

US Lacrosse New Adult Official Pre-Game

KEYS TO SUCCESS

1. **SAO:** Safety, Advantage/Disadvantage, Obvious.
2. Family of Fouls: what are your options?
3. Five places to be.
4. Don't ball watch: on/off
5. If you see it, call it!
6. Blow the whistle, throw the flag.

DEFINITIONS

POSSESSION player can carry, cradle, pass, or shoot.

GOAL loose ball that completely crosses rear edge of the goal line before time expires.

OUT OF BOUNDS player in possession touching line or OOB, loose ball touches boundary.

OFFSIDES more than 6 on offense or 7 on defense; count forwards.

SHOT remains a shot until OB, in possession; player causes it to go OOB or comes to rest.

TABLE Make sure scorer and timer know their responsibilities. They are on our team.

PENALTIES. 5 minutes of personal fouls is a DQ, no release on FO until possession, loudly count down release, say color if two in box.

TIMEKEEPER Start and stop on whistle, 10- or 12-minute stop time, loudly count down last 10 seconds, blow horn at end of period, two toots during dead ball to get officials' attention

CHECK FIELD

FIELD Make sure the field is safe and lined correctly, goals in correct crease.

BALLS Are their balls on the end lines and sideline. Must be stamped NOCSAE!

GOALS Make sure there are no holes in the nets or balls left in the goals.

COMMUNICATION

ECHO Flag Down, Possession, He's in, GIKI, AP, Tip, Game Time, All Even.

MIMIC Point direction and ready, stop sign, GIKI, Gained Attack Box, Possession.

EYE CONTACT be aware of where your crew is, are they ready.

PENALTIES Relay to crew, move to open area, stand still, clean and crisp, C-NOTE.

MAN DOWN always let keeper know where ball is before restart.

ENDING COUNTS make sure partner stops count, hand signal "He's in."

BE AWARE understand the situation; know the game you're working & how it's changing.

TIME OUTS Head coach or field player; dead ball or in possession.

TIMER ON bench side has timer; 1:40 seconds; then 20 seconds to restart.

REASSESS confirm score with each other and how many TOs each team has.

DISCUSS how is the game going? Do you need to tighten it up? Problems?

FACEOFFS Sticks straight up & down, parallel to line, ball in center of head, neutral zone is clear.

MECHANIC [Point] "down," [adjust sticks & players, place ball] "set," [back out] whistle.

FACEOFF OFFICIAL Know where you are going: back out to your sideline and towards your goal.

WING OFFICIAL Get to wing, Hand up until ready, then point. Focus on wing players.

PREWHISTLE FOUL - No Whistle, stand players up, give quick point, Trail has restart!

COUNT Once possession is gained you have a count (10 or 20)

PLACES TO BE

TOP OF THE BOX 5 Yards in and up from corner.

GOAL LINE EXTENDED work in and out to crease. Get close!

MIDLINE watch for offsides, count forwards. Release before ball crosses as Lead.

ENDLINE get to the end line on shots and contested plays.

INSIDE BOX Trail must help on goal coverage if lead at end line.

ON/OFF OFFICIAL Focus on keys! Don't ball watch, if unsure, talk to each other!

LEAD HUSTLES! Must Beat Ball to GLE, Goal is more important than offsides!

POSITION on GLE, work in and out to crease; to endline.

COVERAGE One-man game until Trail Arrives.

BOUNDARIES Get to end line on shot or contested play.

COUNT has initial 10 count on possession over midline.

GOALS strong whistle, loud voice, big signals! Signal goal in crease.

TRAIL Don't run, jog up slowly. Keep wide triangle with Lead. Watch shooter!

COUNTS always has 4 and 20 counts on B possession in defensive end. Subsequent 10 count.

TRANSITION Primary responsibility is your goal behind you.

SUBS Watch for delayed Sub, player on field has right of way.

POSITION 5 Yards in and up from corner, Primary concern is return to Lead.

WATCH SHOOTER for late hits, IBC, cross-checks and UNR.

CREASE Be as close as you to crease on GLE to make call!

INTERFERENCE GK in possession; free clear, Loose: Defense gets ball.

NO DIVES Player leaves feet on his own No Goal.

GOAL Ball must be in goal before player touches GK, net, goal, or crease.

BE DECISIVE make the call! Strong signal.

STICK & EQUIPMENT CHECKS ALL required equipment? Minimum 4 checks.

WHEN TOs and Between Periods; no check if a player is in the box.

WHERE Midline, face bench, R faces out. Eyes on players.

CHECK length and width, shootings strings within 4', deep pocket, roll front, side, 90°.

TAPE, STRINGS, CAP No tape on plastic except GK. Get off & fix: 2' max, manuf. end cap.

CONFIRM with R before flag, R brings to table.

WHEN TO THROW A FLAG

FLAG Throw it high! Keep eye on the players. Yell "Flag Down!" Repeat

PERSONAL Always a flag. FDSW if A in possession. Whistle if loose.

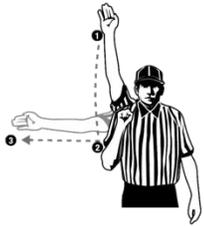
TECHNICAL Flag if A in possession (30 seconds). If loose, Play On! Award ball.

AGOODIES Count ends when: Goal/Ground, A foul, Out of bounds/box, B possession, Injury, End of Period/Equipment Loss, Shot Taken.

PLAY ON! Don't disadvantage offended team. Keep it short!

WHISTLE Staccato to kill a play, break up a scrum, or waive off a goal.

Procedural Signals



Out of Bounds



Ball in Attack Box



Goal is good



Timeout



No goal (wipeout technical foul)



Failure to Advance



Possession or Restart Play

Technical Fouls



Technical Foul



Interference



Illegal Offensive Screen



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

Personal Fouls



Personal Foul – 1 minute



Illegal Body Check



Slashing



Cross-Check



Tripping



Unnecessary Roughness



Unsportsmanlike Conduct