

Officials Pre-Game Duties – 2024 Season

02/09/2024

References are to the Rules Book and the Women's Game Officials Training Manual, available on the USL Website under Officials/Development/Officials Resources/Manuals/Women's Game/Training Manual eVersion. References will be OTM to save space.

*Arrive at the game site 30 minutes prior to the scheduled game time for a high school game. The official's jurisdiction extends from 30 minutes before the game begins until the officials leave the playing venue. (Rule 3 Section 5 Art 1 NOTE, OTM Rule 3 Section 5.1)

*Be neatly dressed in the official uniform: black kilt, shorts, or slacks; one inch vertically striped black and white shirt (short or long sleeves); one inch vertically striped jacket or solid black jacket, if called for because of the weather; and black accessories (visor, hat, turtleneck, shoes, whistle, lanyard, sunglasses). (OTM Rule 3 Section 5.2)

*Use a bag, preferably black, to carry a rule book; a whistle; green, yellow and red warning cards; a yellow flag; a tape measure; a pen or pencil, paper or note pad, and a coin. (OTM Rule 3 Section 5.3)

Inspect the Field Upon Arrival (OTM Rule 1 Section 1)

If there are any field issues that cannot be fixed prior to the game, notify Local Board Chair Jessica Lowarnce (wluachair@gmail.com) and Assignor Margaret Kondracki (assigner.wlua@gmail.com).

1. Pace off the 8m arc and 12m fan (they are often incorrect). It is important that all lines be correctly placed on the field so that the game can be fairly and safely administered. Be sure there are dots marked below the goal line extended. If there are no dots, for that game, decide on natural marker to be used. (Spray paint, chalk, or powder may be used as a temporary solution)
2. Pace off the restraining line --- A solid line 30 yards (unless playing on a unified field where it is 25 yards) up field from each goal line and extending across the width of the field. It must be clearly distinguishable as the restraining line, for example, the only line on the field, or marked in a different color, or marked with X's. **Cones shall not be used for this purpose.**
3. Inspect the goals. The back of the goal posts shall be placed even with the back edge of the goal line. Check to see that the nets are fastened securely to the goal posts, and that they are free of tears or holes. Advise the home school to fix any holes prior to the start of the game. (Rule 1 Section 2)
4. While it is the host/home institution's responsibility to see that the playing field is in proper condition for safe play, the officials must also walk the field to see that it is free from glass, stones, sticks, depressions (sprinkler heads) and deep holes. While the officials should handle minor things such as picking up glass, they should alert the home team coach to other problems and be sure they are corrected before starting the game.
5. Inspect the boundaries with your partner. Ensure that boundaries have been placed correctly and the corners of the fields are marked by soft/

flexible cones, pylons or flags. Fields that do not fully meet specifications may be used, provided both teams and officials agree.

6. Ensure team substitution area is in front of the scorer's table and centered at the midfield line. The area should be sectioned off by two hash marks, 2m - 4m in length. The hash marks will be placed perpendicular to and touching the sideline with each one placed 5 yards from the centerline of the field. Alternatively, cones may be used to mark off this area.
7. Ensure a table has been placed at midfield, at least 4m from the designated boundaries. In those cases where the timer and scorer are in an above field booth, the home team must provide a table person for communication with booth personnel. Ensure that the table personnel have a horn and an alternate possession indicator.
8. Ensure that there is enough space for the penalty area which is in front of the scorers table and in back of the sub area. Chairs may be placed in the penalty area as players MUST SIT OR KNEEL during their penalty time.

Officials Pre-Game Script – Partners

- E-mail your partner(s) when you get the notification from Arbiter. Let them know your ETA at the field. Keep their cell phone number in case you need to get in touch with them near game time. Recommend putting it in your Contact List under Partner so you know that this is a call you must answer.
- Discuss field coverage and how to divide the critical scoring area. Who will be “off ball” when and who will be “on ball” when. How will you share the grey area of the middle?
- Review new rules if it's early in the season, expected level of play (league game, rivalry, etc.), unusual situations; where to administer a flag for 3-seconds, offside when the ball is inside the CSA vs outside the CSA, where to administer goal circle violations, offsetting fouls, double whistles (block/charge), procedure for cards, procedure for an illegal stick, alternate possession set ups and free positions at center, etc. Review difficult rule interpretations (block/charge, horizontal stick, shooting space, etc.). Be consistent at both ends and GET IT RIGHT!
- What help does each official want from his/her partner when he/she is the Lead official and/or Trail official. If the trail makes a call in the CSA, who sets up which player gets the ball (and where) and which player goes four meters away.
- How will you support each other in the coffin corners and how will you support each other on the violation of the goal circle when a player is rolling the GC tight.
- During the stoppage of play to administer fouls in the CSA, both officials should be stepping in to support each other, Trail should be a presence on the free position set ups so players don't creep and cheat to an advantageous position.
- Review the procedure for alternate possession in the CSA, below the GLE and anywhere else on the field.
- Review your procedure for setting up 8 meter free positions when the Penalty Zone is cleared. Establish eye contact to determine that the Penalty Zone is cleared, play can be restarted, and anyone entering the Penalty Zone has committed a false start.

- And so much more!! ...Review your rulebook all season long!

Officials Pre-Game Script – Table Personnel, Scorers and Timers (Rule 3 Sections 6 and 7, OTM Rule 3 Sections 6 and 7)

The officials need to check with the official scorer and timer at the table to ensure they know their duties for the game. There are cases where the scorer and timer have separate duties for the same situation, so both sets of duties are provided here. If the scorer or time is not at the table, the home team is responsible for ensuring that the table is managed and that the table has the capability to communicate with the scorer or time.

1. Review the length of each period and the stop clock requirements for the game. The clock stops after every goal and every whistle for a foul in the CSA in the last two minutes of the second and fourth periods, unless one team is ahead by 10 or more goals, in which case the clock will continue to run in the last two minutes. If the difference becomes less than 10 goals, the stop clock will be reinstated. It is within the framework of the rules to amend the stop clock rule (i.e. allow the clock to run after every goal) if both coaches and officials agree. The clock, however, must still be stopped on every whistle for a foul in the CSA in the last two minutes of the second and fourth periods if there is no 10-goal differential and/or if the stop clock rule is amended.
2. A horn will be used to signal the end of each period of play: a. If the clock has a functioning automatic horn, that horn will indicate the end of play. b. If an electronic horn is not available, the timer's manual horn will indicate the end of play.
3. Review the time out procedure. Each team may take TWO timeouts per game, which do not carry over to an overtime period. Each team will have one time out for the entire duration of overtime. Time out may be requested by the Head Coach or any player on the field after a goal is scored or any time the requestor's team is in clear possession of the ball. Players may substitute except for players involved in a free position; set up the free position before sending the players to the bench. A horn or whistle will be sounded after 1 minute and 45 seconds and again at 2 minutes. If a team is not ready to play after 2 minutes, for a time out after a goal is scored, award the free position to the center for the other team. If the delay occurs after a possession time out award a free position to the closest player of the non-offending team, at the spot of the ball. Decide before the game begins who will time the time out, the official or the timer at the table. It is not unusual, especially at the high school level and below, for the officials to handle the time outs.
4. The timer may sound the horn TWICE to indicate a time out request by the team in clear possession of the ball during a dead-ball or live-ball situation.
5. Substitutes must always report to the table prior to entering the game whether during play, during a time out, or after a goal. After reporting, a player who is subbing "on the fly" must be an "imminent sub" and remain in the team substitution area until the player she is replacing has entered the team substitution area. Substitutes may enter the game during a team time out after a goal provided there is no delay of game.
6. Review the procedure for recording warnings, suspensions, and ejections, and for timing the green/yellow card, yellow card, and red card warnings. The official closest to the scorer's table ensures that all warnings (players,

coaches and team personnel) are recorded correctly including noting the time on the game clock when a green/yellow card or yellow card or red card is issued. It may help to also record the time when the card expires, especially when the time on the card expires after the start of the next period.

7. Instruct the official scorer to notify the official immediately when a second yellow card is given to the same player (two yellow cards result in suspension of the player) and when a team receives its fourth card (results in the team playing short) and when a ten goal differential exists.
8. Instruct the official timer to notify the coach and/or player when the 2 or 4 minute penalty time is over.
9. Table personnel (timer/scorer) should be instructed to notify the officials of an early re-entry on a card, clock malfunction, or illegal substitution, by sounding a horn at the first stoppage of play. In the case of an early re-entry on a card, the timer should note the time remaining on the card.
10. What will be used for the alternate possession indicator (arrow, cone, object, etc.)? Table personnel and the official(s) will maintain a record of alternate possession. Inform the scorer which team has the first alternate possession following the Coach and Captains meeting.
11. Ensure that the scorekeeper has both lineups in the scorebook and has verified that the numbers match the number on the players' uniforms.
12. Inform the timer of how long half time will be following the Coach and Captains meeting.
13. The timer should notify the official when two minutes are left in each period.
14. If there is a goal difference of less than 10 goals, then the timer should stop the clock on fouls in the CSA during the last two minutes of the second and fourth periods.
15. Inform the timer and scorer of overtime procedures during the rest period between the second half and the start of the first overtime period.

Officials Pre-Game Script – Coaches and Captains Meeting. 10-15 minutes prior to the game (Rule 3 Section 5 Art 3, OTM Rule 3 Section 5)

1. Call in the captains and coaches 10 minutes (no introductions/anthem) or 15 minutes (introductions/anthem) prior to the start of the game. Ask the captains to introduce themselves and take time to introduce yourselves. Record the captain's number for the purpose of communication.
2. Toss a coin for choice of end or first alternate possession (AP). Allow the visiting team to call all coin tosses.
3. Agree upon a length of halftime. Note: Halftime will be 10 minutes, but may be less than 10 minutes if agreed upon prior to the start of the game.
4. Inform both teams of the designated field markings and any potential field hazards.
5. Discuss critical new rules and points of emphasis, especially early in the season. Ask if there are any questions.
6. Inform the captains that they may address the officials for rule clarifications or concerns during timeouts or at half time.
7. Ask the Head Coaches:
 1. If all equipment is legal under the rules including eye protection that meets the most recent ASTM Specification Standard F3077 for women's lacrosse. The eyewear must bear the ASTM mark for certification starting on January 1, 2025. Headgear must meet the

current ASTM F3137 standard and that the ball and goalkeeper helmets meet the NOCSAE standard for lacrosse. The goalkeepers chest protector must meet the new NOCSAE ND200 lacrosse standard. Specifically ask whether the goalkeeper chest protector meets the new NOCSAE ND200 lacrosse standard. Will back-up balls be provided on the end lines?

2. Ask if medical personnel is present. If “yes”, identify that person. If “no”, know that the default (for both coaches and officials) if signs & symptoms of a concussion exist, is that there is NO RETURN TO PLAY for that player.
3. Ask if a game administrator is present. If “yes”, identify that person. If “no” then know that the default (for both coaches and officials) is that the home team coach is in charge of the game personnel and spectators and shall execute the duties of the game administrator.

Check Sticks, Uniforms and Protective Equipment (Rule 2 Section 4,6 & 7, OTM Rule 2, Section 4, 6 & 7)

The coach has already verified that the equipment meets standards, so the intent at stick check is to ensure that the equipment is safe for play and is worn properly. Officials will not normally check the markings on equipment unless something seems out of the ordinary.

1. Check for hard and unyielding items (guards, casts, braces, splints, etc.) and ensure that they are padded with a closed-cell slow-recovery foam padding no less than 1/2” thick.
2. Any player choosing to wear headgear must wear it properly.
3. Make certain the goalkeeper’s equipment and uniform meet specifications. The goalkeeper must wear a helmet with face mask, a separate throat protector and a properly secured chin strap, padded gloves, a mouth piece, and a chest protector. It is recommended that the goalkeeper wear padding on arms and shoulders. In addition, for high school level, the goalkeeper must wear padding on the thighs to be shorts or pants manufactured with integrated protective padding. The goalkeeper’s shirt must be worn over the chest and shoulder protector. If the goalkeeper’s mouthguard is attached to her helmet with the long tab, this is legal.
4. When checking the goalkeeper’s equipment take the time to measure the goalkeeper’s stick. The crosse’s overall length shall be between 35 1/2” and 52”. Checking the stick early allows time for any necessary corrections.
5. Players may wear compression shirts that meet the NOCSAE ND200 lacrosse standard under the uniform. These shirts do not have to meet the color requirements of visible undergarments.
6. All players must wear a professionally manufactured intra-oral mouthpiece that fully covers the teeth. It shall include occlusal and labial portions and shall cover the posterior teeth with adequate thickness, as well as protecting the anterior (leading) dental arch. It shall be of any color-and may have graphics of WHITE teeth. Graphics of other colors are legal. There may be no protruding tab for field players (goalkeeper excluded). Failure to properly wear a mouth guard is a minor foul.
7. Properly worn eye protection is mandatory. If a player is wearing any “approved” protective equipment the eye protection is still required to be worn under the protective equipment. Failure to properly wear eye protection is a minor foul.
8. Check all players to see that they are in compliance with the “no jewelry” rule. If an official notices that a player has tape on any exposed area that might be

covering jewelry (earrings, bracelets, rings, etc.), then ask the player to remove it to see if it is covering jewelry. If any jewelry is found, that player cannot enter the game until the player removes the jewelry. Note: Players may wear securely taped medic-alert jewelry with information visible and close-fitting cloth sweatbands. Any other adornment will be considered jewelry and may not be worn. Barrettes are legal as long as they do not endanger other players.

Performing a Stick Check (Rule 2, Section 4, OTM Rule 2 Section 4)

1. Conduct a stick check to make certain crosses meet specifications. All sticks that might be used in the game, including each player's extra sticks, must be checked. When performing the stick check also check that each player has a mouth guard and is not wearing jewelry. Coaches sticks may be left at the table during the game and may be used during half time.
2. Instruct the teams to form a line with crosses raised to shoulder height. Drop the ball into the FRONT pocket of the horizontally held crosse. With the stick held at eye level the official will insure that the top of a ball is visible/seen above the top of the wooden or plastic sidewall. Roll the ball towards the ball stop and back out the scoop ensuring that the ball moves freely within all parts of the head/pocket both laterally and along its full length. The ball must not become wedged between the walls, under the guard or under the bridge of a wooden crosse, or in the ball stop or under the walls of a plastic/molded head crosse. The ball must easily fall out of the pocket when the crosse is turned upside down. TURN THE STICK OVER and confirm that the ball rolls out of the back of the pocket when placed in the upper third of the head at its widest point and the stick and head are tilted 90 degrees. If the stick is legal, the player moves on. If the stick is illegal, the player moves to the side of the line, adjusts her crosse and has it re-inspected by the official. All players with illegal crosses are instructed to remain together and to have their crosses re-checked.
3. If a crosse is discovered to be illegal during the stick check, and if the problem cannot be corrected before the start of the game, the crosse will be placed at the scorer's table. The crosse may not be removed from this area, but team personnel may come to the table area to fix/adjust the crosse. It can be rechecked at half time if the problem has been corrected. Start the game with a draw. No pre-game penalty is assessed.
4. During the stick check, visually check sticks to see that they are legal in length. Measure any stick that appears questionable. Visually check the head and ball stop of molded head sticks to determine if they have been altered in any way. Players may not weave the thongs back up through the head of their crosse. Check to be sure there are no more than two shooting/throw strings in the field player's stick and that these two shooting/throw strings are not rolled, coiled or twisted more than twice between each thong. Shoelaces may not be used as shooting/throw strings. **Knots may be tied at the ball stop.**
5. The goalie may use shoelaces as throw strings in the larger, mesh pocket goalie stick and she may have more than two of them. The throw strings may be woven across the top of the stick and/or woven through the pocket of the stick.
6. MESH pockets are allowed.
7. Shooting strings are not required. If shooting strings are used there can be no more than two in a field crosse and they must be attached to the sidewalls.
8. Holes or gaps in the pocket can be no larger than 1.68" in diameter (the size of a golf ball).

Ball Inspection

Go to the table and inspect the game balls, verifying they are NOCSAE approved

balls. The game balls may be yellow, bright orange or lime green in color. White balls are illegal for play. Occasionally check the ball as a ball without the certification mark may have been substituted if the game ball goes out of play. Remove it from play and continue the game from that point.

*****IF YOU ARE ARRIVING 10 OR 15 MINUTES PRIOR TO THE START OF YOUR GAME YOU ARE VERY LATE!! MOST OF THESE NECESSARY PRE-GAME DUTIES COULD NOT GET DONE IN 10-15 MINUTES, BE ON TIME, ARRIVE 30 MINUTES BEFORE THE GAME*****

THOSE ARRIVING LATE WILL BE REPORTED AND THE ISSUE WILL BE ADDRESSED