



FEDERATION OF INTERNATIONAL LACROSSE
2015 Referee Manual Indoor Lacrosse



WILC 2015 Rulebook Cover Artwork Description

The cover painting “Mohawk Lacrosse Rules Taught to Dr. Beers” depicts a younger George Beers conferring with the Kahnawake Mohawk on the shores of the St. Lawrence River near Montreal. Beers would develop and refine his rules for the modern game over time and formally issue them in 1867 with the birth of a national association in Canada. The National Lacrosse Association would evolve into the Canadian Lacrosse Association.

DEDICATION

The Iroquois believe that Lacrosse is a sacred game, a gift from The Creator, and that, when a Lacrosse game is to take place, The Great Spirit passes over the ground on which it is to be played and blesses the participants and their Lacrosse sticks.

The official who has competently handled a difficult Lacrosse game knows that The Great Spirit also blesses the deserving Referee.

This manual is dedicated to those in stripes who aspire to be blessed by The Great Spirit.

ACKNOWLEDGEMENT

Over the years, much time and effort has been devoted to attempting to improve the standard of lacrosse officiating and to promoting consistency in the mechanics of refereeing. This manual endeavours to further those aims, in terms of Men's indoor box Lacrosse played to the International Rules.

In so doing, it inevitably draws heavily on the ideas and the writings of many people from the lacrosse-playing nations.

The Federation of International Lacrosse hereby acknowledges its debt, and records its grateful thanks, to those people.

REVISION HISTORY

The original version of this manual was written by Tom Sutton, FIL Officiating Representative, World Games, Syracuse, NY, USA in 2015.

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1 THE AIMS AND OBJECTIVES OF THE MANUAL

Good Lacrosse refereeing is a blend of two prerequisites:

- i) A Referee must have sound judgment: he must be impartial, poised and mature. These are qualities which are difficult to teach, although wisdom, the thoughtful accumulation of knowledge and experience, develops as the seasons go by.
- ii) A Referee must also be dedicated to rules knowledge, and to learning the disciplines of positioning, signalling and field mechanics. These can be taught, learnt and mastered.

The rules of Lacrosse are complex and it is imperative that a Referee knows them intimately through on-going close study and scrutiny.

If the rules **ARE** known thoroughly then, in tight situations, the actual wording from the Rule Book can come instantaneously to mind, so that a problem can be solved with certainty and with the minimum of delay. But this can only happen after many hours of dedicated effort by the Referee.

The rules, however, cannot cover such crucial factors as the philosophy of refereeing, referee positioning, team-work and field mechanics.

The aim of this manual, then, is to complement the Rule Book and to thus promote the consistent refereeing of Men's Indoor Box Lacrosse played to the International Rules throughout the world.

The procedures and techniques as outlined in this manual are designed to give the best coverage for the normal play of the game of Lacrosse.

The main body of the Manual deals with officiating with a 3-man crew on the field.

If the procedures are fully digested and executed by all Referees then, after discussion and adjustments here and there, any Official should be able to work the field with any other Official throughout the world. This can only be beneficial to the game of Lacrosse.

The manual has been written with many different sets of circumstances in mind, some examples of which are:

the "trainee" who is refereeing his first International Rules governed game;

the Official who is refereeing an International Rules game involving two teams from his own country;

the Official who is refereeing an International Rules game involving an overseas touring team in his own country;

the Official who is refereeing in the World Championships or another such event.

As these situations vary greatly in all respects, it is recognised that some Referees will gain more from the manual than others, depending on their experience, the situation which they are in, and other factors.

But the Federation of International Lacrosse firmly believes that, if every Lacrosse Referee who is to officiate in games governed by International Rules uses this manual to complement the Rule Book, then a more consistent standard of refereeing will be achieved.

And yet the Rule Book and the Manual, however thoroughly they are studied, cannot hope to give total guidance to a Referee so that every situation which he will ever meet will be covered.

It is thus imperative that a Referee, however experienced, has an enquiring mind and is prepared to discuss game situations with other Referees.

Unusual game situations **DO** repeat themselves and, if the conclusions drawn in such discussions are filed away in the mind, then the agreed interpretations can be recalled during a game so that, once again, a difficult problem can be solved expeditiously.

2 USING THE MANUAL

In the main body of the manual, it is assumed that there will be a four-man team in charge of the game – three Referees on the field of play, and an alternate or standby Official.

At any one time, one of the three On-field Referees will be working alone on the side of the field opposite to the bench areas. He is referred to as the "Single Referee" (SS) in the text.

The other two Referees will work the bench area side of the field.

Where relevant in the text, the Bench-side Referee who is responsible for the goal around which there is currently play, or towards which the play is going, is designated the "Lead Referee" (L); the other Bench-side Referee is designated the "Trail Referee" (T).

The following symbols are used throughout the illustrations to indicate the various Referee positions:

For illustrations depicting a situation not during the play of the game:

HR – Head referee, R1 – Second Referee, R2 – Third Referee,
FO – Referee handling the face-off.

For illustrations depicting a situation during the play of the game:

L – Lead Referee, SS – Single Referee, T – Trail Referee,

Where relevant, the ball is shown as a dot or a series of dots.

It is anticipated that, once a Referee has become accustomed to the manual, then he will use it as a "reference document", rather than read it like a novel.

For this reason, certain points and sections are repeated as appropriate, and certain paragraphs from the Rule Book are re-emphasised.

With this it can be irritating on first reading, it is believed that this approach makes the manual into a more useful working document.

REMEMBER:

THIS IS YOUR MANUAL;

READ IT OFTEN;

YOU WILL BE TESTED EVERY TIME YOU WORK A GAME.

3 THE PHILOSOPHY OF REFEREEING

The rules of Lacrosse endeavour to guarantee fair play between the teams and they try to establish an overall balance between attack and defence.

The penalty code furthers these aims, with creating a climate of safety for all players.

The Official who fails to promptly and correctly discharge his responsibility of penalising players who commit rule infractions will upset this delicate balance.

An Official should be firm, fair and professional at all times.

He will be judged on the manner in which he handles himself and the game.

A Referee should not call fouls which are **NOT** there, just because he thinks he must make calls, or because he feels that it is some time since he called a foul.

Similarly, he should not stop calling fouls which **ARE** there, just because he thinks he is calling too many fouls or because one team seems to be receiving most of the penalties.

He will be judged on how well he calls what he sees and how consistently he makes his calls: he will **NOT** be judged on the number of fouls that he calls, or the percentage of the fouls, called in the game, which are called by him.

Indeed, the degree of anonymity which he can achieve will be a mark of his success.

A Referee is not on the field as an equaliser, or to keep the score down: that is the job of the coaches.

A Referee should only call what he actually sees.

He must never guess what might have happened.

No-one is perfect, but all Officials must be conscientious.

The fact that a Referee missed a foul can perhaps be explained but it is impossible to explain away a guess.

To the players in the competing teams, their game is the most important thing which is happening to them that day.

Regardless of the level of play, or of how close the game is, a Referee owes both teams the duty to officiate the game to the best of his ability.

Players and coaches are in an emotional situation and are quite likely to get excited.

The Officials, on the other hand, are the only impartial people in the ground.

They must remain calm and collected: they must retain their composure at all times. Decisions must not be "screamed" at players – if an Official cannot keep his voice under control, then others may presume that he is not fully in control of himself.

A Referee must not take an attitude which will create resentment when he is calling a penalty. He must not shout at a player, he must not point aggressively at a player, he must not make a call when "in a player's face" and he must not show irritation or annoyance.

A player should always be referred to by his team colour and his number, rather than by his team's name or his name, and a Referee should not touch a player.

A Referee should be courteous and considerate, but he should also be firm and decisive.

Remember – an Official should conduct himself on the highest possible level, as a representative of the FIL and of his own national referees' organisation.

A Referee must not be affected by remarks from the players, the benches or the spectators. If a Referee can be thus influenced, then he will lose respect, as he will be considered weak. If he is unaffected by such remarks, then he will earn respect, in spite of the protests which are made at the time. In all instances, it is not your job to convince coach or players that you are correct. You just need to rely on your training, experience and knowledge.

There are two primary criteria that you can evaluate your performance on any one call. Were you in the correct position to make the call? Secondly, did you apply the correct rule? If you can honestly say yes to both then the call was probably correct, however if you were out of position or did not apply the rule correctly than criticism may be warranted.

A Lacrosse game should end with all parties able to say that the Officials had no bearing on the result of the game.

REMEMBER:

YOU DON'T WRITE THE RULES!

YOU DON'T COMMIT THE FOULS!

BE PROUD TO BE A LACROSSE REFEREE,

A MEMBER OF "THE THIRD TEAM".

4 PREVENTATIVE REFEREEING

A key phrase when officiating an International game is "preventative refereeing".

Throughout the whole of the game, then, the Referees should attempt to warn players so that the game continues with the minimum of interruptions for preventable offenses.

Examples are such, when a player checks an opponent just above the gloved hand, then he is warned in the first instance to "Hit the stick", "Find the stick" or "Keep it on the stick".

Of course, a wild slash is penalized immediately, as is a player who persists in checking above the glove after he has been warned.

Players who are fighting for a loose ball are told to "Keep it down" "Play the ball", "find the ball"

While deliberate interference in front of goal by defenders and moving picks by attackers should be penalized immediately, the Referees should allow some latitude when there is heavy traffic in this area.

The Referees, where appropriate, should tell defenders to "Let him move" and they should warn attackers about minor contact in front of goal, "Hold your picks".

Derogatory talk between players should also be quietened.

If such warnings are given in the early stages of a game, then the problems usually disappear, as players realise that the Referees are watching for such offences.

In other words, Referees should attempt to officiate realistically rather than follow the rules literally.

And yet they must be very much aware of player protection and player safety, and they must also be aware of the effect that **NOT** making a call has on the offending team's opponents.

Another contentious area is bad language.

A player who curses quietly should be warned about his language.

This is a difficult one, however, as opposing players and coaches will complain to the Referees when bad language goes unpunished, and the Referees' control of the game will thus be questioned.

If the cursing is loud enough to be heard on the bench or by spectators or, of course, if it is directed at an opponent or an Official, then it should be punished immediately.

When a player has been hurt and he curses in consequence of his pain, then he should be asked to "Keep it down" and any complaining opponent should have the circumstances briefly explained to him: "OK – the man's in pain" will normally suffice.

Dissent comes into the same category.

The captain is the only representative of his team on the field of play and all matters should, in theory, be discussed with him only.

Where a player queries a decision quietly and politely, however, then a brief explanation of the call can be given: "Momentarily off-side" and "You turned into it" are examples.

Loud or abusive dissent should, of course, be treated as unsportsmanlike conduct. A good rule of thumb is that referees should answer questions, never statements. If a coach or player asks a realistic question in a sportsmanlike manner then you may choose to answer their query. However should they choose to make a statement you may want to choose to ignore their dialogue.

Special consideration must be given to players and coaches whose native language is not English and, of course, it should be remembered that English is spoken in many forms and in many accents around the world.

Clearly, once "preventative refereeing" is implemented, the judgment of Solomon is required!

5 TEAM WORK

Effective Lacrosse refereeing needs team-work.

Each Referee must be conscious at all times of the position of the other Referees.

On a slow clear, for example, the Trail Referee will need to move onto the centre-line when the Single Referee decides that he has to leave the line in order to cover the goal adequately.

This needs liaison between the Officials and a consciousness of each other's position.

Occasionally, on a slow clear, the Single Referee may be late in leaving the center-line in order to go towards the goal. In such a case, the Trail Referee should take up his own position on the centre-line and indicate to the Single Referee that he ought to go. A wave of the hand or, if that fails, "OK Bill – I've got the line" should suffice.

Conversely, if the Single Referee feels that he needs to make ground towards the goal, but the Trail Referee does not get to centre-line soon enough, then the Single Referee should move towards the goal and prompt the Trail Referee: "I'm going Bill" should suffice.

Similarly, after a stoppage, the Trail Referee is often best placed to re-start the game and thus allow the Lead Referee to go towards his goal, and yet the Lead Referee may not have taken advantage of this opportunity.

In such circumstances, the Trail Referee should indicate that he will re-start the game: "Go Bill – I've got the ball" should be enough.

In all these circumstances, team-work is required.

The art of refereeing with other Referees is to work thus as a member of the team and yet to avoid the danger of leaving a call to a colleague who seems better placed to see it.

If such a call **IS** left to a colleague and the colleague does not make the call, perhaps because his vision was obscured (or even because he was too near!), then either the action taken may seem to be late in the eyes of the players or, worse still, the play may move on and the Referee who did see the infringement may by then feel that it is too late for him to take action.

Subject to what was said in Section 4 about realistic refereeing, then, a Referee must make a call when he is sure that there has been a foul, regardless of his position.

In order to do this, he must be sure that the other Referee has not made any other contradictory call.

When a Referee believes that another Referee may have made an error in the application of a rule (**NOT** an error in interpreting a game situation), then an Officials' time-out should be called, and the matter resolved as quickly as possible, remembering that it is better to be right rather than rapid.

If this is not done, then all Referees are equally responsible for the mistake.

The alternate or standby official should be ready at all times to enter the game should one of the On-field Officials fail to complete the contest for any reason.

He should be watching the flow of the game, and be recording the score and the time-outs on his scorecard.

He will also verify penalties and goals scored with the scorers.

This will keep him tuned into the type of game that is developing.

If the alternate or standby official does have to go onto the field to replace one of the on-field crew, then the clock(s) should be stopped to facilitate the change-over.

This is a highly unusual circumstance and the alternate or standby official will have to quickly check that he is ready for his new role.

The tournament's Referee-in-Chief will then have to make arrangements for a substitute alternate or standby official to be ready to take the floor if needed.

6 PRE-GAME

6.1 PREPARATION FOR THE GAME

Correct preparation before a game avoids many problems.

Officiating a Lacrosse game is strenuous, exhausting work, and a Referee must thus be in sound physical condition.

A regimen of endurance, strength and agility-training should be maintained prior to, and during, the season.

Inferior fitness is one of the leading contributors to poor decision-making.

Seek professional advice, if necessary using the FIL Officiating Committee's Fitness Protocol as a guideline for individual program development.

Effective from 2015, all referees attending the World Championship will be required to complete a fitness test and the FIL Rules Exam.

Only those that pass the fitness test and the FIL Rules Exam will be able to officiate in the Blue Division. The current FIL fitness protocol can be downloaded from the FIL web site – www.filacrosse.com

Officials at FIL events are now subject to random anti doping testing. It is the responsibility of the officials that they familiarise themselves with the appropriate guidelines concerning banned substances. More information can be found on the World Anti Doping Agency web site www.wada-ama.org or contact your National Governing Body for local assistance. The FIL Anti Doping Guidelines can be found at www.filacrosse.com

Proper hydration is extremely important and is inextricably linked with on field performance. This ideally should start the night prior to your match.

According to Angela Calder recent report to the Australian Sports Commission (*Angela Calder, Applied Sports Knowledge Issue: Volume 8 Number 2*), the consumption of alcohol should be kept to a minimum for the following reasons:

- **Dehydration** — the most commonly consumed beverages at sporting events are full-strength beers. Drinking full-strength beer will result in dehydration. Wine and spirits that are served in tumblers are also in this category. Light beers or spirits served in tall glasses may actually aid rehydration, as long as you eat the ice and they are consumed in moderation.
- **Slower decision-making and reaction time** — the more drinks you have, the worse your physical and mental performance will be.
- **Alcohol worsens injuries** — after officiating a tough game, it is likely that your muscles have undergone a degree of damage. For your muscles to repair and recover, they require a reduced blood flow to the area (as this reduces inflammation). Alcohol has the opposite effect and actually increases blood flow to the damaged area, thus slowing recovery time.
- **Cramping** — drinking alcohol 24 hours pre-exercise will increase the likelihood of muscle cramping.

Whether your officiating demands a high physical load (such as Australian football umpires), or is weighted more towards high-concentration levels (such as cricket umpires), alcohol will worsen your performance.

What are **your** drinking habits? The Australian alcohol guidelines recommend that healthy men and women consume no more than two standard alcoholic drinks on any day.

However, if you are to perform at your best as an official, there are some occasions that should be regarded as 'alcohol-free zones'. These include:

- the night before officiating
- during a tournament
- after suffering a significant soft-tissue injury.

Below is a general Guideline for hydration during exercise.

While specific fluid recommendations aren't possible due to individual variability, most athletes can use the following guidelines as a starting point, and modify their fluid needs accordingly.

Hydration Before Exercise

- Drink about 15–20 fl oz, 2–3 hours before exercise
- Drink 8-10 fl oz 10 – 15 minutes before exercise

Hydration During Exercise

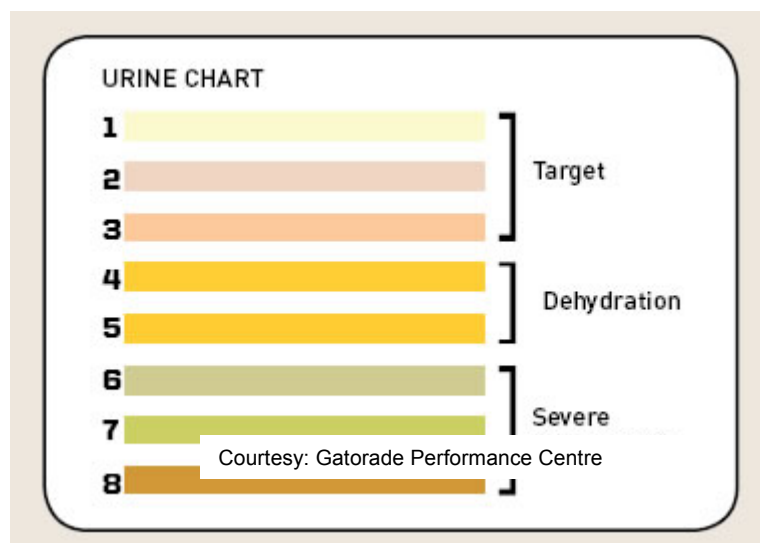
- Drink 8–10 fl oz every 10–15 min during exercise
- If exercising longer than 90 minutes, drink 8–10 fl oz of a sports drink (with no more than 8 percent carbohydrate) every 15–30 minutes.

Hydration After Exercise

- Weigh yourself before and after exercise and replace fluid losses.
- Drink 20–24 fl oz water for every 1 lb lost.
- Consume a 4:1 ratio of carbohydrate to protein within the first 2 hours after exercise to replenish glycogen stores..

Using a urine colour chart can help determine your hydration level. If your urine is clear or very light yellow, you are excreting a normal amount of water which reflects an adequate amount of water in your system. As the colour gets progressively darker, that indicates the urine is becoming more concentrated due to a decrease in body water.

Your target is to maintain Levels 1-3



A Referee should review the Rules and the Manual the night before a game.

If the tricky points in his Rule Book and Manual are marked, then these can be carefully gone over.

The rules covering the penalties and the points of emphasis are particularly worthy of study, as these encapsulate the problem areas.

Reading through the game scenarios in the Additional Rulings (ARs) will also help a Referee to mentally attune to the game.

The first impression created by a Referee's personal appearance and bearing can play an important part in his being accepted by players, coaches and others.

Standard uniform/kit must be worn, and a Referee should ensure that his clothes are clean and pressed, that his shoes or boots are not dirty, and that his signal flags are not flagrantly displayed.

The referee's uniform for a World Championship or similar event shall consist of:

- Striped Referee Shirt - Short Sleeve or Long Sleeve
- Long black pants with black socks
- Black belt
- Black Shoes
- Helmet

6.3 CHECKING THE OFFICIALS' UNIFORM AND EQUIPMENT

The Officials' uniform and equipment should be checked.

The items of equipment which a Referee should have with him are:

- two whistles;
- two pencils;
- a pencil sharpener;
- an eraser;
- a score-card;
- a coin;
- a tape measure;
- some string, some plastic tape and a small knife;
- a digital watch capable of timing in seconds

The Alternate or standby official should also carry all of the above equipment, in case he has to deputise for an injured Referee.

A Referee does not get a second chance to create a good first impression!

6.2 ARRIVAL AT THE ARENA

All Officials should meet at the game location at least 60 minutes before the game.

Longer may be needed before a World Championship game, to allow the officials to sort out such matters as hydration breaks, TV time-outs, the use of microphones, the playing of anthems, player introductions, ceremonial face offs and the introduction of dignitaries.

This will allow the Officials, subject to the floor not being in use at the time of their arrival, to have a first look at the goals, the markings, the pylons and the like, and still leave time for any imperfections to be put right.

Such matters shot clock positions, the timer's location and the benches areas can also be checked at this stage, as it is easier to correct matters before the players and their kit have arrived.

They should also sort out bench areas and playing uniform.

The team named first in the official programme is the home team.

The visitors have choice of color, which must be advised in advance.

The home team must wear a playing uniform of contrasting colour.

The International Rules state that, at a World Championship or at any event where the organizers deem it necessary, the home team will be allocated the left-hand bench area, when facing the floor from the timer's table.

Otherwise, the home team has choice of bench.

This latter provision would only be invoked if there were a dispute – as has happened in previous World Series!

The International Rules also state that the visiting team is the first out of the locker rooms.

This would only be invoked if there were a dispute – as has happened in previous World Series!

An early arrival also leaves plenty of time for getting changed at a leisurely pace and for the pre-game conference, and it also allows the Officials to get into the right mental state for the game.

At the arena, a Referee should not be over-familiar with players, coaches or spectators.

A Referee should not convey apprehension.

Alcohol should never be consumed before a game.

6.4 THE PRE-GAME CONFERENCE

The purpose of the pre-game conference is to review the basic principles of officiating and to create a state of mental preparedness and alertness for the game.

The Head referee will schedule the appropriate time for the conference. This may be the morning or afternoon on game day or an hour or two ahead of the game time.

The following matters should be gone over during the conference:

- i) Starting floor positions should be finalized.
The Head Ref takes the first face-off, and runs to the right of the bench initially.
- iii) The procedure concerning pre-game checking of the goals, the nets, the timer's table and the benches should be gone through.
- v) The procedure for the pre-game line-up will also need to be discussed. The Head Referee should find out whether the starting line-ups will be coming onto the field together, or whether each player will be announced individually by name over a loudspeaker: the Referees do not want a surprise three minutes before game-time!

- vi) The responsibility for the first face-off of each quarter will be allocated to the Head Ref.
- vii) Positioning should be discussed, and the face-off, the set play around goal, the fast break and the slow clear need special attention.
- viii) The importance of communication, via both calls and signals, should be emphasised .
- ix) The mechanics of refereeing, of this manual, should be outlined. Special attention should be paid to the procedure when fouls are committed, and to the Referees' responsibilities after the scoring of a goal.
- x) The more tricky points in play should be talked through, and particular attention should be paid to the concept of preventative refereeing, co-incidental fouls, and problems around the crease.
- xi) The procedure to be followed when problems occur should be outlined, and the Referees should agree a signal which will be used if one of them feels that the game is getting out of hand, so that the handling of the game can be adjusted accordingly.
The Referees should be reminded that, as a last resort, a referees' time-out should be called to allow things to settle in such circumstances.
- xii) The intervals, time-outs and the end of the game, including the overtime periods which may be required, should be discussed.
- xiii) The points of emphasis that have been outlined from the RIC, or officiating committee.

The Referees should then carry out their pre-game warm-up in the dressing room.

6.5 ONTO THE FLOOR

The Officials should go onto the floor about 20 minutes before game time. Where there is to be pre-game activities such as anthems, player introductions, etc, additional time will be required and thus more pre-game time will be required.

When they have had sight of the players warming up, the Officials should decide the colors by which the teams are going to be known during the game, and this should be written on their score-cards.

Officials shall ensure that teams warming up do so in the half of the playing floor that is nearer to its own bench area. Be vigilant in this. If balls go astray ask the other team to pass the ball back to the other side of the field. Do not allow teams to cross over the center line to retrieve the ball. Watch for any players who are goading or making unnecessary remarks. If necessary go and have a quiet word with the combatants to try and settle things down before they escalate.

6.6 MEETING THE COACHES

The officiating team should go together to the home team's Head Coach and then to the visiting team's Head Coach to obtain the following information:

- o The number and the names of the captain(s);
- o The number of the In-Home, who may be ANY player in the squad;
- o The number(s) of any player/coach(es).

It is considered preferable to talk to the home team's Head Coach first, so that any "local knowledge" thus learned can then be passed on to the visiting team's Head Coach without having to double-back to that coach.

Each official introduces himself individually to the Head Coach, in the sequence: Head Referee, R1, R2, and alternate or standby

After the introductions, only the Head Referee speaks to the coaches: one voice is all that is needed.

It is important that the numbers of the captains are written on the score-card.

It is also helpful to know the surname of each head coach, so that they can be referred to as "Coach X" and "Coach Y", if necessary.

The Head Referee will ask each Head Coach to confirm that all his team's equipment is legal: "Coach, are all your players properly equipped and is all your equipment legal?" should suffice.

Any local ground abnormalities will be pointed out to the coach and such matters as TV time-outs, the playing of anthems, player introductions and the introduction of dignitaries will be discussed.

The coach should be asked to ensure that each player knows his team's colour and his number in English.

The Head Referee will ask each Head Coach if they have any questions and offer answers to any reasonable questions.

6.7 PRE-GAME CHECKS

After meeting with the coaches, the Head Referee should ask the other Referees to check a goal each, and the markings on the field.

R1 should check the home team end and R2 should check the visiting team end.

This should be done even if an earlier check was carried out, as nets may have come adrift or markings been affected during the warm-ups, particularly in bad weather, and because this procedure ought to be seen to be done by those involved in, or watching, the game.

The two Referees should also ensure that appropriate replacement balls are in the penalty box area. Instruct the shot clock person of how ball replacement will be handled.

6.8 INSTRUCTIONS TO THE MINOR OFFICIALS

While the other Referees are carrying out the above tasks, the Head Referee will give his instructions to the Time-Keeper, the Penalty Time-Keepers, and the Scorers.

The roles of these Officials are discussed in this manual and the Head Referee should carefully talk the Bench Officials through their duties.

When the above duties are complete, all Officials should retire to the referee circle.

They should not fraternise with players, coaches or spectators.

7 MECHANICS

7.1 INTRODUCTION

A Lacrosse Referee cannot make the correct decision unless he is in the right position.

In order to be in the right place at the right time, a Referee must spend a lot of time on developing good positional practices and he must endeavour to develop a sixth sense which allows him to anticipate the movement of the play even before it happens.

He must also, as has been stated earlier, be in sound physical condition.

If the Referees **ARE** correctly positioned, then the players will sense their presence, and the number of rule infractions will be reduced.

The positional philosophies outlined in the main body of this manual, using the three-man, "triangle" method, are designed to give the best coverage for the normal play of the game of Lacrosse, and to promote consistency.

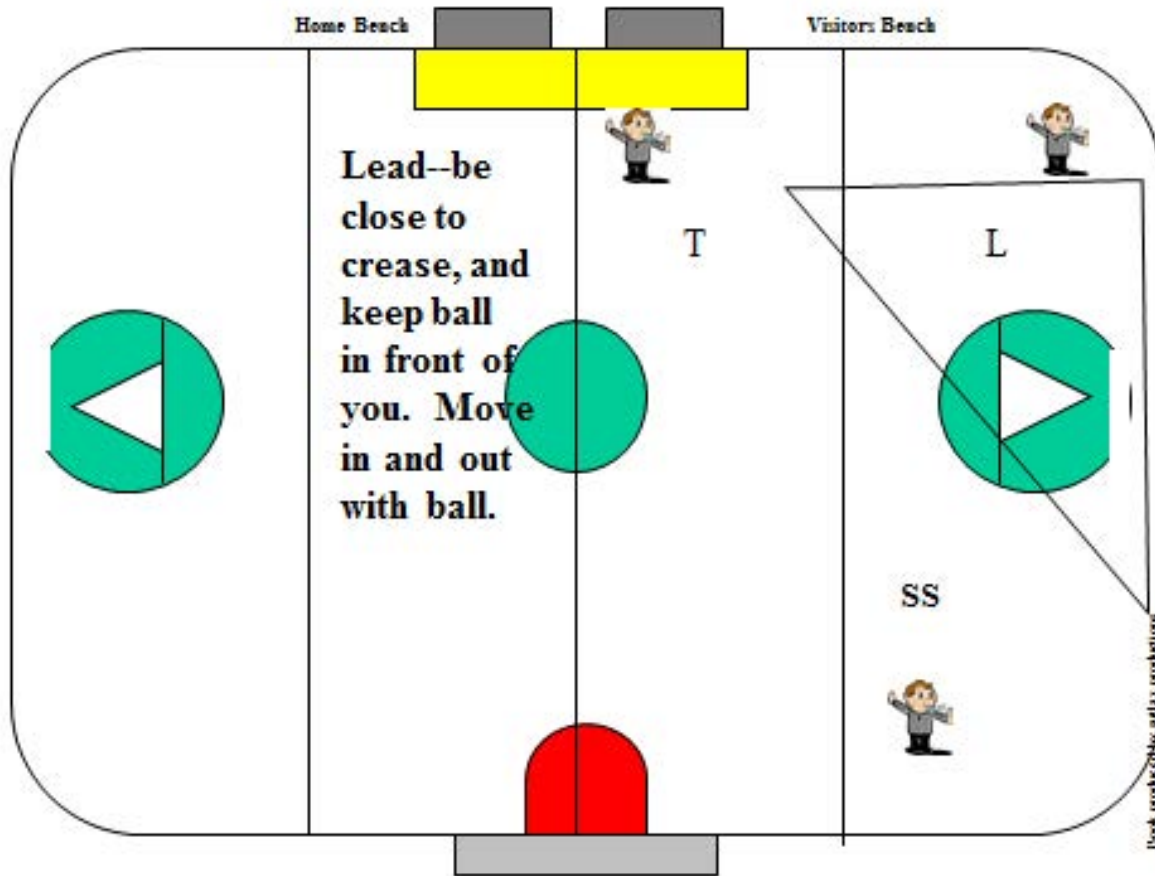
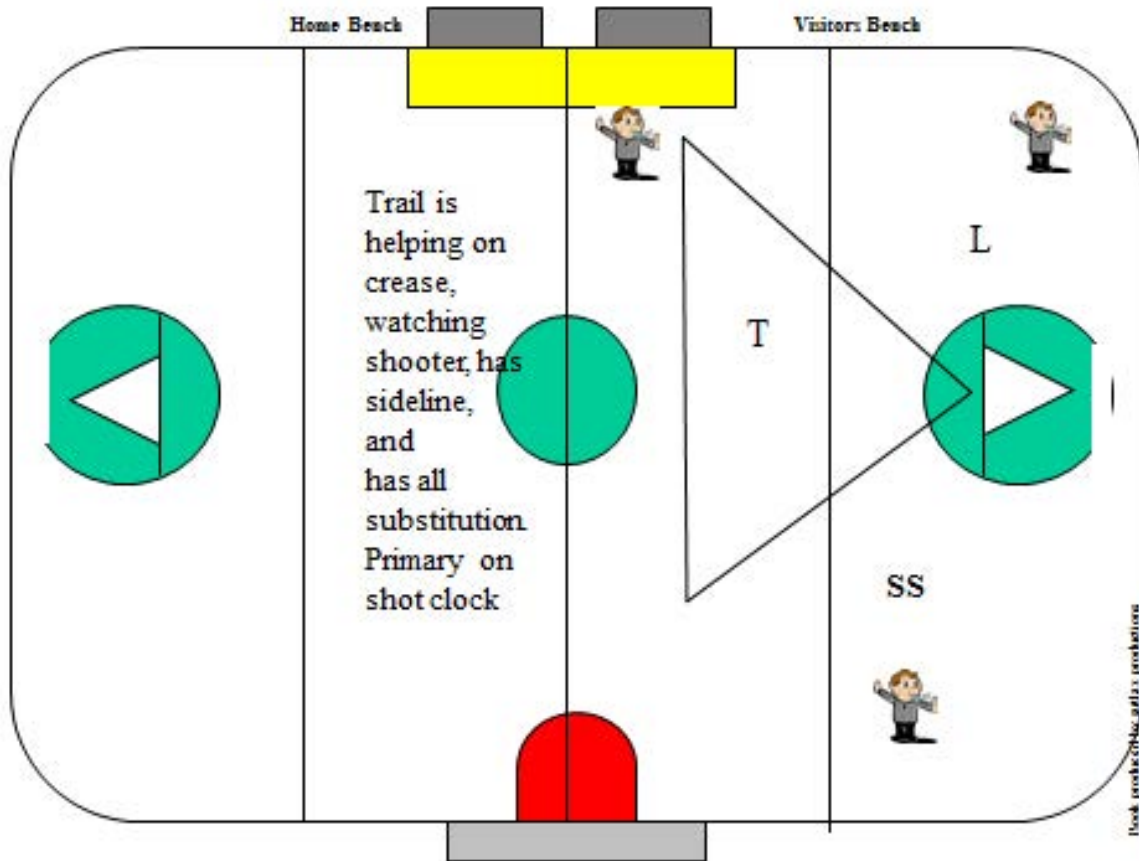
It is recognised, however, that game situations will arise which will require adjustments to be made by the Referees, who must then use their experience and their judgement in order to cover adequately the circumstances which have arisen.

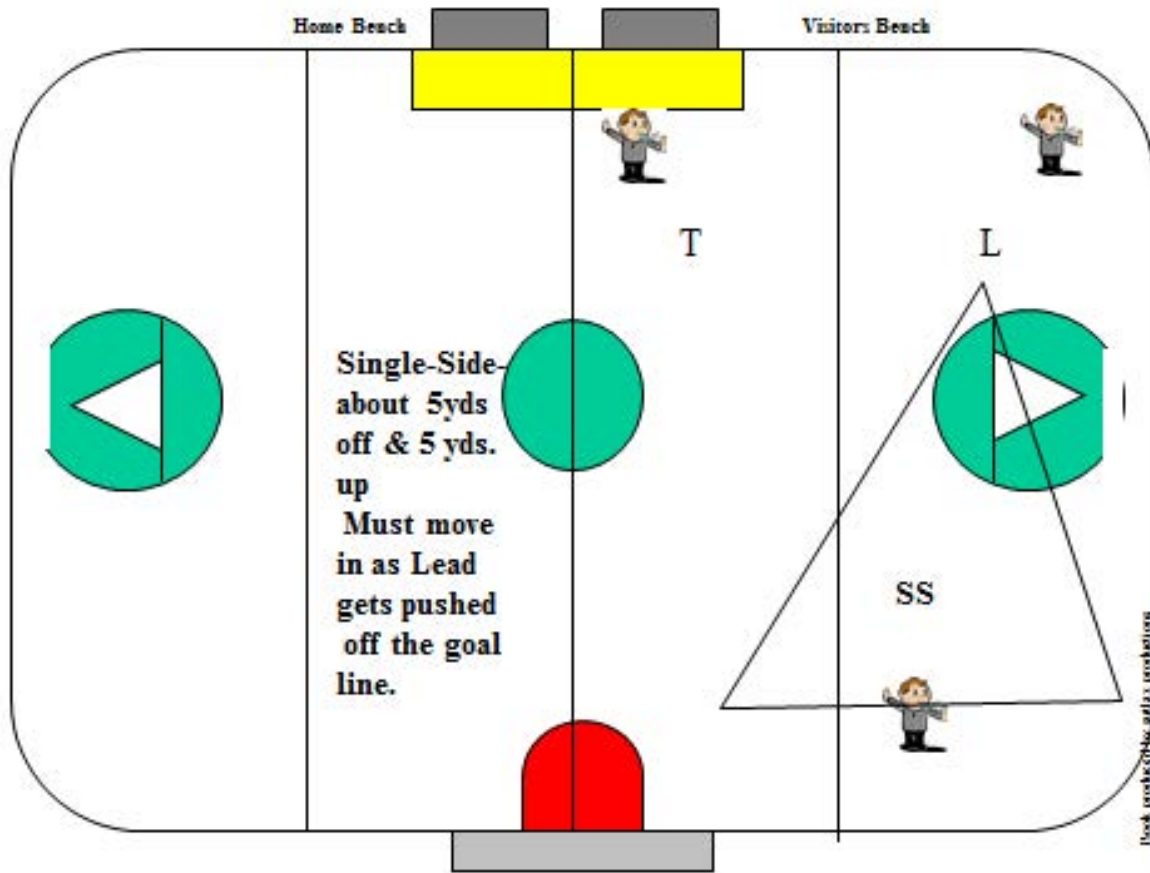
To reiterate what was said in Section 2 of the manual, concerning the diagrams which follow, depicting a situation during the play of the game:

L – Lead Referee, SS – Single Referee, T – Trail Referee,
FO – Referee handling the face-off.

Next three slides illustrate settled situation responsibilities

All three officials have full responsibility for penalty enforcement.





7.2 THE INITIAL CENTER FACE-OFF

The Head Referee is at his position for the initial face-off and he is waiting for the other Officials to be ready. The diagram shows the position of the other Officials at a center face-off.

The Head Referee has his back to the goal on the left, and is responsible for the two players taking the face-off. Referee R1 is responsible for **wing line violations, goal line coverage (move on whistle), some possession calls, ensure shot clock and game clock start, time outs, back court line violations**. Position self along the restraining-line as close to middle of floor as players allow

Referee R2 is responsible for **wing line violations, goal line coverage (move on whistle), some possession calls, ensure shot clock and game clock start, time outs, back court line violations**. Position self along the restraining-line as close to middle of floor as players allow

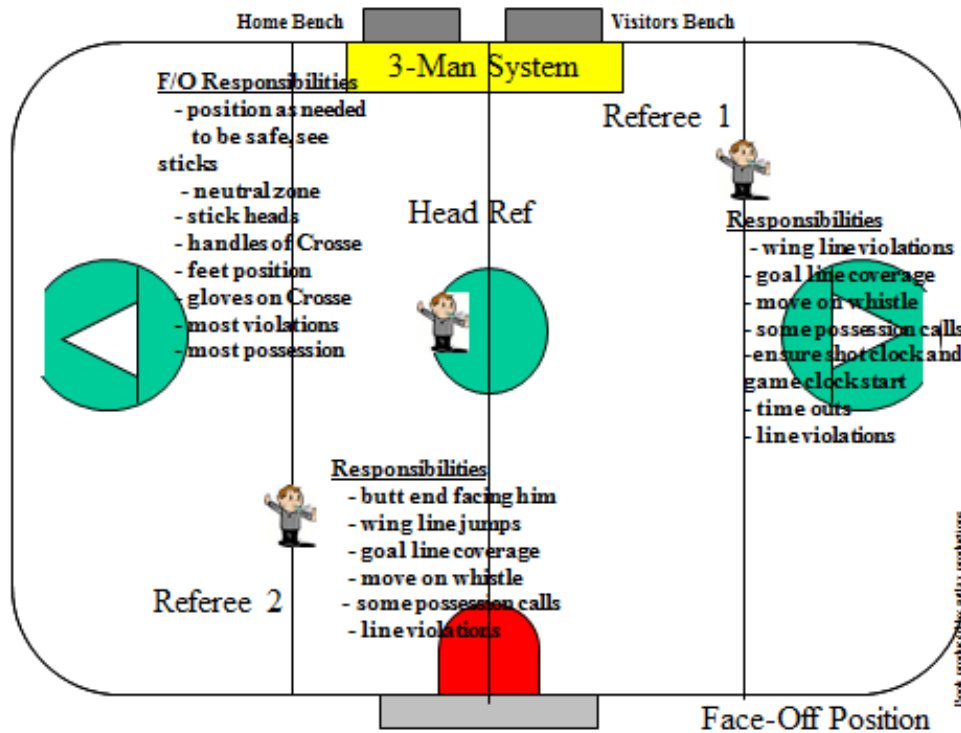
Both Referee R1 and Referee R2 ensure that all players are in their required areas.

Initially R1 and R2 will indicate that they are not ready by holding their hands up above their shoulders with palms facing the center.

R2 will signal to R1 that he is ready by pointing down at floor

When R2 is ready, R1 will signal down at floor to the Head Referee that all is ready to begin

The Face-Off Referee is thus not required to look over his shoulder or to look in two directions at once.



Referees R1 and R2 should then concentrate on the players goal areas to ensure that all players are in the correct positions at the time the whistle is blown.

If a player steps on or beyond a line **BEFORE** the whistle blows, then he should be warned to get "behind the line".

The Referee should **NOT** specify a team colour or a player's number when doing so.

If a player jumps the gun, however, and is touching the line or touching the ground beyond the line **WHEN** the whistle blows, then he **MUST** be penalized by a whistle, or play-on as appropriate.

If it is the first face-off of a period, then the Face-Off Referee should check that the Bench Officials and both goalies are ready: A simple show of the ball will suffice here.

The Face-Off Referee should place the ball on the ground at the centre of the field and, after he has received the ready signal from Referee R1, he then takes his position where he will conduct the face off from. It is important that irrespective of which position is ultimately selected that the referee remains still after he has said "Set". This will reduce the number of face off faults as the face off men will not confuse the referees movement with the sounding (or about to be) of a whistle. You may wish to use a lanyard whistle for the faceoff to minimize the movement of your arm when using a finger whistle.

There are now two agreed positions from which the Face-Off Referee can conduct the face off:

Standing on the centre line looking into the faceoff. The face off can be conducted standing or crouched with your hands on your knees looking into the faceoff.

Behind the face off man (traditional position) standing over the face off.

The Face-Off Referee asks the centres to both take up the face-off position at the same time. "Down together, please", along with a simple pointing gesture of the hand, should suffice.

The Face-Off Referee then checks the position of sticks, hands and feet.

The ball should be within centered between sticks

The crosses should rest on the ground parallel to the center-line and both the hands and the feet must be touching the floor and be to the left of the throat of the stick.

Players may not back out and re-set their positions once the Referee has initiated the face-off position.

The Referee makes certain that the reverse surfaces of the crosses match evenly, and that each player has both hands on the handle of his own crosse, not touching any strings, and that both gloved hands are on the ground.

The feet must not touch the crosse.

Neither player may be in contact with his opponent's body by encroaching on his opponent's territory.

Once the players facing have assumed their positions, the Face-off Referee shall say "Set". Once this signal is given, both players must remain motionless and both feet must remain grounded until the whistle sounds to start play.

The Face-Off Referee then blows his whistle to start play being careful not to make any motions with his arms or hands prior to blowing the whistle.

While the interval between the face-off being set and blowing the whistle should always be short, so that no attempt is made to "trick" the centres, it is nonetheless advisable for a Referee to vary the timing slightly in order to prevent a player from "beating" him by anticipating the whistle.

If the Referee does not vary the timing thus, and one of the players draws consistently quickly, then there will be complaints from the other team.

When any Referee sees that a team has gained possession, then he should signal the shot clock to start. This is done by a twirling motion of the arm raised above the head.

After the face-off there are usually two scenarios:

- either the play moves away from the Face-Off Referee
- or the play moves towards the Face-Off Referee.

These two situations are illustrated in the following diagrams.

7.2.1 The play moves away from the Face-Off Official

The R1 Official must break for the goal to take up the Lead Referee position.

His responsibility will be to signal a goal, or to award the ball if it goes out of bounds on a shot.

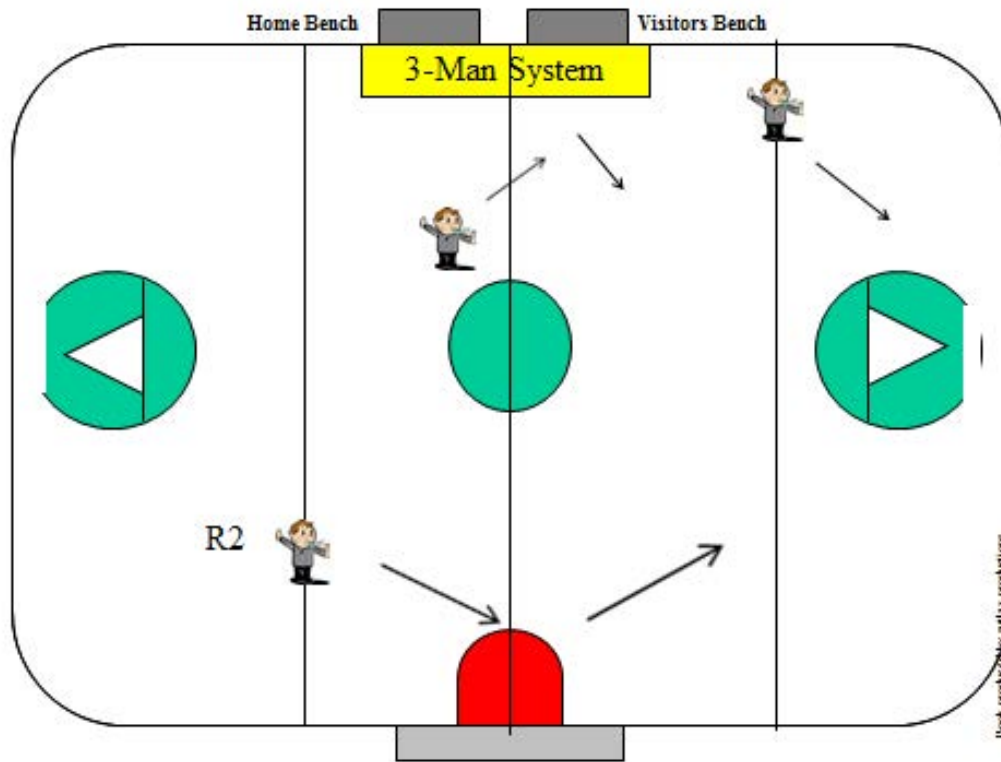
As always, any fouls committed in his area on the way to covering the goal will also be his responsibility to call.

The R2 Official will simply take off to join the offensive play as the Single Official.

Must be aware of the over and back call.

The Face-off Official then goes towards the bench.

He then moves into the play and officiate as the Trail Official.



7.2.2 The play moves towards the Face-Off Official

The R2 Official must not hesitate.

He must go directly to the goal-line in the Single position to cover for the Face-Off Official. He will have the whistle and goal signal if the Face-Off Official is not back in position.

The Single Official must not leave the goal-line until he is released by the Lead.

Single may also be called on to cover out of bounds

The Lead Official will tap his chest, to release the Single, when he is back in position.

The Face-Off Official should take a path to the Lead position outside of the players.

He should not rush to get back into position, and should not release the Single Official until he is on the goal-line himself.

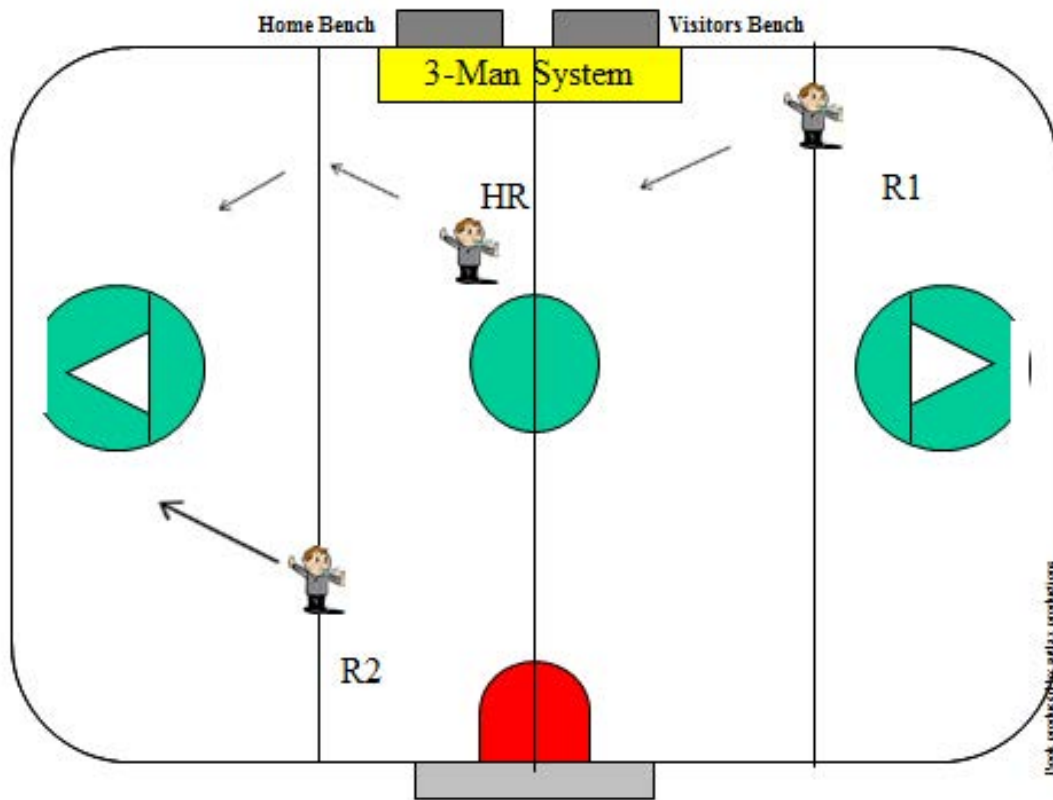
The Face-Off Official should normally signal Possession but he should rely on his partners to signal Possession if the ball is rolling towards them.

Using this technique will help to prevent the Face-Off Official from getting trapped on the wrong side of the field.

Even if the Face-Off Official, who is about to become the Lead, is "forced" away from his goal-line, he should normally still take the goalie crease count and ten second count if a turnover occurs.

In **HIGHLY** exceptional circumstances, for example when the Lead Referee is forced into a corner and his vision of the crease is obscured, or when the Lead is knocked over in the play, then the Single Referee should **start, and complete**, the count.

The R1 Official should come up the field and then move into the Trail position.



7.3 FACING-OFF IN OTHER PARTS OF THE FIELD

The face-offs shall be conducted at the designed spots on the floor. There are four locations marked by circles.

When a face-off is to take place at a location other than the center circle then it will be taken by the Bench-Side Referee whose goal is furthest to the position of the face-off (trail).

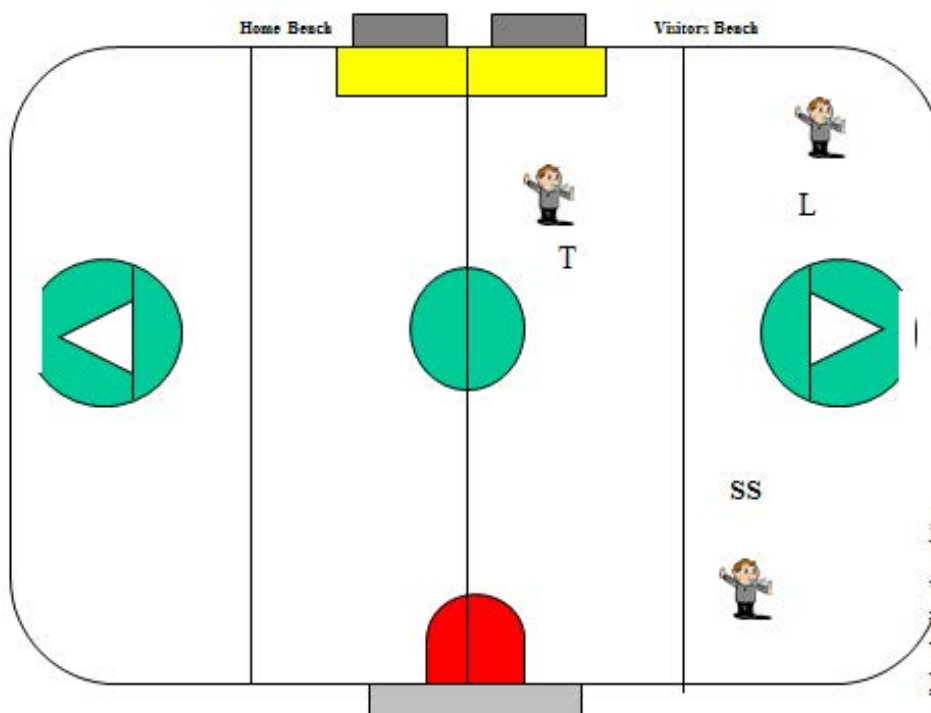
The Single and lead Officials move in to help and to ensure that no players are closer than 5 yards from the face-off. Warnings are given as appropriate, but any player who is not at least 5 yards from the ball when the whistle sounds is penalized.

Position the draw men so their back is toward the goal they are defending.

When the whistle is blown for the face-off, the Single and lead Officials should move back to their required positions while keeping a watch on the play.

The Single Referee should be ready to move towards either goal but, of course, he is more likely to be urgently needed at the goal of the Referee who is taking the face, and so he should position himself with this particularly in mind.

7.4 SETTLED SITUATION POSITIONING



The Lead Referee

Would normally be about 5 yards (4.57m) to the side of the crease.

The actual position will be determined by the position of the ball: he should move in and out, as appropriate, as the play proceeds.

Lead should ensure that play is in front of him by adjusting accordingly.

He should be as near to the crease as possible, bearing in mind his own safety and bearing in mind that he must not interfere with the play.

The nearer he is to the play, the better chance he has of making the correct call and the easier it will be to “sell” that correct call.

When the ball becomes adjacent to him, he needs to back out and anticipate a pass or a dodge to the goal.

If there is an attack player who wants to play in the Referee’s spot, then the Referee will have to move out to allow this.

- Lead needs to be aware of the position of the ball
- Lead is responsible for the four-seconds count.
- Lead is responsible for calling a shot on goal if he is the On-Official at the time.
- Lead is responsible for out-of-bounds calls on the end-line and should move to the end-line, as appropriate, in order to make such calls correctly.

The Single Official should be about 5 yards (4.57 metres) away from the goal-line, towards the centre-line, and about 5 yards (4.57 metres) out from the goal, towards the side-line.

He is also constantly moving in and out depending on the position of the ball.

When the Lead moves, the Single should also move.

If the Lead needs to go behind the goal for coverage, the Single needs to move towards the goal to cover the goal-line for the Lead.

- Single needs to be aware of the position of the ball.
- Single must be mindful of his own safety and of not interfering with the play.
- Single is responsible for out-of-bounds calls on the far side-line

The Trail Referee

Should be about 10 yards (4.57 metres) in and 5 yards (4.57 metres) from center line.

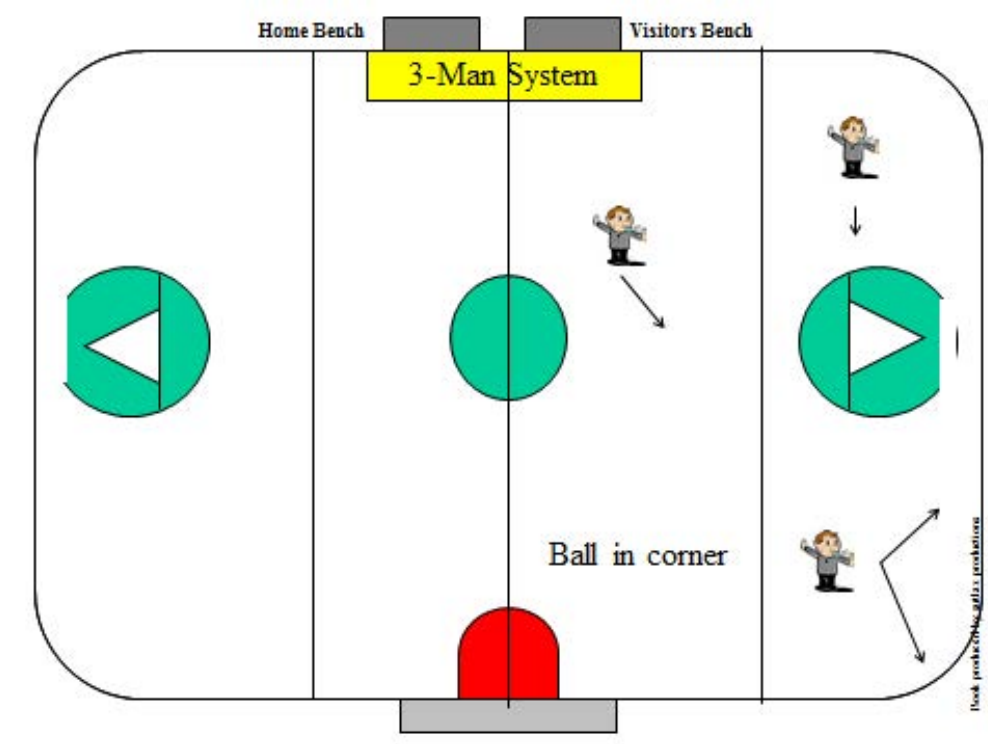
He should move as the play proceeds.

If the ball becomes loose or if a shot is taken, then he should begin to back away towards the center line.

If a loose ball rolls towards the center-line, then he must move to the center-line rapidly to cover the over and back

It is, of course, crucial that he positions himself so that he can cope with a fast break.

- Trail needs to be aware of the position of the ball.
- Trail must be mindful of his own safety and of not interfering with the play.
- Trail is responsible for out-of-bounds calls on the side-line on the bench-side
- Trail also has primary responsibility for over and back calls on the center-line



7.4.1 ON OFFICIAL/OFF OFFICIAL COVERAGE

Each of the three Referees is either an On-Official or an Off-Official, depending on the position of the play with respect to his position. This is discussed in the following pages.

An On-Official covers the player with the ball, the team mates who are in close proximity to the ball-carrier and the defenders playing them.

In other words, he covers the "primary action", looking, for example, for slashing, tripping, warding-off, holding, and for crease violations, pushing, interference and moving picks which involve players in the "primary area".

An Off-Official covers action outside this "primary" area.

He looks, for example, for crease violations, and for illegal picks, pushing, interference, and holding which involve players outside the "primary area".

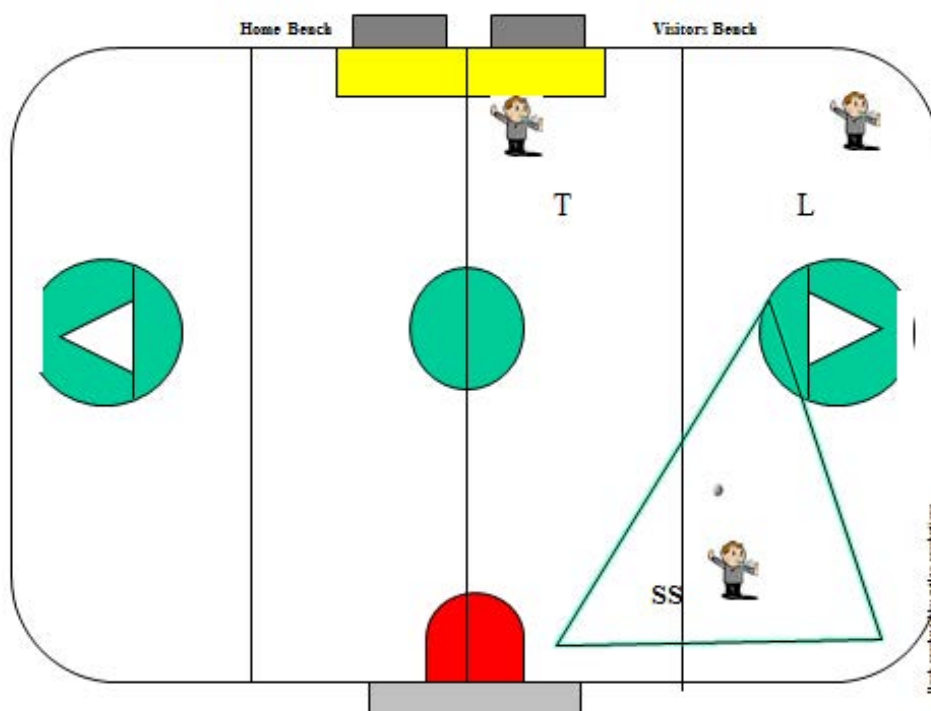
His job is thus to cover the "secondary action".

As the ball is moved round the goal, then the responsibilities of the Referees change.

If the play approaches a particular Referee, then he should endeavour to **BACK** away from it, so as to keep the play in front of him.

The "3-man wide triangle" formation should thus be generally maintained.

If you consider the triangle coverage of the field discussed earlier then the on official is the official with the ball in their triangle.



The lines on the diagram are just a guide, and nothing can take the place of good communication between the crew.

The above is only a general guideline and, as mentioned above, adjustments will constantly need to be made depending on the particular circumstances in a game: but such positioning will enable the Referees to avoid interfering with the play of the game without being so far away from the play that they cannot see offences which are being committed.

There is a high correlation between the accuracy of calls and a Referee's closeness to the play when making the calls.

The Referee must not get so close that he interferes with the play or has too narrow a field of vision. Nor must he get so far from the play that he can no longer accurately determine what is going on.

7.5 TRANSITION AND OTHER FIELD COVERAGE

If the attacking team lose the ball and the play begins to move rapidly towards the other goal, then the situation is referred to as a fast break.

In the following description, the Referees are referred to using the designations of the new positions that the Referees are going to, as the break is now on and this description better reflects their status.

The new Trail (old Lead) has the responsibility of the 4-second goalie count.

This should be visual and audible.

He then should stay as deep as anyone who could be involved in the clear.

Trail **MUST NOT** be in front of the ball, as Lead and Single are already there.

Trail should be outside the players, so that he has them all in his vision.

The new Lead (old Trail) should break out with the goalie save.

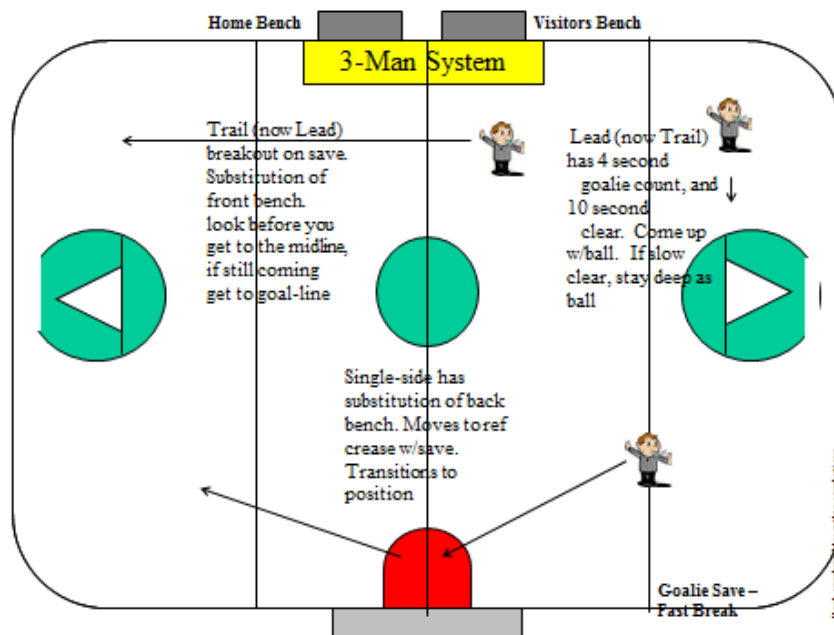
Before he gets to the mid-field-line he should locate the ball and determine what type of break it is.

If it is a fast break, Lead's sole preoccupation is to reach a position where he can cover his goal-line and end-

line adequately.

He must be aware of the possibility of a turnover and a return of play to the other end of the field.

The Single Official must break out when the goalie makes a save, not turning his back on the play. He must get some distance, and then locate the ball.



7.6 COMMUNICATION

Communication – amongst the Referees, between the Referees the Minor Officials, the players and even (via signals) between the Referees and the crowd – is vital in an International Rules match.

To help in this, the signals must be learnt so that they become automatic, and they must be clearly used, even at the risk of being over-dramatic.

Where appropriate, the hands should be held high when signalling.

Decisions should, virtually, be capable of being understood from the signals alone – it becomes fairly noisy during a World Championship game!

7.7 ROTATION AFTER A GOAL IS SCORED

(LEAD REFEREE) Immediately following the scoring of a goal, the Lead Referee shall stop play with his whistle and raise both arms into the air to signal the scoring of a goal. Prior to retrieving the ball from the goal the Lead Referee shall observe the players in and around his area, making sure it is safe to retrieve the ball. The Lead Referee shall observe the Single Side Official to make sure he is watching the players and that he is in position to assist if needed. The Lead Referee shall now retrieve the ball from the Goal. Once the ball has been retrieved the Lead Referee shall hand the ball off to the Single Side Official. The Lead Referee shall rotate his position and move to the Single Side on same end of floor. He shall ready himself and the players for the face off.

(SINGLE SIDE) Immediately following the scoring of a goal the Single Side Official shall move into the Center part of the floor above grease observe the players. The Single Side Official shall wait for the Lead Referee to hand off the ball to him and will place the ball on the center dot. He shall observe the players move into position or take their place in the Players bench. He will then face the benches and observe the remainder of the line changes.

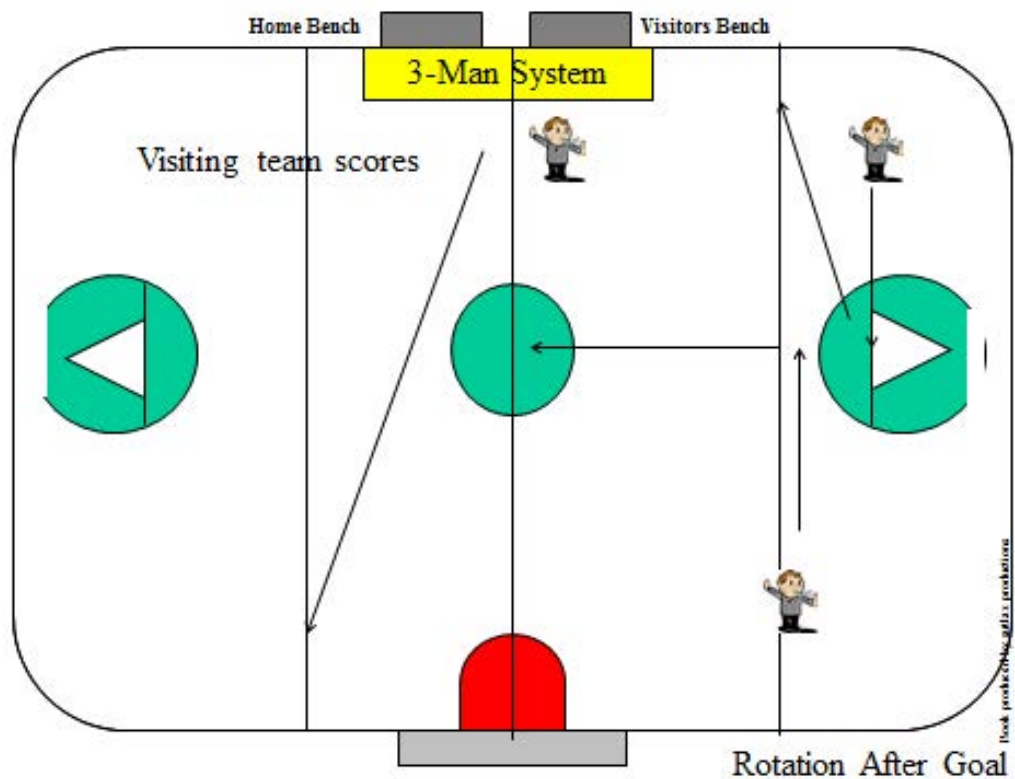
(TRAIL REFEREE) Immediately following a goal, the Trail Referee shall position himself in front of both benches and observe the line changes. He shall hold his position until the Face Off Official is in a position to observe the benches and it is safe to leave and take up his face-off position. He shall ready himself and the players for the face off.

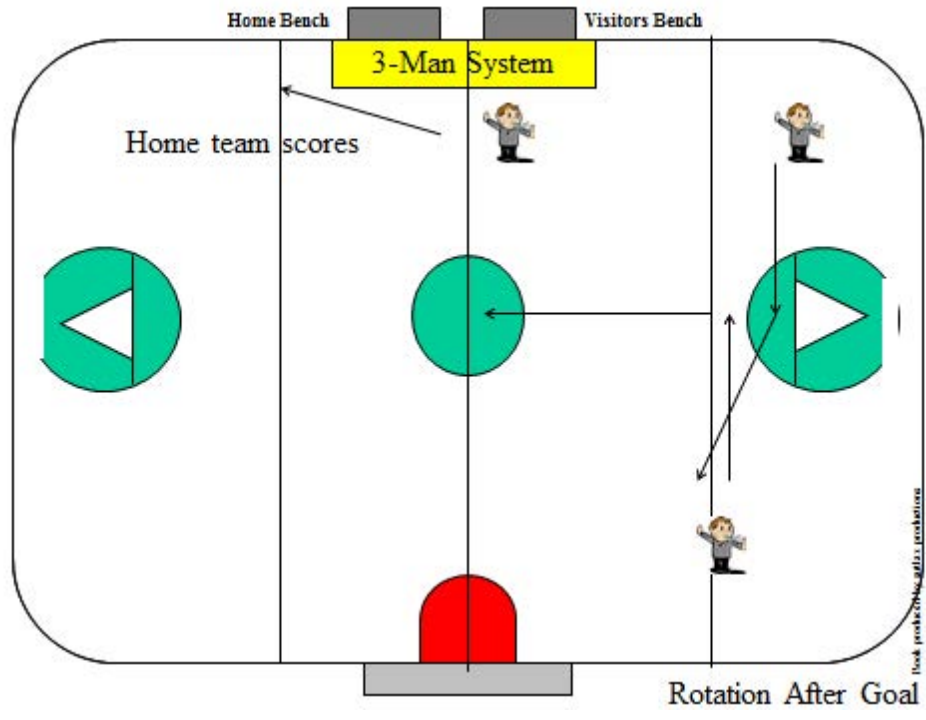
(Friendly Bench) When the need arises the Single Side and the Trail should position themselves away from the team bench, which was just scored on.

Immediately following a goal, the game clock will stop. The timekeeper shall, on the face-off whistle, restart the game clock.

The Officials shall endeavor to achieve a face-off between the two teams as soon after ten (20) seconds as reasonably possible (ten (10) to fifteen (20) seconds).

Should one team be prepared to face-off before the other team, the Officials must warn the other team. If the warned team fails to comply with the Official's request, possession will be awarded to the readied team.





7.8 PENALTY RELAY AND RESTART OF PLAY

Referee that called the penalty also reports to minor officials.

If multiple fouls HR needs to be involved and may report penalties.

Start play near referee crease

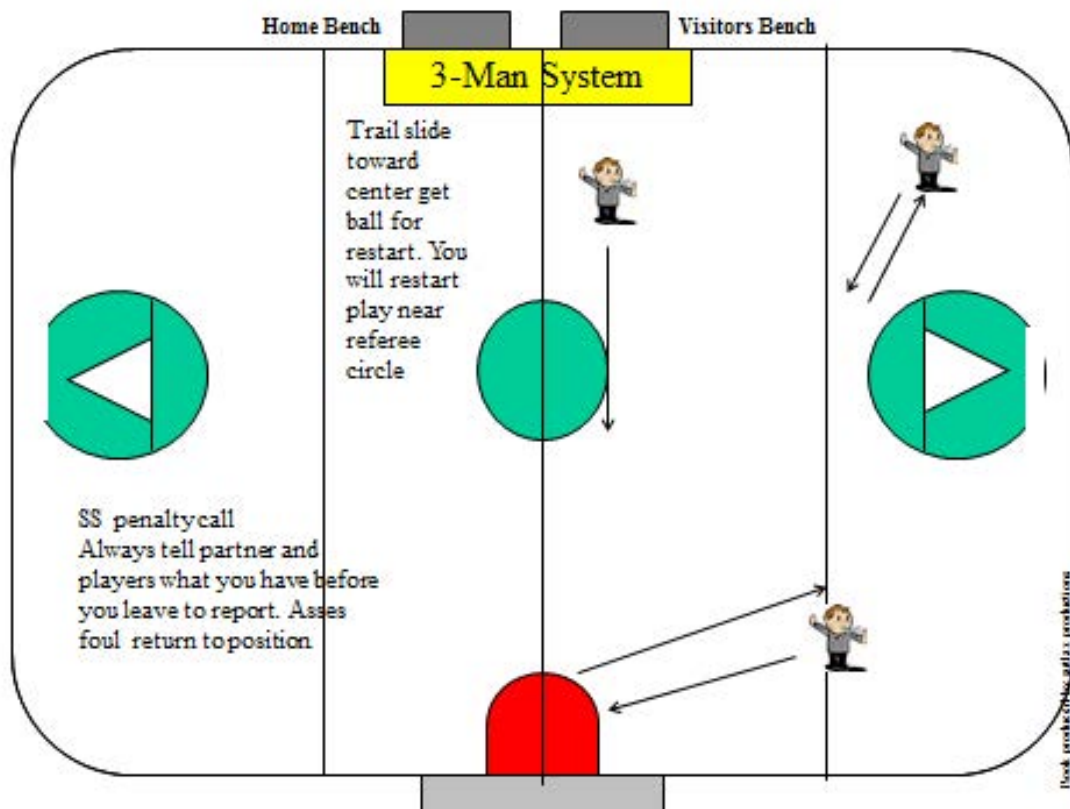
The may cause at times the other Referees to change positions and ready the ball and players for play.

ALWAYS present ball to goalie prior to starting play.

Penalty shot – HR and R1 are on goal line and Referee blows play in at center.

HR should be side of shooter's dominate hand.

If the penalty relay is done correctly, it becomes a very quick process.



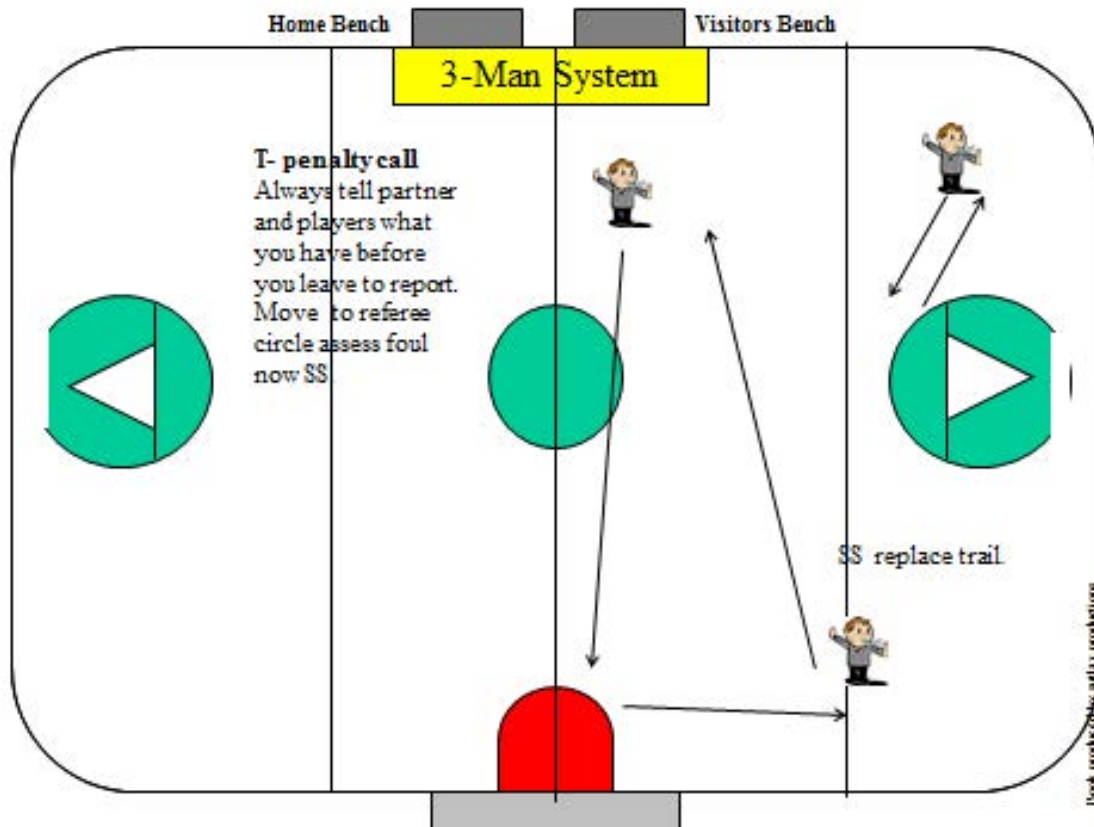
In the above diagram, the Single Official has the raised his hand over his head indicating a penalty.

He should let the play go until the appropriate time comes to stop it.

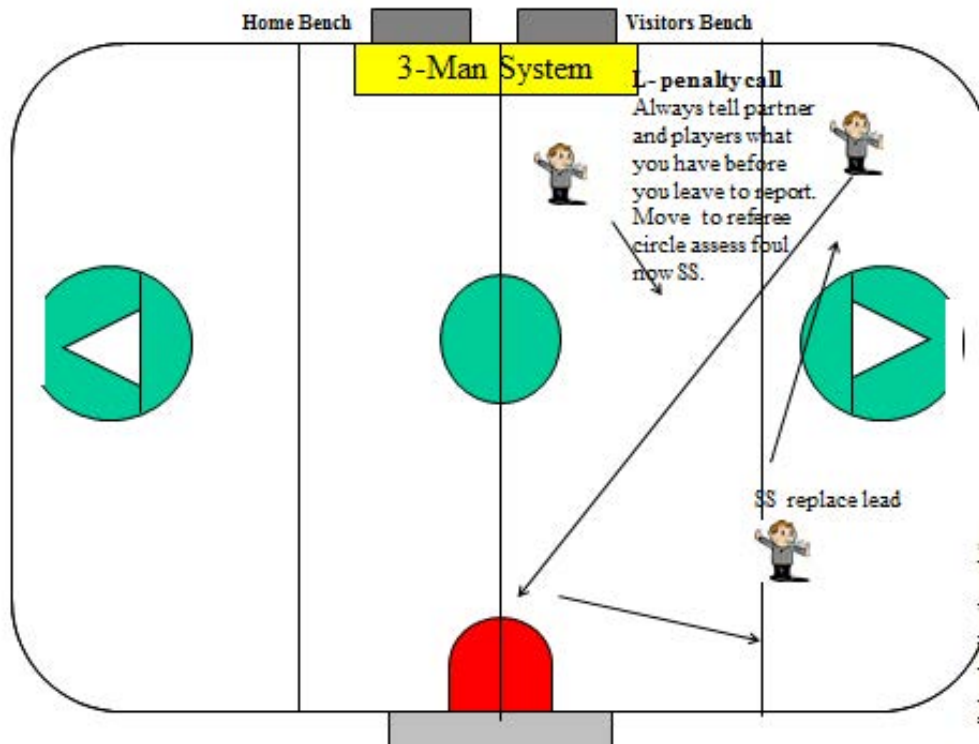
He should get himself into an open area, stop signal his call point at the player who committed the foul. This informs the fellow officials and player know what the foul is and who it is on.

He should proceed to referee circle and report the foul

The Lead in this case is not involved in the penalty relay he watches the remaining players



In the above diagram, the trail official has the raised his hand over his head indicating a penalty.
 He should let the play go until the appropriate time comes to stop it.
 He should get himself into an open area, stop signal his call point at the player who committed the foul. This informs the fellow officials and player know what the foul is and who it is on.
 He should proceed to referee circle and report the foul
 The Single Side official will replace the trail
 The trail will become the single side official
 Lead in this case is not involved in the penalty relay he watches the remaining players



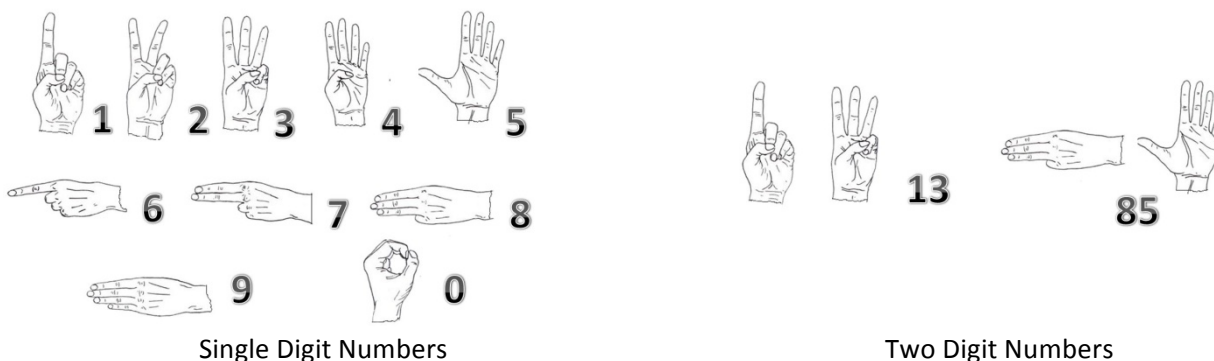
In the above diagram, the lead official has the raised his hand over his head indicating a penalty. He should let the play go until the appropriate time comes to stop it. He should get himself into an open area, stop signal his call point at the player who committed the foul. This informs the fellow officials and player know what the foul is and who it is on. He should proceed to referee circle and report the foul. The Single Side official will replace the lead. The lead will become the single side official. Trail in this case is not involved in the penalty relay he watches the remaining players.

7.9 SIGNALING

A standardized way of reporting the foul is as follows:

- 1) Color of team fouling;
- 2) # of player committing foul (use finger counting);
- 3) Type and signal for foul;
- 4) Duration of penalty.

The number of the player receiving the penalty or scoring the goal will be indicated with one hand only as illustrated below:



Two digit numbers will be indicated sequentially.

The number 0 is indicated with a closed fist.

The numbers 1 to 5 will be indicated by holding the hand up with the required number of fingers pointing vertically.

The thumb is used for number 5 only.

The numbers 6 to 9 are indicated by holding the hand up with the required number of fingers extended horizontally.

The duration of penalty time will be indicated by raising the appropriate number of fingers vertically with the palm of the hand facing the Bench Officials.

If the penalties are always relayed in the same manner, then the people that need to know will have an easier time recording the fouls.

Be sure to notify the player of the foul he committed and remember that his native language may not be English and that English is spoken in many forms and in many accents around the world.

If there are multiple penalties on the same player, they must be relayed in the order in which they occurred so that the Bench Officials know in which order the penalties are to be served.

7.10 STICK CHECK

To determine the legality of the stick, the officials will check:

1. length
2. width
3. stopper
4. depth of pocket
5. butt end cap or tape
6. pocket color
7. illegal pocket/head – use ball and stick test

Stick Check Procedure

After measuring or assessing items 1-6, the Head Ref shall perform the ball and stick test.

The exact procedure is to place the ball gently in the pocket so while the stick is vertical. The ball at this point should be resting in the neck part of the stick.

Then, the stick shall be eased down so the stick is horizontal with the ball in the pocket. The Head Ref shall then rotate the stick 180 degrees so the stick is horizontal with the pocket head facing the floor.

When the stick is somewhat parallel with the floor the ball should come out cleanly.

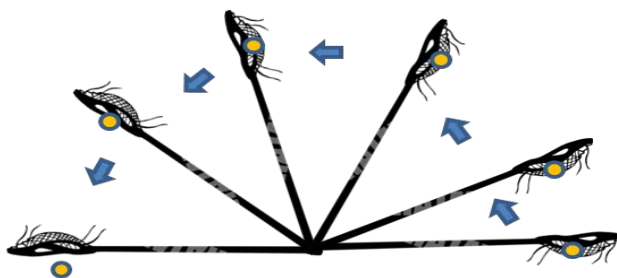
The official may repeat the ball and stick test to confirm the result.

If the ball is lodged or does not come out cleanly, the stick is illegal. Also, the ball is not allowed to roll on the rail of the stick and come out at the head end. This is considered an illegal stick.

Note: As per Rule 33.9, random stick checks will be done by the officials during between quarters and during timeouts throughout the game. Officials will strive to check a total of 4 sticks per team per game.

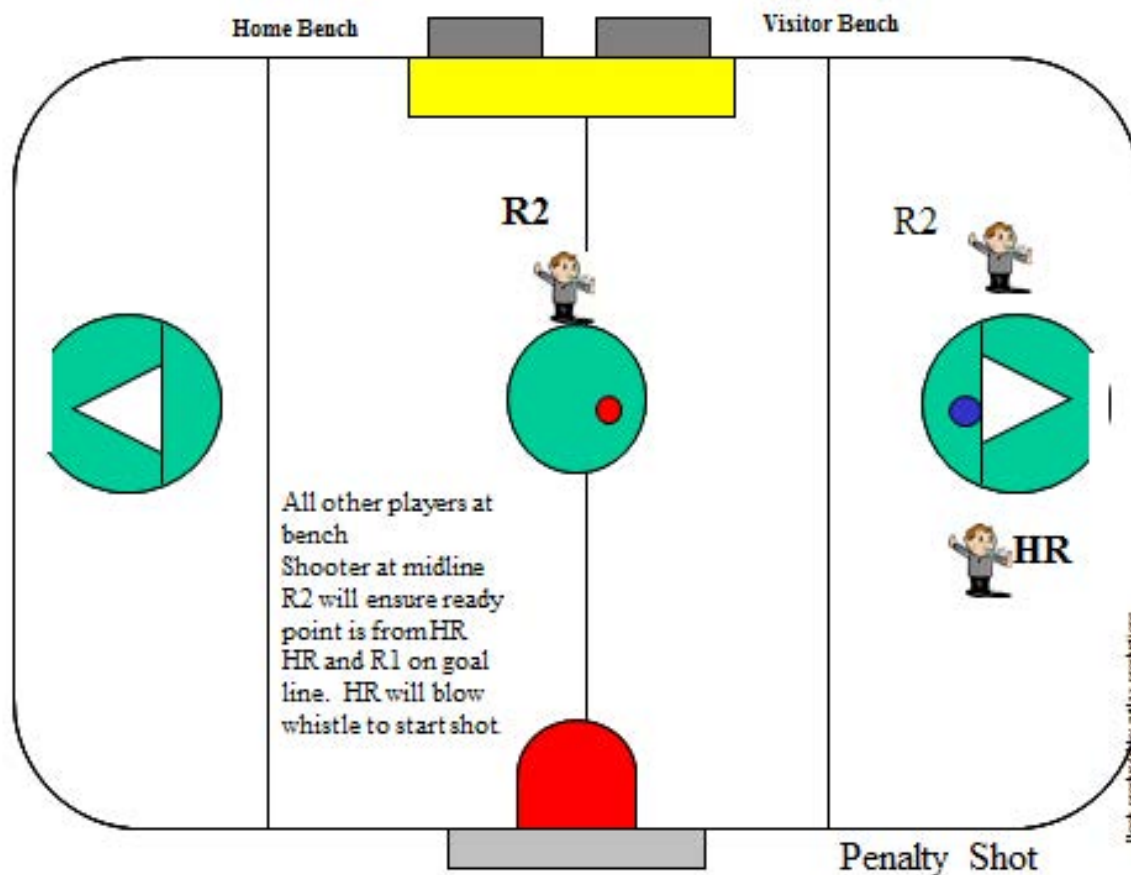
Do not make any comment that can be perceived in an unflattering way by the players when you obtain the stick and return it. Use common sense with goalie sticks.

One referee shall view the team benches during stick check procedure.



7.11 PROCEDURE FOR PENALTY SHOT

- (1) Have the name of the person designated to attempt the shot announced;
- (2) The shot will begin at the center face-off circle.
- (3) Require that all players withdraw to the sides of the floor and in front of their own players' bench.
- (4) The Head Ref positions himself at the goal line on the side of the shooter's stick and positions the assistant Referee on the opposite side of goal.
- (5) The Head Ref instructs the player to proceed with his shot by blowing his whistle.
- (6) Any dressed player on the offended team may take the penalty shot.

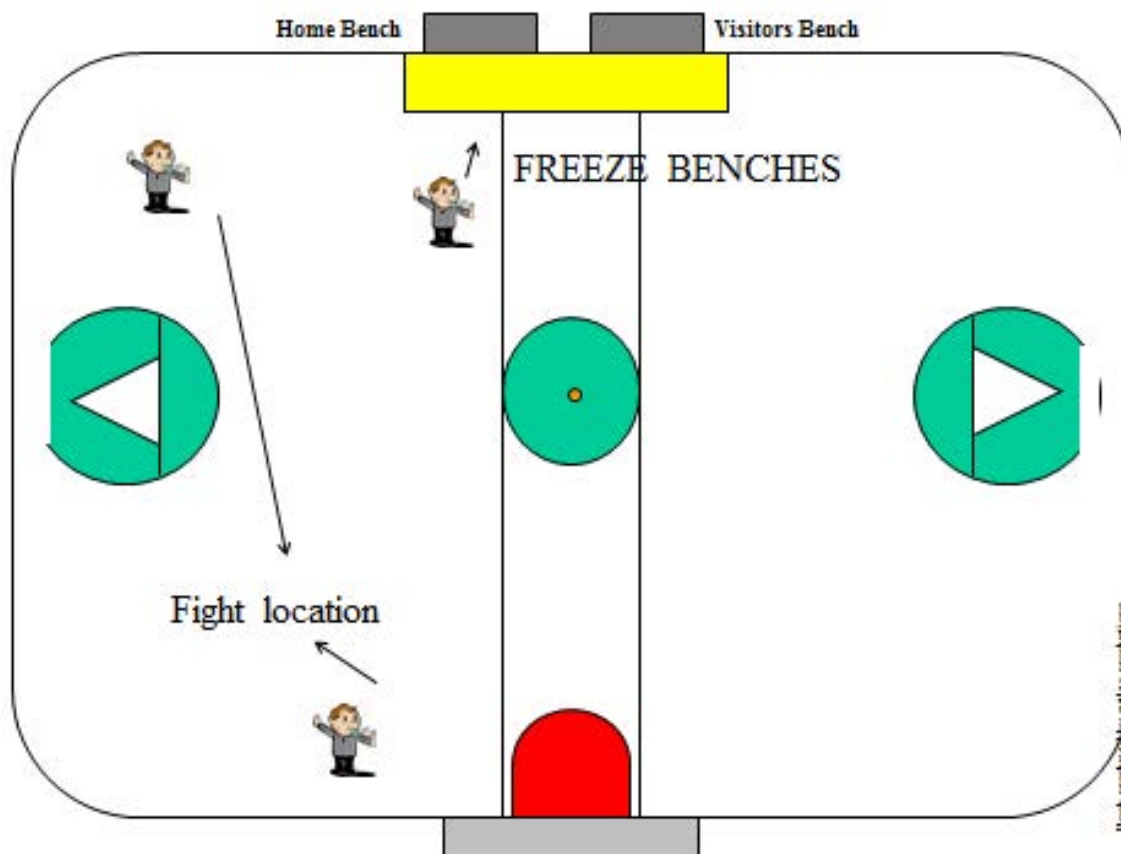


7.12 JEWELLERY

A player must not wear jewellery, or ornamentation including body piercings of any sort (Rule 18.7). Medical Alert items or religious items are excluded from this rule; however they must be taped to the relevant part of the body. Currently there is no specific penalty for this infraction, so it has been deemed Illegal Procedure. For subsequent Jewellery infractions to the same player, a 2 minute Unsportsmanlike Conduct Foul will be administered.

7.13 FIGHTING

The diagram below illustrates the procedures that are to be followed in the event of a fight breaking out on the field of play.



No Official wants a fight to break out in their game.

The crew that covers a fight procedure in their pre-game will be better off in the long run.

If a fight breaks out on the field, then the Single Referee and the nearer Bench-side Referee (normally the Lead) should deal with it.

The other Bench-side Referee (normally the Trail).

This is done by facing the benches with the arms out-spread, blowing loudly on the whistles, and calling to the players to "Stay on the bench".

Any squad member pushing past the Officials in these circumstances in order to join in an altercation may be expelled from the game.

The coaches also have a responsibility to freeze their respective benches and to work with the Officials to maintain order.

The Lead and Single have the tough job of stopping the fight.

If they can get between the players before they start to fight it would be the best.

However, most times this does not happen.

They must blow their whistles very loudly and try to keep other players out of it.

Be sure to get the correct numbers.

Separating players properly is essential during or before an altercation

- Don't get yourself into a situation where you end up grabbing a player and either hurting him or yourself.
- Do not grab one player and not the other
- This needs to be done with partner
- Do not grab a players arms or attempt to pull them apart from behind
- Most of the time the player that have entered a fight will become tired after a period of time. When this happens tell them they are done and no more punches are to be thrown.
- Ensure your partner knows which player each of you are going to restrain
- With your partner back to back and you facing the player bring your arms over the top of the player's arms and lock your fists under their arms. Your partner does the same thing at the same time.
- If a player is getting beaten you will need to be more forceful and break up the altercation
- If the players go to the floor the best thing to do in to lay on them and instruct them to knock it off it is over.
- After a fight, a Referee should stand between the two players, and walk them off to the penalty box.
- The other Referees should remain on the field to ensure other fights do not break out.
- Assess the penalties, and get the game restarted as soon as possible.

If two players from competing teams are fighting and a third player from either team joins in the altercation with the intention of attacking an opponent, then that person may be expelled from the game.

7.14 RESTARTS 60 SECONDS OR LESS IN QUARTER

Head Ref - As noted in pre-game materials, meet with minor officials prior to the game. Confirm with them the synchronization of the game clock, shot clocks, red/green light and horns and discuss any issues in regard to their operation.

Convene as a crew during a time out or stoppage of play to remind crew of their duties.

Convene with the assistant referees to gather information prior to utilizing the minor officiating crew.

Utilize the minor officiating crew, which includes the official timekeeper, 30 second shot clock operator to determine **ONLY** if there was any malfunction of the game clock, 30 second clock/horn and the red light goal indicator, period over green light & horn.

The head Ref shall overrule another officials' call of a goal scored or goal not counted based upon clear visual or mechanical evidence by him. Head Ref shall put himself in the best possible position in critical situations. Renders the final decision to team captains.

Lead Official (Crew Chief) - Perform regular mechanics Determine goal scored as and goal not counted as per rule.

Assist in determining the sequence of the green light on/horn sounding, red light on and goal scored as per rule. Watch benches for line change and the goalie being pulled.

Trail Official - Perform regular mechanics Determine goal scored as and goal not counted as per rule

Assist in determining the sequence of the green light on/horn sounding, red light on and goal scored as per rule. Watch benches for line change and the goalie being pulled.

Shot Clock Officials Responsibilities - Watch game clock and listen to re-start whistle to assure the clock has been re-started at the appropriate time. On a whistle to stop play make sure the clock has been stopped properly. Perform a mental count of any time discrepancy between the whistle and the re-start or stoppage of the clock. (Use of 1, 1000, 2, 1000, or 1000, 1, 1000, 2 for cadence which you are comfortable and mimic's 1 second intervals). Advise Head Ref of any discrepancy and the amount of discrepancy between the whistle to re-start play and the timekeeper's mechanics

FACEOFFS – 60 SECONDS OR LESS IN 4TH QUARTER OR OT –Head Ref will take all face offs

7.15 MECHANIC FOR TEAM TIMEOUTS 60 SECONDS OR LESS IN QUARTER

Note: Recognition of a timeout remaining per team(s) prior to 60 seconds remaining in a quarter is critical in an officials' proper game management. Be aware and be proactive in this game management skill.

Trail Official - The single side official may be able to assist the other officials on recognizing a team time out and stopping play. It is anticipated that he may be able to hear the time out request from the players' bench.

Single Official – The single side official may be able to assist the other officials on recognizing a team time out and stopping play. Be cognizant of a possible team time out request by periodically glancing to each bench when possible. Perhaps this official has the best opportunity to recognize a timeout request.

Lead Official - The single side official may be able to assist the other officials on recognizing a team time out and stopping play. During dynamic play and while the lead official is on the bench side and passing the bench, he may be able to recognize a team timeout request.

7.16 END OF THE GAME

At the end of the game, the Head Referee collects the ball.

The Referees meet at the centre of the field and confirm the score.

The Referees then ensure that nothing untoward happens at the post-game hand-shakes.

They then go to the timer's table and confirm the score with the scorer(s).

They sign the score-sheet.

The Head Referee thanks the Bench Officials for their efforts.

The Head Referee hands the ball to the Coach of the winning team.

The Referees and the Alternate Official all leave the field together.

7.17 INJURIES

When a player is injured, the Referees should allow his squad's medical staff to deal with him:

HE SHOULD NOT BE TOUCHED BY A REFEREE.

If the clock has to be stopped to allow an injured player to be treated then, unless a team uses one of its time-outs, the injured player must leave the field before the start of the next play, and he may not return before the next dead ball.

If a time-out is used then, of course, he may remain in the game.

7.18 BLOOD

When a player is seen to be bleeding, and/or have blood on his clothes, equipment or skin, play must be suspended immediately and the player concerned must go to the bench area so that the flow can be staunched, and/or the blood washed off.

The CBO must be informed of the situation so he can supervise the player's re-entry to the game.

Unless the team uses one of its time-outs, the player must leave the field before the next play.

He may not return to the game until the wound has been dressed and/or all the evident blood has been disinfected or removed from his person and/or equipment.

If no team time-out is taken, then the Referee should call and signal a Referee's time-out.

A blood rule time-out is indicated by crossing both arms in front of the head.

He need **NOT** wait for the next dead ball.

If there is so much blood on a player's shirt that a change of shirt is required, then the scorers, and the opposing Head Coach must be informed of any —change in the player's shirt number prior to the player's re-entry into the game.

The FIL asks countries to bring a shirt numbered 99 to World Championships for this purpose.

7.19 Shot Clock Official Duties and Mechanics

The Shot Clock official shall be prepared to serve as an on floor official in case on an emergency. The Shot Clock Official will replace the on-floor official and perform Assistant Referee duties until the on floor officials able to resume his duties.

The Shot Clock Official is responsible for the following duties:

- Perform all shot clock duties as per FIL rules. (See detailed duties below.)
- Meet with On Floor Officials at a pre-determined time (approximately one hour) before the game.
- Attend pre-game and post-game meetings with on floor officials.
- Have in his possession 30 minutes prior to game time the necessary amount of balls to start the game.
- Record and remind the game officials of all timeouts called by both teams
- He shall assist the on floor officials during any altercations or fights while positioning himself in the penalty box half circle by writing down on his pad the first players off each bench or penalty box. Game officials shall utilize the Shot Clock Official as they see fit in these situations. The Shot clock official will NOT leave the penalty box circle.
- The Head Ref shall utilize the Shot Clock official as he sees fit in these situations, and any other duties as outlined by the RIC.

Shot Clock Duties Defined

Resets of shot clock: The clock should be reset only when a referee signals for one by extending his arm above his head and rotates it in a circular motion.

Items that will initiate a shot clock reset by a referee are:

A team in possession takes a shot on goal; the ball is deflected off the goalie or goal post. After a shot that resets the clock the clock is held until a team gains possession.

Change in possession.

Any floor violation or personal penalty.

If a defensive player causes the ball to go out of bounds.

The referee has the authority to reset the shot clock to cover any unusual situation not specifically covered under the rules.

Items that will not reset the clock:

A team time out is called.

A stoppage for an injury.

If a defensive player touches the ball and does not gain possession.

A shot that initiated from behind the goal line extended and either hits the goalie or the goal post.

The following are additional guidelines for the shot clock official:

If during any quarter, there are thirty seconds or less remaining, the 30-second clock, if reset will not be used.

In the event one of the 30-second clocks ceases to operate (malfunction) during play, both clocks shall be turned off until the clock problem can be resolved.

The shot clock official shall have a hand held clock for emergency situations

Definition of shot on goal:

Shot on goal – A shot on goal shall be defined as a shot where the ball makes contact with any part of the goalkeeper while he is in his crease area, the goalposts or crossbar or crosses the goal line. When a shot hits a part of the goal post, does not go in and the ball continues in play, a shot on goal is awarded and a save is credited. The head of the players' stick must be equal to or in front of the goal line extended to be credited as a shot on goal.

PENALTIES

8.1 THE PLAY-ON TECHNIQUE

Where a player commits **ANY** loose-ball technical foul and the offended team may be disadvantaged by the immediate suspension of play, and then the Referee should invoke the Play-on technique.

He should visually signal by pointing with one arm parallel to the floor in the direction the ball will go if a violation is called.

When the situation involving the potential advantage has been completed, the Referee shall act as follows:

- i) If the offended team gains possession of the ball, then the play-on(s) situation has lapsed, and the Official will cease to signal.
- ii) If the offending team gains possession of the ball, then the whistle sounds, and the offended team is awarded the ball.
"Play-on push by Red, Hold by Red (subsequent play on): Blue ball" should suffice.

It is important that the above calls, both initiating and ending the play-on situation, are signalled, so that players and others do not think that a loose ball foul has been missed.

The Play-on technique should not be over-used, and, once invoked, it should not be allowed to go on for too long.

It **might** be better, if a loose-ball technical foul occurs just as a player is moving towards a nearby boundary-line, towards his team's or his opponents' crease, or towards a potential off-side situation, **NOT** to use the Play-on technique.

It is highly likely that, in such circumstances, just after the fouled player has picked up the ball, he will touch the line in question, thus giving the Referee who made the call a problem.

An immediate whistle as the loose-ball technical foul occurs **might** be better.

It is more likely that a Play-on call is appropriate where the fouled player is going "north" towards his opponents goal, rather than "south" towards his own goal, or "east or west" across the floor

When, after a loose-ball technical foul by Red, it is clear that Red is going to gain possession of the ball, it is still worth calling the Play-on.

Even if the call is followed by an immediate whistle, the call lets everyone know that the Referee is aware of what is going on.

8.2 PENALTY ADMINISTRATION - minor and major, **match**

- CANCEL AS MANY PENALTIES AS POSSIBLE.
- CANCEL IN A WAY TO MAKE THEM ONLY ONE PLAYER SHORT.
- CANCEL IN A WAY TO AVOID TAKING AN EXTRA PLAYER OFF THE FLOOR.
- ALL COINCIDENTAL MAJOR PENALTIES WITH MATCHING MINORS ARE OFFSETTING. SUBSTITUTION OFF BENCH TO FLOOR. NO TIME ON CLOCK.
- ALL COINCIDENTAL MAJOR PENALTIES WITH NON-MATCHING MINORS REQUIRE SUBSTITUTION IN PENALTY BOX.
- FIRST IN FIRST OUT. LEAST AMOUNT OF PENALTY TIME RELEASED FIRST.
- WHEN A PLAYER RECEIVES A MINOR AND MAJOR. HE WILL SERVE THE MINOR FIRST.
- IF A GOAL HAS BEEN DEDUCTED FROM A MAJOR **OR MATCH** YOU MUST CONTINUE TO WORK ON MAJOR **OR MATCH**.
- PENALTY SHOTS – WORK ON ONE PLAYER WITH LEAST AMOUNT OF TIME ON MINOR OR ONE GOAL OFF MAJOR.
- PLAYER RECEIVING A MAJOR PENALTY WILL SERVE THE PENALTY TIME IN ITS ENTIRETY. PLAYER IS RELEASED UPON EXPIRY OF FULL PENALTY TIME ON NEXT NON TECHNICAL STOPPAGE. IF **TWO GOALS** ARE SCORED ON THE MAJOR – TEAM MAY SUBSTITUTE A PLAYER FROM PLAYERS BENCH.
- IF A PLAYER WHO HAS INCURRED PENALTY TIME WHICH RESULTS IN A SUBSTITUTE FROM THE BENCH TO SERVE A PORTION OF HIS TIME THEN THE PLAYER WILL ONLY REMAIN IN THE PENALTY BOX FOR THE BALANCE OF TIME THE SUB IS NOT SERVING.
- MATCH PENALTIES – SUBSTITUTE MUST SERVE PENALTY. IT IS FULL TIME SERVED **UNLESS THREE** GOALS SCORED.
- MINOR PENALTY RELEASE AFTER GOAL
 - IS THE TEAM SCORED AGAINST SHORT-HANDED?
 - ARE THEY SERVING A MINOR PENALTY ON THE CLOCK?
 - IF THE ANSWER IS YES TO BOTH **AND THERE IS NO GOAL(S) ATTACHED TO A MAJOR OR MATCH PENALTY**, THEN YOU ARE TO DELETE THE MINOR PENALTY WITH THE LEAST AMOUNT OF TIME ON THE CLOCK. NO GOALS WILL AFFECT COINCIDENTAL PENALTIES BEING SERVED.
- WHEN A MAJOR AND MINOR PENALTY ARE ASSESSED AT THE SAME TIME TO A TEAM THE MINOR SHALL BE SERVED FIRST.
- WHEN A MINOR PENALTY IS ALREADY SERVING TIME IN THE PENALTY BOX AND A DELAYED PENALTY IS BEING ASSESSED AGAINST THE SAME TEAM AND A GOAL IS SCORED THE EXISTING MINOR PENALTY IS RELEASED AND THE DELAY PENALTY ENTERS PENALTY BOX TO SERVE THE PENALTY THAT WAS ON DELAY.
- WHEN COINCIDENTAL MINORS OR MAJORS ARE ASSESSED AND NO OTHER PENALTIES ARE BEING SERVED THEN TEAMS WILL PLAY FIVE ON FIVE. PENALTIES TIME WILL NOT BE ON CLOCK.

8.3 PENALTY OPTION CHART

Penalty Option Chart-2015								
	Rule	Minor	Major	10 min.	GM Mis.	Match	P. Shot	A. Goal
	Non playing personal on Bench	Yes						
	Players Communication w Officials	Yes		Yes				
	Sponsorship requirements	Yes		Yes				
	Change of Players	Yes						
	Stick Construction	Yes						
	Required Equipment	Yes						
	Dangerous Equipment	Yes			Yes			
	Butt-ending		Yes		Yes	Yes		
	High Sticking		Yes		Yes	Yes		
	Illegal Cross Checking	Yes	Yes		Yes	Yes		
	Spearing	Yes	Yes		Yes	Yes		
	Throwing The Stick	Yes			Yes		Yes	Yes
	Slashing	Yes	Yes		Yes	Yes		
	Goal Crease Violations	Yes					Yes	
	Illegal Body Checking	Yes	Yes		Yes	Yes		
	Holding/Hold the stick	Yes					Yes	
	Hooking	Yes	Yes					
	Interference with Spectators	Yes						
	Boarding	Yes	Yes		Yes	Yes		
	Charging	Yes	Yes		Yes	Yes		
	Check from Behind	Yes	Yes		Yes	Yes		
	Dangerous Contact/Head		Yes		Yes			
	Elbowing	Yes	Yes		Yes	Yes		
	Face Masking	Yes	Yes		Yes	Yes		
	Fighting		Yes		Yes	Yes		
	Head Butting		Yes		Yes	Yes		
	Intentional Contact Dead Ball	Yes	Yes		Yes	Yes		
	Kneeing	Yes	Yes		Yes	Yes		
	Kicking a Player	Yes	Yes		Yes	Yes		
	Roughing	Yes	Yes		Yes	Yes		
	Tripping	Yes					Yes	Yes
	Physical Abuse Ref.				Yes			
	Goalkeeper Equipment	Yes			Yes			
	Broken stick	Yes						
	Delay of the Game	Yes						
	Displacement of the Goal	Yes					Yes	Yes
	Obscene/Profane	Yes		Yes	Yes			
	Un-sportsmanlike	Yes	Yes	Yes	Yes	Yes		
	Leaving Bench/Box	Yes			Yes		Yes	Yes
	Leaving Bench no Involvement	Yes						
<i>Minor Penalties: 2 minutes unless terminated early by a shorthanded goal.</i>								
<i>Coincidental minors with no penalty time on the clock shall Result in same floor strength.</i>								
<i>Major Penalties: 5 minutes unless terminated early by 2 shorthanded goals. Offender shall serve the full 5-minute portion in the penalty box. Two Majors penalties by same offender results in a Game Misconduct</i>								
<i>10 minute Misconduct: Offender shall serve the full 10 minute portion in the penalty box.</i>								
<i>Game Misconduct: Suspension of the player for the balance of the game.</i>								
<i>Gross Misconduct: Suspension of the player for the balance of the game.</i>								
<i>Match Penalty: Suspension of the player for the balance of the game.</i>								
<i>Substitute shall serve the full 5 minute portion in the penalty box regardless of number of goals scored.</i>								

7. TEAM "A" TEAM "B"
- A-1, 2 + 5 MIN. 4:00 B-1, 2 MIN. 4:00
A-2, 2 MIN. 4:00 B-2, 5 MIN. 4:00
B-3, 2 MIN. 4:00
- FLOOR STRENGTH 5-5.
PENALTY TIMES ARE EQUAL THEREFORE THEY CANCEL. NO TIME IS PUT UP ON CLOCK. RESTART WITH TEAM IN POSSESSION OF BALL AT TIME OF FIRST INFRACTION.
PLAYERS RETURN TO FLOOR ON A NON-TECHNICAL STOPPAGE AFTER PENALTY TIME EXPIRES.
8. TEAM "A" TEAM "B"
- A-1, 2 + 5 MIN. 6:00
FLOOR STRENGTH 4-5
- TEAM B SCORES @ 5:45
FLOOR STRENGTH REMAINS 4-5, MINOR PENALTY TERMINATES (major starts)
TEAM B SCORES @ 5:30
1st GOAL OFF THE MAJOR, FLOOR STRENGTH REMAINS 4-5.
TEAM B SCORES @ 5:10
2ND GOAL OFF MAJOR AT 5:10, FLOOR STRENGTH 5-5.
- TEAM A SUBSTITUTES FROM PLAYERS BENCH, AT 5:10, A1 IS RELEASED NEXT NON TECHNICAL STOPPAGE AFTER ONE MINUTE, TWO GOAL RELEASABLE.*
- IF PLAYER GETS A 2 + 5 MIN. PENALTY, THE MINOR WILL BE SERVED FIRST. NO SUB IS REQUIRED IN THE PENALTY BENCH FOR TEAM A.
9. TEAM "A" TEAM "B"
- A-1, 2 MIN. 6:00
A-2, 5 MIN. 6:00
FLOOR STRENGTH 3-5
- TEAM B SCORES @ 5:45
- FLOOR STRENGTH 4-5, A-1 RETURNS
- TEAM B SCORES @ 5:30
1ST GOAL OFF MAJOR OF A2, FLOOR STRENGTH 4-5
TEAM B SCORES @ 5:10
2ND GOAL OFF MAJOR. FLOOR STRENGTH 5-5
TEAM A SUBSTITUTES FROM PLAYERS BENCH AT 5:10, A-2 RELEASED NEXT NON TECHNICAL STOPPAGE AFTER 1:00
MINOR PENALTY IS WORKED ON FIRST.
10. TEAM "A" TEAM "B"
- A-1, 2 MIN. 6:00
FLOOR STRENGTH 4-5
- DELAYED PENALTY ON A-2 TEAM B SCORES ON DELAY @ 5:30
A-1 RETURNS. A-2 SERVES NEW 2 MIN. FOR THE DELAYED PENALTY.

11. TEAM "A" TEAM "B"
A-1, 5 MIN. 6:00
FLOOR STRENGTH 4-5
TEAM B SCORES @ 5:30
FLOOR STRENGTH REMAINS 4-5, 1ST GOAL OFF A1 MAJOR
A-2, 2 MIN. 5:00
FLOOR STRENGTH 3-5
TEAM B SCORES @ 4:30
2nd GOAL OFF MAJOR, FLOOR STRENGTH 4-5
TEAM A SUBSTITUTES FROM PLAYERS BENCH AT 4:30, A1 RELEASED NEXT NON TECHNICAL STOPPAGE AFTER 1:00. A2 CONTINUES TO SERVE. FLOOR STRENGTH 4-5
ONCE A GOAL COMES OFF THE MAJOR, THE NEXT POWER PLAY GOAL WILL AS WELL, THUS YOU CONTINUE TO WORK ON THE MAJOR UNTIL ITS COMPLETION.
12. TEAM "A" TEAM "B"
A-1, 2 + 5 MIN. 4:00 B-1, 5 MIN. 4:00
A-2, 5 MIN. 4:00 B-2, 2 MIN. 4:00
B-3, 5 MIN. 4:00
CALCULATE PENALTY TIME – PENALTIES TIME IS EQUAL, PLAYERS JUST SERVE THEIR TIME. FLOOR STRENGTH SHALL STAY AT 5 ON 5. NO TIME GOES ON CLOCK. THEY ARE RELEASED ON TO FLOOR ON A NON-TECHNICAL STOPPAGE AFTER PENALTY TIME EXPIRES. RESTART WITH TEAM IN POSSESSION OF BALL AT TIME OF FIRST INFRACTION.
13. TEAM "A" TEAM "B"
A-1, 2 + 5 + GAME 4:00 B-1, 5 + GAME 4:00
FLOOR STRENGTH 4-5
TEAM A IN HOME SERVES A1 2 MIN.
14. TEAM "A" TEAM "B"
A-1, 5 + 5 + GAME 4:00 B-1, 5 MIN. 4:00
FLOOR STRENGTH 4-5
TEAM A IN HOME (A2) MUST ENTER THE PENALTY BOX IMMEDIATELY TO SERVE A1 MAJOR. A-1 GAME (OUT OF GAME). B-1 SERVES 5 MIN. AND RETURNS TO FLOOR ON A NON-TECHNICAL STOPPAGE AFTER PENALTY TIME EXPIRES. FLOOR STRENGTH 4 ON 5. A2 (IN HOME) RETURNS TO FLOOR AFTER TWO PP GOALS HAVE BEEN SCORED AGAINST TEAM A. IF NO TWO PP GOAL RELEASABLE, THEN A2 IS RELEASED AT THE EXPIRATION OF THE PENALTY TIME.
15. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 MIN. 4:00
A-2, 2 MIN. 4:00 B-2, 2 MIN. 4:00
FLOOR STRENGTH 5-5
ALL PENALTIES CANCEL OUT. PLAYERS RETURN TO FLOOR ON A NON-TECHNICAL STOPPAGE AFTER PENALTY TIME EXPIRES. RESTART WITH TEAM IN POSSESSION OF BALL AT TIME OF FIRST INFRACTION.
16. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 + 2 MIN. 4:00
A-2, 2 MIN. 4:00
FLOOR STRENGTH 5-5
ALL PENALTIES CANCEL OUT. PLAYERS RETURN TO FLOOR ON A NON-TECHNICAL STOPPAGE AFTER PENALTY TIME EXPIRES. RESTART WITH TEAM IN POSSESSION OF BALL AT TIME OF FIRST INFRACTION.

17. TEAM "A" TEAM "A"
A-1, 2 MIN. 4:00 B-1, 2 MIN. 4:00
A-2, 2 MIN. 4:00
FLOOR STRENGTH 4-5
TEAM "A" CAPTAIN HAS CHOICE WHICH PLAYER'S PENALTY GOES ON CLOCK, A-1 OR A-2.
18. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 MIN. 4:00
A-2, 2 MIN. 4:00 B-2, 2 + 2 MIN. 4:00
FLOOR STRENGTH 5-4
B-1 PENALTY TIME GOES ON CLOCK. TEAM B IN HOME SERVES B2 EXTRA MINOR.
19. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 + 2 MIN. 4:00
FLOOR STRENGTH 5-4
TEAM B2 IN HOME PLAYER WILL SERVE THE EXTRA MINOR. A1 & B2 RELEASED AT NON-TECHNICAL STOPPAGE AFTER EXPIRATION OF PENALTY.
20. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 + 2 MIN. 4:00
B-2, 2 MIN. 4:00
FLOOR STRENGTH 5-4.
4 MINUTE PENALTY ON CLOCK FOR B1. NO INHOME REQUIRED. A1 AND B2 TIMES DON'T GO ON THE CLOCK AND ARE RELEASED AT NON-TECHNICAL STOPPAGE AFTER EXPIRATION OF PENALTY. B1 RELEASED AFTER TIME EXPIRES OR TWO PP GOALS.
21. TEAM "A" TEAM "B"
A-1, 2 MIN. 6:00 B-1, 2 MIN. 6:00
FLOOR STRENGTH 5-5
A-2, 2 MIN. 5:30
FLOOR STRENGTH 4-5
TEAM-B SCORES @ 5:00
A-2 RELEASED AT 5:00, FLOOR STRENGTH 5-5
COINCIDENTAL MINORS AT 6:00 – FLOOR STRENGTH REMAINS SAME.
22. TEAM "A" TEAM "B"
A-1, 2 MIN. 5:30 B-1, 2 MIN. 6:00
FLOOR STRENGTH 4-4 FLOOR STRENGTH 5-4
A-2, 2 MIN. 5:00
FLOOR STRENGTH 3-4
TEAM B SCORES @ 4:10
A-1 RETURNS, FLOOR STRENGTH 4-4
THE PENALTY TO TEAM "A" WITH THE LEAST AMOUNT OF TIME SHALL BE RELEASED, TEAM A WAS SHORTHANDED.
23. TEAM "A" TEAM "B"
A-1, 2MIN. 5:30 B-1, 2 MIN. 5:30
FLOOR STRENGTH 5-5
A-2. 5 MIN. 5:00
FLOOR STRENGTH 4-5
TEAM B SCORES 4:30
FLOOR STRENGTH REMAINS 4-5, ONE GOAL OFF MAJOR TO A2.

A1 & B1 MINOR PENALTIES ARE COINCIDENTAL. TEAM A-2 CONTINUES TO SERVE MAJOR. (A TWO GOAL RELEASABLE (VIA PLAYER BENCH) IS APPLIED.)

24. TEAM "A" TEAM "B"
A-1, 2 MIN. 5:10 B-1, 2 MIN. 5:00
FLOOR STRENGTH 4-5 FLOOR STRENGTH 4-4
A-2, 2 MIN. 4:30 (DELAYED) TEAM-B SCORES DURING DELAY
FLOOR STRENGTH 4-4
A1 RELEASED FROM PENALTY BOX BECAUSE OF LEAST PENALTY TIME. ALSO, A1 & B1 ARE NOT COINCIDENTALS. A2 SERVES PENALTY. RESTART WITH FACEOFF TEAMS CONTINUE TO PLAY 4-4.

25. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 MIN. 4:00
A-2, 5 MIN. 4:00
FLOOR STRENGTH 4-5
TEAM B SCORES 3:30
FLOOR STRENGTH 4-5
1ST GOAL OFF A-2 MAJOR
TEAM B SCORES 2:50
2ND GOAL OFF MAJOR, FLOOR STRENGTH 5-5
TEAM A SUBSTITUTES FROM THE BENCH. A-2 REMAINS IN PENALTY BOX AND SERVES ENTIRE PENALTY TIME AND RELEASED AFTER NEXT NON TECHNICAL STOPPAGE ONCE PENALTY TIME IS EXPIRED. A1 & B 1 SERVE PENALTY TIME AND ARE RELEASED ON NEXT NON-TECHNICAL STOPPAGE.

- 25B. TEAM "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 + 5 MIN. 4:00
FLOOR STRENGTH 5-4
B1 MAJOR GOES ON THE CLOCK. TEAM B2 IN HOME PLAYER WILL SERVE THE MINOR. A1 & B2 CANCEL AND ARE RELEASED AT NON-TECHNICAL STOPPAGE AFTER EXPIRATION OF PENALTY TIME. TWO GOAL RELEASEABLE FOR B1 (VIA PLAYERS BENCH). B1 RELEASED AFTER PENALTY TIME EXPIRATION NEXT NON TECHNICAL STOPPAGE.

26. TEAM "A" TEAM "B"
A-1, 2 MIN. 6:00 B-1, 2 MIN. 5:30
FLOOR STRENGTH 4-5 FLOOR STRENGTH 4-4
A-2, 5 MIN. 5:00
FLOOR STRENGTH 3-4
TEAM B SCORES 4:10
FLOOR STRENGTH 4-4
A1 RELEASED. A-2 IS STILL TWO-GOAL RELEASABLE (VIA PLAYERS BENCH).

27. TEAM "A" TEAM "B"
A-1, 5 MIN. 6:00
FLOOR STRENGTH 4-5
TEAM B SCORES 5:00
FLOOR STRENGTH 4-5, 1 GOAL OFF A-1 MAJOR
A-2, 2 MIN. 4:30
FLOOR STRENGTH 3-5
B-1, 2 MIN. 3:40
FLOOR STRENGTH 3-4
TEAM B SCORES 2:50

ON THE CLOCK PRIOR TO RESTART. ALL 3 PLAYERS ARE RELEASED NEXT NON TECHNICAL STOPPAGE AFTER 1:00.

35. TEAM "A" TEAM "B"
A-1, 2 + 5 MIN. 4:00 B-1, (2) + 2 + 5 MIN. 4:00
FLOOR STRENGTH 5-4
TEAM-B IN HOME SERVES THE EXTRA MINOR PENALTY TO B-1. A-1 AND B-1 SERVE THE FULL SEVEN MINUTES AND CAN RETURN ON A NON-TECHNICAL STOPPAGE FOLLOWING THE EXPIRATION OF THEIR PENALTIES.

36. TIME "A" TEAM "B"
A-1, 2 MIN. 4:00 B-1, 2 + 5 MIN. 4:00
A-2, 5 MIN. 4:00
FLOOR STRENGTH 5-5
A1 RETURNS AFTER 2 MIN MINOR PENALTY EXPIRES, NEXT NON TECHNICAL STOPPAGE, STILL 5 ON 5,
A2 RETURNS AFTER 5 MIN MAJOR PENALTY EXPIRES, NEXT NON-TECHNICAL STOPPAGE, STILL 5 ON 5.
B1 RETURNS AFTER 7 MIN PENALTY TOTAL EXPIRES, NEXT NON TECHNICAL STOPPAGE, STILL 5 ON 5.
PENALTIES DO NOT GO ON THE CLOCK.

37. TEAM "A" TEAM "B"
A-1, 2 + 5 MIN. 4:00 B-1, 2 + 5 MIN. 4:00
A-2, (2 + 2) + 5 MIN. 4:00 B-2, (5) + 5 + GAME 4:00
FLOOR STRENGTH 4-4 FOR FOUR MINUTES.
THEN 5-4 FOR ONE MINUTE.
TEAM A'S IN HOME SHALL SERVE THE TWO MINORS AND TEAM B IN HOME SHALL SERVE THE EXTRA FIVE MINUTES. A2 RELEASED AFTER MAJOR EXPIRES ON NEXT NON TECHNICAL STOPPAGE.

38. TEAM "A" TEAM "B"
A-1, 2 + 5 MIN. 4:00 B-1, 2 + (2+ 5) MIN. 4:00
A-2, 5 MIN. 4:00 B-2, 5 + 5 + GAME 4:00
FLOOR STRENGTH 5-4
TEAM B IN HOME PLAYER MUST ENTER THE PENALTY BOX IMMEDIATELY. TEAM B IN HOME SERVES MINOR, AND MAJOR. PUT PENALTY TIME ON CLOCK (7:00). A-1, A-2 & B-1 PENALTIES NOW CANCEL OUT AND SERVE TIME IN THE PENALTY BOX. B-2 GAME (OUT). MINOR PENALTY IS SERVED FIRST.

Floor strength should be 5-4

Note: 2 min and 5 min – Team B in home goes to the pen box immediately. In home minor is released first, then the major is worked on.

39. TEAM "A" TEAM "B"
A-1, (2) MIN. 4:00 B-1, 2 MIN. 4:00
A-2, 2 + 2 MIN. 4:00 B-2, 2 MIN. 4:00
FLOOR STRENGTH IS 4-5
TEAM A IN HOME SERVES THE EXTRA MINOR. TEAM A IN HOME MINOR GOES ON THE CLOCK. OTHER PLAYERS RETURN TO FLOOR ON A NON-TECHNICAL STOPPAGE AFTER PENALTY TIME EXPIRES.

EXAMPLES OF GOALS SCORED AGAINST A SHORTHANDED TEAM.

40. TEAM "A" TEAM "B"
A-1, 2 + 2 MIN. 4:00
FLOOR STRENGTH 4-5
TEAM B SCORES 3:30
FLOOR STRENGTH 4-5
FIRST MINOR TERMINATES AND THE SECOND MINOR BEGINS AT 3:30.

41. TEAM "A" TEAM "B"
A-1, 5 MIN. 6:00
FLOOR STRENGTH 4-5
A-2, 2 MIN. 5:00
FLOOR STRENGTH 3-5
- TEAM B SCORES 4:50
FLOOR STRENGTH 4-5, A2 RELEASED
TEAM B SCORES 4:30
FLOOR STRENGTH 4-5, ONE GOAL OFF A1 MAJOR
42. TEAM "A" TEAM "B"
A-1, 2 + 2 MIN. 6:00
FLOOR STRENGTH 4-5
A-2, 2 MIN. 5:00
FLOOR STRENGTH 3-5
- TEAM B SCORES 4:30
FLOOR STRENGTH 3-5
- A-1 FIRST PENALTY TERMINATES AT 4:30, STILL 3 ON 5. A1'S SECOND MINOR BEGINS AT 4:30. A2 STILL SERVING.
- TEAM B SCORES 3:30
FLOOR STRENGTH 4-5
- A-2 PENALTY TERMINATES, HE HAD THE LEAST AMOUNT OF TIME LEFT, .30 SECONDS ON HIS PENALTY. A-1 HAS .60 SECONDS REMAINING ON HIS MINOR.
43. TEAM "A" TEAM "B"
A-1, 2+ 5 MIN. 4:00
A-2, 2 MIN. 4:00
FLOOR STRENGTH 3-5
- TEAM B SCORES 3:30
FLOOR STRENGTH 4-5
- A-2 PENALTY EXPIRES AND RETURNS AT 3:30. A-1 STILL 3 *GOAL RELEASABLE*. NOTE: BOTH PENALTIES ASSESSED AT THE SAME STOPPAGE OF PLAY, MAKE SURE MINOR IS RECORDED AS THE FIRST PENALTY.
- TEAM B SCORES 1:30
FLOOR STRENGTH 4-5
- A-1 MINOR HAD EXPIRED AT 2:00, THEREFORE ONE GOAL OFF THE MAJOR PENALTY AT 1:30
44. TEAM "A" TEAM "B"
A-1, 2 + 5 MIN. 8:00
MINOR SERVES FIRST
FLOOR STRENGTH 4-5
A-2, 2 MIN. 4:30
FLOOR STRENGTH 3-5
- TEAM B SCORES 3:30
FLOOR STRENGTH 4-5
- A-2 RETURNS (LEAST AMOUNT OF TIME LEFT ON A MINOR PENALTY). MAJOR TO A-1 IS LEFT TO SERVE. NO GOALS ARE ATTACHED AND A-1 IS RELEASED FROM PENALTY BOX WHEN TIME EXPIRES. *A1 MAJOR PENALTY REMAINS A TWO GOAL RELEASEABLE AT THIS POINT.*
45. TEAM "A" TEAM "B"
A-1, 5 MIN. 6:00
FLOOR STRENGTH 4-5
- TEAM B SCORES 5:30
FLOOR STRENGTH 4-5

A-2, 2 + 2 MIN. 5:00
FLOOR STRENGTH 3-5

TEAM B SCORES 4:30
FLOOR STRENGTH 4-5

TWO GOAL RELEASE ON A-1, RELEASED VIA PLAYERS BENCH, AND A1 IS RELEASED FROM BOX AT NEXT NON TECHNICAL STOPPAGE UPON EXPIRATION OF PENALTY TIME. A-2'S REMAINING TIME ON PENALTIES CONTINUE.

46. TEAM "A" TEAM "B"

A-1, 2 + 5 MIN. 8:00

MINOR SERVES FIRST MAJOR STARTS AT 6:00

FLOOR STRENGTH 4-5

A-2, 2 MIN. 6:30 DELAYED MINOR

TEAM B SCORES 6:30
DURING DELAY

FLOOR STRENGTH RESULTS IN 3-5

A1 MINOR IS WIPED OUT ON GOAL (LESS PENALTY TIME)

A-2 GOES INTO THE PENALTY BOX. A-1 MAJOR PENALTY STARTS AT 6:30. TEAM "A" IS SHORT-HANDED 3 ON 5 FOR BOTH BALANCE OF A-1 MAJOR AND THE A-2 SUBSEQUENT MINOR.

TEAM B SCORES AT 5:30

FLOOR STRENGTH 4-5 AS A-2 MINOR TERMINATES

47. TEAM "A" TEAM "B"

A-1, 2 MIN. 5:00

FLOOR STRENGTH 4-5

A-2, 2 MIN. 4:30 DELAY MINOR

A-3, 2 MIN. 4:30 DELAY MINOR

PENALTY SHOT FOR TEAM B.

RE-START FLOOR STRENGTH 3-5 WITH FACEOFF AT CENTER. NOTE: FLOOR STRENGTH DOES NOT CHANGE WHETHER A GOAL IS SCORED OR NOT ON THE PS.

THE MINOR TO A-1 IS TERMINATED BECAUSE OF THE PENALTY SHOT AND A-2 AND A-3 ENTER THE PENALTY BOX TO SERVE PENALTY TIME. TWO MEN DOWN TWO FULL MINUTES.

48. TEAM "A" TEAM "B"

1 A-1, 5 MIN. 5:00

FLOOR STRENGTH 4-5

A-2, 2 MIN. 4:30

FLOOR STRENGTH 3-5

A-3, 5 MIN. 4:00 DELAY PENALTY

PENALTY SHOT FOR TEAM B.

TEAM "A" THREE MEN DOWN. A-2 MINOR PENALTY IS CANCELLED, RETURNS TO FLOOR. A-3 DELAYED MAJOR PENALTY IS SERVED.

RESTART FLOOR STRENGTH 3-5.

49. B)

TEAM "A" TEAM "B"

2 A-1, 5 MIN. 5:00

FLOOR STRENGTH 4-5

A-2, 5 MIN. 4:30

FLOOR STRENGTH 3-5

A-3, 5 MIN. 4:00 DELAY PENALTY
PENALTY SHOT FOR TEAM B.
TEAM 'A' THREE MEN DOWN. A1 PENALTY IS ELIMINATED (PLAYER STILL STAYS IN BOX) SUBSTITUTE FROM BENCH, A-2 and A-3 PENALTIES CONTINUE. RESTART FLOOR STRENGTH 3-5

50. TEAM "A" TEAM "B"

3 A-1, 5 MIN. 4:00
FLOOR STRENGTH 4-5

TEAM B SCORES 3:45

ONE GOAL OFF MAJOR, FLOOR STRENGTH 4-5

A-2, 2 MIN. 3:30
FLOOR STRENGTH 3-5

A-3, 5 MIN. 3:00 DELAY PENALTY

PENALTY SHOT FOR TEAM B.

A1 RELEASED FROM PENALTY BOX (VIA PLAYERS BENCH) DUE TO ONE GOAL ALREADY OFF MAJOR AND PENALTY SHOT BEING PROVIDED.. A-2 CONTINUES TO SERVE MINOR, A-3 DELAYED PENALTY IS SERVED. RESTART FLOOR STRENGTH 3-5.

(POTENTIAL OF 3 MORE PP GOALS COULD BE SCORED TO RETURN TO 5 ON 5, 1 GOAL OFF A-2 AND 2 GOALS OFF A3.)

51. TEAM "A" TEAM "B"

A-1, 2 MIN. DELAY
A-2, 2 MIN. DELAY

TEAM B SCORES

EITHER MINOR TO A-1 OR A-2 TERMINATES, OTHER SERVES PENALTY. (CAPTAINS CHOICE)
RESTART FLOOR STRENGTH 4-5.

51. TEAM "A" TEAM "B"

A-1, 2 MIN. DELAY
A-2, 5 MIN DELAY

TEAM B SCORES

MINOR TO A-1 WIPED OUT. A-2 SERVES MAJOR.
RESTART FLOOR STRENGTH 4-5

52. TEAM A TEAM B
A-1, 2 MIN 4:00 B-1, 5 MIN 4:00
FLOOR STRENGTH 4-4

BOTH PLAYERS WILL ENTER BOX AND PENALTY TIMES WILL GO ON THE CLOCK. PLAYER FOR TEAM A WILL SERVE TWO MINUTES, PLAYER FOR TEAM B WILL SERVE FIVE MINUTES. TEAMS WILL PLAY 4 ON 4. AFTER THE TIME EXPIRES IN A-1 PENALTY THE REMAINING THREE MINUTES FOR B-1 IS TREATED AS A TYPICAL TWO GOAL RELEASABLE MAJOR PENALTY. Note this is not in fourth quarter, see rule 38.3.

53. TEAM A TEAM B

A-1, 5 MIN 3:30 of Q4

B-1, 2 MIN @ 3:30 of Q4

USE: 3 MIN DIFFERENTIAL RULE APPLICATION. WITH THIS PENALTY SCENERIO A1 & B1 WOULD SERVE THEIR PENALTY TIME AS IS, IN ALL QUARTERS, WITH THE EXCEPTION BEING THE LAST 5 MINS OF Q4, AS PER ABOVE. WITH FIVE MINUTES REMAINING IN REGULATION TIME TWO PENALTIES ARE ASSESSED AT THE SAME TIME, ONE BEING A MAJOR AND THE OTHER PEN BEING A MINOR.

THE PLAYER ON TEAM B WILL SERVE THE MINOR PENALTY, NO TIME WILL GO UP ON THE CLOCK.

THE PLAYER ON TEAM A WILL SERVE THE MAJOR PENALTY IN ITS ENTIRETY, NO TIME WILL GO UP ON THE CLOCK.

TEAM A'S IN HOME IS PLACED IN THE PENALTY BOX TO SERVE THE 3 MIN DIFFERENTIAL FOR A1 (TIME BETWEEN A MAJOR AND A MINOR PENALTY).

3 MIN PENALTY TIME GOES UP ON THE CLOCK FOR TEAM A2 (BEING SERVED BY IN HOME).

THE ORIGINAL TWO PENS OF A1 AND B1 JUST SERVE TIME, NO TIME GOES UP ON CLOCK.

FLOOR STRENGTH TEAM A – 4 RUNNERS, TEAM B – 5 RUNNERS.

TEAM A2 (IN HOME PLAYER SERVING FOR A1) IS *RELEASED BY 2 POWER PLAY GOALS BY TEAM B OR AFTER HIS PENALTY TIME EXPIRATION.*

RULE REFERENCE: 38.3.

54. TEAM A

TEAM B

A-1, 5 MIN 4:00, 4Q

FLOOR STRENGTH 4-5

A1 PENALTY TIME (5 MINUTES) GOES UP ON CLOCK, 2 GOAL RELEASABLE (VIA PLAYERS BENCH) OR EXPIRATION OF PENALTY TIME ON THE NEXT NON TECHNICAL STOPPAGE (FACTORING IN OVERTIME).

DO NOT SEND PLAYERS TO THE PLAYERS BENCH-DRESSING ROOM IF PLAYER STILL HAS PENALTY TIME TO SERVE EVEN IF PENALTY TIME EXCEEDS GAME TIME REMAINING. 3 MIN DIFFERENTIAL RULE DOES NOT APPLY HERE.

55. TEAM A

TEAM B

A-1 5 MIN MATCH 6:00

FLOOR STRENGTH 4-5

SCORES AT 5:45

FLOOR STRENGTH 4-5

SCORES AT 5:00

FLOOR STRENGTH 4-5

SCORES AT 2:00

FLOOR STRENGTH 5-5

A1 IS REMOVED FROM THE GAME. TEAM A IN HOME SERVES MAJOR. FIVE MINUTE MATCH IS A 3 GOAL RELEASABLE. *INHOME RELEASED AFTER 3 GOALS.*

GOALIE PENALTIES

56. TEAM A

TEAM B

A1(GOALIE) 5 MIN 7:00

FLOOR STRENGTH 4-5

TEAM A INHOME SERVES MAJOR PENALTY. FLOOR STRENGTH 4-5.

TWO POWER PLAY GOAL RELEASEABLE. IF 2 POWER PLAY GOALS ARE SCORED PRIOR TO EXPIRATION OF PENALTY, INHOME IS RELEASED.

Original Goalie Injured/Unable to Play:

Situation One - When original goalie is injured/unable to play, and substitute goalie has an equipment repair issue....what does official do re: rule 34.2. If goalie repair takes longer than 50 seconds a delay of game penalty shall be assessed, in home serves... Goalie is permitted to continue the repair the equipment past 50 seconds and able to return to net.

Situation Two - When original goalie is injured/unable to play, and substitute goalie has been injured....what does official do? The team may replace the substitute goalie with an additional runner on the floor after 45 seconds or replace the substitute goalie with a runner acting as goalie. Officials shall grant a short period of time for goalie equipment to be put on the runner to act as goalie without any penalty. If a substitute goalie is not available during a game resulting in the team only having one dressed goalie, should a substitute (either the runner or goalie) not be ready within the 45 seconds, a delay of game penalty will be assessed, in home serves.

AWARDING POSSESSION AFTER PENALTY ASSESSMENT –WHICH TEAM GETS THE BALL

58. Team A is being assessed a 2 min minor on a delay, play stops. During the stoppage, while A-1 is walking to the pen box, B-1 slashes A-2, B-1 is assessed a 2 min minor. Who gets the ball - Team B maintains possession.

59. Team A is being assessed a 2 min minor on a delay, play stops. During the stoppage, while A-1 is walking to the pen box, B-1 slashes A-2, B-1 assessed a 5 min major. Who gets the ball - Team A will now get possession.

60. Team A is being assessed a 2 min minor on a delay, during the delay B-1 slashes A-1. Play is blown down. A-1 & B-1 receive minors. Who gets the ball - Team B was in possession, they retain possession.

61. Team A in possession, B-1 slashes A-1, on the delay, A-1 slashes Back. Play is blown down. A-1 receives 5 min, B-1 gets 2 min. Who gets the ball - Team A was in possession, however A-1 received greater time, therefore B-1 awarded possession.

62. During dynamic play, Team A possession, then a ball loose in corner, followed by B-1 slashes A-1. Restart with Team A possession.

63. During dynamic play, Team A possession, then a ball loose in corner, B-1 slashes A-1, delay, however, A-1 slashes right back. Play blown down. A-1 receives 5 min major, B-1 receives 2 min minor. Restart with Team B possession, greater amount of pen time assessed to A-1.

ADDITIONAL SCENERIOS – MATCH PENALTIES

64. TEAM "A"

A-1, 5 MIN MATCH 4:00

TEAM "B"

TEAM B SCORES AT 3:30

FLOOR STRENGTH REMAINS 4-5, ONE GOAL OFF THE MATCH PLAYER A1.

A-2 MINOR 3:00 FLOOR STRENGTH 3-5

TEAM B SCORES 2:30

NOW, TWO GOALS OFF THE MATCH PLAYER A1, FLOOR STRENGTH REMAINS 3-5.

65. TEAM A

A1, MINOR 8:00

FLOOR STRENGTH 4-5

A2, INSTIGATOR MINOR, MAJOR, GM MISC

B1, MATCH AT 7:30

FLOOR STRENGTH 3-5

TEAM A – A1 HAS 1:30 LEFT IN MINOR, A2 EJECTED FROM GAME, A INHOME IN BOX FOR MINOR (MAJOR AND MATCH WASH)

TEAM B – B1 EJECTED, NO REQUIREMENT FOR INHOME.

66. TEAM A

A1 7:00 MAJOR

A1 6:30 MINOR ASSESSED (WHILE HE IS IN BOX)

No goals are attached to the major.

At 6:30, put the 2 min minor up to serve first, then add the remaining time on the major. Restart 5 on 4.

Note: With no goal attached to the major, the minor needs to be served first. Had a goal be attached to the major, and then you would continue with the major then add the minor after the major.

67. TEAM A

A1 6.00 major

TEAM B

Team B scores on the A1 delay.

A2 6:00 minor (dead ball foul)

A2 minor is cancelled due to goal scored. A1 serves the major – no goals attached.

Floor strength is 4-5.

8.5 PENALTY SHOTS

Rule 6.9: DEFINITION OF PENALTY SHOT – A penalty shot is designed to restore a scoring opportunity which was lost as a result of a foul being committed by the offending team, based on the parameters as set out in these rules. Any dressed player on the offended team may take the penalty shot.

TWO MEN DOWN AND ADDITIONAL PENALTY TO THIRD PLAYER –never stack penalties on the time clock. If a team is already two (2) men down from full strength and is assessed an additional time penalty to a third player, the non-offending team shall be awarded a penalty shot. Regardless of the outcome of the penalty shot, the floor strength will remain as it was prior to the penalty shot. The team that received the third time penalty will begin play after the penalty shot, two men down from full strength.

INSUFFICIENT PLAYING TIME WHEN ILLEGAL SUBSTITUTION PENALTY IS ASSESSED: that is when there is 1:59 and under remaining in the game or any time in overtime. - If by reason of insufficient playing time remaining, or by reason of penalties already imposed, a bench minor is imposed for illegal substitution (too many men) which cannot be served in its entirety within the legal playing time, or at any time in overtime, a penalty shot shall be awarded against the offending Team. NOTE: The time of the penalty is recorded when the play has been stopped by the official to assess the penalty NOT during the point of time during dynamic play.

THROWING THE STICK - When any member of the defending team, including anyone on the bench, deliberately throws or shoots any part of a stick or any other object, at the ball or ball carrier on a breakaway or an attacker attempting to pick up a loose ball, the referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team.

A player with a 'BREAKAWAY' is defined as a player in control of the ball immediately transitioning from defense to offense with an unobstructed path to the goal and a reasonable scoring opportunity.

CREASE VIOLATION - Should a player in his own end deliberately falls on the ball in his crease, or deliberately closes his hand on the ball in his crease in front of his goal line, a penalty shot will be imposed on the offending team.

FOULED FROM BEHIND – When a player is on a breakaway and is tripped or otherwise fouled (Held, grabbed, slashed, pulled down or jumped on) from behind, a penalty shot shall be awarded to the non-offending team. The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind.

A player with a 'BREAKAWAY' is defined as a player in control of the ball immediately transitioning from defense to offense with an unobstructed path to the goal and a reasonable scoring opportunity. Any dressed player on the offended team may take the penalty shot.

INTENTIONAL DISPLACEMENT OF THE GOAL ON A BREAKAWAY –

The goal nets are moored down to the playing surface though they may move.

If the goal post is deliberately displaced by a goalie or player during the course of a "breakaway", a penalty shot will be awarded to the non-offending team. The official will stop play immediately and award the penalty shot.

A player with a 'BREAKAWAY' is defined as a player in control of the ball immediately transitioning from defense to offense with an unobstructed path to the goal and a reasonable scoring opportunity.

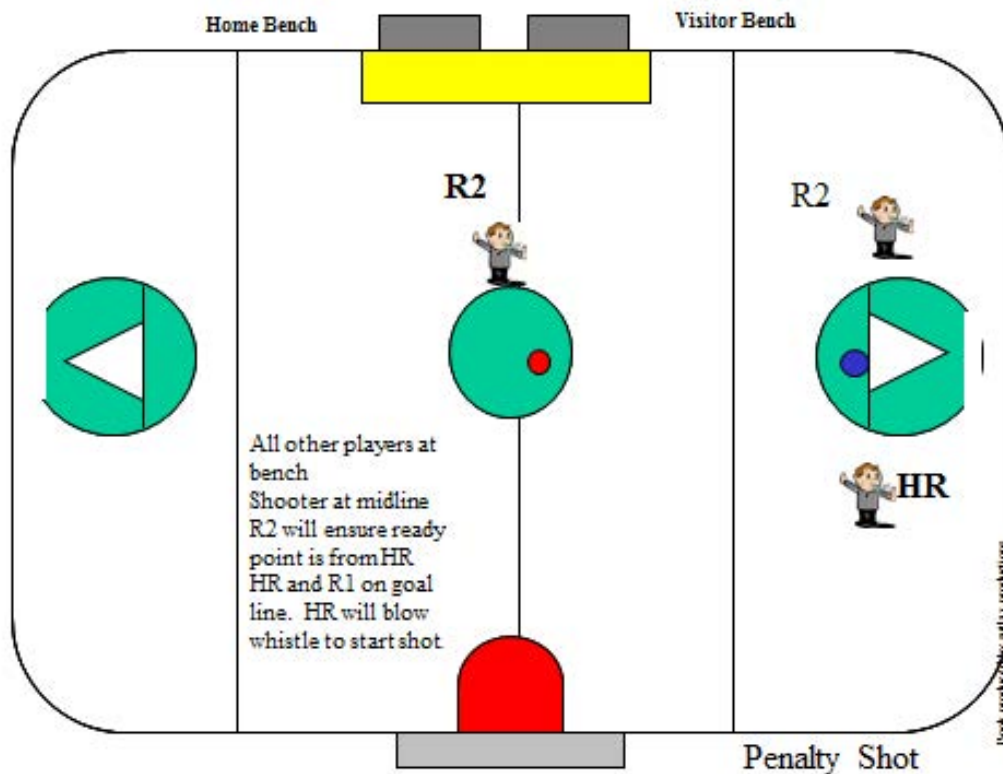
ILLEGALLY ENTERING THE GAME AND INTERFERING WITH BALL CARRIER ON A BREAKAWAY: The lead or trail official plays a very important part in this situation. He must follow the illegal play to the ball carrier to determine if we have a possible penalty shot. - If a player on a breakaway shall be 'interfered' with by the player of the opposing side who has illegally entered the game, the referee shall impose a penalty shot against the side to which the opposing player belongs. 'Interfered' as per this rule, does not imply physical contact by the defender.

What four (4) specific conditions are required to award a Penalty Shot for a player being fouled from behind?

- (1) The attacking player must be in possession and control of the ball;
- (2) The infraction must have been committed from behind;
- (3) The player in possession and control must have been denied a reasonable chance to score, and;
- (4) The player in possession and control of the ball immediately transitioning from defence to offence with an unobstructed path to the goal.

MECHANIC PROCEDURE FOR PENALTY SHOT

- (4) Have the name of the person designated to attempt the shot announced;
- (5) The shot will begin at the center face-off circle.
- (6) Require that all players withdraw to the sides of the floor and in front of their own players’ bench.
- (4) The Head Ref positions himself at the goal line on the side of the shooter’s stick and positions the assistant Referee on the opposite side of goal.
- (5) The Head Ref instructs the player to proceed with his shot by blowing his whistle.
- (6) Any dressed player on the offended team may take the penalty shot.



PENALTY SHOTS AND AWARDED GOALS								
Rule #	Rule	Minor	Major	10 minute	Game Mis.	Match	P. Shot	A. Goal
6.9	2 men down, addtl pen						yes	
	Insuff. time & Ill sub						yes	
	Throwing the Stick	yes			yes		yes	yes
	Goal-Crease Violations	yes					yes	
	Holding/Holding Stick	yes					yes	yes*
	Tripping	yes			yes		yes	yes*
	Displacement of Goal	yes					yes	yes
	Leaving Bench/Box	yes			yes		yes	yes*
*	(goalie removed)							

8.6 AWARDED GOALS

A goal can be awarded in the following situations:

THROWING STICK OR OBJECT AT BALL OR BALL CARRIER WHEN OPPOSING GOALIE HAS BEEN REMOVED - If the opposing goalie has been removed and a player or returning goalie throws or shoots any part of his stick or any other object at the ball or ball carrier on a breakaway, a goal shall be awarded to the attacking team. A player with a 'BREAKAWAY' is defined as a player in control of the ball immediately transitioning from defense to offense with an unobstructed path to the goal and a reasonable scoring opportunity.

ILLEGAL ENTRY WHEN OPPOSING GOALIE HAS BEEN REMOVED

Either the lead or trail official must follow the illegal play to the ball carrier to determine if we have a possible awarded goal.

- If, when the opposing goalie has been removed from the floor, a player of the side attacking the unattended goal is on a breakaway and is interfered with by a player or goalie who shall have entered the game illegally, the referee shall immediately award a goal to the non-offending team. "Interfered" as per this rule, does not imply physical contact by the defender.

A player with a 'BREAKAWAY' is defined as a player in control of the ball immediately transitioning from defense to offense with an unobstructed path to the goal and a reasonable scoring opportunity. The ball carriers path to the goal net should be unobstructed by the illegal player. If the illegal player takes up a position on the floor which affects the ball carriers direct path we have an awarded goal.

9 MINOR BENCH OFFICIALS

9.1 THE TIME-KEEPER

The Time-Keeper must be equipped with a time piece which is able to record time in seconds.

The Time-Keeper keeps an accurate record of the time played in each period, intervals between quarters, and time-outs.

The Referee-in-Chief, in coordination with the FIL Games Committee Chairperson, shall determine if the stadium clock is acceptable as a means of timing the game.

Prior to the start of the game the Head referee shall inform both teams' Head Coaches that the stadium clock will be the "official clock".

IF we can trust the operator to use the stadium clock properly, including adjusting time forward and back as directed, then it is best that the stadium clock is the "official time". A secondary watch shall be run as a backup in the event of a failure to the stadium clock.

This will mean that coaches, players, officials and the crowd know the time throughout.

9.2 THE PENALTY TIME-KEEPERS

one is required for each squad, and they need to be equipped with time pieces which can record time in seconds.

The Penalty Time-Keepers are positioned in the penalty box.

The Penalty Time-Keepers time the period of any penalty imposed by the Referees and audibly count down the penalty time to the player concerned and to any substitute who may be about to go on to the field in place of the penalised player, as follows: 30 seconds, 15 seconds, 3, 2, 1, Release.

The timing of a penalty begins when play is resumed by the referee whistle. Penalty time is start stop and should be displayed on arena clock if possible.

Penalty time will only be served during normal playing time.

Stoppages in play for all time-outs will also temporarily interrupt penalty time. No player shall leave the penalty box during a timeout.

9.3 THE SCORERS

Each team provides a scorer and, unless otherwise designated by the Head Referee, the visiting scorer is the official scorer. Where it deems it appropriate the organizing committee for a tournament shall appoint the scorers and nominate the official scorer.

The scorers keep a record of the goals scored by each team, the name and number of the player scoring the goal and the name and number of the player making an assist.

The scorers should check with the Referees at the end of each period to ensure that they have the same score.

The scorers keep a record of the name and number of each player upon whom a penalty is inflicted, the type of foul, the duration of the penalty, and the game time of the penalty.

THE FLOOR

RULE - THE PLAYING SURFACE

What is the procedure when you find problems with the arena, e.g. improper lines, signal or Timing device malfunction, arena size?

What is the procedure when you find painted lines at the bench area are not of equal length and are longer than the bench area?

Answer

Notify the home team and have them attempt to remedy the situation before the game begins. Ensure both teams are aware of any unresolved issues before game begins.

Any free standing posts, beams or Plexiglas supports must be padded. The official shall request padding before the game continues. This should be checked prior to game, and game should not start with dangerous items exposed.

How is it determined what bench a team uses and what goal are defended in the first quarter?

Answer

*The home team has the choice of ends and must warm-up and start the game using the bench closest to that end. In all disputes of benches or goals to defend, the referees shall determine who has which bench and who defends which goal. **At World Championships this is predetermined by the FIL***

Who uses which Penalty Box?

A team shall occupy the penalty bench at the same end of the box as their Players Bench.

SECTION I – THE FLOOR

RULE 7 – TEAM BENCHES

What is the penalty for having too many non-playing personnel on the team bench?

Answer

At no time are teams allowed to have more than 18 players, a head coach and five (5) non-playing personnel on the bench. The crew chief will inform the Head Coach to comply with the appropriate number of personnel on the bench. If after such warning has been given the individual does not leave or returns to the team bench, a bench minor will be assessed.

SECTION II - TEAMS

COMPOSITION OF TEAMS

After a stoppage to administer a penalty a team does not have the correct number players on the floor what should a referee do?

Answer

In this situation, it is the Referee's duty to inform the offending team of the mistake so that they can make the necessary corrections. If after this warning it is obvious to the referee that the team is intentionally delaying a two minute bench minor will be assessed.

A Captain leaves his player's bench to protest an Official's ruling. Should he be penalized?

Answer

Yes. A Captain, Alternate Captain or any other player who leaves his player's bench to protest an official for any reason may be assessed a Misconduct penalty in addition to a Minor penalty under Rule 62(b). The only exception to this rule involves a Captain or Alternate Captain leaving bench to make a legal appeal to the Referee, e.g. request for a measurement. However, any protest which could follow a measurement would not be covered by this exception.

What penalties would be assessed to a player who:

Protests his own penalty?

Protests a teammate's penalty?

Answer

A Minor penalty (NOTE: If he persists, he shall be assessed a Misconduct also.) Further persisting shall result in a game misconduct penalty.

A Misconduct penalty shall be assessed.

The Referee wishes to convey a message to the bench, but no Captain or Alternate Captains are on the floor. What is the procedure?

Answer

A Captain may be invited from the bench to discuss the matter with the Referee. Alternatively, the Referee may choose a player on the floor to convey the message. In all cases, the Referee should attempt to discuss with only one individual at a time. When properly used, this procedure will be of great help in speeding up the game.

NOTE #1: If the Referee has cause to go to both benches, please deliver the message to both benches. If it is required to go to one bench only, then visit the appropriate bench.

NOTE #2: Only the Captain, when invited to do so, shall have the privilege of discussing any point relating to the interpretation of rules. A Minor or Misconduct penalty may be applicable.

A team is made up of 18 players, two of which must be designated Goalkeepers, dressed and ready to play as a Goalkeeper at the start of the game. During all games not more than (18) players including the goalkeepers shall be permitted.

A list indicating the names and numbers of all 16 players and 2 goaltenders in the line-up plus other eligible players and goalkeepers must be handed to the Official Scorer and Head Ref 30 minutes before the game and no change, with the exception of an injury or sickness during warm up, shall be permitted in the list or addition thereto.

Should an injury/sickness occur during warm up the club must notify the Head Ref before the end of the formal warm up in order for an eligible replacement to be made at that time. The opposing club shall be immediately notified by the Head Ref and allowed line up change(s) not to exceed the original clubs changes at that time. The Head Ref shall notify the Official Scorer of any line up changes.

During the game the Official scorekeeper notes a discrepancy in the players listed on the game sheet and brings it the attention of the Referee's.

What should the Referee's do in this situation?

Answer

In this situation, it is the Referee's duty to ensure the ineligible player is removed from the game and the club shall not be able to substitute another player on its roster.

If a goal is scored immediately before the scorekeeper notification to the referee and before the restart, that an ineligible player is on the floor, the goal will be disallowed.

Team A has twice changed goalkeepers in the game. Neither change was the result of an injury. The Referee believes the goalkeeper changes are being used for stalling or delay purposes. What call or procedure should be followed?

Answer

The referee should inform the Coach that goalkeeper changes, for delay or stalling purposes, will not be tolerated and a Bench Minor penalty may result.

What is to be done when a team continually leaves the door to the players' bench open?

Answer

The referee shall give one warning the offending team. If the situation continues bench minor shall be assessed.

A goalkeeper is injured must he be removed from the game?

Answer

The trainer may come on to the floor to tend to an injured goalie. If the injury is serious or 45 seconds expire from the referees acknowledgement of the injury and the trainer entering the floor the goalie must be replaced by a substitute without any undue delay and no warm-up shall be permitted for the substitute goalie. The trainer must not waste time while entering floor, if the trainer does the 45 seconds can be started by the referee. The referee closest to the bench will keep the time. He is to ensure proper notification of time remaining is given.

Starting goalie is penalized and sent to the penalty box. While serving penalty the substitute goalie is injured and can't continue.

Answer

Original goalie returns, a runner serves the remaining penalty time. Need to be aware of teams doing this intentionally and assess an unsportsmanlike conduct penalty if abused. Team chooses who will serve penalty

Starting goalie is injured and unable to continue, substitute goalie is penalized with a major or misconduct.

Answer

Substitute goalie remains in game. Runner serves the goalies major or misconduct and a penalty shot is awarded to the non-offending team. Penalty shot administration stays the same.

A player received a Major penalty and is injured on the same play. Must he be replaced by a substitute player at the penalty bench?

Answer

It is not necessary to place a substitute player at the penalty bench to replace a player who has been assessed a Major penalty and who has been injured or expelled from the game. In such cases; the substitute player shall proceed to the penalty bench prior to the expiring of the Major penalty; and during a stoppage in play; from where he shall be entitled to legally return to the floor. In the case of Minor or Match penalties, however, the offending player must be immediately replaced at the penalty bench.

Should the team neglect to designate a player to serve the player, and the penalty terminates without a substitute at the penalty bench, the team in would not be entitled to make a player substitution from its players' bench until the following stoppage of play and would continue to play shorthanded until a stoppage. Any infraction would require a Bench Minor penalty for "illegal substitution".

If after a stick check request the stick is found to be legal, who will serve the penalty?

Answer

Either the Captain or assistant Captain of team requesting the measurement will serve the penalty.

A team scored on in overtime requests an immediate stick check. Should the official grant the request?

Answer

No. Stick measurement request following a goal in overtime will not be granted.

During the stick check the referee turns the stick to the 90 degree position and the ball rolls up the rail and does not come out of stick until almost at the 180 degree position. Is this stick illegal?

Answer

The ball is not allowed to roll on the rail of the stick and come out at the head end. This is considered an illegal stick. Mechanics for stick check. Head Ref shall measure the stick, check pocket for depth, and perform the dislodgement test. Exact procedure is to place the ball in the pocket rotate stick so the head is perpendicular to the floor, the ball at this point should be resting in the neck part of the stick, the stick is rotated open faced toward the floor. When the stick is somewhat parallel with the floor the ball should come out. This check is for a pinched stick or one that is strung to prevent the ball from exiting the stick.

Note 1: If a stick is found to be illegal the player using the illegal stick will be penalized two (2) minutes.

Note 2: Should any goal scored with an illegal stick during the last "live ball" offensive possession. The goal shall be disallowed.

Note 3: Provided the goal is disallowed, the minor penalty will not be imposed and the ball is awarded to the goalie of the non-offended team.

What is meant by firmly attached as it pertains to the chinstrap?

Answer

Interpretation of this shall be the two finger rule. No more than two fingers should be able to slide between the chin and the chin strap.

What procedure is followed when a referee notices a player's equipment that may be improper during the game such as loose chin strap, goalie jersey hiked up at the elbow instead of at the wrist, undergarment extending below the jersey hemline, etc.

Answer

During a stoppage of play, the referee is to indicate to the player the equipment problem. The player must immediately tighten his chinstrap, pull down his jersey (whatever the case may be) and is allowed to remain on the floor. Emphasis is that this is a real quick equipment fix for the player.

Should this happen again with the same player, and the same equipment in the same game, the player shall leave the floor and substitute must take his place.

After a request for goaltender equipment inspection by the opposing coach has been made and before the measurement can be made it is noticed the goaltender attempts to adjust his padding. What is the proper penalty?

Answer

The goalie shall not be measured and he shall be assessed a two minute penalty and a game misconduct

What is the proper procedure to use when a goaltender equipment measurement request is made by a head coach?

Answer

Goaltenders will only be measured at the stoppage of play between quarters. There is one exception to this and that is if the goalie is removed from the floor the game must be stopped and measurement done. The Head Ref and an assistant referee will request the goalie and both team captains to leave the floor and proceed to a location where the measurement will take place. (This measurement should be done in the tunnel or in referee room. By no means shall it be done where any fans or others can monitor it.) Goalies shall be measured in the typical position that a goalie uses (Goalie ready position).

The captains shall inform the Coaches as to the findings and floor strength. The officials returning to the floor shall consult with the other official and explain his findings. The Head Ref shall then report the penalty to the Official Scorer.

What procedures should be used for a random FIL issued pregame goalie inspection?

Answer

It is recommended that one team rep accompany the goalie to the referee locker room immediately following warm-ups. If a goalie fails to meet measurement specs he is allowed to adjust pads and then be remeasured however he must meet specifications before he will be permitted to enter the game.

What is the ruling if a random league issued goalie equipment inspection or coach request inspection during the game results in the goalie not passing the measurement and contour check?

Answer

Two minute minor penalty and game misconduct.

A request for a goalie equipment inspection is requested in the fourth quarter. When is the goalie measured?

Answer

If the goalie leaves the game the measurement will be performed immediately. If the goalie does not leave the game the measurement will be performed immediately following the end of the quarter. This would include if the game is going to overtime.

Note: Both captains should be present for the measurement. IF a goalie adjusts his pads or he does not show up for measurement then he will be presumed to be illegal. Crew Chief to include this in an incident report.

What procedure should a referee use anytime a goal is disallowed or the goal light was lit in error?

Answer

There should be no quick restarts and the referee shall have it announced over the public address system as to why the goal was disallowed.

What procedure is used when the lead official is not 100% certain whether the ball completely crossed the goal line and the goal judge puts the red light on indicating a goal was scored.

Answer

Play should be stopped immediately barring no immediate scoring opportunity. Lead official shall consult with trail official and then the goal judge. The Head Ref shall make the final determination based on whether the goal shall be awarded. Should no goal be awarded on the play, restart will result with the team who had possession when the whistle was blown. A faceoff will be conducted if there was no possession at the time the whistle was blown. There is no video replay.

Late in the game, a referee delays blowing his whistle to ensure that a proper penalty exists. Should time be added on the clock for the time it took the referee to ensure the penalty existed?

Answer

No, time would not be placed back on the clock any other time during the game. Time can be added if after the officials whistle has blown the clock continues to run and there is clear evidence that time has elapsed.

A shot is taken from behind the goal line extended, does the 30-second shot clock reset?

Answer

When a shot is initiated with both feet behind the goal line extended and the ball hits directly off the front/side of the goalpost and the ball ricochets above the goal line extended the shot clock will be reset.

Note: The pertinent issue is where the player's feet were last in contact with the floor. If the feet are behind the goal line extended at the time the shot is taken, the shot clock will be reset only if the shot directly hits the front/side of the goalpost and ricochets above the goal line extended period.. If the ball hits the goaltender before it hits the goalpost the shot clock will not be reset. If a foot or both feet are even with the goal line extended when the shot is taken, the shot clock resets.

Is the shot clock reset after the administration of a time serving penalty?

Answer

Yes, the shot clock is reset on all time serving penalties.

Is this rule intended to be similar to the Basketball over and back?

Answer

Yes. Teams must keep the ball in their offensive half after gaining possession. If the ball is caused to go into the defensive half of the field (touching the centerline) for any reason other than a shot on goal it shall be a back-court violation if the ball was not last touched by the Defensive team. In all situations the team that last touched the ball shall determine if a backcourt violation occurred ... defensive team last touched ... free ball ... offensive team last touched ... violation ... let play continue to determine advantage

Note: the referee shall use the silent play on technique during an over and back violation to allow the offended team an opportunity to have a quick scoring opportunity

What player action would indicate possession after a face-off to establish the over and backline?

Answer

In order for a player to have been deemed to have possession he must have had the ball in the pocket of the stick. Batting the ball does not constitute possession and will not affect the over and back situation.

How many team timeouts does a team get per half?

Answer

Teams will receive one team timeout per half.

A goalie calls for a timeout while in his crease where does the ball start when play resumes?

Answer

After a timeout the ball will not be started in the crease but lateral to the goal. The ball cannot be passed back to the goalie when play is restarted.

What is the mechanic that the referees are to use when calling a timeout?

Answer

The referee shall repeat the signal for both benches indicating which team called the timeout and point to location of where the ball will be placed back in to play. This is to avoid confusion and ensure the coaches get the appropriate players on the floor.

What procedure is used when a goalie asks for an equipment timeout?

Answer

The referee should verify the equipment needs repair and stop play when it will not affect a scoring opportunity. After stopping play the goalie will have 30 seconds to either have the equipment repaired or be substituted for. The equipment manager can either come on the floor or the goalie can go to the player bench.

The 30 seconds shall be timed by a referee and shall start when the goalie begins repair. The referee that is timing shall give verbal counts to the goalie at 15 and 10. If the equipment is not repaired in 30 seconds the goalie must leave game. If the repair takes longer than 30 seconds the team will receive a delay of game penalty.

These following scenarios for the above situation

A team can request a timeout up to the 29 second mark but will not be granted one at the 30 second mark

A team must make the change of goalies in a manner as to not delay the game. The referee can assist this situation by telling the substitute goalie to begin getting ready during the stoppage for equipment repair in case he is needed.

If the team receives a delay of game penalty the goalie can remain in game if equipment is repaired and the goalie is ready for play at the conclusion of the administration of the penalty.

If the team decides to switch goalies at the 29 second mark it will be allowed as long as it is done in a timely manner.

As a face-off is taking place and the face-off man is attempting to win the draw and pick up the loose ball an opposing player body checks said player, what is the appropriate call?

Answer

A minor, major or match depending on the severity shall be administered. While in a vulnerable position the face-off players cannot be body checked.

If during a face-off the ball becomes stuck in the back of the stick of the face-off man what is the proper call?

Answer

The referee shall blow the play dead and award the ball to the other team. This is a technical turnover.

During a penalty shot a goalkeeper attempts to stop a Penalty Shot by throwing his stick or any object, what is the appropriate call?

Answer

A goal shall be awarded

Should a goal be allowed in the following situations?

- A. Ball is kicked, with a distinct kicking motion, by an attacking player and goes directly into the opponents net?***
- B. Ball is kicked, with a distinct kicking motion, by an attacking player and deflects off a defending player and enters the net?***
- C. Ball is kicked, with a distinct kicking motion, by an attacking player and deflects off the defending goalkeeper and enters the net?***
- D. Ball is kicked, with a distinct kicking motion, and deflects off an official and enters the net***

Answer

No goal for all the above situations. A B C D

An attacking player has the ball in his stick in front of the opponent's goal, but is unable to shoot in a normal manner. He deliberately kicks his stick which knocks it into the goal. Is the goal valid?

Answer

No, as the kicking action by the player caused the goal.

An attacking player contacts the ball with his foot, or glove and directly puts the ball into the goal. It is obvious that the player did not commit this act with intent. Should the goal be allowed?

Answer

Off the foot.

Yes, unless the ball is kicked, using a distinct kicking motion; If so no goal

Off the glove. Yes. A clear deflection off the glove is a good goal.

Note: A player is not allowed to bat or direct the ball into the net off his glove, if so the goal would be disallowed.

A player deliberately throws his stick into the goal when the ball is stuck in the pocket, is this a legal goal?

Answer

No. When a stick is inadvertently or deliberately tossed into the goal with the ball, no goal shall be awarded.

As a player is taking a shot the head of his stick comes off, if the ball was to go in the goal would it count?

Answer

No, the head of the stick needs to be attached to the handle. The Head is a distraction to the goaltender and a goal will not be allowed and the ball will be awarded to the goaltender to restart play.

A shot is taken from behind the goal line extended and the ball enters the net, is it a goal?

Answer

No, attackers stick head must be equal to or in front of the goal line extended when ball is released from stick.

The ball is loose in the crease and an offense player while attempting to play the ball makes incidental contact with the goalkeeper, is this legal or illegal?

Answer

Legal – An offensive player may reach in to the crease and play a loose (uncovered by goalie or goalie's stick) ball. Incidental contact is allowed and the play should be allowed to be continued. If in the opinion of the referee the contact was deliberate and minor, minor interference can be called and the ball awarded to the goalie. If it was deliberate and excessive a two minute minor may be called.

Note: The intent of this rule is to give the offensive team an opportunity to make a play "on the ball" while it is loose in the crease. As long as he is playing the ball and it is not excessive let the play continue.

A player is standing in front of crease as the goalie is making an outlet pass and without making contact with the goalie deflects or intercepts pass, is this legal or illegal?

Answer

Legal – A player may at any time stand in front of the crease and attempt to disrupt the outlet pass of a goalkeeper. This is considered a good defensive play and shall not be penalized.

A player bats a loose ball back to the goalie that is standing in his crease is this legal or illegal?

Answer

Illegal – No player is allowed to deliberately direct a ball back to a player that is in his crease. The words, “deliberately direct” are to mean any act in the judgment of the referee that a player uses the crease to gain an advantage is illegal.

A player directs the ball back to a player/goalie that is in the crease, knowing he cannot catch the ball and the goalkeeper bats the ball in to the corner, is this legal or illegal?

Answer

Illegal – When a ball is deliberately directed back to the crease any contact by the player/goalie that is in the crease is not allowed and will be deemed a turnover.

While standing in the crease a defensive player reaches out and picks up a ball that is outside the crease is this in and out?

Answer

No. A player may either scoop the ball or rake the ball as long as the motion is continuous and he does not direct it to another player in the crease. If defender's stick is outside the crease while attempting to gain possession, it is legal to check his stick.

Ball has been directed back to the crease area by a defensive player the goalie allows the ball to roll through the crease and out the other side, when the ball leaves the crease he then picks the ball up while he is still in the crease. Is this legal?

Answer

No. This is considered to be in and out as the ball was directed back to the crease and the goalie played the ball while he was in the crease. The goalkeeper can exit the crease to obtain possession but cannot re-enter or re-direct the ball back through the crease area.

A defensive player directs the ball back toward the crease area. It hits an offensive player and enters the crease can the defensive team play the ball?

Answer

Yes, once the ball hits the offensive player it is no longer considered to have been directed back in the crease.

The ball is directed back to the crease the ball either rolls through or past the crease and hits the boards before it returns to crease where the goalie plays the ball. Is this legal?

Answer

No. This is considered back in since no offensive player made contact with the ball and a defensive player touched the ball in the crease.

A defender is in the crease with the ball and an opposing player attempts to intercept a pass with stick-on-stick contact. Is this legal?

Answer

Contact in this situation is legal if the stick is outside the crease. If the stick is inside the crease then it is a two minute penalty for interference.

A defender is in the crease with the ball and an opposing player checks the stick which is outside the crease. Is this legal?

Answer

Yes

An offensive player runs through the crease and is the first to pick up a loose ball, is this legal?

Answer

No. An attacker after taking a shot on goal or pass steps into the crease and immediately out may pursue a loose ball. Should he be the first to touch the loose ball after his shot or pass, not to include the goalie, possession shall be awarded to the other team

An offensive player is in the crease as his teammate shoots and scores a goal. Does the goal count?

Answer

No, the offensive player is not allowed to be in the crease as a goal is scored.

An offensive player is in the crease due to being interfered with by a defender while a goal is scored. Does the goal count?

Answer

The goal will be allowed and the minor penalty would be wiped out.

During play a delayed penalty for illegal substitution is called. During this delay a player goes to the bench and then realizes that the penalty is for illegal substitution and returns to the floor. What penalty/penalties should be assessed?

Answer

Only the original penalty for illegal substitution shall be assessed. One penalty shall be assessed per player over the legal number. Should the team send an extra player into the action, an additional penalty for unsportsmanlike (bench minor), or a second Too Many Men shall be assessed. The number of penalties assessed should equal the number of violations.

During a delayed penalty what causes the play to be blown dead so the penalty can be administered?

Answer

Note: "Completion of play by the team in possession in this Rule means that the ball must have come into possession and control of an opposing player or has been "frozen". This does not mean a rebound off a goalkeeper, the goal or the boards, or any accidental contact with the body or the equipment of an opposing player. During a delayed penalty a shot taken shall rebound off the Goalkeeper and or goal post the 30-second shot clock shall reset. The Referee shall signal a reset of the 30-second clock with hand/arm already in the air. It should be an obvious lower arm whirling motion. This will prevent any confusion with the signal for a scoring of a goal.

During a delayed penalty the ball is rolling toward the open net of the team that has been offended, what is the proper call?

Answer

The referee shall not allow a team to score on themselves during this situation. The referee shall blow the play dead and administer the penalty if there is a chance of the ball entering the net.

How does the Referee determine who should be allowed to take a Penalty Shot?

Answer

Any member of the offended team may take the penalty shot.

A Penalty Shot is awarded. In taking the shot, the player shoots the ball, which hits the goal post or the cross-bar, rebounds off the goalkeeper and enters the goal. Is the goal valid?

Answer

Yes, the goal will count

During a Penalty Shot, the following situations occur:

- (a) The goalkeeper commits an infraction worthy of a Minor penalty which causes the shot to fail.***
- (b) The goalkeeper commits an infraction worthy of a Major penalty which causes the shot to fail.***
- (c) The player attempting the shot is injured as a result of an infraction committed by the goalkeeper, worthy of a Major penalty and a game misconduct.***
- (d) The goalkeeper throws his stick at the ball carrier.***

What penalty, if any is assessed each case?

Answer

- (a) No penalty but shot is taken over.***
- (b) Major penalty to the goalkeeper. Goalie proceeds to serve penalty and shot is taken over.***

- (c) *Major penalty and game misconduct to the goalkeeper. The goalie is removed from the game. The penalty Shot shall be taken over by a player designed by the team and chosen among those on the floor at the time of the original infraction.*
- (d) *The goal is automatically awarded.*

Team A has been awarded a Penalty Shot. Team B requests a stick measurement. What is the procedure if the player taking the shot refuses to surrender his stick to be measured?

Answer

The Penalty Shot would not be permitted and a Misconduct penalty would be assessed.

A Penalty Shot is awarded due to a Team B player throwing his stick at a Team A player in his defending zone. The Team B player is later assessed an Unsportsmanlike Conduct Minor penalty for disputing the Referee's decision. The Penalty Shot is successful. Is the Unsportsmanlike Conduct Minor penalty washed out by the goal?

Answer

No The penalty shot is administered to restore a scoring opportunity only. If multiple penalties occur they need to be administered.

A player on Team A trips a Team B player from behind while he is on a breakaway, and the Referee signals a delayed Penalty Shot. During the delay, another Team A player is assessed a Minor penalty for slashing. What is the procedure is used?

Answer

A penalty shot is awarded for the trip. The player receiving the minor penalty for slashing must enter the penalty bench to serve the penalty.

A Penalty Shot is signalled against Team A for a specific violation of a Rule. While the Referee signals a delayed Penalty Shot, a player on Team A throws his stick at the ball carrier, and the Referee awards an additional Penalty Shot to Team B (commits an infraction calling for a second Penalty Shot). What is the procedure?

Answer

Team B would be awarded two Penalty Shots – no more than one goal can be scored or awarded at a single stoppage. If the first Penalty shot is successful, then the second shot will not be taken.

During a Penalty Shot, another ball is thrown onto the floor from the stands. What is the procedure?

Answer

The shot should be allowed to continue with the legal ball. If, however, in the Referee's judgment, the player taking the shot and/or the goalkeeper are visibly distracted by the second ball, play may be stopped and the shot taken over.

Team A has been awarded a Penalty Shot. A ball (or any other object) is thrown from the offending team's player's bench. What penalty should be assessed?

Answer

The shot should be allowed to continue. If unsuccessful, the offending team should be assessed a Bench Minor penalty as well as a Misconduct penalty to the offender and the shot should be taken over.

Team A is short-handed by reason of a Minor penalty. During this penalty, a Team A player fouls a Team B player who was on a breakaway, causing a Penalty Shot to be awarded to Team B. If the Team B player scores during the Penalty Shot, is the Minor penalty being served by Team A terminated?

Answer

Scoring a goal on a penalty shot does not release penalties. The player committing the minor penalty that caused the penalty shot will enter penalty box and serve a two minute minor and the current two minute minor is terminated. Floor strength is 4 on 5.

Teams are playing 5 on 5. Team A is called for Too many men. During the delay a Team A player takes down from behind the shooter, who is in the offensive side of center, with no one between him and the goalkeeper. How are penalties administered?

Answer

Team B is awarded a penalty shot for the foul from behind on a breakaway. Minor for Too many men will be served. Floor strength is 4 on 5.

Teams are playing 5 on 4 with Team A serving a minor. Team A is called for Too many men (delayed). During the delay a Team A player takes down from behind the shooter, who is in the offensive side of center, with no one between him and the goalkeeper. How are penalties administered?

Answer

Team B is awarded a penalty shot for the foul from behind on a breakaway. Minors for Too many men and the take down from behind will be served and minor that was on the clock will be released. Floor strength is 3 on 5. First in first out applies. One penalty must be released due to the penalty shot being awarded.

Teams are playing 5 on 4 with Team A serving a major with no goals attached to it. Team A is called for Too many men (delayed). During the delay a Team A player takes down from behind the shooter, who is on the offensive side of center, with no one between him and the goalkeeper. How are penalties administered?

Answer

Team B is awarded a penalty shot for the foul from behind on a breakaway. Due to the current penalty on the clock being a major with no goal attached, one of the two new minors penalties will be cancelled (Captains choice) and one will be served. Floor strength is 3 on 5.

Teams are playing 5 on 3 with Team A two men down serving minors. Team A player takes down from behind the shooter, who is on the offensive side of center, with no one between him and the goalkeeper and during the delayed penalty Team A is called for Too many men. How are penalties administered?

Answer

Team B is entitled to two penalty shots. Only one goal can be scored on this stoppage. The penalties for the take down and the Too many men will serve and the two minors that were currently on the clock will be released. Floor strength is 3 on 5. First in first out applies.

Teams are playing 5 on 4 with Team A serving a minor. Team A player takes down from behind the shooter, who is on the offensive side of center, with no one between him and the goalkeeper and during the delayed penalty a goal is scored. How are penalties administered?

Answer

The goal by Team B will wipe out the need for the penalty shot. The minor that is currently on the clock will be released by the goal and the delayed penalty will enter the penalty box to serve the minor. Floor strength is 4 on 5. First in first out applies.

What technical penalty signals is a referee to use throughout the game?

Answer

Signals for crease violations, moving pick, thirty second shot clock expired, loose ball push, minor interference and withholding ball from play (use the point of the arm in the direction the ball will be going after restart for minor interference). Do not give a hold signal on a technical penalty.

After a technical penalty where is the ball put back in to play?

Answer

The ball will be whistled back in play with a quick restart. A player from the offended team may quickly pick up the ball after a technical violation, if this is done the referee is to blow whistle to restart play regardless of the location of the ball in relation to where the violation occurred. The player prepared to put the ball in play needs to be stationary and will at no time be allowed to have a running start with the ball. If there is no offensive player readily available to put the ball back in to play then the ball will be sent back to the goalie of the offended team.

There are two locations on the floor that the ball will not be placed back in to the play during these situations. They are as follows:

If the infraction is in front of the player's benches or the ball rolls in front of the benches, the ball will be brought to opposite side of center before whistle will be blown.

Should the ball travel all the way down to the opposite end of the floor e.g. missed shot, missed pass, etc and the ball ends up within a thirty foot arc of the goal the offended team is attacking play will not be restarted until the ball is brought outside the arc.

With five minutes remaining in regulation two penalties are assessed at the same time. A major penalty is called against Team A player and a minor penalty called against Team B player. How are the penalties administered?

Answer

1. *The player on Team B will serve the minor penalty.*
2. *The three-minute differential (time between a major and a minor penalty) shall be served -as a major penalty and will be recorded on the penalty clock as a three (3) minute penalty. This will be a two goal releasable penalty.*

3. *Team player A will serve the full five (5) minutes. Team A must put a replacement player in the penalty bench prior to the expiration of the three- minute penalty.*
4. *All penalties do carryover in to the overtime period of time remains in their penalties.*

Note: For the second major penalty in the same game to the same player, the player (including goalkeeper) shall be ruled off the floor for the balance of the game, he must be replaced in the penalty box before the expiration of the (5) minute major penalty. No substitution shall take place from the bench during live play. If a substitution takes place from the bench the offending team shall receive a bench minor penalty for illegal substitution. When a player receives his second Major penalty, the player shall be assessed a Major plus a game misconduct.

Who serves the penalty when a Match penalty is called?

Answer

The in home must serve the penalty. He will serve the entire 5 minutes and this penalty is not two goal releasable. The player that received the penalty will be removed from the game.

When a goalie is assessed a ten (10) minute misconduct penalty, does the goalie serve the penalty?

Answer

Yes. The goalie must serve the penalty.

Note: When a goalie is assessed a minor and a ten (10) minute misconduct penalty at the same time, the in home for the team shall immediately enter the penalty bench to serve the minor penalty.

What penalties are assessed a Coach involved in an altercation with a player on the floor?

Answer

The coach is removed from the game and the player is assessed either a Game Misconduct penalty. No time to player if involved with Coach/ Manager /Trainer.

A penalized player persists in disputing an official's decision. What sequence should be used in assessing penalties to the offending player?

Answer

The minor penalty for Unsportsmanlike Conduct must first be assessed, followed by a Misconduct and a Game Misconduct penalty, if he persists.

While proceeding to his dressing room, a player verbally abuses an official. This occurs:

- (a) at the end of a period; or*
- (b) at the end of the game.*

In what order will the penalties be assessed if the player persists?

Answer

- (a) A Minor penalty for Unsportsmanlike Conduct followed by a Misconduct and a Game Misconduct penalty if the player persists.*

(b) A Gross Misconduct penalty.

NOTE: Where a Coach or other non-playing personnel commits this infraction, the penalties would be:

(a) A Bench Minor penalty followed by removal from the game if he persists and assess a Game Misconduct under Rule 62 – Abuse of Officials and other Misconduct.

(b) Gross Misconduct and an incident must be filed.

A player on Team A has received a penalty. What additional penalties should be assessed if a teammate of the penalized player challenges or disputes the ruling?

Answer

A Misconduct penalty should be assessed to the teammate of the penalized player.

What penalties would be assessed if:

(a) **A player on Team A is assessed a penalty and enters the penalty bench, but leaves the bench to dispute a Referee's decision?**

(b) **Same as above, but the player argues with the Referee and then participates in an altercation with a player on Team B?**

Answer

(a) *The player on Team A would be assessed his original penalty, plus a Minor penalty for Unsportsmanlike Conduct, a Game Misconduct penalty.*

(b) *The player on Team A would be assessed his original penalty, plus a Minor penalty for Unsportsmanlike Conduct, a Major penalty for fighting, a Game Misconduct penalty. The player on Team B would be assessed any penalties warranted for his participation in the altercation.*

What penalties should be assessed in the following situations?

(a) **A player bangs his stick against the boards to protest an official's decision?**

(b) **A Coach bangs a stick against the boards to protest an official's decision?**

(c) **A player or Coach bangs a stick against the boards to get the Referee's attention?**

Answer

(a) *A Misconduct penalty should be assessed.*

(b) *A Bench Minor penalty should be assessed.*

(c) *No penalty should be assessed. Any player or non-playing personnel who bangs the boards with any object to get the attention of an on-ice official to inform him that the clock has not started, a net is off its moorings, etc. might not be normally assessed a penalty unless that reason is making a travesty of the game.*

What penalty should be assessed to:

(a) a player;

(b) a coach;

who makes an obscene gesture to any person?

Answer

(a) Appropriate minor or bench minor under Rule 62 (a) and (b)

Note: Immediate ejection from game under Game Misconduct, Rule 92 (a).

(b) A Bench Minor penalty should be assessed, and the Coach or other non-playing Club official should be removed from the bench, by assessing a Game Misconduct re: Rule 92(c), Rule 62(j) (no PA announcement).

A player interferes with the Timekeeper or goal judge. What penalty is assessed?

Answer

The Referee would impose as appropriate a Minor for Unsportsmanlike Conduct or a Bench Minor penalty, in addition a Misconduct or a Game Misconduct penalty may be imposed, based on the severity of the action. In the case of any physical abuse of the minor officials an automatic game misconduct will be imposed.

A player is fouled and in an attempt to ensure a penalty will be called, embellishes his fall. Since the player was fouled initially, should he be assessed a penalty for embellishment under the “diving” rule?

Answer

Yes, this penalty for “Unsportsmanlike Conduct – Diving” is applicable whether the actions of the opponent are penalized or not.

A player on Team A viciously slashes or cross checks a Team B player around the neck area or other area of the body with no intent on ‘playing the man.’ What penalties may the referee impose?

Answer

The referee has one option. . The player shall receive a Match penalty for Attempt to Injure or Deliberate Injury of Opponents

A player from Team A deliberately shoots the ball into the Team B. players’ bench attempting to injure an opponent. What penalty would be assessed?

Answer

A Match penalty for attempt to injure would be assessed.

NOTE: If the Team A player did not shoot the ball in an attempt to injure but more in an inciting manner, first a minor for unsportsmanlike conduct, then a Game Misconduct, if warranted, would be assessed under Rule 62(g).

The sequence of penalties are Minor, Misconduct, and Game Misconduct.

A player in possession of the ball is in close proximity to the boards, running with the ball. He is being closely pursued by an opponent. In an attempt to elude his opponent, the ball carrier turns sharply toward the boards to make a U-turn. The opponent collides with the ball carrier, throwing him heavily into the boards. What penalties, if any, are assessed?

Answer

A Minor, Major or Major plus Game Misconduct for boarding should be assessed depending on the degree of impact with the boards. In certain cases a Match penalty might be imposed.

NOTE: Although Rule 71 states that a player intentionally turning his body to create contact with his back will not result in a penalty being assessed, the ball carrier has the right to go anywhere on the floor and defenders must use caution in the vicinity of the boards. Strong officiating judgment must be used here.

Broken Stick Note: A PLAYER WHO HAS LOST OR BROKEN HIS STICK MAY ONLY RECEIVE A STICK AT HIS OWN PLAYERS' BENCH OR BE HANDED ONE FROM A TEAMMATE ON THE FLOOR. A MINOR PENALTY SHALL BE IMPOSED FOR AN INFRACTION OF THIS RULE.

- (a) A player at the penalty box hands his stick to a teammate on the floor who has broken his. What penalty is assessed?*
- (b) A goalkeeper's stick is thrown on the floor from the players' bench. What penalties would be assessed if a player or the goalkeeper picks up the stick?*
- (c) A goalkeeper breaks his stick and a teammate, on the players' bench, throws a stick onto the floor (playing surface). A player picks it up and delivers/slides it to the goalkeeper. What penalties would be assessed?*
- (d) A player breaks his stick and a teammate, on the players' bench throws a stick onto the floor (playing surface) to him. The player picks up the stick. What penalties would be assessed?*

Answer

- (a) Minor penalty to the player taking the stick.*
- (b) If a player or goalkeeper picks up the stick, only the Bench Minor penalty, Rule 68(c).*
- (c) Assess a Bench Minor penalty to the player of the team throwing the stick onto the floor, Rule 68(c). Do not assess a penalty to the player picking up the stick or the goalkeeper for receiving a stick from a teammate,*
- (d) Assess a Bench Minor penalty to the team of the player for throwing the stick onto the floor. Rule 68(c)*

A goalkeeper breaks his stick. While play is in progress, a teammate proceeds to his players' bench, picks up a goalkeepers' stick, but while returning toward the goalkeeper, throws or slides the stick on the floor to the goalkeeper. Is this legal?

Answer

Yes. Note: A penalty would be assessed if through the player's action the stick interferes with the movement of the ball or the ball-carrier in the defending zone. In that case, a

Penalty Shot would be assessed under Rule 99. Also, if the player participated in the play while holding two sticks, he would be assessed a Minor penalty.

A player taking his goalkeeper a replacement stick decides to slide the stick to his goalkeeper. The goalkeeper is unable to pick the stick up due to the oncoming rush by the attacking team. The goal stick

remains in the crease area and the ball is eventually prevented from entering the net as a result of hitting the goal stick. Should a penalty Shot be awarded?

Answer

No Penalty Shot would be awarded as the player did not throw the goalie stick at the ball or the ball carrier. As well, there would be no penalty issued to the goalkeeper as he is not deemed to have piled the stick in front of his net.

What penalty, if any, should be assessed to a player who makes a gesture with the butt-end of his stick, without making contact with his opponent?

Answer

A Major penalty shall be assessed to this player as this is to be considered as an attempt to butt-end an opponent.

A player on Team A makes unnecessary contact with Team B's goalkeeper. In retaliation, a Team B player shoves the Team A player to the floor. What penalties should be assessed?

Answer

Whenever possible, the Referee should try to penalize more severely the player originally hitting the goalkeeper. If both teams were penalized equally, players would continue to charge goalkeepers knowing that the other team is likely to retaliate and thus off-set the original penalty.

A player cross-checks an opponent from behind and injures the player. What penalty should be assessed?

Answer

The player may be assessed a Minor, a Major penalty, or a major and a Game Misconduct. The intent and force would dictate what penalty would be administered.

What penalty would be called on player who cross-checks his opponent above the height of the shoulders?

Answer

A Major, or a Major and a Game Misconduct, or a Match penalty Attempt to Injure or Deliberate Injury) will be called on the player committing this act.

A goal net has been dislodged from its moorings. Must play be stopped immediately?

Answer

No. The official may stop play immediately if the team whose goal had been dislodged has possession of the ball. If the goal of the non-offending team has been deliberately dislodged by an opponent, the whistle will be delayed until the offending team gains possession of the ball.

NOTE: A goal may be scored at one end of the floor while the net at the other end has been dislodged, provided that the team being scored upon is the team responsible for dislodging the net at the other end of the floor.

A goalkeeper makes a save and the ball bounces in the air; the goal keeper bats the ball into the stands. Should a penalty be assessed?

Answer

No, this is not deemed to be a deliberate act. The intent of the action must be considered.

A goal is deliberately displaced by a defending player, as an attacking player is shooting the ball into an open net. What penalty should be assessed?

Answer

The Referee may have several options namely: Minor penalty, Penalty Shot, Awarded Goal.

1. *If no shot is made, the Referee would assess a Minor penalty.*
2. *If there was not enough time remaining on the clock, or by reasons of penalties imposed the penalties cannot be served in their entirety, a Penalty Shot will be awarded.*
3. *If the attacking player should shoot the ball and it crosses the goal line between the normal positions of the goal posts, the Referee shall award a goal.*

With less than four minutes remaining in the game, the Referee signals a Minor penalty to #8 of Team A for Slashing. During this delayed calling of the penalty, this same Team A player (#8) deliberately displaces his goal. How does the Referee handle this situation?

Answer

The Delay of Game penalty for deliberately displacing his goal cannot be served in its entirety due to insufficient time remaining (due to the Minor penalty being imposed for Slashing), so a Penalty Shot must be awarded. The player would enter the penalty box to serve the Minor penalty for Slashing.

An offensive player deliberately throws the ball down to his defensive zone with time remaining on the 30-second clock. Should a penalty be assessed?

Answer

Yes. Teams shall not deliberately throw the ball down to their defensive zone for “stalling” purposes to allow their defensive unit on the floor.

A player wearing tape or other material on his knuckles or fingers is involved in a fight on the floor. No injury results.

Answer

1. *For their involvement on the floor, both players were assessed major penalties and game misconducts*
2. *The player with tape on his knuckles or fingers, who injures his opponent will be assessed a Match penalty – Deliberate Injury of Opponents a Game Misconduct penalty*

A player with tape on his knuckles or fingers injures an opponent in a fight. During the same fight, he is also called for head-butting his opponent. What penalties are assessed and how are they announced?

Answer

The Referee must assess a Match penalty for injuring the opponent with tape on his knuckles or fingers. A Major penalty and a Game Misconduct penalty shall be assessed to the player for Head-Butting his opponent. If the player injured his opponent as a result of the head-butt, a second Match penalty would be assessed. Announce all penalties assessed.

What actions might constitute deliberate injury of opponents?

Answer

Deliberate injury can result from:

- *swinging of stick*
- *hitting player into boards from behind*
- *deliberate elbow*
- *deliberate butt-end*
- *deliberate spear*
- *deliberate cross-check*
- *deliberate head-butt*
- *deliberate kick*
- *deliberate knee*
- *deliberate shooting of ball at opposing team member on or off the playing surface (floor)*
- *deliberate knocking of opponent into post or cross-bar of net*
- *continuing to punch a player should he be injured in a fight*
- *hitting opposing player's with taped fists*
- *biting an opponent*
- *eye gouging*

NOTE: See also Rule Attempt to Injure.

Fighting

An instigator of an altercation shall be a player who by his actions or demeanour demonstrates any/some of the following criteria: distance travelled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game incident. Any player, who initiates a fight with a facemask on against an opponent who already has his facemask off will be deemed an instigator.

What penalty should be assessed to a player, including a goalkeeper, who instigates a fight?

Answer

The player will be assessed a Minor penalty for instigating the fight, a Major penalty for fighting (plus an additional Game Misconduct penalty).

Player A and Player B agree to an altercation and are about to fight. Before starting to fight, however, player B removes his sweater. What penalties are assessed?

Answer

Both players would receive fighting Major penalties and game misconducts. Player B would also receive an Unsportsmanlike Conduct penalty and a Game Misconduct, as he removed his sweater prior to participating in an altercation.

Player A instigates an altercation with Player B. Player B removes his sweater and retaliates. What penalties are assessed?

Answer

Player A receives a Minor penalty for instigating a fight (plus an additional Game Misconduct), and a Major penalty for fighting, if warranted. Player B is assessed an Unsportsmanlike Conduct Minor penalty, a Major penalty for fighting and an additional Game Misconduct for removing his jersey prior to an altercation.

Player A removes his sweater and instigates an altercation with Player B. What penalties would he be assessed?

Answer

Player A would receive an Unsportsmanlike Conduct Minor penalty (removing his jersey), a Minor penalty (instigating), a Major penalty (fighting), along with two Game Misconduct penalties (fighting and removing jersey prior to an altercation) and a Game Misconduct penalty (being the instigator). If two Game Misconduct penalties are applicable, announce one Game Misconduct penalty only.

NOTE: If both players remove their jerseys prior to an altercation, they would both receive a Minor penalty for Unsportsmanlike Conduct and a Game Misconduct.

What penalties should be assessed if, during an altercation on the floor, another player on the floor becomes involved in a separate altercation with an opponent seated at his players' bench?

Answer

Both players must be assessed a major and Game Misconduct penalty. The instigator of the fight would receive a major and a Game Misconduct penalty, in addition to a Minor penalty, while the other player would receive a major and Game Misconduct penalty (based upon his degree of participation). This is in addition to the penalties deserved for fighting and the additional Game Misconduct penalty to each player for fighting after the original altercation.

What penalties should be assessed if, during an altercation on the floor, players not involved in the altercation will not go immediately to their players' bench or defensive end when instructed by the referee?

Answer

A bench minor or misconduct penalty may be assessed to the offending player(s) at the discretion of the Referee.

What penalties should be assessed to a player who is the first to intervene in any altercation already in progress?

Answer

The Game Misconduct penalty will be assessed to the first player to intervene in any altercation in progress.

NOTE: There is no "third man in" penalty when a Match penalty is being imposed in an altercation. However, additional fights away from the original altercation could be subject to the application of the "third man in" penalty.

If both players remove their jerseys in preparing to fight, (fight never materializes) what penalties would be assessed?

Answer

Both players would be assessed an Unsportsmanlike Conduct penalty and a Misconduct penalty.

What penalties would be assessed if the following situations occurred prior to the "team gathering" at the teams net or players bench before the start of the period (or game):

(a) A Team A player instigates a fight with Team B player?

(b) A Team A player and a Team B player mutually agree to drop their gloves and begin fighting?

Answer

(a) Team A player would be assessed a Minor penalty for instigating the fight, a Major penalty for fighting, a Game Misconduct penalty for being the instigator and a second Game Misconduct penalty (he will be also automatically be suspended). The Team B player would be assessed a Major penalty for fighting and a game misconduct.

NOTE: This incident would also be reported to the RIC immediately following the game.

(b) Both the Team A and Team B players would be assessed a Major penalty a Major penalty for fighting and a Game Misconduct penalty (and an automatic suspension).

Late in the game, with specific personnel changes made by one or both teams; immediately following a face-off, a fight ensues. What is the Referee to do?

Answer

Assess the appropriate penalties for fighting, and report the entire incident to the RIC.

A player is the instigator of a secondary altercation. Is he subject to the same penalty assessment as he would be if he was the instigator of the primary altercation?

Answer

A player who is the instigator of any altercation in the game will be assessed the appropriate Minor penalty (instigator) and the Game Misconduct penalty, and for the situation noted above, an additional Game Misconduct penalty for being assessed a Major penalty for fighting after the original altercation.

Player A1 and B1 are pursuing a loose ball and B1 grabs the arm of A1 causing A1 to lose his balance. Is this a technical foul?

Answer

No. This is a minor penalty for holding.

With one hand on the stick, Player A3 grapes his stick over the shoulder of player B5 who has possession of the ball, causing player B5 to slow his progress. What penalty should be assessed?

Answer

A player from Team A is hooking from behind causing him to be thrown to the floor and clearly injured. What penalties are assessed?

Answer

A Major penalty for hooking

A player on the floor is interfered with by an opponent at his players' bench who is not readily identifiable. What is the procedure?

Answer

If the player could be identified, he would be assessed a Minor penalty for interference. If no player can be identified, a Bench Minor penalty should be assessed.

A player crosschecks an opponent in the head, what penalty shall be assessed?

Answer

A major penalty or major and game misconduct shall be assessed.

What penalty would be assessed in the following situations:

- a. During an altercation, a player kicks or attempts to kick an opponent?**
- b. During an altercation, a player kicks an opponent, causing an injury?**

Answer

- a. The player would receive a Match Penalty for Attempt to Injure*
- b. The player would receive a Match Penalty for Deliberate injury of an Opponent.*

The fans have littered the floor with debris. This clearly causes a delay of the game, in order to have the "trash" cleared by arena personnel. What is the Referee to do in order to control this type of situation?

Answer

Have the PA announcer make the appropriate announcement, referring to the possibility of a Bench Minor penalty to the home team for delay of the game. Clean it up as soon as possible and get the game restarted.

If this situation is repeated after it has been cleaned up, issue a delay of game penalty to the home team. (Bench Minor penalty that any player may serve)

NOTE: It is not the intent to penalize for fans celebrating milestones or special occasions. If by chance multiple celebrations for different players or accomplishments occur in the same game they will be treated a separate incidents.

As the horn sounds to end the period an altercation breaks out between A33 and B22. What penalties should be assessed in the following situations:

- a. The players from Team A (home team) jumps over the boards but remains at their bench and do not get involved?**
- b. Same as above but Team B also decides to jump over the boards but also remains at their bench and do not get involved?**
- c. The players from Team A jumps over the boards and moves toward the altercation to stand and watch?**
- d. Team A jumps over the boards and two of the player get involved in the altercation.**
- e. A Team B player is serving a penalty and leaves the penalty bench as the horn sounds to end the period, but does not get involved in the altercation.**
- f. Same as above, but the player leaves the penalty bench and goes directly to the altercation and intervenes?**

Answer

- a. When the horn sounds players must stay on their benches. The referee may impose a minor penalty at his discretion.
- b. No penalties would be assessed,
- c. No penalties would be assessed, but if the players refused to leave the area after being warned by the referee, a bench minor and misconduct penalty.
- d. The first player to jump over the boards and become involved in the altercation would be assessed a Game Misconduct penalty plus any other penalties received in the altercation. The second player would be assessed a Game Misconduct penalty plus any other penalties received in the altercation
- e. No penalty would be assessed Player to remain in penalty Box.
- f. In this case, the player would receive a Game Misconduct penalty. He is to be assessed and additional Game Misconduct penalty these are in addition to any other penalties incurred.

A fight breaks out between A2 and B25. Soon a second fight breaks out between A18 and B11. A referee puts A2 in the penalty bench. The referee then moves to the other altercation. His partner is unable to get B25 to the penalty bench. What penalties should be assessed in the following situations:

- a. **A2 leaves the penalty bench and fights B25 again?**
- b. **A2 leaves the penalty bench and fights another player?**
- c. **As a result of A2 leaving his penalty bench, B39 leaves his players' bench?**
- d. **Both A2 and B25 are put in the penalty bench. When the referee move to the other altercation both players jump out of the penalty benches and fight each other again?**
- e. **A2 is to be ejected from the game and a referee takes him to the exit at the end of the floor. A2 then returns to the floor and intervenes in the second altercation. (The player was off the Floor)**

Answer

- a. A2 would be assessed a Major penalty for leaving the penalty bench early, a Major penalty for the original fight and a game misconduct. He would also be assessed a Game Misconduct penalty and for leaving the penalty bench during an altercation plus an additional Major penalty for the second fight. B25 would receive two Major penalties (one for each fight), plus a Game Misconduct penalty
- b. A2 would be assessed the same penalties as in example (a) above.
- c. Both A2 and B39 would receive Game Misconduct penalties, plus any additional penalties incurred in the altercation.
- d. Both A2 and B25 would receive a Major penalty, a Major penalty plus Game Misconduct penalty a Minor penalty.
- e. In addition to his original Major penalty and Game Misconduct. A2 would receive a second Game Misconduct penalty for continuing an altercation

ALL players who leave the players' bench or penalty box shall be assessed an automatic game misconduct.

A14 and b17 get into a shoving match while both are on the floor and the play is in progress. The situation does not require penalties and the players separate and move up the floor. B17 goes to his players' bench where his substitute (B20) comes on the floor and goes directly to A14 and instigates a fight. What penalties are assessed?

Answer

A14 would be assessed a Major penalty for fighting and a game misconduct. B20 would be assessed a Minor Penalty for instigating the fight, a Major penalty for fighting, and two Game Misconducts for instigating and fighting

What penalty should be assessed to a player who makes an obscene gesture, anywhere in the arena, before, during, or after the game?

Answer

A Game Misconduct penalty would be warranted along with an incident report to be filed.

What penalties should be assessed to a player who makes an obscene gesture to an official from the players' bench?

Answer

Bench Minor penalty, Game Misconduct penalty, automatic suspension.

What penalty should be assessed if a player uses profane language towards an opposing player or Coach?

Answer

A Misconduct penalty. If the infraction occurs within the vicinity of the players' bench then a Bench Minor penalty shall be imposed. If the player is attempting to incite an opponent with such conduct, a Misconduct penalty could be assessed, with a Game Misconduct penalty imposed if his actions continue. If the coach uses profane language, his team will receive a Bench Minor penalty and shall be removed from behind the bench.

What penalty should be assessed to a player who uses profane language toward and official:

- a. **In dispute of a ruling?**
- b. **For general abuse?**

Answer

- a. Minor penalty. If he persists, the offending player may receive a Misconduct or Game Misconduct penalty. If the dispute relates to a teammate's penalty, a Misconduct penalty is automatically assessed.
- b. Misconduct penalty.

What penalty should be assessed to a Coach who makes an obscene gesture towards:

- a. **A spectator?**
- b. **An official?**

Answer

In both cases, a Bench Minor penalty is assessed. The coach is removed from behind the bench.

What penalty should be assessed to a Coach or Club Executive who uses profane language to any person?

Answer

A Bench Minor penalty should be assessed under Rule 92. Rule 62 should be used if the coach persists in such conduct, making it necessary to remove him from the bench. (Game Misconduct penalty)

What penalty would be assessed to a player or coach or team personnel, who uses racial slurs to an opponent?

Answer

If an official hears a player making a racial remarks or taunts, the Referee is instructed to immediately assess a Gross Misconduct penalty to the offending player or Coach. This type of violation calls for immediate ejection from the game.

A player physically abuses an official. What is the procedure for assessing the proper penalties?

Answer

A Game Misconduct penalty shall be assessed immediately.

A Coach physically abuses an official. What is the proper procedure?

Answer

Any Club Executive, Manager, Coach, or Trainer who holds or strikes an official shall be automatically assessed a Game Misconduct and ordered to the dressing room. A bench minor will also be assessed

A player spits on or at an official. What action should be taken by the Referee?

Answer

Minor penalty for unsportsmanlike conduct and a Gross Misconduct penalty

Illegal Contact to Head - While apply this rule the following matrix needs to be followed

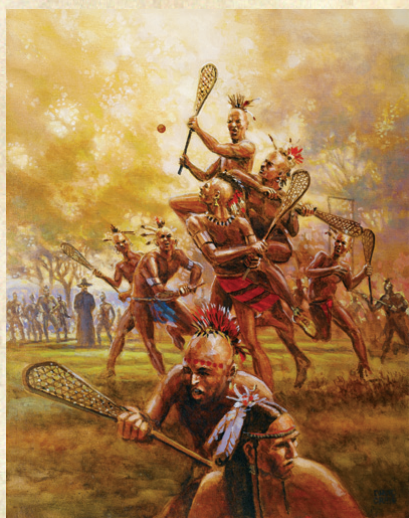
ILLEGAL CROSS CHECK/HIGH STICK/CONTACT TO HEAD GUIDELINE MATRIX

Penalty	Minor	Major	Major and Game Misc
Illegal XC (Rule 74)	Contact with cross check off ball stationary; excessive unequal pressure on non-stationary off ball player. Very excessive contact would be upgraded.	Solid contact with stick on back, or below waist; or above shoulder or slides on shoulder toward neck/head. A check that initially hits shoulder pad and makes moderate deceleration prior to contact on head/neck area is within this category.	Excessive and partial to full extension of arms and solid contact with stick on back, or below waist; above shoulder on neck/head. A check that glances off the shoulder pad with minimal deceleration is within this category.
High Stick (Rule 87)	N/A	Solid contact with head of stick on helmet/neck, or on top of shoulder/collar bone. A check that initially hits shoulder pad and makes moderate deceleration prior to contact on head/neck area is within this category.	Excessive and partial to full extension of arms and solid contact with stick above shoulder on neck/head. A check that glances off the shoulder pad with minimal deceleration is within this category.
Dangerous Contact (Rule 102)	N/A	N/A	Deliberate and uninterrupted affirmative force with a direct cross check to the neck/head area with no deceleration .

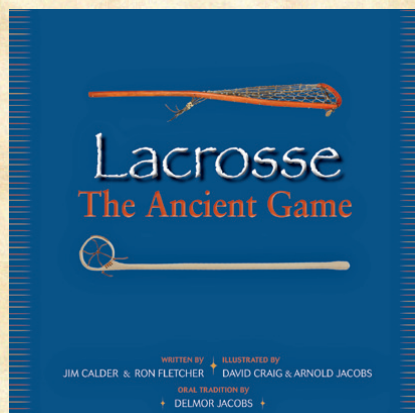
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