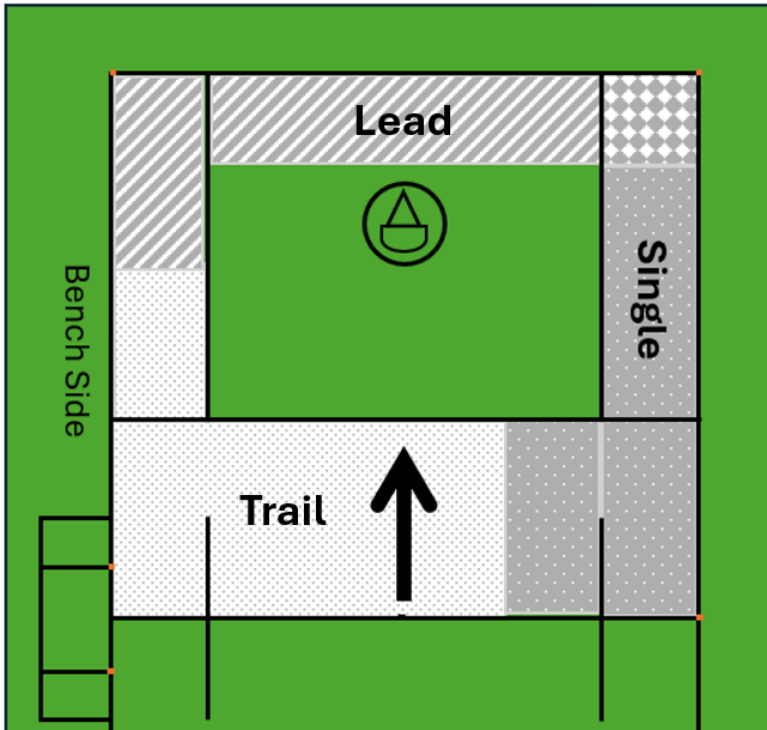


Diagram 13: Settled Restart Responsibilities

## Transition Restarts

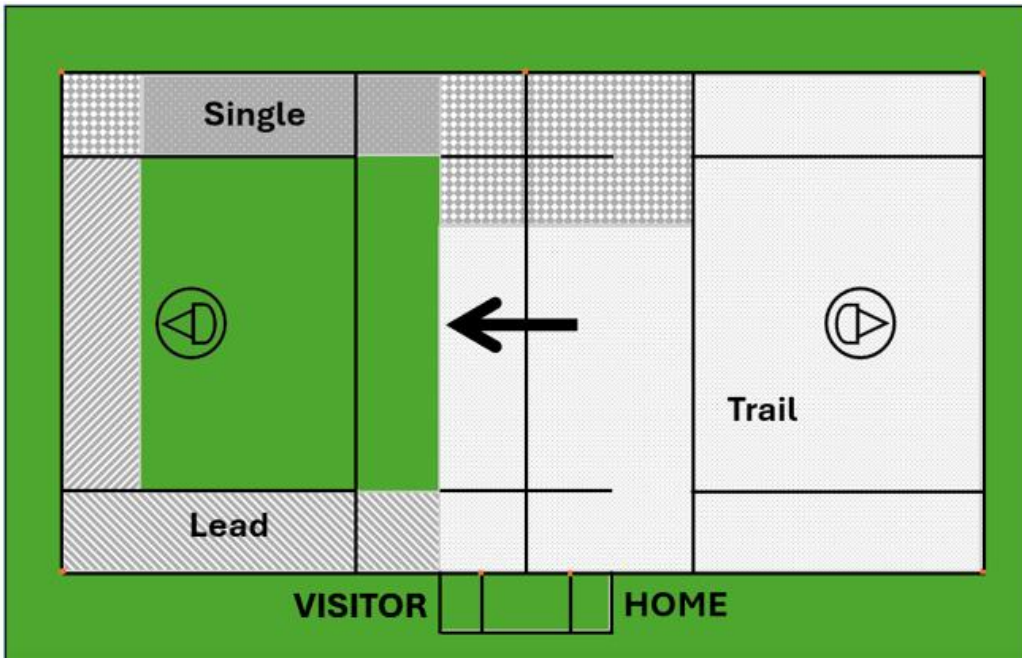


Diagram 14: Transition Restart Responsibilities



## Responsibilities After a Goal is Scored

### Lead Official's Responsibilities:

- The primary responsibility is to immediately sound the whistle once “a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.”
- Ensure that no violations occurred during the scoring play. For contested goals, confirm with the Single Side official using verbal or non-verbal (head nod) communication, then signal the goal using appropriate signal. Officials should be stationary and facing the “action” when signaling a goal. Generally, it is better to be late than early when signaling a goal.
- Retrieve the ball from the goal and prepare for the ensuing faceoff, by jogging to the faceoff square with the ball, and assume the role of the faceoff official (Single).

### Single Side Official's Responsibilities:

- The Single shall wait for the Lead's whistle and goal signal, only blowing the whistle if the Lead hasn't seen the ball enter the goal.
- As the goal is scored, move toward the high crease area to be a presence and to monitor for late hits and any unsportsmanlike conduct. Be sure to keep players in front of you and in line of sight.
- Becomes the new Helper or Wing official based on the goal's location and performs faceoff duties as outlined earlier in this manual.

### Trail Official's Responsibilities:

- The primary responsibility of the Trail is to monitor for late hits and any illegal off-ball activity.
- In addition to watching for late hits, the Trail shall also monitor incoming substitutions and bench activity, while jogging/back-pedaling to assume the wing or helper position based on the goal's location and prepare to perform faceoff duties as outlined earlier in this manual.

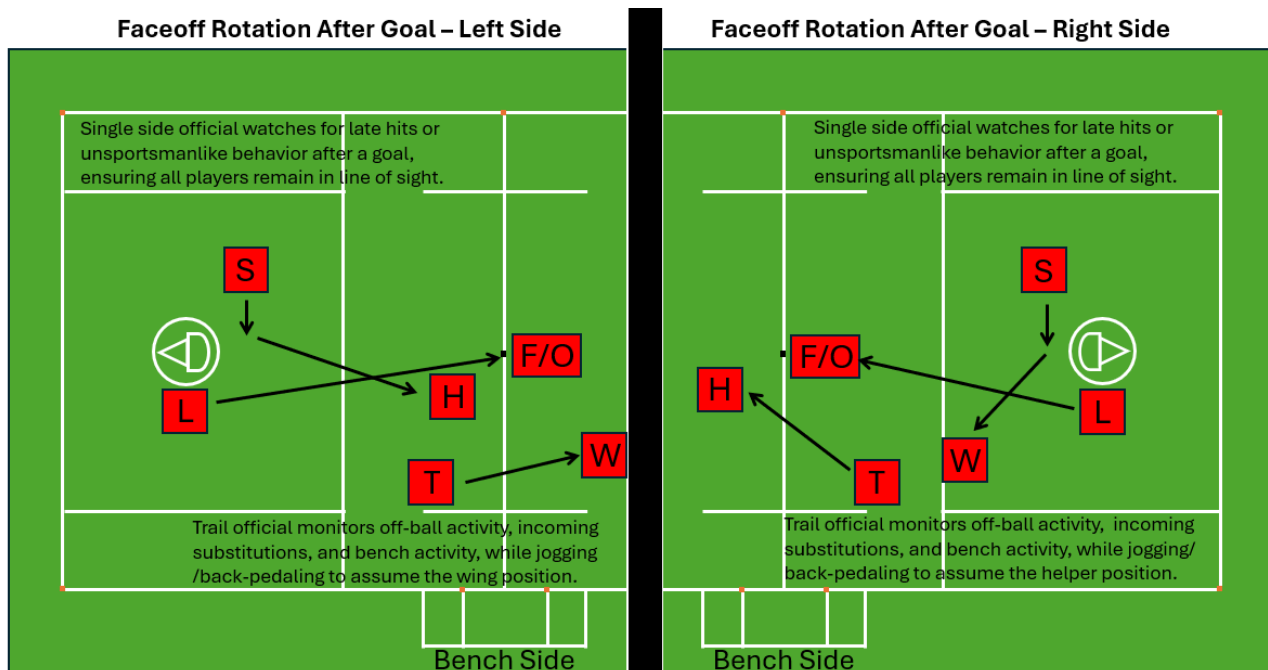


Diagram 15: Rotation After Goal Scored

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## Penalty Enforcement and Reporting Fouls

Enforcing and reporting penalties correctly is essential for establishing authority and control and ensuring clear communication. This clarity helps everyone understand the game better, reducing confusion and frustration while keeping the game flowing smoothly. Effective penalty enforcement is crucial for maintaining the flow of the game and ensuring player safety. By following the procedures outlined below and ensuring clear communication, officials can effectively manage penalty enforcement and reporting, thereby maintaining the integrity, pace, and safety of the game.

**Assess the Situation:** After identifying that a foul has been committed, assess which of the following situations applies:

- **Loose-Ball Technical Foul:** During live ball scenarios, first decide if the "play-on" procedure applies (Refer to page 23-24). If not, whistle to stop play immediately. Then announce the foul, signal possession, and restart play using proper restart procedures. *Note- This applies to loose-ball technical fouls, as well as most goalkeeper interference and crease violation fouls.*
- **Foul by Team B (when Team A has possession):** During live ball scenarios, the official should yell "Flag down" and throw the flag straight into the air without blowing the whistle (This is referred to as the "flag down, slow whistle" [FDSW] technique). This allows Team A to complete their scoring opportunity. Play will continue until Team A either scores or the rules necessitate a stoppage. *Note – A player who commits a personal foul always serves penalty time, while a player who commits a technical foul serves no penalty if a goal is scored during the slow whistle.*
- **Foul by the Team in Possession or Loose-Ball Personal Foul:** During live ball scenarios, blow your whistle immediately to stop play. If the foul committed is a personal foul, throw your flag and then report the penalty as outlined later in this section. If it is a technical foul, award possession to the offended team.
- **Fouls During Dead-Ball Scenarios:** For dead ball fouls, throw the flag for any personal fouls or technical fouls committed by the team not entitled to possession, ensure all action has ceased, report the foul, and restart play. For a technical foul where neither team is entitled to possession (e.g. after a goal), signal the violation, indicate possession, and restart play.
- **End-of-quarter penalty:** If a flag is thrown at the end of a quarter, the offended will team retain possession at the start of the next period if the flag creates an uneven situation. The penalty is enforced at the beginning of the next quarter. Be sure to cover this in the pregame so all officials know their roles: the reporting official announces the penalty and restart location, while others monitor players and conduct crosse inspections.

### Once the whistle is blown:

- ✓ Move toward the scrimmage area to monitor for any additional fouls, ensure no unsportsmanlike conduct occurs, and maintain a strong presence on the field.
- ✓ Once the situation is settled, the official who threw the flag should move to an open area and with strong, clear signals, inform your partners of the penalty and player number(s), and check for other flags to see if they relate to the same or different fouls.

- ✓ If multiple penalty flags are thrown, the officials who called the fouls should confer, while the other official monitors the players to ensure no additional fouls occur and gets the ball ready for play.
- ✓ Officials not involved in the call should manage player behavior and be ready to resume play once the penalty has been reported to the table.
- ✓ Check the game, shot, and penalty clocks for accuracy prior to restarting play.

### **Roles and Responsibilities:**

- **Trail Official:**
  - ✓ Communicate with partners so that all officials are aware of the penalty (confirm with partners if there are multiple flags) Report the penalty while other officials set up for the next play.
  - ✓ When reporting, position yourself on the midline facing the table area at or near the sideline, ensure that you have the table staff's attention, then in a loud, calm and clear voice, announce and signal the penalty using the 'C-NOTES' method: Color, Number, Offense, Time, Explanation (if necessary), Shot Clock Reset (60 or 80). There is no need to rush this process.
  - ✓ Activate a 20-second timer after reporting (this is the amount of time teams are permitted to substitute players for their extra-man and man-down units).
- **Lead and Single Side Officials:**
  - ✓ Ensure that you have obtained the details of the penalty from your partner(s)
  - ✓ Retrieve the ball and place it at the restart location
  - ✓ Communicate with the goalie to confirm awareness of the penalty and restart location.
  - ✓ Check the game, shot, and penalty clocks for accuracy prior to restarting play.

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## Video Review: Procedures and Guidelines

Video review provides officials with an important tool to ensure accurate decision-making, particularly for complex situations like timing errors, shot clock resets, crease and goal mouth violations, contact to the head or neck, and flagrant misconduct. While video review is not mandatory, it must be conducted according to the outlined protocols when available, and the evidence used to overturn on-field decisions must be clear and conclusive. By following these guidelines, officials can maintain fairness and clarity during the game.

### Key Criteria for Video Review:

- Video review is optional in NCAA Men’s Lacrosse, meaning it is not required, but may be used when available. If video review is used, the guidelines set forth in **NCAA Rules 4-33, 4-34, 4-35, and 4-36** (which are outlined below) must be followed to ensure its proper application.
- The **Referee**, along with the **Umpire** and/or **Field Judge**, may utilize the designated video monitor at the table area to review specific situations. Video review can be used to:
  - ✓ To correct the game clock and/or shot clock when there is a malfunction or timing error.
  - ✓ To review the release of a shot at the end of a period in relation to the expiration of time for the game clock or the shot clock.
  - ✓ To review if a shot at the end of a period is deflected off of a defensive or offensive player before it enters the goal.
  - ✓ To review if a shot hits the camera mounted inside the goal cage.
  - ✓ To determine if a loose ball crosses the goal line.
  - ✓ To determine if the ball crosses the goal line before the dislodgement of the goal cage.
  - ✓ To determine if an offensive player’s body made contact with or landed in the crease prior to the ball crossing the goal line.
  - ✓ To determine if an offensive player landed in the goal mouth prior to or after the ball crossed the goal line as a result of illegal contact by the defense.
  - ✓ To determine if an offensive player landed in the goal mouth as a result of illegal contact by the defender.
  - ✓ To determine if a goal was scored as a result of the head of the shooters crosse coming off during the shot or follow through.
  - ✓ To determine whether a valid shot deflected off the goalkeeper or goal pipe to determine if the shot clock should be reset.
- The video provider is responsible for supplying a burn-in view of the official game clock, which must be the only timing device used during the review. **Television graphics** or artificial devices should not be used for timing purposes. To overturn the call made on the field, the video evidence must be **conclusive**. The home team is responsible for providing video review equipment, and the equipment must be independent of the team benches.

### Video Review Involving Contact to the Head and/or Neck Area:

- Video review of contact to the head or neck area is only permitted when the on-field official makes a call of contact to the head and/or neck area. The process for reviewing head/neck contact is as follows:

- ✓ Officials may initiate a review only if **contact to the head or neck** has been called on the field.
  - ✓ Before beginning the review, officials must inform the coaches.
  - ✓ During the review, officials will consider four possible outcomes:
    - Indirect contact to the head or neck.
    - Direct contact to the head or neck.
    - Excessive or flagrant contact with the possibility of expulsion.
    - A possible releasable penalty, such as illegal body check or unnecessary roughness.
- While officials can use video review to assess contact to the head/neck area, they cannot use it to review other infractions not observed during play. However, if the video review confirms that illegal head or neck contact occurred, appropriate penalties may be assessed according to the severity of the violation.

### **Video Review Involving Fighting, Flagrant Misconduct, and Unsportsmanlike Conduct:**

- Video review may also be used to evaluate **fighting, flagrant misconduct, and unsportsmanlike conduct** calls, but only if the official on the field has already made a call related to these violations.
- Officials may initiate a review only if **fighting, flagrant misconduct, or unsportsmanlike conduct** has been called on the field.
- As with head/neck contact reviews, officials must notify the coaches before starting the review.
- During the review, officials will consider the following penalties:
  - ✓ Fighting
  - ✓ Flagrant misconduct
  - ✓ Unsportsmanlike conduct
  - ✓ Potential releasable penalties (e.g., illegal body check, unnecessary roughness)
- Although officials can review whether fighting, flagrant misconduct, or unsportsmanlike conduct occurred, they are not allowed to assess penalties for other infractions that were not called during play. If the review confirms that fighting, flagrant misconduct, or unsportsmanlike conduct did occur, the appropriate penalties can be enforced.

### **Roles, Responsibilities, and Positioning of Officials During a Video Review:**

The Referee and second official are responsible for reviewing the footage and making the final call, while the third official ensures the teams stay in their bench areas, coaches and players are kept clear of the review process, and the substitution area remains secure throughout the review.

- **Referee (Primary Official for Review):**
  - ✓ **Role:** The Referee is the Lead official responsible for making the final decision based on the video review.
  - ✓ **Responsibility:** Along with the official who had the best view of the play, the Referee will go to the video monitor to analyze the situation, such as a goal/no goal, foul, or possession. They will review the footage and work together to make the most accurate call based on the available video evidence.

- ✓ **Positioning:** The Referee focuses on the review process, collaborating with the other official to ensure an accurate decision is made.
- **Second Official (Supporting the Referee in Review):**
  - ✓ **Role:** This official is assisting the Referee during the review.
  - ✓ **Responsibility:** The second official, typically the one with the best view of the play or most involved in the situation, supports the Referee in reviewing the footage. They offer insights and help analyze the key details to ensure a correct call.
  - ✓ **Positioning:** The second official accompanies the Referee to the monitor, ensuring that all aspects of the play are carefully reviewed.
- **Third Official (Monitoring the Bench and Substitution Area):**
  - ✓ **Role:** The third official's responsibility is to manage the bench areas and the substitution area during the review.
  - ✓ **Responsibility:** While the other two officials review the video, the third official stays near the substitution area at midfield. Their job is to monitor the teams, ensuring that players, coaches, and staff remain in their designated areas and keep the substitution area clear of interference. This official must also ensure that coaches and players do not approach the review monitor or interfere with the review process. If necessary, they may need to enforce this rule, maintaining a clear separation between the teams and the officials.
  - ✓ **Positioning:** The third official stands near the midline in the substitution area, overseeing the bench areas, keeping coaches and players in check, and ensuring no one interferes with the review process.

## Video Review: Coach's Challenge

The coach's challenge is an important strategic tool allowing teams to request reviews for certain types of calls and non-calls. The process has strict time limits (especially for non-goal challenges), and the outcome can affect both the score and game clock. Challenges must be carefully managed, particularly since an unsuccessful challenge results in a timeout being charged. Below is a breakdown of how the challenge system works, including guidelines, restrictions, and procedures:

### Key Criteria for Coach's Challenge:

- A coach's challenge may only be requested for situations specified as reviewable in NCAA Rule 4-33 as outlined in the previous section (Video Review: Procedures and Guidelines)
- A coach may request a challenge at any point during the game, but in the last four minutes of regulation or any overtime period, challenges can be initiated either by the coach or at the discretion of the Referee.
- A team is allowed one challenge per half and one challenge during any overtime period.
- *Note: Challenges do not carry over between halves or into overtime periods; additionally, if a team has no remaining timeouts, they cannot request a challenge.*

### Outcomes of Challenge:

- **Successful Challenge:**
  - ✓ The team retains its challenge and timeout.

- ✓ Non-goal Challenge: If the challenge of a non-goal is overturned, the game clock will be adjusted to reflect the time when the disputed goal occurred.
- **Unsuccessful Challenge:**
  - ✓ The team loses its challenge and will be charged a timeout.
  - ✓ Non-goal Challenge: If the challenge is affirmed, the game clock remains as it was when play was stopped for review.

### Challenges for Goal vs Non-Goal Calls:

- **Goal Call Challenge:** If a team wishes to challenge a goal call, the head coach must do so before the next faceoff by throwing the red challenge flag.
- **Non-Goal Call Challenge:** If challenging a non-goal (A non-goal is defined as a scoring opportunity not determined as a goal by game officials), the coach must throw the red challenge flag within 30 seconds and ensure it is seen by an official. The officials will use the shot clock to track this 30-second window. **Note:** *In these situations, officials should wait until the clearing team satisfies the 20-second clearing rule before stopping play. Should the clearing team fail to clear the ball beyond the midline in the allotted time, play shall be suspended. In instances where the clearing team has a potential scoring opportunity, officials should allow play to continue.*

### Special Conditions for Non-Goal Challenges (30-second Window):

- If a goal is scored by either team within the 30-second challenge period, and the challenge is affirmed, the goal scored during this time will be disallowed.
- If a penalty is called or a flag is thrown within the 30-second window, the penalty will still be served, even if the challenge is affirmed.

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## Crease and Goal Mouth Play: Guidelines for Consistent Officiating

Getting crease and goal-mouth calls correct is essential for maintaining the integrity of the game. These calls directly impact the score, player safety, and the overall flow of the game. By being properly positioned and knowing what to look for, officials ensure fair play, protect goalkeepers from illegal contact, and help prevent controversy. Follow these guidelines to make clear, consistent decisions without overthinking the situation. **Take your time – it is better to be slow and right than fast and wrong.**

### Effective Positioning and Confident Calls:

- **Positioning of the Officials:** When making calls around the crease and goal mouth, **positioning is key.** The Lead official and Single official are most directly involved in calls near the crease or goal mouth; they should work in tandem, almost as if they are tethered. While the Trail official watches for any late hits and assists with crease and goal-mouth violations only if necessary. The following best practices will help ensure everyone is in the proper position to make the right calls:
  - ✓ Anticipate when close or contested plays are likely to happen and **fight for tight positioning** so you can see everything clearly.
  - ✓ Position yourself to find the gap between the offense and defense, staying close enough to observe the crease lines, goal mouth, and goal line, but not so close that you're in the way. *Note: when a faster player is approaching, instead of trying to outrun them toward the sideline, step back toward the end line to give them space and avoid becoming an obstruction.*
  - ✓ On dodges from behind goal line extended (GLE), stay just below the players and follow the play toward the goal. This will give you the best view of critical actions.
- **What to Look For:**
  - ✓ **If the play is moving away from you,** you will have the best angle to **watch for fouls,** particularly pushes, illegal body checks, and cross checks.
  - ✓ **If the play is coming toward you, focus on the feet and body of the offensive player** to determine if they make contact with the crease, goal mouth, or goalie.
  - ✓ If you are the **Trail, watch the big picture** and any potential late hits.
  - ✓ **Watch for contact with the ball carrier:** Determine if there is legal or illegal contact with the offensive player, as this could have an effect on whether a goal is allowed or disallowed.
  - ✓ **Goalie Contact:** Pay attention to whether the offensive player “initiates direct or deliberate contact” with the goalie as this could potentially be a foul. Additionally, look for any defensive fouls that may have propelled the offensive player into the crease, goal mouth, or goalie.
- **How to Make the Call: Use your experience** and keep a mental catalog of situations, drawing from past games and film study to stay ahead of the play and make confident, accurate calls.
  - ✓ **If you see the offensive player make contact with the crease line before shooting/diving, immediately blow your whistle, wave off the goal and turn the ball over.**



- ✓ **If you see the offensive player leave their feet on their own volition, or if their momentum causes them to make contact with the goal mouth, immediately blow your whistle, wave off the goal and turn the ball over.**
  - ✓ **Before signaling, ensure you have eye contact with your partner** so that both officials are on the same page.
  - ✓ **If something looks off, throw the flag.** Trust your instincts and don't hesitate if you think a foul(s) occurred, even if it's not immediately obvious. If you need to stop the play, blow your whistle, but take your time to make sure you get the call right. You can always pick up your flag after conferring if it is decided that no foul occurred. *Note: If both teams commit fouls, try to adjudicate in a way that results in one team serving more time than the other by evaluating the severity of each foul and determining which team's infraction was more egregious*
  - ✓ If you're unsure, **confer with your partner before making a decision.** It's better to be cautious and take a moment than rush the call. When conferring, step away from the players, possibly behind the goal and take your time to get it correct. The Trail should continue to monitor the players for any unsportsmanlike conduct.
- **When to Disallow the Goal:** Make a bold and noticeable signal when waving off a goal, particularly on a close play, to ensure it's clear to everyone on the field.
    - ✓ If the offensive player **enters the crease** before the ball crosses the goal line = NO GOAL
    - ✓ If the offensive player **enters the goal mouth**, either by their own movement or due to legal defensive contact = NO GOAL
    - ✓ If the offensive player **initiates direct or deliberate contact with the goalie** while the goalie is in the goal mouth = NO GOAL
  - **When the Goal Counts:**
    - ✓ If the ball crosses the goal line **before** any illegal contact is made with the crease, goal mouth, or goalie = GOAL
    - ✓ If a **defensive foul** causes the offensive player to enter the crease or goal mouth, but the ball has already crossed the goal line = GOAL

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## Loss of Helmet: Protocol and Play Scenarios

Recognizing and stopping play immediately when a player loses their helmet is essential for player safety, as it prevents the risk of head injury and ensures the player leaves the field to be properly evaluated for potential injury. This has become a point of emphasis due to an alarming trend of players not wearing their helmets properly, which increases the risk of injury. By following the guidelines below and enforcing this rule, we reinforce the importance of proper equipment standards and ensure the well-being of all players.

### Loss of Helmet Rule Key Points:

- In a **live ball scenario** within the scrimmage area, play will be stopped **immediately** if a player's helmet comes off (See below for various play scenarios).
- The player whose helmet has come off must leave the field of play and may not return until the next dead ball after play has restarted.
- Play will restart once the player reaches the substitution area (player has up to 20 seconds, officials should take their time with this restart).

### Play Scenarios Involving Loss of Helmet:

- **Offensive player loses their helmet (without illegal contact):**
  - ✓ An immediate whistle will be blown.
  - ✓ The offensive player that lost their helmet must leave the field of play and may not return until the next dead ball after play has restarted.
  - ✓ Play will restart once the player reaches the substitution area and their number has been reported to all officials and the table, with the player having up to 20 seconds to exit the field; officials should take their time with this restart.
  - ✓ The ball is turned over to the opposing team.
- **Offensive player loses their helmet (due to illegal contact):**
  - ✓ An immediate whistle will be blown, and a flag down.
  - ✓ The offensive player that lost their helmet must leave the field of play and may not return until the next dead ball after play has restarted. *Note; If a team wants to call a timeout to create a dead ball and get the player back in the game, they may do so, provided time has ticked off the clock.*
  - ✓ The defensive player who caused the illegal contact will serve a penalty.
  - ✓ Play will restart once the foul has been reported and the player reaches the substitution area, their number is reported to all officials and the table, and they have up to 20 seconds to exit the field; officials should take their time with the restart.
  - ✓ The offense maintains possession of the ball with an extra-man opportunity
  - ✓ **Note:** *A foul that causes a helmet to come off does not result in a simultaneous foul. Additionally, if an offensive player loses equipment other than their helmet (e.g., gloves, shoe), the offense retains possession of the ball.*

- **Defensive player loses their helmet:**
  - ✓ An immediate whistle will be blown, and flag down.
  - ✓ The defensive player serves a 30-second foul.
  - ✓ The defensive player that lost their helmet must leave the field of play and may not return until the next dead ball after play has restarted and after serving penalty time.
  - ✓ Play will restart once the foul has been reported and the player reaches the substitution area, their number is reported to all officials and the table, and they have up to 20 seconds to exit the field; officials should take their time with the restart.
  - ✓ The offense maintains possession of the ball with an extra-man opportunity
  - ✓ **Note:** *If a defensive player loses equipment (e.g., glove, shoe) and continues to play, a flag down slow whistle (FDSW) will be called, and the player will serve a 30-second technical foul.*
  
- **Loose ball loss of helmet:**
  - ✓ An immediate whistle will be blown.
  - ✓ The player that lost their helmet must leave the field of play and may not return until the next dead ball after play has restarted.
  - ✓ Play will restart once the player reaches the substitution area, their number is reported to all officials and the table, and they have up to 20 seconds to exit the field; officials should take their time with the restart.
  - ✓ The ball is turned over to the opposing team.

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## Play-On Procedure

The "play-on" procedure is a vital technique that allows the game to continue flowing after certain fouls, specifically loose-ball technical fouls and some crease violations. Below is a summary of the key points regarding the implementation of the play-on procedure. By following the guidelines outlined below, officials can effectively utilize the play-on procedure to enhance gameplay and ensure fair enforcement of the rules.

### When to Use the Play-On Procedure:

- The play-on procedure is applied for loose-ball technical fouls or crease violations.
- It is used when the offended team can recover the ball without disadvantage.
- If recovery is not possible, the official will blow the whistle and award possession according to the rulebook.

### Signaling the Play-On:

- The official signals the play-on by raising one hand with an open palm and calling "PLAY-ON."
- The whistle is withheld until one of the following occurs:
  - ✓ The offended team gains possession
  - ✓ The fouling team gains possession
  - ✓ Some other action requires a whistle (safety concern or violation)

### Concluding the Play-On:

- The play-on should be limited to the offended team gaining its advantage and stopped when there is no clear advantage. (get the ball off the ground and in a stick)
- The official concludes the play-on by lowering the raised arm, pointing in the direction of play, and announcing the team gaining possession (e.g., "Blue ball!").

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## Over-and-Back: Mechanics and Protocols

By knowing the proper mechanics and protocols and anticipating when an over-and-back violation might occur, officials can position themselves to make the correct call. Quick recognition and enforcement help maintain the game's flow, preventing delays and ensuring a fast pace.

**Description of Over-and-Back:** Once the ball has been advanced (cleared) over the midfield line and the shot clock is at or under 60 seconds, the offensive team cannot return the ball to the defensive half of the field; doing so results in an over-and-back violation, causing an immediate turnover and quick restart for the offended team. Some key points and exceptions are outlined below.

### Key Points for Over-and-Back:

- Defensive players may bat or deflect the ball with their crosse to keep it in the offensive half. If the ball contacts the defensive player's body, it results in a turnover.
- If the defense touches or deflects the ball last, there is no over-and-back violation.
- Be aware of any potential violations, such as pushing, offsides, or interference, that could occur as the ball approaches the midline.

### Exceptions to Over-and-Back Violation:

- A valid shot that leaves the offensive half of the field is not a violation.
- A loose ball that leaves the offensive half, caused by the defense is not a violation. *Note: The offensive team is not required to re-clear the ball within 20 seconds and may use the entire field for the remainder of the shot clock. If the offensive team re-enters the offensive half within the remaining time (under 60), over-and-back rules apply until the shot clock expires.*

### Pre-Game Discussion Between Officials:

- **Clarify Roles:** Ensure all officials are clear about their roles in identifying and handling over-and-back situations, including who will call the infraction and who will manage the restart.
- **Clarify Signals and Terminology:** Confirm that everyone is on the same page regarding the use of verbal cues ("yes, yes, yes" or "no, no, no") and hand signals for deflections or tipped balls. If everyone is aligned and consistent in their communication, each crew has the flexibility to establish their own terminology and cues.

### Roles and Responsibilities:

- **Trail Official (New Lead):**
  - ✓ The primary responsibility of the Trail Official is to detect over-and-back situations because they have the best view of the ball crossing the midline.
  - ✓ The Trail official should be especially vigilant when the ball approaches the midline, ensuring they are in the best position to judge whether any violations have occurred (Remember: Shot Clock must be under at or under 60).
  - ✓ Once the play is whistled dead, the Trail is responsible for being the new Lead and therefore must hustle to position themselves to cover the goal and endline.

- **Single Side Official:**
  - ✓ The primary responsibility of the Single Side official is to anticipate when an over-and-back violation may occur so they can position themselves for the restart at midfield.
  - ✓ The Single official will typically handle the restart at or near the midfield line, giving the new Lead official an opportunity to get ahead of the play.
  - ✓ Ensure that the player receiving the ball is in the correct spot for the restart. If the player runs ahead or attempts to gain an advantage with an illegal restart, the official will bring the player back before restarting play.
  
- **Lead Official (New Trail):**
  - ✓ The Lead official can assist the Single and Trail officials identify the over-and-back violation by communicating who last touched the ball, especially if the ball was deflected or tipped by the defense.
  - ✓ The new Trail official can assist the Single Side in ensuring the player is in the correct position for the restart, notifying the Single official if the player needs to be brought back.
  - ✓ If the over-and-back occurs on the bench side near the substitution area, the Trail official can slow the play and administer a controlled restart.

### **Play-on or Whistle?**

- If an over-and-back violation occurs and no advantage exists for Team B (the defending team), the play should be whistled dead immediately, and the ball should be brought back to midfield for a restart.
- The restart is typically conducted from the Single Side, allowing the new Lead official to get ahead of the play.
- If Team B has a clear advantage or is in the process of a counterattack, the officials should allow the play to continue and not whistle the play dead unless Team B loses that advantage.
- Officials should use discretion to assess the situation, considering factors like player positioning and momentum to determine whether the advantage rule applies before deciding on a play-on or whistle.
- If the violation occurs near the end of a period, the officials should quickly assess the time remaining and consider allowing the play to continue if it could lead to a scoring opportunity for Team B.

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## Timeouts: Recognizing and Administering

### Types of Timeouts:

- **Official Timeouts:**
  - ✓ An official has the authority to suspend play at any time, for any reason they believe is necessary to ensure proper enforcement of the rules or maintain the conduct of the game.
  - ✓ This can include issues with players, coaches, spectators, the table, the field, or weather conditions.
  - ✓ Officials should suspend play immediately in the following instances: broken goalie crosse, loss of helmet and any immediate safety concerns.
  - ✓ The Referee should inform the other officials, the table, and both coaches of the reason for the stoppage.
- **Injury Timeouts:**
  - ✓ If a player is injured and the official determines the injury is serious, play is stopped immediately. For less severe injuries, the official will delay the whistle if the attacking team has possession in the offensive half, until the play is complete.
  - ✓ During an injury timeout, teams can go to the sideline to speak with coaches, but coaches may not enter the field unless assisting the injured player. Play resumes once the injured player is removed, and substitutions are allowed.
  - ✓ Players showing signs of a concussion must be removed and may only return once cleared by a healthcare professional. If a player is bleeding, they must leave for treatment and can't reenter without medical clearance and compliance with equipment rules. Injury-related timeouts do not count against a team's allotted timeouts if the player is promptly replaced.
- **Team Timeouts:**
  - ✓ **Live Ball:** During live play, a team's head coach or a player in possession of the ball may request a timeout, as long as the player has at least one foot on or across the restraining line in the offensive half.
  - ✓ **Dead Ball:** In dead-ball situations, only the team in possession or entitled to possession can request a timeout, equipment inspection, or a count of the opposing team's long crosses.
  - ✓ Each team is permitted two timeouts per half and one per overtime period, with each lasting up to two minutes. *Note: A team cannot call two consecutive timeouts without play resuming in between.*
  - ✓ Coaches must stay in their designated areas during timeouts and between periods, except at halftime.

### Administering a Timeout:

- **Anticipating and Positioning for Timeouts:**
  - ✓ Officials must stay alert to timeout calls and be properly positioned, especially late in quarters or during contested situations.
  - ✓ The Trail or Lead official, depending on the game situation, may be closest to the coach that is requesting the timeout.

- ✓ When a team calls a timeout, the official nearest to the bench or coach (usually the Trail official) should recognize it immediately. The official will blow the whistle to stop play and signal the timeout and check the game and shot clocks for accuracy.
- ✓ If a timeout is requested at an odd time, the official should blow the whistle to kill the play, then quickly count the players to ensure the team requesting the timeout is not attempting to avoid any violations (e.g. off-sides, too many men, etc.) before allowing the timeout.
- **Actions as Players Approach the Bench and During Timeout and Quarter Breaks:**
  - ✓ Once the timeout is called or the quarter has ended, officials should make their way to the midfield area to confer (Umpire and Field Judge facing benches), while maintaining a visual on all players as they crossover and go to their sidelines. (Do Not take your scorecard out until both teams have reached their bench areas).
  - ✓ Stay alert for player interactions that could escalate into conflict or unsportsmanlike behavior.
  - ✓ Ensure that players and coaches stay within their designated bench areas unless there is an injured player to tend to.
  - ✓ Typically, at this time, officials will inspect crosses (Refer to Equipment Inspections on page 30) and review key information (e.g., clocks, timeouts, violations) and discuss scenarios, while avoiding pointing or using gestures, as these can be misinterpreted by coaches.
  - ✓ At 1 minute 40 seconds, sound the whistle for players to return to the field. Officials should stay alert for player behavior, monitor substitutions, and ensure the ball and all players are properly positioned for the restart.



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## Equipment Inspections

Players need to use legal equipment to ensure safety, fairness, and the integrity of the game. Legal equipment helps prevent injuries by meeting safety standards, such as ensuring helmets, pads, and sticks are properly constructed and fit. It also ensures that no player gains an unfair advantage through equipment that may alter the game's dynamics, such as a stick with an illegal pocket depth or a broken piece of gear that could affect performance. Adhering to equipment rules maintains a level playing field, upholds the sport's standards, and protects players and officials.

**Head Coach's Request for Official's Equipment Inspection:** Once the game has started, a head coach may request an official to inspect any opposing player's equipment, specifying a particular player. The request must be made during a dead-ball situation.

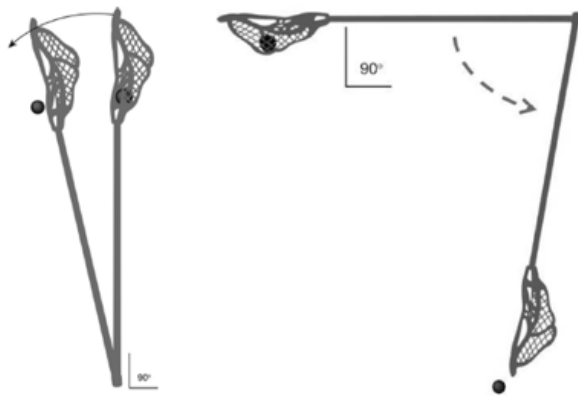
**Official's Random Crosse Inspection:** These shall be conducted several times each half during dead-ball situations (team timeouts, after a goal, before faceoffs, or between periods) to minimize disruption to the game flow. A player need not be on the field for inspection, and team members or coaches cannot influence which player is selected for inspection.

- **How to Conduct an Equipment Inspection:**

- ✓ Approach the player whose crosse you are inspecting, identify them by number, and request their crosse.
- ✓ The player must not adjust the strings or head after the request. If they attempt to do so, caution them, and if they persist, issue a 1-minute non-releasable unsportsmanlike conduct penalty before continuing the inspection. *Note: If a goal scorer adjusts the pocket depth after scoring, penalize them 1-minute unsportsmanlike conduct and disallow the goal.*
- ✓ Quickly check that the player has legal equipment (mouthguard, shoulder pads, arm pads, gloves, and helmet). Issue a 1-minute non-releasable personal foul penalty if any required equipment is illegal or missing (except a mouthpiece, which is a technical foul).
- ✓ Take the crosse, move away, and check it with the game ball: place the ball in the pocket and hold the crosse at eye level—if the top of the ball is visible beneath the sidewall, the pocket is illegal.



- ✓ Then, rotate the crosse vertically and horizontally to ensure the ball rolls out freely.



- ✓ Use a tape measure to check the crosse's length (must be 40-42" or 52-72"), inside measurement of head width at its widest point (not less than 6"), head length from plastic to plastic (not less than 10"), and the distance from the top of the head to the lowest shooting strings (not more than 4"). Use the recommended scorecard as a tool for measuring inside dimensions of the head. Refer to the chart below for more detail.

Location of measurement (inches)	Minimum distance between narrowest point of head (inches)
1.25 from throat bottom	3 (all measurements)
3.0 from throat bottom	3 (all measurements)
5.0 from throat bottom	3.5 to 4 in front; 3.5 in back
Widest point of head (inside measurement)	6 (all measurements)
Crosse top to throat bottom	10 (front only)

- ✓ If a crosse is found to be illegal, the official shall throw their flag into the air and report any violations to the table (using CNOTES as described earlier in the manual) Any illegal crosse found during the inspection will be penalized according to NCAA Rule 5-9. *Note: A broken crosse does not warrant an illegal crosse penalty but playing with a broken crosse results in an illegal procedure technical foul.*
- ✓ Random equipment checks should not be conducted during a flag-down situation or while a player is serving a time-serving foul. Additionally, it is ill-advised to randomly check a faceoff player's stick, as this can disrupt the flow of play.

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## Fight Procedures and Mechanics

“**Fighting** is defined as a player, substitute, nonplaying member of a squad, coach or anyone officially connected with a team deliberately striking or attempting to strike anyone maliciously or leaving the bench or coaches area during an altercation.”

When a fight occurs during a game, officials must take immediate and decisive action to stop the altercation and maintain control of the game. Ensure player safety while following specific procedures. Below are the key steps and mechanics that NCAA Men's Lacrosse officials should follow in the event of a fight:

### Official's Responsibilities in Response to Fighting:

- **Closest to the Altercation Should:**
  - ✓ **Stop play immediately:** Blow the whistle to halt play as soon as the fight is identified, ensuring that the situation is de-escalated.
  - ✓ Use verbal commands and blow the whistle repeatedly to disperse other players from the conflict.
  - ✓ Officials should avoid physically intervening in the fight but must position themselves in a way that allows them to observe the situation closely and assess which players are involved.
  - ✓ Caution players not to intervene, even if they are attempting to act as "peacemakers."
  - ✓ Make a mental note of the jersey colors and numbers of all players involved, and if possible, the order in which they became involved.
- **Second Closest to the Altercation Should:**
  - ✓ Quickly position yourself near the fight to help the "on" official prevent other players from becoming involved.
  - ✓ Record the numbers of the players involved in or entering the fight for later reference.
- **Farthest from the Altercation Should:**
  - ✓ Position yourself near the benches to prevent players or coaches from entering the field.
  - ✓ Instruct coaches to keep their players and fans off the field and ensure the benches remain clear.
  - ✓ Record the numbers of players or coaches who leave the bench area and enter the field of play.

### After the Altercation:

- Officials need to identify the players involved and assess their level of involvement. This includes determining who started the fight and whether any players instigated the altercation.
- Once the participants are identified, officials will assess appropriate penalties. Additional penalties, such as unsportsmanlike conduct, may be given to other players depending on their actions.

- “An individual participating in a fight or any other action deemed flagrant misconduct shall be charged with a three-minute non-releasable penalty, expulsion from the game in which the violation occurred, and suspension from the team’s next regular-season intercollegiate game, including NCAA tournament games.” *Note: If any players leave the bench or enter the field of play during the altercation, they shall also be charged with Flagrant Misconduct*
- Once the penalties have been assessed and players removed as necessary, the game will resume with the appropriate possession based on the situation at the time of the stoppage. It’s important for officials to document all details of the incident, including the players involved, penalties assessed, and any disciplinary actions taken, as this information may need to be reported or reviewed by the NCAA or other governing bodies.

### **After the Game:**

- After the game, the assigned Referee should prepare a written report detailing the game conditions, players involved, a description of the incident, and the resulting penalties.
- The Referee should contact the assignor to review the incident.
- When reporting expulsions or incidents, stick strictly to the facts and avoid speculation.
- Before submitting the official report, send a draft to both your officiating partners and the assignor for review to ensure accuracy and consistency.

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## Officials' Responsibilities: Halftime, Overtime, and End of Game

- **At the End of the First Half:**
  - ✓ All officials should remain vigilant when the whistle sounds, concluding the first half and during halftime, knowing where teams will exit and re-enter the field. Officials should position themselves to act as a presence to prevent any unsportsmanlike conduct between teams.
  - ✓ The Referee should wait a reasonable amount of time until both teams have exited the field before signaling the timekeeper to start the 10-minute halftime clock with a winding arm signal.
  - ✓ With 4 minutes remaining in halftime, the officiating crew should gather at midfield near the wing area to be available for coach inquiries. Both teams must be represented, and the Referee will handle all communication. All officials have jurisdiction to call fouls between periods.
- **Overtime Procedures:**
  - ✓ If the score is tied at the end of regulation, a two-minute intermission occurs before overtime begins.
  - ✓ Overtime consists of 4-minute periods that continue until a goal is scored. If no goal is scored in a period, there is another 2-minute intermission, and teams switch sides before the next period. Each team is allowed one timeout per overtime period.
  - ✓ At the start of overtime, the Referee will conduct a coin toss (as outlined previously) with one captain from each team. The visiting team's captain will call the toss. The winner chooses which goal to defend in the first overtime period, while alternate possession remains as it was at the end of regulation.
  - ✓ All overtime periods will begin with a faceoff, unless otherwise specified by specific rules (see NCAA Rules 4-3, 4-4, 7-5, 7-6, and 7-7).
- **At the Conclusion of the Game:**
  - ✓ The Referee should confirm the final score before leaving the field.
  - ✓ The officiating crew should jog to a prearranged spot on the field, typically near the closest exit to the locker rooms, and jog off together.
  - ✓ Do not linger on the field or engage with coaches, players, or spectators. Exit the field promptly and professionally, heading directly to the locker room for debriefing.

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## Post-Game: Debriefing and Game Reports

Post-game debriefing is vital for officials to grow and refine their skills. Mistakes are inevitable, but the goal is to learn from them and avoid repeating them in the future. Although post-game analysis can be difficult immediately after a game, especially with time constraints or other commitments, reflecting on your performance helps identify areas for improvement. This process of self-evaluation ensures continual growth and enhances your ability to make better decisions in future games.

### Some Recommendations for Continual Growth:

- **Be open to feedback:** How you react to feedback influences the type and amount of feedback you receive. Be receptive and listen without challenging those offering their assistance.
- **Ask specific questions:** Rather than general inquiries about your performance, ask detailed questions about particular calls or situations to gain a deeper understanding of areas for improvement.
- **Engage in informal debriefs:** Suggest going for a quick meal or making time after the game to discuss the calls and the overall performance in a relaxed setting.
- **Reach out for further discussion:** Don't hesitate to call your officiating partner or mentor later to discuss the game and get more insights.
- **Study the rulebook:** Regularly review key sections of the rulebook, particularly areas that relate to your recent games, and pay attention to specific rules and their applications.
- **Stay committed to learning:** Continue your officiating development through local organizations, and practice consistently to refine your skills.

### Completing Game Reports (Referee):

- **Best Practices:** By following these practices, you ensure that your game reports are accurate, timely, and useful for all parties involved.
  - ✓ The Referee shall complete the game report in RefQuest as soon as possible after the game to ensure details are fresh and reduce the risk of forgetting important events or incidents. **Note:** *If there is an ejection, contact the assigning authority immediately to report the incident before submitting the game report.*
  - ✓ If any details of the game are unclear, consult with your officiating crew and, if possible, review game footage of the incident before submitting the report to ensure accuracy and clarity.
  - ✓ If something out of the ordinary happens—such as weather delays, game forfeits, or rule infractions not typically seen— make a note in the report to capture the details for future reference or follow-up.
  - ✓ Take brief notes during the game on key incidents (ejections, fouls, injuries, etc.), including times and relevant details, to ensure accuracy when completing the game report.

- **Information to be Included in Game Reports:**

- ✓ Home and Visitor Score
- ✓ Player Expulsions (team, player name, player number, reason for expulsion)
- ✓ Coach Expulsions (team, coach name, reason for expulsion)
- ✓ Player Unsportsmanlike Conduct Fouls (team, player name, player number, number of minutes, reason for USC)
- ✓ Coach Unsportsmanlike Conduct Fouls (team, coach name, number of minutes, reason for USC)
- ✓ Other (team, player name, player number, number of minutes, contact to head/neck)
- ✓ Use the sliding scales to indicate the level of satisfaction (1-5: 1 being worst and 5 being best) in the following areas: Player Sportsmanship, Coach’s Sportsmanship, Facilities (e.g. parking, locker room, table staff, security, clock operators, field conditions and equipment, etc.) Note: If you are giving a low rating, be sure to leave a brief comment in the “Comments” section explaining your dissatisfaction.

**Sample Template of RefQuest Referee Game Report:**

### Referee Game Report

Home Score \*  0/3

Visitor Score \*  0/3

Player Expulsions (Team, Player Name, Player #, Reason)  0/1500

Coach Expulsions (Team, Coach Name, Reason)  0/1500

Player Unsportsmanlike Conduct Fouls (Team, Player Name, Player #, # of Minutes, Reason)  0/1500

Coach Unsportsmanlike Conduct Fouls (Team, Coach Name, Reason)  0/1500

Other (Team, Player Name, Player #, # of Minutes)  0/1500

Players Sportsmanship \*  0/1500

Coaches Sportsmanship \*  0/1500

Facilities, Table, Security, Clock Operators, etc. \*  0/1500

Other Comments  0/1500

## Official Lacrosse Signals: Procedural Signals



### Timeout

For discretionary or injury timeout, follow the signal above with tapping of hands on chest.



### Goal Counts



### No Goal or Penalty is Wiped Out



### Faceoff



### Alternate Possession

Arm points to the side of the team with the ball.



### Possession Gained/ Restart Play

Faceoff, restart play and start the clock for the halftime intermission.



### Out of Bounds

Steps 2 and 3 point to the direction of play.



### Failure to Advance Ball and/or Shot Clock Violation



### Loose Ball



### Simultaneous Fouls



## Official Lacrosse Signals: Procedural Signals



**Nonreleasable Penalty**



**Counts**



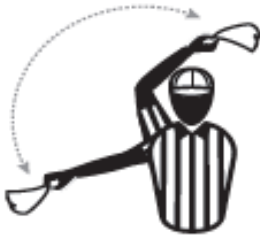
**Reentry of the Crease**



**Play-On or Dead Ball**  
Followed by the  
appropriate foul signal.



**Inadvertent Whistle**  
Face table area.



**Disregard Flag**  
Followed by the  
appropriate foul signal.



**Free Clear**



**Tipped/Deflection**



**Reset of Shot Clock**  
(Reset to 60 seconds.)



**Reset of Shot Clock**  
(Reset to 80 seconds.)



**Video Review**

## Official Lacrosse Signals: Personal Fouls



**Personal Foul**



**Illegal Body Check**



**Slashing**



**Cross-Checking**



**Tripping**



**Unnecessary  
Roughness**



**Unsportsmanlike Conduct**



**Illegal Equipment  
(Crosse)**



**Deep Pocket**



**Contact to the  
Head or Neck**



**Illegal Gloves  
(or point to other  
illegal equipment)**



**Expulsion Foul**

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## Official Lacrosse Signals: Technical Fouls



**Technical Foul**  
(Time served)



**Interference**



**Illegal Offensive Screening**



**Holding**



**Warding Off**



**Pushing**



**Withholding Ball From Play**



**Stalling or Delay of Game**



**Offside**



**Crease Violation**



**Conduct Foul**



**Illegal Procedure**



**Substitution Infraction**



**Illegal Touching of the Ball**