

LACROSSE PRE-GAME PROCEDURES

I. MANAGE THE GAME

II. CREW PREPARATION & GAME LOGISTICS

- A. POSITION ASSIGNMENTS (*Starting Positions, Rotation*)
- B. TEAM ASSIGNMENTS - UMPIRE AND FIELD JUDGE (*Captains, Stick/Equipment Checks,*)
- C. COACH'S MEETING
 - CERTIFICATION - *Captains, In-Home, Crew card*
 - REFEREES INSTRUCTIONS (*Coaching area during timeouts, Bench decorum*)
 - NEW RULES & INTERPRETATIONS
- D. PRE-GAME INSTRUCTIONS – All OFFICIALS CHECK FIELD, WATCH PLAYERS
 - REFEREE - BENCH INSTRUCTIONS
 - UMPIRE - SUBSTITUTION COACHES
 - FIELD JUDGE - BALL BOY INSTRUCTIONS & FIELD MARKINGS
- E. COIN TOSS (*Determine Alternate Possession, Review Player Decorum & Mouthpieces*)
- F. TIMEOUTS (*Basketball Position Mechanic, Trail Has Timer*)
- G. HALFTIME (*Clear Field, Start Clock,*)
- H. OVERTIME – One Timeout per OT Period, Coin Toss for Direction Only (*AP stays same*)
- I. POSTGAME (*Approve Score, Watch first cross by teams, Walk Off As Crew*)

II. MECHANICS

- A. ALWAYS COUNT PLAYERS & CHECK THE CLOCK
- B. HAND SIGNALS
 - BOUNDARIES (*Two Arms Up if sideline out of bounds*)
 - RESTARTS (*Arm Up, Wind Clock*)
 - IN GOAL AREA (*No arm up any longer, HOLD POINT make sure partner stops count*)
 - FOULS (*Move to Open Area, Relay to Trail*)
 - ALTERNATE POSSESSION (*Signal Face-off & Point Direction*)
 - WHISTLES (*Mechanic if there is a multiple whistle, “Staccato” to take away a call*)
- B. SUBSTITUTIONS (*Box official has timer & player counts, player on field has right of way*)
- C. SUBSTITUTION BOX COVERAGE (*Lead's timer if ball is behind DCL, otherwise trail*)
- D. RESTARTS (*Relay Ready Signal Through Center, Wait Until Goalie is Ready*)
 - PLAYER ON OR BEHIND PROPER POSITION (*Player and Goalie Are Ready — Restart Immediately*)
 - PLAYER NOT IN PROPER POSITION (*Reposition Only if Improper Position Gains Advantage*)
- E. FACEOFFS (*Trail pumps & has timer after goal*)
 - **Pre Whistle Violation – Offending team's man goes off** (*Be Clear, Especially from Wings*)
 1. **Stay for Restart**
 2. **Positioning of ball and other players**
 - STAY AND OFFICIATE
 - POSITION WHERE NEEDED – *Wings officials help with “HOT” side hands*
 - CREW CONSISTENCY- *Player instructions, Quick whistle*
 - MAN-DOWN FACEOFF – *Point out on-side man as reminder*
- J. COUNTS
 - **NEW COUNTING RULE – Loose Ball**
 - Lead- *ONLY transition in the strong side alley*
 - On face offs – *single side has all first counts, offensive and defensive*
 - Reset Mechanic
- K. STICK CHECKS
 - 6 per game (in pairs) 4 in first half, (Do not double check)
 - **NEW RULE – Pull String**
 - USC FOR MESSING WITH HEAD AFTER AN OFFICIALS REQUEST –(*stop rest of checks*)
 - REFEREE WILL BRING ALL STICK FOULS TO TABLE
 - COACH REQUEST – *IS FULL EQUIPMENT CHECK*

III. SPECIAL SITUATIONS & POINTS OF EMPHASIS

- A. FOULS (*Simultaneous vs. Multiple, Live Ball or Dead Ball, Releasable*)
- B. PLAY-ON (*Do Not Disadvantage Offended Team, Stop Play Quickly, No Subsequent Fouls*)
 - Midfield, Wing lines, Sidelines & End lines
 - GOALIE INTERFERENCE - **VERBAL CALL**
- C. POSITION — UNSETTLED SITUATIONS
 - LOOSE BALLS BETWEEN THE RESTRAINING LINES (*Center At Midfield, Lead & Trail On Restraining Lines*)
 - MAN DOWN CLEAR/PRESSURE RIDE
- D. STALLING – *Early and often, R MUST Start it, Try for behind the goal (NO TRAPS)*
- E. FINAL TWO MINUTES (*Shot or Deflection Out Of Box, Use Of Play-On Technique*)
- F. FIGHTING (*Trail Freezes Both Benches, Lead & Center Control Fight,*)
- G. CREASE COVERAGE (*Cross Cage From Off Official, On Official Calls Fouls*)

IV. WIDE TRIANGLE POSITION & COVERAGE

- A. LEAD
 - TRANSITION (*Must Beat Bail Downfield*)
 - POSITION (*Goal Line Extended*)
 - COVERAGE (*Bench Side Offensive Area to Restraining Line*)
 - BOUNDARIES (*End line*)
 - RESTARTS (*End line alley below GLE*)
 - COUNTS (*Bench Side Corridor If Trail Has Not Assumed Counts*)
 - GOALS (*Blow Whistle, Run To Crease, Signal Goal*)
 - SUBSTITUTION AREA COVERAGE (*Ball Behind Offensive Clearing Line*)
- B. CENTER
 - TRANSITION (*Responsible For Late Hits, Cover Goal Line On Face off*)
 - POSITION (*5-10 Yards Above Crease, Cover Goal Line For Lead*)
 - COVERAGE (*Far Side, Transition Off-Sides*)
 - BOUNDARIES (*Far Sideline*)
 - RESTARTS (*Far Sideline Above Defensive Clearing Line*)
 - COUNTS (*Far Side Alley, First 10 Across until Trail is out of Box areas*)
 - GOALS (*Find Shooter, Keep Players In Vision, Responsible for USC*)
- C. TRAIL
 - TRANSITION (*Primary is far goal line, then substitution box*)
 - POSITION (*5 Yards Above Box, Primary concern is return to lead*)
 - COVERAGE (*Off-Sides & Substitutions, Bench side above box, Late hits*)
 - BOUNDARIES (*Bench Sideline & Rolling ball offside*)
 - RESTARTS (*Far Sideline Behind Defensive Clearing Line, Following face-off violations*)
 - COUNTS (*Crease Count, 20 Sec Clear, Settled Situation Offensive Counts*)
 - GOALS (*Responsible for Late Hits, 20-Timer & Pump when ball gets to midfield*)
 - SUBSTITUTION AREA COVERAGE (*Ball above Defensive Clearing Line*)

V. RECENT NEW RULES & MEMOS

- TIMEOUT IS NOW UNDER THE RESTRAINING LINE
- GOALIE LOSSES EQUIPMENT PLAY IS STOPPED IMMEDIATELY
- GOODIE

Officials Checklist

Crew Cards • Timer • Hat • Flags (2) • Coin
Whistles (2) • Scorecards • Pencil • Tape Measure