



2017 Preseason

Lacrosse Official's Clinic

Clinic #5:

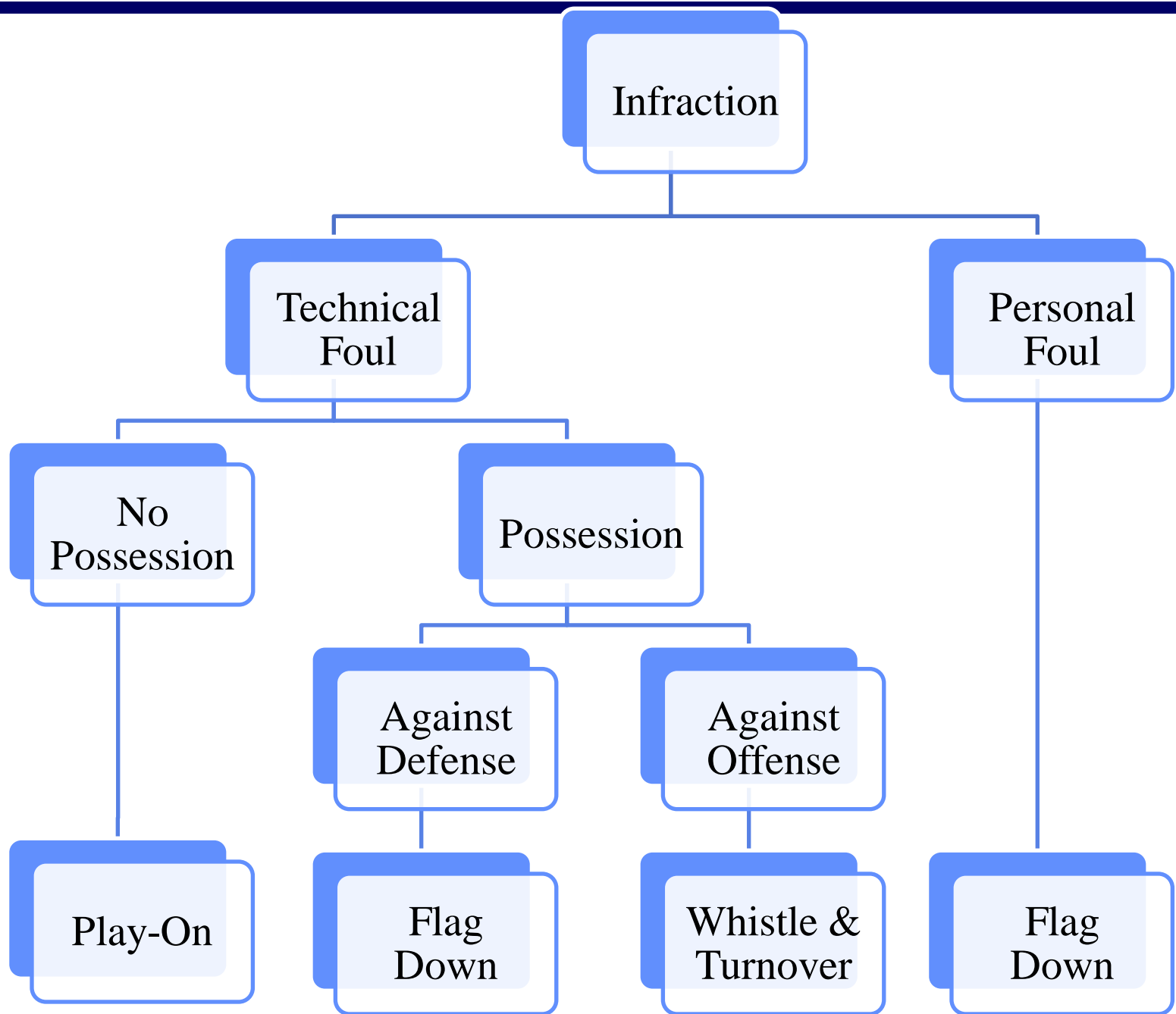
**Rule 7: Penalty Enforcement,
Youth Rules**

Safety

- Player safety is why the rules exist and the first and foremost concern of officials.
- Enforce personal fouls to protect players and technical fouls for game management and control the flow.

Keys to Getting The Call Right

- Make sure the play is completed, including any dead ball action
- If multiple flags talk to your partner
 - Same foul?
 - Different fouls?
 - Who gets the ball?
 - Where is the restart?
- Trail official reports while the other watches players and sets the field



Recognizing the Situation

Once you have determined that a foul has been committed, you must determine which of the following situations you are in:

Situation	Flag	Whistle
Technical - Possession	YES	Slow Whistle
Technical – Loose Ball	NO – Play On	If no imminent possession
Personal – Possession by offended team	YES	Slow Whistle
Personal – against team with possession or loose/dead ball	YES	Immediate whistle if ball loose. No whistle if dead ball.

Flag Down, Slow Whistle (FDSW)

- **Fouls with offended team in possession:**
 - Yell “Flag Down!”
 - Throw flag straight up into the air
 - Allow offended team to complete their play
 - Sound whistle to stop play when the rules require you to do so (Rule 7, next slide)
- **Dead Ball**
 - Make certain all residual action among the players has ceased

Rule 7, Section 8 - ART. 2 . . .

The official shall withhold the whistle until:

(page 83 in rules book, read & remember them!)

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. A shot is taken that does not result in a goal.
- e. The ball enters the goal area or is in the goal area at the time the foul occurs and thereafter moves out of the goal area.
- f. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- g. (Y) A player loses any of the mandatory equipment in a scrimmage area, and the official is required under the rules to blow the whistle.
- h. A player on the attacking team commits a foul.
- i. The ball is in the defensive half of the field, and the team in possession fails to clear the ball into its goal area.
- j. When the ball hits the ground (not on a shot), the slow whistle is terminated.
- k. A defensive foul is committed during the final two minutes of regulation play with the team that is ahead possessing the ball in the goal/attack area, unless a scoring play is imminent.

Relaying and Reporting the Call

- Check for flags from your partner. If there are multiple flags, you may need to conference to determine if you have two flags for the same foul or flags for two different fouls.
- Position yourself promptly but not “hurriedly”:
 - Face the table
 - 2-person (always the Trail official)
 - 3-person (Closest official to bench, usually the Trail)
 - Make sure the table’s view to you is unobstructed
 - Stand up straight with your feet set
- Signal the penalty

Reporting the Penalty (C-NOTE)

- Announce the following information to the table:
 - **C**olor of the offending player's uniform
 - **N**umber of the player
 - **O**ffense/Foul the player committed (give signal)
 - **T**ime to be served (give "T" signal if 30 second technical foul)
 - **E**xplanation (optional, don't use everytime)

C-NOTE

COLOR

“Blue”



NUMBER

“36”



OFFENSE

“Unnecessary Roughness”



TIME

“One Minute”



Bench Penalties

- If a penalty is called against a team when no definite player is involved (not a simple offside) or when the penalty is against someone other than a player in the game, the official shall assess the penalty time against the **in-home**.
- **In-home**: starting attack player, listed first in the scorebook.
 - You get the number of the in-home from the head coach during the coaches certification. Write this on your scorecard for easy reference. Confirm with table after face off clinic.
 - Confirm again at the line-up that he's in.

Play-On

- Loose ball technical fouls by either team result in a “play-on” if the offended team has an opportunity to pick up the ball and maintain their advantage
- If no clear opportunity for offending team to gain possession – blow the whistle and award possession

Play-On Steps

- Team B commits a loose ball technical foul:
 - Official says “play-on” and raises one arm into the air
- Team A gains possession:
 - Official points in direction of play and says “play-on over”
- Team B gains possession or Team A does not gain possession within a few seconds:
 - Official blows whistle
 - Says and signals the technical foul
 - Awards possession to Team A
 - Restarts play according to the rules

Multiple Minutes

- Multiple Minutes
 - Penalty time for personal fouls is 1, 2 or 3 minutes. (Rules book says 1-3 minutes, but we don't use anything other than full minutes.)
- Suggested guidelines if not 1-minute:
 - 2 minutes if intentional or excessive
 - 3 minutes if intentional and excessive
 - Some violations mandate longer penalties
 - Blows to head/neck
 - Defenseless player
 - Blindside hits

Non-Releasable (NR)

- Standard penalties (slash, cross check, trip, etc.) are releasable upon the scoring of a goal, regardless of duration
- More serious violations (illegal crosse, USC, head/neck, defenseless, etc.) are non-releasable / full time serving
 - Opponents whose penalties start together are non-releasable for longest common time



Ejection Foul

(Page 63 in NFHS 2017 Rules Book)

AUTOMATIC EJECTION FOR:

A player, substitute, coach, nonplaying member of a team or anyone officially connected with the team shall be ejected for:

- a. Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation.**
- b. Use of tobacco or smokeless tobacco.**
- c. Second non-releasable, unsportsmanlike foul.**
- d. Any action deemed by the officials to be flagrant misconduct.**

Penalty for an ejection for the above reasons:

miss the next two contests at that level and all contests in the interim (CMS is four) **EXCEPTION:** fighting equals 4 missed contests.

Penalty for Ejection Foul

- 3-minutes, non-releasable penalty
 - The penalty is served by the ejected player's substitute.
- **Plus:**
 - Ejected coach shall be removed from the game
 - Ejected player, substitute, or non-playing member shall:
 - Be removed from the premises if there is authorized school personnel present to supervise the ejected student
 - If no one is available the student shall be confined to the bench area with equipment off.

Ejection – Post-game

- Referee shall notify the assigning authority of any ejected coach or player. Call from your car.
- If NCHSAA: R fills out NCHSAA report.
- Assigning authority shall notify the appropriate school athletic director
- Ejected players / coaches may not be eligible to participate in the next game (varies by state)

Fouling Out / Disqualification

(Pages 62 - 63 in NFHS 2017 Rules Book)

Any player who accumulates five minutes of personal fouls shall be disqualified from the game.

A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out.

A player who accumulates five minutes of personal fouls has fouled out of the game but has not been ejected.

(Note: Youth rules are different: 3 personal fouls or 5 minutes.)

Fouling Out / Disqualification

(Pages 62 - 63 in NFHS 2017 Rules Book)

**1 Min
Slash**

**1 Min
IBC**

**1 Min
UR**

**1 Min
Slash**

**1 Min
Slash**

= DQ

**1 Min
Slash**

**1 Min
IBC**

**3 Min NR
Illegal Crosse**

= DQ

**3 Min NR
Illegal Crosse**

**2 Min NR
IBC to Head/Neck**

= DQ

Player can participate in next contest.

CONSISTENCY

Simultaneous Fouls

- **Live Ball vs. Dead Ball**
- **Slow Whistle and/or play on**
- **Possession**
- **Penalty Time**

CONSISTENCY

Simultaneous Fouls

Live Ball vs. Dead Ball

- Dead-ball fouls are enforced in the sequence in which they occur.
- Fouls occurring at the same time during a dead ball (when sequence cannot be determined) shall be considered simultaneous.
- Live ball fouls on opposing teams are simultaneous, and rarely occur at the same exact time. They occur in the same “play”. Example: slash (flag down) and retaliation (2nd flag, kill play).

CONSISTENCY

Simultaneous Fouls

Slow Whistle and/or play on

- Violation against team in possession (or entitled)
 - Technical – Kills the play, go back to original violation
 - Personal – Kills the play, flag down, all players involved serve penalty time (yes a loose ball push will serve penalty time)
- Violation against team not in possession (or entitled)
 - Technical – New flag down if there is possession, may want to kill the play to clean things up if no possession.
 - Personal – New flag down (Last two-minutes kills the play unless scoring is imminent)

CONSISTENCY

Simultaneous Fouls

Possession

- Team with less penalty time gets the ball
- If penalty time is equal, team in possession (or entitled) keeps the ball
- If penalty time is equal and no possession, AP
- If team are equal strength, there is no free clear. Restart where foul occurred or laterally outside box.

CONSISTENCY

Simultaneous Fouls

Penalty Time

- Fouls that start together, stay together
 - The penalty time that is shared by both players is non-releasable

Youth Rules



Youth Rules

General

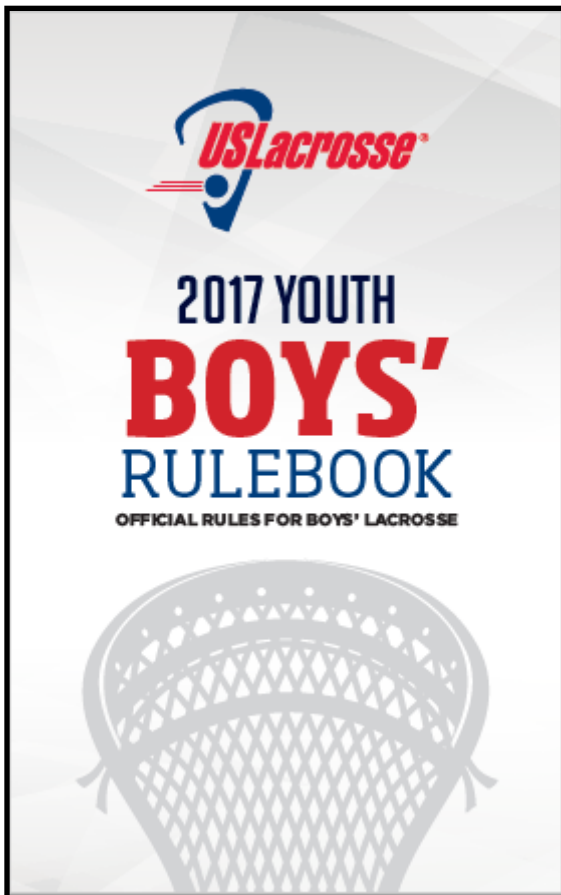
For the 2017 seasons, and from this point forward, US Lacrosse will be publishing five rule sets: 6U, 8U, 10U, 12U, and 14U.

Middle School is 14U.

You may encounter 12U or 10U in local youth leagues and/or tournaments.

Youth Rules

General



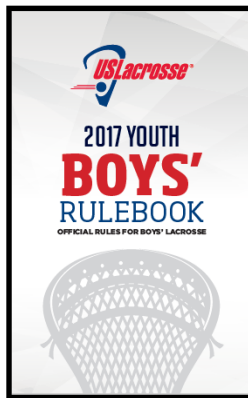
The Youth Rules are no longer found at the back of the NFHS Rules Book.

You need to download or purchase from US Lacrosse.

One book, 106 pages, covers all the age levels.

Youth Rules

General – Stick Lengths



B CROSSE LENGTHS

AGE GROUP	MINIMUM - MAXIMUM LENGTH		
	SHORT POLE	LONG POLE	GOALIE
6U	Should be no more than the distance from ground to player waist. NO minimum.		
8U	37" - 42"	N/A	37" - 54"
10U	37" - 42"	47" - 54"	37" - 54"
12U	40" - 42"	52" - 72"	40" - 72"
14U	40" - 42"	52" - 72"	40" - 72"

Youth Rules

Middle School - Triangle

- **All Triangle Middle Schools play US Lacrosse 14U rules.**
- **For the most part they are the same as regular NFHS rules.**
- **We'll cover the main differences tonight.**

Youth Rules

General – Points of Emphasis

BODY CHECKING – At 12U, 10U, and 8U a player may not deliver a body check to an opponent. Allowable body contact at these levels are legal holds, legal pushes, the use of equal pressure against an opponent to gain possession of a loose ball, defensive positioning to redirect an opponent in possession of the ball, and contact deemed incidental by officials.

ILLEGAL STICK CHECKING (SLASHING AND CROSS CHECKING) –

Any stick checks that are not to a player's crosse or hands of a player in possession of the ball is considered a slash or cross check. Officials are expected to enforce this rule.

Youth Rules

General – Points of Emphasis

COACHES AND TEAM AREA – At 12U and 14U the only time a coach is allowed to enter the lacrosse field is to attend to an injured player, to warm up a goalkeeper, or during halftime.

MOUTH GUARDS –

It is strongly recommended that mouth guards be properly fitted and not be altered any manner which decreases their effective protection. Mouth guards cannot be clear and must be of any visible color other than white to allow for easier rule enforcement by officials.

Coaches should instruct players to have their mouth guards properly in their mouths at all times (i.e. no fish hooking). Officials must enforce this rule.

Youth Rules

14U / Middle School

14U BOYS' FORMAT SUMMARY & EQUIPMENT

- 10 v 10
- 110 x 60 yard field
- 6 x 6 goals in 9' radius crease
- Helmets, shoulder pads, arm guards, lacrosse gloves, mouth guard, protective cups required
- Regular lacrosse balls
- 2 Team timeouts per half

Youth Rules

14U / Middle School

2017 Changes/New that are different from 2017 NFHS changes

- Arm pads are now optional pieces of equipment for goalies. (1-9-1j)
- Eye black and eye black strips are allowable as long as they do not contain offensive words, shapes, images, or logos. (1-10h)
- Other changes to 2017 NFHS rules apply.

Youth Rules

14U / Middle School

Significant Differences from NFHS

- LENGTH OF THE GAME - A competition will consist of (4) 10-minute stop time quarters, with a 2 minute break between each quarter and a 5 minute half time. (Overtime is the same.)
- Face-off stick tape/paint is optional.
- FOULING OUT: Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game.

Youth Rules

14U / Middle School

Significant Differences from NFHS

- Unnecessary Roughness penalties are non-releasable (official determines if 1, 2 or 3 mins).
- Stick checks must be with 3-yards of a loose ball, or ball in flight, (vs 5 in NFHS); both hands on stick.
- Body checks must be with 3-yards of a loose ball, or ball in flight, (vs 5 in NFHS); both hands on stick.
- One-handed check is a slash whether or not it makes contact.

Youth Rules

14U / Middle School

Other than those areas noted, all the NFHS rules and mechanics apply.

Counts are the same, random stick checks, etc.

Be a little more lenient about uniforms. They may or may not have matching helmets/gloves and the jerseys may be “hand-me-downs” that don’t exactly match ... but they should be the same color.

Questions

