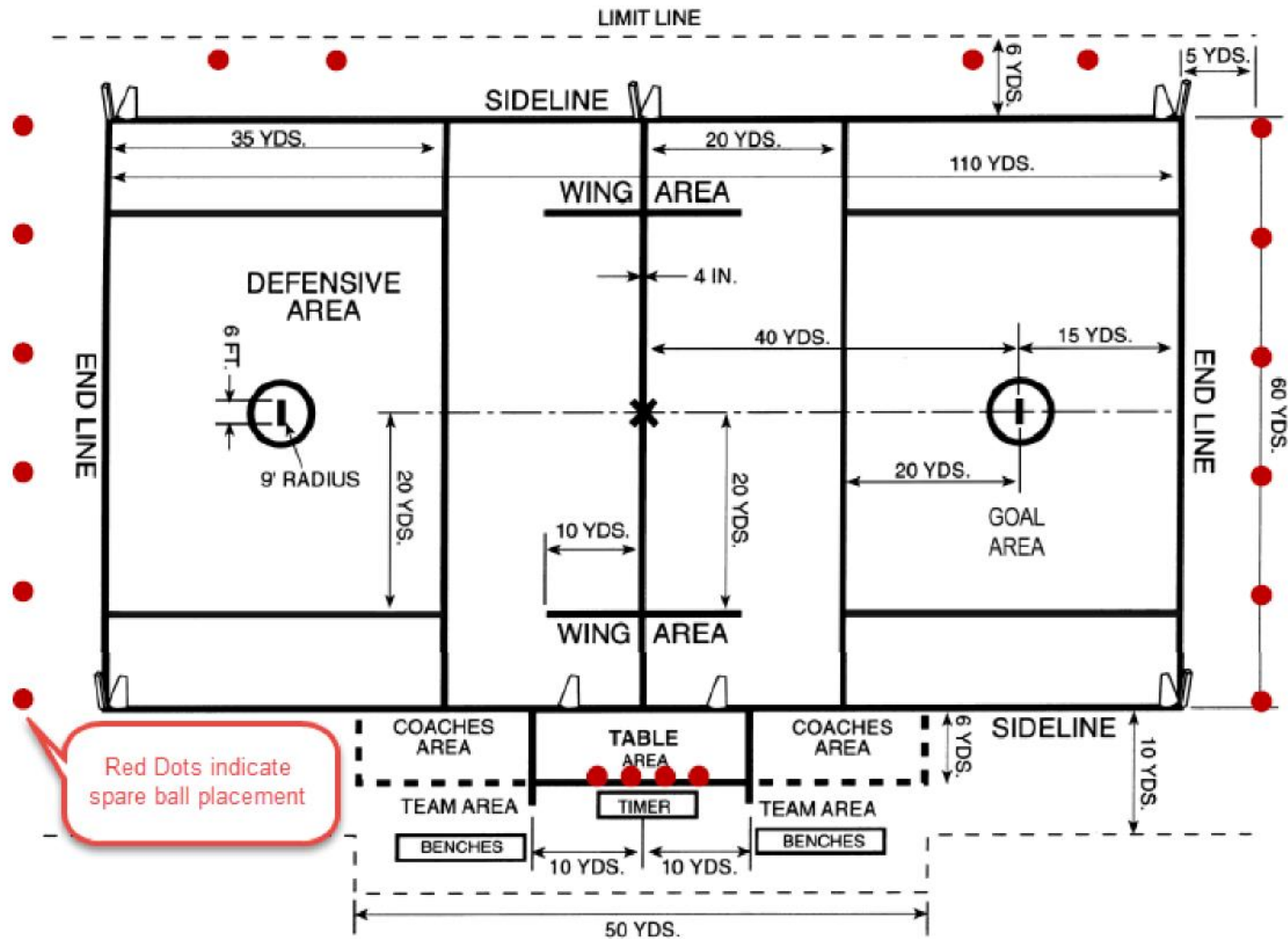




Score Table Tutorial

2015 Version

Men's Lacrosse Field Dimensions



Overview

- **Notable THSLL Rule Waivers regarding fields. (not a complete list) (THSLL Appendix A)**
 - GOALS & NETS (1-3 & 1-5) ~ The goals & nets at game sites shall be legal as they are, regardless if they comply with NCAA rules. The NCAA rules as to the color, size and type of pipe shall not apply; however, the home Team should make every effort to comply with the NCAA rules & specifications
 - LIMIT LINES, SPECTATOR & MEDIA RESTRICTIONS (1-14) ~ Limit lines are not required, however, spectators and media are not allowed behind the end lines or immediately behind the bench or table areas.
 - TEAM SIDELINE POLICY ~ The field and all limit lines should be marked in accordance with the NCAA rulebook. All spectators shall be on the opposite side of the field from the team benches. The team box should contain a maximum of 4 coaches in the coaching box in front of the players. 1 equipment manager and 1 team trainer may be on the sidelines behind the players.

Only players in uniform may be on the sidelines, non-participating players must wear game jerseys. 1 equipment manager and 1 team trainer may be on the team side, but not in the team box.

The score table shall not contain more than 5 people, including 3 from the home Team and 2 from the visitors' team. The home Team is the official scorekeeper, spotter, game timer, and penalty timer at the score table. The visiting team has a scorekeeper and assistant at the score table. The home Team site administrator has full access to the facility and should have communication with the score table.

It is the responsibility of the home Team and home Team site administrator to manage this policy. The home Team and away Team site administrator must check in with the score table and officials and wear the site administrator identifying badge. It is at the discretion of the officials to assess any game-time penalties resulting from this policy.



General Information

- **Game Officials**
 - Home Team – Scorer and Timekeeper
 - Away Team – Scorer
 - Spotter(s) – Optional
 - Field Referees (two or three)
- **Home Team Requirements**
 - Scorebook
 - Timing Device (x2)
 - Table
 - Working Horn (Hand-held or part of timing device)
 - Personnel to score and time
- **Accountabilities**
 - You are part of the Official's team while at the table
 - Remain neutral
 - Cheer silently
 - Do your best, ask for help, confer with others at the table if needed



General Information

- **Standard Quarter Length**
 - Varsity – 12 minutes
 - JV – 10 minutes
 - Overtime – 4 minutes
- **Other Game Times**
 - Time between quarters – 2 minutes
 - Half Time – 10 minutes
 - Half time may be shortened by the officials based on available light, weather conditions, and/or other games scheduled at the field.
 - Every attempt will be made to start games on time.
- **Clocks**
 - A minimum of two clocks are kept during the game
 - Game Clock – Clock for overall game time
 - Penalty clock(s) – timer for penalty tracking
 - There may be multiple penalties running simultaneously – Be prepared.



General Information

- As a timer or scorekeeper you are not an official, however you are part of their team.
- During pregame, the officials will request:
 - In-home designations
 - Duration of periods
 - When they want to be notified of end of period/game and how
- The horn may be double tooted during **DEAD BALL** to gain the officials' attention to discuss the following:
 - Player enters the field of play from the penalty area before released
 - Player not legally in the game enters the field of play
 - Player legally in the game leaves the field of play and doesn't return
 - Player deliberately delays substituting
 - Head coach requests a count of long-sticks
 - A player commits illegal substitution
 - Player illegally exchanges his crosse
 - The table needs clarity on a call
- Between periods, the head official will confirm score and time out counts with the home team scorekeeper



Timekeeper's Duties

- **Table**
 - Home team provides the official timekeeper(s)
 - Game and penalty clocks
 - If you are a time-keeper for the game, please arrive at least 20 minutes prior to the game start.
 - Find and check operations of game clock. Ensure that it is in good working order.
 - Familiarize yourself with how the controller operates.
 - If you use stop watches, know how to stop/start/reset and do it quickly.
 - Start and stop the official timer on the official's whistle.
- **Game time keeper**
 - You will need to notify the officials prior to the end of periods
 - Officials will indicate the amount of time prior to the end of a period in which they would like to be notified. A two minute warning prior to end of half/game is preferred.
 - Provide a countdown from 10 seconds at the end of the periods to referee
 - Track time during intermissions and alert coaches and officials four minutes prior to intermission ending.
 - Responsible for the horn.



Timekeeper's Duties

- **Penalty Time Keeper**
 - If a physical game clock is visible at the field, it is required to use the official game clock as the official penalty timer.
- **Penalty Clock**
 - This keeps the penalty time in sync with the game clock and eliminates confusion for the fans, coaches, and players.
 - If no game clock is visible and you use a timer you will set the penalty clock based on the infraction and time specified by the official.
 - Penalty time starts/stops with the official's whistle
 - Provide the player/coach an audible countdown from 10 seconds.
 - If multiple players are in the penalty box, be clear on which player is being released
 - Penalties vary in time - Official will inform the table on the penalty time
 - Personal Fouls – One to three minutes depending on the infraction
 - Technical Fouls – 30 seconds
- **Penalty Types**
 - **Releasable Penalty** – Penalty when goal is scored by other team
 - All penalties are releasable unless official informs table otherwise
 - If penalty is on the home team, penalty is released when time is up –or- the away team scores a goal.
 - **Un-releasable Penalty** – The player serves the full penalty time regardless of a goal.
 - Penalized players must remain in the special substitution box, back by the table, with their pads and helmet on.
 - If penalty time expires during a face off, the player may not be released until "possession" is called.



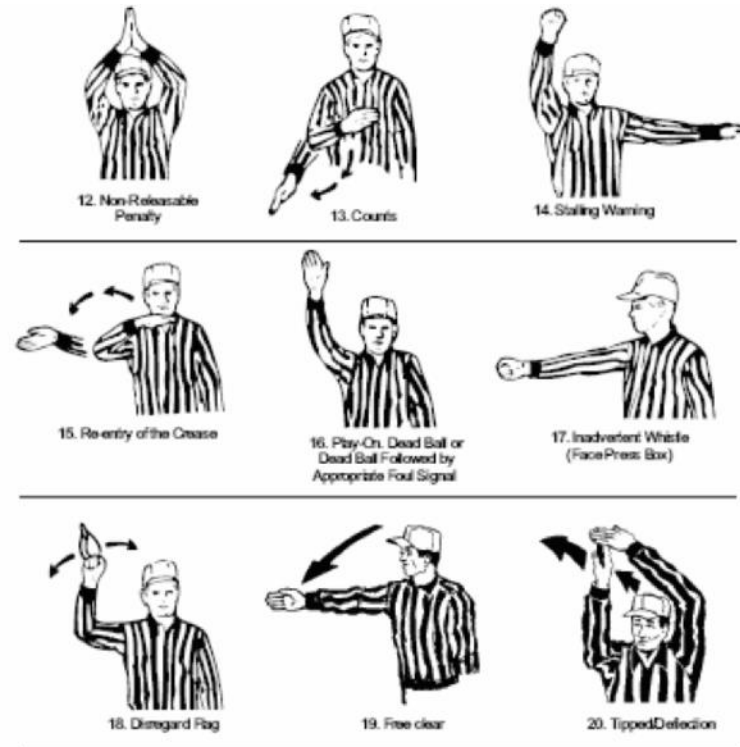
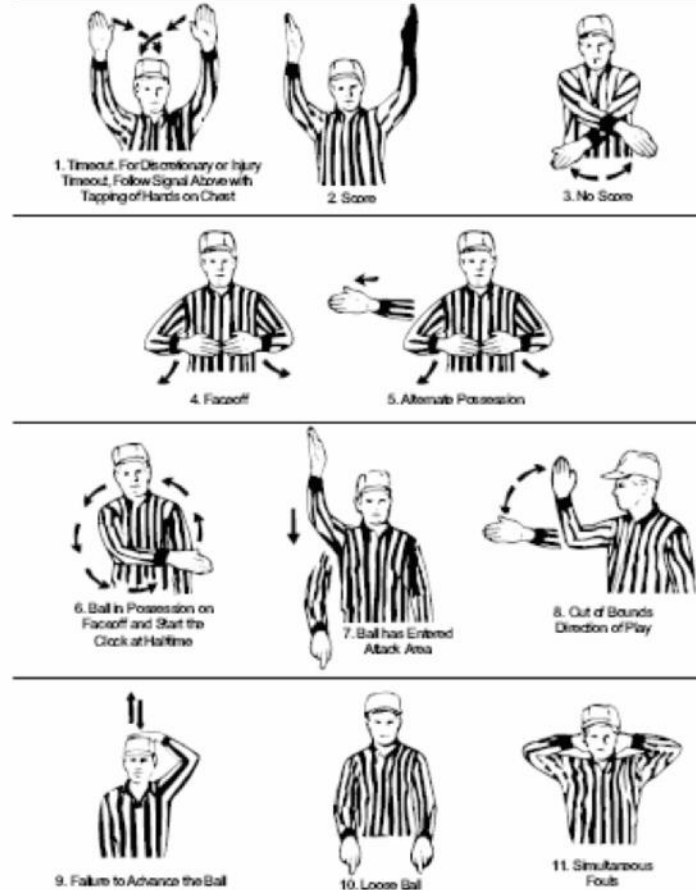
Penalty Time Calculation

- **0:30 Second Calculation**
 - If seconds at time of penalty is between 0-30 seconds, subtract 1 minute and add 30 seconds.
 - Example – Time of penalty if 8:30, 30 second penalty release is 7:33.
 - $8:30 = 8-1, 03+30 = 7:33$
 - If seconds at time of penalty are between 30-59, subtract 30.
 - Example – Time of penalty is 3:53, 30 second penalty release is 3:23
 - $3:53 - 30 = 3:23$
- **1-3 minute calculation**
 - Subtract whole minutes



Official's Signals

OFFICIAL LACROSSE SIGNALS



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Official's Signals

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21. Personal Foul



22. Illegal Body Check



23. Slashing



24. Cross Checking



25. Tripping



26. Unnecessary Roughness



27. Unsportsmanlike Conduct



28. Illegal Equipment (Crosse)



29. Deep Pockets



30. Illegal Gloves (or point to other illegal equipment)



31. Ejection Foul

OFFICIAL LACROSSE SIGNALS



32. Technical Foul (Time Served)



33. Interference



34. Illegal Offensive Screening



35. Holding



36. Warding Off



37. Pushing



38. Withholding Ball from Play



39. Stalling or Delay of Game



40. Offside



41. Crosse Violation



42. Conduct Foul



43. Illegal Procedure



44. Substitution Infraction



45. Illegal Touching of the Ball



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Special Thanks!

- Thanks to Jennifer Vogel for providing the material in this presentation.
- From Jennifer Vogel
 - I'm committed to improving the game, to share knowledge with others, to continue learning. Because changes occur annually, so will this guide. You are welcome to share this guide with others – please be respectful and don't claim it as your own. If when shared, please shoot me an email where it went. I love to know how the game is growing and where.



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