

# SDCLOA

## BOC Observation Program

### Observation Guidelines

- Contact the Crew Chief –
  - To determine whether he or the observed official want you to be part of the pre-game discussion.
  - To determine the pre-game start time and location.
  
- Come to the field ready to work –
  - Pencils, paper, eval forms, field diagrams, etc.
  - Optional: Clock or stop watch
  
- During the pre-game discussion –
  - Observe for participation, uniform compliance, meaningful discussion.
  - Offer input only if asked. You are not conducting the discussion, merely observing.
  - If asked for input, give your contribution and step back when done.
  
- During the game –
  - Keep as detailed notes as you can (or think is necessary) to document what you see.

- Time in the game, quarter, offensive/defensive half of field, basically a written narrative of the actions of the observed official.
  - Proper mechanics and position before, during and after F/O, transitions.
  - Settled play position, movement, off-ball vision.
  - Verbal and non-verbal communication with R, coaches, bench/table officials and players.
  - Penalty communication and enforcement (C-NOTE), proper signals to R and table.
  - Counts out of/into zones.
  - Dead ball officiating
- Post game at the field –
    - Meet with the crew to clarify what you saw. Some situations require additional explanation.
    - You can give an overall assessment of the game to the observed official.
    - Answer any questions the officials might have of you.
    - Inform as to when you expect to complete your evaluation and submit to the BOC.
- Post game evaluation (forms) –
    - Should be done as soon as possible after the game is completed when all is fresh in your mind.
    - Review your notes, clarify any issues or concerns
    - Be honest and objective, this should be used as constructive criticism, not a hit job.

- Review each of the 5 sections of the Lacrosse Official Evaluation Form and determine (circle) the appropriate score for each section (score 1-15 with 1 being the lowest possible score and 15 being the highest possible score for each section).
  - Enter the scores from each of the 5 sections on the Lacrosse Official Evaluation Form Summary Sheet. Total score will calculate automatically.
  - Add any written direction in the spaces provided (...does well / ...need improvement)
- Submit to BOC and Observed Official
    - Scan or duplicate electronically both the LOEF and LOEF Summary Sheet and send to [ref.rick85@gmail.com](mailto:ref.rick85@gmail.com) within 48 hours of game completion.
    - Forward to the observed official with any further comments at the same time.

# Observation Keys

## Mechanics/Signals

### Face Offs:

- Off Official
  - Timer On
  - Dead Ball Signal
  - Ready Signal
- On Official
  - Pre face off communication
  - Smooth Procedure or Clunky?
  - Motionless prior to & at whistle
  - Stays on top of scrum or runs away?
- Post-Scrum
  - On Official Verbalizes “Possession”
  - Off Official mirrors possession
  - Was Possession truly gained upon signal
  - Violations prior to possession adjudicated correctly (Free Clear if in D end?)

### Settled Play:

- Lead Official
  - At GLE
  - Encroaches towards crease (“Mows The Lawn”)
  - Goes to End Line on shots and/or contested play
  - Uses proper signals on end line shots: Dead Ball + Point + Dead Ball + Wind on restart
  - Allows running restarts from out of bounds?
  - Crease Action – play ons, goal signals, looks for help from partner on bang-bang crease plays
- Trail Official
  - 5 & 5 rule: No more than 5 yards in from alley line, no more than 5 yards from restraining line at top of box
  - Keys passer/shooter – NO BALL WATCHING!
  - Conducts out of bounds signals properly: Dead Ball + Point + Dead Ball + Wind on Restart
  - Allows running restarts from out of bounds?
  - Assists Lead on Crease action plays: Push or dive?
    - Throws flag if push?
- Post Goal
  - Lead: Angles towards players while signaling goal, or looking up-field?

- Trail: Glides along restraining line to get ball from Lead while watching players
- Both: Crashing towards players, Multiple whistle tweets if skirmish ensues in front of crease area

### **Transition Plays:**

- Lead Official:
  - Gets minimum one (1) zone ahead of ball
  - Anticipates ball coming
    - Looks over shoulder and maintains pace of medium to fast break
    - 180s and “Skates Backwards” on slow clear to observe sub box & potential offside
  - Beats ball to box/GLE
  - Avoids player traffic
  - Picks up 10-count upon clear
- Trail Official
  - Signals Change Of Possession (Finger Twirl or Pump)
  - Employs 20-second timer
  - Stays wide of play and either even or no more than 5 yards behind ball
  - Officiates sub box on way by
  - Catches: illegal subs or offside
  - Hustles to settled position after subs are complete

### **Penalties:**

- Proper Flag Throw Technique – “Flag Down!” loud & clear?
- Proper Flag Down Slow Whistle employment (inadvertent whistles? Continuation of play when stoppage by rule should’ve occurred? )
- Crew Communication post-whistle
- Proper Field Set Up by LEAD Official – communication to GK/defense re restart location
- Was restart location correct? NOT EVERY EMO Starts at top corner box – 20 yards lateral from goal (alley restarts)
- Proper CNOTE to table by TRAIL official
- Dead Ball pump & 20-second timer after penalty report
- Substitution allowed in 20-second frame (no early whistle while either team is still shuffling personnel)
- Crew communication/Counts: Dead Ball Signal + Ready Signal From partner + Proper Restart

### **Time Outs:**

- Team in possession (or had possession) when time out called/awarded
- Clear signal by On official: Time Out + point towards team bench T.O. awarded to

- Dead Ball officiating by Off Official – gets to midline and observes teams crossing
- Both Officials – go to card AFTER teams have crossed
- 2-minute timer on AFTER teams have crossed
- Teams at coaches box during time out – not out at wing area or middle of field
- Ball available & ready for restart upon return of players (correct restart location?)
- Crew communication & counts established prior to restart – ready signals

#### **General:**

- Clear signals
  - Especially from far side official: out of bounds or violation? Whose ball?
- Pumps/Finger Twirls on changes-of-possession
- Counts properly employed
- Crew communication
  - Ball has been advanced; arm up, point down
  - Deflection signal
  - Assistance on shot vs. pass and or whose possession
  - Eye contact when potential stall presents itself
    - Nods
    - Shakes of head
    - Prescribed signals discussed in pre-game
  - Ball loose or in possession at time of (technical) infraction

### **Game Management**

#### **Pregame:**

- Meeting time/place CLEARLY established
- Both officials at designated location at time
- Major highlight points covered
- Was information provided by referee correct?
- Was umpire interactive?
- On field with time to certify coaches, talk to table, check field, conduct stick checks
- Field ready for play upon game time

#### **Foul Recognition:**

- Game Flow allowed
- Good use of SAO
- Upside down or right side up?
  - Heavy on Technical fouls calls while ignoring blatant personal fouls (vice versa)
  - Or “this porridge is just right”

- Tone/Temper of game dictating whether “tightening” or “loosening” of foul judgment is order of the day

**Communication:**

- Officials using preventive communication with players
- Officials communicating (illegal) trends with coaches – preventive officiating
- Officials communicating properly with table
- Answering questions before they’re asked
  - “Play results in a Free Clear”
  - “Penalty is released” (or not) after a EMO goal is scored
  - “Man Down Face” or “Dead Ball Foul. No Face. Free Clear.”
- Time outs left – communication with partner, table, coaches
- Uses ladder w\antagonistic coaches
  - Polite verbal request
  - Stern verbal warning
  - Play on or award ball to opponent via Tech Foul
  - Flag down; Tech Foul
  - Flag down; UC (full bird)
  - Ejection; Last Resort
- Overall control of contest