



Boy's Lacrosse Mechanics Manual

Revised January, 2008

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I. PRE-GAME RESPONSIBILITIES

a. All Officials:

1. The Referee will contact the Umpire at least twenty-four (24) hours prior to the game.
2. A pre-game conference between officials is required prior to arrival on the field, especially if working with a new official or an official for the first time. Uniform selection will be agreed to at the time of the game confirmation and will be the same for both officials.
3. Enter the field together at least twenty (20) minutes prior to scheduled game time.

**** Officials' Authority begins when they arrive on the field ****

4. Perform duties in a courteous and professional manner.
5. Answer any questions asked in a precise and demonstrative way.

b. Referee:

1. The Referee is the spokesperson for the officiating crew.
2. The Umpire must accompany the R to meet both coaches, the home team's head coach first.
3. R conducts introductions and hands the coach the **COG** crew card.
4. Confirm the scheduled game time with the coach, and ask if any special circumstances surround the game (i.e. pre-game and/or halftime activities).
5. Ensure that the coach is fully aware of any and all special rules that apply (i.e. Private school vs. Public school; public school games are governed by Federation Rules).
6. Ask coach for captains and "in-home" uniform numbers and other relevant game/field information (i.e. table personnel, scoreboard official time, scoreboard horn, etc.).
7. Have the coach certify that his/her players are properly equipped and that all game equipment and crosses are legal by rule (Rule 1-11), and that all individuals associated with the team and school shall comply with good sportsmanship.
8. Notify the coach that captains are needed for the coin toss 5 minutes prior to game time. *** If time permits and both coaches agree, get captains as soon as practical *** This will allow coaches to have ALL of their players right before game time
9. Inform the coach that once you check the field for rules compliance and safety his players may come to the Table Area for stick checks.
10. Repeat items 3 thru 9 with the head coach of the visiting team.

c. Umpire:

1. Accompany Referee and observe/witness certification of coaches. POINT OF EMPHASIS - Speak only when the Crew Chief/Referee asks for your confirmation or interpretation. If the coach asks you directly, always agree with the Referee until you have a moment to confer privately if you disagree with the explanation provided to the coach by the Referee. If the Referee is incorrect in his interpretation, it is his responsibility to approach the coach and correct the statement previously given.

d. Referee and Umpire:

1. Walk the entire perimeter of the field for rules compliance and safety. If you find a rules variance or safety hazard, immediately inform the home team head coach and instruct him on how he must correct the situation. Note that it must be accomplished by game time.
2. Return to the Table Area. R and U check table area and R gives the table personnel instructions (i.e. timer and scorekeeper).

3. If requested, check any equipment or Crosse for legality after informing the home team coach of any field variances or safety issues. Conduct all equipment/stick checks in the Table Area only.
4. Upon completion of stick checks, prior to the coin toss, both officials must check opposite goals and nets. If you discover either goal or net in need of repair, inform the home team coach immediately. Note that it must be corrected by game time.
5. If ball boys are to be used, ensure they are properly equipped (i.e. helmet, etc.) and instruct that they do not stand directly behind goal during play. They should be dressed so their uniform colors do not blend with those of participating teams.
6. Just prior to retrieving captains for the coin toss, remind one another once again of any special rules or situation(s) that may apply to that particular game to be instructed to the respective team captains. Never assume that your partner knows everything. **COG must** provide consistency to its clients.
7. If ball boys are not be used, ensure enough balls (a minimum of four) are placed off the end line preferably one every five (5) yards starting at the sideline and moving inward to the middle of the end line directly in line with the back of the goal. The home team is responsible for balls on the end line.

II. COIN TOSS PROCEDURES

a. Referee:

1. Get home team captains and move to the corner of the offensive box closest to the home team's bench (align captains with wing line in front of table area).
2. Introduce yourself to the captains and have the speaking captain stand next to you.
3. Check that the Umpire is ready with his captains at the corner of the offensive box closest to the visitor's team's bench (align captains with wing line in front of table area). Signal to the Umpire to proceed to mid-field.
4. Escort your captains to mid-field and have them turn and face the table area with the speaking captain closest to you. The Referee should be facing the visiting team's goal and the Umpire will face the Referee at the other side of the captains at mid-field.
5. Once the Umpire has arrived and aligned the visiting captains with the table area behind them, introduce yourself and the Umpire. Then have the captains introduce themselves.
6. Explain to both teams the color they will be referred to as and explain the coin toss procedures.
7. Show the coin to both speaking captains and then ask the visiting speaking captain to call the coin before it is tossed. Repeat his call to the Umpire. The umpire must verbally confirm before the coin is tossed.
8. Toss the coin and catch it, if you drop the coin re-flip the coin.
9. Announce the winner of the toss and ask that team's speaking captain to either choose the goal he wishes to defend in the first and third quarters or control of the first alternate possession.
10. Have the captains face the goals they will be attacking to start the game. Indicate to the table who won the toss by tapping the winning captain's shoulders and which way they will be attacking.
11. Direct the captains to their benches and have them tell their teams to be prepared to start the game in approximately two (2) minutes. Describe to the captains where and how their teams will line up.
12. Confer with the Umpire and record the results of the coin toss (be sure to accurately note which team is entitled to the first alternate possession).
13. Remember that the coin toss is not time for a five (5) minute seminar on the rules of the game. Keep your instructions to the captains brief and to the point.

b. Umpire:

1. Get visiting team's captains and move to the corner of the offensive box closest to the visiting team's bench (align captains with wing line in front of the table area).
2. Introduce yourself to the captains and have the speaking captain stand furthest from you.
3. When ready, hold your hand above your head. Upon Referee's return signal, escort your captains to mid-field. The Umpire should be facing the goal closest to the home team.
4. Announce to the Referee the number of the visiting team's speaking captain.
5. At the conclusion of the Referee's instructions to the captains, confer with the Referee and record the results of the coin toss.

III. PRE-GAME LINEUP

a. Referee:

1. After the coin toss has been fully completed, obtain the game ball from the table area.
2. Move to midfield and stand, facing the goal to the right of the table area as viewed from the table area. The Umpire and Referee should be facing one another, approximately ten yards apart. The center **X** should be between them. For the first half of play, the Referee will officiate the side of the field opposite the table/benches.
3. Sound the whistle calling the teams to midfield.
4. As they approach, direct the goalies (left shoulder should face the goal they are to defend) to the proper position and instruct the other players to line up next to the goalie in order of defense - midfield - attack.
5. The teams should be lined up, facing each other, five yards apart - the same as the distance required on a restart of play.
6. Once the players are in position, count (visually) that each team has 10 players (also count the number of long poles per team), then introduce yourself and the Umpire. **DO NOT COUNT BY POINTING.** Give the players any last minute instructions (be very brief, emphasizing good sportsmanship).
7. Instruct the goalies to cross, meet, and shake hands.
8. Once the goalies are gone, instruct the remaining players to cross, shake hands, and sprint to their positions.
9. Count the players again of both teams when they arrive at their respective positions to ensure both teams are ready for play. Begin face-off procedures.

b. Umpire:

1. Stand at midfield and face the goal to the left of the table area as viewed from the table area.
2. Stand approximately 10 (ten) yards from the Referee and face him. The Umpire will officiate on the table/bench side of the field in the first half.
3. Assist the Referee in instructing the goalies and players on where to line up (count visually that both teams have 10 players at the line-up; also count for the proper number of long poles).
4. Only comment during the pre-game lineup if the Referee asks you to speak.
5. At the conclusion of the lineup, move to table/benches side of field (face-off position)

IV. FACE-OFF

a. Referee and Umpire:

On a face-off, each official is responsible for the goal to his back. The non-bench side official conducts all face-offs. Note: Face-off mechanics can be adjusted (e.g. alternating between bench side and non-bench side) by the crew based on game conditions. It should always be the top priority of the crew to insure that every phase of the game is accurately covered to the best of the crew's ability.

b. Official conducting face-off:

1. Place the ball on the ground at the center **X** of the field. Straddle the ball (facing table area).
2. Count the players of both teams.
3. Look to your partner for the ready signal.
4. Make sure the players facing off have their back to the goals they are defending.
5. Step backwards a few yards along the center line, clearing a path for the face-off players to go down.
6. Instruct the players to approach the ball simultaneously (i.e. "down together").
7. Visually check: hands around the shaft; hands not touching the head of the stick; sticks are parallel to the centerline; heads of the sticks are vertical; nothing is touching the ball; sticks are evenly matched; and, that the neutral area is open.
8. Tell the players not to move until the whistle has sounded.
9. When the players are firmly positioned, give the "set" command.
10. Remain stationary, straddling the center line, and then sound the whistle quickly.
11. Once the face-off has commenced, prepare to rule on possession (loudly call out "possession" while winding three times). Remember: players wait to hear your possession call. You must call possession as soon as it occurs in order to release players from their restraining lines. When in doubt, possession has occurred (note: if you call possession quickly and the player loses possession, someone must have started counting 10 or 20 seconds, and that count should not end until the opposing team gains possession).
12. When a loose ball (during a face-off) crosses either defensive restraining line, immediately call out "play" (as opposed to possession or release).
13. Remember to remain stationary along the center line. Do not back out of your position or the wing players may contact you. Let the play dictate your positioning/movement.
14. Too many officials are quick to call face-off violations of a minor nature. Do not be over-officious when conducting a face-off! If someone jumps before the whistle, you must call it. Otherwise, try to let minor infractions go, unless you are positive a substantive advantage has been gained.

c. Official not conducting face-off:

1. On the table/bench-side of the field, position yourself between the top corner of the appropriate Defensive Area or "Box" adjacent to the Wing Area line, and the players on the wing line.
2. Ensure that the table area is ready for the face-off and that the timer is in position to start the game clock. Be alert for timeout calls from the bench once play commences.
3. Raise your hand (wait signal) while you count the players of both teams. Ensure that they are behind their respective restraining lines.
4. Give the ready signal (arm extended, parallel to the ground at shoulder level) when you have completed counting and player positioning is correct.
5. Observe wing players. Make sure they do not leave their restraining area too soon. Make sure they do not contact face-off players illegally. Also observe the backhand of the face-off player closest to you for infraction prior to the whistle.

6. Do not make a “gotcha” call on wing players who touch the line or are over it (stationary) when the face-off whistle sounds. Use preventive officiating prior to the whistle so that neither player is at a disadvantage.
7. Once face-off has commenced, prepare to rule on possession (loudly call out “possession” while winding three times). Remember: players wait to hear your possession call. You must call possession as soon as it occurs in order to release players from their restraining lines. When in doubt, possession has occurred.
8. Your initial position on every face-off must be made according to your ability (speed) to get to your goal. The slower you are the closer to the corner of the box you should be. If you have good speed, then feel free to move along the wing line extended and get closer to the center line.

d. Possession:

Beginning the 10 or 20 second count immediately upon possession after the face-off is extremely important. Once possession is obtained, the **Lead Official** (direction play is going) will assume/begin the initial 10 second count for the offensive (attacking) team to get the ball into the goal area, once the attacking team has crossed midfield. Having the **Lead Official** assume the initial 10-second count will allow the **Trail Official** to check for offside, count players, and check/observe the table area. Eye contact between the **Lead Official** and the **Trail Official** will be the indicator that the **Trail Official** is now in position to assume subsequent 10 second counts. If possession is obtained in a team’s defensive end of the field, the **Trail Official** will assume the 20-second count. Remember - if you call possession, someone must be conducting a 10 or 20 second count. Officials tend to forget this because a team will get possession and then lose it right away. If this occurs, a count should still be in progress until the opponents gain possession.

Note: LEAD AND TRAIL OFFICIAL

- a. The **Lead Official** refers to the official in advance of the ball and is also referred to as the **Goal Official**.
- b. The **Trail Official** refers to the official trailing the play and is also referred to as the **Off Official**.

V. PROCEDURE AFTER GOAL

Officials should always be especially observant of players at the moment a goal is scored. Late hits, crease infractions, and unsportsmanlike conduct are just a few of the penalties that can be committed at this point in a game.

a. Lead Official (Goal Official):

1. Sound whistle immediately upon seeing the entire ball cross inside the goal posts and beyond the goal line. Many officials make the mistake of not seeing the ball clearly and find, after blowing the whistle and signaling goal, that the ball is actually on the outside part of the goal-net. Be sure it is a goal before blowing your whistle, it is better to have a late whistle than a false whistle. Keep your eye on the ball and be alert for crease infractions by the shooter.
2. At the point you see the goal and sound the whistle, run to the edge of the crease to the nearest pipe. Turn and face the action in front of the goal, and give the goal signal while stationary (for at least 3 seconds).
3. Instruct the goalie to retrieve the ball from the goal. This will allow you to keep an eye on players around the goal, and most action will have dispersed in the time it takes the goalie to retrieve the ball and give it to you. Do not allow the goalie to toss the ball wildly in anger, etc. - if he does - this is a technical foul (attempt to warn him the first time).
4. Toss the ball, in a controlled manner, to your partner (3 yards inside the center of restraining line always keeping all players in the Offensive Zone within your peripheral vision). Communicate to your partner the number of the player scoring the goal through the use of verbal communication and hand signals.
5. Move to your face-off position.
6. Record number of scoring player on scorecard once you have arrived at your face-off position.

If a goal is not scored and the defensive team gains possession inside their defensive half of the field, the Lead Official then becomes the Trail Official, and begins the 20-second count for the defensive team to advance the ball beyond the midfield line. The former Trail Official, now the Lead Official, will assume the initial 10-second count for the attacking team to advance the ball into their goal area once the attacking team crosses midfield. By assuming this initial 10-second count, the Trail Official will be in a position to check for offside, count players, and check/observe the table area.

b. Trail Official (Field Official):

1. Waits for the goal signal by Lead Official. Do not mirror the goal signal.
2. Watch all the action on and around the shooter. Police off-ball action - moving picks, interference, late hits and high hits.
3. Move to the center and just inside of the restraining line to retrieve ball from your partner. Relay to each other the number of the player scoring the goal.
4. Secure the ball and move to the center **X** for the ensuing face-off.
5. Record the number of the scoring player on scorecard once you have arrived at the center **X**.

VI. COVERAGE OF PLAYS INSIDE THE GOAL ATTACK AREA

a. Lead Official:

1. The Lead Official is always responsible for the calling and signaling of a goal.
2. The Lead Official stays ahead of the ball from the defensive half of the field to the offensive half.
3. In a “settled” goal area situation, the Lead Official’s primary position is on the goal line extended at its intersection with the goal attack line.
4. From the primary position, the Lead Official moves in toward the crease and back towards the end line or sideline in accordance with the game action.
5. The Lead Official has end line responsibility on a shot - always run to the end line.
6. When the ball is in the Trail Official’s area of responsibility, the Lead Official has off-ball coverage. Particular attention should be focused on crease play and on offensive players without the ball moving towards the crease.
7. When the Lead is sharing ball coverage with the Trail official, the goal remains the primary responsibility. Although each official has equal responsibility on the ball, communication is the key to preventing overlaps and holes in coverage.
8. The Lead should always keep the ball in front of him, and should never turn his back to the goal.
9. The Lead has the whistle on restarts from the end line, and those deep in the corner of his goal attack area.
10. If the defense gains possession and is clearing, the Lead Official becomes the Trail and is responsible for crease violations and interference with the goalkeeper.

b. Trail Official:

1. The Trail Official does not call goals unless absolutely necessary (Lead Official out of position or screened on shot).
2. The Trail Official assists with crease violations on tight plays.
3. The Trail’s primary position is just inside the defensive clearing line, and about 10 yards from the sideline. Thereafter, movement is backward, forward, and diagonal depending on game action, always keeping play and players in front of you.
4. When the ball is in the Lead Official’s area of responsibility, the Trail Official has off-ball coverage. Particular attention should be focused on offensive players without the ball moving towards the crease.
5. When sharing ball responsibility with the Lead, communication is the key to preventing overlaps and holes in coverage.
6. The Trail Official has the whistle on all restarts in the goal attack area except those on the end line, sideline to the restraining box line, or those deep in the corner of the area covered by the Lead Official.
7. When a goal is scored, be alert for late hits/unnecessary roughness on the shooter.
8. If the defense gains possession and is clearing the ball, the Trail Official becomes the Lead and must immediately head to midfield. You have all off-ball action and must stay ahead of the play.

VII. COVERAGE OF THE CREASE

a. Referee and Umpire:

1. It is extremely important that the crease area always remain covered. Officials should be cognizant of action surrounding an offensive player’s movement towards the goal (i.e.

- interference by a defender or goalkeeper; illegal screens by offensive players; and interference with the goalkeeper by the defensive team).
2. The Lead official usually calls Crease violations. However, the Trail Official usually determines if the offensive player was illegally pushed into the crease (If the foul occurs, the calling official must SELL this call - be emphatic).
 3. When the ball is on the ground in front of the crease the Lead Official usually concentrates on the ball and crease violations, while the Trail Official has the illegal pushing, blocks, and unnecessary roughness calls.

VIII. BALL IN THE LANES OUTSIDE OF THE GOAL ATTACK AREA

a. Lane nearest bench side:

1. The Lead Official must keep the action inside of him even if it's necessary to be slightly outside of the sideline. Backpedaling towards the sideline is a good technique to use when working to keep the play/ball in front of you.
2. Never allow the player with the ball to be between you and the sideline. It is difficult, if not impossible to sell an out of bounds call if you are not in position.
3. The Lead Official has all of the primary action, the goal, end line, and his sideline.
4. The Trail Official moves toward the center of the field but not beyond the center of the goal. Trail should not be more than five (5) yards inside the defensive clearing line, and should be prepared to sprint up the field in the other direction should a change of possession and fast break ensues.
5. The Trail Official has all of the action on the field in front of the goal.
6. The Trail has crease violations, and contact to a player's back by an opponent when a loose ball is on the ground.

b. Lane on far side of the field:

1. The Trail Official must keep all of the action to the inside.
2. Never allow the player with the ball to be between you and the sideline.
3. The Trail Official has all of the primary action on his sideline. The Trail Official has the offensive 10-second count (not initial) if required.
4. The Lead Official should have a position on the goal line about five (5) yards from the crease, keeping the play inside of him.
5. The Lead Official has the goal, the end line, and all of the action in front of the goal (especially crease violations).
6. The Lead has pushing and blocking in the back.
7. The Lead's position should not carry him beyond the crease line nearest to his position.

c. Counts

1. The Trail Official has the offensive 10-second count if the ball leaves the Box in his area of responsibility or sideline or at the top of the Box.
2. The Lead Official has the offensive 10-second count if the ball leaves the Box in his area of responsibility or sideline and retains the count until he is signaled by the Trail Official that the ball has re-entered the Box through the Trail Official's covered areas (top of the Box and the Trail Official's Box Line).

IX. PROCEDURE ON BALL OUT OF BOUNDS

a. A ball is out of bounds when:

1. It touches on or beyond any boundary line.
2. A player in possession of the ball touches, with any part of his body or stick, on or beyond any boundary line.
3. The covering official should attempt to position himself as close as possible to the point where the ball exits the field.
4. Once the covering official determines that the ball is out of bounds, he should adhere to the following sequence of signals after blowing his whistle:
 - a. Raise hand, palm facing forward, to signal "stop the clock/dead ball".
 - b. Point the direction the ball will be going on the restart.
 - c. If the situation allows substitution(s) first plant your feet, raise both hands in a goal-like signal, with palms facing forward. Remain stationary until the substitution has occurred or the 20 second timer has elapsed. If no horn sounds, drop hands and move to position for restart.
 - d. On the restart, simply blow the whistle and wind arm three (3) times.

b. Important points to remember:

- Sound the whistle and signal immediately when you determine the ball to be out of bounds.
- Signal direction of play. Audible verification of possession color is secondary - number is not necessary and introduces opportunity for confusion.
- Both officials should plant their feet, raise hands and look to table for possible horn and substitutions. Never run up the field with your hands in the air. If you need to move up the field, drop your hands after you signal substitution, move to your new position and resume the signal.
- If horn is sounded, allow substitutions to be completed (start 20-second count when horn sounds).
- If there is no substitution horn or after the substitutions are complete, allow any member of the team granted possession to take possession of the ball (no other player within five (5) yards of the ball). Remember, the 5 yard rule included players from the same team.
- Always receive the "ready to Play" signal and make eye contact with your partner prior to restarting play. Sound whistle to restart the game and simultaneously give signal to restart the clock (wind arm three times).
- Remember - if restart is to be along a sideline near the table/coaches area, move the ball onto the field at least five (5) yards and ensure opponents of player in possession abide by five (5) yard restart rule.

X. DEEP RESTARTS

a. Deep restart with ball on Trail Official's side of the field:

Trail Official:

1. Restarts play and is positioned per expected play on the ball.
2. Moves up-field with the ball.
3. Responsible for stall warning (if used) on clearing team (20-second count to clear the Defensive Area).
4. As ball crosses midfield, has offside responsibility on vacated half of the field.

Lead Official:

1. Original positioning up field depends on expectations of the play (situation, tendencies, player's skills, etc.).

2. Responsible for offside on the “other” half of the field.
3. Must be prepared to “hold” the center line and count offside on the half of the field to his left, in the event the trailing official is running with an “action play” on his own side of the field.
4. Must cover his goal on a long pass play.
5. Be prepared to sprint to goal on fast break.

b. Deep restart with ball on Lead official’s side of the field:

1. Trail Official may need to move across the field an appropriate distance to cover the restart.
2. Once the play is restarted by the Trail, he should release coverage of the player with the ball to the Lead Official as soon as he determines that it is appropriate (uncontested).
3. Once released by the Trail Official, the player with the ball becomes the responsibility of the Lead Official.

XI. COMMUNICATION OF A PENALTY

a. Once an official determines that a penalty has been committed, he should signal that it is one of the following types of situations:

1. **“Play-on”** - Only for loose ball technical or crease violations. Allow play to be completed. **DO NOT** allow “play-on” to linger more than 3 seconds. Whistle the play dead, award the ball to the offended team, re-position yourself and players, gain “Ready to Play” signal from your partner and restart play.
2. **“Slow Whistle”** - Foul committed against the team in possession of the ball. Throw flag, note number of offending player, allow play to be completed.
3. **“Immediate Whistle”** - Personal foul while the ball is loose. Technical foul committed by the team in possession of the ball.

b. Once whistle is sounded, calling official should:

1. Review the play in his mind and prepare to signal it to the bench (or relay to other official).
2. Check with your partner to see if a conference is necessary, i.e. double flags.
3. Position yourself: promptly, but not hurriedly, facing the table in the area roughly half way between the wing area line and the sideline at midfield. Have an unobstructed view of the table. Be erect and stationary - plant your feet! Be slow and methodical when administering the penalty. Repeat the mechanic to ensure correct communication.
4. Note: On all timeserving fouls, a flag must be tossed on the field. No exceptions.
5. Make sure you are in position before restarting play. Do not be influenced by players or coaches calling for a quick whistle if you are out of position.

c. Give the following information to the table:

1. **Personal Fouls:** Color of team (point to offending team’s bench area), number of player, infraction (verbal and visual signal), time of penalty (i.e. one minute).
2. **Time Serving Technical Fouls:** Color of team (point to offending team’s bench area), number of player, infraction (verbal and visual signal), signal “T” and announce 30 seconds.
3. **Loose Ball Technical Fouls:** Give loose ball visual signal (and verbal), infraction (verbal and visual signal), indicate direction of possession. This mechanic can be applied from your relative position on the field, but perform the mechanic within clear sight of the table area.
4. **Play-On:** If not called “off” with verbal “play-on off”, then, verbally, “loose push on blue”, and indicate which team will receive possession. (visually signal as well) Do not indicate the player number; this will only introduce opportunity for discussion from the coaching staff. Make sure you are in position before restarting play. Do not be influenced by players or coaches calling for a quick whistle if you are out of position. These will be the same coaches that complain if they think you are out of position when it is important.

- Toss your flag high - the higher the better.
- Relay penalty to other official so he can relay to table if appropriate.
- Prepare the field for restart if your partner is relaying to the table.
- Retrieve flag if necessary.
- A single hand in the air to avoid premature start.
- Prior to restart, when teams are set, announce position of ball to goalkeeper then blow whistle.

XII. STICK CHECK PROCEDURE(S)

Whether the stick check is being conducted at the request of the opposing coach or as a requirement of the random stick check, the inspection procedure is identical. Both are always done during a dead ball situation. During any inspection, officials should always verify **all aspects** of the Crosse.

- During all stick checks (both routine and requested) it is required that everything be checked (i.e. helmet, gloves, pads, shoes, etc).
- Go to the player whose crosse you have been requested or have decided to check. Identify him by number and ask for his crosse.
- The player is **not** allowed to touch the strings making up the weaving once you have requested his crosse. If he seems about to touch the weaving, caution him not to.
- After inspecting the player and his equipment, take the Crosse - without its owner or coach - to the middle of the field and join your partner.
- Umpire should be facing the table at mid-field. The Referee should be in front of the Umpire, facing the non-bench side of the field.
- Use the game ball to check the first two aspects of the crosse:
 1. Place (do not jam or thrust) the ball into the pocket and hold the crosse parallel to the ground, at eye level. If you can see the **entire** ball, the pocket is illegal.
 2. Again, place the ball into the pocket and rotate the crosse slowly forward from a vertical position to verify that the ball can roll freely out of the crosse. If does not roll out freely the Crosse is illegal.
- Next, Referee should use his/her tape measure to check the crosse measurements for accuracy (Umpire holds the stick parallel to the ground) If your measurement is short, try the umpire's tape measure to confirm. It's a significant penalty, getting it right is most important:
 1. Measure the total length of the crosse along the handle from the very **end** of the stopper to the very **end** of the head. (40-42 inches for short crosse, 52-72 inches for long crosse) - if illegal three (3) minute non-releasable penalty.
 2. Measure the head of the crosse at its widest point (inside measurement). The distance must be between 6 ½ and 10 inches - if illegal, 3-minute non-releasable penalty.
- A crosse removed from the game due to an illegal pocket may re-enter the game if corrected.
- A crosse removed from the game due to an illegal construction remains at the table for the entire game.

XIII. TIME-OUT PROCEDURES & CONCLUSION OF GAME

Timeouts:

Officials should meet at midfield. Confirm and record timeout information. Confirm score and restart position. Discuss, if applicable, penalty time remaining. Referee should verify aforementioned with the table. Coaches should be reminded as to the number of timeouts remaining for that particular half. Teams are to take their time-outs at their respective bench areas at the sideline (coaches remain in their respective coaching areas). Remind coaches at the first time-out taken to adhere to this procedure.

At games conclusion:

- a. Both officials should meet at midfield and verify final score.
- b. Once the score is agreed to, the Referee (in the company of the Umpire) should confirm it with the official scorer at the table. The score should be declared official.
- c. Sign the official (home team) scorebook, and, if requested, the visitor scorebook.
- d. Remain at the table area to observe the teams "customary" handshakes. Do not depart until the teams return to their respective team areas.
- e. Both officials will depart the field together.

****** The officials' authority ends when they leave the field of play ******