

Tips for Girls Lacrosse Referees: Pre-game Mechanics, Game Sequence, Game Mechanics

To women's/ girl's lacrosse officials:

Refer to the web site for US Lacrosse (www.uslacrosse.org) under “Officials”, “Women’s Division Officials Council” and, “Umpires Manual on the Web” for the updated women’s lacrosse umpires manual. This is the most up to date and informative resource for women’s lacrosse officials.

1. Contact your partner before the game day to confirm date, time, location, age group of the game, and officials uniform (long sleeve, short sleeve etc.).
2. Arrive at the field a t least 20 minute prior to the game. Meet your partner at the parking lot and walk onto the field together if possible.
3. Immediately check over the field for safety, layout, and cones. Check the nets, the scorer’s table for clock and horn. Verify that parents and spectators are on the opposite side of the field as the benches (youth games).
4. Review the scorer and timers responsibilities (see the cutout at the end of this document).
5. Review the special rules for the age level (U10, U12, U14) with your partner.
6. Call the head coaches together for the coaches certification (use the cutout at the end of this document):

Coach do you certify that all players:

(An audible yes must be heard from each coach):

- a. **Have been informed what equipment is mandatory by rule and what constitutes illegal equipment?**
 - b. **Have been provided the equipment mandated by rule?**
 - c. **That eye protection meets requirements according to the rule?**
 - d. **Have been instructed to wear and how to wear mandatory equipment during the game?**
 - e. **Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game?**
 - f. **Have had their crosses inspected by the head coach for meeting specifications as outline by the rules?**
7. After the coach’s certification, if a youth game, review the youth level rules with both coaches. Do this using a printed copy of the WMYLC youth rules. Stress that sportsmanship is primary, any violations, even minor, will be called. Verify with both coaches if any players from the previous game were ejected, that they are not playing and not on the sideline. Confirm with the coaches the captain’s numbers from each team on your scorecard. Confirm the in-home from each team on your scorecard.
 8. Go to the timer/scorers table, review the timers responsibilities with the timer:
 - a. Timer from the home team
 - b. Timer must keep accurate time for both the game time and penalty times.
 - c. For HS games, the score board clock (if present is to be used as the game clock. The clock at the table is to be used as backup to the scoreboard clock. If a scoreboard clock is used, review the timing rules with both the table timer and the press box timer.
 - d. Review the mechanic of when the clock is to be stopped (after each goal and after each whistle in the last 2 minutes of each period. Note that this is different with various age levels of youth games. Review the youth specific rules with the timer.
 - e. For youth games, timer is to notify the nearest official (in a loud voice) when ONE MINUTE is left in each quarter. Timer is to notify the nearest official (in a loud voice) when 30 SECONDS is left in each quarter. Timer is to verbally call out the last 10 seconds of each quarter loudly (including Zero). The call out must be loud enough for the nearest official to hear.
 - f. Keep time between halves (10 minutes) and inform the officials when 4 minutes in left in the half time.
 9. Go to the timer/scorers table, review the timers responsibilities with the scorer:
 - a. Scorer from the home team.
 - b. Keep record of the number of goals scored and assists made and the name and number of the player making the score and assist.
 - c. Check the scoring with the officials at the end of each period.
 - d. Keep a record of the time outs taken by each team and to notify the officials if either team exceeds the number allowed.
 - e. Keep a record of penalties.
 - f. Notify the timekeeper to sound the horn when it is the duty of the timekeeper to sound the horn.
 10. Call for the players from each team to form a single file organized line on the sideline of the field in front of each bench area. Each umpire should stand at the intersection of the sideline and the substitution area facing an end-line. The players then submit to a stick and equipment check one at a time at each official. One official handles team A, the other team B. Be keenly observant to detect jewelry. If a player is improperly equipped, sent the player off an ask then to return after

being properly equipped.

11. Call captains to the center of the field about 5 minutes before the game for the coin toss. The officials should stand on either side of the midline. The players should straddle the midline, one team on either side of the field. Introduce yourselves:

Good day ladies, my name is Ms (Mr) _____ and this is Ms (Mr) _____. We are your officials for today's game. From now on please refer to us as Ms. Official or Maam. We will now have the coin toss. The (color) team is the visiting team and will call the coin toss. When the coin is flipped, call heads or tails loudly while the coin is in the air. The official will repeat the call loudly. When the coin lands on the ground the official will call the result and which color team won the toss. To the winner: (color) has won the toss, which goals do you wish to defend? After the choice, indicate the following: (color) has chosen to defend this (point) goal. Rotate the players to the side of the field they are defending.

Ladies, please leave the field, the officials will call you for the start of the game shortly.

Blow the whistle 2 minutes before the game time for the players to take the field. The two teams should send out their starting lineups.

12. Conduct the draw with the official on the opposite side of the field from the table conducting the first draw.
13. Use the proper game signals to keep you partner apprised of your status.
14. After a goal, the leading official will get the ball from the goalie that was scored on and roll or toss the ball to the trailing official who is now near the center X. Then, the lead official will record the goal and assists on his/her scorecard. The lead official will say the scoring and assist to the trailing official who will then complete his scorecard as well. In running time games, make this go as fast as possible. The nearest official to the table will indicate the scorer and assists to the table. The trailing official will now conduct the next face-off. Keep track of the 4-goal difference rule for youth games. If a 4-goal difference exists, the losing team gets possession at just across the midfield line.
15. If penalties occur, make certain the table is aware of the penalty, the player(s) involved, and the penalty time involved.

Cutouts to Keep On the Field

Coaches Pre- Game Certification

**Coach do you certify that all players:
(An audible yes must be heard from each coach):**

- a. Have been informed what equipment is mandatory by rule and what constitutes illegal equipment?
- b. Have been provided the equipment mandated by rule?
- c. Have been instructed to wear and how to wear mandatory equipment during the game?
- d. Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game?
- e. Have had their crosses inspected by the head coach for meeting specifications as outline by the rules?

Timer Responsibilities

(Review with the Timer Before the Coin Toss)

- a. Timer from the home team
- b. Timer must keep accurate time for the game time and all penalty times.
- c. For youth games, timer is to notify the nearest official (in a loud voice) when ONE MINUTE is left in each quarter. Timer is to notify the nearest official (in a loud voice) when 30 SECONDS is left in each quarter. Timer is to verbally call out the last 10 seconds of each quarter loudly (including Zero). The calls out must be loud enough for the nearest official to hear.
- d. Start and stop the clock when an official sound the whistle (except for running time games, check the age level of the game and inform the timer if a running time game {U10} is to occur or if a stop time game {U12, U14} is to occur).
- e. Keep time between halves (10 minutes) and inform the officials when 4 minutes in left in the half time.
- f. Have a horn and sound it with a single blast **only when the ball is not in play** for regular substitution. Explain the two blast horn rule for
 - Illegal entry into the game.
 - Illegal substitution
 - Crosse count request

Cutouts to Keep On the Field

Scorer Responsibilities

(Review with the Scorer before the Coin Toss)

- a. Scorer from the home team.
- b. Keep record of the number of goals scored and assists made and the name and number of the player making the score and assist.
- c. Check the scoring with the officials at the end of each quarter.
- d. Keep a record of the time outs taken by each team and to notify the officials if either team exceeds the number allowed.
- e. Keep a record of penalties and notify the officials if any player accumulates 5 minutes of personal fouls.
- f. Notify the timekeeper to sound the horn when it is the duty of the timekeeper to sound the horn.

Coin Toss Script

(Use Commanding Presence)

Good day ladies, my name is Ms. (Mr) _____ and this is Ms. (Mr) _____. We are your officials for today's game. From now on please refer to us as Ms. Official or Maam (Sir). We will now have the coin toss. The (color) team is the visiting team and will call the coin toss. When the coin is flipped, call heads or tails loudly while the coin is in the air. The official will repeat the call loudly. When the coin lands on the ground the official will call the result and which color team won the toss. To the winner: (color) has won the toss, which goal do you wish to defend? After the choice, indicate the following: (color) has chosen to defend this (point) goal.

Ladies, please leave the field, the officials will call you for the start of the game shortly.