



# UMPIRE MANUAL

US LACROSSE WOMEN'S DIVISION  
2010 Revision

  
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## Safety and Responsibility

Participants in women's lacrosse must be aware of the Official Rules for Girls & Women's Lacrosse and are expected to play, coach, officiate and spectate according to the spirit and intent of the women's game. Emphasis is placed on safety and good sportsmanship. Everyone involved with the women's game must act with consideration for the safety of others. Players must ensure that their behavior, equipment and uniform conform to all required and allowable standards, as defined by US Lacrosse rules. Coaches must ensure that they are teaching their players to play by the rules of the women's game and should participate in continuing lacrosse-specific education and training that helps them to understand and teach new rules and address safety concerns. Umpires must ensure fair and safe play by consistently enforcing the rules and by participating in continuing lacrosse-specific education and training that helps them to understand and interpret new rules. Spectators must contribute to a safe-play environment by demonstrating positive and sportsmanlike conduct and by understanding and appreciating the unique rules and culture of the women's game.

## Implementation and Authority

The US Lacrosse Women's Division Rules Committee is responsible for establishing, reviewing, maintaining, and disseminating the rules of women's lacrosse for all levels of play except for NCAA collegiate play. US Lacrosse offers the public the opportunity to suggest rule changes to the Rules Committee through written submission by June 1st each year. Each August, the Rules Committee meets to review and discuss rule suggestions and any relevant injury surveillance data before making their recommendations to the Women's Division Board of Governors. The Women's rules are annually voted on in September by the members of the US Lacrosse Women's Division Board of Governors, and are issued under the authority of US Lacrosse and endorsed by the National Federation of State High School Associations as the official rules for girls and women's lacrosse.

## Availability of Rules Information

Information about the rules and about the purchase of Rulebooks can be found at [http://www.uslacrosse.org/the\\_sport/womens\\_rules.phtml](http://www.uslacrosse.org/the_sport/womens_rules.phtml)

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# 1

## INTRODUCTION

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# MESSAGE TO UMPIRES

The Women's Division Officials Council [WDOC] Executive Committee of US Lacrosse has written this manual to assist umpires at all levels in their pursuit of officiating excellence. The WDOC Executive Committee urges all umpires to read the Code of Conduct (Part One), the US Lacrosse Code of Ethical Conduct (Part One), the Statement of Philosophy (Part One), and the WDOC Umpire Code of Ethical Conduct and Grievance Procedures (Part Twelve - Appendix). The WDOC challenges each and every umpire to commit these statements to heart and to action both on and off the field. This manual serves as the policies and procedures for the US Lacrosse Women's Division Officials Council in conjunction with the Council Bylaws (Part Twelve - Appendix).

In an effort to promote, educate, and develop consistency among umpires as we interpret and apply the rules, the WDOC Executive Committee sponsors a National Rules Interpretation Clinic annually at the USL Convention. All local and region umpiring chairpersons must attend this workshop. Each local representative is then responsible for disseminating the current rules and interpretations through a rules and umpiring meeting prior to the start of the lacrosse season. **Those boards not represented at the National Rules Interpretation Clinic will be sent a qualified clinician to conduct their local rules interpretation meeting at the local board's expense.**

While the WDOC Executive Committee wants to preserve the movement, freedom and flow of the women's game, we must remind all US Lacrosse umpires to consistently and strictly enforce all rules involving player safety. Even though penalizing every dangerous or potentially dangerous action by players limits the flow of the game and brings criticism from coaches, players and spectators alike, not to call these fouls may result in serious injury.

US Lacrosse and the WDOC Executive Committee are asking coaches, players, trainers, and umpires to share the responsibility for making the game safe for every player on the field. Persistent enforcement, strict interpretation, and consistent implementation of the rules are necessary during daily practices as well as during scheduled contests. Penalizing dangerous play may alter the flow of the game but may also help to preserve the beautifully free, fast moving and safe game of women's lacrosse as we know it and like to see it played: free from injury and without the need for additional protective equipment, especially helmets.

Umpires alone cannot make the game safe, but we can call a good game and continue to be ambassadors of safety, fair play, and good sportsmanship both on and off the field. We must convince players and coaches that they share the responsibility for keeping lacrosse safe and injury free.

US Lacrosse Women's Division Officials Council Executive Committee.

# HOW TO USE THE MANUAL

The manual is **“REQUIRED READING”** for all umpires!

**Part One** of the manual contains information and policy regarding the levels of umpiring, and resource persons available to the umpire at all levels. In addition, this section clearly states the umpire’s “Code of Ethical Conduct”.

**Parts Two, Three, Four, and Five** deal with the practical aspects of the rules and umpiring. These sections have been written so that the umpire can better understand the intent and application of the rules. This material is meant to clarify and supplement the rule book and should be read in conjunction with it. In addition, a variety of situations are illustrated with diagrams to give the umpire a clearer visual picture of the topic being discussed.

**Part Six** offers general suggestions for umpires, discusses techniques and positioning, and gives specifics for umpiring the three person system.

**Part Seven** contains information on the procedures, and responsibilities for obtaining, maintaining, and upgrading a rating and suggestions on the process of judging candidates. Guidelines for reporting the rating event results are provided for tournament directors as well as applications for new District rating venues.

**Part Eight** is designed specifically for the collegiate umpire. Along with noting rules differences [NCAA vs USL], information specific to the college game and collegiate umpiring is provided.

**Part Nine** contains information for the International Umpires.

**Part Ten** covers Service. The USL Local and Region Service Standards are listed here as well as an application form for National Service opportunities.

**Part Eleven** describes the awards that are available to recognize the efforts of exemplary umpires and includes the application/nomination forms for each of those awards.

The manual ends with **Part Twelve**, the Appendix section. A complete list of the documents included is available on the table of contents of this publication.

**Please note that for convenience and clarity, the feminine gender is used throughout this manual. Each section of the manual is numbered separately, with the part number followed by the page number (Part Two, page one = 2:1, Part Three, page eleven = 3:11, etc.).**

# CODE OF CONDUCT

Women's lacrosse is one of the fastest growing competitive sports. As the sport grows it is important that we continue to expect all participants to understand that "how the game is played" or sportsmanship, ethics, and integrity are as integral to the sport as are the skills and tactics used in playing the game. Playing to "win at all costs" with disregard for the rules and safety of all participants is not acceptable if we are to be ambassadors for maintaining the integrity of the beautiful game of women's lacrosse.

As umpires, we are an integral part of the game. We are very visible. Our decorum, as well as our skills, is constantly being scrutinized by coaches, players, spectators, and our fellow officials. We are paid to be professional in our job, and in spite of the pressure, we are neither adversaries nor advocates. We are facilitators whose responsibility it is to demand and enforce fair play and sportsmanship if we expect to earn the respect we feel we deserve.

An umpire who fails to stay current with the game, arrives habitually late, or is improperly dressed/equipped reflects poorly on us all. We are regarded as a team on the playing field, and if any one of us acts unprofessionally, the officiating team is perceived as having been unprofessional. It is difficult for coaches, players, and spectators to look at us as individuals no matter how well the game is officiated.

As part of this team effort, we must arrive properly dressed and be on the field 30 minutes (college)/20 minutes (high school) before game time. If other commitments prevent you from arriving at a game on time, do not take the game. However, if you are going to be late, have the courtesy to call the host school, and if possible, your fellow umpire(s) to let them know. Arriving properly dressed and on time to a game alleviates some of the pre-game tension felt by coaches and your partner(s). By arriving late to a game, the umpires have one strike against them even before the game begins.

Regardless of how well either one or both or all three of you may know a coach, greet each coach briefly together, and thereafter, concern yourselves with only the game. Avoid fraternizing with players and spectators. Remember, you are an umpire, and therefore by definition, neutral. Continue your pre-game duties together. Inspect the grounds, goal cages, and equipment together and answer any questions concerning rules interpretations together. At half time, stay on the field together and discuss in private any problems that may have occurred in the first half. If necessary confer together with the captains or coaches of both teams about possible misapplications of the rules. After the game, sign the scorebook (if readily available) and leave the field together without delay.



During the game respect your partners' space. Prior to the game, you will have discussed field coverage, advantage signals, and double whistles. Be aware, a "no call" is a decision not to stop play. If you continually blow a whistle "under your partner's nose" you communicate a lack of confidence in your partner's officiating ability.

Avoid reacting to or responding to any comments or criticism from coaches, players, or spectators about either your calls or your partners' calls. Remember, an umpire is closer to play and at a better angle to make a call than are the coaches, bench players, or spectators. Secondly, coaches do not have an objective view of the game. Coaches have an inherent bias and are emotionally attached to one team engaged in the contest. Therefore, no matter how antagonistic or abrasive a coach becomes, repress the urge to retaliate verbally. Coaches and players are fully responsible for their conduct. If criticism becomes offensive, you have a responsibility to yourself, your partner(s), and to the game to administer a card. Set your standards of behavior and limits well in advance and stick to them. Misconduct is a coach's or player's problem and will only become an umpire's problem if it is not dealt with quickly, dispassionately, and professionally — act do not react.

Finally, never forget that we represent the profession of sports officiating both on and off the field. Do not accept games at your Alma Mater, at the school where you work, or at the school your children attend. When watching a game, do not make any critical comments about the officiating and do not cheer heartily for a particular team or player. During casual contact with coaches, try to avoid being drawn into making comments on calls made in previous games, as you may be indirectly criticizing a fellow official. As umpires, it is our responsibility to encourage the highest level of play and to model good sportsmanship.

**The WDOC Executive Committee has adopted a Code of Ethical Conduct to establish standards of behavior for umpires, to provide an avenue for filing of a grievance, and to provide umpires with due process when a grievance is brought against them. The complete Code of Ethical Conduct appears in the appendix of this manual.**

# CODE OF ETHICS

*Updated – September 13, 2008*

The mission of US Lacrosse is to ensure a unified and responsive organization that develops and promotes the sport by providing services to its members and programs to inspire participation, while preserving the integrity of the game. US Lacrosse grants the privilege of membership to individuals (players, coaches, officials and leadership) and organizations committed to the tenets of its mission.

Inherent within all professional organizations is the potential for conflicts of interest, harassment, abuse of power, and other forms of unethical behavior. Through the establishment of an organizational Code of Ethics, US Lacrosse has defined a set of guidelines to promote and protect the spirit of the game, safeguard the best interest of the participants, and establish and maintain standards of behavior. The Code is not intended to serve as a set of rules, but rather to outline general principles and guidelines of aspirational virtues and proper ethical standards for all members, volunteers, staff, and any other individuals and organizations that choose to affiliate with US Lacrosse.

The definition of ethical behavior is having an understanding of the difference between right and wrong, and at all times choosing to do what is right. This definition should be applied at the individual level to those within the US Lacrosse umbrella: employees, volunteers or individuals who represent US Lacrosse within the community at large, as well as at the corporate level, pertaining to the actions of US Lacrosse and other affiliated organizations. Ethical considerations are integral, not optional, elements of all sports activities and apply to all levels of participation.

Participation in the sport of lacrosse provides a powerful vehicle for a participant's personal growth and development, by teaching the values of respect, fairness, teamwork, communication, responsibility, truthfulness, non-discrimination, honesty and integrity. These values serve as the core ideals for the US Lacrosse Code of Ethics.

## **Respect**

A key component of ethical behavior is respect, which is defined at individual, team and corporate levels. Individuals should value the opinions, views and roles of others who work to further the mission of the organization. All should safeguard the dignity, privacy and freedom of individuals regardless of their race, color, creed, socio-economic status, age, gender, religion, sexual orientation, disability or nationality. Respect defines the value that US Lacrosse, as an organization, places on honoring the history of the sport, and demonstrates the regard it shows to the various and disparate constituencies that have come together to form US Lacrosse in an effort to further the growth and development of the sport.

## **Fairness**

Fairness is making decisions without favoritism or prejudice. US Lacrosse firmly believes that the concept of fairness is fundamental to sports. Anything that creates an unfair advantage violates the spirit, as well as the integrity, of the sport of lacrosse.

## **Teamwork**

Teamwork is a cooperative and coordinated effort on the part of a group of individuals who work collectively in the interest of a common goal. US Lacrosse believes there is significant value in promoting teamwork, both on and off the field, in every aspect of the sport. US Lacrosse members, volunteers, staff, and other affiliated individuals and organizations should adopt and promote the philosophy that greater success can be achieved when individuals sacrifice their desire for personal accomplishment in favor of the benefits of their team and the lacrosse community.

## **Communication**

Communication is the process whereby individuals create shared understanding. It is an active “two way street,” requiring a balance of articulating, listening, writing, reading, observing, questioning, analyzing and evaluating. Communication may be verbal, nonverbal or written. It can be sent through various media and transmits a thought provoking idea, gesture, or action.

US Lacrosse members, volunteers, staff, and other affiliated individuals and organizations should communicate with clarity, honesty, timeliness and openness. Communication should include all pertinent information shared transparently with all appropriate recipients. Clear, honest and timely communication allows for collaboration and cooperation, building a stronger game and community for the sport.

## **Conflict of Interest**

A conflict of interest is present in any instance in which the actions or activities of an individual, including members, volunteers, staff and affiliates representing or acting on behalf of US Lacrosse, could result in actual or perceived personal gain or advantage, and/or have an adverse effect on the interests, mission or integrity of US Lacrosse. Individuals who represent and serve US Lacrosse, at the local, regional or national levels, have a duty to disclose any financial interest or personal obligation that may actually or perceptually affect the independence of their judgment.

## **Legality**

US Lacrosse members, volunteers, staff, and other affiliated individuals and organizations are obligated to comply with all applicable laws. Violation of the law is not tolerated.

Representing the fastest growing national sport as an emerging force in sports organizations and leadership, US Lacrosse has a duty to provide positive influence over athletic administrators, programs, officials, coaches, players, and affiliated individuals and organizations. The goal of US Lacrosse is to promote sportsmanship and character by teaching, advocating, modeling and enforcing ethical principles, while preserving the integrity of the game.

By affiliating with US Lacrosse, individuals and organizations agree to comply with the aspirational guidelines set forth in the Code of Ethics. Failure to adhere to this Code may result in revocation of membership or affiliation. US Lacrosse encourages others involved with the sport of lacrosse to adopt and follow these important guidelines.

# WDOC POLICIES AND PROCEDURES

## I. Statement of Philosophy

The umpire is an integral part of the freedom, flow and spirit of the game of women's lacrosse. In order to gain the respect of players, coaches and spectators, the umpire must have a current and in depth knowledge of the rules and umpiring procedures, personal integrity, and the ability to maintain sustained physical effort. The umpire must also encourage the highest possible level of play and sportsmanship. The umpire must be concerned with the promotion and education of umpires, and thereby the elevation of umpiring standards. The ultimate challenge of officiating lacrosse is to let the outcome of the game be determined by the legal play of the players.

## II. Every US Lacrosse rated umpire must:

- A. Hold a current US Lacrosse officials membership through a local umpiring board.
- B. Pass the written examination every year at the level of her current rating. Failure to pass the written test will mandate a retake of the test.
- C. Stay current with the rules and their interpretation and with umpiring techniques by attending an annual mandatory rules interpretation meeting, held at the national, regional, or local level. Umpires are also encouraged to periodically participate in umpiring clinics.
- D. Do annual service for her local board following the board's service standard guidelines.
- E. Wear the approved umpiring uniform.

*See the Appendix for the US Lacrosse Approved Uniform.*

- F. Officiate with empathy for the players. Remember that lacrosse is a fluid game but not at the sacrifice of control, safety, and consistency.
- G. Try not to accept games where she has a personal connection with a school (e.g. recent alumni, on staff, daughter playing on the team etc.)
- H. Be consistent and impartial in her calls.
- I. Remember that she is a professional and that her attitudes and actions toward the other umpires, coaches, and players must reflect this. It is recommended that an umpire limit the number of times she

## US Lacrosse Umpires Must:

- ☐ Be a current US Lacrosse member.
- ☐ Pass the annual written exam.
- ☐ Attend an annual rules interpretation meeting to stay current with the rules.
- ☐ Perform annual service for the local board.
- ☐ Wear the approved uniform.
- ☐ Officiate with empathy.
- ☐ Try not to accept games where she has a personal connection with a school.
- ☐ Be consistent and impartial in her calls.
- ☐ Be a professional.
- ☐ Have the name and contact information of the National Rules Interpreter to get immediate responses to rules questions.
- ☐ Receive copies of all approved rulings made during the season.

officials for any one team.

- J.** Have the name and contact information of the National Rules Interpreter to get immediate responses to rules questions.
- K.** Receive from the Local Umpiring Chair copies of all approved rulings made during the season which the National Interpreter sends to all Super Region representatives and Local Umpiring Chairs. It is the responsibility of the Local Umpiring Chair to disseminate the information to all umpires in the board.

### **III. WDOC Executive Committee**

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- A. Membership** [Refer to the Women's Division Officials Council Bylaws in the Appendix]
    - 1.** The US Lacrosse Women's Division Officials Council Executive Committee shall consist of a Chairperson, six Members-At-Large, and one representative appointed or elected by each Super Region. In addition, The Chair of the International Umpire Committee will sit on the WDOC as a non-voting member. (This person could simultaneously hold an At-Large or SR position on the WDOC). Upon leaving office, the Umpiring Chair will serve on the committee for one year ex-officio. Prior to serving as Chair, there shall be a Chair-Elect serving for one year ex-officio.
    - 2.** Members-At-Large shall hold a National or International rating. Super Region representatives shall hold a minimum of a District rating.
    - 3.** Members-At-Large shall be elected by the WDOC by slate or ballot presented by the Nominating Committee. They shall serve for a two year term of office effective August 1. No more than three Members-At-Large shall rotate off the committee in any one year.
    - 4.** The Women's Division Chair may also appoint non-voting consultants to the Umpiring Committee as she sees fit.
    - 5.** In the event of an At-Large vacancy, the WDOC will appoint someone to fill the unexpired term. In the event of a Super Region representative vacancy, that Super Region will be responsible for filling the vacancy.
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#### **B. WDOC Chair**

- 1.** The Chair Elect (Chair) shall be voted on by slate or ballot presented to the WDOC at their May executive committee meeting prior to the year of service. She shall assume her duties on August 1st.

2. The term of office for the Chair shall be three years. The chair shall then serve an additional year as an ex-officio member of the WDOC Executive Committee.

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### **C. Responsibilities of the WDOC Executive Committee**

1. Determine all policies related to umpiring.
2. Provide direction and services for Region and Local Umpiring Committees.
3. Aid new areas in training and rating umpires.
4. Prepare the written examination by December of each year.
5. Establish standards and procedures for the rating of umpires, subject to periodic review.
6. Periodically revise any technical materials on umpiring which are available for use at clinics, workshops, or in manuals or rule books.
7. Assist the Chair with the preparation of the umpiring and rating schedule for the National Tournament.
8. Consider for approval the extension, for one year only, of National ratings when candidates are unable to be judged due to service to US Lacrosse in other areas, or extenuating circumstances. An extension may not be renewed. With the approval of the WDOC, application for renewal of a National rating may be made for a time other than at National Tournament.
9. Support and promote the professional growth and development of umpires through the use of standardized curriculum and procedures.
10. Annually appoint a Nominating Committee.
  - a. The Nominating Committee shall present a ballot to the WDOC for election of At-Large representatives and election of Council Chair-Elect (in appropriate years) as per the Council Bylaws.
    1. The Nominating Committee shall consist of 3 umpires, each from a different region. One umpire will act as Chair.
    2. The Council Past-Chair or Council Chair-Elect will serve as Chair of this committee during their term of office.
  - b. Applications for Member-At-Large and nominations for Council Chair-Elect will be accepted up until May 1st of each year.



- c.** Application to the Nominating Committee for position of Member-At-Large should include an umpiring resume detailing umpiring and service experience, as well as a statement of interest.
  - d.** Ballot will be presented to the WDOC at their May meeting for a vote. All members must vote, no abstentions. Nominees with the greatest number of votes will fill the positions. Ties will be broken by runoff ballot.
    - 1.** For Member-At-Large Candidates should be evaluated based on their prior service and umpiring leadership as well as the depth of their umpiring achievements. The WDOC recognizes the value of new members as well as experience and continuity. Whenever possible the Nominating Committee should put forth at least three but no more than five names. Incumbent At-Large members will be guaranteed a space on the ballot.
    - 2.** For Council Chair-Elect Any nominee for Council Chair-Elect shall be a current WDOC member or any past WDOC member. The ballot should be presented during the current Council Chair's second year of office.
  - e.** All elected positions take effect on August 1 of the election year.

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**D. Responsibilities of the WDOC Chair**

- 1.** Serve a three year term.
- 2.** Serve as a consultant on the WDOC Executive Committee for one year after the expiration of her term as chair.
- 3.** Serve as a voting member on the US Lacrosse Women's Division Board of Governors.
- 4.** With the assistance of US Lacrosse staff and Region/Local Umpiring Chairs, maintain an up to date record of all rated US Lacrosse Umpires.
- 5.** Keep an accurate record of all International and National Umpires including addresses and telephone numbers, dates ratings received, renewal dates and other pertinent activities, i.e. offices held, International tours/tournaments, other meritorious citations, etc. [National Ratings Chair]
- 6.** Oversee the disbursement of umpiring materials (written examination, technical materials, and rating sheets) to all Region Chairs and Local Boards.

7. Oversee the assignment of qualified clinicians to official US Lacrosse clinics, contribute to USL publications and write reports for the USL Board of Directors and Board of Governors.
8. Write articles for “Flags and Whistles” [4 issues] and contribute articles to Lacrosse Magazine.
9. Work closely with the umpire liaison(s) assigned to coordinate the umpires at National Tournament to assure that:
  - a. All information about National Tournament is circulated in a timely manner and as necessary.
  - b. A list of umpires attending the National Tournament for the purpose of being rated (National or District in special circumstances), judging candidates and/or umpiring games, is received from each Region no later than May 1.
10. Have the authority to waive any policy at any time with the approval of the WDOC Executive Committee.

#### IV. Super Region/Region/Local Umpiring Committees

##### A. Responsibilities of the Super Region Chair

1. Hold an International, National or District rating.
2. Serve a two year term for their Super Region (Super Region term begins August 1 of even years for Super Regions II, IV, and VI; odd years for Super Regions I, III, and V).
3. Serve on the WDOC Executive Committee, actively participating on committees and projects assigned by the WDOC Chair.
4. Facilitate communication between the WDOC and the Region Chairs.
5. Assist in regional problem solving.
6. Help with all District rating sessions within the Super Region.
7. Chair the Super Region meeting at the yearly convention. Minutes of this meeting should be sent to the WDOC Chair.
8. Appoint a Nominating Committee Chair for the Super Region Chair election process.
  - a. The Committee shall consist of three umpires, one of whom will be the chair. The committee members must represent different Local Boards.
  - b. The Committee shall present nominees for the position of Super Region Chair.
  - c. The Super Region Chair shall be voted on by slate or ballot



presented to the Region and Local Chairs. All chairs must vote no abstentions.

- d. In the event of an even number of voters, the WDOC Chair may be added as an eligible voter.
9. Act as umpire liaison when the National Tournament is held within her Super Region. Responsibilities are outlined in the National Tournament Umpires Handbook.

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## **B. Responsibilities of the Region Chair**

1. Hold an International, National, or District rating.
2. Serve a two or three year term as determined by the region.
3. Attend the annual National Rules Interpretation Meeting
4. Facilitate communication between the Super Region Chair and the Local Umpiring Boards, and request service/assistance from the WDOC as needed.
5. Supervise the District ratings sessions and ensure that these sessions are held at approved sites, and receive and process both IN and OUT of Region District application forms.
6. In consultation with the Super Region Chair, consider for approval the extension, for one year only, of the District rating when candidates are unable to be judged due to extenuating circumstances (pregnancy, illness, family death) during the renewal year, or grant a one year leave of absence in situations where the umpires is unable to umpire for the upcoming season.
7. Consider a Probationary rating for an individual who has paid dues to US Lacrosse but who has not yet received a rating or who has not fulfilled all of the annual requirements to maintain an existing rating. A probationary umpire is an individual in pursuit of a rating or fulfillment of annual requirements and should not officiate any contest without appropriate supervision by a rated umpire.
8. Assist Local Boards in problem solving. (The Region Chair should not be the Chair of any Local Board.)
9. Annually, or more frequently as needed, meet with all of the Local Board Chairs to organize activities in the region. Minutes of this meeting should be kept and sent to the Super Region Chair.
10. Elect or appoint a treasurer (if appropriate).
11. Elect or appoint a secretary (if appropriate).

12. Appoint a Ratings Chair who will:
  - a. Keep records of all district/national/international umpires in the region.
  - b. Keep records of the test scores.
  - c. Keep records of the play days or service opportunities.
  - d. Ensure there are region opportunities for District ratings.
  - e. Assist Local Boards when necessary.
13. Be certain that all candidates receive a constructive written and/or verbal follow up from their judging committee spokesperson after the practical field examination.
14. Develop a nominating process for the election of the Region Chair, and the Region Secretary and Region Treasurer (if appropriate). The Region Chair will be elected by the Local Board chairs by slate or ballot. All chairs must vote no abstentions. In the event of an even number of voters, the Super Region Chair will be added as an eligible voter.
15. Act as liaison to the National Tournament assignor to identify District-Rated umpires and aspiring District umpires who will umpire.

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### **C. Responsibilities of the Local Board Chair**

1. Serve two or three year term as determined by the local area.
2. Hold an International, National, District, or Local rating.
3. Attend the annual National Rules Interpretation Meeting, and then organize the annual rules interpretation meeting, rule book distribution, and testing in the local area.
4. Organize local clinics and training as needed.
5. Supervise the rating process for Youth, Apprentice, and Local ratings.
6. Consider for approval the extension, for one year only, of the Local rating when candidates are unable to be judged due to extenuating circumstances (pregnancy, illness, family death) on the date of a rating session, or grant a one-year leave of absence in situations where the umpire is unable to umpire for the upcoming season. An extension or leave of absence may not be granted consecutively.
7. Consider a Probationary rating for an individual who has paid dues to US Lacrosse but who has not yet received a rating or who has not fulfilled all of the annual requirements to maintain an existing rating.

8. File the Local Board bylaws with the WDOC Super Region Chair.
9. Continually update rosters, including ratings and dates of expiration throughout the year with the USL Membership Department. Note: As soon as possible after a new rating is awarded notify USL membership department.
10. Elect or appoint a Secretary who will:
  - a. Keep minutes and send a copy to the Region Chair.
  - b. Help the Local Chair disperse information.
  - c. Keep accurate records of all umpires holding ratings within the jurisdiction.
  - d. Keep attendance records.
11. Elect or appoint a Treasurer who will:
  - a. Collect dues.
  - b. Pay invoices.
12. Appoint a Ratings Chair to coordinate rating sessions. Inform the Region Chair of play days and rating opportunities within the jurisdiction, reporting test scores and service given.
13. Be certain that all candidates receive a constructive written and/or verbal follow up from their judging committee spokesperson after the practical field examination.
14. Appoint a chair to communicate with state high school associations, if applicable.
15. May serve on their local US Lacrosse Chapter as the women's officials representative or appoint an umpire to serve in this capacity.
16. Request service/aid from the WDOC as needed.

## V. Levels of Umpiring

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US Lacrosse and the Women's Division Official's Council do not approve or encourage the use of un-rated umpires, nor do they deem it appropriate for probationary umpires to officiate games unless they are supervised by a US Lacrosse rated umpire. Umpires are expected to be rated or resolve their probationary status before being contracted for services. It is important to ensure that all umpires have proper training and the skills necessary to keep the game safe for all participants.

In addition to demonstrating the qualities listed for her present rating, an umpire must demonstrate all qualities listed for the advanced rating she is attempting to earn.

- Junior Umpire is defined as a person who is under 18 years of age or in high school, who may only officiate Youth games for players below her age level.
- Youth Umpire is defined as any adult official who umpires games below the high school level.

**A. Junior/Youth Umpire:** The WDOC recommends that a Junior Umpire officiate at least two age levels below her age. As Youth programs are developing at different paces throughout the regions, each area should define the specific guidelines for assigning Junior Umpires while taking into account their state's regulations regarding minimum age levels for sports officials and working papers. In all cases, adequate supervision should be provided.

1. Score an 80 or above annually on the Youth Rules test using the open rule book.
2. Must attend an annual "Training Clinic" as described in the Training Grid in Part 7 of this Manual.
3. Must complete a "Practical Examination" as described in the Rating Grid in Part 7 of this Manual.
4. A Junior/Youth rating is awarded for one year. If a rating expires, the candidate will no longer carry a rating.
5. A Junior/Youth Umpire will be able to:
  - a. Have a working knowledge of the rules and game procedures (i.e., the draw, the throw, etc.).
  - b. Know how to check basic equipment, playing area and goal area.
  - c. Have a strong whistle and a pleasant but commanding voice.
  - d. Demonstrate a sense of confidence — be poised, be pleasant.

## Levels of Umpiring

### Junior/Youth Umpire

A Junior Umpire is under 18 years old or in high school and may only officiate Youth games for players below her age level.

Youth Umpire is any adult who umpires games below high school level.

### Apprentice Umpire

In training to control a lower level game.

### Local Umpire

Secure in controlling any high school game.

### District Umpire

Capable of umpiring collegiate level games.

### National Umpire

Demonstrates competencies in intercollegiate games.

- e. Have a sense of field positioning.
- f. Recognize fouls and enforce the rules with little regard for holding the whistle.
- g. Demonstrate correct placement of players after a foul has been called. Make an accurate estimation of 4 meters and place the offending player in the correct direction from the person with the ball.
- h. Recognize boundaries and call consistently to ensure the safety of the players.
- i. Adequately cope with injuries, misconduct, etc.

**B. Apprentice Umpire:** In training to control a lower level game calmly, firmly, and safely.

1. Score an 80 or above annually on the written examination using the open rule book.
2. Must attend a “Training Clinic” as described in the Training Grid in Part 7 of this Manual
3. Must complete a “Practical Examination” as described in the Rating Grid in Part 7 of this Manual.
4. An Apprentice rating is awarded for one year. Ratings will expire on December 31 of the expiration year. If a rating expires, the candidate will no longer carry a rating.
5. Be a member in good standing with her Local Board by attending required meetings and providing service as set forth by the Local Board Service Standard. (See appendix)
6. An Apprentice umpire will be able to:
  - a. Have a working knowledge of the rules and game procedures (i.e. the draw, the throw, etc.).
  - b. Know how to check basic equipment, playing area and goal area.
  - c. Have a strong whistle and a pleasant but commanding voice.
  - d. Demonstrate a sense of confidence-be poised, be pleasant.
  - e. Have a sense of field positioning.
  - f. Be able to recognize fouls and enforce the rules with little regard for holding the whistle.
  - g. Demonstrate correct placement of players after a foul is called. Make an accurate estimation of 4 meters and place

offending player in correct direction from the person with the ball.

- h. Recognize boundaries and call consistently to ensure the safety of the players.
- i. Adequately cope with injuries, misconduct etc.

**C. Local Umpire:** Secure in controlling any high school game.

1. Score an 86 or above annually on the written examination. Failure to pass the written test will mandate a retake of the test.
2. New candidates and renewals must attend a “Training Clinic” as described in the Training Grid in Part 7 of this Manual.
3. Must complete a “Practical Examination” as described in the Rating Grid in Part 7 of this Manual
4. A Local rating may be awarded for one or two years, renewals may be granted for a maximum of 3 years. Ratings will expire on December 31 of the expiration year. If a rating expires, the candidate will no longer carry a rating.
5. Be a member in good standing with her Local Board by attending required meetings and providing service as set forth by the Local Board Service Standard. (See appendix)
6. A Local Umpire will be able to:
  - a. Begin to develop a fine line of interpretations for the judgment calls (dangerous shot, dangerous check, blocking, charging, delay of game, etc.).
  - b. Make the players feel confident in her ability to call the game safely.
  - c. Demonstrate good positioning in the midfield and an understanding of correct positioning in the goal area (tangent).
  - d. Have a working use of arm signals indicating direction and begin using the signals for fouls.
  - e. Be consistent and correct in placement of players when administering fouls both in the midfield and in the critical scoring area. This should be done without wasting a lot of time.

- f. Begin to demonstrate ability to hold whistle when appropriate and consistent use of flag in slow whistle situations.
- g. Consistently and appropriately penalize any misconduct.
- h. Use common sense to cope with unusual situations confidently and calmly.

**D. District Umpire:** Capable of umpiring collegiate level games.

1. Candidate must have held a current (not expired) multiple-year Local rating (L2 or L3) for at least one spring season.
2. Score a 90 or above annually on the written examination. Failure to pass the written test will mandate a retake of the test.
3. New candidates and renewals must attend a “Training Clinic” as described in the Training Grid in Part 7 of this Manual.
4. Must complete a “Practical Examination” as described in the Rating Grid in Part 7 of this Manual.
5. Initial ratings and renewals by Ratings Forms are awarded for a maximum two years, although the rating committee may award a one year rating if warranted. Renewals may be granted for a maximum of three years. In the event a District rating is not earned, the rating awarded will be determined by the raters. Ratings expire on December 31st of the expiration year. If a rating expires, the candidate will drop to a 1 year Local rating.
6. Be a member in good standing with her Local Board and Region by attending required meetings and providing service as set forth by both the Local Board and Region Service Standards. (See Part 10)
7. Any District candidate who wishes to go outside of her home Region to be rated/re-rated must receive approval from the Region Chair prior to the out-of-region rating session.
8. Must complete and submit the appropriate District Application — IN Region or OUT of Region (see Part 7 — Ratings).
9. On-Field a District Umpire will be able to:
  - a. React to the game and hold the whistle.
  - b. Leave little question in the minds of players, coaches, etc. what the call was.

- c. Have good communication/eye contact with other umpire(s) and players.
  - d. Position expertly at midfield and at the goal circle.
  - e. Handle most problems which might arise and control any problems not immediately covered in the rules.
  - f. Interpret the rules according to the skill level and experience of the teams.
  - g. Control the game effectively without being a noticeable part of the game.
  - h. Demonstrate familiarity with the three person umpiring system.
- E. National Umpire:** Demonstrates competencies in intercollegiate games. This includes competencies in leadership, integrity, ethics, training and umpiring development. The National Umpire possesses a comprehensive knowledge of the written rules of the game, the interpretation and application of the rules, and the advanced capability to apply this knowledge in any and all circumstances.
1. Candidate must have held a District Rating for three spring seasons, including at least one renewal, and be in good standing with her region.
  2. Achieve a minimal score of 92% annually on the USL written examination.
  3. Complete in-season assessment requirements prior to on-field practical examination.
  4. Pass an on-field practical examination at sites approved by the WDOC Executive Committee
    - a. WDNT (National Tournament)
    - b. Alternate sites to be determined for Renewal Candidates
  5. New ratings are awarded for a maximum of three years. Once a National Rating has been held for three years, the on-field renewal may be for a maximum of four years. Renewals by PAF's (Partner Assessment Form) are awarded for a maximum of two years. Ratings expire December 31 of the expiration year. If a rating expires the official will drop to a 1 year District rating.



- 6.** Be a member in good standing with her Local Board and Region by attending required meetings and providing service as set forth by both the Local Board, Region Service Standards (See Part 10).
- 7.** Perform National service in 2010 as defined by WDOC Executive Committee.
- 8.** All New and N1 renewal candidates are required to complete in-season PAF's (Partner Assessment Form) that must be given to all partners on all qualified games (WDIA or NCAA DI, DII, DIII).
- 9.** A renewal candidate [N2, N3, N4] must complete an assessment plan to be approved by the Ratings Committee. This plan may include handing out PAF's (Partner Assessment Form) during the season or completing a Professional Growth and Development Plan such as journal, diary, video review, or something similar during the renewal season. The assessment plan will be reviewed by the Ratings Committee on April 1 and May 1.

## Executive Committee

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## WDOC Rep to the Competitions Committee [WDNT]

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## WDOC Secretary

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## WDOC Publications

### Flags and Whistles:

Perky Nellissen, gr8call516@gmail.com

### Lacrosse Magazine

Jeff Secor, jeff.secor@elpaso.com

### Umpire Manual

Peter Hyde, p798hyde@aol.com

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Umpires - Kim Basner, kbasner@go2ustc.com  
USL Liaison -

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# US LACROSSE - WOMEN'S DIVISION LEADERS

## Executive Committee

<i>President</i>	Laura Hebert
<i>Vice President</i>	Lissa Fickert
<i>Second Vice President</i>	Danie Caro
<i>Secretary</i>	Mary Hopkins
<i>At-Large</i>	Tucker White

## Board of Governors

<i>Athletes</i>	Quinn Carney
<i>Chapters Advisory Council</i>	Jessica Battle
<i>Coaches/High School</i>	Kathy Jenkins
<i>Coaches/College</i>	Chris Sailer
<i>Intercollegiate Associates</i>	Amy Arcuri
<i>Post Collegiate Club</i>	Jessica Hardy
<i>At-Large</i>	Chip Rogers, Amy Appelt
<i>Youth</i>	Kate Drescher, Abby Burbank

## Committees

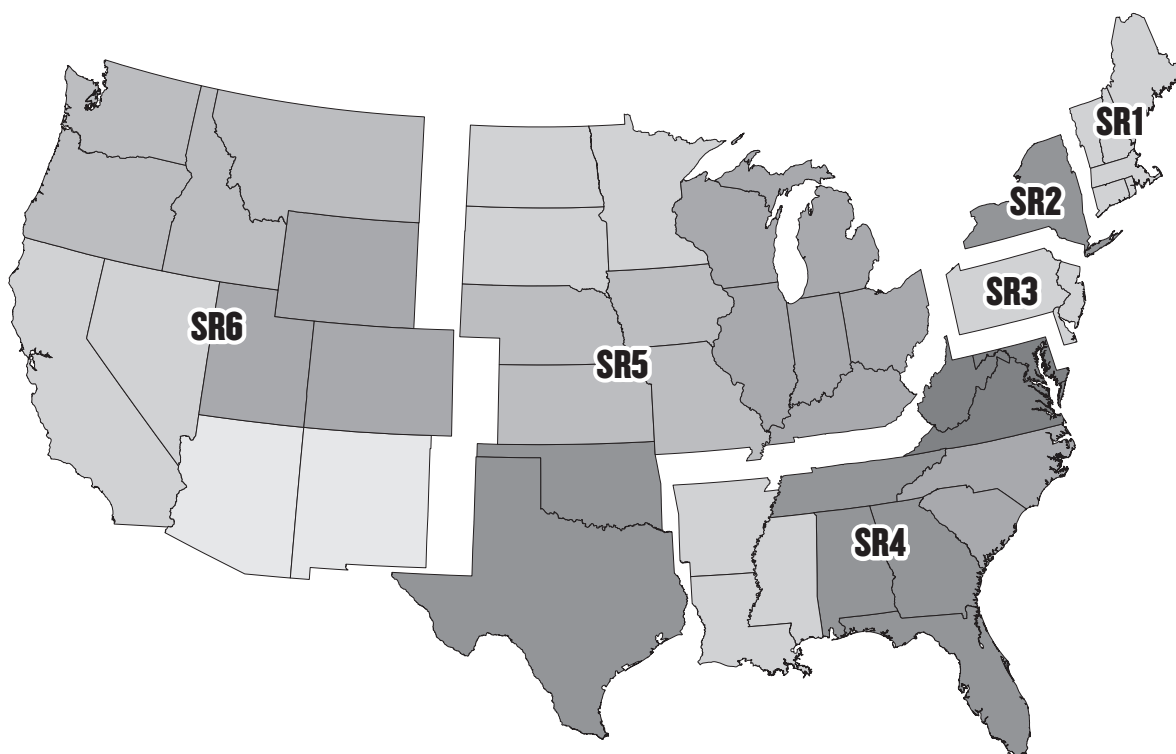
<i>Convention Co-Chair</i>	Danie Caro, Krystin Porcella
<i>National Teams Chair</i>	Dee Cross
<i>National Tournament Chair</i>	Legare Vest
<i>Rules Chair</i>	Pat Dillon
<i>Safety and Education Chair</i>	Jay Watts

## Affiliates

<i>IWLCA President</i>	Kristen Selvage
<i>IWLCA Representative</i>	Bonnie Rosen

## National Office

<i>Women's Division Director</i>	Ann Kitt Carpenetti
<i>Women's Division Associate</i>	Elizabeth Piper
<i>National Teams Coordinator</i>	Stacie Wentz



### **Super Region 1 – Kathy Gibbons**

Upper New England – Steve Metz  
Lower New England – Jodi Michna

### **Super Region 2 – Peter Hyde**

New York Region – Eileen Jones

### **Super Region 3 – Ericka Leslie**

Upper Atlantic – Lynn Bowers

### **Super Region 4 – Patti Cleary**

Middle Atlantic Region – Barb Almond  
Lower Atlantic Region – Lisa Clark  
Southeast Region – Trina Mangano Balch  
Deep South Region – Rena Whitehouse

### **Super Region 5 – Elaine Torvinen**

Great Lakes Region – CarolLynn Davey  
North Central Region – Tom Eliason  
Central Region – Jim Guffey  
South Central – Rose Banzhaf

### **Super Region 6 – Lynn Beltran**

Northwest Region – Janet Lennon-Jones  
Mountain Region – Jeff Secor  
Southwest Region – Warner Orr  
Pacific Region – Kate Sherwood

*Complete list of Local Board Chairs is available on the web site at [www.uslacrosse.org/wdoc](http://www.uslacrosse.org/wdoc)*

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## GAME PROCEDURES

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# PRE-GAME

## The Umpires will...

- A. Arrive at the game site 30 minutes prior to the scheduled game time for a high school game and 60 minutes prior to the scheduled game time for a college game. This allows time to get into uniform, find your partner(s), and have a pre-game discussion. Umpires are to be on the field 20 minutes prior to game time for high school and 30 minutes prior to game time for college games. The umpire's jurisdiction extends from 30 minutes before the game begins until the umpires leave the playing venue.
- B. Be neatly dressed in the official uniform: black kilt, shorts, or slacks; one inch vertically striped black and white shirt (short or long sleeves); one inch vertically striped jacket or solid black jacket, if called for because of the weather; black accessories (visor, hat, turtleneck, shoes, whistle, lanyard, sunglasses).
- C. Use a bag, preferably black, to carry a rule book; a whistle; green, yellow and red warning cards; a yellow flag; a tape measure; a pen or pencil and a coin.
- D. Inspect the field.
  1. Pace off the 8m arc and 12m fan (they are often incorrect). It is important that all lines be correctly placed on the field so that the game can be fairly and safely administered.
  2. While it is the host institution's responsibility to see that the playing field is in proper condition for safe play, the umpires must also walk the field to see that it is free from glass, stones, sticks, depressions (sprinkler heads) and deep holes. While the umpires should handle minor things such as picking up glass, they should alert the home team coach to other problems and be sure they are corrected before starting the game.
  3. Inspect the boundaries with your partner. Ensure that boundaries have been placed correctly and *the corners of the fields are marked by soft/flexible cones, pylons or flags*. Fields that do not fully meet specifications may be used, provided both teams and umpires agree.
  4. Ensure team substitution area is in front of the scorer's table and centered at the midfield line. The area should be sectioned off by two hash marks, 2m - 4m in length.
  5. Ensure a table has been placed at midfield. In those cases where the timer and scorer are in an above field booth, the home team must provide a table person for communication with booth personnel.

**Note: Playing Area:** The playing area shall be rectangular and marked with solid boundary lines. The maximum playing area is 128 x 64m (140 x 70 yds) and



the minimum is 101 x 55m (110 x 60 yds). The goal should be no less than 82m (90 yds) and no more than 92m (100 yds) apart. There must be a minimum of 9m (10 yds) or a maximum of 18m (20 yds) of space behind each goal line to the boundary line. There must be 4m of space between the sideline boundary and the scorer's table. There should be at least 4m of space between the other sideline and any spectator area. There should be 2m (6'6") of space beyond each end line.

Where these field dimension requirements are not or cannot be met due to field space limitations, play may take place if personnel from both participating teams agree and the visiting team has been notified in writing prior to the day of the game. However, the minimum distance of 9m (10 yds) of space from the goal line to the end line must be maintained. Soft/flexible cones, pylons or flags must be used to mark the corners of the field.

Spectators must be kept at least 4m from each sideline. No spectators are allowed behind the end lines except in permanent stadium seating positioned behind protective netting or fencing. No spectators are allowed immediately behind the team bench or table area except in permanent stadium seating.

### An umpire's pre-game checklist:

- ☐ Arrive 30 minutes prior to game time.
- ☐ Be neatly dressed in the official uniform.
- ☐ Bring a bag with rule book, a whistle, warning cards, yellow flag, tape measure, pencil and coin.
- ☐ Inspect the field for correct markings and safety conditions.
- ☐ Inspect the goals.
- ☐ Meet with other umpire(s) to review new rules and special situations.
- ☐ Speak with scorers and timers about the rules.
- ☐ Meet with team captains.
- ☐ Check teams' uniforms and equipment.
- ☐ Perform a stick check.

#### E. Inspect the goals.

1. The back of the goal posts shall be placed even with the back edge of the goal line.
2. All base and side supports which are exposed, except flat supports or goal supports that angle out before going back, must be padded. The padding must extend from the front of the goal supports all the way to the back of the base point.
3. Check to see that the nets are fastened securely to the goal posts, and that they are free of tears or holes.
4. It is recommended that all goal cages be pegged securely to the surface.

**Note:** The home team is responsible for fixing incorrect goals, nets, and line markings.

# PRE-GAME

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- E.** Hold a pre-game meeting before going out onto the field. Possible discussion topics would include such things as field coverage, new rules if it's early in the season, expected level of play (league game, rivalry, etc.), unusual situations and difficult rule interpretations, and what help does each umpire want from her partner(s) when she's the lead official.
- 
- G.** Speak with the scorers and timers.
- 1.** The clock stops after every goal unless one team is ahead by 10 or more goals, in which case the clock will continue to run. If the difference becomes less than 10 goals, the stop clock will be reinstated. The clock is always stopped on every whistle in the last two minutes of each half, regardless of the score. It is within the framework of the rules to amend the stop clock rule (i.e. allow the clock to run after every goal) if both coaches and umpires agree. The clock must still be stopped on every whistle in the last two minutes of each half.
  - 2.** A horn will be used to signal the end of each period of play:
    - a.** If the clock has a functioning automatic horn, that horn will indicate the end of play.
    - b.** If an electronic horn is not available, the timer's manual horn will indicate the end of play.
  - 3.** Review the time out procedure. Each team may take two time outs per game, which may carry over to an overtime period. Time out may be requested by a coach or any player on the field after a goal is scored or during a dead ball situation by the team in possession. If a dead ball possession time out is called, players must leave their crosses in place on the field and return to that same place for the restart of play. No substitutions will be allowed during this stoppage of play. A horn will be sounded after 1 minute and 45 seconds and again at 2 minutes. If a team is not ready to play after 2 minutes, award the free position to the center for the other team. Decide before the game begins who will time the time out, the umpire or the timer at the table. It is not unusual, especially at the high school level and below, for the umpires to handle the time outs.
  - 4.** Substitutes must always report to the table prior to entering the game whether during play, during a time out, or after a goal. After reporting, a player who is subbing "on the fly" must be an "imminent sub" and remain in the team substitution area until the player she is replacing has entered the team substitution area. Substitutes may enter the game during a team time out provided there is no delay of game. During a time out to issue a card or a dead ball possession time out, no substitutes will be allowed.

5. Review the procedure for recording warnings, suspensions, and ejections, and for timing the green/red card and yellow card warnings. The umpire closest to the scorer's table ensures that all warnings [players, coaches and team personnel] are recorded correctly including noting the time on the game clock when a yellow card or green/red card is issued.
  6. Instruct the official scorer to notify the umpire immediately when a second yellow card is given to the same player — two yellow cards result in suspension of the player.
  7. Instruct the official timer to notify the coach when her player's 3 minute penalty time is over.
- 
- H.** When no on-field agenda is provided by the home team, meet with the captains 10 minutes before the game clock goes to zero and perform stick checks 5 minutes before zero:
1. Although not a necessity you may ask the captains to introduce themselves and take time to introduce yourselves. Determine who will act as the "speaking" captain and receive the green card should a delay of game warning be issued.
  2. Toss a coin for choice of ends. Allow the visiting team to call the coin toss.
  3. Agree upon the half time intermission which may not exceed 10 minutes.
  4. Ask if a tie is to be played off.
  5. Inform both teams of the designated field markings and any potential field hazards.
  6. Discuss critical new rules and points of emphasis, especially early in the season. Ask if there are any questions.
  7. Inform the captains that they may address the officials for rule clarifications or concerns at half time or prior to overtime.
  8. Ask the Head Coaches if all equipment meets the standards for the level of play.
  9. For youth games, ask the coaches if the goalies are wearing all the required equipment.
- 
- I.** Check uniforms and protective equipment at 5 minutes on the game clock.
1. Equipment worn for medical reasons must be externally padded if deemed necessary by the officials. Officials will not permit a player to participate in a game if the protective equipment is deemed potentially dangerous to other players or the player using the equipment.

## PRE-GAME

2. A field player **MAY NOT WEAR A HARD HELMET**. She may wear head gear made of soft material.
3. Make certain the goalkeeper's equipment and uniform meet specifications. The goalkeeper must wear a NOCSAE approved helmet with face mask, a separate throat protector, padded gloves, a mouth piece, and a chest protector. It is **recommended** that the goalkeeper wear padding on arms and shoulders. In addition, for high school level and below, the goalkeeper must wear padding on the shins and thighs. It is **recommended** for goalkeepers above high school level. Any additional body padding may be no thicker than legal goalkeeping gloves (1"). Goalkeeping gloves must not contain any webbing and must not excessively increase the size of the hands as they are presented to the ball. The goalkeeper's shirt must be worn over the chest and shoulder protector.
4. When checking the goalkeeper's equipment take the time to measure the goalkeeper's stick. The maximum length allowed is 48 inches. Checking the stick early allows time for any necessary corrections.
5. Check to see that all parts of the teams' uniforms comply with the US Lacrosse Rules. Hats with hard visors may not be worn.
6. Properly worn mouth guards are mandatory. Proper use of the mouth guard may help prevent damage to the teeth, as well as reduce the severity of a concussion. A properly worn mouth guard is one that covers all upper jaw teeth. Failure to properly wear a mouth guard is a delay of game foul.

### Make certain to check the goalkeepers for the following:

The goalkeeper must wear a NOCSAE approved helmet with face mask, a separate throat protector, padded gloves, a mouth piece, and a chest protector.

For high school level and below, the goalkeeper must wear padding on the shins and thighs.

Any additional body padding may be no thicker than legal goalkeeping gloves (1").

Goalkeeping gloves must not contain any webbing and must not excessively increase the size of the hands as they are presented to the ball.

The goalkeeper's shirt must be worn over the chest and shoulder protector.

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**J.** Perform a stick check.

- 1.** Conduct a stick check to make certain crosses meet specifications. All sticks that might be used in the game, including each player's extra sticks, must be checked. When performing the stick check also check that each player has a mouth guard and is not wearing jewelry.
- 2.** Instruct teams to form a line with crosses raised at shoulder height. Drop the ball into the pocket of the horizontally held crosse; apply pressure to the ball and release. Make sure that the top of the ball remains above the top of the side wall of the stick. The ball must also move freely in the pocket and not become wedged between the wood, guard and/or bridge of a wooden crosse or the stop of a molded crosse. If the stick is legal, the player moves on. If the stick is illegal, the player moves to the side of the line, adjusts her crosse and has it re-inspected by the official. All players with illegal crosses are instructed to remain together and to have their crosses re-checked.
- 3.** If a crosse is discovered to be illegal during the stick check, and if the problem cannot be corrected before the start of the game, the crosse will be placed at the scorer's table. It can be rechecked at half time if the problem has been corrected.
- 4.** During the stick check, visually check sticks to see that they are legal in length. Measure any stick that appears questionable. Visually check the head and stop of molded head sticks to determine if they have been altered in any way. Players may not weave the thongs back up through the head of their crosse. Check to be sure there are no more than two shooting/throw strings in the field player's stick. Shoelaces may not be used as shooting strings.
- 5.** The goalie may use shoelaces as throw strings in the larger, mesh pocket goalie stick and she may have more than two of them. The throw strings may be woven across the top of the stick and/or woven through the pocket of the stick.

# GAME

## A. The Draw

1. The crosses are aligned “lower side to lower side” with the heads parallel, over the center line and open to the goal they are defending. The lower side is the wood of a wooden crosse and the right side of the molded head crosse as it faces the player. The players’ crosses are between the ball and the goal they are defending. The entire length of both crosses must be contained within the vertical plane of the center line. A player’s top hand may not contact any part of the sidewall or pocket. The umpire rests the sides of the sticks lightly on the palm of her hand. Once positioned, the ball is placed between the backsides of the crosses. (An unfair advantage could be gained by a center if the ball were placed in her horizontally held crosse.)
2. Once the ball has been placed between the sticks, the umpire makes sure that the players are all set before removing her hand. The word “ready” followed by the whistle indicates the start of play. The official says “ready” as she begins to step away from the players, then blows the whistle and lowers her arm while moving backwards. On “ready” the two centers must remain motionless, except for head movement, until the whistle. While officials may vary the time interval between the word “ready” and the whistle to avoid anticipation of the signal to start play, they must also realize that asking the two players to remain motionless for an extended period of time is unfair. The umpire does not have to be outside the circle before blowing the whistle.
3. Illegal draws occur when a player moves or draws too soon, fails to draw, illegally touches the sidewall or pocket, lays the head of her crosse back before pulling up, or when the ball fails to travel above the height of both players’ heads. The umpire administering the draw is the one who calls any illegal draws. Once the illegal draw is called all players must stand.
4. When one player draws illegally a minor foul is called. When it is impossible to determine who committed the illegal draw, if both players draw illegally, or the ball goes directly out of bounds without being touched, the draw will be retaken. If any action on the part of the umpire causes the draw to be illegal the draw will be retaken. Any time the draw is to be retaken the umpire will signal time-out. **Exception:** When the 10 goal rule is in effect no timeout is called for a redraw.
5. During the draw each team may have a center plus four other players around the center circle. All other players must remain behind one of the restraining lines. The players outside the center circle are not required to “stand”. The umpire(s) not taking the draw watches for players pushing and jockeying for position. If a player enters the center circle or crosses the restraining line before the whistle the umpire(s) makes the call immediately and a minor foul free position, for an illegal draw, is set up at the center circle.

6. Youth Only: After a goal, check the score. If there is a differential of at least 4 goals, the team that is behind is given a free position at the center circle. This is to be setup in the same manner as an illegal draw.
7. Special Situation: When play will start at the center of the field with a free position instead of a draw (i.e. one team not ready to start play on time, or Youth Rules 4-goal differential, etc.) the umpire is to wait for the players to take their proper positions on the field as per the Draw criteria. Blow the whistle and indicate that players “stand”. Announce the foul. Administer the free position.

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## **B. Scoring**

1. After a shot from close to the goal circle, closely watch the player’s follow through and body movement, and whether or not the ball goes into the goal cage. If the ball does enter the goal legally, hold the whistle a little longer to watch for any goal circle violations. Make eye contact with your partner(s) to be sure no other fouls have occurred that may cause the goal to be disallowed. As a trail official, watch for dangerous follow through and whistle immediately, but defer to the lead official and allow her to administer the mandatory card.
2. A goal is scored when the ball passes wholly over the goal line into the goal, propelled by an attacking player’s crosse or by the crosse or person of the defending team (including the defensive goalkeeper).
3. The attacking team player’s scoring crosse must meet field crosse specifications in order for the attacking team to score.

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## **C. Stand**

1. When the whistle blows, all players must stand, except the goalkeeper when she is within the goal circle.
2. The umpire not immediately involved in the play makes every effort to see the entire field, and ensure that players are not moving or adjusting their positions.
3. Failure to stand (creeping) is a minor foul and is treated as a delay of game.
4. All players must stand when a free position is set up at the center circle rather than a draw for any of the following situations: 1) An illegal draw; 2) A team’s failure to be ready to start play; 3) Implementing a penalty after issuing a card after a goal; and 4) Implementing the Youth Rule Modification for a 4-Goal Differential.



**D. General Boundary Guideline:**

1. When a player has possession of the ball and steps on the boundary line, or any part of her body or crosse touches the boundary line or ground outside the boundary line, the ball is out of bounds and the player will lose possession.
2. When a loose ball touches the boundary line or the ground outside the line, the ball is out of bounds. The player/team that last touched the ball before it went out of bounds will lose possession of it, unless it was a shot or deflected shot on goal.
3. A ball that is in flight that crosses above the boundary line is not considered to be out of bounds until it touches the surface outside the boundary line.
4. Officials must make every effort to determine which player (body or crosse) last touched the ball by moving to be in the best position possible to make the call.
5. Bring the player who is to receive the ball 4m inside of the boundary line thereby giving the player options. No player stick or body may be within 1m of the player with the ball and all players must move onto the field so as to maintain the same relative position to the player with the ball as when the whistle was blown.
6. When a shot or deflected shot on goal goes out of bounds, the player nearest to the ball when it crosses the boundary will place the ball in her crosse and stand 4m inside the boundary line from the spot where the ball went out of bounds. Opponents must give the player with the ball at least 1m of free space. If the goalkeeper while in her goal circle is the nearest to the ball when it crosses the boundary, she will remain in her circle with the ball to restart play.
7. If two opposing players are equidistant from the ball when it goes out of bounds as a result of a shot on goal or deflection of a shot on goal, a throw is taken 4m in from the boundary line (players stand 1m apart nearer to, or goal side to, the goal they are defending). No throw is to be taken within 8m of the goal circle.
8. If a player deliberately pushes, flicks, or bats the ball into an opponent's feet or body in order to cause the ball to go out of bounds, it will be penalized as a major foul.
9. A player in possession of the ball may hold her crosse outside the boundary as long as her foot/feet are not on or over the boundary line. If an opponent who is in-bounds legally checks a player's



crosse causing the ball to fall to the ground out of bounds, possession will be awarded to the opponent when play resumes.

10. When an opponent illegally causes a player in possession of the ball to go out of bounds, the ball carrier will maintain possession of the ball when play resumes. The opponent will be penalized for the foul.
11. A player who is out of bounds may not legally play the ball or check her opponent in an effort to gain possession for her team.

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## E. The Throw

Officials will not take a throw where other players might interfere with its administration; where the players may be too close to the sideline; where the players are too close to the restraining line possibly leading to an offside situation; or where the official might be used as a pick in the ensuing play. Which umpire administers the throw and player placement is discussed and diagramed in Part Six, "The Throw".

1. Administering the throw:
  - a. The umpire moves the players taking the throw to the side of the field. The players face the umpire and there is 1m of space between their bodies and crosses. The umpire then positions herself about 8m from the players.
  - b. Make certain that the defensive player is nearer to the goal she is defending and that the players are no closer than 8m to the goal.
  - c. Make certain no other players are within 4m of the players taking the throw.
  - d. Prepare for the throw with the tossing arm extended to the extreme of its backward motion. The whistle to begin play should be blown simultaneously with the forward motion of the tossing arm. Do not raise the other arm.
  - e. Throw the ball with a short, underhand, high toss. Players play the ball in the air as they move in to the field. If the ball is not touched or the throw is inaccurate, it must be repeated.
2. A throw is taken when:
  - a. Two opposing players are equally near an out of bounds ball that results from a shot or a deflected shot. This should only happen **very rarely**. Move to be in the correct position

## GAME

to be able to make a decision on boundary balls rather than awarding throws.

- b.** The ball lodges in the clothing of a field player or umpire.
- c.** When there is an accident, interference or any other incident related to the ball and no other foul has occurred and neither team is in possession of the ball and two opponents are equally near the ball when play is stopped.
- d.** Two players commit off setting fouls major and/or minor or the attack fouls during a slow whistle situation.

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#### **F. Accident, Interference, or Any Other Incident**

- 1.** If a foul has occurred, play resumes with a free position at the spot of the foul.
- 2.** If there is no foul (broken crosse, animal on the field, lost ball), the player who was in possession or nearest to the ball when play was stopped will have the ball. If two players are equidistant from the ball, a throw is taken.
- 3.** Time out for injury may be taken at the discretion of the umpire. Any player who is bleeding must leave the field. (See US Lacrosse Blood Policy, Rule Book)
  - a.** If a player is bleeding or if a coach or medical personnel comes onto the field to attend to an injured player, the player must leave the field until the next regular substitution opportunity. A substitute must take her place. If the injured player is the goalkeeper and there is no other “dressed” goalkeeper for her team at the time of the injury to the goalkeeper, the goalkeeper may remain in the game. Substitution is not to exceed 30 seconds.
  - b.** If an injured or bleeding player leaves the field and no substitute is available, a substitute may reenter the game using the regular substitution procedure (i.e., report to the scorer’s table and enter through the team substitution area during play or enter after a goal is scored or during a time out).
- 4.** If a player must leave the field due to illegal substitution or illegal equipment which she cannot correct without delaying the game, she must reenter the game using the regular substitution procedure.

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### G. Ball Lodges in Clothing or Crosse

1. If the ball lodges in a crosse, that crosse no longer meets specifications and must be removed from the game
2. If the ball becomes lodged in a goalkeeper's crosse, clothing, or equipment while she is within the goal circle, she removes the ball, places it in her crosse and proceeds with the game.

**Note:** If the goalkeeper is out of the goal circle and the ball becomes lodged in the crosse, the crosse is illegal and the crosse must be removed from the game.

3. If the ball lodges in the clothing of a field player or umpire a throw will be taken.

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### H. Illegal Crosse

If an umpire suspects an illegal crosse, a stick check may be made at her discretion. A coach or a player on the field may request a stick check. The individual requesting a stick check must give the umpire the number of the player whose stick is to be checked. The head coach may request a measurement on any opposing player's crosse. Officials will only measure the overall length of the crosse. In lieu of measuring the head of the crosse, the umpire will place the ball in the pocket and ensure that the ball moves freely within all parts of the head and the pocket, and that the ball falls freely from the pocket once the head of the crosse is turned over. The procedure and penalty vary somewhat depending upon three situations:

1. A stick check requested after a goal when the stick of the player who scored the goal is to be checked.
  - a. Give the whistle several short blasts to get the players' attention and ask them to stand if necessary. (Hold team timeouts until after the legality of the crosse has been determined.)
  - b. Locate the player whose stick you have been requested to check, and ask to see the crosse (e.g. "red # 4, stick check please" or "red #4, please drop your stick").
  - c. Go to the player and check the crosse as you did pre-game.
  - d. If the player adjusts the strings/thongs after she has heard the umpire's request, the crosse is illegal.

**If Legal:** Goal stands; proceed with time out if one had been requested or go to center for draw.

**If Illegal:** Goal does not count; crosse is removed from game and placed at scorer's table. Player may continue to play with a

## GAME

different crosse and a free position is given to the goalkeeper. Umpires must check the new crosse before restarting play.

2. A stick check requested after a goal when any player's stick other than the player who scored the goal is to be checked.

The goal stands. Follow procedure 1a-d above.

**If Legal:** Play restarts at the center draw.

**If Illegal:** The crosse is removed from the game and placed at the scorer's table. Player may continue to play with a different crosse and play resumes with a free position for the non-offending team at the center. Umpires must check the new crosse position before restarting play.

3. A stick check is requested at any other time.
  - a. Wait for stoppage of play before performing the stick check.
  - b. Follow procedures 1a-d above.

**If Legal:** Play resumes from point of stoppage.

**If Illegal:** The crosse is removed from the game and placed at the scorer's table. Player may continue to play with a different crosse and play resumes with a free position for the non-offending team. Umpires must check the new crosse position before restarting play.

**Note:** A team requests a stick check and the crosse is found to be legal. For any additional requests for inspection of any crosse that result in finding a legal crosse, a penalty for a minor foul is awarded.

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## I. Substitution

1. Unlimited; re-entry permitted. All substitutes must report to the scorer's table.
2. If substituting during play, the player going into the game must be an imminent sub and wait in the team substitution area until the player she is replacing has entered the team substitution area.
3. Substitutions may be made during a team time out provided there is no delay of game. In the case of substitution during an injury time out, the player entering must take the spot vacated by the player leaving the field. No other players may substitute.

**Exception:** In the event of an injured goalkeeper, if the backup goal keeper is in the game as a field player she will be permitted the time to put on the goalkeeper equipment and replace the injured goalkeeper. A player from the bench may replace the field player.

4. No substitutions permitted in cases where a card is being given.

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## J. Adverse Weather Conditions

1. Once umpires arrive on the field, they have the authority to determine whether or not to begin the game, or to interrupt or to suspend a game due to weather and/or dangerous field conditions. The umpire's decision is final.
2. Evaluate the situation with a SAFETY FIRST approach. A guideline for resuming a game after a lightning/thunderstorm is to wait 30 minutes after the last visible sign of lightning and/or audible sound of thunder. The umpires consult with the coaches, athletic trainer or other school officials to determine their lightning policy. School regulations and guidelines governing waiting time will take precedence.
3. The SAFETY FIRST approach is also used when bad weather conditions hamper the ability of the player(s) to see clearly while wearing eye guards. Consider stopping play until conditions improve and players are able to see clearly.
4. A game is considered legal and complete if 80 percent of the playing time has elapsed. If the total playing time is 50 minutes (25 minute halves), the game is considered legal after 40 minutes of playing time has elapsed. For a 60 minute game (30 minute halves), the game is considered legal after 48 minutes.

**Note:** For games in which 80 percent of the playing time has elapsed **and the game is tied**, leagues should determine their own tie-breaking procedures.

# HALF TIME/TIME OUTS

- 
- A.** Be available to answer questions from the captains and/or coaches. Officials must include the coaches and/or captains *from both teams* in any discussions that arise during a time out or at halftime.
- 
- B.** Review the first half of play with your partner(s):
    - 1.** Were any delay of game warnings given?
    - 2.** Any verbal cautions? Any cards issued? Does the scorer have the carding details?
    - 3.** Anything happening off the ball? Picks? Three seconds? Obstruction? Holding? Detaining?
    - 4.** Check the score and make sure both score books agree.

# POST GAME

- 
- A.** Return the game ball to the scorer's table.
- 
- B.** Sign the score book when/if available.
- 
- C.** Leave the field WITH your partner(s).

# 3

## MAKING THE CALL

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# BODY CONTACT INTERPRETATIONS

## I. Body Contact Philosophy

Any decision related to body contact is a judgment call which must be made with regard to the following principles:

- a. It is the duty of each player not to initiate illegal contact.
- b. Any player is entitled to a legal field position not occupied by an opponent, provided that she does not cause contact in taking such a position and that she allows the opponent a chance to stop and/or change direction, thus avoiding contact.
- c. While women's lacrosse is a non-contact sport, incidental contact will occur. When contact occurs, the umpire must determine if the contact was incidental or illegal. If illegal, the player initiating the contact is responsible for the foul and shall be penalized.

## II. Block/Charge

- a. Blocking takes place when a player moves into the path of an opponent with the ball without giving that player a chance to stop or change direction. When a player is running to receive the ball, a "blind side" defense player must give her enough time and/or space to change her direction.
- b. Charging takes place when the player with the ball pushes into, shoulders or backs into and makes contact with an opponent who has already established her position (though not necessarily stationary).

## III. Hints to Umpires in Determining Block or Charge


- a. Each time the attack finds the defense legally ahead of her on a given pathway, the attack must take avoiding action.

**Note:** The defense must give the attack player enough time and/or space to avoid contact.


- b. Once the attack player has worked to get her feet at least even/level with her defender, the attack player is entitled to that pathway.

The following schematic diagrams offer a guide to umpires for making the appropriate call for block/charge situations.



**Block and Charge Situations**


Double Foul – Players are aware of each other but neither player makes an attempt to avoid contact; Throw OR No Call – Both players trying to play the ball and some incidental body contact occurs.



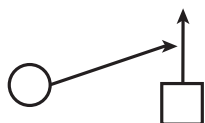
Charge by Attack – Defender has established her position within the attack's visual field allowing enough time and space for the attack to change directions.



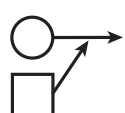
Charge by Attack – Defender has given ground and tries to avoid contact.




Charge by Attack - Defender has given ground and tries to avoid contact.



Block by Defender – Attack has made an effort to go around defender and avoid contact. Defender steps into path of attack causing contact.



Block by Defender – Once the attack has worked to get level with defender, the attack has a right to that space.



No Call; No Contact – The Attack has made the move to avoid contact and the Defender has moved diagonally to maintain the body checking position without contact.

#### IV. The Pick

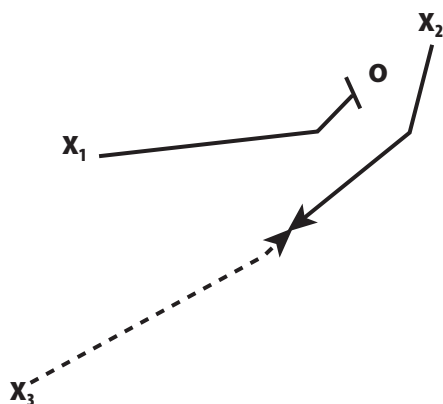
- a. The “pick” is an offensive technique in which a player without the ball uses her positioning to free a teammate by forcing the opponent to take another route. (See diagrams below) A pick may be stationary or moving.
- b. Setting a Legal Pick

A player may occupy a legal position on the field and have the right to that position provided that:

1. The pick is set within the visual field or the pick allows the opponent enough time or space to stop and/or change direction. These principles apply whether the pick that is set is stationary or moving.

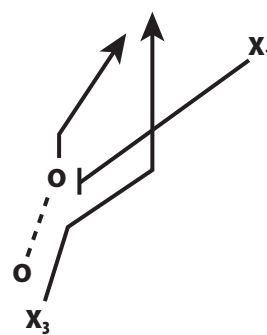
**Note:** A visual field is defined as 180 degrees using the opposing player’s head (nose) as the point of reference not the player’s shoulders.

2. The teammate assumes a legal stance; that is, the crosse is held with the hands shoulder width apart and the limbs (legs or knees) are also within shoulder width. If there is any extension of the crosse or the limbs beyond shoulder width, and contact results from that extension, the pick must be penalized.



##### Off-Ball Pick

X1 sets a legal pick on O freeing X2 to receive a pass from X3



##### On-Ball Pick

X3 Channels O into pick set by her teammate X1

# OBSTRUCTION OF THE FREE SPACE TO GOAL (FSG)

## Obstruction Of The Free Space To Goal (FSG)

Free Space to Goal (FSG) is a path defined by two imaginary lines extending from the ball to the outside edges of the goal circle. (See illustration and definition in USL Official Rules) A defense player obstructing the free space to goal with any part of her body denies the attack the opportunity to shoot safely and encourages shooting at an unprotected player.

Consider the following points before calling obstruction of the free space to goal:

- a. The ball carrier must be within the critical scoring area (within 15m of goal) and must be looking to shoot and must have the opportunity to shoot. The call is not made if the ball carrier is being so tightly marked that she cannot execute the shot or if she is below the level of the goal line extended.
- b. A defender marking within a stick's length of the ball carrier is not obstructing the free space to goal.
- c. Defenders who are being drawn into and through the free space to goal by cutting attack players they are marking are not obstructing the free space to goal.
- d. Do not penalize a defender who adjusts to keep her body out of the free space to goal and leads with her stick as she moves up to defend the ball carrier.
- e. Only those defenders who are in the free space to goal at their own initiation shall be penalized for obstructing the free space.

## Free Space to Goal and Zone Defenses

Zone defenses are legal as long as the defensive players meet the 3 second rule criteria or are set up outside the 8m arc, and observe the obstruction of free space to goal rule. When a team plays a zone, the umpires need to be very aware of the players behind the pressure player (that individual marking the ball carrier). Often times the back defenders set up in the free space to goal when there are no other attack players within playing distance.

When the pressure player is beaten, defenders who are not legally marking attack players must adjust immediately. They must move to play the ball carrier or slide out of the free space to goal. If the

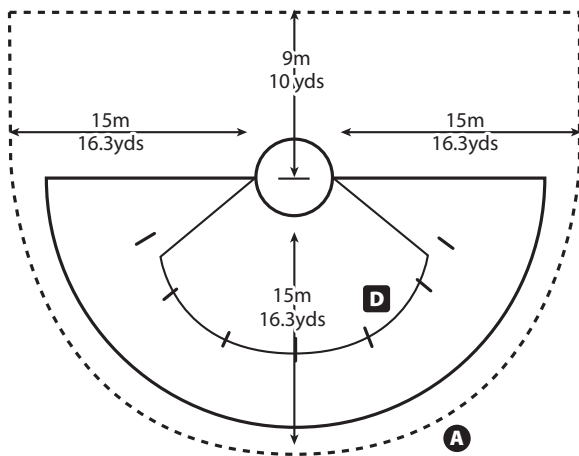
# OBSTRUCTION OF THE FREE SPACE TO GOAL (FSG)

defense stands or moves straight toward the player and has her body in the free space to goal, the umpire must blow her whistle immediately.

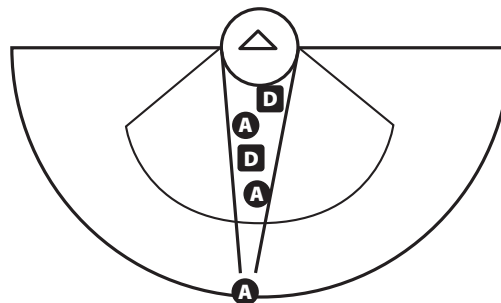
## Making the Call

- a. Visually identify the illegal defender by mentally noting her number. Any umpire may make the call, provided she is in the proper position to visualize the free space to goal.
- b. Check to make sure the ball carrier is within the critical scoring area, is looking to shoot, and has the opportunity to shoot. “Looking to shoot” may mean the attack player pumps her stick indicating a possible shot. It may also mean the attack player is simply running and looking at goal. In these instances, the call is made. The attack player may be running at goal while looking off to find a teammate. In this instance the umpire must be aware that a potential shooting space call may develop as she looks to see if the player with the ball ever does look towards goal. If she does, and if the defender is still in the free space to goal, the call must then be made.
- c. If all components are there, whistle to stop play immediately and give the hand signal for obstruction of the free space to goal.
- d. When the trail umpire makes the call:
  1. She shall give the lead umpire the number of the player who obstructed the free space to goal.
  2. If the offending player was in the 8m arc, she shall indicate on which hash mark the free position shall be awarded.
  3. The lead umpire restarts play.

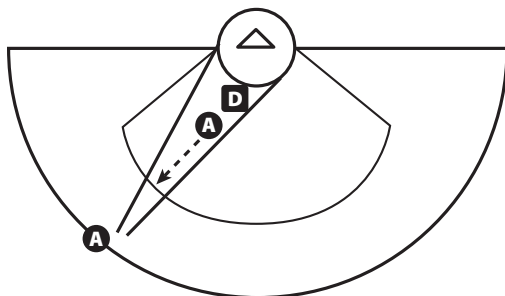
## I. Examples Of “No Call” Free Space to Goal (FSG) Situations



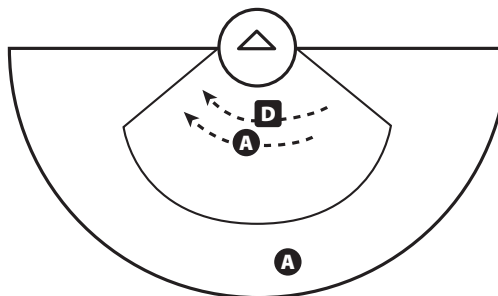
- A) No Call.** Ball carrier is too far out. Ball not in Critical Scoring Area.



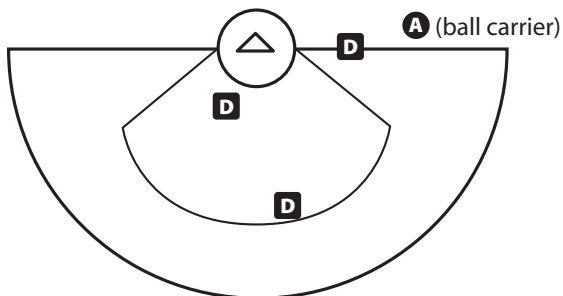
- B) No Call.** Defenders are marking the attack within a stick's length.



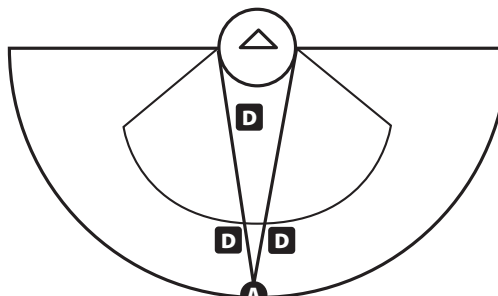
- C) No Call.** The attack player is cutting toward her teammate, bringing her marking defender with her.



- D) No Call.** Defender is marking her opponent as she cuts across the goal



- E) No Call.** Ball carrier is behind the goal line extended, and therefore, has no shot

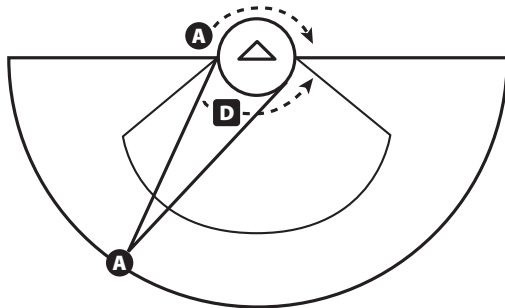


- F) No Call.** Ball carrier is being marked by a legal double team and does not have a shot.

## EXAMPLES OF “NO CALL” FSG SITUATIONS

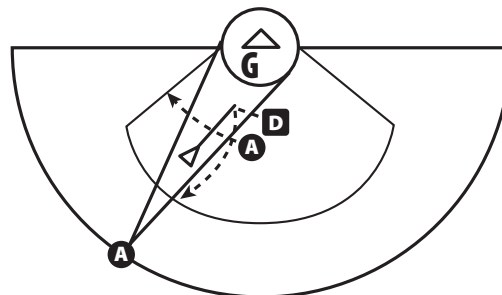
# EXAMPLES OF “NO CALL” FSG SITUATIONS

## “No Call” Free Space to Goal (FSG) Situations (Cont’d)

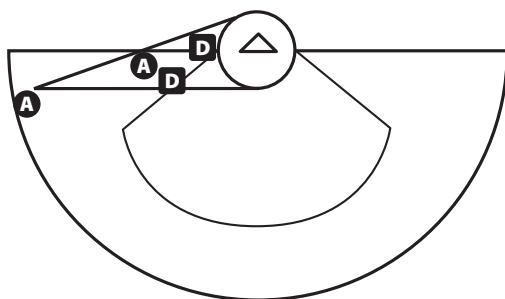


- G) No Call.** Defense is being drawn through the free space to goal by attack behind the goal. Defense must mirror movement of attack, move through quickly, and not hesitate.

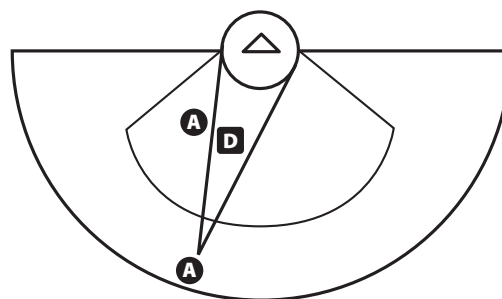
**Note:** If the defender hesitates at all, she will be penalized for obstructing the free space to goal.



- H) No Call.** Defender decides to leave attack cutter to pick up ball carrier. Defender does so in such a way that she leads with her crosse keeping her body out of the free space to goal.

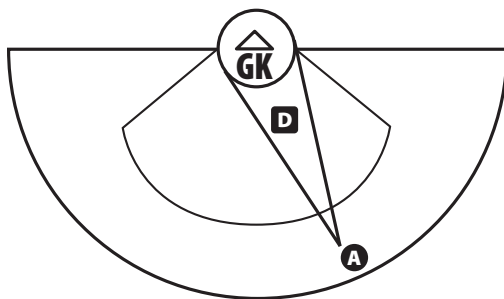


- I) No Call.** One defender is below the goal line and the other is marking an opponent with a stick's length.

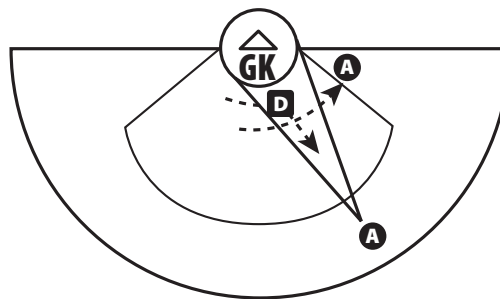


- J) No Call.** Defender may look as though she is the free space to goal, but if the defender is within a stick's length of the attack player she is marking, the defender is legal.

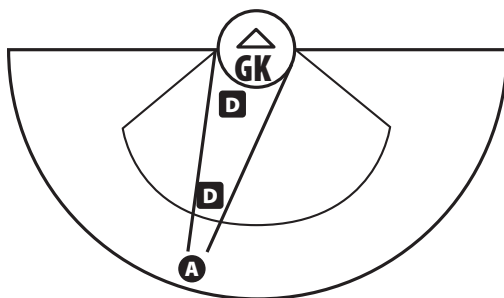
## II. Examples Of “Call” Free Space to Goal (FSG) Situations



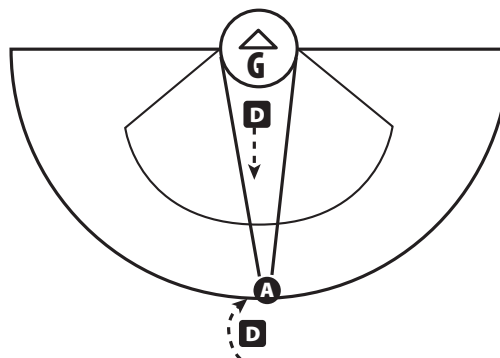
- A) Call.** The Defender is just standing in the free space to goal.



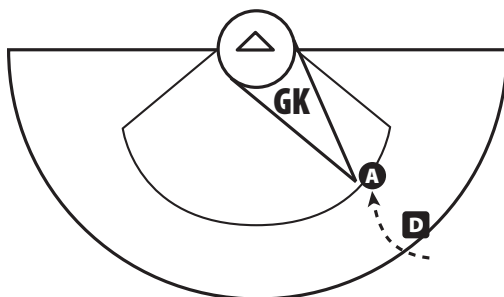
- B) Call.** The attack has cut away, and her defender turns to play ball carrier.



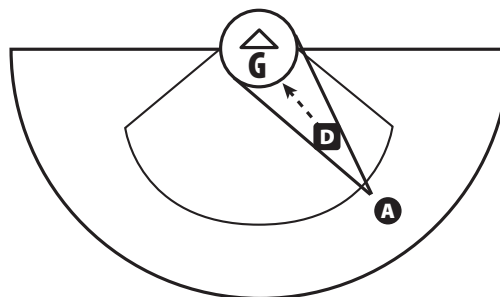
- C) Call.** Ball carrier is marked but has a shot. Low defender is obstructing the free space to goal.



- D) Call.** Ball carrier dodges first defender and the second defender is moving directly toward the ball carrier without getting her body out of the free space to goal.



- E) Call.** Ball carrier dodges defender. Goalkeeper who is well outside the goal circle makes no attempt to move up to mark the ball carrier. Goalkeeper assumes responsibilities of field player when she leaves the goal circle.

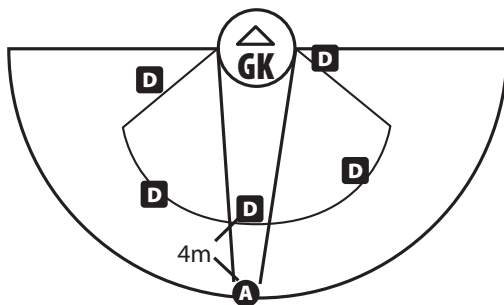


- F) Call.** Instead of stepping up to mark the ball carrier, the defender stands or “back pedals” as the attack attempts a shot on goal.

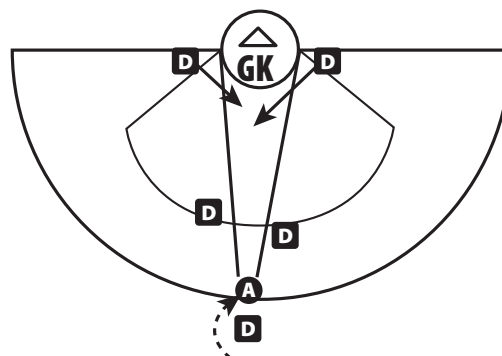
# EXAMPLES OF “CALL” FSG SITUATIONS

# EXAMPLES OF ZONES & FREE SPACE OBSTRUCTION

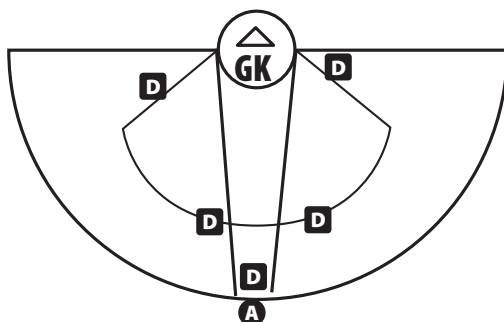
## III. Examples Of Zones & Free Space to Goal Obstruction



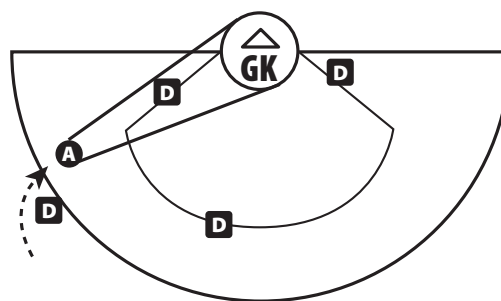
- A) Call.** Ball carrier looking to shoot as she enters the 12m fan. Defender stands on 8m arc making no attempt to step sideways out of the free space to goal or to step up and play the attack ball carrier.



- B) Call.** Ball carrier dodges defender marking her. Two low defenders move into free space to goal. Both players are penalized by going 4m behind.



- C) No Call.** The front defender is legally marking the ball carrier, all other defenders are outside the free space to goal.



- D) Call.** Ball carrier dodges defender and is looking for a shot. Low defender is obstructing the free space to goal.

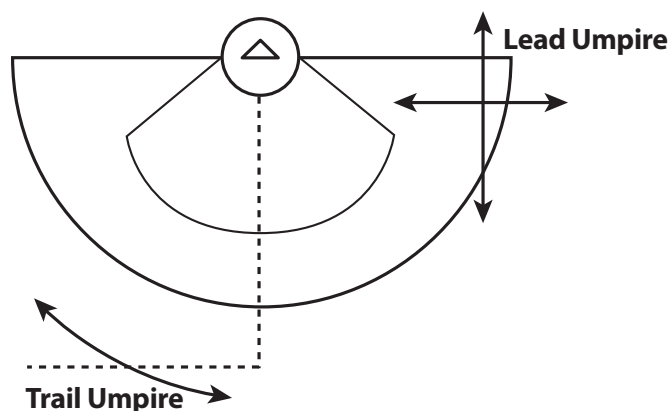
**Note:** Even though the low defender is outside the arc, she is still in the free space to goal.



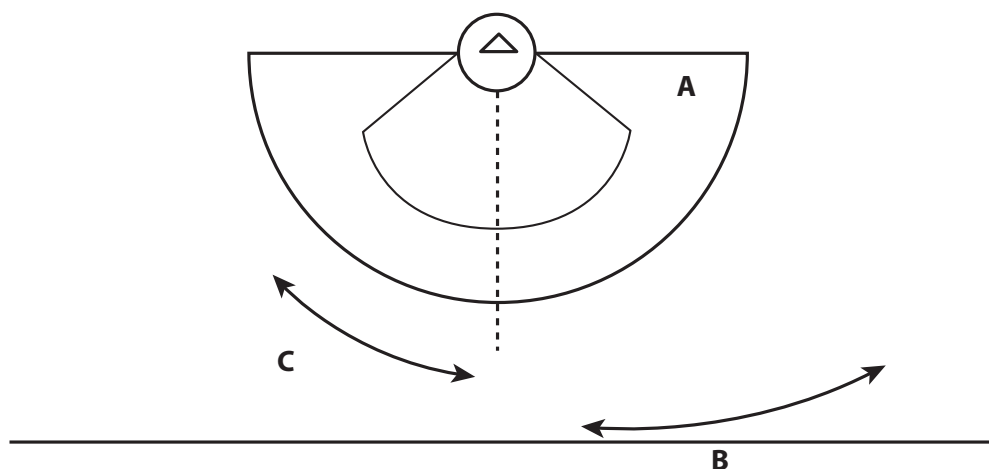
# FREE SPACE TO GOAL (FSG)

## Free Space To Goal: Umpire Responsibilities

- I. **Two Person System:** The Trail Umpire is responsible for free space to goal violations on her half of the goal area and must move laterally with the ball to ensure that she is in the correct position to make the call. The Lead Umpire is responsible for free space to goal calls on her half of the goal area. This can be a difficult call for inexperienced umpires because they tend to be afraid to take their eyes off the ball carrier. Making obstruction of the free space to goal calls from the lead position requires the umpire to broaden her view of the goal area to include those defenders below the ball carrier and the pressure player.



- II. **Three Person System:** The two trail umpires, "B" and "C" in the diagram below, are primarily responsible for calling free space to goal. As they move laterally with the ball from their trail positions, they will have an optimum view of the space below the ball carrier. While this system allows the Lead Umpire, "A", to focus on the ball carrier and the play around the goal circle, she must still be aware of the possible free space to goal call when the defender is low on A's side of the goal.



# THREE SECOND VIOLATION

## Three Second Violation

The defense may not remain in the 8m arc for more than three seconds unless she is marking within a stick's length. Within a stick's length is defined as when any part of an opponent's body is inside a crosse's length. The three second rule is in effect when the team in possession of the ball crosses over the Restraining Line in their attacking half of the field. The intent of this rule is to prevent crowding by the defense in front of the goal.

1. A defense player marking an opponent who is standing directly behind the goal circle is exempt from the three second rule. However, this defender may not remain in the arc if one of her teammates moves to mark the attack player behind the goal.
2. The defense player marking the attack behind goal does not have to position herself directly opposite the attack player's position or mirror her movements. The attack may be moving back and forth behind goal and the defender may be stationary, though the attack player must remain within the imaginary lines extending back from the edges of the goal circle in order to be considered directly behind the goal circle. In order to be considered as the one marking the attack player behind goal, the defender should be in close proximity to the goal circle area. The further she moves from the goal circle the less likely it is that she is marking the attacker behind goal.
3. No more than one defender may mark the same non-ball player in the arc in order to be exempt from the three second violation. When a non-ball player cuts through the arc, the three second count will continue against the original non-marking defender in the arc until there is again only one defender on the non-ball attacker.
4. A defense player who is marking an unmarked opponent who is standing directly behind the goal circle can not be penalized for the three second rule when drawn into a double or multiple team by attacking non-ball players.

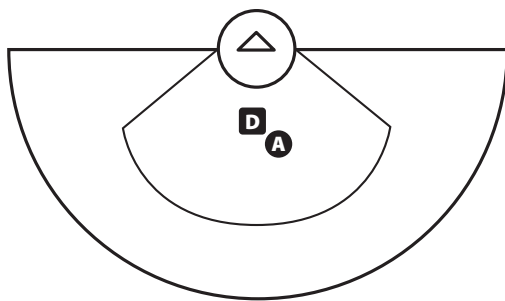
## Making the Call

1. The umpire making the call must be in position to see the defense player's feet in relationship to the field markings on the 8m arc. A defense player standing with one foot in and one foot out of the 8m area will be considered to be in the 8m area when judging three seconds.

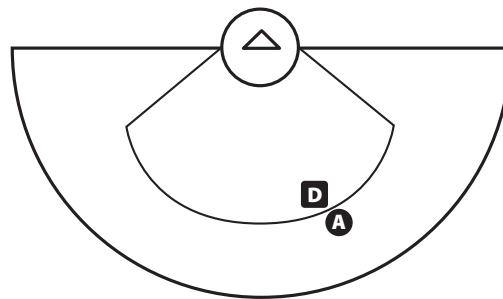
- 2.** As soon as the ball crosses the Restraining Line in the attacking half of the field, the three second rule is in effect. The umpire must be aware of the defending players, their positioning, and if they are within the 8m arc, as well as the actions of the attacking team when deciding whether to make a call immediately, hold whistle, or raise the flag.
- 3.** When the attacking team is outside the critical scoring area and therefore not on a scoring play, the umpire may hold her whistle. For instance, if the attacking team is running a stall and would be disadvantaged if the three second call was made the umpire may hold her whistle. The advantage signal is given to indicate she has seen the foul but is holding whistle. The attacking team could also be outside the critical scoring area and using a spread offense or setting up a play. In these instances having a defender remain in the 8m arc for more than 3 seconds does disadvantage the attack and the call should be made immediately.
- 4.** Once the attacking team enters the critical scoring area the umpire must determine whether the attack is on a scoring play. As soon as the attack moves to begin the scoring play the umpire should raise her flag and allow the attack to continue their progress to goal. If no scoring play is initiated the umpire must make this call immediately.
- 5.** A single defender may remain in the arc as long as she is continuously defending unmarked players that are cutting through the arc. This positioning is legal provided that no more than 3 seconds elapses before she defends a new cutter.
- 6.** If the umpire determines that the 3 second violation during a slow whistle affects the shot, a free position is awarded. An example of “affecting the shot” would be the violator deflecting a shot with her stick that did not result in a goal. A free position should be awarded.
- 7.** Either the Lead Umpire or the Trail Umpire may make the three second call although it is primarily the responsibility of the Trail Umpire(s) to watch for this foul. In the case of a fast break, the Lead Umpire may be in the best position to make the three second call. If a flag is raised by the Trail Umpire, it is her responsibility to whistle the end of the scoring play if no shot is taken. The Trail Umpire should indicate the number of the player committing the violation and the hash mark where the free position should be set up. The Lead Umpire should restart play.

## NO VIOLATION OF THREE SECOND

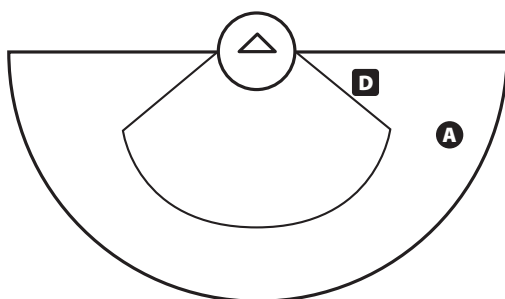
## No Violation of Three Seconds



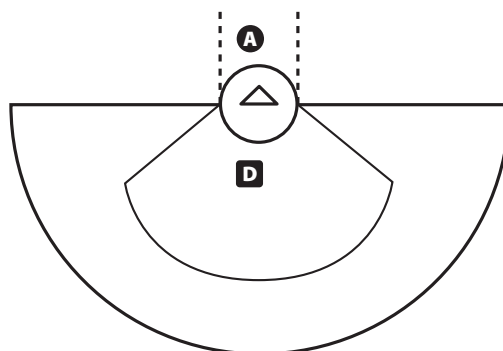
A) Defense actively marking attack.



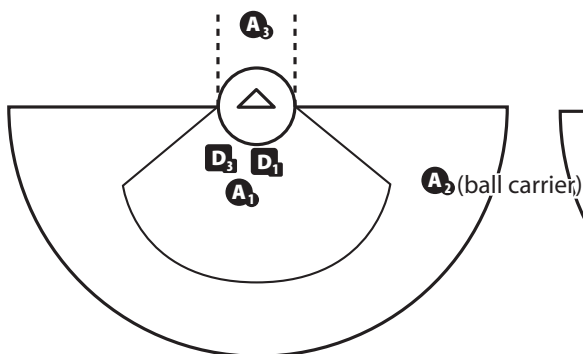
B) Defense active marking attack.



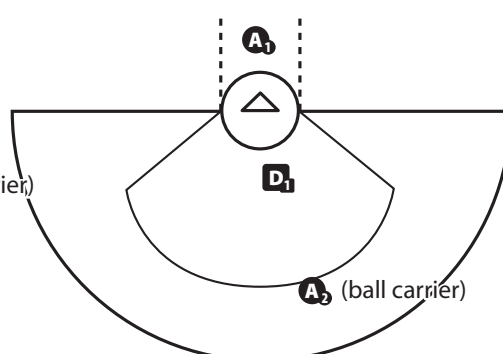
C) Defense not in arc.



D) Defender marking attack player directly behind goal.

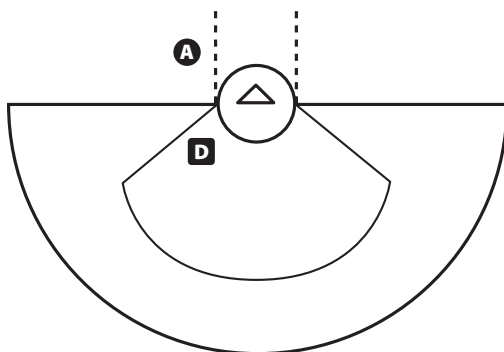


E) D3 is marking A3 behind the goal and is not double-teaming the non-ball player A1 in the arc.

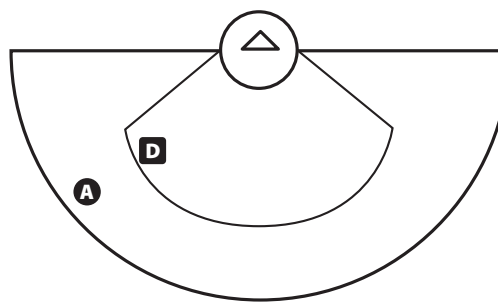


F) No three seconds violation, BUT D1 is obstructing the free space to goal.

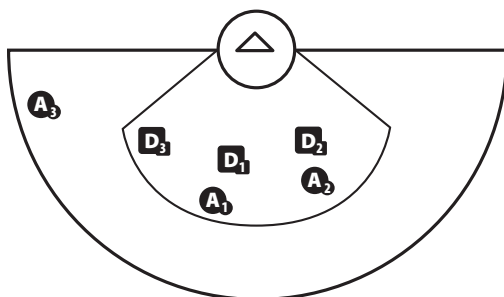
## Possible Violations of Three Seconds



**A)** Attack not directly behind goal.



**B)** Defender not actively marking "within a stick's length."



**C)** D3 not actively marking "within a stick's length."

# USE OF CARDS

## Use Of Cards

Flagrant misconduct fouls are easily recognized by umpires. It is easy to card or remove from the game an abusive or extremely dangerous player. The controlled game demands the use of cards for repeated or deliberate violations as well. To hesitate in these circumstances will only lead to a dangerous and uncontrolled game. Major fouls demand the umpire's close scrutiny and preparedness to use the cards. While the umpires may verbally caution a player they are not required to do so before issuing a card, nor are they required to issue a yellow card before they issue a red card. If warranted, the umpire may immediately red card a player and eject her from the game.

The most dangerous major fouls involve checking into the sphere around the head. The sphere is recognized as being a crosse width side to side and front to back, as well as that same space above the head (approximately 7"). A player may reach into the sphere to stick check away from a player, but may not stick check toward a player, may not hold her crosse within the sphere, and may not use the stick in a threatening or intimidating manner. Fouls occur most often when an attack player dodges an opponent and the defender tries to check her by reaching from behind or when she is level with the ball carrier, or when the defender attempts a check when she is off balance and out of position.

Fouls that threaten bodily injury such as dangerous propelling, dangerous follow through, illegal deputy, and obstruction of the free space to goal are called immediately; there is no slow whistle! If the attack is in the critical scoring area and is on a scoring play, other severe fouls such as uncontrolled checks, checks to the head, and slashing may sometimes not be called immediately. A flag is raised, the attack is allowed to complete the scoring play, and then the call is made and a card is given.

When a check makes contact with an opponent's head, when a player dangerously propels the ball or commits a dangerous follow through, (A follow through in the goal circle that hits the goalie is considered dangerous.) or when a slash (the swinging of a crosse at an opponent's crosse or body with deliberate viciousness or recklessness, whether or not contact is made) occurs, it **MUST** be penalized with a card. If a slash or a check to the head occurs in the critical scoring area it may be a slow whistle situation. In this case, the card is given to the offender when the scoring play ends. If a goal is scored, the umpires will restart play with a free position at the center circle for the non-offending team. If a cardable offense occurs during a scoring play and no goal is scored, the non-offending team will be awarded an 8m free position.

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## Carding Procedure

The key to handling a situation that warrants a card is to stay calm. Make sure your information is correct and that your procedure is sound. Don't take too much time to administer the card. Get on with the game.

### a. Verbal Warning

While a verbal warning may be issued to a player at any time, the use of verbal warnings should be limited in nature. A verbal warning must not be used in cases where the foul requires a mandatory card or where the foul is dangerous, excessively rough or reckless. It is the responsibility of each umpire to be aware of all warnings.

### b. Yellow Card (Warning)

For any single offense which endangers another player, or is excessively rough or reckless, a yellow card must be given. Follow this procedure:

1. Call time out.
2. Beckon the offending player to you, turn and face the scorer's table, and display the yellow card.
3. State "Yellow card on (color), (number), for (name the foul)."
4. Make eye contact with your partner(s) making certain she is aware of the card.
5. The offending player must leave the field for three minutes of elapsed playing time and no substitute will take her place. If the team has only one dressed goalkeeper and she is the player receiving the yellow card, she may remain in the game, but she is penalized for the foul. The team's coach must designate another player who must leave the field for the three minutes of elapsed playing time.
6. The umpire closest to the scorer's table will make certain the scorekeeper records a "Y" and the time of the foul next to the player's name. This umpire should also be the one to keep track of which player received the card and the time it was given.
7. The umpire(s) not involved at the scorer's table should be sure that no other players enter the field as substitutes and that no other players are moving on the field.
8. No player on the offending team is placed 4m behind the player taking the free position when play is restarted.

**Exception:** If the goalkeeper is carded, she or her substitute is placed 4m behind the player taking the FP. This exception

## USE OF CARDS

will apply no matter where the goalkeeper is when she commits the foul, inside her goal circle or outside the circle. However, if a goal is scored and a free position, as a result of the card, will take place at the center the goalkeeper or her substitute may remain in the goal circle for the restart of play.

9. Establish eye contact with your partner(s) before resuming play.
10. Restart play with the whistle and arm signal.
11. A yellow card issued to any coach, team personnel, or player in the team bench area, will not result in a player being removed from the field.

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### 2nd Yellow Card (Suspension)

For additional violations by a player previously given a yellow card. Follow this procedure:

1. Call time out.
2. Beckon the offending player to you, turn and face the scorers table, and display the yellow card and then raise the other hand showing two fingers to indicate this is the 2nd yellow card.
3. State “Yellow card on (color), (number), for (name of the foul), second yellow mandates suspension for the remainder of the game”.
4. Make eye contact with your partner(s) making certain she is aware of the card.
5. The offending player must leave the field for the remainder of the game. No substitute may take her place for three minutes of elapsed playing time. If the player receiving the 2nd yellow card is the goalkeeper, she may be replaced by a second goalkeeper and the team’s coach must designate another player who must leave the field for three minutes of elapsed playing time. The suspended goalkeeper may not return to the game.
6. The umpire nearest the scorer’s table should make certain the scorekeeper records a “YY” next to the player’s name in the book.
7. The umpire(s) not involved at the scorer’s table are responsible for noting that no other players enter the field as substitutes and that no other players are moving on the field.
8. No player on the offending team is placed 4m behind the player taking the free position when play is restarted.



**Exception:** If the goalkeeper is carded, either she or the second dressed goalkeeper who enters the game will be placed 4m behind the player with the ball on the restart of play. This exception will apply no matter where the goalkeeper is when she commits the foul, inside her goal circle or outside the circle. However, if a goal is scored and a free position, as a result of the card, will take place at the center the goalkeeper or her substitute may remain in the goal circle for the restart of play.

9. Establish eye contact with your partner(s) before restarting play.
10. Restart play with the whistle and arm signal.
11. A consecutive card issued to the same player during the same stoppage of play will not result in an additional player being removed from the field.

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### Red Card (Ejection)

For repeated violation by a player, or for a single severe, flagrant or deliberate violation, a red card must be given. Follow this procedure:

1. Call time out.
2. Beckon the offending player to you, turn and face the scorer's table, and display the red card.
3. State "Red card on (Color), (number), for (name the foul)."
4. Make eye contact with your partner(s) making certain she is aware of the card.
5. The offending player must leave the field for the remainder of the game. No substitute may take her place for three minutes of elapsed playing time. If the player receiving the red card is the goalkeeper, she may be replaced by a second goalkeeper and the team's coach must designate another player who must leave the field for three minutes of elapsed playing time. The ejected goalkeeper may not return to the game.
6. The umpire nearest the scorer's table should make certain the scorekeeper records an "R" next to the player's name in the book.
7. The umpire(s) not involved at the scorer's table are responsible for noting that no other players enter the field as substitutes and that no other players are moving on the field.
8. No player on the offending team is placed 4m behind the player taking the free position when play is restarted.

**Exception:** If the goalkeeper is carded, either she or the second

## USE OF CARDS

dressed goalkeeper who enters the game will be placed 4m behind the player with the ball on the restart of play. This exception will apply no matter where the goalkeeper is when she commits the foul, inside her goal circle or outside the circle. However, if a goal is scored and a free position, as a result of the card, will take place at the center the goalkeeper or her substitute may remain in the goal circle for the restart of play.

9. Establish eye contact with your partner(s) before restarting play.
10. Restart play with the whistle and arm signal.
11. A red card issued to any coach, team personnel, or player in the team bench area, will not result in a player being removed from the field.

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### **Ejection of a Player for Repeated Major Fouls/Unsportsmanlike Act of a Violent Nature**

Regardless of where the foul occurred, a free position may be administered on the center hash mark of the 8m arc of the offending team. Obviously, if this severe penalty is deemed necessary, the offending player must receive a red card. Follow the procedures for giving a red card. No players are moved except the one taking the free position, and as necessary to clear the 8m arc. If the player taking the free position scores a goal, play is resumed with a center draw. If the player misses the shot, play will continue from that point.

---

### **Carding/Suspension of Coaches and Team Personnel**

Coaches who feel they have the right to control the umpires as well as their players during a contest are not in compliance with the “spirit of the rules” as written in the USL rule book. The umpire attempts to gain the respect of the players, coaches, and spectators as set forth in the Umpiring Code. (see Part One) Poor coaching conduct as described below must be penalized.

#### **The coach should not:**

1. Question an umpire’s calls without full knowledge of the rules.
2. Question an umpire’s judgment or show obvious disagreement or dissent in such a way as to interfere with the flow of the game or the concentration of the umpire.
3. Use verbal comments, actions or gestures which are disrespectful or profane.

4. Move beyond the team area, move onto the field, or be in the team substitution area. (Exception for youth coaches. They may move along the boundary and at level C may move onto the field for the purpose of coaching.)

The coach is responsible for not only her behavior but for the behavior of her assistant coach(es) and other team personnel. Therefore, if the umpire cannot identify which member of the coaching staff or other team personnel is responsible for the misconduct, the head coach shall receive the card. Follow this procedure:

1. Call time out.
2. Approach the coach.
3. Show the appropriate card and state that this is a warning (yellow card), or an ejection (red card) on the (color) coach for misconduct.
4. Make eye contact with your partner(s) to make sure that she is aware of the card.
5. Penalize as a major foul. No player is removed from the field. Play is restarted within one minute with a free position to the opponent nearest the ball when the play was stopped. The nearest player from the offending team is placed 4m behind the player taking the free position. A suspended or ejected coach or team personnel must leave the area, including the spectator area. The umpires may declare a forfeit if the offender refuses to leave. The score will be 1-0 in favor of the non-offending team.
6. Establish eye contact with your partner(s) before resuming play.
7. Restart play with the whistle and arm signal.

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### **Misconduct by Team Followers/Spectators**

Team followers/spectators must not be allowed to become abusive to the players on the field and/or to the umpires, nor must they be allowed to become unruly or interfere with the orderly progress of the game. Direct contact between the umpire and the abusive spectator is not advised as it interrupts the flow

of the game, breaks the umpires concentration, and usually only makes the situation worse. If you are confronted with an unruly or abusive spectator, follow this procedure:

1. Call time out and approach the appropriate head coach during a stoppage of play.
2. Request that the appropriate head coach or the site manager speak with the spectator about their behavior. This should not become a confrontation between the umpire and the head coach. Maintain your composure and speak calmly and professionally with the coach. You should not threaten the coach with a card. Make sure your partner is aware of what is happening.
3. Continue with the game while the spectator is being warned, unless the situation warrants stopping the game until the situation is resolved.
4. If the spectator misconduct continues and the head coach does nothing to resolve the situation, call time out and approach the coach a second time. Inform the coach that if the situation is not resolved she will receive a yellow card. Give the coach the time necessary to handle the problem before you issue a card.
5. If the misconduct continues, follow the procedures previously outlined for carding the coach.

---

### **Managing Incidents Involving Physical Altercations**

In the event that fighting or any physical violence erupts or is threatened between two or more players or team personnel, including coaches, within the playing venue during a game, the umpires will immediately suspend the game and request that the home team game management personnel be brought on to the field to address the issue of fighting. Umpires will not physically insert themselves into the fighting or surrounding encounter. Umpires will be involved in assessing and administering appropriate penalties for any players or personnel involved in physical altercations. At the umpire's discretion, the game may be suspended for up to 30 minutes to allow for the issue to be addressed or the game may be terminated due to safety or other concerns. The league will be responsible for determining whether or not the game may be resumed or re-played at a later date.

During club games where school personnel are not present, it is the responsibility of team representatives to address and bring to an end any fighting or physical violence. At the umpire's discretion, the game may be suspended or terminated due to actual or threatened physical violence.

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**Misconduct After The Game**

If a situation occurs after the game ends and before the umpires leave the playing venue where conduct occurs that would warrant a red card during play, the umpire(s) can issue a post-game ejection to the offending player or coach to be served in the team's next game.

# DELAY OF GAME

## Delay Of Game

Some examples of delay of game:

1. Failure to stand when the whistle is blown to stop play (creeping).
2. Failure/refusal to move 4m away on a free position.
3. Failure to properly wear a mouth guard.
4. Failure to properly wear eye protection.

In addition to the specific delay of game fouls listed above, the umpire has the authority to penalize any other type of behavior, which in her opinion amounts to a delay of game. Any form of delay of game must be penalized. The procedure set forth below, and in the rule book, must be followed: (Rule 7, Section 26)

### 1. First Offense:

- a. Call time out.
- b. Show a green card to the team captain, which serves as a caution to the entire team that the next delay will result in a green/yellow card to the offender.
- c. Penalize the violation as a minor foul.

### 2. Second Offense:

- a. Call time out.
- b. Show a green card and a yellow card to the offender, which serves as a caution to the entire team that the next delay will result in a green/red card to the offender. The offender may remain in the game.
- c. Penalize the violation as a major foul.

### 3. Any Subsequent Offenses:

- a. Call time out.
- b. Show a green card and a red card to the offender. She must leave the game for three minutes of elapsed playing time. A substitute must take her place if the team has available players on the bench. The suspension will carry over to the second half or overtime.
- c. Penalize the violation as a major foul.

# OUT OF BOUNDS

## Out Of Bounds

- A.** When the ball goes out of bounds, the umpire blows the whistle to stop play and the players must “stand”. Except in the case of a shot or deflected shot on goal, when a player in possession of the ball carries or propels the ball out of bounds or when a player is the last to touch a loose ball before the ball goes out of bounds, the opponents will be awarded the ball when play resumes. When a player’s foot/feet are out of bounds she may not take an active part in the game. (Rule 5, Section 8) During the game players may not run out of bounds and re-enter to a more advantageous position. (Rule 5, Section 8) Carrying/throwing the ball out of bounds is a simple change of possession, not a foul.
- B.** When a player has possession of the ball and steps on or over the boundary line, or any part of her body or crosse touches the ground on or over the boundary line, the ball is out of bounds and the player will lose possession.
  - 1.** A player is in possession of the ball when the ball is in her crosse and she can perform any of the normal functions of control such as cradle, carry, pass or shoot.
  - 2.** A player in possession of the ball may hold her crosse outside the boundary as long as her foot/feet are not on or over the boundary line. If an opponent who is in-bounds legally checks a player’s crosse causing the ball to fall to the ground out of bounds, possession will be awarded to the opponent when play resumes.
  - 3.** When an opponent illegally causes a player in possession of the ball to go out of bounds, the ball carrier will maintain possession of the ball when play resumes. The opponent will be penalized for the foul.
  - 4.** If a player deliberately pushes, flicks, or bats the ball into an opponent’s feet or body in order to cause the ball to go out of bounds, it will be penalized as a major foul.
- C.** When a loose ball touches the boundary line or the ground outside the line the ball is out of bounds. The player/team that last touched the ball before it went out of bounds will lose possession of it, unless it was a shot or a deflected shot on goal. (Rule 5, Section 10)

## OUT OF BOUNDS

- D.** To resume play when the ball has gone out of bounds:
  - 1.** The opponent nearest the ball will place the ball in her crosse and stand 4m inside the boundary from the spot where the ball went out of bounds. If the goalkeeper, while within her goal circle, is the nearest to the spot the ball went out of bounds she is awarded the ball and will remain in her goal circle to restart play.
  - 2.** Any other player(s) directly involved in the play or in the immediate vicinity of the spot where the ball went out of bounds may also be moved. They must maintain the same relative position to the player with the ball that they occupied when the whistle blew to stop play. Opponents must give the player with the ball at least 1m of free space (stick and body).  
NOTE: Players move only upon the direction of the umpire.
  - 3.** All other players must maintain the field position they had when the whistle blew to stop play. Play is resumed with the whistle.
- E.** When a shot or deflected shot on goal goes out of bounds, the player nearest to the ball when it crosses the boundary will place the ball in her crosse and stand 4m inside the boundary line from the spot where the ball went out of bounds. Opponents must give the player with the ball at least 1m of free space. If the goalkeeper while within her goal circle is the nearest to the ball when it crosses the boundary, she will remain in her circle to restart play. Note: A deflected shot is one that goes directly out of bounds after hitting the goal post or the goalkeeper's crosse or body. A ball that rebounds off the goal post, the goalkeeper, or the goalkeeper's crosse and then off any field player's crosse/body or the umpire's body and directly out of bounds will be considered a deflected shot on goal. A deflection occurs when any player merely touches the ball with her crosse or body and does not gain any distinct/clear advantage or control the ball.
  - 1.** A shot or deflected shot remains a shot until the ball goes out of bounds, the ball comes to rest on the field of play, a player gains possession of the ball, or a player otherwise causes the ball to go out of bounds.
  - 2.** If two opposing players are equidistant from the ball (stick or body) when it goes out of bounds as the result of a shot or deflected shot a throw will be awarded. (Rule 5, Section 12)
  - 3.** It is the umpire's responsibility to determine if there is a shot, a pass, a check before the shot, a simultaneous contact of shooter stick and defender stick, or stick contact after the shot.



- F.** When the ball goes directly out of bounds from a legal draw, the umpire will call time out and the draw will be retaken. (Rule 5, Section 14) Exception: When the 10 goal rule is in effect no time out is called for a redraw.

**AR 5-5.** A Red defense player is in pursuit of the Blue attacker with the ball. The Red player runs out of bounds to avoid a legal pick and comes back onto the field in a position where she makes a check on the Blue attacker. **RULING: ILLEGAL.** A player may not run out of bounds and re-enter to a more advantageous position. A minor foul is called against the Red defender.

**AR 5-6.** A Red defense player leaves the field during play to talk with her coach near her bench area. As she returns to the field the Blue team has the ball along the opposite sideline boundary. **RULING: LEGAL.** The Red player did not re-enter the field in a more advantageous position.

**AR 5-7.** A loose ball is rolling towards the sideline boundary. A Red player runs to the ball and is able to stop it from rolling out of bounds. Her momentum then carries her out of bounds as the ball comes to rest still in play. The Red player stops, turns, re-enters the field and picks the ball up to continue with play. **RULING: LEGAL.** The Red player returned to the position on the field she occupied prior to her momentum carrying her out of bounds, not to a more advantageous position.

**AR 5-8.** A Red player near the sideline attempts to pick up a loose ball but instead kicks the ball out of bounds. **RULING: No foul,** this is simply a change of possession on a ball out of bounds. The ball is awarded to the nearest Blue player and she is positioned 4m inside the boundary from the spot where the ball went out of bounds. The umpire repositions any other players if necessary before play is restarted.

**AR 5-9.** A Blue player attempts a pass across the field to her teammate. The teammate misses the pass but plays it off her body to prevent the ball from going out of bounds. **RULING: ILLEGAL.** A minor foul for a body ball is called. The Blue player deliberately used her body to change the direction of the ball to her team's distinct advantage.

# BOUNDARY SET UPS

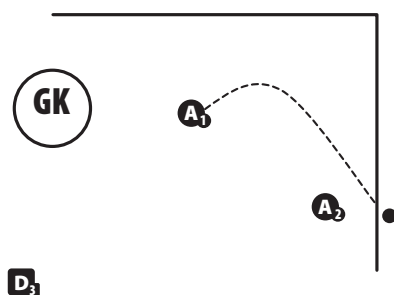
## Boundary Set Ups

When setting up players to resume play at the boundary there are a few key principles to remember.

- A simple boundary ball is not a foul and therefore the set up of players is not a free position.
- When awarding a boundary ball on the end line there is no need to make the placement 8m from the goal circle.
- Any other players directly involved in the play or in the immediate vicinity (within playing distance, i.e. sticks length) of the spot the ball went out of bounds may also be moved to maintain same relative position and 1m of free space (stick and body).
- When the player receiving possession of the ball had no relative position to the other players where the ball went out of bounds, no one is moved except the player receiving the ball.

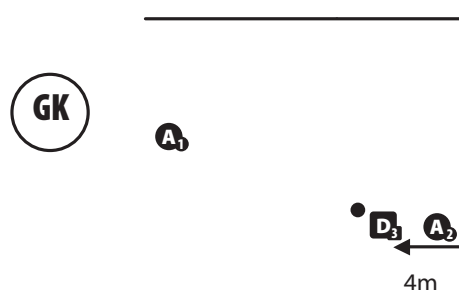
Following are diagrams of situations involving boundary balls and boundary fouls. The correct placement of players for the resumption of play is given for each situation.

**Situation #1**



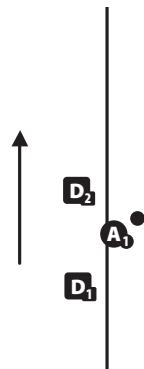
A1 passes to A2 who misses the catch and the ball goes out of bounds.

**To Resume Play**



A2 who was at boundary stands and D3 the closest opponent to the ball, is moved to take ball 4m inside boundary at spot ball went out of bounds.

## Situation #2



A1 is *legally* directed out of bounds by the double team of D1 and D2.

## To Resume Play



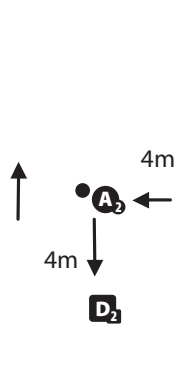
D2 receives the ball 4m inside of boundary at point where the ball went out. D1 and A1 move also to keep same relative position.

## Situation #3



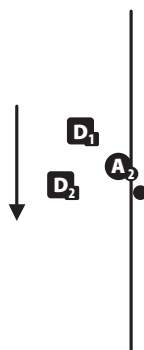
D2 *fouls* A2 pushing her out of bounds.

## To Resume Play



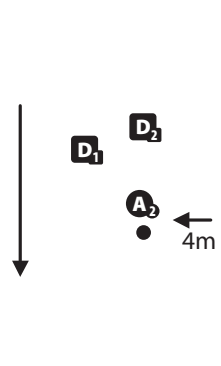
A2 receives the ball 4m in from the boundary where she went out and D2 is placed 4m behind.

## Situation #4



During defensive double team, D2 *fouls* A2 causing her to go out of bounds.

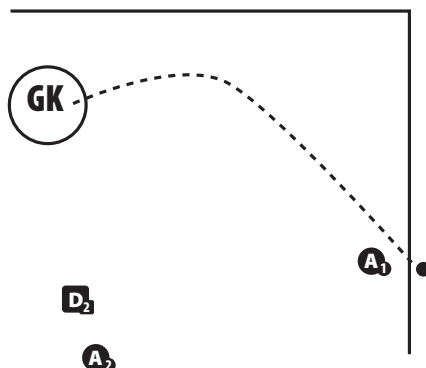
## To Resume Play



A2 keeps the ball moving in 4m from the boundary at the spot she went out. D2 moves 4m behind A2 and D1 moves 4m away from A2 in the same relative position she had when the foul occurred.

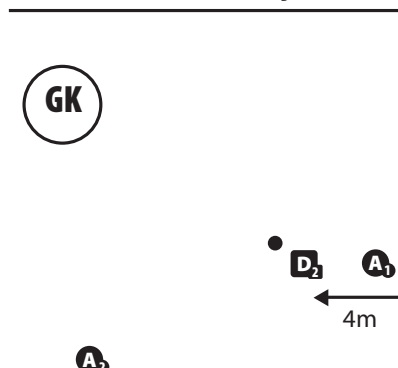
## BOUNDARY SETUPS

Situation #5



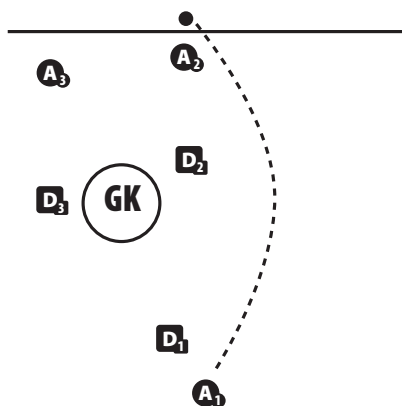
GK passes to A1 (unmarked) who misses the catch and the ball goes out of bounds.

To Resume Play



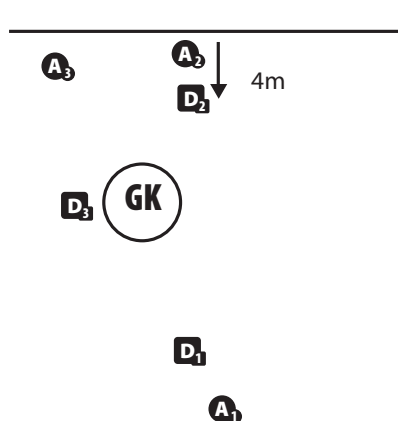
D2 the closest defender is brought over to receive the ball. Since A1 had no relative position with D2 at the place where the ball went out of bounds, she stays where she was when the whistle sounded. A2 does not move as she is not in the immediate vicinity of the place the ball went out of bounds.

Situation #6



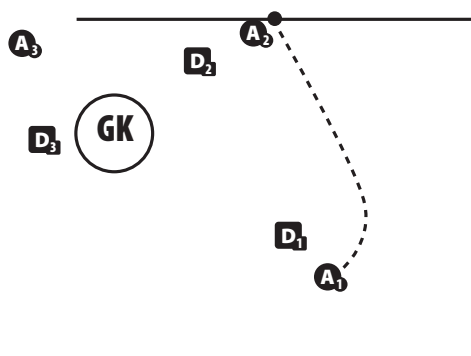
A1 throws pass to A2 who is 1m off the end line. A2 misses the catch and ball goes out of bounds.

To Resume Play



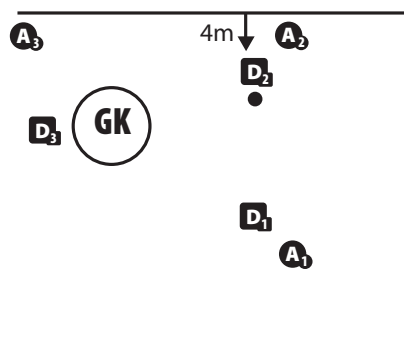
A2 stands at spot she was when the ball went out of bounds. D2, the closest defender, is moved to the spot 4m from the end line where the ball went out of bounds. In this case, A2 *does not move* in with D2 since she had no relative position to D2 where the ball went out of bounds. There is no need to move D2 8m from the goal circle since this is not a free position, it is merely a boundary ball set up.

## Situation #7



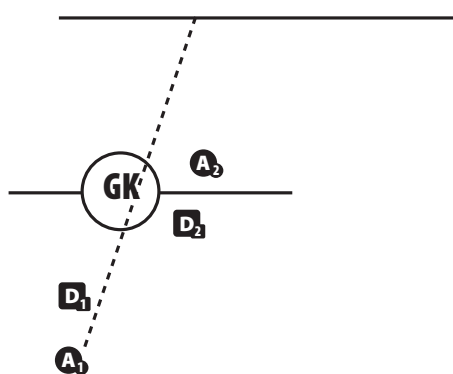
A1 makes a pass to A2 who is marked by D2. A2 misses the catch and the ball goes out of bounds.

## To Resume Play



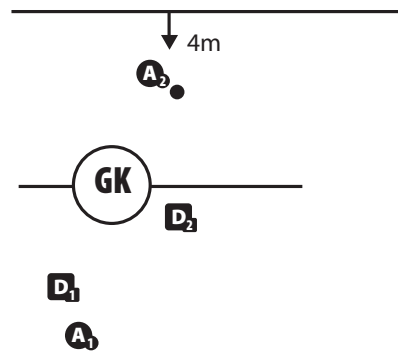
D2 receives the ball 4m in from the boundary at the spot it went out of bounds. A2 moves in with D2 since they *did have relative position* with each other where the ball went out of bounds.

## Situation #8



A1 shoots high on goal and the ball sails out of bounds.

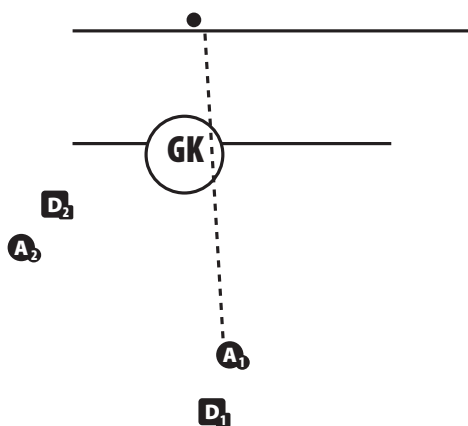
## To Resume Play



A2 (closest player to the ball where it went out of bounds) is moved to a spot 4m from where the ball went out of bounds to receive the ball. D2 does not move with her as she *had no relative position* to A2 where the ball went out of bounds.

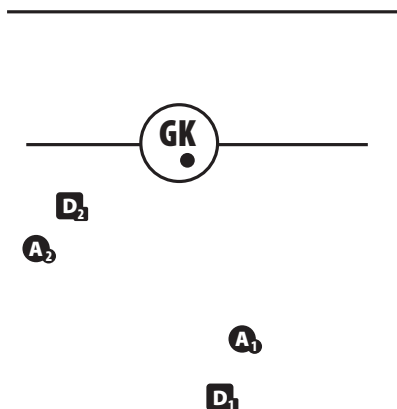
## BOUNDARY SETUPS

Situation #9



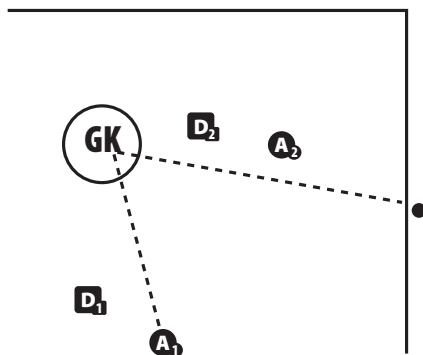
A1 shoots on the goal during a fast break situation and misses. The ball sails out of bounds.

To Resume Play



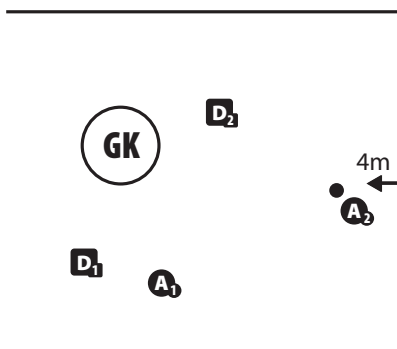
The GK is awarded the ball in her goal circle. She is the closest person to the spot on the boundary line where the ball went out of bounds, and was *in her goal circle* when the ball left the playing area.

Situation #10

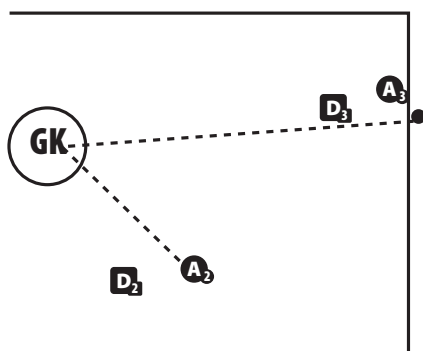


A1 shoots on goal and the shot deflects off the goal pipe and goes out of bounds on the sideline.

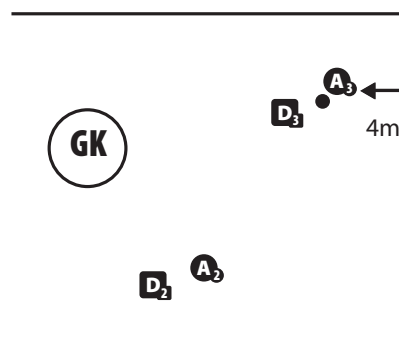
To Resume Play



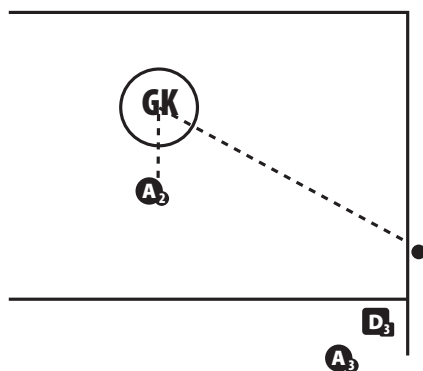
The closest player to the spot the ball went out of bounds is A2. She moves to a spot 4m from the boundary where the ball went out of bounds for the restart of play. D2 does not go with A2 as she *had no relative position* to A2 where the ball went out of bounds.

**Situation #11**

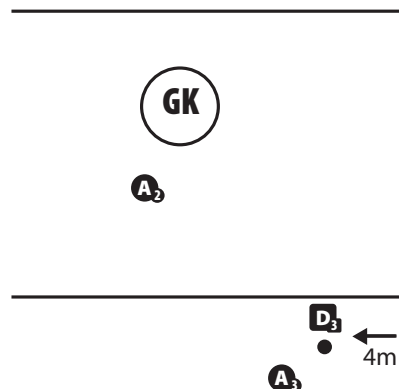
A2 shoots on the goal and the shot deflects off the GK's stick and goes out of bounds on the side line.

**To Resume Play**

A3, the closest player to the ball where it went out of bounds, is awarded the ball 4m in from the boundary line. D3 moves in with A3 to assume the same relative position she had with A3 on the sideline where the ball went out of bounds.

**Situation #12**

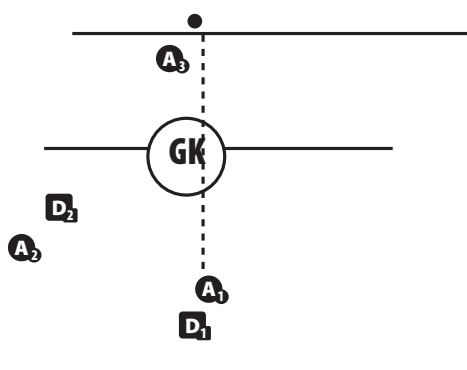
A2 shoots on goal and the ball deflects off the GK's body and goes out of bounds below the RL.

**To Resume Play**

D3 is awarded the ball since she is the closest player to the ball where it went out of bounds. Because she is above the RL the ball will be moved to her position, 4m off the side line and 1m above the RL. A3 will move with her to maintain the same relative position she had with D3.

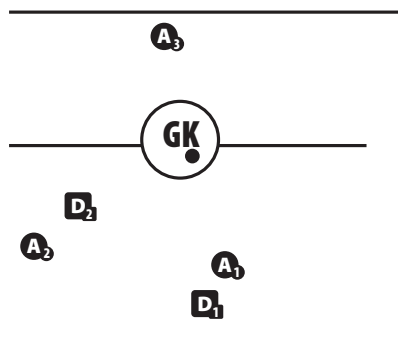
## BOUNDARY SETUPS

Situation #13



A1 passes to A3 who is near the end line. A3 misses the ball and it sails out of bounds.

To Resume Play



The GK is awarded the ball in her goal circle. She is the closest person to the spot on the boundary line where the ball went out of bounds, and was *in her goal circle* when the ball left the playing area.



# IDENTIFY THE FOUL

## I. MINOR FOULS

Minor fouls are fouls which have little or minimal bearing on the safety of play. It may help umpires to subdivide the minor fouls into three categories:

- Rules pertaining to illegal equipment: the crosse, mouth guards, goggles, goalie equipment, uniform and jewelry.
- Rules pertaining to procedural errors which generally occur during stoppages of play: illegal substitution, second request to inspect a crosse which is legal, and delay of game.
- Rules pertaining to misplays: covering the ball, empty crosse check, body balls, playing the ball from out of bounds, etc.

### A. Minor Fouls (Rule 6, Section 2)

1. A player may not guard a ground ball with her crosse or foot. This rule does not prohibit a player from stopping a rolling ball by momentarily placing the crosse over the ball, unless this directly prevents an opponent from playing the ball. Nor does it prohibit a player from placing her crosse between an opponent's crosse and the ball to flick/push a ground ball to an open space or to a teammate.
2. A player may not check or hold an opponent's empty crosse when it is not in contact with the ball. The player does not have to be in control of the ball but it must be in contact with her stick to avoid an empty crosse foul being called. The check is legal if the crosse contact is simultaneous with the ball contacting the crosse. This call is frequently made incorrectly because the umpire is making a judgment on sound, i.e. the noise of sticks making contact with one another, rather than looking at what is actually happening with the ball and the sticks. This applies only if the opponent could have received or gained possession of the ball.
3. A player may not guard the crosse with her arm/elbows. This is not to be confused with the natural running movement of a free arm when a player is handling the crosse with one hand. However, watch that this natural running movement of the free arm does not become a guarding/warding off movement as a defender approaches to within playing distance of the ball. Umpires must not allow the defender to crowd or push the attack player with the ball to the point that she raises her arm to protect herself. An early call made for the pushing foul will prevent the second foul for warding off.

## IDENTIFY THE FOUL

4. A player may not touch the ball with her hand, except the goalkeeper or deputy within the goal circle. This rule prohibits a player from illegally using her thumb to hold the ball in the pocket of a molded crosse.
5. A player may not squeeze the head of the crosse or use her hand or body to keep the ball in the crosse. This rule prohibits a player from illegally squeezing the webbing of a wooden stick or the sidewalls of a molded stick, preventing the ball from being dislodged by a legal crosse check.
6. A player may not allow any part of her body to deliberately impede, accelerate or change the direction of the ball.
7. A player may not throw her crosse in any circumstance, or take part in the game if she is not holding her crosse.
8. A player may not draw illegally. See Part 2, Game Procedures, for a more complete discussion.
9. On a center draw, if a player steps on or into the center circle or on or over the restraining line before the whistle, the umpires will immediately make the call for an illegal draw [minor foul] and administer the free position at the center circle. If players repeatedly violate this rule, the penalty for a major foul may be administered.
10. A player may not participate in a game with a crosse that does not meet specifications.
11. A player may not score a goal with a crosse that does not meet field crosse specifications.
12. A player may not adjust the strings/thongs of her crosse after an official inspection of her crosse has been requested during the game.
13. Request, for a second time, the inspection of any crosse meeting specifications.
14. A team fails to be ready to play after a 2-minute team time out or following half time.
15. A player may not take part in a game if she is wearing jewelry.

16. A player may not take part in a game if her uniform does not meet specifications.
17. A player may not substitute illegally.
18. A player may not intentionally delay the game. (green card)
  - a. failure to stand when the whistle is blown to stop play (creeping)
  - b. failure to move 4m away on a free position
  - c. failure to properly wear a mouth piece
  - d. failure to properly wear eye protection
  - e. any type of behavior which, in the opinion of the official, amounts to delay
19. A player may not take an active part in a game when her foot/feet are out of bounds.
20. A player may not run out of bounds and re-enter in a more advantageous position.
21. A team requests more than two time outs.

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**B. Minor Goal Circle Fouls (Rule 6, Sections 3,4,5,6)**

1. Any ball resting on the goal circle line belongs solely to the goalkeeper or her deputy. Any other player touching this ball would be committing a goal circle foul.
2. The goalkeeper or her deputy may step on, but not over the goal circle line and still be considered “in the goal circle” when playing the ball. If the goalkeeper does step out with one foot and then steps back into the circle she would be committing a goal circle foul.
3. The ball must be cleared by the goalkeeper or her deputy within 10 seconds after it has entered the goal circle. The goalkeeper may leave the goal circle and allow a teammate to enter and clear the ball for her, but the 10 second count continues.
4. Once a team gains possession of the ball in the goal circle and the ball is cleared, the team must not intentionally return the ball to their goal circle until the ball has been played by another player.

# IDENTIFY THE FOUL

5. The official shall use a visible hand signal to count the 10 seconds that the ball remains in the goal circle, and may use an audible count as well, especially if there is an interchange to allow another player to clear the ball for the goalie.
6. If the goalkeeper or the deputy is fouled while inside the goal circle, she will take the free position from within the goal circle.
7. While outside the goal circle, the goalkeeper may not throw any part of her equipment to her deputy.
8. A field player may not enter or have any part of her body or crosse in the goal circle, unless she is the deputy goalkeeper.
9. On a shot, the shooter may follow through with her crosse over the goal circle. Her feet must not touch the goal circle. The player(s) directly defending the shooter may reach into the goal circle with their crosse(s) to block the shot or check the shooter's crosse. A defenders feet must not touch the goal circle. Exception: Follow through over the goal circle will not be allowed for play below the 9th grade level.

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## II. MAJOR FOULS (Rule 6, Section 1)

Major fouls jeopardize the safety of the players and/or threaten the "spirit of the game". Once again, it may help umpires to subdivide the fouls into four major categories:

- Fouls committed by the defense
- Fouls committed by the attack
- Fouls committed by both the defense and attack
- Misconduct or suspension fouls

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### A. Major Fouls Committed by the Defense

1. Rough or Reckless Checking
  - a. Sound is not necessarily a factor in determining a rough check. Look at the control and the direction of the checking movement.
  - b. Officials must look for space between the defender and the attacker. A defender whose feet are in a poor or stationary position may lead to rough and/or dangerous play.

**2. Check to the Head (MANDATORY CARD)**

No player's crosse may hit or cause her opponent's crosse to hit the opponent's head.

**3. Slash (MANDATORY CARD)**

- a.** Officials must be alert to reckless and dangerous swipes around the head/body, slipped hands and large swings with the head of the crosse, or defenders who are either out of position or in an unbalanced body position to make a safe check.
- b.** A defender does not need to make contact with an opponent's crosse or body to be charged with slashing. Remember, a slash has the potential for causing serious injury.
- c.** The penalty for a slash is a mandatory card. Slashing in the midfield or in the critical scoring area when there is no scoring play must be stopped and penalized immediately. When it occurs in the critical scoring area and the attack is on a scoring play, the slow whistle flag may be raised. A card must be given at the termination of the scoring play. Remember, when raising the flag, to make a mental note of the number of the player who committed the slashing foul.

**4. Holding (Held Crosse)**

Hold an opponent's crosse when the opponent is in possession of the ball.

**5. Crosse in the Sphere**

- a.** No player's face is to be threatened by a defender's crosse being held within her sphere. However, no defender is penalized when the attack player brings her own crosse into the defender's crosse thereby checking herself. This is either a "no call" or an offensive foul.
- b.** When a player checks in the sphere in a dangerous manner, it is strongly advised that the misconduct procedure be followed.

**6. Illegal Use of the Crosse**

- a.** No player is allowed to use her stick to intimidate another player. This would include directly poking the stick towards another player's face, or waving the stick too closely in front of the player's face. It could also include the sweeping check from behind that comes across the opponent's body that

## IDENTIFY THE FOUL

often makes contact with the ball carrier's body, arm, or hand. Players are not allowed to lower the head of the crosse below shoulder level and initiate crosse to body contact. Players are not allowed to cross-check: that is, use the shaft of the crosse to hit, push, or displace an opponent.

**7. Hooking**

A player may not use the webbed area of her crosse to hook the bottom end of an opponent's crosse.

**8. Reaching Around/Across a Player From Level or Behind**

- a.** When an attacker and defender are running side by side, the defender may not attempt to reach across the body of the attack player unless the defender's feet are ahead of the attack. This does not prohibit a defender from checking an attack player's crosse from behind whenever the check can be made safely and legally.
- b.** Checking the bottom end or handle of the crosse is legal as long as there is no illegal body contact and the check does not cause the crosse or the ball to go into the player's sphere.

**9. Block**

- a.** A player may not move into or be standing in the path of an opponent without giving that player a chance to stop or change direction.
- b.** When a player is running to receive a ball, a blind side defender must give her enough time and/or space to change her direction. (See Part 3, Making the Call — Body Contact Interpretations.)
- c.** When a defender is legally and closely marking a player who is pursuing a pass, the defender must not be penalized if the receiver subsequently turns into the defender and checks herself.
- d.** The umpire must watch for defenders extending hips or knees into an attacker who is changing her path to goal.

**10. Obstruction of the Free Space to Goal**

- a.** A player may not, with any part of her body, guard the goal from outside the goal circle so as to obstruct the free space to goal. She may not position herself between the ball and the goal circle, thus denying the attack the opportunity to shoot safely and encouraging shooting at an unprotected player. No defender will be called for obstruction of the free space to goal if she is positioned below the goal line extended. (See Part 3, Making the Call — Obstruction of the Free Space to Goal (FSG)).

- b.** The player with the ball must be within 15m of goal (critical scoring area) and looking to shoot. If the player with the ball is being so well marked defensively that she has no opportunity to shoot on goal, the call must not be made.
- c.** Obstruction of the free space to goal occurs when the defender is in the free space to goal at her own initiation, not when she is drawn into it by an attacking player. It is not a violation if the defense is in the free space to goal and closely marking (within a stick's length) an opponent. When approaching the ball carrier, a defender must keep her body out of the free space to goal until she is within a stick's length of her. A defender may run through the free space to goal without stopping or hesitating when she is marking and being drawn across by an attack player who is behind the goal.

#### **11. Three Seconds**

A player must not, while defending in the 8m arc, remain in that area for more than 3 seconds unless she is marking an opponent within a stick's length. (See Part 3, Making the Call — Three Seconds Violation). With the exception of the defender who is "marking" the attack player who is directly behind the goal, "marking" means to be within a stick's length of an opponent.

#### **12. Illegal Deputy**

A field player must not enter or remain in the goal circle illegally as a deputy.

- a.** An illegal deputy is considered a Goal Circle Foul, but it is penalized as a major foul (Rule 7, Section 10). For safety reasons an illegal deputy requires an "immediate" whistle.
- b.** The deputy may enter or remain in the goal circle only when her team is in possession of the ball.
- c.** A deputy may enter the goal circle to prevent a rolling ball from crossing the goal line.

#### **13. Modified Checking [Youth Rules]**

Check the crosse of an opponent using other than modified checking if not in high school or above or if not part of a Level FC league. Crosse to crosse contact is not necessarily a violation of the no checking/modified checking rules. See the Official Rules for Girls Youth Lacrosse for Level FC requirements and for rules governing play in 8th grade and below; and Appendix E for Guidance-No Checking/Modified Checking.

## B. Major Fouls Committed by The Attack

### 1. Illegal Cradle/Protecting the Crosse

An attack player in possession of the ball may not hold, with or without cradling, the head of her crosse in front of her face, within the sphere, or close to her body making a legal/safe check impossible. When a defender is in good defensive position to check, the player with the ball may cradle the ball and move her stick from side to side to try and prevent a check from being made, but must not be allowed to hold or cradle the ball too close to her body or face on the side facing the defender. Umpires must be especially vigilant when a player is caught in a double or triple team situation when the player with the ball will be most tempted to pull the head of the crosse close to her body.

### 2. Charge

A player may not charge, barge, push or back into (thereby making contact with) an opponent who has already established a legal body position. (See Part 3, Making the Call — Body Contact Interpretations)

### 3. Illegal Pick

A player must not set a pick out of the visual field of an opposing player which does not allow enough time and/or space to stop or change direction and results in contact. (See Part 3, Making the Call — Body Contact Interpretations)

### 4. Forcing Through

A player while in possession of the ball, may not try to force her crosse through an opposing crosse(s) in such a way as to cause her own crosse to contact her body.

### 5. Dangerous Propelling (MANDATORY CARD)

A player may not, at any time or anywhere on the field, propel the ball at an unprotected player (including the goalkeeper if she is outside her goal circle) in a dangerous or uncontrolled manner. Any pass that is thrown or shot that is taken without regard to the positioning of other players is dangerous. The following guidelines may be helpful:

- a. Look for the ball carrier who propels the ball directly into her defense player without regard for that player's positioning or her safety.
- b. Look for the ball carrier who blindly initiates a hard, rising underarm pass or shot into a defender or an unsuspecting teammate.



- c.** Look for the ball carrier who propels the ball into an opponent who is being drawn by the attack through the free space to goal.
  - d.** Determine whether the defender moved into the path of the ball after the ball was released. This could be a “no call” situation, or if you determine that the defender deliberately impeded, accelerated or changed the direction of the ball this could be a body ball (minor foul) situation.
  - e.** Watch the defender who is obstructing the free space to goal. If, before the umpire can blow her whistle to make the obstruction call, the attack player shoots into the defender, consider calling a double foul (obstruction and dangerous propelling). The attack player must be carded for dangerous propelling, and a throw would be awarded for the double foul.
- 6.** Dangerous Follow Through (MANDATORY CARD)  
A player must not follow through with her crosse in a dangerous or uncontrolled manner. The trail umpire is primarily responsible for watching for contact to the defender on the follow through after a shot. Determine whether the defender moved into the path of the follow through after the ball was released.
- 7.** Dangerous Shot
  - a.** A dangerous shot is directed at the goalkeeper. A dangerous shot is judged on the basis of the distance of the shooter from the goal, the force of the shot and the placement of the shot. The following cues can be used to help determine an uncontrolled or dangerous shot:
    - 1.** Is the shooter off balance?
    - 2.** Is the ball batted or hurled at the goal without regard for the positioning of other players?
    - 3.** Did the player shoot blindly?
    - 4.** Is the shot a hard, rising underarm shot that goes into the goalkeeper’s neck?
    - 5.** Is the shot directed with unnecessary force?
  - b.** A shot must not be deliberately directed at a goalkeeper’s body, especially her head or neck. This does not apply if the goalkeeper moves into the path of the ball whether it be right, left or forward.
  - c.** A shot can be considered uncontrolled even if it misses the goal.

## IDENTIFY THE FOUL

- d. If the umpire determines that a shot is dangerous, the free position is awarded to the goalkeeper in the goal circle and the offending player is placed 4m from the goal circle behind the goal.
- 8. Illegal Shot (shoot from an indirect free position)**
- A player may not shoot from an indirect free position until the ball is passed or her crosse has been touched or checked by a defense player's crosse. The free position is awarded to the opponent nearest the spot where the illegal shot was taken.
- Note:** What happens when the defense fouls the attack player taking the indirect free position without checking her stick and/or before the attack player has a chance to pass the ball? Does this mean the attack player may now go to goal and shoot? NO, the attack may not shoot because she has not met the conditions for doing so listed for the indirect free position. You may not raise your flag because the attack is not on a scoring play since the attack cannot shoot during the indirect free position. You have two options when this situation occurs:
- a. Blow your whistle immediately, call the foul, and award a free position to the attack. If the foul was major, the attack will be allowed to shoot when play resumes.
  - b. Hold whistle, allow play to continue, and see if the attack player maintains the advantage.

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**C. Major Fouls Committed by both the Defense and the Attack**

- 1. Pushing**  
A player may not push the opponent with her hand or body.
- 2. Tripping**  
A player may not trip an opponent deliberately or otherwise.
- 3. Detaining**  
A player must not detain an opponent at any time by holding, tagging, pressing, or pushing against an opponents body, clothing, or crosse with her arms, legs, body or crosse.
  - a. A player's legal body position is as wide as her shoulders. It includes the space in front of a player, extending only as far as the length of her arm when outstretched directly in front of her body. A player may not extend her crosse or body beyond this specified distance in order to impede (with contact) an opponent.

**4. Illegal Contact**

A player must not initiate crosse to body or body to crosse contact.

- a.** Send a strong message that a player's stick must not be coming into contact with another player's body, nor can a player run into an opponent in order to draw this foul call.
- b.** Defenders will not be allowed to stand with their stick against a player's body, lower the head of the crosse below the shoulder and initiate crosse to body contact, reach out with the stick while in motion and hit or hold a player's body, or in any way make stick to body contact.
- c.** Attack players who initiate this contact will be called for a foul.

**5. False Start**

Before the whistle, a player may not step or make any movement simulating the beginning of play designed to gain an advantage over one's opponent.

**a. By the Defense:**

- 1.** If the defense false starts the umpire must make an immediate decision to either blow her whistle immediately, hold whistle and wait to see the outcome of the play, or raise the flag if the attack is on a scoring play.
- 2.** The umpire must consider blowing her whistle immediately if the false start has an impact on the actions of the attacking team. Did the false start cause the attacker with the ball to hesitate? This could be called immediately. Did the false start allow the defender to get to a better defensive position? This could be called immediately.
- 3.** Just as with every other foul (except shooting space), the umpire has the option to hold whistle or raise the flag and wait to see the outcome of the play. Did the attack player on an 8m free position immediately go to goal despite the false start? Did the attack player attempt to pass to a teammate closer to goal who was then covered by the false starting defender? The umpire can raise her flag in both cases to indicate the foul and then allow the attack to continue if possible.
- 4.** When making the decision to call or hold on a false start by the defense remember that the umpire must refrain from

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enforcing any rule that would penalize the non-offending team.

5. Defensive false starts that the umpires determine to be deliberate or an attempt to intimidate the attack, especially the shooter taking an 8m free position, could be carded for misconduct, especially if they are repeated. Repeated false starts could be considered delay of game and must be addressed using the delay of game carding sequence. In other instances where a false start occurs, preventive officiating in the form of a verbal warning may be warranted and may be enough to settle the situation.

**b. By the Attack:**

1. A false start by an attack player with the ball must be called immediately anywhere on the field.
2. A false start by an attack player without the ball is called immediately if the attack gains an advantage. Did the false start put the defender at a further disadvantage? If yes, then the whistle is blown immediately. If no, then the option to hold whistle and see how the play develops would be appropriate.
3. False starts that the umpires determine to be deliberate or an attempt to intimidate the defense could be carded for misconduct, especially if they are repeated. Repeated false starts could be considered delay of game and be addressed using the delay of game carding sequence. In other instances where a false start occurs, preventive officiating in the form of a verbal warning may be warranted and may be enough to settle the situation.

**6. Playing the Ball Off an Opponent**

A player may not push, flick, or bat the ball into an opponent's feet or body causing the ball to go out of bounds.

**7. Team Fouls/Offsides (Rule 6, Section 7)**

A team may not have more than 7 players on or over the restraining line in their offensive end or have more than 8 players on or over the restraining line in their defensive end.

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**D. Misconduct (Rule 6, Section 8) and/or Suspension (Rule 7, Section 27)**

1. A player must not conduct herself in a rough, dangerous, flagrant or unsportsmanlike manner. Nor can she repeatedly violate the rules, endanger the safety of herself, her team mates or her opponents or demonstrate any type of misconduct which

includes taunting other players.

2. Non-participating players and team personnel must remain within the team bench area and conduct themselves appropriately.
3. Coaches must remain within their own coaching area, that is, the area on the bench/table side of the field extending from their side of the team substitution area to their end line, and behind the scorer's table extended.
4. The umpire has the right to suspend any team member, follower, or coach for flagrant, repeated violation of the rules, dissent, misconduct or abusive language. (See Part 3, Making the Call — Use of Cards)

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#### **E. Physical Altercations**

1. In the event that fighting or any physical violence erupts or is threatened between two or more players or team personnel, including coaches, within the playing venue during a game, the umpires will immediately suspend the game and request that the home team game management personnel be brought on to the field to address the issue of fighting. Umpires will not physically insert themselves into the fighting or surrounding encounter. Umpires will be involved in assessing and administering appropriate penalties for any players or personnel involved in physical altercations. At the umpire's discretion, the game may be suspended for up to 30 minutes to allow for the issue to be addressed or the game may be terminated due to safety or other concerns. The league will be responsible for determining whether or not the game may be resumed or re-played at a later date.

During club games where school personnel are not present, it is the responsibility of team representatives to address and bring to an end any fighting or physical violence. At the umpire's discretion, the game may be suspended or terminated due to actual or threatened physical violence.

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#### **F. Misconduct After The Game Ends**

1. If a situation occurs after the game ends and before the umpires leave the playing venue where conduct occurs that would warrant a red card during play, the umpire(s) can issue a post-game ejection to the offending player or coach to be served in the team's next game.

# END OF SCORING PLAY

## End of Scoring Play

**Definition:** A scoring play is a continuous effort by the attacking team to move the ball toward the goal and to complete a shot on goal.

The attacking team must be in the critical scoring area (15m in front and on either side of the goal circle and 9m behind the goal circle) to be on a scoring play. However, merely being in the critical scoring area does not necessarily mean the attack is on a scoring play. The following are situations when an attacking team is in the critical scoring area, not on a scoring play and a flag is not raised.

1. The attacking team may be on a stall at the edge of the critical scoring area in front of goal or behind goal. By definition a stall is a delay in action or the loss of forward motion, and therefore, is not a scoring play. A team may initiate a scoring play from a stall if the opportunity presents itself, but if the attack is on a stall in the critical scoring area and the defense commits a major foul, the umpire may either:
  - a. hold whistle if the attack is able to maintain possession and indicate the advantage with one arm raised horizontally toward the goal; or
  - b. blow the whistle immediately and award the free position at the spot of the foul.
2. The attack may simply be passing the ball at the top of the critical scoring area or to a player behind the goal in order to initiate a scoring play. This is therefore not a scoring play. Again, the umpire has the same two options as noted above if the defense commits a major foul.
  - a. If no scoring play can be initiated due to a three second violation by the defense, blow the whistle immediately and award a free position at the closest 8m hash to the spot of the foul.

## The End of a Scoring Play (Rule 7, Section 20)

The scoring play is over when the attack fails to continue their initial momentum to score a goal. The scoring play ends when:

1. A shot is taken.
2. The attacking team loses possession of the ball. The attack player may choose to intentionally drop the ball. A bounce pass is not considered a loss of possession.

- 3.** The attacking team passes or carries the ball behind the level of the goal line and stops the continuous attempt to score.
- 4.** The attacking team stops the continuous attempt to score or the player with the ball is forced by the defense to lose her forward momentum.
- 5.** The attacking team fouls.

It is not unusual for the attack to attempt to maintain a scoring play on goal by running or passing the ball behind the level of the goal line and rolling the goal circle. However, umpires must blow the whistle to end play if:

- a.** The attack runs/passes the ball behind the goal, only to get out of a tight situation.
- b.** If the player with the ball is calling out a new play.
- c.** If the player with the ball behind the goal does not immediately continue around the goal or is taking time to look for a pass.

Finally, the umpire must end the scoring play if the attack player with the ball is forced by good defensive play to simply lose her forward momentum. Sometimes the attack player may turn and stop her initial thrust toward goal for no apparent reason. Blow the whistle, indicate that the scoring play is over, and set up the free position.

# WATCH THAT GOALKEEPER

## Watch That Goalkeeper!

The goalkeeper is most often the last line of defense and the beginning of the offense. Her play is much more exciting than in the past, and it is not unusual to find her involved in play outside the goal circle. We, as umpires, must anticipate what the coaching strategies for the goalkeeper will be and prepare ourselves in advance for how to best position ourselves and what to look for. A goalkeeper does foul, and the umpire must be prepared to penalize her. We should know the difference between a goal circle foul, a minor foul and a major foul and how these affect the goalkeeper. The umpire in charge of the goal circle must remain in the vicinity of play until the ball is clear of the area.

## Goal Circle Fouls (Rule 6, Sections 3-6)

### a. Cleared and Played

When the ball enters the goal circle, the goalkeeper or deputy has 10 seconds to either pass the ball from inside the goal circle or to exit the goal circle with the ball in her possession. Once a team gains possession of the ball in the goal circle and the ball is cleared, the team must not intentionally return the ball to their goal circle until the ball has been “played” by another player.

### b. Clearing and Re-entering

Goalkeepers who are being pressured by opponents create challenges for the umpire. The umpire must be prepared to penalize the goalkeeper or deputy when the ball is not cleared from the goal circle within 10 seconds. Umpires must also position themselves at a point tangent to the goal circle and be prepared to penalize the goalkeeper if, when under pressure, she carries the ball into the goal circle. The ball may not be in contact with the goalkeeper’s crosse when she enters the goal circle. Once the goalkeeper leaves her goal circle she becomes another field player, and, as such, she may not violate the goal circle when attempting to toss the ball into the circle.

### c. Grounded

When the goalkeeper is attempting to play a ball that is outside the goal circle while she is within the circle, she must do so without becoming grounded. If her body touches the ground for support outside the goal circle while she is attempting to play the ball, she must continue to move out of the goal circle. If she steps back into the circle with the ball, this is a goal circle foul.



**d. Penalty for Goalkeeper Goal Circle Foul**

The penalty for all goal circle fouls by the goalkeeper is an indirect free position for the attack 12m from the goal circle on the goal line extended. The indirect free position will be taken on the side of the goal closest to the spot of the foul. If the goalkeeper is fully or partially inside the goal circle when she commits the goal circle foul, she may remain in her circle. If she is fully outside the circle and commits a goal circle foul, she remains on the spot of the foul. When the goalkeeper commits a goal circle foul, the rules do not require another defender to move to within 4m of the player taking the free position.

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**Minor Foul By The Goalkeeper**

A goalkeeper may be penalized for a minor foul whether she is inside or outside the goal circle.

**a. Minor Fouls while inside the goal circle**

The most common minor fouls committed by the goalkeeper from inside the goal circle are covering and empty crosse checks. When an attack player is close enough or in position to play the ball, the goalkeeper may not reach out of the goal circle and cover/trap the ball in an attempt to bring the ball into the circle. (She may do so if no attack is in position to play the ball.) The goalkeeper may not check an attack player's empty crosse to prevent her from gaining possession of the ball. If the goalkeeper is called for a minor foul while she is in, or partially within, the goal circle, she may remain in the circle. The attack is awarded a free position at a spot on the 12m fan closest to where the foul occurred. To determine this spot, the umpire must make an imaginary line from the center of the goal line through the spot of the foul to the 12m fan. No other player may be within 4m of the indirect free position.

**b. Minor fouls while outside the goal circle**

When the goalkeeper leaves her goal circle she loses all of her goalkeeping privileges and shall be penalized as any other field player when she commits a minor foul. If the goalkeeper is called for a minor foul while she is outside of the goal circle but still within the 12m fan, the attack is again awarded an indirect free position at a spot on the 12m fan closest to where the foul occurred. The goalkeeper moves 4m away from this player relative to her position at the time of the foul.

**Situations to Consider: Minor Foul or Goal Circle Foul?**

- a. A goalkeeper in the goal circle catches a shot on goal with her hand. She forgets to put the ball in her crosse and tosses it to a teammate with her hand. **GOAL CIRCLE FOUL:** goalkeeper remains in the goal circle when the indirect free position is administered on the 12m fan level with the goal line extended. (Rule 5 Section 16, b. Rule 7, Section 10)
- b. A goalkeeper is fully outside of her circle and covers a ground ball as an attack player approaches. **MINOR FOUL:** the goalkeeper is placed 4m from the player taking the indirect free position at a spot on the 12m fan in line with the foul. (Rule 5, Section 19, a. Rule 6, Section 2, a)
- c. As the goalkeeper scoops up the ball and moves out of her circle, she wards off an opponent. **MINOR FOUL:** goalkeeper is placed 4m from the player taking the free position. The free position is indirect as in #3 above if the foul occurred within the 12m fan. When a minor foul occurs behind the goal, the free position is awarded 8m from the goal circle in line with the foul. The goalkeeper is placed 4m away relative to her position when the foul occurred. (Rule 6, Section 2, c)
- d. While inside the goal circle the goalkeeper is trying to play the ball which is just inside the goal circle. Another defender at the top of the circle puts her stick into the circle to get the ball. **GOAL CIRCLE FOUL:** goalkeeper remains in her goal circle. The attack is awarded an indirect free position on the 12m fan level with the goal line extended. The defender who committed the foul is placed 4m away from the attack player awarded the ball. (Rule 6, Section 3. Rule 7, Section 10)
- e. The goalkeeper steps out of the circle with the ball in her crosse. Although her feet are completely out of the circle, she continues to hold her crosse in the circle so that an attack player may not legally check her stick. **GOAL CIRCLE FOUL:** the goalkeeper remains where she is, and the attack is awarded an indirect free position on the 12m fan level with the goal line extended. (Rule 6, Section 3. Rule 7, Section 10)

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**Major Fouls By The Goalkeeper****a. Immediate Whistle**

A goalkeeper often helps a teammate with a double team as an attacker is moving close to the goal circle or she may choose to take on a lone attacker as she attempts a shot on goal. Yes, major

fouls do occur. Umpires must be prepared to penalize, and card if warranted, the goalkeeper for rough checks, tripping, pushing, slashing, checks to the head and obstruction of the free space. Once the foul has been called, the question then becomes one of player placement and who goes behind, the goalkeeper or another defender. Regardless of whether the goalkeeper is in or out of the goal circle, when the goalkeeper commits the major foul and there is an immediate whistle, she will always be placed 4m behind the player taking the free position.

#### **b. Slow Whistle**

The situation will change somewhat when the attack is on a scoring play and a flag has been raised. There are two instances when the goalkeeper will not be the player who has to move 4m behind the attack player taking the free position:

1. When a scoring play ends with no shot taken, a free position is awarded to the attack player nearest to the spot of the foul. The defense player nearest to the spot of the foul is placed 4m behind the attack. If the goalkeeper committed the foul that caused the umpire to raise her flag, but is not the nearest defender to the spot of the foul when the scoring play ends, the goalkeeper should not be the defender who is made to move 4m behind the attack.
2. The goalkeeper commits a foul resulting in a flag being raised. During the slow whistle, another defender commits a major foul and then the scoring play ends with no shot being taken. The attack player nearest to the spot of the second foul is awarded the ball on the nearest hash mark. The defense player nearest to the spot of the second foul is placed 4m behind the attack. Since there was a second foul, and the goalkeeper's foul did not end the scoring play, another defender should be the one placed 4m behind the attack.

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### **Goalkeeper Fouled While Outside the Goal Circle**

#### **a. Goalkeeper Checked In the Head**

When a goalkeeper moves outside her goal circle, umpires must watch to ensure that she does not become "fair game" for the attack simply because she is wearing protective equipment. When the goalkeeper leaves her goal circle she becomes a field player. If the goalkeeper is checked in the head, play must stop, the offending player must be carded, and a free position awarded to the goalkeeper.

**b. Dangerous Propelling or Dangerous Follow Through at the Goalkeeper**

If the goalkeeper comes out of the circle to legally defend the ball carrier, the attacker may not shoot directly at or follow through dangerously into the goalkeeper. Just because the goalkeeper is protected, the attacker is not at liberty to shoot directly at her head, neck or body. The penalty for dangerous propelling or dangerous follow through committed against the goalkeeper is a free position for the goalkeeper 8m from the goal circle. A card is mandatory for dangerous propelling and dangerous follow through.

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**Body Ball By The Goalkeeper**
**a. Deliberate or Blatant**

If a field player uses her body to deliberately “impede, accelerate or change the direction of the ball” she will be called for a minor foul. However, if the goalkeeper does this when she is fully outside of the goal circle, the umpire must decide whether this infraction should be penalized as a major foul or as a minor foul. If the goalkeeper blatantly attempts to stop a shot on goal with her body while she is outside the goal circle, it is a major foul. It is not difficult to see a blatant body ball by the goalkeeper when the shot is high, but when the shot is low the determination becomes less obvious.

- b. Situations to Consider:** A goalkeeper runs out of her goal circle toward a shot with her arms and crosse outstretched. She makes no attempt to play the ball with her crosse and stops the ball with her body. The umpire should penalize her for a major foul. The goalkeeper should also be penalized for a major foul if she runs out of the goal circle with good stick and body position attempting to play the ball legally but, at the last minute, obviously defends a low shot on goal by reaching with her hand or leg and prevents a goal. What is even more difficult is the low shot that is stopped by the goalkeeper’s feet. Did she attempt to stop the ball with her stick and then contact was made with her body because she did not have time to react? If so, this is a no call since it is not deliberate. To summarize, when the goalkeeper is fully outside her goal circle the umpire must quickly determine whether:

1. The body ball occurred because the goalkeeper did not have time to react (no call).

2. The body ball occurred because the goalkeeper misplayed the ball with her stick (no call).
3. The body ball occurred because the goalkeeper blatantly used any part of her body to defend a shot (major foul).

### **Deputy Goalkeeper (Rule 5, Section 17, a-e)**

#### **a. Legal or Illegal Deputy?**

The deputy goalkeeper may only enter or remain in the goal circle when her team has possession of the ball. She must immediately leave the goal circle when her team loses possession of the ball. She may go into the goal circle to prevent a rolling ball from crossing the goal line, but she may never enter the goal circle with her crosse or body to defend a shot on goal.

#### **b. Illegal Deputy Penalty**

Violation of this rule is an immediate whistle. The penalty for a breach of this rule may result in the issuing of a yellow or red card. The attack is awarded an 8m free position at the center hash mark. The illegal deputy is placed 4m behind the attack player taking the free position. All players, including the goalkeeper, are cleared from the arc. The goal circle remains empty, as the goalkeeper is not allowed to clear the arc by going back into the circle.

#### **c. Consider the following situations:**

1. The goalkeeper has been penalized for dangerous play and is 4m behind the attack player awarded the free position. The goal circle remains empty and the arc has been cleared. When the whistle blows to start play, the attack shoots a bounce shot. A defender stops the shot by reaching into the goal circle with her crosse. **MAJOR FOUL - Illegal Deputy.** The deputy may only enter the goal circle, with her body or her crosse, to play a rolling ball. (Rule 5, Section 17, c; Rule 7, Section 10)
2. A deputy has replaced the goalkeeper in the goal circle while her teammate has possession of the ball. The player in possession of the ball drops it and the other team gains possession. The deputy fails to leave the goal circle. **MAJOR FOUL - Illegal Deputy.** The umpire sets up a free position at the center hash, the illegal deputy will be placed 4m behind the player taking the free position and the arc is cleared. The goalkeeper may NOT clear back into the goal circle.

## WATCH THAT GOALKEEPER

3. Continuation of the situation in #2 above: As the whistle blows to begin play, the attack shoots the ball and another defender runs into the goal circle in an attempt to stop the shot. (Rule 5, Section 17, a, b; Rule 7, Section 10) **MAJOR FOUL — Illegal deputy.** Set up the free position, again leaving the goal circle empty. Due to the flagrant nature of this foul issue a red card for misconduct to the player who committed this second violation. The free position set up will be similar to # 2 above (Rule 5, Section 17, C.; Rule 7, Section 10), with the exception that no player will be placed 4m behind the player taking the free position.

## Youth Rule Specific Guidance

The youth game, for those under 15 years of age, uses the standard set of US Lacrosse approved rules with the specific youth rule modifications as outlined in the rule book — Levels A, B, C, and FC (Full Checking). These additional youth rules are written with the utmost importance being the safety of all the players. Rules are specified to encourage the development of player skills and minimize safety risks.

### A. Equipment: Crosses

1. Level A and FC must use a regulation women's crosse with regular pocket.
2. Level B must use a regulation women's crosse with either a regular or modified pocket. With a modified pocket, only half the ball may fall below the bottom of the sidewall.
3. Level C may use a youth stick with mesh or traditional stringing, or regulation women's crosse, with a modified pocket. With a modified pocket, only half the ball may fall below the bottom of the sidewall.

### B. Equipment: Goalies

1. All youth goalies must wear the equipment specified in the rulebook.
2. All youth goalies must wear leg padding on the shins and thighs.
3. All youth goalies must wear abdominal and pelvic protection.

### C. Playing Area

1. Level A and FC: 120 yards long by 70 yards wide; 100 yards between goals; 10 yards behind each goal
2. Level B: 110 yards long by 70 yards wide; 90 yards between goals; 10 yards behind each goal
3. Level C: 70 yards long by 25 yards wide; 50 yards between goals; 10 yards behind each goal

### D. Coaching Area

1. Levels A, B, and FC: Coaches may move along full boundary line on the bench/table side of the field except for the area directly in front of the opposing team's bench and the entire team substitution area (TSA).
2. Level C: Coaches are permitted on the field for purposes of instructing players

## YOUTH RULE SPECIFIC GUIDANCE

- E.** Sideline Managers - Each team will provide one.
- F.** Start of the Game
  - 1.** Draw
  - 2.** Draw Modifications: For all levels when the score is kept, a free position is taken at the center by the team with fewer goals if a four or more goal differential exists unless waived by the coach of the trailing team.
- G.** Duration of Play
  - 1.** Level A, B, and FC: 25 minute running time per half
  - 2.** Level C: 20 minute running time per half
- H.** Fouls
  - 1.** 3-Second Youth Rule
    - a.** The purpose of the 3-second rule is to teach players to play defense with their feet and body position, and to reward them when they do it correctly. This rule discourages defenders from just standing and swinging as an attack player runs by.
    - b.** Look for the defender that is patient and waiting in a legal stick checking position, with both hands on her stick.
    - c.** Look for an attack player who is trying to move the cradle to a position that is not able to be checked. Be aware of the attack pulling to the other side of the body. If a defender is there, the count continues. The “pull” must go to a side not able to be checked for the count to stop.
    - d. Note:** The umpire will give an audible 3-second count at any time when the defender is in good position to make a legal check.
  - 2.** Modified Checking
    - a.** A check must be in a direction downward and away from the attack player.
    - b.** In order to attempt a check, the checked crosse must be wholly below the shoulders of the attack player.
    - c.** Umpires should be aware of the attack cradling her own stick into the well-placed defender’s stick. This is good defense, not a check.
    - d.** When the attack is passing or shooting, and contact is made with a defender’s stick that is in a good defensive position, this is not a stick check.
  - 3.** Follow through over the goal circle will NOT be allowed for play below the 9th grade level.



# 4

## ADMINISTERING THE PENALTY

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# MAJOR FOULS

The penalty for all fouls is a free position. The procedure for player placement varies depending upon the area of the field where the foul occurs, whether the foul is a major or minor foul, and whether the attack is on a scoring play. The order of administration is the same in all cases:

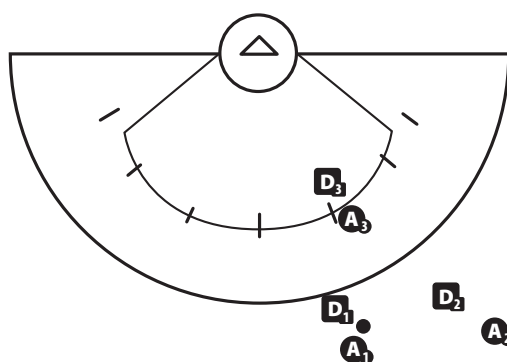
- position the player taking the free position
- position the offending player
- position all other players

Procedures for administering cards, to a coach or to a player, are covered in Part Three, Making the Call — Use of Cards.

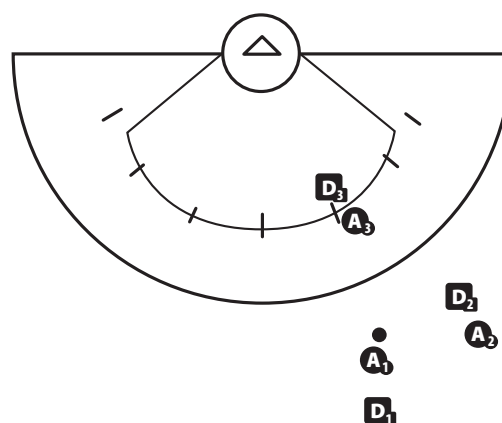
It is important to remember that the clock, except in the last two minutes of each half, is running during the administration of any free position. Give clear and concise directions to the players, avoid lecturing and long-winded discussions, and restart the game quickly and efficiently. Make eye contact with partner(s) to confirm everyone is positioned correctly, especially in the critical scoring area. Call a time out if an unusual or complicated situation has arisen where extra time may be necessary for the umpires to confer or to be sure the free position is set up correctly.

## I. Major Fouls - Outside the Critical Scoring Area

- Award a free position on the spot of the foul.
- Place the offending player 4m behind the player taking the free position.
- Move all other players 4m away in the direction of their approach.



**Foul:** A1 fouled by D1  
— dangerous check

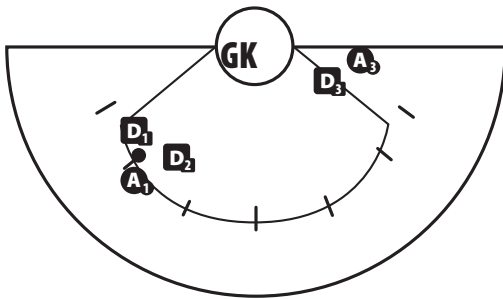


**Set Up:** A1 remains on the spot of the foul. D1 moves 4m behind A1. D2 and A2 move 4m away. A3 and D3 do not move.

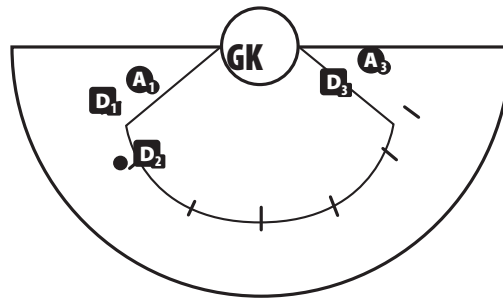
## II. Major Fouls - Inside the Critical Scoring Area

### A. Attack Fouls

1. Outside the 8m Arc
  - a. Award a free position on the spot of the foul.
  - b. Place the offending player 4m behind.
  - c. Move all other players 4m away in the direction of their approach.
2. Inside the 8m Arc
  - a. Award a free position on the 8m arc going out.
  - b. Place the offending player 4m behind.
  - c. Move all other players 4m away in the direction of their approach.



**Foul:** A1 illegally protects her crosse as she tries to go through a legal double team.

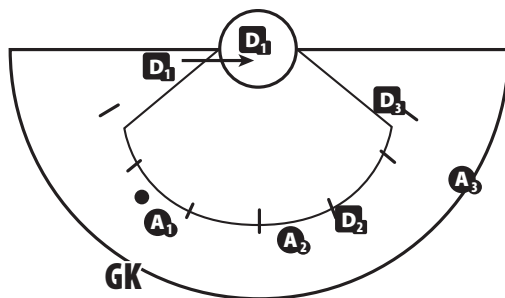


**Set Up:** D2 is awarded a free position 8m from the goal. A1 moves 4m behind D2. D1 moves 4m away from D2. All other players stand.

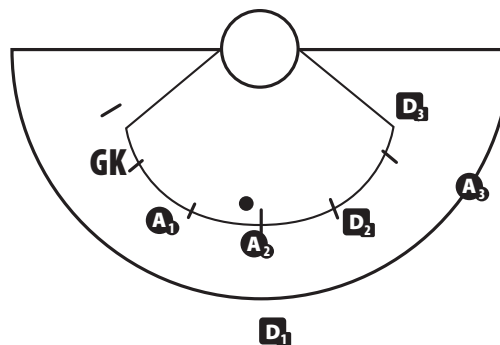
### B. Defense Foul – Illegal Deputy – Goal Circle Foul

1. Award a free position at the 8m center hash mark to the nearest attack player.
2. Place the illegal deputy 4m behind on the 12m fan.
3. All other players are cleared from the 8m arc, including the goalkeeper. The goalkeeper may not clear back into the goal circle, and no other defender may enter the goal circle.
4. If deemed to be a flagrant foul the illegal deputy should be issued a red card [Ejection].

## MAJOR FOULS



**Foul:** GK is being penalized for dangerous play. When the whistle blows to start play an unprotected defender, D1, jumps in the goal circle to save the shot.

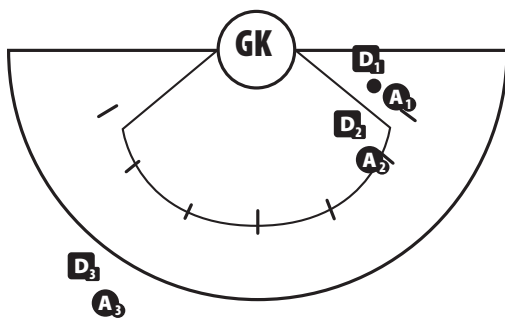


**Set Up:** A2 is awarded a free position on the center hash mark. D1 moves 4m behind A2. GK clears the 8m arc by moving the shortest route out relative to where she was when the whistle blew. GK may not return to the goal circle.

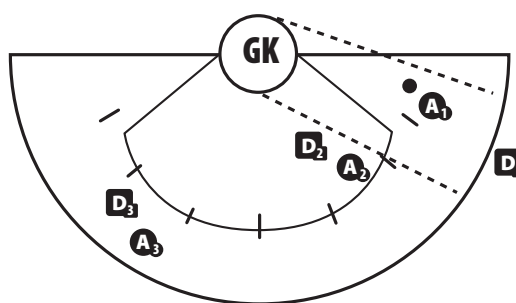
### C. Defense Fouls - Non-Scoring Play or Scoring Play with Immediate Whistle

#### 1. Outside the 8m Arc

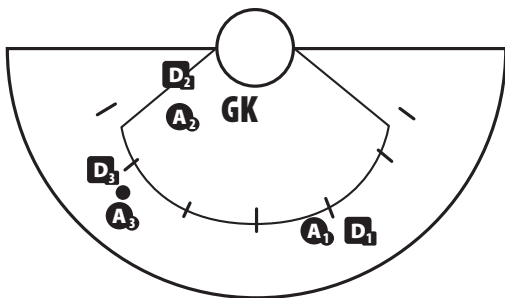
- Award a free position on the spot of the foul. Remember that no free position may be taken within 8m of the goal.
- Place the offending player 4m behind.
- Move all players from the penalty lane, body and crosse. If the goalkeeper is in the penalty lane, she may return to her goal circle if she did not foul.



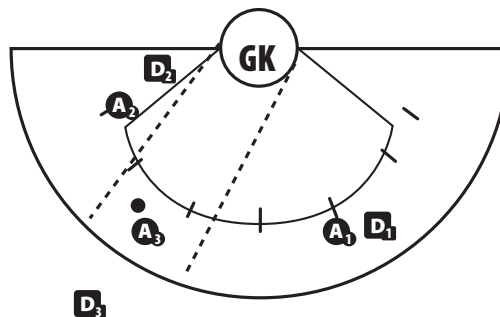
**Foul:** A1 is fouled by D1 — dangerous check. A1 drops the ball.



**Set Up:** A1 is awarded a free position on the outside hash mark. D1 moves 4m behind A1. D2 and A2 clear the penalty lane.



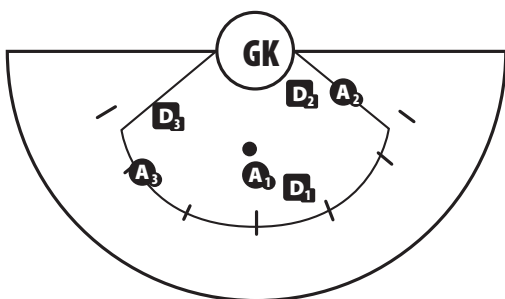
**Foul:** A3 is fouled by D3 (dangerous check) and A3 drops the ball. GK is outside the goal circle when the whistle is blown.



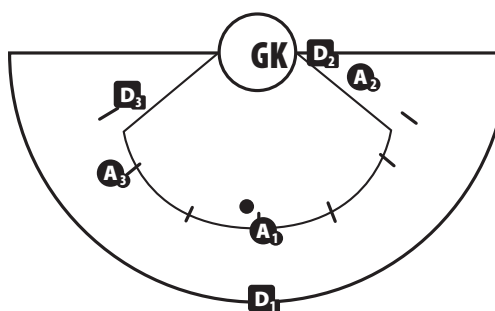
**Set Up:** GK returns to the goal circle. A1 and D1 do not move. A3 remains on the spot of the foul. D3 moves 4m behind A3. A2 and D2 clear the penalty lane.

## 2. Inside the 8m Arc

- a. Award a free position at the 8m hash mark closest to the spot of the foul.
- b. Place the offending player 4m behind on the 12m fan.
- c. All players are cleared from the 8m arc, and, if necessary, the penalty lane. The goalkeeper may clear back into her goal circle if she is within the 8m arc or the penalty lane and has not fouled.

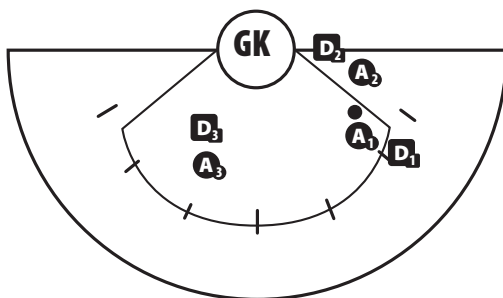


**Foul:** D1 pushes A1 causing her to lose possession of the ball.

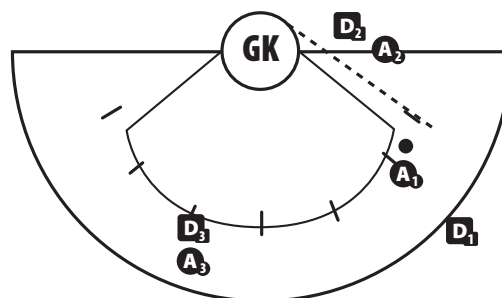


**Set Up:** A1 moves to the nearest hash mark. D1 moves 4m behind A1. Clear all players from the 8m arc via the shortest route out.

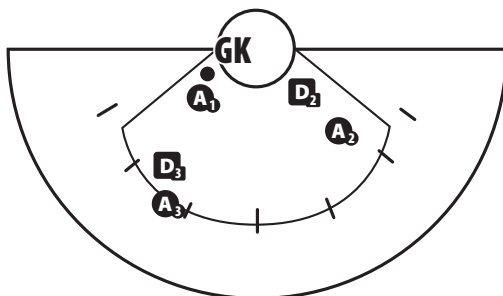
## MAJOR FOULS



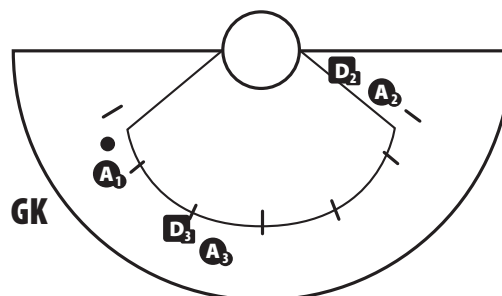
**Foul:** D1 pushes A1 causing her to lose possession of the ball. GK is outside the goal circle when the whistle is blown.



**Set Up:** A1 moves to the nearest hash mark. D1 moves 4m behind A1. A2 and D2 clear the arc and the penalty lane. A3 and D3 clear the arc via the shortest route out. GK may clear back into her goal circle.



**Foul:** GK rough checks A1 as she rolls the goal circle and attempts a shot.



**Set Up:** A1 is awarded a free position on the nearest 8m hash mark. GK moves 4m behind A1. All other players clear the arc. Note: D3 gets the hash mark nearest to A1.

#### D. Defense Fouls - Scoring Play - Slow Whistle

A scoring play is a continuous effort by the attacking team to move the ball toward goal and to complete a shot on goal. When a major foul(s) by the defense occurs inside the critical scoring area and the attack is on a scoring play, a “slow whistle” is in effect. A “slow whistle” is the same as a held whistle, but rather than using an arm signal a yellow flag is raised. The flag is raised in two instances. One, the attack player is on a scoring play and is fouled but she or her team retains possession of the ball and continues on the scoring

play. Two, the attack is on a scoring play and the defense commits an “off-ball” foul.

### **Scoring Play Ends**

The scoring play ends when the attacking team stops the continuous attempt to score or the player with the ball is forced by the defense to lose her forward momentum. Do not allow the scoring play to go on too long. Blow the whistle when the attack loses the immediate thrust towards goal. When a scoring play ends, the penalty administration is dependent on a variety of variables.

1. Scoring play ends and no shot has been taken. [Outside the 8m Arc OR Inside the 8m Arc — See Below]
  - a. Scoring play ends immediately because the umpire(s) feel that the foul is leading to potentially dangerous play.
  - b. Scoring play ends immediately because the defense is obstructing the free space to goal.
  - c. Scoring play ends immediately because there is an illegal deputy [See penalty administration above II. B]
  - d. Scoring play ends because the attack loses possession of the ball. Note: A bounce pass should not be considered loss of possession.
  - e. Scoring play ends because the attack carries or passes the ball behind the level of the goal line and stops the continuous attempt to score.
2. Scoring play ends when a shot is taken and missed. The umpire lowers the flag and play continues.
3. Scoring play ends when a shot is taken and made. The umpire signals a goal and play is restarted at the center draw.
4. Scoring play ends when a shot is taken and made and there is a cardable foul by the defense. The umpires shall administer the card and restart the game with a free position for the non-offending team at the center.
5. Scoring play ends when a shot is taken and missed because the foul affected the shot. [See Outside the 8m Arc or Inside the 8m Arc – Part Four]
6. Scoring play ends when a shot is taken and missed and there is a cardable foul by the defense. [Outside the 8m Arc Or Inside the 8m Arc — See Below]
7. Scoring play ends when the attacking team fouls. [See Offsetting Fouls – Part Four]

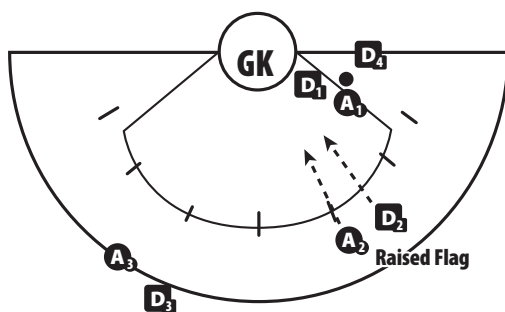
# SLOW WHISTLE PENALTY ADMINISTRATION

## Slow Whistle Penalty Administration

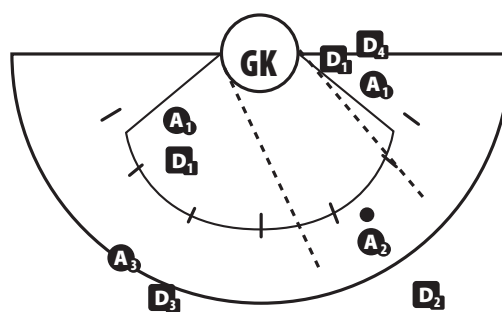
The administration of the slow whistle penalty varies in the following situations. If the scoring play ends and the foul occurs:

### 1. Outside the 8m Arc (no additional fouls)

- Award a free position on the spot of the foul to the nearest attack player. This may or may not be the player who was fouled. No free position should be taken within 8m of the goal circle.
- Place the nearest defense player 4m behind. The nearest defense player may or may not be the player who committed the foul.
- Move all players from the penalty lane, body and crosse. If the goalkeeper is in the penalty lane, she may return to her goal circle.
- No defensive player or her crosse is allowed closer than 4m to the player with the ball.

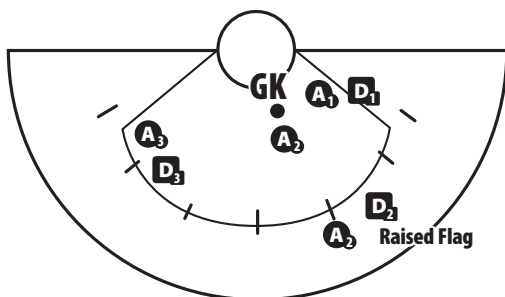


**Foul:** D2 fouls A2. A2 maintains possession of the ball and the flag is raised. A2 passes the ball to A1 who is forced away from the goal by a good defensive double team. Whistle — end of scoring play.

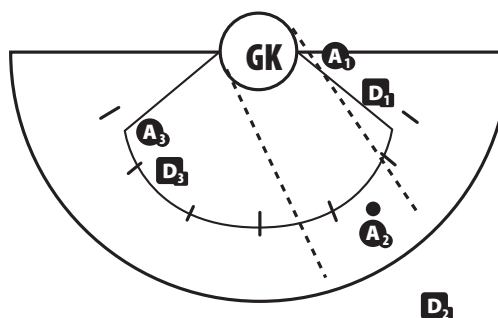


**Set Up:** A2 is awarded a free position at the spot of the foul/raised flag. D2 moves 4m behind A2. Clear A1 and D1 from the penalty lane. All other players stand.





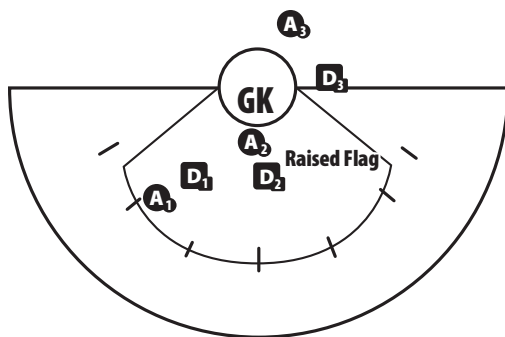
**Foul:** D2 fouls A2. A2 maintains possession and a flag is raised. A2 continues toward goal and GK steps up to legally check the ball out of A2's stick. Whistle (no shot) — end of scoring play.



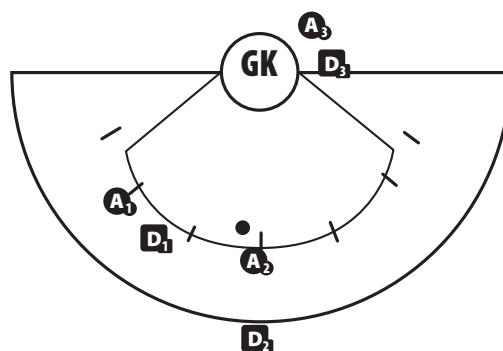
**Set Up:** A2 (nearest attack) is moved back to the spot of the raised flag. D2 (nearest defender) moves 4m behind A2. A1 and D1 clear the penalty lane. GK clears back into the goal circle because she is in the penalty lane to be cleared.

## 2. Inside the 8m Arc (no additional fouls OR with additional fouls)

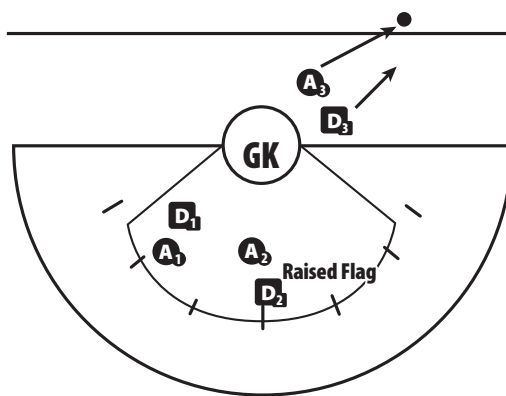
- a. Award a free position at the 8m hash mark closest to the spot of the foul or most recent foul to the nearest attack player.
- b. Place the nearest defense player 4m behind on the 12m fan. The nearest defense player may or may not be the player who committed the foul.
- c. All players are cleared from the 8m arc, and, if necessary, the penalty lane. The goalkeeper may clear back into her goal circle if she is within the 8m arc or the penalty lane and she has not fouled.
- d. The next nearest defense player is allowed to move to a position 4m from the player with the ball from the direction of approach (not necessarily a hashmark).



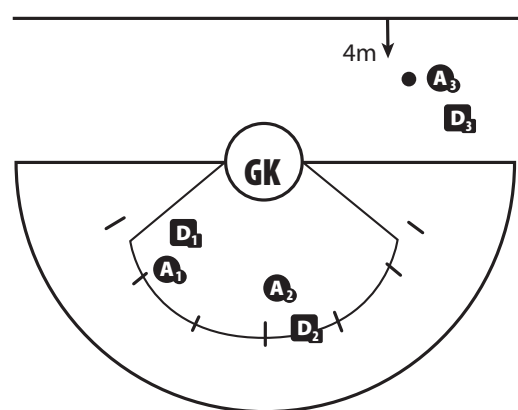
**Foul:** D2 pushes A2 as she shoots on goal (raised flag). Shot misses the goal.



**Set Up:** The foul directly affected the shot. A2 awarded a free position on the nearest hash mark. D2 moves 4m behind A2. D1 and A1 clear the arc.



**Foul:** D2 fouls A2. The flag is raised. A2 continues toward the goal, shoots and misses the goal. The ball rolls out of bounds behind the goal.

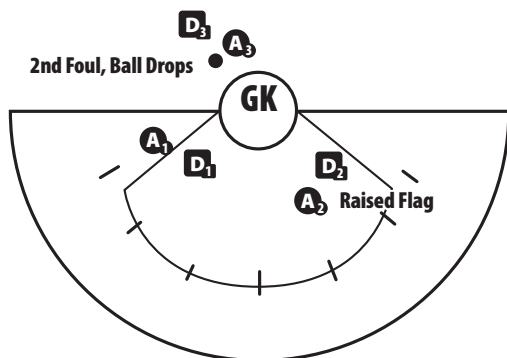


**Set Up:** Advantage indicated by the raised flag is complete. The player nearest the ball when it went out of bounds, A3, is awarded the ball 4m inside the end line. D3 gives A3 at least 1m of free space.

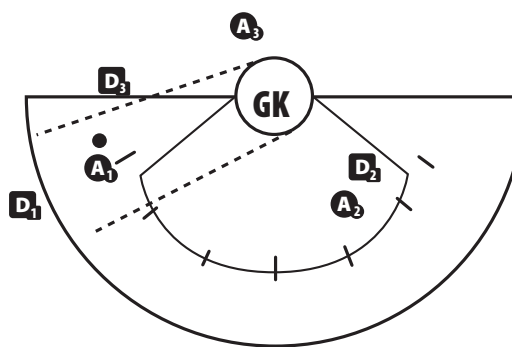
### 3. Outside the 8m Arc (with additional fouls)

- Award a free position to the attack at the 8m hash mark nearest to the spot of the most recent foul. [Hanging Hash]
- Place the nearest defense player 4m behind on the 12m fan. The nearest defense player may or may not be the player who committed the foul.
- All players are cleared from the penalty lane. If the goalkeeper is outside the goal circle and in the penalty lane she may clear back into her goal circle if she has not fouled

# MINOR FOULS



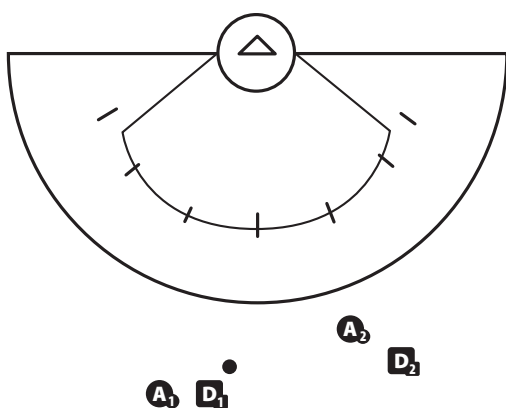
**Foul:** D2 checks A2 on the arm (raised flag). A2 maintains possession and passes the ball to a teammate. A3 is fouled by D3 as she tries to roll the goal circle behind the goal. A3 drops the ball. Whistle — end of scoring play.



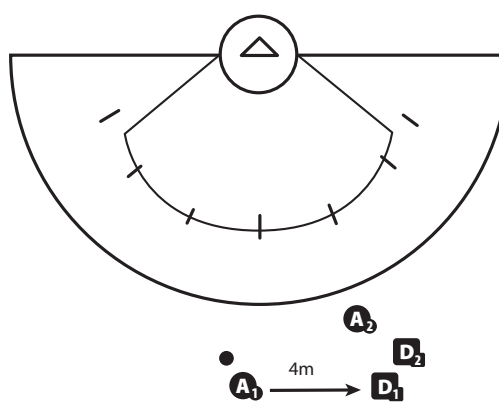
**Set Up:** A1 (nearest attack to the spot of the free position) is awarded a free position on the hash mark nearest to the most recent foul. D1 (nearest defender) goes 4m behind A1. The next nearest defense player [D3] is allowed to move to a position 4m from the player with the ball, from the direction of approach [not necessarily a hash mark].

## III. Minor Fouls - Outside the Critical Scoring Area

- Award a free position on the spot of the foul.
- Place the offending player 4m away in the direction from which she approached before committing the foul.
- Move all other players 4m away in the direction of their approach.



**Foul:** D1 hits the empty crosse of A1



**Set Up:** A1 remains on the spot of the foul. D1 moves 4m away from A1 in the direction she approached. D2 and A2 must be 4m away.

## MINOR FOULS

## IV. Minor Fouls - Inside the Critical Scoring Area

### A. Inside the 12m Fan

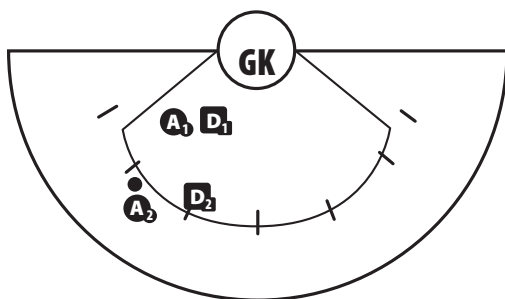
#### 1. Attack Fouls

- Award a free position to the defense on the spot of the foul, except no free position may be taken within 8m of the goal. When a player is within 8m of goal, simply move her so she is 8m from goal.
- Place the offending player 4m away in the direction from which she approached before committing the foul.
- Move all other players 4m away in the direction of approach.

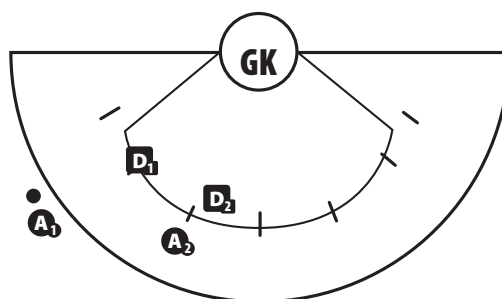
#### 2. Defense Fouls - the slow whistle is not in effect (no flag, no prior major fouls)

- Award a free position to the attack player fouled and move her to the nearest spot on the 12m fan.
- Place the offending player 4m away in the direction from which she approached. This also applies to the goalkeeper if she is wholly outside the goal circle.
- Move all other players 4m away in the direction of approach.
- Announce "Indirect" in a loud, clear voice prior to resuming play. No shot may be taken until the ball has been played. "Played" refers to an action of the player taking the free position whereby the ball leaves the player's crosse and is touched by another player, or her crosse is checked, crosse to crosse, by a defense player.

**Note:** If any defensive player is in the free space to goal, she should not be penalized for obstruction as no shot may be taken. However, once the ball has been played, she must move from the free space to goal.



**Foul:** D1 checks A1's empty crosse.

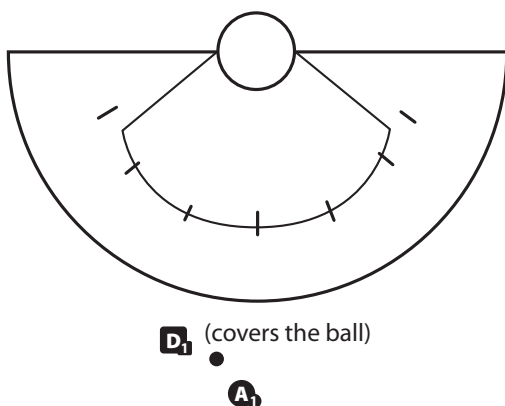


**Set Up:** A1 is awarded an indirect free position in line with the foul on the 12m fan. D1 moves in front of A1 on the 8m arc (assuming the same relative position as when the foul was committed). A2 moves 4m away.

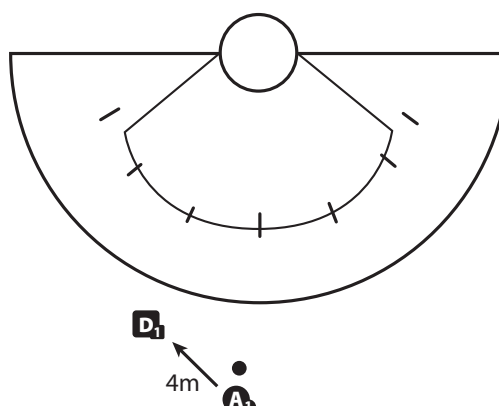
## B. Outside the 12m Fan or Below Goal Line Extended

### 1. Attack or Defense Fouls

- Award a free position on the spot of the foul, except no free position may be taken within 8m of the goal circle.
- Place the offending player 4m away in the direction from which she approached before committing the foul.
- Move all other players 4m away in the direction of approach.



**Foul:** D1 covers the ball (minor foul outside the 12m fan).



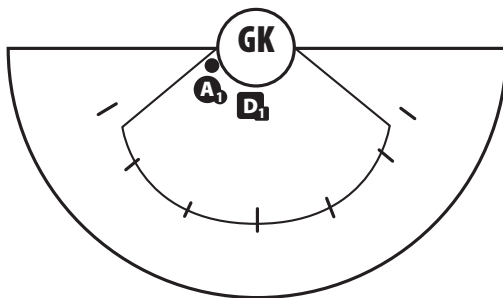
**Set Up:** A1, the nearest non-offender, is awarded a free position. D1 must move 4m away in the direction from which she approached. Note: The minor foul is set up as it would be anywhere on the field except it may not be within 8m of the goal circle.

## C. Goal Circle Fouls

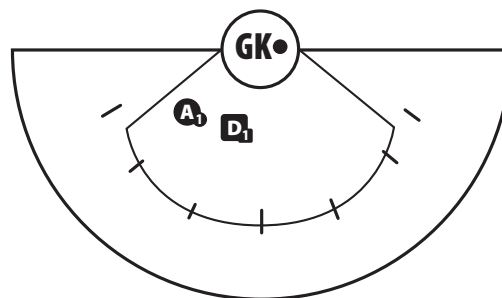
### 1. Attack Fouls

- Award a free position to the goalkeeper, or her deputy, within the goal circle.
- Place the offending player 4m away in the direction from which she approached.
- Move all other players 4m from the goal circle.

## MINOR FOULS



**Foul:** As A1 shoots on goal she steps into the goal circle.



**Set Up:** Free position to the GK in the goal circle. A1 and any other players within 4m of the goal circle must move 4m away from the goal circle.

### 1. Defense Fouls

- a. Award a free position to the attack player closest to the spot of the foul. She is moved to a position 12m out to either side of the goal line extended.
- b. Place the offending player 4m away (use the 8m mark on the goal line extended). If the goalkeeper has committed the foul, she may remain in her goal circle.
- c. All other players should be 4m from the player taking the free position.
- d. Announce "Indirect" free position. No shot may be taken until the ball has been "played". (See IV.A.2.d. above)

## V. Placement of the Goalkeeper

### A. Minor Fouls

1. If the goalkeeper is within the goal circle when the foul occurs, she may remain in the circle.
2. If the goalkeeper is partially within the goal circle when the foul occurs, she may return to the circle.
3. If the goalkeeper is within or partially within the goal circle and she commits the minor foul, she may remain in the circle.
4. If the goalkeeper is wholly outside the goal circle when the foul occurs, she remains where she is and may not return to the circle.
5. If the goalkeeper is wholly outside the goal circle and she commits the minor foul, she is placed 4m away from the player taking the free position.

### B. Major Fouls

1. If the goalkeeper is within the goal circle when the foul occurs, she may remain in the circle, unless she committed the foul.
2. If the goalkeeper is within the goal circle and she commits the foul:
  - a. During an immediate whistle situation - she is placed 4m behind the player taking the free position.
  - b. During a slow whistle situation - if she is the closest defender to the spot of the foul when the play ends without a shot being taken, she is placed 4m behind the player taking the free position.

**Note:** If the goalkeeper commits the foul during a slow whistle situation, and there are no other defense fouls committed before the scoring play ends, she may or may not be the nearest defense player to the spot of the foul when the play ends. She may be the defender that must go 4m behind, or she may not, depending on how the play has developed. If the goalkeeper commits the first foul, but then there is a subsequent foul committed by another defender, the attack is awarded a free position on the 8m hash mark closest to the spot of the most recent foul. Since the goalkeeper's foul did not end the scoring play, another near defender should be placed 4m behind the attack taking the free position.

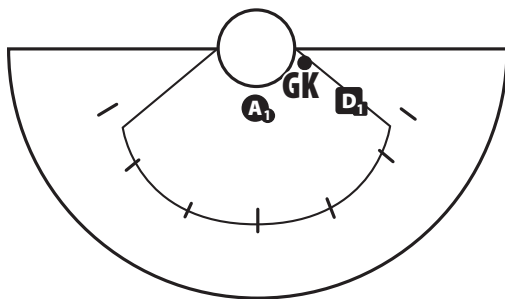
3. If the goalkeeper is outside the goal circle but within the 8m arc, and the foul occurs within the 8m arc, she may clear back into the goal circle when the arc is cleared. There are two exceptions:

# PLACEMENT OF GOALKEEPER

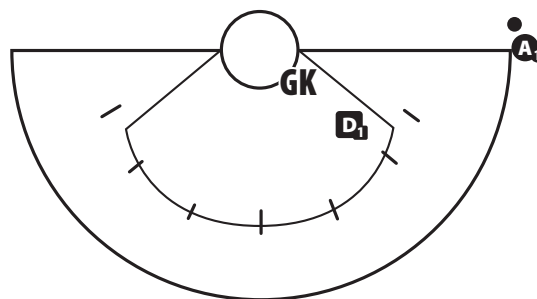
- a. When a foul has been called for an illegal deputy, the goalkeeper may not clear back into the goal circle, but must clear the arc, taking the shortest route out.
  - b. When the goalkeeper is called for obstructing the free space to goal, she is placed 4m behind the player taking the free position.
4. If the goalkeeper is outside the goal circle and the foul occurs within the critical scoring area but outside the 8m arc, she may only return to the goal circle if she is within the penalty lane and the lane is to be cleared.
  5. During a slow whistle situation, the goalkeeper may return to the goal circle if:
    - a. She has moved outside the circle and made an interception or gained possession of the ball or any legal play, thus ending the scoring play.
    - b. She has moved outside the circle and is fouled by the attack, thus ending the scoring play.
    - c. She is in the arc when the whistle blows and she has not fouled.
    - d. She is in the penalty lane when the whistle blows and has not fouled and the penalty lane is to be cleared.

## C. Goal Circle Fouls (Minor)

If the goalkeeper commits any minor goal circle foul, she may remain on the spot of the foul and does not have to move to within 4m of the player taking the free position. No other defender is moved to within 4m of the player taking the free position. This is the only goal circle foul situation in which a player is not moved to within 4m of her opponent taking the free position.



**Foul:** GK is outside the goal circle. The GK has the ball in her stick and is being pressured by A1. As the GK tries to put the ball back into the goal circle, the GK commits a goal circle violation.



**Set Up:** Award A1 an indirect free position at the 12m fan on the goal line extended. GK remains of the spot of the foul.



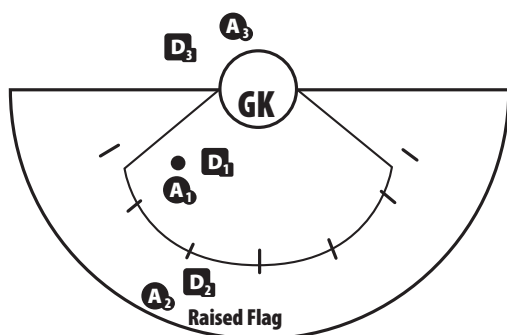
## VI. Offsetting and Subsequent Fouls

### A. Offsetting Fouls

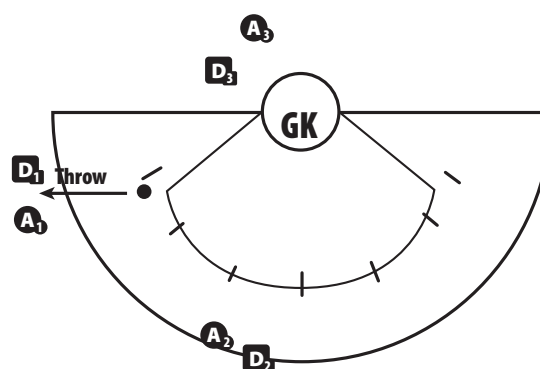
**Offsetting fouls** are considered to be fouls that are occurring or have been ongoing within the same time frame. For example, one umpire calls a block while the other calls a charge on the same play; or after a player has been awarded a free position because someone fouled her she is discovered to be wearing jewelry or her teammate is found without a mouth guard. The penalty for offsetting fouls is a throw.

#### Some examples of Offsetting Fouls:

1. Blue team player with the ball is fouled. Red player is moved behind. Before play restarts the umpire notices the Blue player is wearing jewelry. Offsetting fouls have occurred and a throw will be taken to restart play.
2. Blue team moves downfield and crosses the restraining line on attack. Red player is called for a foul, and then the umpire discovers Blue is offside. Offsetting fouls have occurred and a throw will be taken to restart play.
3. Red player is on her way to goal when Blue defender fouls her. Umpire raises her flag allowing the Red player to continue to goal however before a shot is taken the Red player charges. Offsetting fouls have occurred and a throw will be taken to restart play.



**Foul:** D2 fouls A2 (raised flag). A2 passes to A1 and A1 charges into D1.



**Set Up:** Offsetting fouls. Throw awarded to A1 and D1 at a spot nearest the foul that caused the play to stop.

### B. Subsequent Fouls

A **subsequent foul** is one that occurs after the initial foul has been called. For example, a player is awarded a free position because of a foul by her opponent but then before play starts she commits another foul such as taunting the opponent.

**Some examples of Subsequent Fouls:**

1. Blue player with the ball is fouled by the Red player. Blue is awarded the free position, but the Blue player verbally taunts the Red player before play begins. A subsequent foul has occurred and play is restarted with a free position for Red.
2. Red player is going to goal, Blue defender fouls her, and a flag is raised. Red player shoots and the flag is lowered but then Red steps into the goal circle. The shot by the red player ended the slow whistle sequence and thus the foul by the Red attack is a subsequent foul. The goalie is awarded the ball on the goal circle violation.

**VII. Slow Whistle/Raised Flag Situation****A. Offsetting**

If an attack player commits a foul during a slow whistle/flag raised situation it will be considered an offsetting foul and a throw will be taken. The fouls have been committed within the same time frame and are therefore offsetting. If the attack foul occurred before the shot, during the shooting motion with no shot occurring or the defense foul affected the shot there would be an offsetting foul situation with a throw taken. Administer the throw out to the side of the field and never within 8m of the goal.

**B. Throw Administration**

When using the two umpire system, administer the throw in such a way that you are in good position to turn and cover the play coming back in towards goal. When using the three umpire system, if practical let the “C” umpire administer the throw, allowing the lead umpire to remain in good position to cover her goal area. If it is impractical for “C” to administer the throw, the lead umpire should handle this while the “C” umpire drops down lower towards the goal to assist with coverage of the goal area.

**C. Subsequent**

An attack foul committed once the scoring play ends because a shot has been taken (flag lowered) will be considered a subsequent foul and that foul will be the one penalized. Certain fouls, by definition, will only occur after the shot has been taken such as dangerous shot or dangerous propelling.

**D. Umpire Must Decide — Offsetting or Subsequent**

Other fouls may occur either before or after the shot is taken such as charging or stepping into the goal circle. Though in the vast majority of cases a dangerous follow through will occur after a shot has been taken (subsequent foul), there may be rare

situations where the dangerous follow through and contact with the other player would be considered an offsetting foul. Umpires must determine when the second foul occurred in order to correctly administer any penalty. If this foul occurred after the shot it would be a subsequent foul and this foul would be penalized.

**Some examples:**

1. Red player with the ball is on her way to goal and is fouled by the Blue defender. Umpire raises her flag to allow the scoring play to continue. The Red player shoots and scores. However, the Red player hits the Blue defender with her follow through. The umpire should call time out, signal no goal, and card the Red player for a dangerous follow through. Because the attack player was able to shoot, the flag was lowered and the dangerous follow through is considered a subsequent foul in this instance.
2. Red player with the ball is on her way to goal and is fouled by the Blue defender. Umpire raises her flag to allow the scoring play to continue. The red player attempts to shoot but as she moves her stick forward in the act of shooting she hits the Blue defender with her stick and the ball never goes forward as a shot. The umpire should call time out and card the Red player for dangerous follow through. Because the foul occurred during the shooting motion it will be considered an offsetting foul. The carded player must leave the field. Because no substitute is allowed, the umpire should take the closest attack player when administering the throw.

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## VIII. Cardable Offense After a Goal is Scored

**Some examples:**

1. Red player shoots and scores. As she shoots, Blue player commits cardable offense.  
**Ruling:** Goal counts, signal goal and then signal a time out. Card Blue player and award a free position to the Red Team at the center line. Player positioning for the draw will apply. Allow players to take their legal positions, blow the whistle and have everyone stand; administer the free position at the center line. The center for Blue is placed 4m away from the Red Team's center at a 45 degree angle. No player from the Blue team is placed 4m behind.
2. Slow whistle for cardable offense by Blue team. Red player shoots and scores.  
**Ruling:** Goal counts, signal goal and then signal a time out. Card Blue player and award a free position to the Red Team at the

## CARDABLE OFFENSES

center line. Player positioning for the draw will apply. Allow players to take their legal positions, blow the whistle and have everyone stand; administer the free position at the center line. The center for Blue is placed 4m away from the Red Team's center at a 45 degree angle. No player from the Blue team is placed 4m behind.

3. Red player shoots and scores. Misconduct by a Blue player occurs after the goal and before the draw.

**Ruling:** Time out. Card the Blue offender. If the offender is a field player she is removed from the game for 3 minutes of elapsed playing time and no substitute will take her place. Player positioning for the draw will apply as in #1 and #2 above. If the offender is a bench player no other player must leave the field because the carded player was in the bench area. If yellow carded, the bench player may not enter the game for 3 minutes of elapsed playing time. If suspended or ejected the Blue player may not enter the game. Award a free position for the non-offending team at the center line. The center for the Blue Team is placed 4m behind the Red Team center. Player positioning for the draw will apply.

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## IX. Deputy/Illegal Deputy

### Some examples:

1. Rulebook — Rule 5 Sections 15, 17, 19
2. Rulebook — Rule 6 Sections 3, 4, 5
3. Rulebook — Rule 7 Section 10
4. Umpire Manual Part 3, Making the Call — Use of Cards
5. Umpire Manual Part 3, Making the Call — Watch That Goalkeeper
6. Umpire Manual Part 4, Administering the Penalty — II. B.

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## X. Misconduct

### A. Committed By Players on the Field

The penalty is a yellow or red card with a free position being awarded to the nearest opponent at the spot of the ball when the misconduct occurred. The player receiving the card will be removed from the game for 3 minutes of elapsed playing time [yellow card, suspension] or for the remainder of the game [red card, ejection]. In either case no substitute will be allowed to enter until the completion of the elapsed 3 minutes of penalty time. **If the goalkeeper is carded, either she or the second dressed goalkeeper who enters the game will be placed 4m behind the resulting free position and the coach will designate another player from the field to leave for penalty time.**

### B. Committed By Coach or Team Personnel

This infraction will not result in the removal of a player from the field. In the event a coach or any team personnel is warned, suspended, or ejected, play is restarted within one minute with a free position to the nearest opponent at the spot of the ball when play was stopped. Any coach or team personnel who is suspended [2 yellow cards] or ejected [red card] must leave the area [including the spectator area] of the game. In the event the umpire cannot identify which member of the coaching staff or other team personnel is responsible for the misconduct, the head coach will be assessed the penalty. In the event the head coach does not effectively control the actions of their spectators, the head coach may be assessed a card. **If any player enters the game before the penalty time has expired the head coach will be assessed a yellow card.**

### C. Red Card and Next Game Suspension

Should a player or a coach receive a red card in the team's last game of the season [regular season or tournament game] the next game suspension will be served during the first regular season game of the following season [not an exhibition game or scrimmage]. An ejected player or coach serving a next game suspension shall not be allowed in attendance at the site of the game, either on the field, in the team bench area, or in the spectator areas of the site. Violation of this policy will result in the game being forfeited and a red card being issued to the offending player or coach.



# 5

## RESTRAINING LINE

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# RESTRAINING LINE

## I. Synopsis of the Rule

- A.** The restraining line rule is for use at all levels of play, except the Level C Youth.
- B.** The restraining line is at each end of the field, 27m. (30 yd.) from the goal line. The line shall be solid and extend fully from one side of the field to the other. It must be clearly distinguishable as the restraining line, i.e. the only line on the field, marked in a different color, or marked with X's etc. Cones should not be used for this purpose.
- C.** Seven attack players are allowed over the line in their offensive end. Eight defense players are allowed over the line in their defensive end (one of the eight is usually, but not necessarily, the goalkeeper). Players may exchange places during play, but player should have both feet out before teammate can enter.
- D.** Any part of the foot on or over the line is considered a violation. Players may reach over with their stick to play the ball as long as no part of the foot is on or over the line.
- E.** The restraining line rule remains in effect at all times and for the entire game.
- F.** Violation of the restraining line rule is considered a major foul.
- G.** Umpire indicates a violation by raising the arm straight up over the head with palm open.



# IF THE DEFENSE FOULS

## II. If the DEFENSE Fouls

Placement of the player for the free position when the defense commits an offside foul depends on the *position of the ball* when the foul is called. The key is to determine if the ball is inside or outside the critical scoring area (CSA) and above the goal line extended or below the goal line extended:

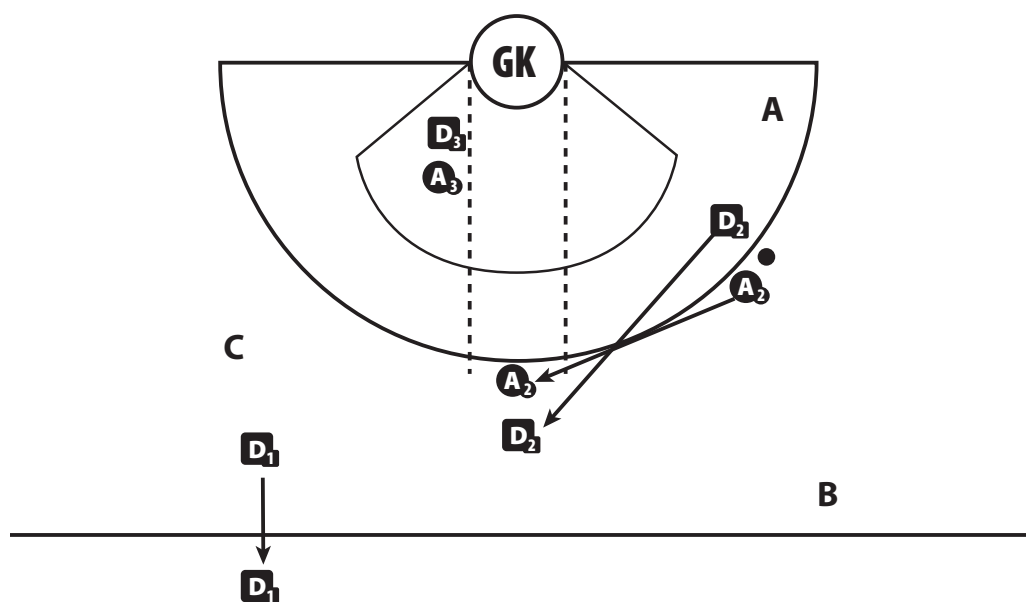
**Note:** For restraining line purposes the entire goal circle is considered to be **above** the goal line extended.

### A. Ball inside the CSA and above the goal line extended

1. The free position is taken at the top center of the 12m fan.
2. The closest defender is placed 4m behind.
3. The goalkeeper may return to the goal circle if she is outside.
4. Clear the penalty lane.
5. The defender nearest the restraining line is placed back onside.

**Diagram: Defense Offside** — Ball inside the critical scoring area above goal line extended

- Move D1 back onside.
- Move A2 to the top center of the 12m fan for the free position.
- Move D2 4m behind A2.
- Clear penalty lane; GK may return to her goal circle if she is out



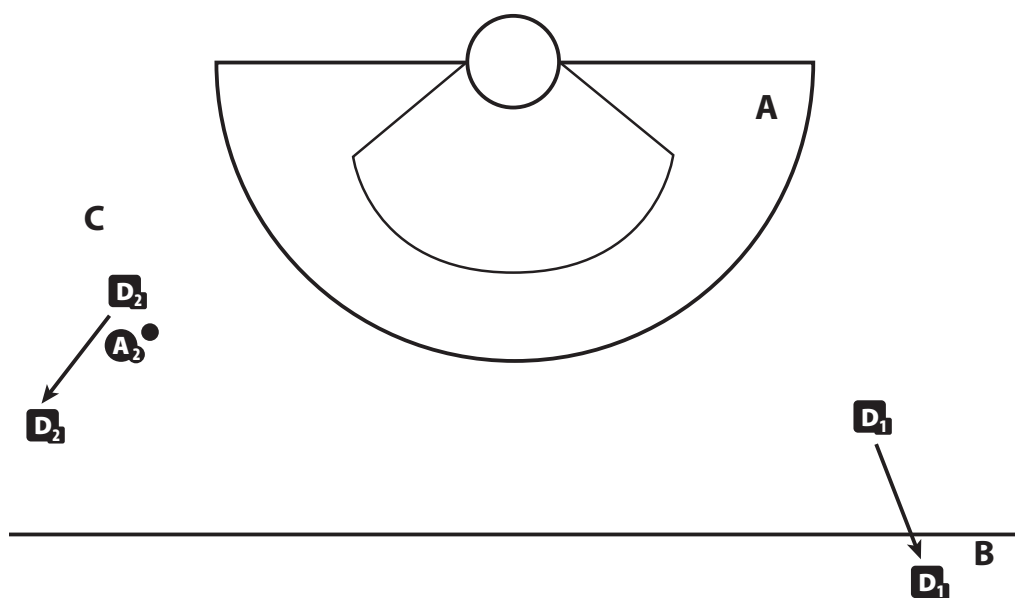
# IF THE DEFENSE FOULS

## B. Ball outside the CSA and above the goal line extended

1. Free position where the ball is at the time the foul is called (no closer than 8m to goal).
2. The closest defender is placed 4m behind.
3. The defender nearest the restraining line is placed back onside.

**Diagram: Defense Offside** - Ball outside the critical scoring area above goal line extended

- Move D1 back onside.
- Award free position to ball carrier A2.
- Move nearest defender, D2, 4m behind A2.

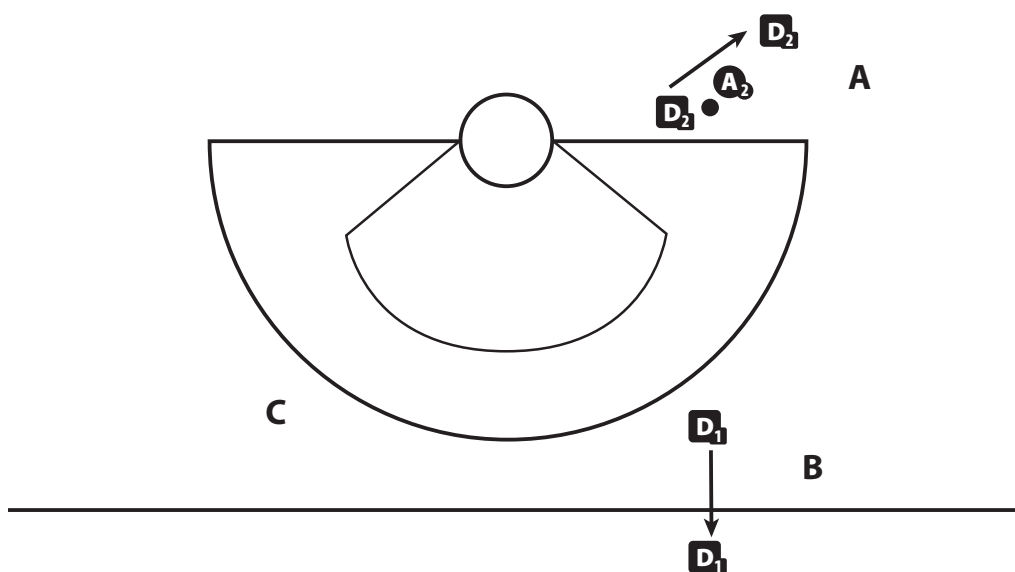


### C. Ball below the goal line extended

1. Free position where the ball is at the time the foul is called (no closer than 8m to goal).
2. The closest defender is placed 4m behind.
3. The defender nearest the restraining line is placed back onside.

**Diagram: Defense Offside** — Ball is below the goal line extended

- Move D1 back onside.
- A2 maintains possession of the ball (never closer than 8m to goal).
- D2 moves 4m behind A2 for a free position.



# IF THE ATTACK FOULS

Be aware that you may hold whistle for a limited period of time when the defense is offside. During this period of time you indicate a violation by raising your arm straight up over your head with your palm open. This is not supposed to be a “gotcha” call, i.e. the defender has gone over the line and the call is made immediately. Call the offside foul if the defense makes no attempt to correct the offside or the foul interferes with quality possession of the attack. While each situation is different, in general the longer you wait to call the foul the better the chance that the defense will gain an unfair advantage.

If you are holding whistle on an offside foul by the defense and another foul is called on either team, you must step in and indicate the offside foul and correct the offside situation. If the attack has committed this other foul, a throw is taken for offsetting fouls. If the defense has committed this other foul, determine if the foul is major or minor. If it is a minor foul the major foul for offside will take precedence and you should penalize the offside. If this other foul is also a major foul you must determine where this second foul occurred:

- (a) Inside the 8m arc - penalize this foul not the offside foul.
- (b) Outside the 8m arc but inside the 12m fan - penalize this foul not the offside foul.
- (c) Outside the 12m fan/inside the CSA - penalize the offside foul and move the free position to the top center of the 12m fan, clear the lane.

## III. If the ATTACK Fouls

### A. Placement of the players is always taken at the same spot.

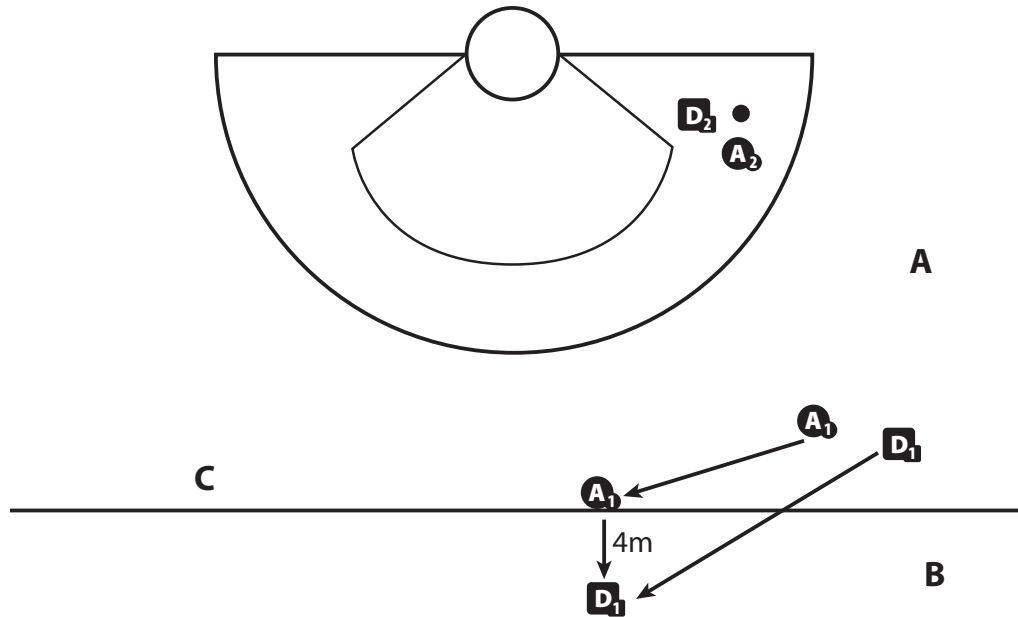
1. The free position is set up by taking the closest defender from **BELOW** the restraining line and placing her at a spot in the center of the field 4m **AHEAD** of the line (going out).
2. Correct the offside by taking the closest attack player from **BELOW** the restraining line and placing her **ON** the restraining line behind the player with the ball.

#### Diagram: Attack Offside

- Move A1 back onside at the middle of and on the restraining line.
- Move closest defense, D1, 4m ahead of A1, who is on the restraining line.

- D1 given possession of the ball for the free position.

**Note:** “B” should move into lead and “A” or “C” should step up to start play



Just as when the defense goes offside, this is not supposed to be a “gotcha” call on the attack either. While the whistle is supposed to sound as soon as the attack violation occurs, practically speaking you may hold whistle for an offside foul by the attack in one limited circumstance for a short period of time. This held whistle should only happen during a transition when the attack inadvertently goes over the line, realizes the mistake, and quickly moves to get back on-side. The attack player should not be allowed to go as far as the critical scoring area while you hold whistle waiting for her to get back. The idea of holding the whistle here is that you let the player who has no bearing on the play quickly correct her mistake as you allow play to continue.

During a game, players, especially those on attack, will exchange places with one player going back over the line and her teammate going in to join play. This is legal provided that the player going out has both feet out before her teammate enters. The official watching for offside should be aware of this exchange but not to the point that she is constantly watching this and not the play down in the goal area. Try to use preventive officiating especially early in the game, warning the players to get all the way out if you see a possible exchange coming.

# OFFSETTING FOULS

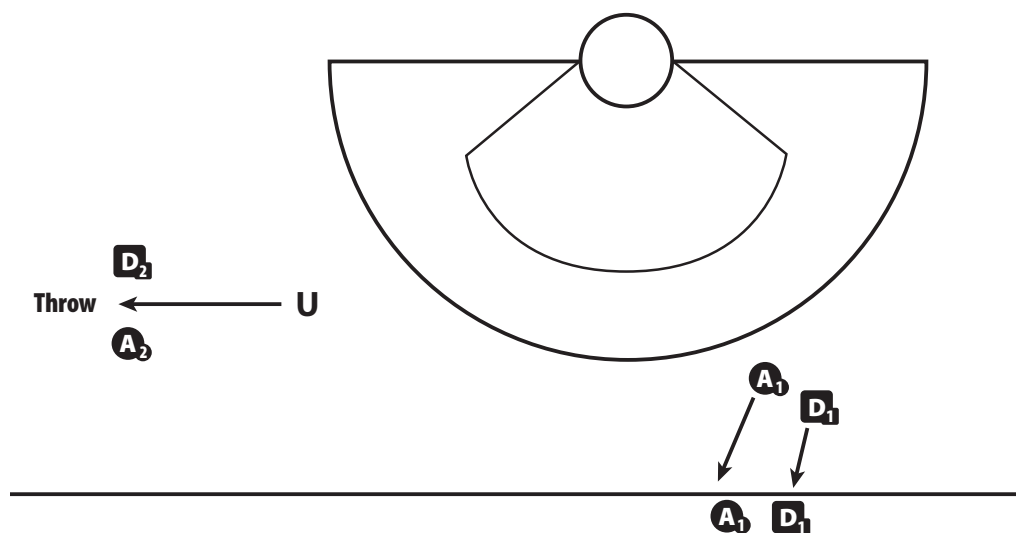
## IV. Offsetting Fouls

If a player from each team is offside it should be treated as any other offsetting foul situation, i.e. a throw is taken. Before the throw is taken be sure to correct the offside by placing the players closest to the restraining line back onside. The throw should be taken below the restraining line. Use the position of the ball at the time the whistle was blown to determine where the throw will be taken.

An offsetting foul situation can also arise if, for instance, Team A has a player offside and you are holding whistle and Team B commits some other foul. The spot of the “other” foul will determine where the throw will be taken.

### Diagram: Both Attack and Defense Offside

- A1 and D1 are both offside.
- Move the nearest players to the restraining line from both teams back onside.
- Throw administered at the spot of the ball, away from the restraining line and at least 8m from goal.



## V. Inadvertent Whistle

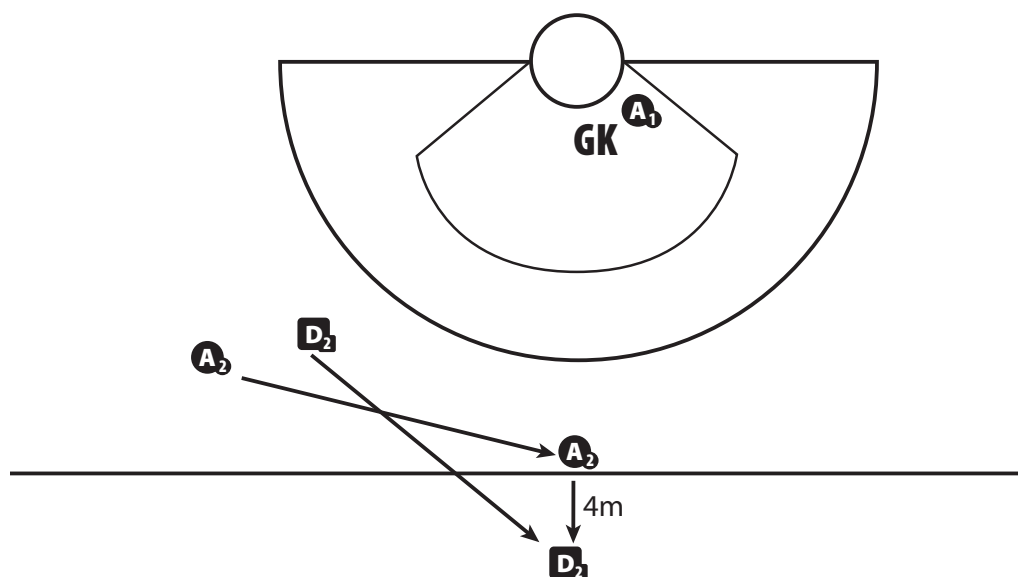
It will sometimes be difficult to keep track of eight players, the location of the restraining line, and everything else that's going on in the game. This can lead to an inadvertent whistle for an offside foul when no offside has occurred. If this should happen, follow the procedure outlined in Rule 5 Section 24, b. to restart play: the player in possession or nearest to the ball retains possession at the spot of the ball. If two players are equidistant from the ball a throw shall be awarded no closer than 8m to the goal circle or 4m to the boundary.

## VI. Special Situations

**Situation #1** - Attack commits a foul, whistle blows, attack is then discovered to be offside.

GK makes a save and leaves the goal circle with the ball; A1 tries to check the GK's stick and checks the GK's helmet; when the whistle blows, A2 is offside.

**Yellow card A1:** A1 must leave the field; A2 moves back on-side; Award D2 a free position 4m above the restraining line in the center of the field, in front of A2 (this is the most advantageous position for the defense).

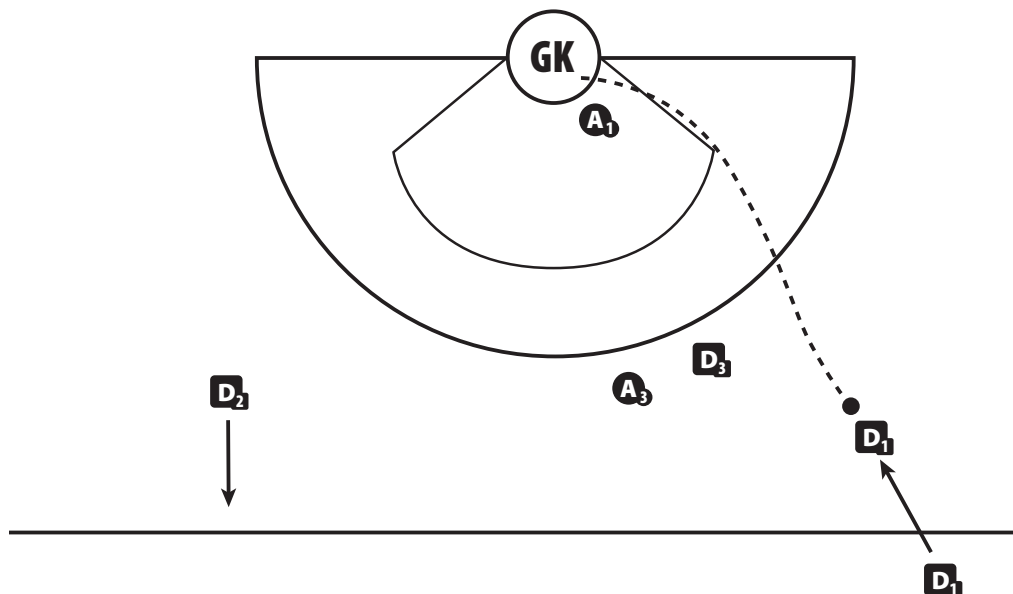


**Note:** When an umpire blows the whistle for a foul by the defense, and another defender is found to be offside, the umpire must first determine if the defensive foul is a major or a minor. If the foul is minor, penalize the major offside foul. If the foul is major, penalize according to Rule 7 Section 9.

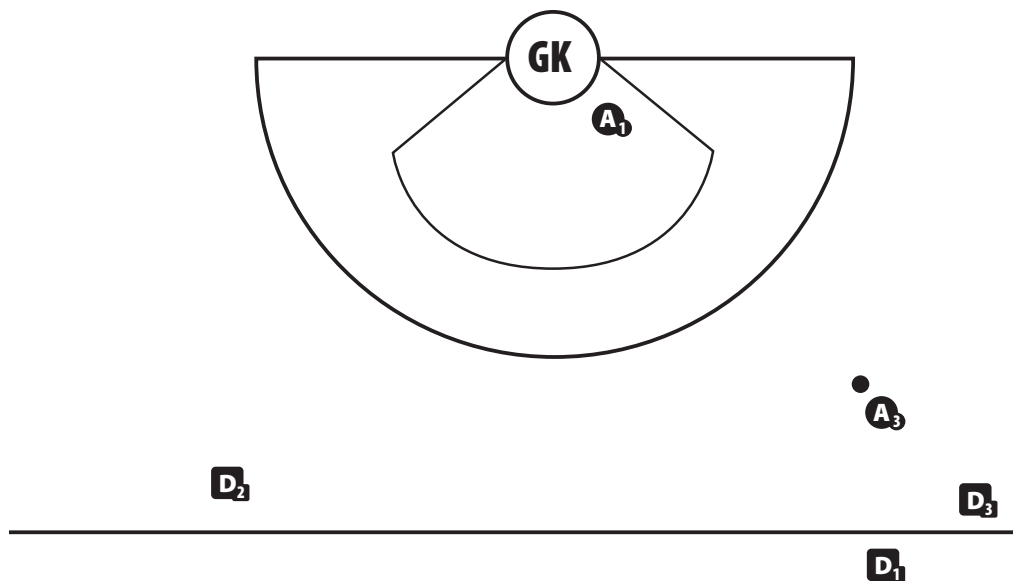
# SPECIAL SITUATIONS

## Situation #2 - Offside during transition

A1 shoots and GK gains possession of the ball; GK clears ball toward D1 who has illegally cut below restraining line before her teammate D2 has gotten onside.



Move D1 back onside; A3, the nearest attack player to where D1 caught the ball, is awarded the free position; nearest defender, D3, is moved 4m behind A3 for the free position.



## Situation #3 - Restraining Line Violation/Illegal Substitution

Blue attack has the ball below the restraining line in their attacking end of the field. The official realizes that Blue is offside and blows



her whistle to stop play. The officials then discover that Blue has too many players on the field, thus committing an illegal substitution foul.

The officials should call time out. Take a White defensive player from below the RL, give her the ball, and move her 4m ahead of the RL. Take a Blue player from below the RL and place her 4m behind the White player with the ball. In addition the officials will select a Blue player who must leave the game in order to correct the illegal substitution situation. Once the two players have been set up in the correct place for the free position, the officials must determine whether the extra Blue player is above or below the RL. Remember that whenever the attack has been judged to be offside, you will be setting up a numerical advantage for the non-offending team.

## VII. Setting Up the Free Position

Once the offside call has been made, what should happen next? Who actually steps in and sets up the free position? One thing is clear - one of the umpires must step in and take charge of the situation. You want to avoid having all of the umpires talking to the players at once and you want to avoid all of the umpires standing there looking at one another waiting for someone else to step in and handle the situation. Remember, the clock is running and it is important to give clear and concise directions to the players and restart the game quickly and efficiently.

The following are guidelines to be followed when an offside call is made. They pertain to the three umpire system but will have relevance for the two umpire system as well. They are divided into Defense Offside and Attack Offside.

## VIII. Defense Offside - Ball Inside the CSA

- A.** The deep trail umpire at the RL should step in and set up the free position.
  - 1.** Put a defense player back onside.
  - 2.** Move the nearest attacker to the top of the 12m arc.
  - 3.** Move the nearest defender 4m behind player with the ball.
  - 4.** Clear the lane, allow GK to return to the goal circle if she is out.
- B.** Partners should make eye contact when free position is set, lead starts the play.
- C.** The deep trail should physically move down below the restraining line to facilitate setting up this free position and take charge of the situation.

# ATTACK OFFSIDE

- D. The lead and C umpires should be off ball watching for players repositioning.

## IX. Defense Offside - Ball Below Goal Line Extended

- A. The deep trail makes the call, puts a defense player back onside.
- B. The lead umpire should then set up the free position at the spot of the ball when the offside call was made and never closer than 8m to the goal circle.
- C. The C umpire is watching off ball.

## X. Defense Offside - Ball Outside CSA and Above Goal Line Extended

- A. The deep trail makes the call, puts a defense player back onside.
- B. The official closest to the ball should then set up the free position at the spot of the ball when the offside call was made.
- C. The deep trail typically makes the offside call and remains in position long enough to communicate with her partner(s).

## XI. Attack Offside

- A. The deep trail typically makes the offside call and remains in position long enough to communicate with her partner(s).
- B. In the two person system the deep trail moves the closest defender from below the restraining line 4m ahead of the line at the center of the field and moves the closest attack from below the restraining line 4m behind the player with the ball. She then transitions to the lead position. The lead, transitioning to the trail position, moves in to restart play. In the three person system the same procedure is followed with the exception that, depending on the situation, either the C or the lead transitioning to the trail position may restart play.
- C. Since the deep trail will now be the lead with the ball coming towards her she should be heading down field to be in proper position when play is restarted.
- D. The umpire who was the lead is now watching off ball and will trail the play as it moves up the field.

# UMPIRE SUGGESTIONS

## UMPIRING SUGGESTIONS

1. In the three umpire system any of the three umpires may make the offside call. During play, the deep trail umpire (either A or B) is in the best position to monitor the restraining line. Consider setting up on the line or slightly below it and turning so you can see the line as well as the area around goal.
2. In the two umpire system the trail official will be the one to monitor the restraining line.
3. The trail umpire must be prepared to quickly transition down field as lead should the defense gain possession of the ball. Fast breaks happen much more often as there are now four players already down field and usually ahead of the umpires when the ball changes possession.
4. The attack is being called for offside. The trail official, after making the call, should ensure her partner knows what the call is then move ahead of the play and allow one of her partners to set up and administer the free position.
5. When counting players, count the seven field players ahead of the line for each team. Count the attack players first and then the defense. When you get the opportunity, check that there are four players behind the restraining line. Be cognizant that the count may be less than four due to playing down after a card(s) has been issued.
6. The players behind the restraining line do not always line up along the line. Be sure to look all the way back down field when counting. Be aware that they also go to the sideline to talk with their coach. You must also be sure that the players aren't in the midst of a sub on the fly situation.
7. All non-participating players must remain back in their bench area. Do not allow them to stand along the boundary area. At times it can be very difficult to tell who is in the game and who is on the sideline. This can be critical when counting players behind the restraining line.
8. If the defense is offside you will be moving or dealing with three players - move a defender to correct the offside, move the attacker with the ball (if necessary), move the closest defender 4m behind the player with the ball.

# UMPIRING SUGGESTIONS

9. If the attack is offside you will be moving two players - move an attacker from below the line to a spot on the RL to correct the offside and move a defender from below the line to a spot 4m ahead of the attacker on the line. Be aware that sometimes the attack player will move back onside during the time the call is being made. In that instance you must take an attack player who is ahead of the line and place her on the RL behind the player with the ball. When the attack is offside you will be setting up a numerical advantage for the non-offending team.
10. Umpires must be aware that substitution takes place during play. It may look as if a team is offside when in fact they are completing a substitution. Teams may also send a player from below the restraining line off the field, and as her sub enters the game, a teammate who is lined up along the restraining line may cross over. This is legal.

The following are situations that may occur during a game. The answers in this section should be considered official decisions on a given statement of facts.

1. Both the attack and the defense are offside.  
**RULING:** A throw is awarded for offsetting fouls. A player from each team closest to the restraining line should be moved back onside. Pick one player from each team closest to the spot where the play ended and below the restraining line and administer the throw. The umpire should avoid taking the throw too close to the restraining line.
2. The umpire is holding whistle on an offside by the defense because the attack is on a scoring play. The attack shoots on goal but steps on or over the goal circle thus committing a goal circle foul.  
**RULING:** A throw is awarded for offsetting fouls. The defense player closest to the restraining line should be placed back onside. Pick one player from each team and administer a throw. Use the position of the ball to determine where to administer the throw.
3. An attack player is fouled by the goalkeeper as she attempts a shot on goal. The whistle blows to stop play and the trail umpire then realizes that both an attack and defense player are offside.  
**RULING:** A throw is awarded for offsetting fouls. A player from each team closest to the restraining line should be moved back onside. Pick one player from each team closest to the ball and administer a throw. Use the position of the ball to determine where to administer the throw.

4. The ball is below the restraining line with the attack in possession. Defense causes a turnover but the whistle then sounds for an offside foul by the defense. Where is the free position taken?

**RULING:** If the ball is outside the critical scoring area or below the goal line extended, the free position is awarded at the spot of the ball (although never closer than 8m to goal). If the ball is inside the critical scoring area and above the goal line extended, the free position is awarded at the top center of the 12m fan. In either case, move the nearest attack player to the spot of the free position. Place the nearest defender 4m behind. Closest defender to the restraining line will move back onside.

5. The goalkeeper has moved outside her goal circle to play the ball behind goal when offside is called on the defense. Is the goalkeeper allowed to return to the goal circle?

**RULING:** No, she may not move back into her goal circle until after the whistle blows to restart play. The free position is taken below the goal line extended.

6. The goalkeeper is attempting to clear the ball to a teammate above the restraining line. The player, in receiving the ball, crosses the line, thus committing an offside foul.

**RULING:** Because the ball was in flight at the time of the foul, the free position is awarded close to, but below the line. The offside is corrected and the next closest defense from below the restraining line is placed behind the ball.

7. The attack shoots and scores a goal. The umpire immediately realizes that the attack is offside.

**RULING:** The umpire should sound her whistle, have everyone stand, and indicate no goal. The closest defense player below the restraining line is awarded a free position 4m ahead of the line at the middle of the field. The closest attack player from below the line is placed on the restraining line 4m behind the player taking the free position.

8. The ball is on the ground rolling towards the restraining line. A player from each team is waiting above the line for the ball to reach them. Player A, while leaning over the line reaching for the ball, steps over the line but gets back behind the line before the ball reaches her.

**RULING:** The umpire should hold whistle and allow Player A to get back onside unless Player A gains some type of advantage from going over and back (such as stepping in front of Player B and gaining better position).

# UMPIRE DECISIONS

9. The ball is on the ground rolling towards the restraining line. A player from each team is waiting above the line for the ball to reach them. Player A, while attempting to get better position to receive the ball, pushes Player B across the restraining line.

**RULING:** The umpire should blow the whistle for the pushing foul and award the ball to Player B. If Player B is on the attack team, the free position should be set up 1m above the restraining line with Player A 4m behind. If Player B is on the defensive team, place Player A on the restraining line with Player B 4m ahead of her going out.

10. The ball is on the ground rolling towards the sideline boundary in the area where it intersects the restraining line. The ball goes out of bounds below the restraining line having been last touched by Player B. The closest player to the ball at the time is Player A who is standing above the restraining line. Who gets the ball and where?

**RULING:** According to Rule 5, Section 7, the Player A, who is nearest the ball where it went out of bounds, is awarded the ball. However, if we allow her to move to where the ball went out of bounds, we are placing her offside. Therefore, Player A is awarded the ball 1m off the restraining line and 4m inside the boundary line. If necessary, any other players in the immediate vicinity of the Player A should be moved so as to maintain the same relative position to the player with the ball that they occupied when the whistle blew to stop play. An opponent may be no closer than 1m to the ball carrier.

**NOTE:** If the lead umpire calls a major foul on the defense and as the free position is being set up, the trail umpire notices that the attack is offside, you are now dealing with offsetting fouls.

**RULING:** Because the offside was ongoing within the same time frame as the major foul on the defense it is an offsetting foul and a throw will be taken. The umpires will correct the offside and administer a throw where the major foul free position was being set up. (See Part 4, Administering the Penalty — Special Situations)

# 9

## UMPIRE POSITIONING

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# GENERAL SUGGESTIONS FOR UMPIRES

In order to set the appropriate tone and “make the call” the umpire must have in depth knowledge of the rules and be in good position to see the play. The key to good positioning and movement on the field is familiarity with the game and knowledge of techniques and patterns of play. An awareness of how the ball can move from defense to attack can help you anticipate where the pass or play will go.

Understand that the basis for most rules is safety. Call a foul sooner rather than later. If you think a check is dangerous, call it. Don’t worry about holding the whistle. It is better to stop a play and maintain game control than to be too concerned about the flow of the game. That will come with practice and experience.

Be aware that when determining rough, reckless, or dangerous checking, sound does not necessarily equal a rough check. When sticks make contact with one another, it may make a loud sound. A check may be so forceful that it knocks the stick from the player’s hands. You must determine if this is a rough, dangerous check, or was the player with the ball not expecting a check and therefore had her stick knocked away.

After a shot on goal or deflected shot on goal, as the ball goes over the boundary line, blow your whistle, and then determine team possession. Don’t wait to see who is closest to the boundary line where the ball went out. Sound the whistle and make the decision at that moment. If both players are even, or you cannot determine who is closer, give a throw. In an intensely contested game, players “play to the whistle”. The umpire cannot rely on a player to slow down as she reaches the boundary.

Be sure that all players stand when the whistle blows. Insist on it. Move players back if they have moved. The idea is that players cannot reposition, either to gain additional advantage or to recover from losing an opponent. Play stops completely when the whistle blows, and it is restarted with the situation as it was. Only those players who you determine must be moved may move. The player being awarded the ball must always be moved 4m in

## To help make the appropriate call, keep in mind the following:

- Understand that the basis for most rules is safety.
- A loud sound when sticks make contact does not always equal a rough check.
- Blow your whistle as soon as the ball passes the boundary line after a shot on goal.
- Insist that all players stand when the whistle blows and not reposition themselves.
- Be aware of the importance of your positioning around the goal circle.
- Watch the ball carrier closely to anticipate possible fouls and the flow of the play.
- When the ball is on the ground anticipate that there may be a lot of hitting of empty crosses or pushing an opponent off the ball, especially if the skill level is not the best.
- Positioning, anticipation, familiarity with the game, and an in depth knowledge of the rules are the keys to good umpiring.



from the boundary. When a minor foul is committed be firm in positioning players 4m away from the free position, and in the direction from which they approached. Don't let a player on a minor foul move 4m in front of an opponent when she was approaching from the side or the rear. In positioning a player after she has committed a major foul, place her 4m directly behind the player taking the free position and all others 4m away in the same relative position. If a player is awarded the ball on an out of bounds situation that player is moved 4m from the boundary onto the field. All players in the immediate area will retain the same relative position with at least 1m of space from the ball carrier.

Be aware of the importance of your positioning around the goal circle. If you are not in position to call a goal circle violation and a goal results, don't make the call just because you think the player might have violated the goal circle. Talk with your partner pre-game and establish the kind of help you would like with goal circle violations. Generally, a Lead Umpire does not want the Trail Umpire to initiate a goal circle call. But a Lead Umpire may very well confer with her partner through visual contact prior to signaling the goal if she senses a goal circle violation and feels her partner may have seen it. The Trail Umpire watches every shot for a possible dangerous follow through. This must be whistled crisply, firmly, and immediately. If the ball does cross the goal line, the Trail Umpire must alert the Lead Umpire with a "no goal" whistle and signal before the Lead Umpire has a chance to signal the goal.

Watch the ball carrier closely. You will learn to tell what she intends to do: carry, shoot, or pass. This will help you anticipate what will follow, both with regard to possible fouls, and with the flow of the play. If you can tell that she is going to pass, you could expect only certain fouls to occur. For example, checking on the hands as the pass is made. If you see that she is going to continue with the ball, look for an acceleration and possible body contact to result. Then determine the call — blocking, charging, holding, or "no call". If she gets by her opponent, look for tripping, dangerous checking, or slashing. Be aware of the consequences of a change of speed by the ball carrier. If her opponent is not quick enough to adjust, some kind of contact will often result. Change of direction can produce the same type of fouls. When a player loses the ball by being checked, be alert for possible dangerous checking to follow due to emotion and/or poor positioning.

When the ball is on the ground anticipate that there may be a lot of hitting of empty crosses or pushing an opponent off the ball, especially if the skill level is not the best. While there may well be stick to stick contact be sure to evaluate if it is really an empty stick check or just incidental contact as two players vie for the ball. Don't become so focused on the ball and sticks that you miss the possible pushing and shoving that may occur. Call it one way or the other right away.

Positioning, anticipation, familiarity with the game, and an in depth

# TECHNIQUES AND POSITIONING

knowledge of the rules are the keys to good umpiring. An umpire must be repositioning frequently so as to look between players where contact is likely to occur. Anticipating what the player is going to do prepares the umpire to be in the best possible position to see and make the call. Review your rulebook and manual often, both before and during the season. Take pride in knowing the rules, interpretations, guidelines, and intent of the rules. Practice as much as you can, with a more experienced umpire helping you if possible. Seeing fouls as a spectator is very different from seeing them on the field and having to make the call. Remember that no one is perfect, but resolve to do the very best you can each time you step onto the field to umpire.

## A. General Suggestions and Techniques

When an umpire steps onto the field, she is there to provide the opportunity for the players to compete safely and fairly. It is the players' game and a good umpire will keep it that way. As an umpire you must have a thorough knowledge of the rules, be in good physical condition, give your best effort during each game, and be in position to see the play and make the correct call. You must be in position to look between players rather than trying to look through, across, or around them. This may require you to reposition frequently so that your view of the ball is never blocked by the players. Anticipate play! Come into the field when necessary, but be prepared to move out of the players' way as play develops. Overall safety and play around the goal areas are the umpires' top priorities.

If you are the Lead Umpire, i.e. umpiring the goal area, you must be aware of the ball at all times. Establish a neutral position or a "home base" to the side of the goal then adjust your positioning, based on the movement of the ball — either moving higher or dropping lower, at times even lower than the goal line extended. Open your shoulders to the whole field rather than focusing all your attention on the goal circle. This will allow you to get the best picture of on-ball as well as off-ball play and will help you anticipate what might happen next. While you may not always be "on the ball" you must know where the ball is at all times. One of your most important responsibilities as the Lead Umpire is to be "on the tangent" when a shot on goal is taken. To be on the tangent means that you position yourself at a right angle to the approaching ball carrier. Being on the tangent will not only take the guesswork out of making goal circle violation calls, but in general it will place you in the best position to see fouls against the ball carrier.

Boundary balls for a rolling or bouncing ball, whether on the side line or the end line, can be challenging. It is critical that you move to be in good position to see who touched the ball last or who is closer

on a shot or a deflected shot on goal, to correctly award the ball in out of bounds situations. Avoid standing and looking directly at the player's backs as they near the boundary line as you will have no angle to make a proper judgment. For endline calls you will need to go below the level of the goal in order to get the best view and the best angle. Get in a position to clearly see and make the call when the ball or a player's foot or crosse touches the boundary. Get in position to clearly see which player is nearer to the ball on a shot or deflected shot that goes out of bounds. A throw is awarded only when the umpire, by virtue of good position on the boundary, is absolutely certain that the opponents are equidistance from the ball.

When administering a throw, in general you want to position the two players with their backs to the sideline although the players involved may sometimes be positioned with their backs to the end line. The defender is always positioned nearer to the goal she's defending. As the umpire administering the throw you want to stand approximately 8 to 10 meters from the players. You start out with your arm drawn back so that your first movement is forward and simultaneous with your whistle. Try to have the ball peak at a point halfway between you and the players coming towards you. If your throw is inaccurate or not touched by either player the throw must be retaken.

Whether you are part of a two person or a three person umpiring crew, communication and eye contact with your partner(s) are essential. Prior to the draw you want to look at your partner(s) to be sure they are ready to start play. Eye contact and a simple nod of the head is all that's needed. After a goal is scored you'll want to wait an extra second or two before signaling goal as you look towards your partner. If you are unsure about a possible goal circle violation because of a quick shot being taken before you could get on the tangent look to your partner who may have seen the violation. This can be communicated as a yes or no with a simple nod or shake of the head. The extra time will also allow your partner to indicate if a dangerous follow-through has occurred. Partners must also communicate that a verbal warning or a card has been given, and partners must make eye contact before play is restarted after a carding situation has occurred.

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### **B. Two Person System - Specifics**

When umpiring the two person system the umpires will be called the Lead Umpire and the Trail Umpire and each will:

1. Be responsible for the goal area to her right side.

# TWO PERSON SYSTEM

2. Be the Lead Umpire when the ball is coming toward her, and for the duration of the attacking play.
3. Become the Trail Umpire when the ball is moving away from her.

## Lead Umpire

As the Lead Umpire moves down field and to her right, her position is angled for the best visibility and she is responsible for out of bounds calls on the sideline nearest to her. She always works to be ahead of the play as the ball moves towards her goal circle area. Once the ball is in her goal circle area the Lead Umpire is primarily responsible for on-ball fouls, goal circle calls and out of bounds calls over her end line. She must also call obstruction of the free space to goal fouls in the area in front of goal nearest to where she is standing. While she may call three second violations, illegal picks and off-ball fouls, these are primarily the responsibility of the Trail Umpire.

## Trail Umpire

The Trail Umpire follows the play down field and is responsible for out of bounds calls on the sideline nearest to her. She must be “field conscious” at all times and watch the overall picture as the Lead Umpire concentrates on the ball and the goal area. As the ball approaches the goal area, the Trail Umpire takes a position near the restraining line and is responsible for signaling offside violations. When the ball is inside the critical scoring area, the Trail Umpire will shift laterally with the play in order to see obstruction of the free space to goal on her half of the field, off-ball fouls (illegal picks, detaining, blocking, etc.), dangerous follow-through after a shot, and three second violations. The Trail Umpire must anticipate a change of possession and be ready to quickly transition to become the Lead Umpire at the other end of the field.

The umpires share the responsibility for calling fouls in the midfield. Who calls the foul is often based on who is closest but sometimes who has the better angle to see the ball and the players may be the deciding factor. Work together as a team in support of one another. Realize that your partner is seeing things from a different angle and something that may look like a foul to you from across the field may not look the same to your partner who is right on top of the play.

In the two person system the opening draw of each half is generally administered by the umpire on the side of the field away from the scorer's table. Subsequent draws after a goal are always taken by the Trail Umpire. The Lead Umpire quickly retrieves the ball from the goalie and hands it or tosses it to her partner. When umpires choose to exchange positions or rotate, it is recommended that the umpires choose a pre-determined number of goals (2, 3, or 4, only) and must follow that rotation for the entire game.

## TWO PERSON SYSTEM DIAGRAMS

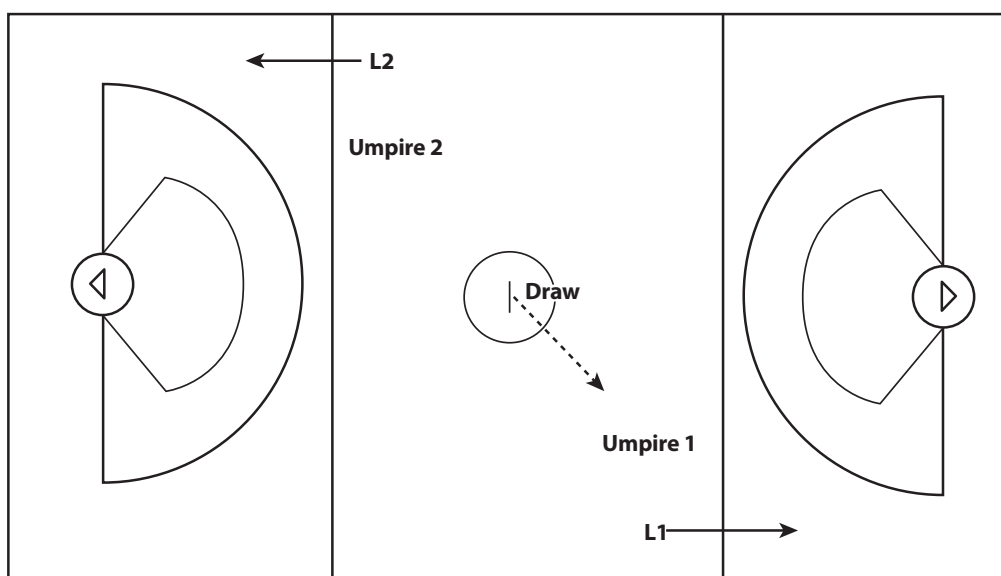
The diagrams and examples on the next few pages will help you to understand the positioning of the Lead and the Trail Umpires.

**KEY:** Umpire 1

Umpire 2

Path of the Umpire = L1 →  
← L2

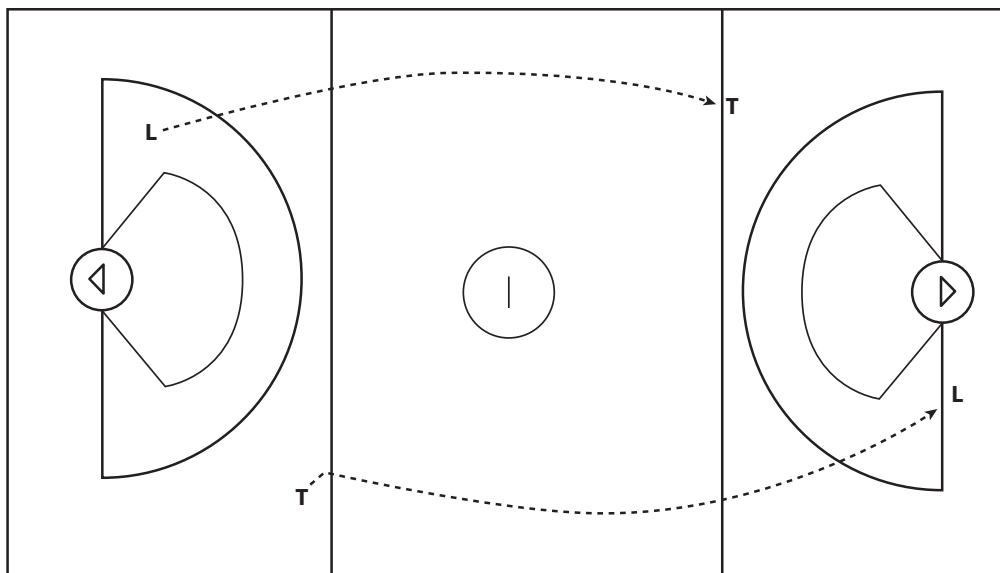
### The Draw



The umpire administering the draw is responsible for calling a draw illegal. After setting the draw Umpire 1 moves away from the center to her right. Umpire 2 is standing back from the edge of the center circle and watches for potential off-ball fouls by the players who are outside the circle and for players crossing the restraining line before the draw. Which umpire will become the Lead Umpire and which will become the Trail Umpire depends on which team gains possession on the draw. If the play progresses in the direction of arrow L1, Umpire 1 becomes the Lead Umpire. If the play progresses in the direction of arrow L2, Umpire 2 becomes the Lead Umpire. Both umpires must assist in the counting of players allowed between the restraining lines for the draw.

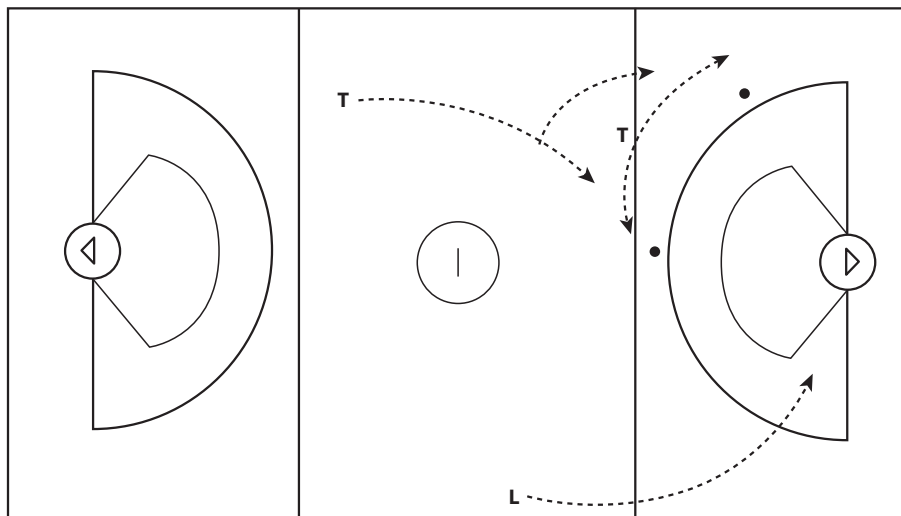
# TWO PERSON SYSTEM DIAGRAMS

## When There Is A Change Of Possession



As soon as there is an apparent change of possession (defense going for a loose ball, the goalkeeper in possession of the ball, an interception, etc.) there is a transition in which the Trail Umpire becomes the Lead Umpire and vice versa. In preparation for this, the Trail Umpire drop steps with her right foot and moves out toward the sideline. She must adjust the angle and the time of movement so as not to interfere with potential cutters or players already in motion. Anticipate, think ahead, and make your move before the players. Keep ahead of the play and as much as possible keep the players inside your position as you move up or down field. The Lead Umpire who transitions to the Trail Umpire position will follow the play up the field, keeping the players **INSIDE** of her position as much as possible.

## The Trail Umpire - Midfield



The Trail Umpire follows the play on a change of possession. She repositions on or near the restraining line and moves laterally in relation to the ball so that she can observe:

1. Obstruction of the free space to goal from the center of the arc over to her left, towards her side boundary.
2. Three second violations.
3. Dangerous follow through after a shot on goal.
4. Off-ball fouls such as illegal picks, detaining, or pushing.
5. Restraining line violations.
6. Side line boundary calls.

The Trail Umpire needs to be prepared to become the Lead Umpire when there is a change of possession.



# THREE PERSON SYSTEM

## C. Three Person System - Specifics

When umpiring the three person system the umpires will be designated as “A”, “B” and “C”. The A and B Umpires will be on the same side of the field while the C Umpire will be on the opposite side of the field. The three umpires must work to maintain a triangular positioning on the field keeping the ball within the triangle.

1. The A Umpire will be responsible for the goal area to her right side and be the Lead Umpire when the ball is coming toward her.
2. The B Umpire will be responsible for the goal area to her left side and be the Lead Umpire when the ball is coming toward her.
3. The C Umpire will always be the Trail Umpire and will also act as a second Lead at each end of the field.
4. The A and B Umpires will be the deep Trail Umpire when the ball is moving away from them.

Pre-game communication with your partners will help to ensure that all umpires will be able to carry out their responsibilities.

### Lead Umpire (A or B)

As with the two person system, the Lead Umpire is responsible for the goal circle area at her end of the field. When the ball starts to move towards her, the Lead Umpire must pull wide toward the sideline, then angle back into the field as she approaches the goal area. She must always be ahead of play as the ball moves towards her. Because the A and B Umpires are on the same side of the field they share responsibility for making the sideline out of bounds calls. If the A Umpire makes the call and the ball is coming towards her, generally she moves ahead of play and allows the B Umpire to move up and restart the play. The exception is when the out of bounds call is made down near the critical scoring area when it is more practical for the Lead Umpire to restart play.

Once the ball is in her goal circle area the Lead Umpire is primarily responsible for on-ball fouls, goal circle calls, and out of bounds calls over her end line. She must also be aware of obstruction of the free space to goal. Since she has two Trail Umpires also watching for this, her focus is on the low obstruction of the free space to goal call where the deep Trail Umpire would have a difficult time getting into position to make the call. If the ball enters the goal circle and is stopped by the goalie, the Lead Umpire must remain in close proximity to the goal circle as the goalie prepares to clear the ball, especially if the other team is challenging the goalie clear. Should the goalkeeper be unchallenged and choose to start walking the ball up field, the Lead Umpire always remains close by. This will allow her to see possible fouls against the goalie and also to be in position to again become the Lead Umpire should the other team quickly gain possession of the ball.



**Deep Trail Umpire (A or B)**

The deep Trail Umpire follows the play down field, assisting the Lead Umpire with making sideline out of bounds calls. As the ball approaches the goal area, the deep Trail Umpire takes a position near the restraining line and is responsible for signaling offside violations. She will shift laterally with the play in order to see obstruction of the free space to goal, off-ball fouls, dangerous follow through, and three second violations. She is also responsible for all decisions on her sideline. Because there are two Trail Umpires, the deep Trail Umpire never moves into the middle of the field as far as the center hash mark on the 8m arc. The C Umpire handles this section of the field. To move that far over would put the deep Trail Umpire at a disadvantage should there be a quick transition where she now becomes the Lead Umpire.

**Trail Umpire (C)**

The C Umpire is a Trail Umpire for the entire game and therefore never has to be ahead of the play. She is responsible for out of bounds calls for her entire sideline boundary and can assist the Lead Umpire in making calls in the deep corner on the endline. As the play begins to transition from one end of the field to the other, the C Umpire is able to stay wide of the play yet follow the play closely from end to end acting to escort the ball up or down the field. As a general rule the C Umpire is even with or somewhat behind the ball in transition.

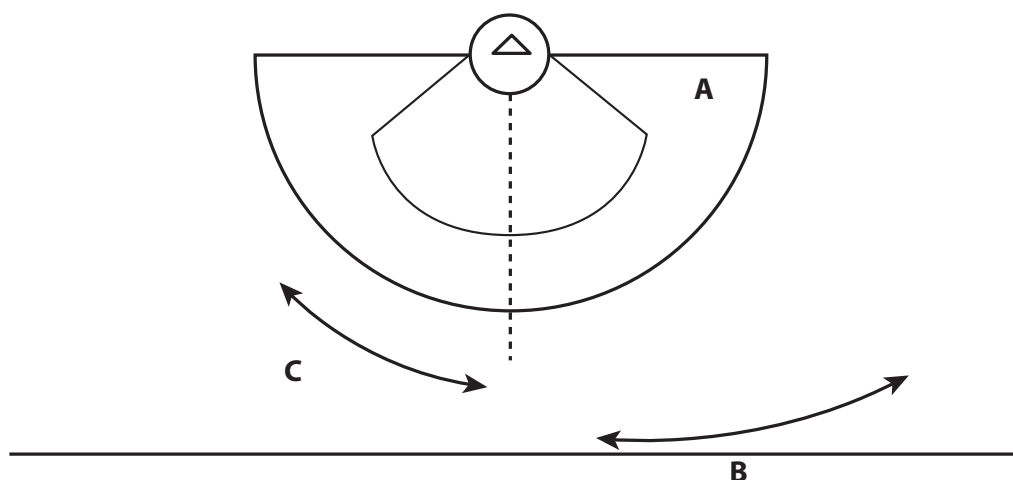
When possible the C Umpire must assist her partners' transitions by assuming coverage of the restraining line. When the goalie is ready to clear the ball or when players are bringing the ball up-field out of the C Umpire's area of the arc, it is helpful for the C Umpire to check the number of players above the restraining line and signal to the former deep Trail Umpire. Once this partner receives the communication, she is free to transition further up-field in preparation for becoming the new Lead Umpire.

When the former defensive team is bringing the ball up-field toward the C Umpire's side, she must stay on ball. If the C Umpire calls a foul, the A and B Umpires must have an awareness of restraining line coverage.

When the ball enters the critical scoring area, the C Umpire must be in a position well below the restraining line and as near to the 12m fan as play will allow. Depending on the position of the ball, the C Umpire will move laterally toward the center hash mark on the 8m arc. She will be looking for obstruction of the free space to goal on her half of the field, as well as off-ball fouls, dangerous follow-through, and three second violations. She may also assist in calling goal circle violations on the Lead Umpire's side where quick transitions prohibit the Lead Umpire from getting to the tangent. When the ball moves into her half of the

## THREE PERSON SYSTEM

field, she must assist the Lead Umpire in making on-ball foul calls, including blocking and charging and goal circle violations away from the Lead Umpire's side of the goal circle.



### The Draw

The C Umpire will administer all draws and will be responsible for calling any illegal draws. The A and B Umpires must put themselves in good position to watch for fouls around the center circle and the restraining line when the draw is taken, including one team entering the circle too soon and gaining an advantage. In addition the A and B Umpires make the determination that each team has not exceeded the legal number of players allowed between the restraining lines for the draw and the proper number of players on the field.

### The Throw

Which umpire will administer the throw depends on the position of the ball when the fouls were called. The C Umpire administers throws in the critical scoring area whenever it is practical to do so as this allows the Lead Umpire to remain in good position in her goal area. When it is not practical for the C Umpire to administer this throw, she moves closer to goal and is ready to support the Lead Umpire and help with on ball calls until the Lead Umpire can again be in proper position.

### Rotating Positions

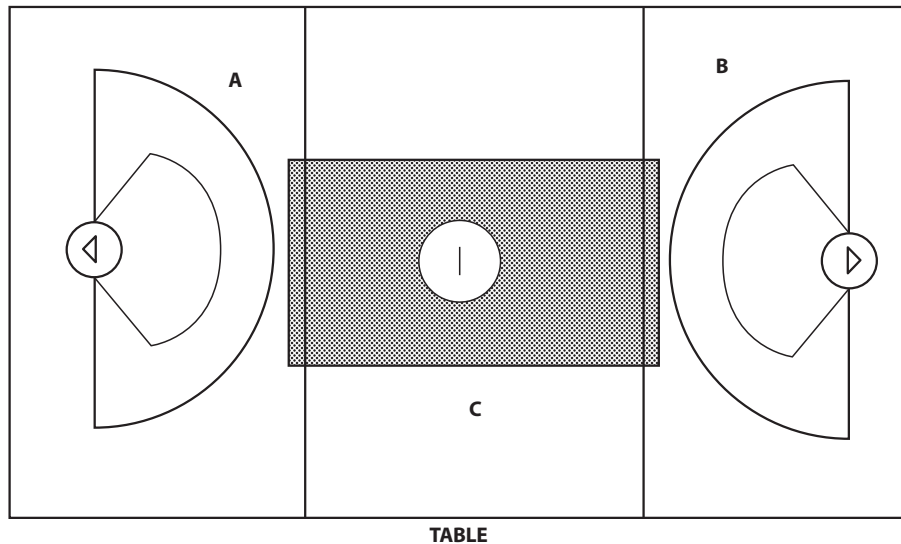
Three-person umpire teams typically exchange umpiring positions (rotate) after every other goal is scored. With the three-person system the positions rotate clockwise, A moves to B, B moves to C, and C moves to A. The benefit of rotating is that the umpiring team stays very alert, each umpire is making calls in both goal areas and the teams playing have a more unified force calling the game.

## Three Person System Diagrams

### Starting Positions

To start the game, the C Umpire is positioned on the score table side of the field while the A and B Umpires position themselves on the opposite side. With the use of the restraining line and substitution on the fly, it's important for the A and B Umpires, monitoring the restraining line, to have a good view of the team substitution and bench areas. This positioning can be modified to allow the A and B Umpires to position on the table side in cases where the sun would be in their eyes to the point that it would hinder their ability to view their respective goal areas.

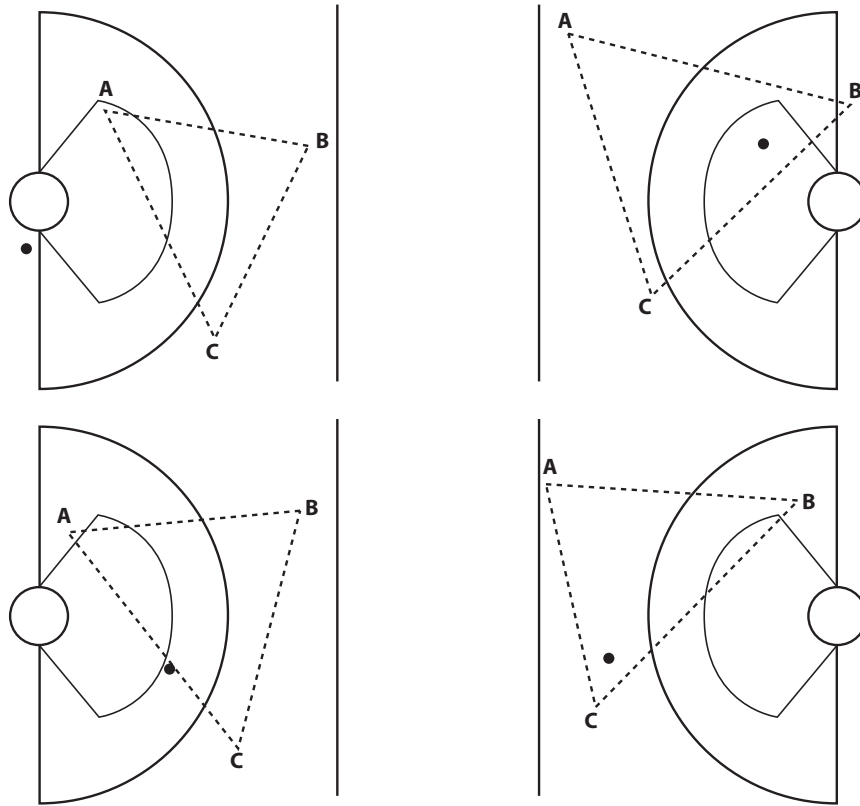
**Diagram 1:** Field Coverage



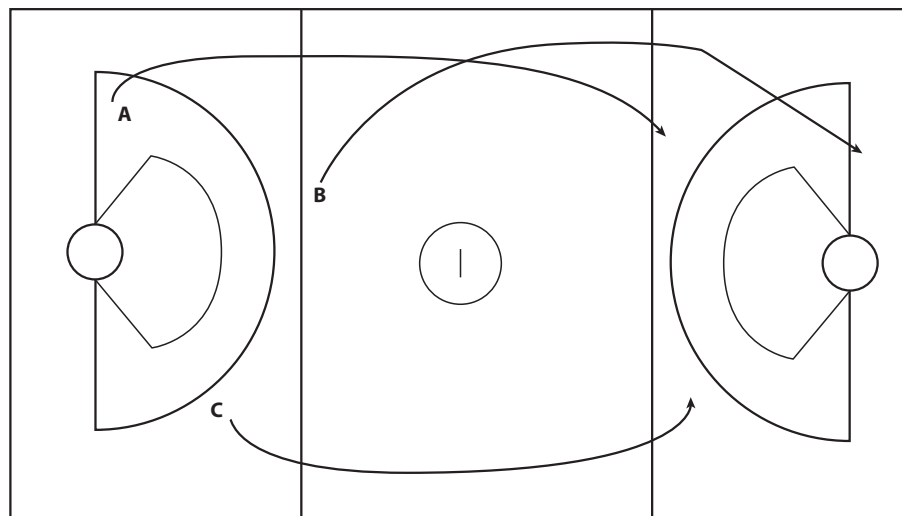
 = shared midfield by the A, B, and C Umpires; be certain to discuss all shared areas with your partner(s) prior to each game.

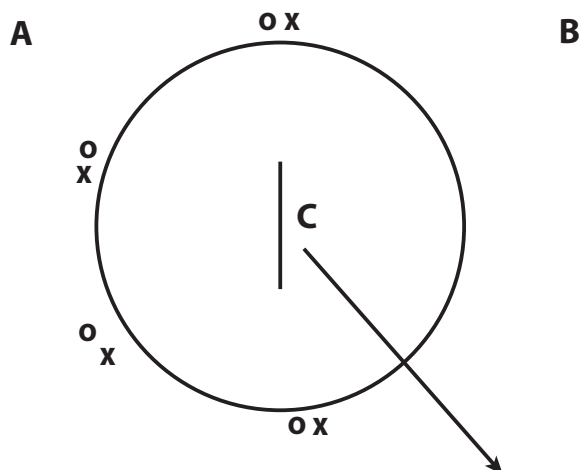
# THREE PERSON SYSTEM DIAGRAMS

**Diagram #2:** Positioning Changes

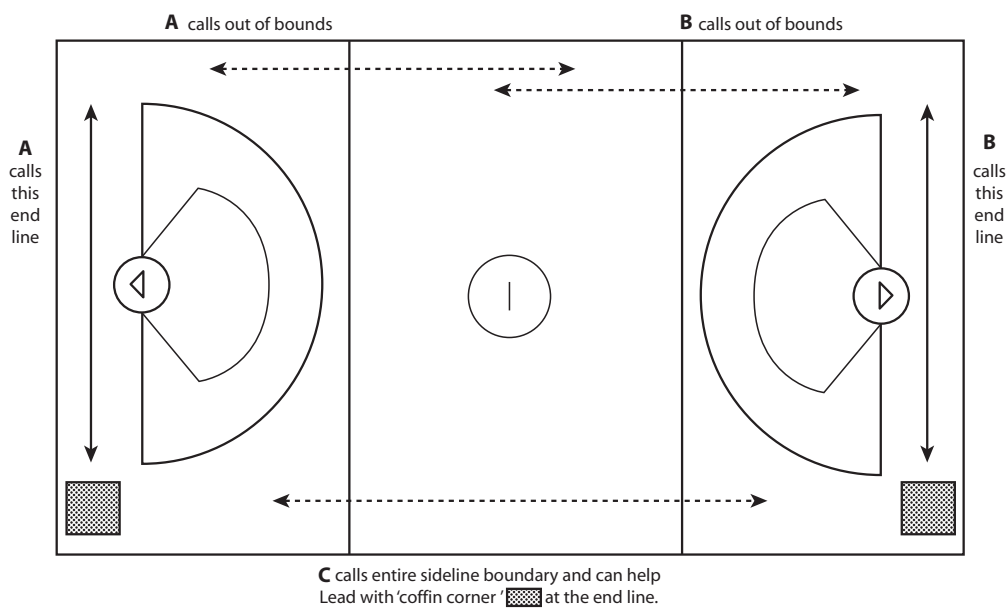


**Diagram #3:** Change of Possession



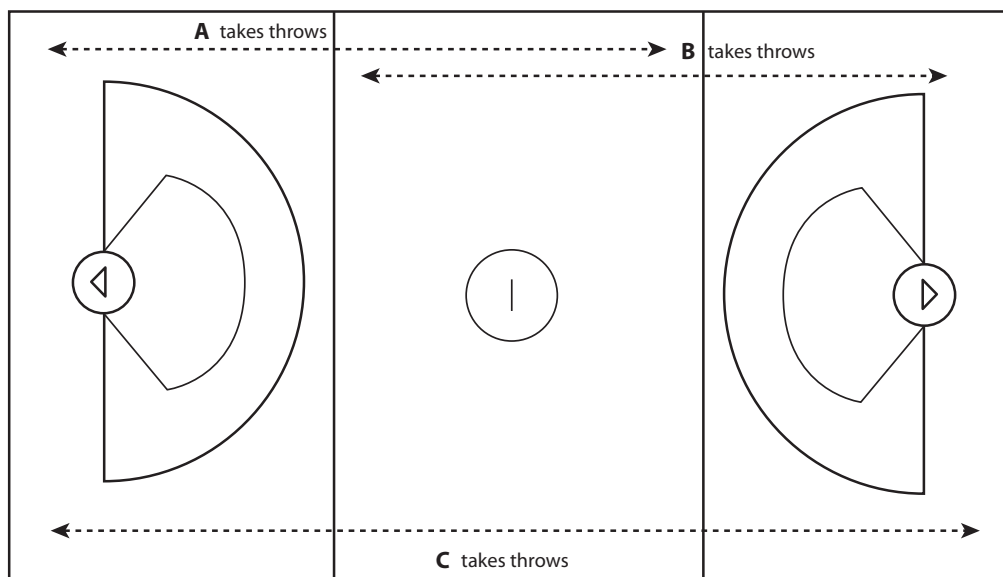
**Diagram #4:** The Draw

**NOTE:** Center's positions are not shown since their positions may vary. The C Umpire's positioning and angle of exit will vary depending on player positioning.

**Diagram #5:** Boundaries

# THREE PERSON SYSTEM DIAGRAMS

**Diagram #6:** The Throw



# UMPIRING THE GOAL CIRCLE

## Umpiring the Goal Circle

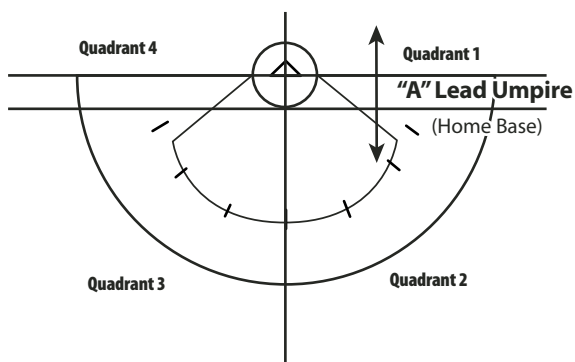
Umpiring the Goal Circle requires purposeful movement. The Lead Umpire is constantly repositioning within a Quadrant in order to anticipate play and to clearly see the space between the defense and the attack. One of the most important responsibilities of the Lead Umpire is to ultimately be “on the tangent”. It takes time and practice to move freely around the goal area in Quadrants 1 and 2, always striving to be “on the tangent” to the shooter. Being in the correct Quadrant and “on the tangent” places the Lead Umpire in the correct position for seeing possible fouls committed by the shooter or the defense and for seeing goal circle violations by either the attack or the defense.

## Quadrants

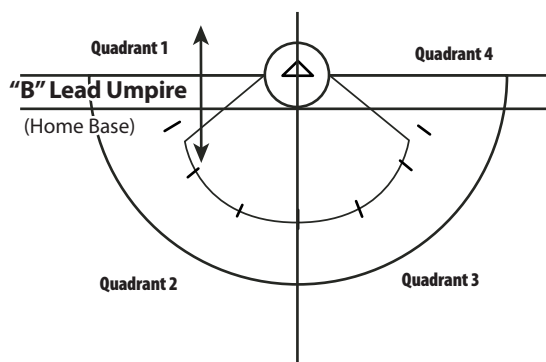
There are 4 Quadrants in the Critical Scoring Area (CSA) that are defined by a vertical axis that splits the goal circle in half and is perpendicular to the goal line and by a horizontal axis that runs parallel to the goal line and intersects the goal circle at the top and is perpendicular to the vertical axis. The Lead Umpire is constantly repositioning in quadrants 1 and 2. The horizontal axis serves as the “home base” from which the Lead Umpire makes adjustments according to the developing offensive play and the position of the ball.

**See Figure 1 – “A” Lead Umpire and Figure 2 – “B” Lead Umpire.**

## Home Base



**Figure 1**  
"A" Lead Umpire  
Home Base



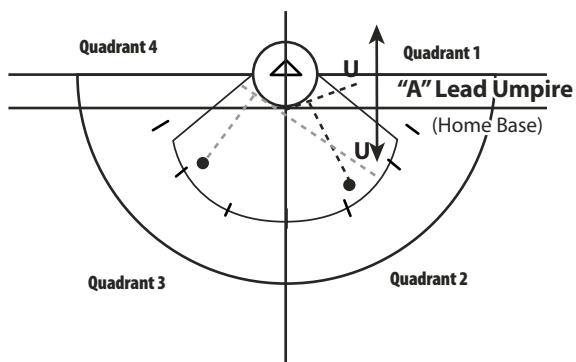
**Figure 2**  
"B" Lead Umpire  
Home Base

## Umpire Movement

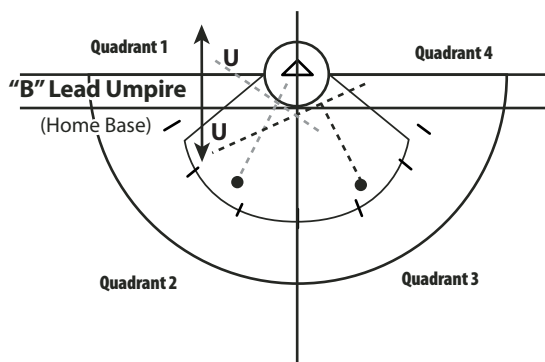
When the ball is in Quadrant 2 the Lead Umpire is in Quadrant 1 and "on the tangent".

When the ball is in Quadrant 3 the Lead Umpire is in Quadrant 2 and "on the tangent".

See Figure 3 – "A" Lead Umpire and Figure 4 – "B" Lead Umpire.



**Figure 3**  
"A" Lead Umpire  
Positioning



**Figure 4**  
"B" Lead Umpire  
Positioning

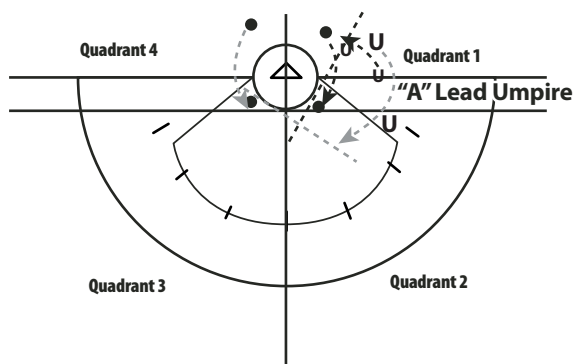


## Umpire Anticipation

When the ball is in Quadrant 4 or Quadrant 1 below the goal line extended the Lead Umpire is in Quadrant 1 observing the developing play — what will the ball carrier do with the ball — pass or roll? [Note: It is not possible for the ball carrier to shoot from below the goal line extended.]

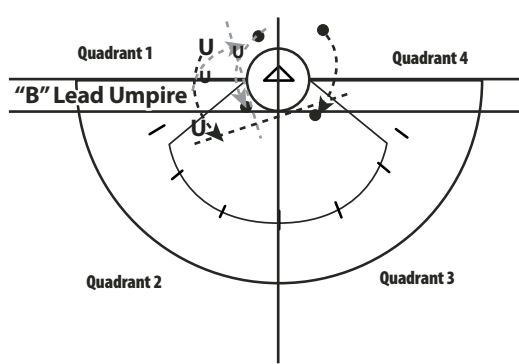
The Lead Umpire makes adjustments in Quadrant 1 to be “on the tangent” as the ball carrier rolls from Quadrant 1 toward Quadrant 2.

See Figure 5 – “A” Lead Umpire and Figure 6 – “B” Lead Umpire.



**Figure 5**

“A” Lead Umpire  
Anticipation and Movement

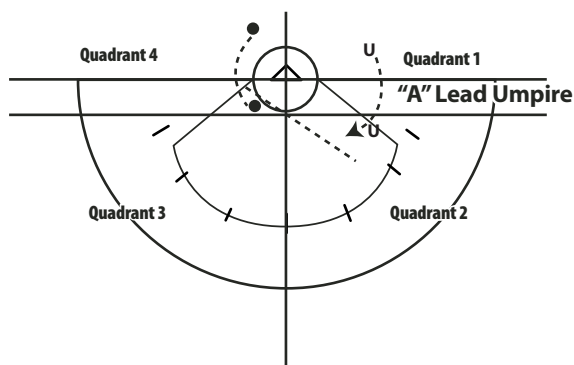


**Figure 6**

“B” Lead Umpire  
Anticipation and Movement

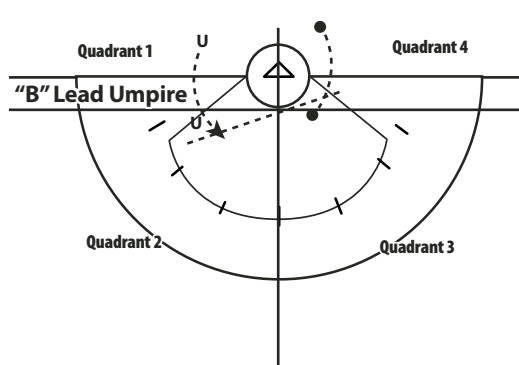
## Umpire Movement

The Lead Umpire makes adjustments from Quadrant 1 to Quadrant 2 to be “on the tangent” when the ball carrier rolls in Quadrant 4 toward Quadrant 3. See Figure 7 – “A” Lead Umpire and Figure 8 – “B” Lead Umpire.



**Figure 7**

“A” Lead Umpire  
Movement



**Figure 8**

“B” Lead Umpire  
Movement

# TANGENT

## Tangent

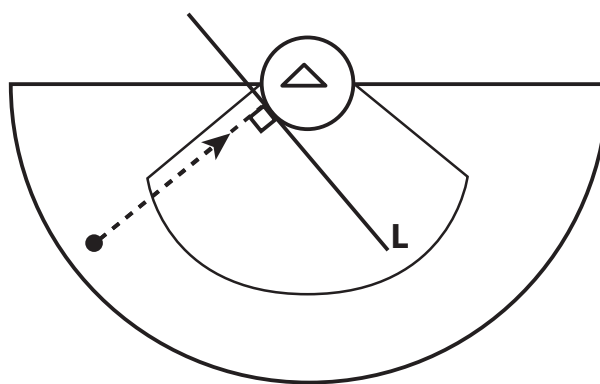
Being “on the tangent” requires understanding a mathematical principle — the tangent is a straight line that touches the outer edge of a curve (i.e., the goal circle) at only one point and is at right angle to or perpendicular to the approaching line of the ball carrier/shooter. The Lead Umpire that achieves being “on the tangent” is in the best position to call fouls and violations associated with the ball carrier approaching the goal to shoot.

### KEY

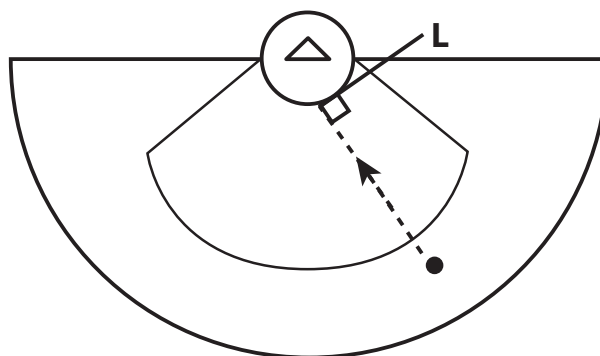
● → Path of the shooter and/or shot on goal

L — Lead Umpire on the tangent

### A Shot From The Left

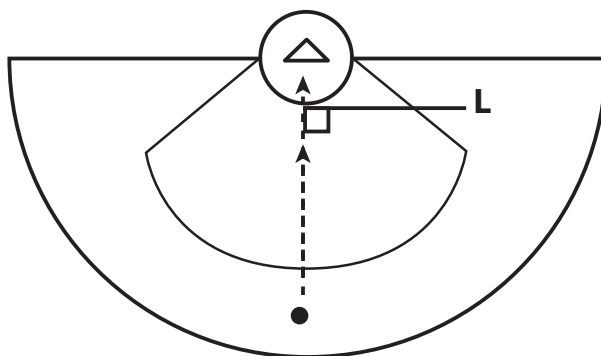


### A SHOT FROM THE RIGHT



# THE THROW

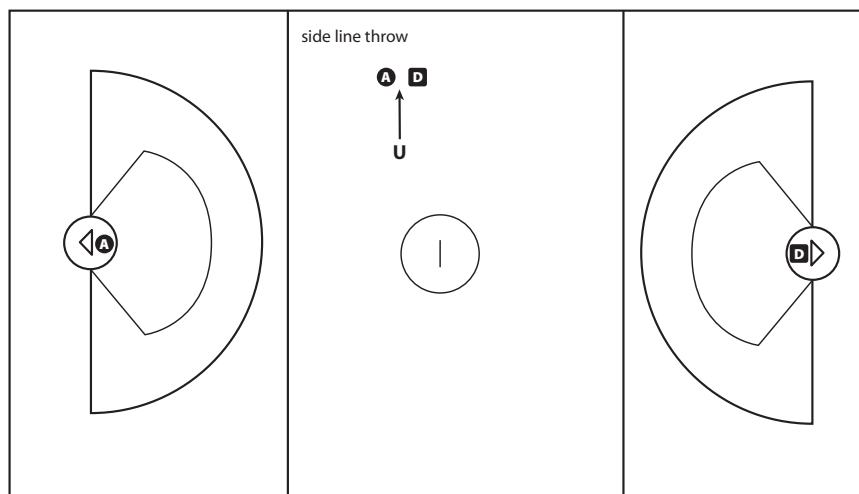
## A SHOT FROM THE CENTER



## The Throw

### Throw Taken Near Sideline

Two players must stand with their feet and crosses at least 1m apart and nearer to the goal they are defending. The umpire stands 8 to 10m from them and on the whistle gives the ball a short, high toss so the players try to play the ball as they move away from the boundary. No other players can be closer than 4m to the players taking the throw. If the umpire's throw is inaccurate or is not touched by either player, the throw is retaken. The umpire must anticipate where she will move after completing the throw in order to be in the most advantageous position as play continues. The play will start on the whistle, which occurs at the same time as the forward motion of the throwing arm. There is no need to raise the opposite arm over the head.

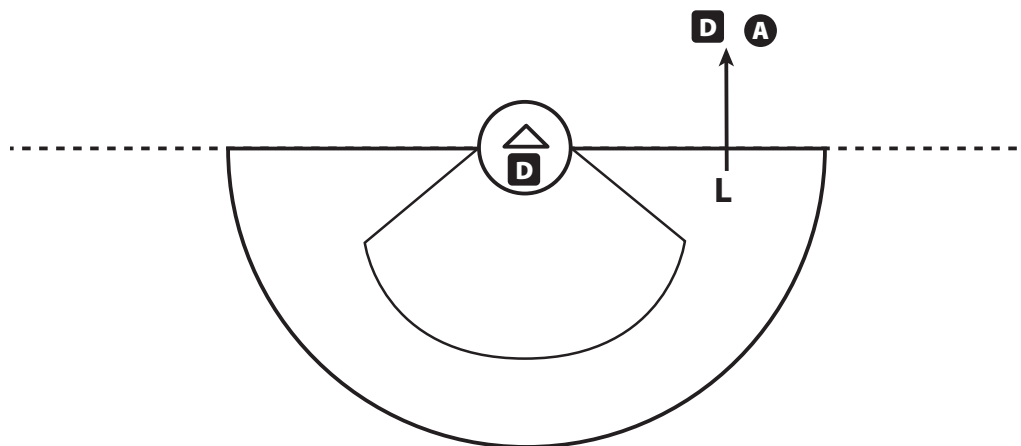


## THE THROW

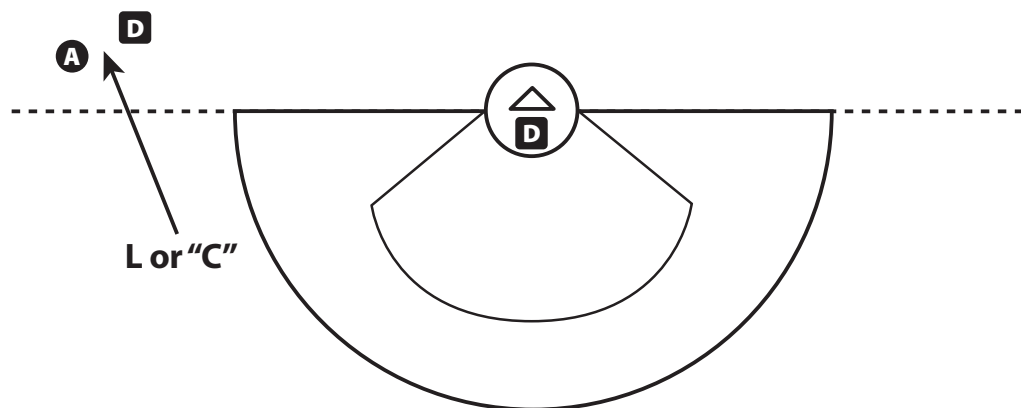
**Throw Taken Below The Level Of The Goal Line Extended**

All throws must be at least 8 meters from the goal circle. It is important to remember that in this situation the defense will maintain goal side positioning in order to be nearer the goal she is defending.

**Diagram A:** Lead Umpire would always administer this throw.



**Diagram B:** In the two umpire system, the Lead Umpire would administer this throw. In the three umpire system, the C Umpire would administer this throw.

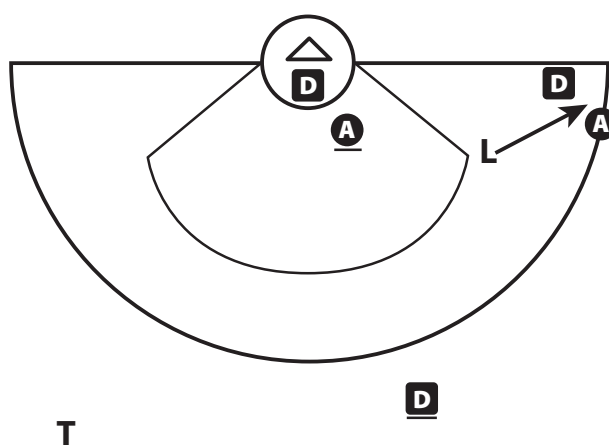


### Throw Taken For Offsetting Fouls Inside The 8m Arc

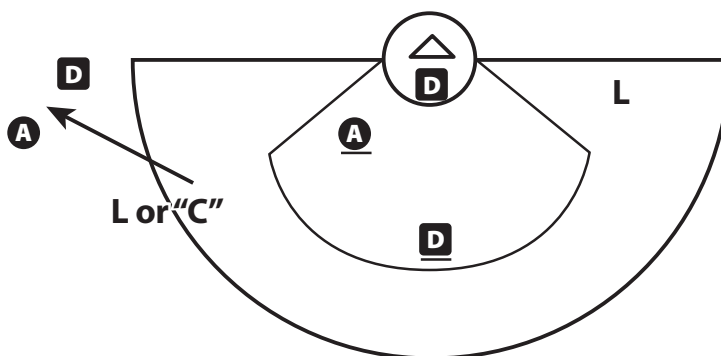
The players are taken to the side, nearest to the spot of the foul that caused play to stop, and outside the 8m arc. The players receiving the throw must be running in towards the game, and the defender must be goal side or nearer the goal she is defending. The throw may be administered by either the Lead A or B Umpire or the Trail C Umpire, depending on where the foul that stopped the play occurred.

**KEY:** Offensive foul = **A** Defensive foul = **D**

**Diagram A:** Lead “A” or “B” Umpire takes the throw.



**Diagram B:** In the two umpire system, the Lead Umpire would administer this throw. In the three umpire system, the C Umpire would administer this throw.





# 7

## RATINGS

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# RATINGS REQUIREMENTS / GUIDELINES

## Guidelines And Requirements For All Ratings

**All ratings** — Youth, Apprentice, Local, District, and National — are earned at an “on-field event” [see “Rating Grid”] during which feedback and a rating evaluation is completed after completing the following;

1. Attend a clinic that includes classroom instruction and on-field training in the 5 critical areas:
  - A. Responsibilities, Ethics, and Professionalism
  - B. Knowledge and Judgment
  - C. Positioning, Field Coverage, and Fitness
  - D. Game Management, Mechanics and Procedures & Administration
  - E. Comportment, Communication, and Teamwork
2. Join US Lacrosse [An annual requirement].
3. Join a Local Board and attend required meetings. [Local Boards have annual required meetings and rules interpretation meetings.].
4. Pass a written test [An annual requirement].

*All ratings expire December 31st.*

*All ratings may be renewed.*

## Youth Rating (Junior members only)

A Junior Youth Umpire is under 18 years of age or in High School and is qualified to umpire Youth Level games for games in which the participants are 2 age groups younger than the umpire.

A Junior Youth Umpire must attend a basic training clinic.  
(See “Training Grid”)

A Junior Youth Umpire must score 80% or above on the written test annually.

A Junior Youth Umpire must complete an on-field session of any manner of play (scrimmages, half field, or indoor) during which feedback is given.



*The rating is awarded for one year.*

See specific requirements/expectations described herein (Part Seven) and in Part One.

---

**Youth Rating (Adult)**

An Adult Youth Umpire is 18 years of age or older and is qualified to umpire Youth Level games.

An Adult Youth Umpire must attend a basic training clinic.  
(See “Training Grid”)

An Adult Youth Umpire must score 80% or above on the written test annually.

An Adult Youth Umpire must complete an on-field session of any manner of play (scrimmages, half field, or indoor) during which feedback is given.

*The rating is awarded for one year.*

See specific requirements/expectations described herein (Part Seven) and in Part One.

---

**Apprentice Rating (Adult members only)**

An Apprentice Umpire is an adult umpire who is qualified to umpire Youth level games, Middle School games, High School Junior Varsity games and some High School Varsity games.

An Apprentice Umpire must attend a basic training clinic.  
(See “Training Grid”)

An Apprentice Umpire must score 80% or above on the written test annually.

An Apprentice Umpire must complete an on-field session of any manner of play (scrimmages, half field, or indoor) during which feedback is given.

*The rating is awarded for one year.*

See specific requirements/expectations described herein (Part Seven) and in Part One.

**Local Rating** (Adult members only)

A Local Umpire is an adult umpire who is qualified to umpire all Youth level games, Middle School games, High School Junior Varsity and Varsity games. A Local Umpire who has renewed her rating may also qualify to umpire some college games.

A Local Umpire must attend a basic training clinic.  
(See “Training Grid”)

A Local Umpire must score 86% or above on the written test annually.

A Local Umpire must complete an on-field rating session during a game situation. (See “Rating Grid”.)

*The rating is awarded for one or two years. A renewal rating may be granted for a maximum of 3 years.*

See specific requirements/expectations described herein (Part Seven) and in Part One.

**District Rating** (Adult members only)

A District Umpire is an adult umpire who is qualified to umpire all Youth level games, Middle School games, High School Junior Varsity and Varsity games, and a variety of college level games.

A District Umpire must attend a basic training clinic.  
(See “Training Grid”)

A District Umpire must score a 90 or above annually on the written test annually.

A District Umpire must complete an on-field rating session at a WDOC approved District Rating venue.

*The rating is awarded for one or two years. A renewal rating may be granted for a maximum of 3 years.*

See specific requirements/expectations described herein (Part Seven) and in Part One.

### National Rating (Adult members only)

A National Umpire is an adult umpire who is qualified to umpire all Youth level games, Middle School games, High School Junior Varsity and Varsity games, and all college level games.

A new National Umpire candidate must attend a National Clinic that is conducted by a National, National Emeritus, or International rated umpire. A renewing National Umpire must attend the USL National Convention or a National Clinic in her renewal year.

A National Umpire must score a 92 or above on the written test annually.

A National Umpire must complete an on-field rating session at a WDOC approved National Rating venue.

*The rating is awarded for one or three years. A renewal rating may be granted for a maximum of 4 years.*

See specific requirements/expectations described herein (Part Seven) and in Part One.

### Training Grid

Level of Rating	Trainer Level	Minimum Classroom Time*	Minimum Field Instruction**
Junior/Youth	Local, under the auspices of a District or higher rated umpire or a District or higher rated umpire	6 hours	3 hours
Junior/Youth Renewal	Local, under the auspices of a District or higher rated umpire or a District or higher rated umpire	6 hours	3 hours
Apprentice	Local, under the auspices of a District or higher rated umpire or a District or higher rated umpire	6 hours	3 hours
Local	District <b>or</b> higher rated umpire	6 hours	3 hours
Local Renewal	District <b>or</b> higher rated umpire	3 hours	2 hours
District	District, under auspices of National or higher rated umpire or a National or a National Emeritus or an International.	3 hours	2 hours
District Renewal	District, under the auspices of National or higher rated umpire or a National or a National Emeritus or an International.	3 hours	2 hours
National	National, National Emeritus <b>or</b> International	4 hours	2 hours
National Renewal	National, National Emeritus <b>or</b> International	4 hours	Partner Assessments <b>or</b> Professional Growth & Development Plan

\* Exceptions can be made for candidates having experience with the game

\*\* Field Instruction includes: Umpiring a game, Feedback from trainer, Standing on the sideline listening to trainers. Field activities: tangent lesson, quadrant lesson, etc.

**Clinician Requirements for USL Umpire Training Clinics**

Type of Clinic	Head Clinician Requirements	Assistant Clinician Requirements	Apprentice Clinician Requirements
National Level Clinic	<p>Previous National clinic experience; previous assistant clinician at National clinic or head District clinician.</p> <p><b>Rating:</b> National 4, International, National Emeritus</p>	<p>Previous clinician experience at District level or above.</p> <p><b>Rating:</b> National 4, International, National Emeritus</p>	<p>Previous clinician experience at any level.</p> <p><b>Rating:</b> National, International, National Emeritus</p>
District Level Clinic <i>New &amp; Renewed</i>	<p>Previous head clinician or assistant clinician at District level clinic or above.</p> <p><b>Rating:</b> National, International, National Emeritus</p>	<p>Previous clinician experience.</p> <p><b>Rating:</b> National, International, National Emeritus, District 3 or District Emeritus</p>	<p>No clinician experience required.</p> <p><b>Rating:</b> District 3 and above, District Emeritus</p>
Developmental Clinic Emerging / Established Areas <i>(Area has Local rated umpires, may not have District rated umpires)</i>	<p>Previous head clinician or assistant clinician experience at District level clinic or above.</p> <p><b>Rating:</b> National, International, National Emeritus</p>	<p>Previous clinician experience.</p> <p><b>Rating:</b> National, International, National Emeritus, District 3, District Emeritus</p>	<p>No clinician experience required.</p> <p><b>Rating:</b> Local 3 or above</p>
Developmental Clinic New Areas <i>(New/Emerging/Established areas)</i>	<p>Previous head clinician or assistant clinician at District level clinic or above.</p> <p><b>Rating:</b> National, International, National Emeritus</p>	<p>No clinician experience required.</p> <p><b>Rating:</b> District 3 or above, District Emeritus</p>	<p>No clinician experience required.</p> <p><b>Rating:</b> Local 3 or above</p>

**Ratings Grid**

	# EVALUATORS*	# GAMES**	QUALIFIED PLAY**	TEST SCORE*	TERM*	TO MOVE UP*
Junior/Youth	1 National <b>or</b> 1 District <b>or</b> 2 Locals	Observation and feedback on two halves	Any type of clinic	80% Open Book	1 yr	After 12 <sup>th</sup> grade & 18 years old and out of High School
Apprentice	1 National <b>or</b> 1 District <b>or</b> 2 Locals	Observation and feedback on two halves	Any scrimmages or play-days	80% Open Book	1 yr	1 yr
Local	1 National <b>or</b> 1 District & 2 Local <b>or</b> 2 District	1 game @ ≥20 min halves	Preferably competitive games of any type	86%	1 or 2 yr Renewal up to 3 yr	Hold a Local 2 or Local 3 rating for one spring season.
District	1 National & 2 District <b>or</b> 2 National	2 games @ ≥ 20 min halves; 3 person	Competitive games and approved by WDOC Ex. Comm.	90%	Initial = 1 or 2 yr Renewal = up to 3yr	Hold District 3 spring seasons and 1 renewal
National	Rating Team	3 games @ ≥ 20 min halves; games @ NT	National Tournament	92%	Up to 4 years	
National Renewal	Rating Team	Games as determined by WDOC Ex. Committee	WDOC Ex. Committee approval site, <b>or</b> PAF	92%	Up to 4 years	

**US Lacrosse/WDOC Field Practical Ratings Requirements\* / Guidelines\*\***

Types of Game – scrimmages (reduced number allowed), play-days, game. Competitive games are ones that the score is kept and has meaning. District tests should be on a regulation field, 3-person umpire system, and evaluations should be sent to candidate within 3 weeks.

Classroom training must be completed prior to on-field evaluation (rating) Refer to **Training Requirements/Guidelines Grid**.

Renewal candidates must fulfill requirements as described in Umpire Manual

# DISTRICT RATING EVENT VENUE STANDARDS

## District Rating Event Venue Standards Approved By The WDOC Executive Committee

### Level of play:

- College or college level
- Select High School
- State tournament for HS

### Field Criteria:

- Regulation field with complete lines
- Adequate space between fields

### Rating Session:

- 3-person system must be tested
- At least 20 min uninterrupted field work
- Time to meet with raters
- Candidate has at least 2 sessions of testing
- Meet criteria by NUC for rating
- Determine when to offer feedback.
- Maintain a testing situation (not clinic)
- Offer 1-2 suggestions
- OR none
- If WDOC Executive Committee criteria cannot be met (weather etc) new ratings may not be awarded. Extensions on previous ratings may be considered. Indoor facilities may be used if they meet field criteria.

### Pre Rating:

- Event Chair must have appropriate paper work – NO EXCEPTIONS

### Post Rating:

- Immediate notification of rating via e-mail within 2-3 days
- Evaluation letter within 2-3 weeks of rating session
- Letter must include: Rating, expiration date
- Report of rating [not letter] sent to candidate's Super Region Chair, Region Chair, and Local Board Chair



The mission of this form is to assure the venues of District events across the country are similar. District candidates — new and renewal — have the option to travel to events and should expect to have a standard experience for their rating regardless of where it occurs.

# DISTRICT RATING EVENT VENUE APPLICATION

**Name of Tournament:** \_\_\_\_\_

Super Region: \_\_\_\_\_ Region: \_\_\_\_\_

Date(s) \_\_\_\_\_ Hours of Event \_\_\_\_\_

Venue Location: \_\_\_\_\_

**Name of Tournament Contact:** \_\_\_\_\_

Address: \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

**Person Responsible for  
Sending Evaluations to Candidates:** \_\_\_\_\_

Address: \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

**Level of Play:** ☐ College ☐ Other (describe) \_\_\_\_\_

**Are Umpire Participants Prioritized by?**

☐ In Region ☐ Out of Region ☐ Any ☐ By Invitation (explain): \_\_\_\_\_

## Criteria to be Met:

- ☐ Field is full size and lines per USL rules.
- ☐ Halves are  $\geq 20$  min.
- ☐ Provide adequate number of sessions for ratings.
- ☐ USL or NCAA rules will be followed.
- ☐ Utilize 3 person umpiring system.

Has NUC member ever attended?

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**By signing this, I understand criteria for awarding ratings**

*(Evaluation letters, proper number of games, appropriate level of raters, proper forms etc)*

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Printed Name

**Please send to the Super Region Chair in charge of the venue.**

This form may be filled out and sent electronically by saving and attaching to email.

☐ Approved ☐ Disapproved Date: \_\_\_\_\_



# DISTRICT RATING EVENT VENUE APPLICATION



## Hints When Judging New Or Renewing Candidates

Some day you may be called upon to rate or judge another official. Watching and rating other officials is beneficial for all of us, as no official ever stops learning. By watching and teaching other officials we continually redefine our own officiating personalities and styles while improving upon our own officiating procedures and techniques.

Evaluation by one's peers can be an intimidating experience so when meeting a candidate be sensitive and supportive. Ask about the candidate's officiating history. Give her the opportunity to ask questions while you complete the top portion of the rating form. It is important that candidates, especially those at the local and district rating levels, know that this is a learning situation and that the raters are there to help. Take a sincere interest in what the candidate is doing and how she is reacting. Watch the candidate carry out her pre-game responsibilities. Does she set a good tone for the game? Is she professional and friendly or is she overly officious and controlling?

As the game begins, watch for a while before writing comments. Let the candidate get settled into the game, but note if it takes her too long to respond to the tempo of the play. As the rater, you must evaluate the tenor of the game. Is it a rough game? Are the teams skilled or unskilled, equally matched? Is it a low key game or an intense cross town rivalry? You must determine what conditions confront the candidate before you can fairly judge her response to the game.

Next, watch how the candidate moves on the field. Is she in position to see the ball? Is she in the players' way? Does she anticipate play? Is she in quiet control of the game? Is there a purpose for her positioning? What can she see and what can't she see because of her positioning?

Evaluate her whistle use, whistle tone, arm signals and use/quality of her voice. Do all players respond to her whistle or only those players nearby? Is her voice effective in communicating with the players? Do her whistle and arm signals communicate confidence in the calls she is making? Once play is stopped, are players positioned correctly before play is restarted? Is play stopped and started efficiently?

The goal circle is critical. A bad call or poor judgment in this area can mean the difference between wins and losses. Is the candidate aware of the importance of being in the correct position to make the calls in this area? Does she position herself on the tangent to see potential far side and near side goal circle fouls by the ball carrier? Is the signal for a goal distinctive? Does she react quickly when the ball is cleared to make the transition from lead to trail?

## HINTS FOR JUDGING CANDIDATES

The candidate's evaluation of fouls is important. Are her calls and interpretations correct, and more importantly, consistent? If you disagree with a call, be sure to check her positioning. She may be incorrect because of poor positioning. She may also be correct and you may be wrong because of what you can and cannot see from where you are standing. If you disagree with a call, be sure to give the candidate an opportunity at half time or the end of the game to explain what she saw and why she made the call. Don't simply write her off as an unqualified official.

How you actually do the rating is based on individual preference and/or local practice. Some judges mark down every foul missed and called. Others will write when there is a pause in the game and give general impressions with few specifics. However you use the rating form, be sure to identify specific weaknesses and strengths both for the candidate's benefit and to assist the individual who must give the candidate a verbal or written report. The raters may stand together or may choose to stand in different areas of the field to get different perspectives.

When giving Local and District ratings, the raters should confer just prior to half time to compare observations. During half time a spokesperson for the ratings group should talk with the candidate. Give the candidate an opportunity to convey her own reactions to the game. This may be helpful to you. Give your impressions of what she did well and offer your suggestions for improvement in the second half. Try not to distract the candidate with too many details. If you offer a few suggestions and she copes well with them in the second half, this will indicate to you her willingness to risk change and her potential for continued growth. Discuss both the candidate's strengths and weaknesses. Be honest in indicating mistakes, but also suggest ways to improve. Remember that you are not only a rater but a teacher as well.

When giving a National rating, the raters will ask the candidate if she desires half time feedback. While the raters may offer suggestions for improvement to candidates for lower level ratings, a candidate for a National rating should come to the rating game fully prepared and not expect "on the job" training suggestions or ideas. The candidate may speak with the raters immediately following the game if she chooses.

When the second half begins watch carefully for a response to half time suggestions. Notice the level of concentration during the second half. Does the game get more intense in the closing minutes? Does she respond and is she able to maintain control throughout the entire game? If an unusual circumstance occurs, does she respond appropriately and calmly?

At the end of the game talk to the candidate and summarize your observations for her. Be helpful, sincere, not too harsh, and remember that nobody is perfect. If rating a National candidate, do not initiate a

post game conversation, but be available should the candidate request a constructive verbal follow up to the game.

Finally, before writing your recommendation, stop and think about the game that you just saw. Was it safe? Was it fair? Did the players and coaches respond well to the game? Did you see any of the game or did you only see the official? Does the candidate possess each of the qualities listed for the rating she is attempting? Be certain to sign the rating form, recommend a rating, indicate rating duration, and return the form to the designated individual. Simply writing “see again” on the form is not enough. If you feel that the game was not challenging enough, or that the candidate had very little action in her goal area, indicate this on the form and make a decision on a rating. Each member of the rating team should fill out her own rating form indicating her rating recommendation for the candidate.

See Part One of the manual for a description of each rating level.

# NOTIFICATION GUIDELINES FOR RATING EVENTS

## Notification Guidelines For Rating Events

For every rating event there is a person designated as the Rating's Coordinator/Chair. It will be the responsibility of the Rating's Coordinator/Chair to manage all on-field WAC's completed during the event by the designated raters, compile the evaluation letters, and notify appropriate persons of the ratings awarded. Electronic notification is sufficient for rating/expiration communications.

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### Ratings Coordinator/Chair

Send e-mail notification to the candidate shortly (2 – 3 days) following the event of rating obtained with expiration date.

Send rating results (not the evaluation letter) to the Local Board Chair [LBC], Region Chair [RC] and Super Region Chair [SRC], as needed.

**Local event**      LBC

**District event**    LBC, RC & SRC

**National event**    LBC, RC & SRC

Results should contain candidate's name, Local Board, rating, expiration date, and event. [date and site]

Send evaluation letters within 3 weeks of the completion of the event to the candidates only.

Maintain a file of evaluation letters for a period of three years for each event.

Maintain a file of the candidate's application for a period of one year.

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### Local Board Chair

Notify assignor of ratings awarded.

Notify USL membership department of umpire's new rating and expiration.

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### Region Chair

Notify appropriate collegiate assignors of District or National ratings awarded.

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### Candidate

Keep a record of evaluation letter for at least the length of the rating obtained. **Note:** You may be asked to share this information with future clinicians and/or raters.

## District Umpire Application and Judging Policies for New and Renew Candidates

# DISTRICT UMPIRE APPLICATION AND JUDGING POLICIES

### New District Umpire Candidate

1. Attend an “approved” District Clinic or Camp that is organized by USL WDOC Regions and Super Regions or the US Lacrosse WDOC Training Committee.

#### Approved Clinics/Camps

- Head Clinician is a National, International, or National Emeritus rated umpire.
  - Clinics are 2 days or less and must have a minimum of 3 hours of classroom training [4 hours of classroom training recommended] and on-field training with feedback.
  - Camps are more than 2 days and must have a minimum of 6 hours of classroom training [8 hours of classroom training recommended] and on-field training with feedback.
  - Candidate must complete “approved” District clinic or camp registration (if necessary) by the deadline established for the clinic or camp by the Head Clinician or Director. (See template included herein.)
  - Candidate must pay fees associated with the “approved” District clinic or camp.
  - Meeting the clinic/camp requirement is good for one year [twelve months].
2. Demonstrate 3 person umpire positioning, mechanics, and administration experience gained through events such as but not limited to the following:
    - High School state tournament play
    - USL WDOC clinics or camps
    - USL WDNT (Women’s Division National Tournament)
    - Summer league or tournament play (High School or College)
    - Post Collegiate College Club play --- scrimmages or games
    - Pre-season college scrimmages
    - College play

## DISTRICT UMPIRE APPLICATION AND JUDGING POLICIES

3. Hold a current (not expired) two year Local (L2) or three year Local (L3) rating for at least one spring season before applying to stand for a District Rating.
4. Secure a signature to stand for a District Rating from any of the following:
  - Head Clinician of a WDOC District Clinic or Camp.
  - Local Board Executive Committee.
  - National, International, National Emeritus, or experienced District rated umpire.
5. Complete the appropriate “Rating Application” for attending a WDOC Executive Committee approved District rating event either “IN-Region” or “OUT-of-Region” and pay all fees associated with the rating event as established by the event sponsor. [Note: It is important for the candidate to meet all application and fee deadlines as posted for the specific event.]
  - A completed application (“IN” or “OUT”) must be sent to the Region Chair.
  - The Region Chair must notify the Super Region Chair of all applications.
  - The Region Chair must forward ALL applications to the appropriate event contact person/rating chair by the established due date.
6. Attend “approved District Rating event”.
  - Will be judged on a minimum of two, 20 minute halves.
  - Rating team will be either one National or National Emeritus and two District rated umpires OR two National or National Emeritus rated umpires.
7. Ratings earned:
  - Initial rating may be a one year District (D1) or a two year District (D2).
  - A one year District (D1) rating may be awarded a maximum of two consecutive times after which the rating earned must be other than a one year District (D1) rating — for example an L2, L3, D2 or D3 rating.
8. Unsuccessful rating attempt
  - Rating earned will be determined by raters.
  - A candidate may attempt to achieve a District rating a maximum of 2 times within the year (12 months) following District Clinic attendance.

- Failure to achieve a District rating within the year (12 months) following District Clinic attendance results in the candidate starting the process from the beginning.
- There is no “waiting period” or required period of time between rating attempts in the event the rating was not earned on the first attempt. For example, a candidate could attempt a rating on June 30th and again on July 10th or a candidate could attempt a rating on May 1st and again on August 31st.

#### **9. Rating Notification**

- The “Rating Chair” will collect all the rating forms from all raters on the day of the District rating event.
- Within one week of the District rating event the Rating Chair and/or designee(s) will notify, by email, each candidate, and the Local, Region, and Super Region Chairs with the rating/expiration date results.
- The Rating Chair and/or designee(s) will collate all comments and write an evaluation letter that is sent to the candidate a maximum of 3 weeks following the event.
- The evaluation letter author will maintain a copy of the letter on record for a maximum of 3 years.
- The candidate is expected to maintain a copy of the letter for future reference.

#### **10. District Umpire Service Requirements**

- District umpires are expected to assist with judging and umpiring at designated region events and expected to make a full commitment to designated region events.
- Refer to “Service Standards” in the WDOC Umpire Manual for more information.

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#### **Renew District Umpire Candidate**

1. Attend an “approved” District Clinic or Camp that is organized by USL WDOC Regions and Super Regions or the US Lacrosse WDOC Training Committee [See description of “approved” District Clinic or Camp in the “New District Umpire Candidate” section.] during the renewal year. OR Attend the complete US Lacrosse National Convention during the renewal year.
2. Complete the appropriate “Rating Application” for attending a WDOC Executive Committee approved District rating event either “IN-Region” or “OUT-of-Region” and pay all fees associated with the rating event as established by the event sponsor. [Note: It is

important for the candidate to meet all application and fee deadlines as posted for the specific event.]

- A completed application (“IN” or “OUT”) must be sent to the Region Chair.
- The Region Chair must notify the Super Region Chair of all applications.
- The Region Chair must forward ALL applications to the appropriate event contact person/rating chair by the established due date.

**3. Attend “approved District Rating event”.**

- Will be judged on a minimum of two games with two 20-minute halves.
- Rating team will be one National or National Emeritus and two District rated umpires OR two National or National Emeritus rated umpires.

**4. Ratings Earned**

- Maximum rating for a renewal District candidate is a three year District (D3).
- A renewal District candidate may earn a one (D1), two (D2), or three (D3) year District rating.
- A one year District (D1) rating may be awarded a maximum of two consecutive times after which the rating earned must be other than a one year District (D1) rating — for example an L2, L3, D2 or D3 rating.

**5. Unsuccessful rating attempt**

- Failure to achieve a District rating results in the candidate starting the process from the beginning.
- The earned rating will be determined by the raters.

**6. Rating Notification**

- The “Rating Chair” will collect all the rating forms from all raters on the day of the District rating event.
- Within one week of the District rating event the Rating Chair and/or designee(s) will notify by email each candidate, and the Local, Region, and Super Region Chairs with the rating/expiration date results.
- The Rating Chair and/or designee(s) will collate all comments and write an evaluation letter that is sent to the candidate a maximum of 3 weeks following the event.



- The evaluation letter author will maintain a copy of the letter on record for a maximum of 3 years.
- The candidate is expected to maintain a copy of the letter for future reference.

#### **7. Renewal by District Rating Form**

- Must submit an application to the Region Chair.
- If approved, must submit 10 District Rating Form games utilizing the 3 person umpire system completed by 4 different partners with a District rating or higher. One of the reporting partners must be a National, National Emeritus, or International rated umpire.
- District Rating Forms must be submitted to the Region Chair or designee.
- Renewal by District Rating Forms may not be done consecutively.
- The maximum rating that may be achieved when renewing by District Rating Form is two years (D2).

#### **8. Rating Extensions**

- The Region Chair in consultation with the Super Region Chair may consider extending for one year the rating of a District umpire who has not met the criteria for the District rating that year or who is unable to attend a rating session.
- The District umpire who is not able to attend a rating session or complete a rating session due to extenuating circumstances (i.e., pregnancy, illness, injury, death of a family member, etc.) may request via the “District Extenuating Circumstances Application” to have the Region Chair in consultation with the Super Region Chair review the candidate’s case.
- The Region Chair in consultation with the Super Region Chair may grant a one year leave of absence in situations where the umpire is unable to umpire for the upcoming season.
- An extension or leave of absence may not be granted consecutively.

#### **9. District Umpire Service Requirements**

- District umpires are expected to assist with judging and umpiring at designated region events and expected to make a full commitment to designated region events.
- Refer to “Service Standards” in Part Ten of the WDOC Umpire Manual for more information.



## [TEMPLATE] DISTRICT CLINIC REGISTRATION

<Name of Event>

<Date of Event>

<Time of Event>

Candidate Name: \_\_\_\_\_

Candidate Rating and Expiration: \_\_\_\_\_

Candidate Address: \_\_\_\_\_

Candidate City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Candidate Phone : (Home / Work / Cell) \_\_\_\_\_

Candidate Email: \_\_\_\_\_

Local Board: \_\_\_\_\_

Local Board Chair (LBC): \_\_\_\_\_

LBC Email Address: \_\_\_\_\_

LBC Phone: (Home / Work / Cell) \_\_\_\_\_

### Application Checklist:

1. Enclosed District Clinic Fee (Check made payable to ???)
2. Game Schedule with Partner names
3. Candidate has held at least a Local 2 rating for at least one season
4. New or Renew Candidate?
5. Review US Lacrosse WDOC Umpire Manual
6. Review US Lacrosse and NCAA Rulebooks

Candidate Signature: \_\_\_\_\_

**SEND TO WHOM via Mail, FAX, Email** [Provide Name/Address/Email/FAX #]



# DISTRICT CANDIDATE APPLICATION - IN REGION

To be completed by Candidate

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_  
Phone: (\_\_\_\_) \_\_\_\_\_ Email: \_\_\_\_\_  
Local Board Chair (LBC): \_\_\_\_\_  
LBC Email: \_\_\_\_\_  
Region Chair (RC): \_\_\_\_\_  
RC Email: \_\_\_\_\_

**Please check:** ☐ New Application ☐ Renewal (Referral source not needed)

**Referral Source:** Name: \_\_\_\_\_ E-Mail: \_\_\_\_\_

SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email: \_\_\_\_\_

Previous Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

Clinic Attended: \_\_\_\_\_ Date: \_\_\_\_\_

Have you attempted this rating before? ☐ No ☐ Yes: List event and results:

Date	Rating Issued	Event

Site of approved session: \_\_\_\_\_ Date: \_\_\_\_\_

Tournament Director's Name: \_\_\_\_\_

Tournament Address: \_\_\_\_\_

Tournament City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Tournament Director's Email: \_\_\_\_\_

☐ **Listing of 3-person game experience is attached.**

**Candidate**, send this form, with the 3-person experience attached, to your **Local Board Chair**.

To be completed by  
Local Board Chair

## All Candidates

- ☐ Paid all dues
- ☐ Attended a rules interpretation meeting
- ☐ Scored at least 90% on the written test
- ☐ Honored all commitments
- ☐ Completed local service standards as set forth by the NUC and Local Board
- ☐ Secured required referral (*New Candidates Only*)

\_\_\_\_\_  
Local Board Chair Signature

\_\_\_\_\_  
Printed Local Board Chair Name

*If any boxes are left unchecked, candidate is denied opportunity to stand, please inform candidate.*

**Local Board Chair**, send this form, with attachments to the candidate's **Region Chair**.

To be completed by  
Region Chair

## Renewal Only:

**Has the candidate:**

- ☐ Completed regional service standards as set forth by the NUC and local region?
- ☐ Honored all commitments?

*If candidate has **not** fulfilled regional obligations, candidate is **not** eligible to stand, please inform candidate.*

\_\_\_\_\_  
Region Chair Signature

\_\_\_\_\_  
Printed Region Chair Name

**Region Chair**, send this completed form and attachments to the **Rating Event Director**.

*Notify the **Super Region Chair** of its submission.*

*This form may be filled out and sent electronically.*



# DISTRICT CANDIDATE APPLICATION - IN REGION



# DISTRICT CANDIDATE APPLICATION - OUT OF REGION

To be completed by Candidate

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_  
Phone: (\_\_\_\_) \_\_\_\_\_ Email: \_\_\_\_\_  
Region Chair (RC): \_\_\_\_\_  
RC Email: \_\_\_\_\_  
Super Region Chair (SRC): \_\_\_\_\_  
SRC Email: \_\_\_\_\_

**Please check:** ☐ New Application ☐ Renewal (Referral source not needed)

**Referral Source:** Name: \_\_\_\_\_ E-Mail: \_\_\_\_\_

SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email: \_\_\_\_\_

Previous Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

Clinic Attended: \_\_\_\_\_ Date: \_\_\_\_\_

Have you attempted this rating before? ☐ No ☐ Yes: List event and results:

Date	Rating Issued	Event

Site of approved session: \_\_\_\_\_ Date: \_\_\_\_\_

Tournament Director's Name: \_\_\_\_\_

Tournament Address: \_\_\_\_\_

Tournament City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Tournament Director's Email: \_\_\_\_\_

☐ **Listing of 3-person game experience is attached.**

**Candidate**, send this form, with the 3-person experience attached, to your **Local Board Chair**.

To be completed by  
Local Board Chair

## All Candidates

- ☐ Paid all dues
- ☐ Attended a rules interpretation meeting
- ☐ Scored at least 90% on the written test
- ☐ Honored all commitments
- ☐ Completed local service standards as set forth by the NUC and Local Board
- ☐ Secured required referral (*New Candidates Only*)

\_\_\_\_\_  
Local Board Chair Signature

\_\_\_\_\_  
Printed Local Board Chair Name

\_\_\_\_\_  
Local Board Chair Email:

*If any boxes are left unchecked, candidate is denied opportunity to stand, please inform candidate.*

**Local Board Chair**, send this form, with attachments to the candidate's **Region Chair**.

To be completed by  
Region Chair

## Renewal Only:

**Has the candidate:**

- ☐ Completed regional service standards as set forth by the NUC and local region?
- ☐ Honored all commitments?

*If candidate has **not** fulfilled regional obligations, candidate is **not** eligible to stand, please inform candidate.*

\_\_\_\_\_  
Region Chair Signature

\_\_\_\_\_  
Printed Region Chair Name

**Region Chair**, send this completed form and attachments to the **Rating Event Director**.

*Notify the **Super Region Chair** of its submission.*

*This form may be filled out and sent electronically.*



# DISTRICT CANDIDATE APPLICATION - OUT OF REGION



# DISTRICT RENEWAL BY RATING FORM APPLICATION

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Phone: (\_\_\_\_) \_\_\_\_\_ Email: \_\_\_\_\_  
Current Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_  
Local Board Chair (LBC): \_\_\_\_\_  
LBC Phone: (\_\_\_\_) \_\_\_\_\_ LBC Email: \_\_\_\_\_  
Region Chair (RC): \_\_\_\_\_  
RC Phone: (\_\_\_\_) \_\_\_\_\_ RC Email: \_\_\_\_\_  
Super Region Chair (SRC): \_\_\_\_\_  
SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email: \_\_\_\_\_

## Requirements:

- ☐ I have attached an approved Rules Interpretation.
- ☐ I have attached my umpiring schedule including partners.
- ☐ I have attached a statement supporting my application to renew by Rating Form.

Have you ever renewed by Rating Form before? ☐ No ☐ Yes, Date: \_\_\_\_

*Maximum renewal by Rating Form is 2 years.*

*Renewal by Rating Form cannot be granted for consecutive renewals.*

**Candidate:** Please forward this form, with attachments, to your **Local Board Chair**.

*This section to be completed by Local Board Chair*

## Has the District Candidate:

- ☐ Paid all dues?
- ☐ Attended and approved Rules Interpretation meeting?
- ☐ Attended an approved District Clinic or Camp?
- ☐ Scored at least 90% on the written test?
- ☐ Honored all commitments?
- ☐ Completed Local and Region Service Standards as set forth by the WDOC Region and Local Board?

\_\_\_\_\_  
Local Board Chair Signature

\_\_\_\_\_  
Printed Local Board Chair Name

**Local Board Chair:** Please forward this completed form, with attachments,  
to the **Region Chair** by **February 15**.



# DISTRICT RENEWAL BY WAC APPLICATION





# DISTRICT EXTENUATING CIRCUMSTANCES APPLICATION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

Local Board Chair (LBC): \_\_\_\_\_

LBC Phone: (\_\_\_\_) \_\_\_\_\_ LBC Email \_\_\_\_\_

Region Chair (RC): \_\_\_\_\_

RC Phone: (\_\_\_\_) \_\_\_\_\_ RC Email \_\_\_\_\_

Super Region Chair (SRC): \_\_\_\_\_

SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email \_\_\_\_\_

Current Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

## Considerations for Extenuating Circumstances:

- ☐ Leave of Absence
- ☐ Injury
- ☐ Family, Job Requirements
- ☐ Other

Please provide additional substantiation: \_\_\_\_\_

\_\_\_\_\_

**Candidate:** Please forward this form to your **Local Board Chair**.

## Has the Candidate:

- ☐ Paid all dues?
- ☐ Attended and approved rules interpretation meeting?
- ☐ Scored at least 90% on the written test?
- ☐ Honored all commitments?
- ☐ Completed Local and Region Service Standards as set forth by the WDOC Region and Local Board?

\_\_\_\_\_  
Local Board Chair Signature

\_\_\_\_\_  
Printed Local Board Chair Name

**Local Board Chair:** Please forward this form to the **Region Chair**.

*This form may be filled out and sent electronically.*



# DISTRICT EXTENUATING CIRCUMSTANCES APPLICATION



## How To Use This Form

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### Raters Instructions

After completing your on-field observation of the candidate using any of the various methods that umpires have developed, you **MUST** complete the “District Rating Form” and submit the form to the ratings event coordinator/chair. Please be sure to provide enough commentary that the candidate may receive meaningful written feedback based on her performance during the rating session. Commentary must include details relative to the 5 critical areas of evaluation — 1) Responsibilities, Ethics, and Integrity; 2) Knowledge & Judgment; 3) Administration & Procedures; 4) Mental & Physical Fitness and Positioning; and 5) Comportment, Teamwork & Communication.

**Note:** Please remember that you are just one of several evaluators watching today --- so please do not indicate to a candidate what outcome she is likely to receive from the day.

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### Specifics on the use of this form

1. Check all boxes that apply to candidate’s current skills. The candidate must meet all listed criteria for a box to be checked. If the candidate did not have the opportunity to show a skill, the rater should best estimate the candidate’s likelihood of being able to execute a given skill through questioning the candidate about basic concepts/procedures or performance in other similar skills (e.g. proper carding, sideline/table management, unusual situations).
2. Regardless of current rating, the candidate **MUST** be able to demonstrate **ALL** criteria in **BOLD** to meet minimum (D1) proficiency.
3. If in the initial evaluation, a candidate cannot demonstrate a skill in **BOLD**, the candidate must be able to implement feedback and show minimum proficiency by the end of the rating session in order to receive a district rating. Remember --- the “rating session” is not a “clinic/camp”. The “rating session” is designed to be a test of the candidate’s on-field competencies.
4. Non-bold items are more advanced, indicating that the candidate may be eligible for a longer district rating (D2 or D3 for renewal candidates only).
5. A candidate **MUST** meet the fitness criteria to receive a multi-year (D2 or D3 for renewal candidates only) District Rating, regardless if they are a new or renewal candidate.

# DISTRICT RATING FORM



# DISTRICT RATING FORM

Name : \_\_\_\_\_

Local Board: \_\_\_\_\_

Region: \_\_\_\_\_

Super Region: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Current Rating: \_\_\_\_\_ Rating Site: \_\_\_\_\_ Rating Date: \_\_\_\_\_

Region Chair (RC): \_\_\_\_\_

RC Phone: \_\_\_\_\_ RC Email: \_\_\_\_\_

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## **Mental & Physical FITNESS & POSITIONING:** *The candidate demonstrates:*

- ☐ **Good physical condition; consistently utilizes purposeful movement to get in position to see the play and make the correct call.**
  - ☐ Ability to recover from challenging positions.
  - ☐ Is able to concentrate/focus on the play throughout the game.

### **Lead Positioning**

- ☐ **Basic understanding of staying ahead of play, and keeping body open to area of responsibility.**
  - ☐ Manages boundaries appropriately; drops low when necessary to cover end line boundary.
  - ☐ Demonstrates adjustment in unusual situations, such as recovery from a challenging position or covering for an out of position partner.

### **Tangent**

- ☐ **Basic understanding of the tangent concept in both A and B positions.**
  - ☐ Demonstrates proficiency in tangent positioning in both A and B positions.
  - ☐ Adjustment to tangent positions such as extreme high and low tangents, and anticipating quick play/passes and adjusts accordingly.

### **Trail Position**

- ☐ **Basic understanding of trail positioning and on/off ball responsibilities.**



- ☐ Proper identification of fouls within areas of responsibility; respects partners' areas.
- ☐ Adjusts to challenging/unusual situations with respect to ball positioning or partners' positioning.

### **C Position**

- ☐ **Basic understanding of positioning in the C position and on/off-ball responsibilities, including RL hand off.**
  - ☐ Appropriate movement in the C position – i.e. not planting, escorting on transition, moving in arc and laterally to position in CSA, lateral to play for boundaries.
  - ☐ Looks on/off- ball when appropriate, shares arc with lead umpire and shares the field with umpiring team when in transition.

### **Knowledge of the 3-person system**

- ☐ **Basic understanding of teamwork and responsibilities of the 3-person system – e.g. knows responsibilities in the critical scoring area, as trail, as lead, in transition; restraining line management, on boundaries, during draws and throws, and for sideline/table management.**
  - ☐ Consistently handles responsibilities within the 3-person system such as keeping a triangle with umpiring team in all positions, making calls and positioning players when appropriate, and handles other responsibilities such as throws, draws, boundaries, and table/sideline management.
  - ☐ Incorporates teamwork with partners such as A/B shared side line boundaries and penalty administration in midfield and restraining line setups.

### **Comments:**

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**KNOWLEDGE & JUDGMENT:** *The candidate demonstrates:*
**Knowledge and Understanding of Rules**

- ☐ Consistently identifies major and minor fouls and reacts quickly to dangerous play – e.g. shooting space, block/charge/detaining, legal/illegal picks, dangerous shot/propelling, cradling in sphere/checks in sphere, 3 seconds.
- ☐ Adjusts calls according to the skill level of teams and intensity/physicality of the game.
- ☐ Demonstrates courage to make the big calls.

**Advantage/Use of flag**

- ☐ Basic understanding of advantage – i.e. understands concept of holding on midfield fouls that would penalize non-offending team (stop flow of play), holding for minor fouls that do not impact play or possession, and understands the scoring play concept and use of the flag (accurately judges beginning and end of scoring play).
- ☐ Consistently makes good decisions in showing advantage with directional arm signal and flag.
- ☐ Appropriately whistles dangerous play despite concern for flow of play and ends scoring plays properly.

**Comments:**


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**ADMINISTRATION & PROCEDURES:** *The candidate demonstrates:*
**Penalty administration**

- ☐ Sets up all free positions properly and efficiently through use of voice and arm signals; including boundaries, goal circle/goalkeeper fouls, and off sides.
- ☐ Engaged as trail to assist in free position administration as necessary; such as hash management, creeping, and teamwork with partner for efficient administration.



- ☐ Understanding of subsequent fouls and offsetting fouls and their respective set ups.

### Mechanics

- ☐ **Consistently uses proper signals for goals and direction, uses a non-pea whistle with correct tone, and demonstrates proper carding procedures.**
  - ☐ Consistently demonstrates foul signals — big, crisp, clear, and appropriate length of time for communication.
  - ☐ Consistently addresses severity of fouls through appropriate “whistle talk”, mechanics, and cards.

### Comments:

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### COMPORTMENT, TEAMWORK, & COMMUNICATION: *The candidate demonstrates:*

#### Professionalism

- ☐ **Professional appearance, such as wearing the proper uniform with all black accessories, has a neat appearance, refrains from fraternization, and demonstrates a calm, confident field presence.**
  - ☐ Respects participants, colleagues; is a role model for others.
  - ☐ Composure under pressure and has ability to work successfully with partners of a variety of skill levels .

#### Communication

- ☐ **Eye contact with partners before draws, before restarting play, at the restraining line and after goals.**
  - ☐ Consistently uses proper terminology and demonstrates teamwork with partners in unusual situations.
  - ☐ Ability to communicate effectively with coaches, players, partners, and fans in all situations.



### Receptive to feedback

- ☐ Ability to receive constructive feedback
- ☐ Ability to adjust and implement constructive feedback immediately into their game

### Comments:

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Has the candidate demonstrated proficiency in **ALL skills** marked in **bold** lettering?

☐ Yes ☐ No

If “No” is checked, candidate will receive a 2 or 3 year Local Rating dependent on raters assessment of performance. If “Yes” is checked, the candidate will receive a District Rating, the level dependent on the assessment of performance.

☐ L2 year or ☐ L3 year — Candidate has not demonstrated District level proficiency.

☐ D1 year — Candidate meets District level proficiency (all **bold** items and possibly a few non-bold items).

☐ D2 years — Candidate has mastered many District level skills (all **bold** items and several non-bold items).

☐ D3 years (Renew only) — Candidate has advanced District skills (all **bold** items and most/all non-bold items).

**\*Note:** If a candidate has all or almost all boxes checked, s/he should consider training for a National Rating.

\_\_\_\_\_  
Rater Signature

\_\_\_\_\_  
Printed Rater Name

\_\_\_\_\_  
Rater's Local Board

\_\_\_\_\_  
Rater's Rating

\_\_\_\_\_  
Date

\_\_\_\_\_  
Region



## National Umpire Application and Judging Policies for New and Renewal Candidates

# NATIONAL UMPIRE APPLICATION

- A. Application Requirements for New National Candidates** — must submit all paperwork to Ratings Chair by March 1st. The following is a list of procedural criteria that all New National Candidates are expected to adhere to:
1. Complete the National Clinic Application.
    - a. Secure signature from Super Region Chair to begin the application process.
    - b. Secure a minimum of two signatures of National umpires or National Emeritus umpires who have worked with you on competitive college games and/or feel that you can demonstrate the skill set needed to pursue a National Rating. (This can be done electronically).
    - c. Submit completed “National Clinic Application” to National Ratings Chair before posted deadline.
    - d. Complete on-line registration.
    - e. **Note:** Attendance is required at one National Clinic within two years prior to standing for the National Rating.
  2. Attend “approved” National Clinic.
  3. Secure a Recommendation from the National Clinic Director.
 

**Note:** If a candidate is not recommended after attending two clinics, she must take a one year break before attending another National Clinic.
  4. Submit “New” National Candidate Application to National Ratings Chair by **March 1**.
    - a. Form in “Ratings Part” of the Umpire’s Manual.
    - b. Signed by Region Chair who verifies “good standing”.
    - c. Attach a Resume and an upcoming collegiate game schedule that includes partner names for all games.
  5. Submit a National Candidate Mentor Request Form.
  6. Submit in-season PAF’s (February, March, April, May) to all partners on all college games.
    - a. Must have a minimum of 10 PAF’s from at least 3 different partners.

- b. Provide a stamped, properly addressed envelope for each Partner WAC.
- 7. Attend the WDNT (Women's Division National Tournament) to stand for rating.
  - a. Register by May 1st (on-line registration).
  - b. Make a full tournament commitment.
  - c. Will have nine On-Field Assessments submitted by no fewer than six judges at the National Rating Event, on a minimum of three games.
  - d. The National Rating will be awarded on consent of the judges submitting On-Field Assessments at the National Rating Event, and supporting in-season PAF's, and by WDOC Executive Committee consensus.
- 8. Review Umpire's Manual.
- 9. If a National candidate is unsuccessful in achieving her National Rating in 2 consecutive years, she must take at least one year off before submitting her name as a candidate again.

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**B. Application Requirements for Renewing National Candidates — Renewal**

National Candidates must submit paperwork to Ratings Chair by February 15. The following is a list of procedural criteria to which all Renewal National Candidates are expected to adhere:

- 1. Attend the USL National Convention or a National Clinic in the renewal year.
- 2. Submit "Renewal" National Candidate Application to National Ratings Chair by **February 15**. Each application must be accompanied with an application fee. Fee = \$100 for 2010
  - a. Form in "Ratings Part" of the Umpire's Manual.
  - b. Indicate "Preferred Renewal" method.
    - 1. Renew by Partner Assessment Form (PAF) during the season. Applicable to N3 or N4 candidates only. Must submit application form to be approved by the WDOC Executive Committee by **February 15**.
    - 2. Renew on the field at the US Lacrosse WDNT National Tournament and submit a National Renewal Professional Growth and Development Plan or issue Partner Assessment Forms during the season.

- c. Signed by Region Chair who verifies “good standing”.
  - d. Attach an upcoming collegiate game schedule that includes partner names for all games.
  - e. Submit assessment plan to be approved by the Ratings Committee
3. Renewal umpires using PAF’s on qualified games (WDIA, NCAA DI, DII, DIII) must complete the following:
  - a. Must have a minimum of 10 PAF’s from at least 4 different National Rated or National Emeritus partners on collegiate games during the spring season prior to the National Rating Event.
  - b. Provide a stamped, properly addressed envelope for each PAF.
4. Renewal umpires using a Professional Growth and Development Plan (PGDP) must complete the following:
  - a. Submit the plan for approval by the National Ratings Committee
  - b. Submit the plan for review by the National Ratings Committee by no later than April 1 and May 1
5. Review Umpire’s Manual.
6. Attend rating event. If unable to attend a required on-field rating event must complete the “National Umpire Extenuating Circumstances Application” by **May 1**.
7. Make a full commitment to the National Rating Event.
8. Will have nine On-Field Assessments submitted by no fewer than six judges at the National Rating Event, on a minimum of three games.
9. The National Rating will be awarded on consent of the judges submitting On-Field Assessments at the National Rating Event, and supporting in-season PAF’s or PGDP, and by WDOC Executive Committee consensus.
10. A National Umpire in good standing who chooses not to renew will have a 1-year District Rating granted and must pursue a field rating the following year.

- C. Application Information for Renewal By PAF National Candidates** — The following is a list of procedural criteria to which all, Renewal by PAF's, National Candidates are expected to adhere:
1. Attend the USL National Convention or a National Clinic in the renewal year.
  2. Submit the "National Renew by PAF Application" to the National Ratings Chair by February 15.
    - a. Attach an upcoming collegiate game schedule that includes partner names for all games.
    - b. Submit in writing reason you wish to renew by PAF.
    - c. Signed by Region Chair who verifies "good standing".
  3. Receive notice of **approval** or **denial** from WDOC Executive Committee by **February 21**.
    - a. If **approved** — Submit in-season PAF's (February, March, April, and May) to all partners on all college games.
      - i. Must have a minimum of 10 PAF's from at least 4 different National rated partners or National Emeritus partners on collegiate games during the spring season prior to the National Rating event.
      - ii. Provide a stamped, properly addressed envelope for each PAF.
    - b. If **denied**, see Checklist for "Renewal" National Candidates.

### The National Candidate Judging Process & Head Rater Program

1. Renewing National Candidates may only be used to rate new National Candidates during the National Rating Event for which they are also being rated.
2. The rating session in itself is not considered a clinic, but all candidates may request a constructive verbal follow up after each rating game from the designated judges. A complete written summary and rating will be issued by the National Umpiring Chair following the National Rating Event.
3. New ratings are awarded for a maximum of 3 years. Once a National rating has been held for three years, the on-field renewal may be for a maximum of four years. Renewals by PAF's are award for a maximum of 2 years. Ratings expire December 31 of the expiration year.
4. One Year National Ratings may not be awarded consecutively.

5. **Head Rater Program** — Each candidate will have a designated “Head Rater” who will serve as the designated spokesperson to the candidate representing the feedback of all persons involved in rating that candidate.
  - a. The umpires rating candidates at any National Rating Event must complete all on-field Assessments and sign them.
  - b. All Assessments for a candidate are collected by the Head Rater assigned to that candidate.

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### National Candidate Extenuating Circumstances

1. The WDOC Executive Committee may consider extending for one year the rating of a National Umpire who has not met the criteria for the National Rating that year or who is unable to attend a National Rating session
2. A National Umpire who cannot attend a rating session or complete a session due to extenuating circumstances (i.e., pregnancy, illness, injury, death of a family member) may request to have the WDOC Executive Committee review the candidate’s case.
3. The WDOC Executive Committee may grant a one year leave of absence in situations where the umpire is unable to umpire for the upcoming season.
4. An extension or leave of absence may not be granted consecutively.

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### National Umpire Service Requirements

1. Current National Umpires are expected to assist with judging and umpiring at designated National Rating Events. **Note:** For 2010, National Umpires are expected to perform service at WDNT, not to coincide with the on-field renewal.
2. Both new and renewal National Umpire candidates are expected to make a full commitment to the National Rating Event.





# NATIONAL CLINIC APPLICATION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Email: \_\_\_\_\_

Home Phone: (\_\_\_\_\_) \_\_\_\_\_ Word Phone: (\_\_\_\_\_) \_\_\_\_\_

Mobile Phone: (\_\_\_\_\_) \_\_\_\_\_

Local Board: \_\_\_\_\_

Region Chair: \_\_\_\_\_

Super Region Chair: \_\_\_\_\_

National Clinic for which applying: \_\_\_\_\_

## Requirements:

- ☐ Super Region Chair (SRC) Approval
- ☐ Approvals from two National Rated Umpires who “have worked with you on competitive college games and/or feel that you can demonstrate the skill set needed to pursue a National Rating.”

Name: \_\_\_\_\_

Name: \_\_\_\_\_

*(Attach emails for 3 approvals — SRC + 2 National Umpires)*

- ☐ Send Application and 3 Approvals to National Ratings Chair:  
Fran Trumbo  
5700 Mineral Hill Road  
Eldenburg, MD 21784  
Mtrum4@aol.com
- ☐ Register online at <http://www.uslacrosse.org/wdoc> for National Clinic after receiving application confirmation from National Ratings Chair.



# NATIONAL CLINIC APPLICATION





# NEW NATIONAL CANDIDATE APPLICATION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

Local Board Chair (LBC): \_\_\_\_\_

LBC Phone: (\_\_\_\_) \_\_\_\_\_ LBC Email \_\_\_\_\_

Region Chair (RC): \_\_\_\_\_

RC Phone: (\_\_\_\_) \_\_\_\_\_ RC Email \_\_\_\_\_

Super Region Chair (SRC): \_\_\_\_\_

SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email \_\_\_\_\_

Previous Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

## Requirements:

- ☐ I have attended the National Candidate Clinic:  
Year: \_\_\_\_\_ Venue: \_\_\_\_\_
  - ☐ I have attached my letter of recommendation from the clinic.
  - ☐ I have attached my umpiring schedule *including partners* for each game.
- Comments: \_\_\_\_\_

**Candidate:** Please forward this form to your **Region Chair**.

*This section to be completed by Region Chair*

## Has the Candidate:

- ☐ Paid all dues?
- ☐ Attended and approved rules interpretation meeting?
- ☐ Scored at least 92% on the written test?
- ☐ Honored all commitments?
- ☐ Completed Local and Region Service Standards as set forth by the WDOC Executive Committee, Region, and Local Board?

\_\_\_\_\_  
Region Chair Signature

\_\_\_\_\_  
Printed Region Chair Name

**Region Chair:** Please send this completed application ***with all attachments*** to the National Rating Chair by **March 1**.



# NEW NATIONAL CANDIDATE APPLICATION



# NATIONAL RENEWAL APPLICATION

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_  
Local Board Chair (LBC): \_\_\_\_\_  
LBC Phone: (\_\_\_\_) \_\_\_\_\_ LBC Email \_\_\_\_\_  
Region Chair (RC): \_\_\_\_\_  
RC Phone: (\_\_\_\_) \_\_\_\_\_ RC Email \_\_\_\_\_  
Super Region Chair (SRC): \_\_\_\_\_  
SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email \_\_\_\_\_  
Previous Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

## Requirements:

Attach umpiring schedule including partners for all games and include a \$100 application fee.

## Re-Rate Renewal Options:

Each National Umpire must identify her renewal option as part of her National Renewal Application Form and have the option approved by the National Rating Committee. Renewal options for National Umpires include: (Please select the desired option.)

- Renew by Partner Assessment during the season (see process in Manual), applicable to N3 or N4 candidates only
- Renew on the field at the US Lacrosse WDNT National Tournament and submit a National Renewal Professional Growth and Development Plan or issue Partner Assessments during the season
- Renew at a WDOC Approved Renewal Site to be determined by the WDOC Ratings Committee and submit a National Renewal Professional Development Plan or issue Partner Assessments during the season

**NOTE:** N1 candidates will be approved on a case by case basis.

**Candidate:** Please forward this form to your **Region Chair**.

*This section to be completed by Region Chair*

## Has the Candidate:

- ☐ Met the criteria to be in good standing with local, regional, and super region boards including service?
- ☐ Attended and approved rules interpretation meeting?
- ☐ Scored at least 92% on the written test?
- ☐ Attached application fee?

\_\_\_\_\_  
Region Chair Signature

\_\_\_\_\_  
Printed Region Chair Name

**Region Chair:** Please forward this form, with all attachments, to the **National Ratings Chair** by **February 15**.

*This form may be filled out and sent electronically.*



## National Renewal Professional Growth and Development Plan

The Professional Growth and Development Plan is a tool for a National Umpire to use in her re-rate year. The plan is based on “*goals*” and “*action steps*” related to the game of Women’s Lacrosse which will promote professional growth for the National Umpire in her re-rate year. Each “*goal*” will be developed based on the candidate’s interest in improving specific aspects of the game. Associated “*action steps*” may include but are not limited to: working with a mentor to discuss goals and game situations throughout the season; creating a reflective journal to describe game situations and engage in self reflection about specific goal areas; accessing video of game situations to analyze and reflect on performance in game situations; and/or creating a log of contacts with an identified mentor with key points from discussions. A minimum of two “*goals*” and “*action steps*” related to each “*goal*”, should be identified by the National Renewal Candidate.

### Goal 1:

Action Steps to achieve goal:

### Goal 2:

Action Steps to achieve goal:

Interim status letters must be sent to the Ratings committee by March 31 and April 30. Please include a sample of your selected assessment tool.

**Mentor’s Name:** (Optional)

Contingency Plan if rating game is rained out or canceled

\_\_\_\_\_  
Ratings Chair Approval

*Submit to Ratings Committee by **February 15.***



# NATIONAL RENEWAL BY PAF APPLICATION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

Local Board Chair (LBC): \_\_\_\_\_

LBC Phone: (\_\_\_\_) \_\_\_\_\_ LBC Email \_\_\_\_\_

Region Chair (RC): \_\_\_\_\_

RC Phone: (\_\_\_\_) \_\_\_\_\_ RC Email \_\_\_\_\_

Super Region Chair (SRC): \_\_\_\_\_

SRC Phone: (\_\_\_\_) \_\_\_\_\_ SRC Email \_\_\_\_\_

Previous Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

## Considerations for Extenuating Circumstances:

- ☐ I have attended an approved National Rules Interpretation.
- ☐ I have attached my umpiring schedule *including partners*.
- ☐ I have attached a statement supporting my application to renew by PAF.

Have you ever renewed by WAC or PAF before? ☐ No ☐ Yes, Date: \_\_\_\_\_

*Maximum renewal by PAF is 2 years.*

*Renewal by PAF cannot be granted for consecutive renewals.*

**Candidate:** Please forward this form to your **Region Chair**.

*This section to be completed by Region Chair*

### Has the Candidate:

- ☐ Paid all dues?
- ☐ Attended and approved rules interpretation meeting?
- ☐ Scored at least 92% on the written test?
- ☐ Honored all commitments?
- ☐ Completed Local and Region Service Standards as set forth by the WDOC Executive Committee, Region, and Local Board?

\_\_\_\_\_  
Region Chair Signature

\_\_\_\_\_  
Printed Region Chair Name

**Region Chair:** Please forward this form, with all attachments,  
to the **National Ratings Chair** by **February 15**.

*This form may be filled out and sent electronically.*



# NATIONAL RENEWAL BY PAF APPLICATION



Suggestions for completion

### **Expectations of person completing Partner Assessment Form**

- Include comments in both the “Positive” sections as well as in the “Challenges” sections.
- Provide comments in a clear, concise and constructive manner.
- In the “Challenges” section, state what you would recommend your partner do rather than what s/he actually did. For example, state “needs a stronger whistle” rather than “whistle is too weak”.

### **Candidate Information/Game Information**

- Candidate must complete “Candidate Information”.
- Partner must complete “Game Information”.

### **Professionalism; Responsibility; Ethics**

- Respond with either “yes” or “no” to the five questions pertaining to Professionalism, Responsibilities, Integrity & Ethics.
- A “no” response requires a comment.

### **Knowledge and Judgement**

- Demonstrates an advanced understanding of the application of the rules.
- Sees the “big picture” and makes calls accordingly.
- Demonstrates ability to differentiate between call & no call, immediate whistle or held whistle, and slow whistle or no call.
- Demonstrates sound judgment pertaining to the safety of players and play and controls the game accordingly.
- Uses the appropriate language of the rules in verbal communication with players and coaches.

### **Positioning; Field Coverage; Fitness**

- Demonstrates a high level of endurance, speed and agility.
- Demonstrates expert positioning at A/B “lead”, A/B “trail” and C.
- Switches expertly, as needed, between an on-ball and off-ball focus.
- Maintains a high level of mental focus/concentration throughout the game.
- Recognizes and adapts to both the pace of the game and the tenor of the game.

# **IN-SEASON PARTNER ASSESSMENT FORM (PAF)**

**Game Management; Penalty Administration; Mechanics**

- Demonstrates foul and directional signals in a clear and confident manner.
- Demonstrates efficient and expert penalty administration in all situations.
- Demonstrates expert “game management” as it applies to the score, clock, substitutions and team bench behavior.
- Demonstrates expert “game management” as it applies to players and play on the field.
- Properly administers procedures for misconduct, timeouts, injuries, and overtime.

**COMPORTMENT; COMMUNICATION; TEAMWORK**

- Maintains a mature, calm, unobtrusive demeanor throughout the game.
- Demonstrates a competent, confident, and professional field presence.
- Effectively uses all forms of communication: whistle, signals, gestures, body and voice.
- Demonstrates respect for partners before, during and after the game.
- Supports partners and contributes to the effectiveness and success of the “umpiring team”.

**RECOMMENDATION**

- Circle your recommendation for this candidate’s rating.
- Provide your Signature/Rating/Date

**Send Completed PAF to:**

[Candidate must provide complete information of assigned person.]



## PARTNER ASSESSMENT FORM

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

Current Rating: \_\_\_\_\_

Contest Date: \_\_\_\_\_ Home Team: \_\_\_\_\_ Away Team: \_\_\_\_\_

Site: \_\_\_\_\_

Level of Play: **NCAA** **D1** **D2** **D3** **WDIA**Game Quality: **Competitive** **Contentious** **Easy** **Over-Matched Opponent**Partners: 1. \_\_\_\_\_ 2. \_\_\_\_\_  
Name Rating Name Rating**Professionalism, Responsibility, Ethics**

1. Arrive on time, professionally dressed, and mentally prepared to umpire. ☐ Yes ☐ No
2. Completed all pre-game duties with the umpiring team? ☐ Yes ☐ No
3. Was an active participant in a pre-game conversation with the umpiring team? ☐ Yes ☐ No
4. Refrained from inappropriate fraternization with coaches, players, team personnel, and spectators? ☐ Yes ☐ No
5. Do you consider this umpire by her professionalism, ethics, and integrity to be a role model to other umpires? ☐ Yes ☐ No

**Please explain why any "No's" which were marked:****Knowledge and Judgement**

Consider: Application of Knowledge; Call/No Call; Advantage/Held Whistle, Slow Whistle, Dangerous Play

Positives

Challenges

**Positioning; Field Coverage; Fitness**

Consider: Lead A/B, Trail A/b, and C Positioning; Mental Focus/Physical Conditioning/Field Coverage

Positives

Challenges

**Game Management; Penalty Administration; Mechanics**

Consider: Management of players on the field/bench/table; Properly done/efficient/effective; Signals/Whistle/Voice

Positives

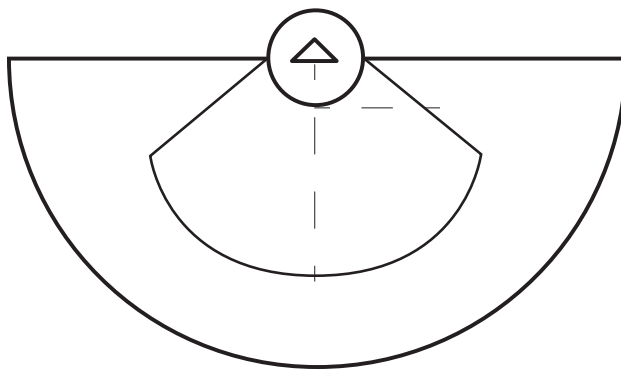
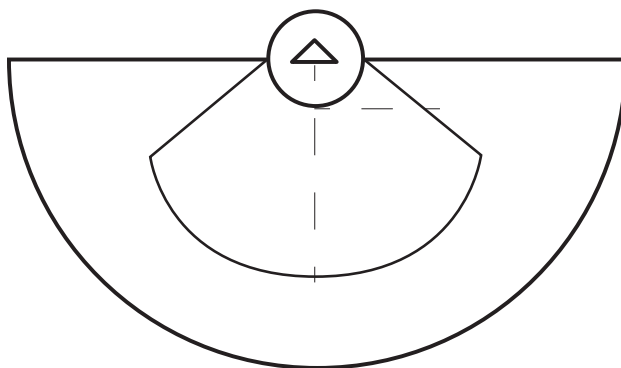
Challenges

**Comportment; Communication; Teamwork**

Consider: Respect for all; Supportive; Professional, calm, unobtrusive demeanor;; Effective use of all communication skills

Positives

Challenges



Rater's Name \_\_\_\_\_ Rating \_\_\_\_\_ Date \_\_\_\_\_

Rater's Recommendation for Candidate: **D3** **N1** **N3** **N4**



# NATIONAL EXTENUATING CIRCUMSTANCES APPLICATION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

Local Board Chair (LBC): \_\_\_\_\_

LBC Phone: (\_\_\_\_\_) \_\_\_\_\_ LBC Email \_\_\_\_\_

Region Chair (RC): \_\_\_\_\_

RC Phone: (\_\_\_\_\_) \_\_\_\_\_ RC Email \_\_\_\_\_

Super Region Chair (SRC): \_\_\_\_\_

SRC Phone: (\_\_\_\_\_) \_\_\_\_\_ SRC Email \_\_\_\_\_

Current Rating: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

## Considerations for Extenuating Circumstances:

- ☐ Leave of Absence
- ☐ Injury
- ☐ Family, Job Requirements
- ☐ Other

Please provide additional substantiation: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**Candidate:** *Please forward this form to your **Region Chair**.*

*This section to be completed by Region Chair*

### Has the Candidate:

- ☐ Paid all dues?
- ☐ Attended and approved rules interpretation meeting?
- ☐ Scored at least 92% on the written test?
- ☐ Honored all commitments?
- ☐ Completed Local and Region Service Standards as set forth by the WDOC Executive Committee, Region, and Local Board?

\_\_\_\_\_  
Region Chair Signature

\_\_\_\_\_  
Printed Region Chair Name

**Region Chair:** *Please forward this form to the **Super Region Chair***

***Super Region Chair** forward completed form to **WDOC Chair** by **May 1***



# NATIONAL EXTENUATING CIRCUMSTANCES APPLICATION



# NEW NATIONAL CANDIDATE MENTOR REQUEST

**To:** All National Umpire Candidates

**From:** Elaine Torvinen,  
Mentor Program Coordinator  
lovetoref@comcast.net

**Re:** US Lacrosse / WDOC Mentor Program

The Mentor Program is designed to link an umpire with a qualified, veteran umpire willing to share their knowledge and umpiring experience.

Please list the names and contact information for three umpires whom you would like to act as your Mentor for this spring season.

Your Name: \_\_\_\_\_

Email: \_\_\_\_\_

Phone: \_\_\_\_\_

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## Mentor / Umpire Requests:

**1.** Name: \_\_\_\_\_

Email: \_\_\_\_\_

Home phone: \_\_\_\_\_

Cell phone: \_\_\_\_\_

**2.** Name: \_\_\_\_\_

Email: \_\_\_\_\_

Home phone: \_\_\_\_\_

Cell phone: \_\_\_\_\_

**3.** Name: \_\_\_\_\_

Email: \_\_\_\_\_

Home phone: \_\_\_\_\_

Cell phone: \_\_\_\_\_

# NATIONAL CANDIDATE MENTOR REQUEST - NEW

**Pre-Season**

- Establish logistics of mentor/mentee relationship: how often and best time to talk, contact information, any off-limit times to call, etc.
- Review mentee's strengths /weaknesses. Utilize paperwork from most recent rating session.
- Request copy of their game schedule and offer them your schedule.
- Set specific goals together and list ways to reach these goals.
- Highlight US Lacrosse Convention as learning and networking opportunity.
- Discuss:   Game schedule and assigned partners:  
                  Level of games, partners who might be helpful teachers  
                  Fitness  
                  Attitude: "Student of the Game"
- Coordinate schedules to fulfill service requirements together, if possible.
- If you teach a clinic, invite your mentee to sit in / assist (if appropriate).

**In-Season**

- Perform a mid-season verbal evaluation with them. Use appropriate level WAC as starting point. Set new goals for remainder of season.
- Observe on-field performance if possible / make notes / discuss specifics.
- Invite mentee to watch you umpire.
- Attend a game together to watch and discuss.
- Listen carefully to what your mentee is saying (and not saying).
- Discuss:   Rules  
                  Interpretations  
                  Judgments  
                  Game situations from your and their games

- Break games into component parts: what level was the competition, what was the demeanor of the coaches and players, what actions occurred and under what game circumstances, what rulings or judgments were made in response to these variables?
- Perform an end-of-season evaluation. Make list of their accomplishments and the challenges they need to work on.

**Be human! Admit to your own mistakes in the game.  
Share these shortcomings often.  
Tell stories of your own learning experiences.**

### **Keep your mentee enthusiastic!**

*They may forget what you said, but they will never forget how you made them feel. — Carl W. Buechner*

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#### **The Specifics**

- Field positioning
- Mechanics and whistle talk
- Pre-game content
- Rules questions and clarifications, specifically new rules for this season
- Umpiring at various levels, holding / not holding
- Use “rulebook language” with partners, players and coaches
- Game management: pressure situations, tight games, rivalries, diffusing potential coach/ umpire confrontations
- Communication with partners, assignors, coaches, players and fans
- Understanding the umpire team concept: when and how to offer help
- The importance of safety and how it is interpreted in aggressive play
- Appropriate use of cards as tools to control the game



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**Other Suggestions**

- The intangibles of umpiring (displaying positive attitude and willingness to improve, field presence).
- Things you can control (uniform, fitness level, attitude, professionalism).
- Understand the nature of feedback and best way to receive it (“okay, I’ll try that” vs. “but I...” or “I just...”).
- Point out excessive explanation of actions in response to negative feedback does not best utilize a learning opportunity.
- Weather: tips on staying dry / staying warm / keeping cool / equipment / uniform suggestions.
- Cross check your mentee’s perception of game situations with their umpire partners if appropriate. Help develop objectivity.
- Introduce mentee to other veteran umpires.
- Encourage mentee to become involved with local board activities.
- Discuss and encourage off-season and/or out-of-area clinic and tournament opportunities.

**Reassure and praise your protégé after every conversation.**

**Don’t focus solely on performance that needs improvement.  
Tell mentee when they are doing something well.**

**Refrain from giving advice.  
Instead, suggest other ways to look at the situation.  
Suggest the range of responses available.**

# NATIONAL MENTEE GUIDELINES AND SUGGESTIONS

## Pre-Season

- Establish logistics of mentor/mentee relationship: how often and best time to talk, contact information, any off-limit times to call, etc.
- Share and review your National Clinic Recommendation Letter and strengths /weaknesses.
- Request copy of mentor's game schedule & offer your schedule to them.
- Make a list of specific goals and work together to find ways to reach these goals.
- Discuss:
  - Game schedule and assigned partners:
  - Level of Games
  - Fitness
  - Attitude: be a "Student of the Game"
- Paperwork:
  - National Candidate Application  
(where to find it, deadlines, who to submit it to, DEADLINE date, etc.)
  - Lacrosse resume (show your resume to your mentor for comments)
  - WAC's (be familiar with the National WAC form)
- Coordinate schedules to fulfill service requirements together, if possible.
- Attend their clinic if your mentor is a clinician.

## In-Season

- Share and review your Mid-season WAC evaluation letter with your mentor and set new goals.
- Observe mentor umpiring if possible / make notes /discuss specifics situations.
- Attend a game together to watch and discuss.
- Be clear in your communications with your mentor.

- Discuss: Rules  
Interpretations  
Judgments  
Game situations from your and their games
- Look at your games as component parts: what level was the competition, what was the demeanor of the coaches and players, what actions occurred and under what game circumstances, what rulings or judgments were made in response to these variables?
- Share and review goals for the season and set new goals.
- Observe mentor umpiring if possible / make notes / discuss specific situations.
- Attend a game together to watch and discuss.
- Share and review your End-of-season WAC evaluation letter (week prior to NT).

**Be not afraid of growing slowly. Be only afraid of standing still.**

**It's OK to say you've made a mistake. Correct it.**

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### **National Tournament**

- If you have never attended NT, become familiar with the layout of fields, bathrooms, umpire area, food and drink availability, etc. Give yourself plenty of extra time!!!
- Review and double check your game schedule (rating games, field numbers, etc.) Highlight times and fields of your games, making special note of rating games.
- Be calm. Excessive worrying won't help you on the field.

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### **The Specifics**

- Read the Rulebook and Umpire Manual and refer to them often.
- Field positioning in the three-person system.

- Mechanics and whistle talk
- Pre-game content
- Rules questions and clarifications, specifically new rules for this season
- Umpiring at various levels, holding / not holding
- Use “rulebook language” with partners, players and coaches
- Game management: pressure situations, tight games, rivalries, diffusing potential coach/ umpire confrontations
- Communication with partners, assignors, coaches, players and fans
- Understand the umpire team concept
- The importance of safety and how it is interpreted in aggressive play
- Appropriate use of cards as tools to control the game

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### Other Suggestions

- Intangibles of umpiring (displaying positive attitude and willingness to improve, field presence)
- Things you CAN control (uniform, fitness level, attitude, professionalism, rule knowledge)
- Understand the nature of feedback and how to graciously accept it

**I believe that dreams come true for those who put their hand to the plow and don't look back.**

**Most of the time, overnight success comes at the end of a long and tiresome trek.**

**Be a good listener. Be positive. Be helpful.**

# MENTOR INTRODUCTION LETTER

## Dear Mentor:

We are honored you have chosen to participate in the US Lacrosse Women's Division Officials Council Mentor Program. Your work as a mentor will help strengthen lacrosse officiating in your area and hopefully help more officials stay involved in women's lacrosse! The Mentor Program will be facilitated by your WDOC Chair and headed up by Elaine Torvinen, Mentor Program Coordinator.

As an experienced lacrosse official, your contributions to the sport can move beyond the athletic field to providing advanced training, career development, and fellowship for young officials learning the game or progressing upward through the officiating ranks. Your investment in mentoring builds camaraderie, strengthens your local association, protects the culture and character of lacrosse, and promotes the sport. Like many umpires, you probably have experienced success as an umpire in large part due to the assistance and guidance you received from your own mentors. Giving back to the sport is a fundamental tenet of women's lacrosse and being a mentor is a great way to actualize this.

You have been chosen to serve as a Mentor because you possess the experience and positive characteristics of a highly effective lacrosse official. However, evaluating another official requires: 1.) a commitment of time and energy; 2.) a reserve of patience; and 3.) a blend of compassion, tact, and diplomacy that needs to be developed in order to simultaneously encourage and critique.

The careful delivery of feedback to officials regarding their strengths and weaknesses throughout and upon completion of the season is a key component of the program. The Mentor Guideline Sheet gives you tools, suggestions, and ideas to help you in your mentor role. Also attached is the end-of-season Mentee Evaluation Form to be completed and returned to Elaine Torvinen. Your participation will help your WDOC Executive Committee evaluate and improve this Mentor Program.

Elaine Torvinen has notified your Mentee you will be her/his Mentor for the upcoming season. It is the mentee's responsibility to initiate contact with you. Consistent weekly contact is recommended. You can also expect an email periodically during the season from Elaine checking to see how things are going.

Thank you for all you do for the sport.

**Laurette Payette**  
WDOC Chair  
laurettepayette@gmail.com

**Elaine Torvinen**  
Mentoring Coordinator  
lovetoref comcast.net

# MENTEE INTRODUCTION LETTER

## Dear National Candidate:

US Lacrosse is proud to continue to offer the US Lacrosse Women's Division Official's Council Mentor Program: an opportunity for a Mentor to provide you with advanced experience to enhance your game, further your career development, help you to understand the culture and the character of the sport, and provide the fellowship that will integrate you into the community of lacrosse officials who help make this such a great sport. The program will be facilitated by the WDOC Executive Committee through the efforts of Elaine Torvinen, Coordinator.

Congratulations on taking this step to improve your umpiring abilities! Your mentor can help you make the most of in-season learning opportunities on the field, answer any questions you have, help you work on umpiring challenges, and be a sounding board for your concerns throughout the season.

Your mentor is an experienced umpire who is making his/her time and knowledge available to you. The relationship between you and your mentor is one you both should carefully cultivate. Please read the Guidelines and Suggestions for Mentees to gain a variety of insights into how to construct this relationship so you can maximize the opportunity to learn from your mentor.

An important component of the Mentor Program is the recommended CONSISTENT weekly communication that should occur which gives your mentor the opportunity to see how your games are going, answer your questions (rules, mechanics, positioning, etc.), and give suggestions and guidance on the intangibles of umpiring (i.e.: attitude, appearance, problem-solving, on-field communication, etc.). You will also receive emails during your season checking to see how things are going.

An end-of-season Mentor Evaluation Form can be found in this packet and is to be completed and returned to Elaine Torvinen, after the completion of your season. Your participation will help your NUC Board evaluate and improve the Mentor Program.

Good luck, work hard, and enjoy your 2009 lacrosse season!

**Laurette Payette**  
WDOC Chair  
laurettepayette@gmail.com

**Elaine Torvinen**  
Mentoring Coordinator  
lovetoref@comcast.net



Your Name \_\_\_\_\_

Your Mentor's Name \_\_\_\_\_

**INSTRUCTIONS:** Please take a few moments to reflect upon your relationship with your mentor, and respond to the following questions:

**1. Frequency of contact**

(Please circle the most appropriate response)

On average, how many minutes per week did you spend talking with your mentor?

10 Minutes      20 Minutes      30 Minutes      40 Minutes      50 Minutes

Who initiated these telephone contacts?

Mentor did      We both did      Mentee did

How many games did you officiate with your mentor during this season?

No Opportunities      One Game      Two Games      Three Games      Four Games

How many times were you able to observe your mentor during this season?

No Opportunities      One Game      Two Games      Three Games      Four Games

**2. Rules, Mechanics, and Communication**

(Please circle the most appropriate response to these statements)

My mentor shared useful advice with me regarding lacrosse rules.

Strongly Disagree      Disagree      Mildly Disagree      Neutral      Mildly Agree      Agree      Strongly Agree

My mentor shared useful advice with me regarding lacrosse mechanics.

Strongly Disagree      Disagree      Mildly Disagree      Neutral      Mildly Agree      Agree      Strongly Agree

My mentor shared useful advice with me regarding communication skills.

Strongly Disagree      Disagree      Mildly Disagree      Neutral      Mildly Agree      Agree      Strongly Agree



My mentor shared useful advice with me regarding the application of judgment.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

### 3. Quality of interactions

(Please circle the most appropriate response to these statements)

My mentor was very open to my questions and comments.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

The overall quality of my interaction with my mentor was very positive.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

### 4. Value of the Mentoring Program

(Please circle the most appropriate response to this statement)

The Lacrosse Mentoring Program is worth retaining.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

### Comments on your mentor

(Use the space below to make additional comments on your mentor)

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Your Name \_\_\_\_\_

Your Mentor's Name \_\_\_\_\_

**INSTRUCTIONS:** Please take a few moments to reflect upon your relationship with your mentee, and respond to the following questions:

**1. Frequency of contact**

(Please circle the most appropriate response)

On average, how many minutes per week did you spend talking with your mentee?

10 Minutes      20 Minutes      30 Minutes      40 Minutes      50 Minutes

Who initiated these telephone contacts?

Mentor did      We both did      Mentee did

How many games did you officiate with your mentee during this season?

No Opportunities      One Game      Two Games      Three Games      Four Games

How many times were you able to observe your mentee during this season?

No Opportunities      One Game      Two Games      Three Games      Four Games

**2. Rules, Mechanics, and Communication**

(Please circle the most appropriate response to these statements)

My mentee appears to possess a strong knowledge of lacrosse rules.

Strongly Disagree      Disagree      Mildly Disagree      Neutral      Mildly Agree      Agree      Strongly Agree

My mentee appears to possess a strong knowledge of lacrosse mechanics.

Strongly Disagree      Disagree      Mildly Disagree      Neutral      Mildly Agree      Agree      Strongly Agree

My mentee appears to possess strong communication skills.

Strongly Disagree      Disagree      Mildly Disagree      Neutral      Mildly Agree      Agree      Strongly Agree



My mentee appears to possess solid judgment.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

### 3. Quality of interactions

(Please circle the most appropriate response to these statements)

My mentee was very open to my comments, and criticism, and encouragement.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

The overall quality of my interaction with my mentee was very positive.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

### 4. Value of the Mentoring Program

(Please circle the most appropriate response to this statement)

The Lacrosse Mentoring Program is worth retaining.

Strongly Disagree   Disagree   Mildly Disagree   Neutral   Mildly Agree   Agree   Strongly Agree

### Comments on your mentee

(Use the space below to make additional comments on your mentor)

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**NCAA COLLEGE UMPIRES**

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# NCAA COLLEGE UMPIRES

## Introduction

In 2006, the National Collegiate Athletic Association (NCAA) formed a Rules Committee to write and administer the rules that govern college varsity play. The first college only rule book was issued for the 2007 season, and for the first time umpires had to be concerned with two sets of rules, two rule books, and differing rule interpretations. This section in the Umpire's Manual will provide information on topics and rules for collegiate umpires only.

The formation of the NCAA Rules Committee resulted in two new positions being created to work directly with collegiate umpires, the National Coordinator of Officials and the Secretary/Rules Editor. The coordinator position is designed to help promote better communication between officials, coaches and the NCAA, and to help provide consistency in the interpretation of NCAA women's lacrosse rules and officiating mechanics. The intent is to work in conjunction with the officiating improvement programs currently administered by US Lacrosse. Additionally, the coordinator will assist the NCAA Divisions I, II and III Women's Lacrosse Committees in the identification, training, selection and evaluation of officials for each of the NCAA women's lacrosse championships.

The Secretary/Rules Editor is responsible for updating the rule book each year, ensuring the technical accuracy of the rules and meeting publication deadlines. In addition, she will act as the official interpreter of the rules between meetings of the committee, and assist the National Coordinator of Officials with annual rules clinic presentations and with the administration of the umpire improvement program.

## Rules Comparison – NCAA, USL, FIL

There are three different sets of rules that umpires may see or use while officiating in the United States. As mentioned above, the NCAA rules pertain to varsity level intercollegiate play. Rules established by US Lacrosse govern play at every other level in this country (youth, high school, WDIA/college club, post collegiate). Rules established by the Federation of International Lacrosse govern play at the international level such as when the US National Team plays another country and during the World Cup. A chart has been developed that shows a comparison of the 3 different sets of rules and that can be found in the Appendix section of the manual.

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## College Specific Rule Interpretations and Information

### Pregame Protocol

The pregame protocol outlined in Appendix A of the Women's Lacrosse Rules must be followed. Deviation from the protocol will be allowed in limited circumstances such as senior day or if necessitated because of TV or radio broadcast requirements. Visiting teams must be notified prior to the day of the game and they must agree to the change in protocol. Officials should be notified of the change immediately upon their arrival at the game venue.

As part of the pregame protocol, once a team's sticks are checked the sticks should not be removed from the field of play before the start of the game. If the team or an individual player leaves the field for any reason after the completion of the stick check all sticks must remain in the bench area. Game officials may amend this policy in situations, such as inclement weather, when teams return to the locker rooms.

Failure to comply with these requirements should be reported to the College Review Board using the College Match Evaluation Form.

### Mandatory Stick Checks

The NCAA rules mandate that the officials must call for two stick checks per half during each game. For each of these mandatory stick checks one stick **from each team** must be checked. By "checked" we mean the pocket of the stick will be checked to be sure it is legal. During this stick check the officials may also be looking to see if there is anything else that might be obviously illegal about the stick, such as the thongs being woven back up through the head of the stick.

During pre-game discussions, the officiating crew (we are assuming a three person crew) can discuss how to handle the mandatory stick checks. The crew should decide who will be the "manager" for this procedure and that official will be responsible for calling the time outs to initiate the stick checks. The crew can decide on particular times for calling the stick checks, for example, in the first half one stick check will come before 10 minutes has elapsed and one will come with less than 10 minutes to play. They may also decide to leave the decision on when to call for the stick checks to the discretion of the official who is the manager. The manager may perform the stick checks or may indicate to one of her partners that they should perform the stick checks. It would be best if the responsibility of performing the stick checks be spread to all members of the crew during the game. The timing of when to

perform the stick checks, on a dead ball, at the center draw, after a goal, is at the discretion of the officials.

Please note that this new procedure does not remove the authority held by any of the officials to perform a stick check at any time during the game. If an illegal stick is suspected any of the members of the officiating crew may call time out to inspect the stick at any time during the game. This could be considered one of the mandatory stick checks if a stick from the other team was checked at the same time. Also, an official is being designated as the manager for this procedure to alleviate confusion about when the mandatory checks are performed and who is to call the timeouts. The manager is not a crew chief or head official, and any of the 3 officials could act as the manager.

### **Time out Procedure on 8m Free Positions**

The umpire calling the foul should blow the whistle to stop play and insure that all players stand. One of the umpires will then turn to the scorer's table, blow a second whistle, and give a clear time out signal. The umpiring team shares the responsibility of checking that the timer has stopped the clock.

### **Possession Timeout Procedure**

Coaches may notify the officials (either the Table Official during tournament play or any of the on-field officials) that they will be calling a timeout the next time their team is in possession of the ball. This will alert the officials to be listening for the timeout call. Despite the advanced notification of the timeout it is still the team's responsibility to actually call timeout when they gain possession.

During game play when a table official is available a coach may request a possession timeout through the table official. The table official will assess play on the field to determine if the team requesting a timeout is in clear possession of the ball. She will then sound her **whistle**, give a timeout signal so the clock will be stopped, and approach the nearest on field official and indicate to her that a possession timeout has been requested. The on field officials will have the ultimate authority to grant the timeout. Once they have signaled the timeout and released the players from the field the clock will start to begin the 2 minute timeout. The table official at each game will be expected to stand in front of the scorer's table and be visible and available to both coaching staffs.

Please note that the coach or any player on the field may also request a possession timeout from any of the on field officials as they have done all season.

**NCAA Carding/Score Verification Form**

The scorer's table personnel will be responsible for filling out the NCAA Carding/Score Verification Form and presenting this to the officials immediately at the conclusion of each game. The officials must verify the accuracy of the number and type of cards given, reason for the card, and who received the card. There is also a place to indicate if no cards have been given. Officials will also verify the accuracy of the final score and all three officials must sign the form. The home team is responsible for returning the form.

One member of the officiating team should be responsible for noting carding information during play. It is strongly recommended that the officials check the form at halftime especially if a number of cards have been given.

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**NCAA Women's Lacrosse Championships Alternate Official Responsibilities and Duties**

The alternate official is considered part of the team of game officials and should be on the field dressed in game attire. She shall take a position at/near the official scorers' table and do the following:

1. Oversee the scorers and timers to see that:
  - a. Both teams' rosters (a separate roster form is acceptable) are in the official scorebook at least 15 minutes before the start of the game. Confirm that jersey numbers in the book match those on the players.
  - b. The clock is started and stopped correctly and appropriately. Correct any mistakes made in this area. Ensure that a radio is available if necessary (i.e., official time is being kept away from table). Ensure that there is a clock at the table to administer timeouts, penalties, etc.
  - c. Records are kept of team and individual warnings and players who have received cards.
  - d. Proper substitution procedures are followed and substitution records are kept.
  - e. The correct score is maintained in the scorebook and on the scoreboard.
2. Replace any field official in the event of an injury to that official.
3. Assume primary responsibility for maintaining bench personnel positioning and decorum.

# NCAA POST SEASON PLAY

## Alternate Official Carding Procedure

When necessary, the alternate official may issue a yellow or red card for misconduct to a player, coach, or any officially designated member of a team's travel party who is in the bench area. When the misconduct occurs, the alternate official will immediately approach the person who committed the misconduct and issue the yellow/red card. The clock will not be stopped and play will not be disrupted. The official will return to the table and inform the nearest field official that a card has been issued. On the next whistle, the alternate official will inform the nearest field official that a card was issued and who it was issued to. That field official then will call timeout and "officially" issue the card and notify the other umpires. If the card is red, the clock will remain stopped and play will not resume until the offending party leaves the playing area. If the card is yellow, or after the offending party leaves the field in a red card situation, play resumes as it would have after the initial whistle which stopped play. **There is no penalty affecting play on the field for these cards.**

4. Determine the validity of a protest brought by a coach and serve with the three field officials in the deliberation process of valid protests.
5. Review protocol with ball retrievers.
6. Serve in any other capacity which would contribute to maintaining control of the game and efficiency of the scorers' and timers' table.
7. Assist field officials in weather delay procedures. The alternate official is responsible for noting field position of players during suspension of play due to dangerous weather conditions.
8. Assist with identifying the appropriate times to call television timeouts. The calling of television timeouts will be administered by a "red-cap" who will be located at the scorer's table with the alternate official. Timeouts may be called during the following "natural breaks" in the game:
  - a. following a goal;
  - b. if a team has called a possession timeout;
  - c. during stoppage of play when the ball has gone out of bounds;
  - d. any time play has been stopped to set up a free position except that no television timeout will be allowed if a team has been awarded an 8m free position.
9. Indicate to the timer to stop the clock and indicate to the nearest on-field official that a team has requested a possession timeout.



10. Call timeout, indicate that all players must drop their crosses, and communicate to the nearest on-field official that a stick check has been requested by the coach.

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## **NCAA – Post Season Play**

### **Assigning Policies and Procedures**

In March of each year the NCAA will communicate with college officials via e-mail requesting their availability for post season play. It is very important that the National Coordinator of Officials and the NCAA have a current e-mail address for each umpire and that each umpire return their forms and paperwork in a timely manner. The coordinator will be given availability information for each official and will use that information when making the assignments for NCAA tournament play in all three Divisions.

In early May, once the committees for each Division determine tournament selections and seeding the coordinator will then schedule the four officials who will work each game (3 on field umpires, 1 alternate/table umpire). The coordinator must work within travel restrictions and guidelines set by the NCAA when determining these assignments. She will also use information gathered during the season from coaches, from an evaluation group established by the coordinator, and from her own personal observation of officials.

### **Rules Interpretation Meeting - Attendance**

In the interest of promoting umpire development and encouraging continuing education for all collegiate officials, any umpire wishing to be considered for a game assignment during NCAA tournament play at all levels will be required to attend an officially approved NCAA rules interpretation session. One site will always be the US Lacrosse Convention each year, and other sites will be scheduled in various locations around the country. As part of this program we will also be asking the various conferences to use the same criteria and for their conference tournaments only assign those officials who have made a commitment to improving their game by attending these official sessions.

### **Umpire Dress Code**

The NCAA Women's Lacrosse Committees have instituted a dress code for umpires who are assigned to work championship games at all levels. All umpires that are part of the umpiring team at each site shall be dressed appropriately and professionally using the following guidelines: slacks, skirts, capris or dress shorts must be khaki or black; shirts must be white, black or navy blue. Shirts may have a small logo (NCAA, USL, manufacturer's symbol) but otherwise should be plain. A nice sleeveless shirt is acceptable; however there should be no tank tops. Plain outerwear is acceptable in inclement

weather. Table umpires should be in full umpire uniform during the game they are assigned. Umpires not assigned to the game in progress should not be on or near the field or the scorer's table unless they are part of an official meeting set by the head umpire. Members of the crew not working the game in progress may watch from the stands; however, they should not be socializing with the fans from either school and should remain as unobtrusive as possible.

### **Interruption and Continuation of Play**

Once play in an NCAA tournament game begins, the umpires, in consultation with the NCAA representative at the site of competition, shall have the authority to interrupt the game due to dangerous weather or field conditions. All games will be re-started from the point of interruption and played until completion regardless of whether the game is re-started on the same day or the following day. The rules book does provide for a game to be considered complete when 80 percent of the game is played during the regular season. That provision does not apply to NCAA championship competition.

### **Ten Goal Differential Rule**

All NCAA championship games will be played using the ten goal differential rule as stated in the NCAA Women's Lacrosse Rules.

### **Cameras in Goal**

In a few cases, photographers have requested the ability to place a camera inside the goal. The rules book does not cover these instances; therefore, the following NCAA approved interpretation is being made to assist:

- The camera must be placed inside the goal only.
- The camera must sit back well inside the goal.
- The camera must be in place early enough that it does not interfere with a team's warm-up time, and must be available for the umpires to check prior to the beginning of the game.
- Once the game begins there will be no stoppage of the game to allow for camera adjustment. If any adjustment can be made during the normal timeout period or at halftime that would be allowed, but the re-start of the game should not be delayed.
- For the safety of the student-athletes, the camera or the container holding the camera must be padded. Umpires and/or game management shall determine if the padding is sufficient.
- If a ball that is rolled or tossed back into the goal circle by the defensive team hits the camera or its container and rebounds back out of the circle, the umpires will stop play, call timeout, and have the ball returned to the goal circle to re-start play.



Game Date: \_\_\_\_\_ Home Team: \_\_\_\_\_ Away Team: \_\_\_\_\_

Game Site: \_\_\_\_\_

### Home Team Cards

Name	#	Period	Time	Type	Offense

☐ No Cards Issued

### Visiting Team Cards

Name	#	Period	Time	Type	Offense

☐ No Cards Issued

Final Home Score: \_\_\_\_\_

Official: \_\_\_\_\_

Final Visitor Score: \_\_\_\_\_

Official: \_\_\_\_\_

Official: \_\_\_\_\_

Any Red Cards issued require a written explanation from game official:

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*Please email completed form to Pat Dillon, NCAA Secretary Rules Editor:  
pdillon656@aol.com or fax to 425-671-3699*

**NCAA WOMEN'S LACROSSE CARDING/SCORE VERIFICATION**

# 2009 UMPIRE CARDING SURVEY



**6**

**INTERNATIONAL UMPIRES**

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# LETTER TO FOREIGN UMPIRES

Dear Visiting Umpire,

US Lacrosse welcomes you. This letter is to explain the current procedures for foreign nationals who want to umpire in the United States under the auspices of US Lacrosse.

Requirements:

Hold an International rating from a country that fields a women's lacrosse team currently active in international competition, i.e. World Cup.

Join US Lacrosse as a Women's Division Official Council Member (through a Local Umpiring Board).

Attend a Local umpire training session given by an approved clinician.

Take and pass the USL rules test for women's lacrosse at level for Local or higher.

Be rated on the field by a USL rater (D3 is maximum rating that can be achieved).

An umpire holding an USL Local rating is eligible to umpire most levels of games in the United States including but not limited to Youth, High School (Varsity and Junior Varsity), some College (NCAA Division II & III), or Club. An umpire holding a USL District or National rating is eligible to umpire all levels of games in the United States including but not limited to Youth, High School (Varsity and Junior Varsity), Club, and College (NCAA Divisions I, II, and III). You are welcome to continue the US rating process for District and National ratings.

Please be advised that each umpire who is a foreign national is responsible for any visas, work permits, or green cards necessary for employment in the United States.

Game assignments come through assignors who may be affiliated with or hired by local leagues, schools, universities, clubs, etc. It is up to each assignor to fill their schedules as they see fit as they are under no obligation to use any umpires regardless of their rating, or whether or not they hold US citizenship. In other words, a rating does not guarantee an assignment.

Select umpires, with or without an international rating, may be invited by US Lacrosse to umpire at a specific event (for example, Champions Challenge, Stars and Stripes, National Tournament). This invitation does not extend beyond such event and does not, in and of itself, qualify the umpire to officiate any other contest in the US, unless the umpire has met the above standards."

We hope that this letter clarifies US Lacrosse's obligations and policies regarding umpiring in the United States.

Sincerely,  
*WDOC Chair*

A USL umpire holding an Federation of International Lacrosse (FIL) rating shall have all the qualities and skills of a USL National umpire and shall represent the United States and US Lacrosse in international competition in accord with the standards established by US Lacrosse for its members.

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### **New Candidates**

1. An applicant must have umpired four spring seasons as a National umpire and must have successfully renewed the National rating at least once prior to submitting an application. The applicant, at the time the application is submitted, must be in good standing:
  - a. with the USL Local board and Region by taking yearly written tests and by attending all required meetings, clinics, and rating sessions; and
  - b. with the USL WDOC Executive Committee by judging at the National Tournament at least once every three years. This is a full tournament commitment.
2. The candidate must currently be umpiring collegiate/club/national team level games.
3. The applicant must be recommended at either the WDOC Executive Committee or USIUC meetings. The applicant will then be reviewed/approved by the USIUC at the National Convention or the National Tournament. The USIUC will notify the applicant within two weeks of the review.
4. If the applicant is approved, it is up to the applicant to obtain a current FIL rules book and Umpire Reference Manual.
5. The approved applicant shall follow the rating protocol delineated in the FIL Umpire Reference Manual.

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### **Renewal Candidates**

1. A USL umpire who holds an FIL rating shall renew said rating following the protocol delineated in the FIL Umpire Reference Manual.
2. If a USL umpire who holds an FIL rating fails to renew said FIL rating, that umpire shall follow the protocol of the USL for a National umpire who does not renew at the National level.
3. A USL umpire who holds an FIL rating shall follow the service requirements of a USL National umpire.

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### **US International Umpire Committee**

1. The US International Umpiring Committee (USIUC) shall consist of a Chair and all USL umpires with FIL ratings.
2. The Chair-elect shall be voted by slate or ballot presented to the USIUC at its January committee meeting prior to the year of service. The incoming Chair shall assume duties in the following January at the National Convention.

3. The term of office for the Chair shall be two years. The Chair shall then serve an additional year as an ex-officio member of the USIUC.
4. The responsibilities of the USIUC include, but are not limited to:
  - a. determine all policies related to International requirements for US umpires;
  - b. provide direction and service for US umpires in International events;
  - c. receive all applications and nominations for new and renewal US candidates for FIL ratings;
  - d. guide candidates in the correct procedures for applying for new or renewal ratings and for adhering to all deadlines;
  - e. establish standards, criteria, and procedures for rating umpires and ranking umpires for US International events;
  - f. select umpires for all matches involving any official US team. Umpires should be selected from a list of International and National umpires aspiring to become an International umpire. A rotation of US umpires will be monitored based on location and availability;
  - g. hold ballot elections to rank US International umpire and technical delegate positions for all US tours, U-19, and World Cup events;
  - h. periodically revise any technical materials on US International policy; and
  - i. hold two meetings a year, one to occur at the National Convention and one to occur at the National Tournament.
5. The responsibilities of the USIUC Chair include, but are not limited to:
  - a. serve a two-year term;
  - b. serve as a communicator to the WDOC Executive Committee, the USL Women's Division Director, and the National Teams' coaches;
  - c. record all budget requests and submit to USL;
  - d. keep an accurate record of USL International umpires' addresses, email address, telephone numbers, dates ratings were received, dates ratings expire, and individual resumes;
  - e. oversee disbursement of IUC materials;
  - f. work closely with USL or other liaison to coordinate umpires for International matches, tours, and events; and
  - g. have the authority to waive any policy at any time with the approval of the USIUC.





# INTERNATIONAL RATING APPLICATION - NEW

Date: \_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Phone: \_\_\_\_\_ Fax: \_\_\_\_\_ Email: \_\_\_\_\_

## Umpiring History:

- Initial year of earning National Rating \_\_\_\_\_
- List service to local chapter and USL \_\_\_\_\_

\_\_\_\_\_

## Statement of Interest:

1. What do you feel you have to offer International Lacrosse?

\_\_\_\_\_

\_\_\_\_\_

2. What are your goals at the International level?

\_\_\_\_\_

\_\_\_\_\_

3. What is your availability for travel outside the U.S.?

\_\_\_\_\_

\_\_\_\_\_

4. List three references with email address and phone.

*(One must be a USA International Umpire)*

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

5. Attach Present College/Club Schedule

*(To be eligible applicant must not be in their National renewal year and must be currently umpiring college/club level games.)*

(MORE ON REVERSE)



6. Attach schedule of US National Teams games/events umpired using International rules.
7. Attach schedule of in-country International games umpired using International rules.
8. Attach schedule of out-of-country International games umpired. If at a tournament, identify the technical delegate of the tournament (*if applicable*).
9. Attach schedule of International clinics attended. Identify the presenting clinicians



# INTERNATIONAL RATING APPLICATION - RENEWAL

Date: \_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ Fax: \_\_\_\_\_ Email: \_\_\_\_\_

## Umpiring History:

- Initial year of earning National Rating \_\_\_\_\_
- List service to local chapter and USL \_\_\_\_\_  
\_\_\_\_\_
- List International Service \_\_\_\_\_  
\_\_\_\_\_

## Statement of Interest:

1. What do you feel you have to offer International Lacrosse?

\_\_\_\_\_  
\_\_\_\_\_

2. What are your goals at the International level?

\_\_\_\_\_  
\_\_\_\_\_

3. What is your availability for travel outside the U.S.?

\_\_\_\_\_  
\_\_\_\_\_

4. List three references with email address and phone.

*(One must be a USA International Umpire)*

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

5. Attach Present College/Club Schedule and list all International Events Umpired

\_\_\_\_\_  
\_\_\_\_\_



# INTERNATIONAL RATING APPLICATION - RENEWAL

# 10

## SERVICE STANDARDS

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# WDOC LOCAL SERVICE STANDARDS

Every US Lacrosse rated umpire shall hold membership in a Local Board by paying dues to that board, attending the mandatory annual rules interpretation meeting and any other required meetings of their Local Board. In addition, US Lacrosse requires all rated umpires to provide annual service to their Local Board to be a member in good standing.

The WDOC Executive Committee, while recognizing that many differences exist from region to region and from board to board, provides the following guidelines as a Service Standard. All active WDOC members will experience the benefits of providing service and the “fabric” of Local Boards will be strengthened by this service.

The guidelines are just that, guidelines. They are not meant to be directives to each Local Board. Local Boards are encouraged to find whatever activities work for their particular set of circumstances and provide the best avenue for umpires to perform their annual service requirement.

Local board chairs are expected to annually provide and maintain a service plan to be reviewed by their Super Region Chair. This plan will present the opportunities available for each of their officials to meet the annual **Service Standard** of 4 credits. Local boards may find it helpful to designate a new position (Service Chair) who would keep records of membership service.

Local boards are to determine service credit when partial payment, stipend or expenses are involved.

The following chart provides suggested service activities for each rating level.

(Suggested, but not limited to)

**Junior Umpires:** No service required

**Service Standard:** minimum of 4 credits per year

What Apprentice/Local Rated Umpires can do for their LB	Maximum Credits
Audit a Local or District Clinic	1
Attend a HS state semi-final/final game, or a college game with a higher rated umpire (maximum 2 credits annually)	1 /game (2 annually)
Volunteer or umpire at a play day, preseason scrimmage, or other approved event (ex: Youth Festival)	1 per hr of officiating
Participate in rating of officiating candidates at approved events	1 per candidate
Act as a clinician in the training of officials (field or classroom)	2 per clinic day
Mentor a Junior, Apprentice or Local umpire all season	1 per mentee
Hold position of a Local Board Officer	1-4
Perform Local Board committee work	1-2 per assignment
Act as an event organizer/assignor (depending on the event)	2-4 per event
Recruit a new official who completes training, receives a rating, and officiates assigned spring season games.	1 per recruit
Volunteer or umpire at the National Tournament	1 per day
Accompany a Local or Apprentice umpire to a high school state semi-final or final game, or a college game providing critique of game situations and umpire procedures.	1 game (2 max/year)
Recruit a new official for the local board who stays for the entire season.	1 recruit (2 max/year)

What District/National/ International Rated Umpires can do for their LB	Maximum Credits
Attend a HS state semi-final/final game, or a college game with a higher rated umpire (maximum 2 credits annually)	1 /game (2 annually)
Volunteer officiating at a play day, preseason scrimmage, or other approved event (ex: Youth Festival)	1 per hr of officiating
Participate in rating of officiating candidates at approved events	1 per candidate
Act as a clinician in the training of officials (field or classroom).	2 per clinic day
Mentor a Junior, Apprentice, or Local umpire all season	1 per mentee
Hold position of a Local Board Officer	1-4
Perform Local board committee work	1-2 per assignment
Act as an event organizer/assignor (depending on the event)	2-4 per event
Recruit a new official who completes training, receives a rating, and officiates assigned spring season games.	1 per recruit
Accompany a Local or Apprentice umpire to a high school state semi-final or final game, or a college game providing critique of game situations and umpire procedures.	1 game (2 max/year)
Recruit a new official for the local board who stays for the entire season.	1 recruit (2 max/year)

# WDOG LOCAL BOARD SERVICE OPPORTUNITIES

# WDOC REGION SERVICE STANDARDS

US Lacrosse requires that all District, National and International rated umpires provide service to their region as well as their local board. This region service is defined as service that involves the development of District rated umpires or Local rated umpires who wish to advance to the next level.

Again, the WDOC Executive Committee recognizes the many differences that set apart the various USL Regions. These differences create circumstances that warrant varying avenues for umpires to meet their region service requirements. The WDOC is recommending a minimum standard of 4 credits per rating term. In areas where opportunities are abundant the Region is empowered to raise the standard specific to the Region.

The opportunities for service are similar to those in the Local Service Standard, with the addition that each must be involved with the development of District umpires or Local umpires wishing to advance to the next level.

Region Chairs are to determine service credit when partial payment, stipend or expenses are involved.



(Suggested, but not limited to)

**Service Standard:** minimum 4 credits *per rating term* or as determined by your Region

Must also meet the Local Board service credits.

What a District/National/International Rated Umpires can do for their Region	Maximum Credits
Volunteer officiating at a WDOC approved District rating event.	1 per hour of officiating time
Participate in rating of officiating candidates at a WDOC approved District rating event.	1 per candidate
Act as a clinician in the training of officials (field or classroom) at a WDOC approved District clinic or rating event.	2 per clinic day
Mentor an official for an entire season, that will be standing for their District or National rating.	1 per mentee
Hold position of Super Region, Region, or Local Board Chair or Super Region Executive Committee.	1-4 per year
Perform Super Region or Region committee work, as assigned by either Chair.	1-2 per assignment
Act as an event organizer/assignor for a WDOC approved District rating event.	2-4 per event

# WDOC REGION SERVICE OPPORTUNITIES

WDOC NATIONAL SERVICE OPPORTUNITIES

What a National Rated Umpire can do for their National Service	Proposed National Maximum Credits

UNDER  
CONSTRUCTION



# NATIONAL SERVICE APPLICATION

Name: \_\_\_\_\_ Email: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone (with Area Code): \_\_\_\_\_

Local Board: \_\_\_\_\_

Region: \_\_\_\_\_

Super Region: \_\_\_\_\_

Current Rating & Number of Years Held: \_\_\_\_\_

Service Notes: \_\_\_\_\_

\_\_\_\_\_

## Please indicate the position for which you are applying:

\_\_\_\_\_ WDOC Executive Committee - At-Large

\_\_\_\_\_ Training Committee

\_\_\_\_\_ CCUC

\_\_\_\_\_ Local Board Resources

\_\_\_\_\_ Other \_\_\_\_\_

## State your reasons for interest in the position for which you are applying:

*(Use additional pages as needed.)*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Signature

\_\_\_\_\_

Date

\_\_\_\_\_

Printed Name

Attach a resume detailing your umpiring and service accomplishments.  
Submit this form and attachments to the National Umpiring Chair.



# NATIONAL SERVICE APPLICATION

# 11

## **AWARDS AND RECOGNITION**

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# AWARDS AND RECOGNITION

## A. National Emeritus Award

The National Emeritus Award is given to a National Umpire who has retired her status as a National Umpire and is recognized for her exemplary contributions to women's umpiring. The recipient of this award has served as a role model and has upheld the highest standards of professionalism. The National Emeritus umpire has demonstrated exceptional service at the Local, District/Region and National levels. This award is conferred by the WDOC Executive Committee upon an individual who has held a National rating for a minimum of ten (10) years and has renewed her National Rating on-field a minimum of two (2) times.

This individual may continue to officiate at the level of her on-field evaluation. If she chooses to no longer umpire or maintain an active rating, she may continue to serve as a clinician or an evaluator for up to five (5) years after retiring her active status as an umpire, provided she stays current with rules and rule applications by attending an annual rules interpretation and taking the annual test.

### **Criteria, Description of Role and Process for selecting Candidate for the National Emeritus Rating**

1. A Local Board Chair, Region Chair or Super Region Chair may nominate an umpire or the candidate may nominate herself.
2. The National Emeritus Umpire must have held a National rating and been an active umpire for a minimum of ten (10) years and must have renewed her rating on the field at least two (2) times and chooses not to renew her National rating but continues to umpire in her home region.
3. The National Emeritus Umpire must have provided service at the Local, District/Region, and National levels.
4. The service provided at the National level must include at least three (3) of the six (6) following examples:
  - a. Served as a Region Chair or Super Region Chair
  - b. Served on the WDOC Executive Committee for multiple terms.
  - c. Served on committees or councils related to the WDOC (i.e., Training Committee, Rules Committee, WDIA, BOG, BOD, etc.)
  - d. Completed National level projects (i.e., videos, DVD's, power points, training programs) or maintained the contents of

the Umpire Manual, Rulebook, National ratings, or Training materials.

- e. Served as a clinician for at least two (2) National Clinics/Camps or at least three (3) Developmental or District Clinics/Camps outside her Super Region.
  - f. Officiated at least two (2) conference championships or at least four (4) NCAA post season championship games or at least two (2) National Championship semi-final or final games.
5. The National Emeritus Umpire is no longer an active umpire at high-level competitions.
  6. The National Emeritus Umpire may umpire provided she takes and passes the written examination annually and achieves a score of at least 92%, and pass the practical on-field test per the WDOC Umpire Manual.
  7. The National Emeritus Umpire may continue to train and rate umpire candidates at all levels for up to five (5) years provided she takes and passes the written examination annually, achieves a score of at least 92%, attend the annual National Rule interpretation at the USL Convention and maintain good standing with their Local, Region and Super Region Umpire Boards.

### **Nominations for National Emeritus Award, Time Frame and Selection**

1. Candidates nominated for the National Emeritus designation will be asked to complete a nominating form and send a resume to the WDOC Chair by November 1 or April 1 for review at the next WDOC meeting.
2. The National Emeritus Umpire Award shall be presented by the WDOC Chair at any WDOC meeting.

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## **B. Distinguished National Service Umpire Award**

Distinguished National Service Umpire Award: The Distinguished National Service Umpire Award is an honorary award given by the WDOC to an umpire who has shown exceptional service toward the professional development and standards of umpires on the Local, Regional and National level.

### **Criteria, Nominations, and Selection**

1. Any WDOC member may nominate an umpire who has been and continues to be active at the National level.

# AWARDS AND RECOGNITION

2. The nomination form shall be submitted to the WDOC Chair by November 1.
3. The Distinguished National Service Umpire Award shall be presented by the WDOC Chair for review by the WDOC Executive Committee at the next meeting after November 1.

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## C. District Emeritus Award

The District Emeritus Award is given to a District Umpire who has retired her status as a District Umpire and is recognized for her outstanding contributions to women's lacrosse umpiring. The recipient of this award has served as a role model and has upheld the highest standards of professionalism. The District Emeritus umpire has demonstrated exceptional service at the Local and District/Region levels. This award is conferred by the Super Region upon an individual who has been an active District umpire for a minimum of eight (8) years and has renewed her rating on the field a minimum of two (2) times.

This individual may continue to officiate at the level of her on-field evaluation. If she chooses to no longer umpire or maintain an active rating, she may continue to serve as a clinician or an evaluator for up to five (5) years after retiring her active status as an umpire, provided she stays current with rules and rule applications by attending an annual rules interpretation and passing the annual rules exam.

### Criteria, Description of Role and Process for selecting Candidate for the District Emeritus Rating

1. A Local Board Chair, Region Chair or Super Region Chair may nominate an umpire or the candidate may nominate herself.
2. The District Emeritus Umpire must have held a District rating and been an active umpire for a minimum of eight (8) years and must have renewed her rating on the field at least two (2) times and chooses not to renew her District rating but continues to umpire in her home region.
3. The District Emeritus Umpire must have provided service at the Local and District/Region levels.
4. The service provided at the District level must include at least two (2) of the five (5) following examples:



- a. Served on committees related to the WDOC (i.e., training committee, rules committee)
  - b. Provided service outside her Local Board (i.e., umpiring at the WD National Tournament, helping with clinics, helping with new umpire training, serving as a mentor, etc.)
  - c. Contributed to the continuity of activities or documents for the benefit of the Local or Region Board. This could include web pages, Local or Regional ratings, area training materials, or recruiting efforts.
  - d. Rated or trained at a minimum of two (2) District Clinics or at least three (3) Local Clinics.
  - e. Selected to umpire multiple post season games.
5. The District Emeritus Umpire is no longer an active umpire at high level District/Region competitions.
6. The District Emeritus Umpire may umpire provided she takes and passes the written examination annually and achieves a score of at least 90%, and passes the practical on-field test per The Umpire Manual specifications.
7. The District Emeritus Umpire may continue to train and rate umpire candidates at all levels for up to five (5) years provided she takes and passes the written examination annually, achieves a score of at least 90%, attends the annual National Rule interpretation at the USL Convention and maintains good standing with her Local and Region Umpire Boards.

#### **Nominations for District Emeritus Award, Time Frame and Selection**

1. Candidates nominated for the District Emeritus designation will be asked to complete a nominating form and send a resume to the WDOC Super Region Chair for review at the next meeting.
2. The District Emeritus Umpire Award shall be presented by the WDOC Super Region Chair at a time deemed most appropriate by the Region.





# WDOC NATIONAL EMERITUS APPLICATION

The National Emeritus Umpire is an individual who has retired from umpiring high level games and is recognized for her exceptional service on the Local, District/Region and National level.

The National Emeritus rating is conferred by the WDOC Executive Committee upon an individual who has held an active National rating for a minimum of 10 years and has renewed her rating on the field at least twice. While she may no longer wish to renew the National rating, she may wish to continue to umpire and provide service to the region as a clinician or an evaluator for an additional period of time.

Candidates Name: \_\_\_\_\_ E-Mail: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Local Board Chair: \_\_\_\_\_

Local Board Chair Email: \_\_\_\_\_ Phone: \_\_\_\_\_

Region Chair: \_\_\_\_\_

Region Chair Email: \_\_\_\_\_ Phone: \_\_\_\_\_

Super Region Chair: \_\_\_\_\_

Super Region Chair Email: \_\_\_\_\_ Phone: \_\_\_\_\_

National Rating First Awarded: \_\_\_\_\_

Number of times renewed: \_\_\_\_\_

Current Rating: \_\_\_\_\_

Please list noteworthy service to National, Regional and Local Levels — Committee officer, initiatives accomplished, attendance at NT, tournament games worked etc, may attach a separate sheet.

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*Please submit this form by November 1 or April 1 to the Women's Division Officials Council Umpiring Chair.*



# WDOC NATIONAL EMERITUS APPLICATION



# WDOC DISTINGUISHED NATIONAL SERVICE

The Distinguished National Service Umpire Award is an honorary award given by the WDOC to an umpire who has shown exceptional service toward the professional development and standards of umpires on the Local, Regional and National level.

Nominee Name \_\_\_\_\_

Rating \_\_\_\_\_ Expiration \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Local Board Chair \_\_\_\_\_

Phone \_\_\_\_\_ Email: \_\_\_\_\_

Region Chair \_\_\_\_\_

Phone \_\_\_\_\_ Email: \_\_\_\_\_

Super Region Chair \_\_\_\_\_

Phone \_\_\_\_\_ Email: \_\_\_\_\_

Please describe the “exceptional service shown by this umpire toward the professional development and standards of umpires on the local, regional, and national level”. Attach additional pages as needed.

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Nominated by \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

*Submit this form by November 1 to the Women's Division Officials Council Chair.*

# WDOC DISTINGUISHED NATIONAL SERVICE





# WDOC DISTRICT EMERITUS APPLICATION

The District Emeritus Umpire is an individual who has retired from umpiring high level District games and is recognized for her exceptional service on the Local and District/Region level.

The District Emeritus rating is conferred by the WDOC Super Region upon an individual who has held an active District rating for a minimum of 8 years and has renewed her rating on the field at least twice. While she may no longer wish to renew the District rating, she may wish to continue to umpire and provide service to the region as a clinician or an evaluator for an additional period of time

Candidate's Name: \_\_\_\_\_

E-Mail: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Local Board: \_\_\_\_\_

Local Board Chair: \_\_\_\_\_

Local Board Chair Email: \_\_\_\_\_ Phone: \_\_\_\_\_

Super Region Chair: \_\_\_\_\_

Super Region Chair Email: \_\_\_\_\_ Phone: \_\_\_\_\_

Year District Rating First Awarded: \_\_\_\_\_ Years Held

Current Rating: \_\_\_\_\_

Please list noteworthy service to Region and Local Levels — offices held, committee work, clinic work, tournament games worked, etc., may attach a separate sheet.

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*Submit the completed application to your Local Chair who will forward to the Super Region Chair.*



# WDOC DISTRICT EMERITUS APPLICATION





# OFFICIAL COUNCIL BYLAWS

## Women's Division Of US Lacrosse, Inc. Officials' Council Bylaws

As Adopted, January 16, 2009

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### Chapter 1 – Introduction

#### Section 1.1 – Bylaws

These are the Bylaws of the Women's Division Officials' Council, here after referred to as Council, which serve to govern the operations of this Council only.

#### Section 1.2 – Interpretation

These Bylaws are to be interpreted consistently with the Bylaws of US Lacrosse, Inc. and the Women's Division. All definitions are incorporated herein, and in conjunction with the Women's Division Umpires Manual, which serves as the policy book for the Council.

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### Chapter 2 – Membership

#### Section 2.1 – Member

Any rated or probationary women's lacrosse umpire is considered a member of this Council for the purpose of these Bylaws by submitting dues through her/his local board of umpires. Each member is required to be a member of US Lacrosse, Inc. as an official

#### Section 2.2 – Rated Umpire

A rated umpire is an individual who has fulfilled the service and requirements of her/his designated rating as set forth in the Women's Division Umpires Manual.

#### Section 2.3 – Probationary Umpire

A probationary umpire is an individual who has paid dues to the Council but has not yet received a rating or who has not fulfilled all of the annual requirements to maintain an existing rating. A probationary umpire in pursuit of a rating or fulfillment of annual requirements should not officiate any contest without appropriate supervision by a rated umpire.

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### Chapter 3 – Executive Committee

#### Section 3.1 – Governance

The Council will be governed by an Executive Committee, which shall administer routine affairs and business of the Council,

including preparation of and communication about the annual budget of the Council.

### **Section 3.2 – Purpose**

The Executive Committee's purpose is to disseminate the rules and interpretations, guide new areas of umpire development, aid the growth of current umpires, and oversee the National rating process.

### **Section 3.3 – Executive Committee Members**

The Executive Committee shall consist of no more than 14 members selected as follows:

- a.** one regional Representative from each of the six Super-Regions

Super-Regions are defined as the local umpiring boards geographically falling within these US Lacrosse, Inc. Regions

**Super-Region I** – Upper New England and Lower New England

**Super-Region II** – New York

**Super-Region III** – Upper Atlantic

**Super-Region IV** – Middle Atlantic, Lower Atlantic, Southeast, and Deep South

**Super-Region V** – Great Lakes, North Central, Central, South Central

**Super-Region VI** – Northwest, Mountain, Southwest, and Pacific

- b.** six Members-At-Large
- c.** a Chair
- d.** a Chair-Elect in the third year of the Chair's term of office
- e.** a Past-Chair in the year following the Chair's term of office, if not already serving in the capacity of Super-Region Representative or Member-At-Large.

### **Section 3.4 – Criteria**

All Executive Committee members shall be members of the Council.

### **Section 3.5 – Super-Region Representatives**

The Super-Region Representatives shall be selected by their Super-Region and serve a two year term and may serve successive terms. Three Super-Region Representatives elections

are held every year. Super-Regions I, III, and V are elected in odd years. Super-Regions II, IV, and VI are elected in even years. The Super-Region Representatives to the Executive Committee shall be responsible to coordinate district rating opportunities with the local board chairs and region chairs and be the liaison between the local boards, region chairs, and the Executive Committee.

### **Section 3.6 – At-Large Members**

The At-Large Members shall serve a two year term. Three members expire each year. At-Large Members shall be assigned tasks as directed by the Executive Committee.

### **Section 3.7 – Terms of Office**

All terms of office commence on August 1. In all cases a member may serve successive terms. Members-At-Large shall be nominated by the Nominating Committee. Candidate information will be presented at the May Executive Committee meeting. Members-At-Large shall be elected by the Executive Committee by June 15th. Procedures for application for the Members-At-Large position are defined in the Women's Division Umpire's Manual.

### **Section 3.8 – Representatives to the Women's Division Board of Governors**

The Executive Committee shall appoint two representatives from the Council to the Women's Division Board of Governors. These people may or may not be current members of the Executive Committee. The Representatives, if not current members of the Executive Committee, shall be invited to attend Executive Committee meetings ex officio. The Representatives shall serve two-year alternating terms.

### **Section 3.9 – Representatives to the US Lacrosse Board of Directors**

The Executive Committee shall appoint two representatives from the Council to the US Lacrosse Board of Directors. These people may or may not be current members of the Executive Committee. If not current members of the Executive Committee, the Representatives shall be invited to attend the Executive Committee meetings ex officio. The Representatives shall serve two-year alternating terms.

### **Section 3.10 – Annual Appointments**

The Executive Committee will annually appoint a Council member who will act as the National Rules Interpreter and sit on the Rules Committee. The National Rules Interpreter will also be the liaison to the local umpiring boards for interpretation of the rules.

**Section 3.11 – Vacancies of Committee Members**

In the case of a vacancy on the Council position of Member-At-Large, Representative to the US Lacrosse Board of Directors, or Representative to the Women's Division Board of Governors, whether due to death, resignation, or removal, the vacancy shall be filled by appointment by the Executive Committee. If the vacancy occurs in a Super-Region Representative position, that Super-Region shall be responsible for filling the vacancy. In all other instances each member serves her/his term to completion or until a successor is elected.

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**Chapter 4 – Officers****Section 4.1 – Officers**

The Council shall have as officers a Council Chair and a Council Secretary. In addition, one-year before the end of the Council Chair's term, a Chair-Elect will be selected and become the chair after serving a one-year term. Also, for one year following the Chair's term of office, she/he shall serve as Past Chair, as an ex-officio member.

**Section 4.2 – Council Chair Term**

The Council Chair shall serve a three-year term, but may not serve simultaneously as a Super-Region Representative or an At-Large Member. The Council Chair, if elected, may serve successive terms. In addition, she/he shall serve one year as Council Chair Elect and one year as Past Council Chair.

**Section 4.3 – Council Chair Responsibilities**

The Council Chair shall ensure that an annual meeting of the Council is held and shall preside at that meeting. The Council Chair shall convene additional Council meetings, appoint subcommittees, ensure that information is passed to the Council's Representatives to the Women's Division Board of Governors and the US Lacrosse Board of Directors, and otherwise conduct the business of the Council.

The Council Chair shall prepare an annual report of its activities for the Women's Division Board of Governors.

**Section 4.4 – Council Chair Elect Term**

The Council Chair Elect is elected to office by the Executive Committee. The Nominating Committee is responsible for presenting a ballot to the Executive Committee during the current Council Chair's second year of office. The vote is to be completed by the Nominating Committee prior to June 15th. A

nomination for Council Chair Elect shall be a current Executive Committee member or a past Executive Committee member.

#### **Section 4.5 – Council Secretary Term**

The Council Secretary shall serve as long as she/he is a member of the Executive Council. An election for the Council Secretary shall be conducted upon the end of the Council Secretary's current term on the Executive Committee. The Council Secretary may serve successive terms.

#### **Section 4.6 – Council Secretary Responsibilities**

The Council Secretary shall be responsible for keeping the minutes of the Council, and ensure that the annual report is prepared and submitted to the Council's Representatives to the Women's Division Board of Governors by such time as the Board of Governors establishes for submission of these reports.

The Council Secretary shall ensure that notices of each meeting are properly sent to all members. The Council secretary shall also keep minutes at all Council and Executive Committee meetings, and submit the annual report to the Board of Governors.

#### **Section 4.7 – Vacancies of Officers**

In the case of a vacancy on the Council positions of Council Chair, Council Chair Elect, Council Secretary, or other Executive Committee officers, whether due to death, resignation, or removal, the vacancy shall be filled by appointment by the Executive Committee. In all other instances each officer serves her/his term to completion or until a successor is elected.

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### **Chapter 5 – Meetings**

#### **Section 5.1 – Annual Meeting**

The Council Chair shall call the annual meeting of the Council, meetings of the Executive Committee, and any additional meetings as deemed necessary. Notice of the annual meeting must be published to members of the Council at least fourteen days before the meeting commences. In addition to the annual council meeting there shall be a May Executive Committee meeting at which nominations for Member-At-Large and Chair-Elect (as needed) are submitted for review, and then voted on by the Executive Committee by June 15th.

#### **Section 5.2 – Quorum**

A Quorum for the transaction of business at a meeting of the

Council shall exist if 2% of its membership is present. A majority vote of those members present is needed to act. A quorum for transaction of business of the Executive Committee shall exist if at least two-thirds of the committee then in office is present. Any action of the Executive Committee shall be taken by majority vote of those present once a quorum has been established.

### **Section 5.3 – Voting**

Each member of the Council shall have one vote. A proxy may be appointed by putting in writing and filing with the secretary of the Officials Council at least 24 hours before the beginning of the meeting for which the proxy is issued. The proxy must include the name of the member to whom the proxy is granted, the extent of the proxy granted, and a signed statement by the member.

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## **Chapter 6 Action and Record of Meetings**

### **Section 6.1 – Actions**

Actions taken at a meeting of the members of the Council shall become effective immediately following the adjournment of the meeting, except as otherwise provided in these Bylaws or when an effective date has been recited in the record of the action taken.

### **Section 6.2 – Meeting Records**

The minutes of meetings of the Council and Executive Committee shall be distributed to the Executive Committee and Women's Division Director prior to the next meeting of such group. Full copies of all minutes shall be available upon request of any Council member through the offices of the Women's Division Director. Minutes of the Ethics Committee will not be distributed to anyone other than the Council Chair or Ethics Appeals Committee.

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## **Chapter 7 – Committees**

### **Section 7.1 – Standing Committees**

The Council shall have the following standing committees: Ethics Committee, Nominating Committee, and whatever other committees deemed appropriate by the Executive Committee. The chair of these committees shall be appointed by the Council Chair.

**Section 7.2 – Ethics Committee**

Any ethical complaints that are sent to the Council Chair shall be forwarded to the Ethics Committee. The Ethics Committee shall report back to the Executive Committee via the Council Chair. Procedures for complaints and guidelines for the Ethics Committee are contained in the Women's Division Umpires Manual.

**Section 7.3 – Nominating Committee**

The Nominating Committee shall be comprised of its chair and two additional members appointed by the Executive Committee. Duties of the Nominating Committee are to present nominations at the May meeting of the current Council Chair's second year of office for the position of Council Chair Elect. In addition, at the May meeting, at least three nominees for the expiring positions of Members-At-Large will be presented to the Executive Committee for review. By June 15th the Executive Committee will vote on a ballot presented by the Nominating Committee for positions of Chair Elect (in appropriate years) and the three expiring positions of Members-at-Large.

**Section 7.4 – Other Committees**

As required to necessitate the development, growth and ratings of umpires the Executive Committee may convene committees and oversee the actions of the committees.

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**Chapter 8 – Amendments to Bylaws****Section 8.1 – Amendments**

These Bylaws may be amended or repealed by at least a two-thirds affirmative vote of the members present at a meeting at which a quorum is present.

**Section 8.2 – Notice**

Notice of any proposed amendment or repeal of any Bylaw shall be contained in a notice of the meeting at which they will be voted on, and such notice must be published to members of the Council at least fourteen days before the meeting commences.

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**Chapter 9 – Conflict of Interest and Ethical Practices****Section 9.1 – Conflict of Interest and Ethical Practices**

No member of the Executive Committee or any other committee may vote on any matter in which she/he has a financial interest,



or in which any member of the person's immediate family has a financial interest. If a member of the Executive Committee, or any other committee, becomes aware of any other matter that could be considered a conflict of interest, the member shall immediately disclose that conflict to the Executive Committee.

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## **Chapter 10 – Transaction by Other Means**

### **Section 10.1 – Mailings**

Whenever any action by the Council is required, to the extent allowed by law, that action may be conducted by mail in such a manner as the Executive Committee may determine. Any action by mail shall be deposited in the US Mail, postage prepaid, at least twenty-one days before the ballot is to be returned.

### **Section 10.2 – Actions outside of Meetings**

Provided that consent in writing is obtained from all members of the Executive Committee then in office, and the consent is filed with the Council Secretary, any action described in the writing may be taken without a meeting. Both handwritten signatures on the written document or reply emails originating from a member and indicating consent may be considered "consent in writing".

### **Section 10.3 – Meeting Participation**

Members of the Executive Committee may participate in a meeting, if a quorum is by that or other means established, by means of a conference telephone call, interactive television, or other electronic communications methods, provided that all members participating in the meeting can hear or otherwise communicate with each other simultaneously.

### **Section 10.4 – Notification**

If notice of any meeting is required, such notice may be delivered by U.S. mail or e-mail to each member of the Council or Executive Committee or by publication in any official publication of U.S. Lacrosse that will be mailed to each member of the Council or Executive Committee within the required notice period.

# CODE OF ETHICAL CONDUCT

## Women's Division Officials Council Code of Ethical Conduct

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### The Intent of this guideline is:

1. To establish standards of ethical behavior for umpires.
2. To provide an avenue for grievance against umpires.
3. To provide umpires with due process when a grievance is brought against them.

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### Umpires shall:

1. Not use language or conduct themselves in a manner; or, during a contest, permit players, coaches, or spectators to conduct themselves in a manner that discriminates on the basis of age, gender, race, religion, sexual orientation, and marital status or against a qualified person with a disability.
2. Be neutral, honest, and fair and not demonstrate any bias for or against a team, individual players, coaches, or team personnel.
3. Not be under the influence of illegal drugs or alcohol while on assignment.
4. Not use inappropriate physical contact towards players, coaches, or spectators.
5. Take responsibility for their decision making role which includes proper application of the rules.
6. Not make statements about players, coaches, spectators, or other umpires that detract from the spirit and respectability of the sport.
7. Not have a criminal conviction involving inappropriate behavior with a minor or other criminal conduct deemed by the WDOC Committee to represent conduct unbecoming an umpire. No person with such a conviction may hold a USL umpire rating.

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### Grievance Procedures

1. General
  - a. Any person may report any umpire who violates or who is suspected of violating this Code of Ethical Conduct to the Chair of the umpire's Local Board of Umpires. If the

violation involves an umpire known to have a rating of District or higher, or any umpire involved in the incident is the Local Board Chair, such violations may be reported directly to the Ethics Chair of the WDOC.

- b.** Absent allegations of bias or dishonesty, complaints of misapplication of the rules will not be accepted. In no event will any grievance under this procedure change the outcome of a contest.
  - c.** The Chair of a Local Board shall determine the rating of the umpire accused of the violation.
  - d.** Accusations regarding umpires with a rating of Local, Apprentice, or Youth shall first be handled at the Local Board level.
  - e.** Accusations involving umpires with ratings of District or higher shall be referred by the Local Board Chair to the Chair of the Ethics Committee for the Women's Division Officials Council (WDOC) within five (5) days of receipt.
  - f.** Accusations involving the Chair of the Ethics Committee for the Women's Division Officials Council may be reported to the Chair of the WDOC.
  - g.** All grievances must be submitted in writing on the prescribed grievance form which is available on the USL website at: <http://www.uslacrosse.org/wdoc/Forms/forms.phtml> No oral grievances will be considered until submitted in writing.
  - h.** Incidents should be reported within 10 calendar days of the incident giving raise to the grievance. Grievances first reported beyond that time may be accepted if it is determined that reasonable grounds exist for delay.
- 2.** Local Board Procedure for Umpires with Ratings Local and Below
- a.** The Local Board Chair will convene a three-person Ethics Committee within seven (7) days of the date of the grievance and will serve as head of the Ethics Committee.
  - b.** The Ethics Committee shall comprise the Local Board Chair and two individuals appointed by the Local Board Chair.
  - c.** The purpose of the initial meeting is to determine whether there exists reasonable basis to conduct an inquiry into the grievance. After the Ethics Committee has made a determination, both the grievant and the accused umpire will be notified in writing whether the grievance has been accepted or denied.

## CODE OF ETHICAL CONDUCT

- d. If the grievance is denied, the person may appeal in writing to the Ethics Chair of the WDOC, who shall conduct an inquiry into whether the denial was warranted.
- e. If the grievance is accepted, the umpire will be given the opportunity to respond to the grievance in writing within a time set by the Ethics Committee.
- f. When it deems it appropriate or necessary, the Ethics Committee may take written or oral statements from any witness, including the umpire, the grievant, other umpires, coaches, players, or spectators; may procure game tapes or other evidence; or may take other actions to obtain information relevant to the grievance.
- g. If the Ethics Committee determines that a violation of the Code of Ethical Conduct occurred, the Ethics Committee shall determine the appropriate penalty which may include, for example, suspension, reduction, or termination of the umpire's rating.
- h. The Ethics Committee shall notify both the grievant and the involved umpire the outcome of the grievance in writing within thirty (30) days of the date of the grievance. The Ethics Committee shall also provide a copy of the written notification to the Ethics Chair of the WDOC and the Chair of the umpire's Super Region.
- i. Any umpire found to be in violation of the Code of Ethical Conduct by an Ethics Committee of a Local Board may appeal the outcome by sending written notification of intent to appeal to the Chair of the WDOC within ten days of the written notice of the outcome by the Local Board.
- j. To the extent possible, grievances will remain confidential. However, the Ethics Committee may contact individuals with knowledge relevant to a grievance. In addition, the outcome of a grievance may become public or may be shared with others if the Ethics Committee determines disclosure would be appropriate. If the decision involves suspension or termination of an umpire's rating, the Ethics Committee may also notify other local board chairs or Super Region representatives in areas where the umpire has been known to umpire or belong to Boards.

- 3.** WDOC Procedure for Umpires with Ratings District and Higher
  - a.** The Chair of the WDOC Ethics Committee shall be appointed by the WDOC for a term of two years. The WDOC Ethics Committee shall be composed of three individuals: the WDOC Ethics Chair; the umpire's Super Region Chair, and a WDOC representative not from the umpire's District who is appointed by the WDOC Chair.
  - b.** The WDOC Ethics Committee will convene within seven (7) days of the date of receipt of a grievance involving an umpire with a District rating or higher for the purpose of determining whether there exists reasonable basis to conduct an inquiry into the grievance. After the WDOC Ethics Committee has made a determination, both the grievant and the accused umpire will be notified in writing whether the grievance has been accepted or denied.
  - c.** If the grievance is accepted, the umpire will be given the opportunity to respond to the grievance in writing within a time set by the WDOC Ethics Committee.
  - d.** When it deems it appropriate or necessary, the WDOC Ethics Committee may take written or oral statements from any witness, including the umpire, the grievant, other umpires, coaches, players, or spectators; may procure game tapes or other evidence; or may take other actions to obtain information relevant to the grievance.
  - e.** If the WDOC Ethics Committee determines that a violation of the Code of Ethical Conduct occurred, the WDOC Ethics Committee shall determine the appropriate penalty which may include, for example, suspension, reduction, or termination of the umpire's rating.
  - f.** The WDOC Ethics Committee shall notify both the grievant and the involved umpire the outcome of the grievance in writing within thirty (30) days of the date of the grievance.
  - g.** Any umpire found to be in violation of the Code of Ethical Conduct by a WDOC Ethics Committee may appeal the outcome by sending written notification of intent to appeal to the Chair of the WDOC within ten days of the written notice of the outcome by the WDOC Ethics Committee.
  - h.** To the extent possible, grievances will remain confidential. However, the WDOC Ethics Committee may contact individuals with knowledge relevant to a grievance. In addition, the outcome of a grievance may become public or may be shared with others if the WDOC Ethics Committee determines disclosure would be appropriate.

- 4. Appeal Procedure**
  - a.** The Chair of the WDOC shall receive all appeals from decisions by a Local Board Ethics Committee or the WDOC Ethics Committee.
  - b.** The Chair of the WDOC may also receive appeals from any person whose grievance was denied at the Local Board level.
  - c.** In the written notification of intent to appeal (“Appeal”), the umpire shall indicate if s/he requests an oral hearing.
  - d.** Upon receipt of a timely request for appeal, the Chair of the WDOC will appoint an Appeals Committee, consisting of three National umpires appointed by the WDOC Chair, within five days of receipt of the Appeal. The Appeals Committee shall comprise the WDOC Ethics Chair and at two National Umpires who did not take part in the inquiry into the initial grievance.
  - e.** The Appeals Committee will attempt to conduct a hearing within ten (10) days of appointment, subject to the availability of the Appeals Committee members and the umpire. At the hearing, the Ethics Chair will present the evidence and findings of the Ethics Committee but is not required to present witnesses in person. If the umpire requested an oral hearing, the umpire may attend and present testimony, other evidence, or argument on his or her behalf. At the hearing, the umpire may be represented by legal counsel or another advisor. The Appeals Committee may be assisted by legal counsel who may attend but need not be a voting member of the Appeals Committee. The Appeals Committee may establish other rules for the conduct of the hearing to ensure that the hearing is fair, timely, and not burdensome to anyone.
  - f.** Within ten days after the hearing, the Appeals Committee will issue a written decision that will be final and not further appealable.



# US LACROSSE ETHICAL BEHAVIOR GRIEVANCE FORM

Date Filed: \_\_\_\_\_

Name of Grievant: \_\_\_\_\_

Address: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Email \_\_\_\_\_

Name of Umpire: \_\_\_\_\_

Local Board Chair: \_\_\_\_\_

Region: \_\_\_\_\_

Super Region Chair: \_\_\_\_\_

Date and Time of Incident: \_\_\_\_\_

Event and Location: \_\_\_\_\_

In the space provided, or on an attached sheet, please provide a detailed description of the incident. Please be specific, including the names of all parties involved.

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Please give names, addresses, and phone numbers of all persons who witnessed the reported incident.

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If you believe the Umpire holds a Local, Apprentice, or Junior/Youth rating, or you do not know, please submit Grievance Form to the Local Board Chair for the home district of the Umpire. If you believe the Umpire to hold a rating of District or higher, please submit Form to the Chair of the Ethics Committee of the Women's Division Officials Council, Linda Thayer, via email to [linda.thayer@finnegan.com](mailto:linda.thayer@finnegan.com) or by mail to 39 Beethoven Ave., Newton, MA 02468.



# US LACROSSE ETHICAL BEHAVIOR GRIEVANCE FORM



# APPROVED UNIFORM

## WDOC US Lacrosse Approved Uniform

With the advent of many different types of striped shirts and kilts available for umpiring women's lacrosse, the WDOC has developed these guidelines for the WDOC members. We all should strive for a professional, consistent dress. Whereas special considerations can be given for the entry level umpire, it is expected they will strive to look professional as they eventually do accumulate the appropriate articles of the approved uniform.

Styles are changing from the old pleated kilts to a more athletic non pleated style kilt. We should continue to strive for a neat but athletic appearance.

All umpires shall be in uniform when arriving and leaving the field. We highly suggest matching kilts to shorts, pants to pants, and sleeve length, but also understand heat tolerances differ within body types.

### Shirts:

- One inch black and white vertical stripes on the body and sleeves.
- It is preferred to be the traditional black Byron or polo collar with black cuffs or the V neck. However, the V neck basketball shirt is acceptable, if both officials wear them.
- The sleeve style shall be long, short, or sleeveless
- The material will be standard or small mesh

### Kilts/Shorts:

- Pleated or wrap kilts are acceptable.
- The length of the kilt or shorts should be professional.
- The fabric should be of a substantial substance so as to hang smoothly, to resist fading, and to be in good repair.

### Pants:

- Nylon or other material, neat. Preferably not gathered at ankles.

### Shoes:

- Predominantly black shoes, black laces. If shoes have white on them, try blacking it out with marker, paint or other indelible substance. They should be polished, and clean for every game.

### Socks:

- White or black, low style. Or solid black knee socks

### Undershirts:

- Long or Short sleeve = solid black. Small logos are unavoidable.

**Hats/Visor/Earbands:**

- Solid black. Knit hats/earbands may be worn when cold and should be solid black.
- Sunglasses, conservative in style and color.

**Jackets:**

- Standard black and white poly, one-inch vertically striped jackets with knit black Byron collar and black cuffs or a solid black jacket may be worn for inclement weather.
- Crew members should match in their selection of jackets.

**Mandatory Accessories:**

- Whistle - solid black Fox 40 preferred. The umpiring team must not mix whistle tones i.e. not Fox 40 regular and Fox 40 Pearl. Carry back up whistle inconspicuously.
- Flag - Yellow approximately 14"x14" with bound hem. Weighted or un-weighted.
- Cards - Green, Yellow, Red
- Pencil to record warnings
- Coin

**Optional Accessories:**

- Lanyard, if used solid black
- Kilt pin -1 small, discrete
- Gloves - solid black if needed
- Tights under kilts - solid black, not baggy
- Spandex should be solid black and preferred not to show below kilt or shorts, unless for medical purposes.
- Small equipment bag holding current rulebook, any league modifications, lighting policies etc should be black.
- Water bottle
- Watch - wrist style stopwatch with countdown feature strongly suggested.
- Sunglasses

**Dress To And From Games:**

In order to uphold the well-respected, professional image of the USL Women's Division Officials Council, members are required to wear appropriate clothing to and from the game sites.

# THE TABLE UMPIRE

## The Table Umpire

### Overview

For most college and many high school tournaments, our team of (hopefully) three umpires is expanded by one. The table umpire oversees the mechanics of the contest, monitors much of the activity that occurs at the scorer's/timer's table, facilitates the protest procedure if it were to arise, and is available to step into the field officials role if one is incapacitated. Some leagues officially use the table umpire as the liaison for team timeouts, but all are likely to approach a table umpire when there is a protest. Thus the table umpire can be a crucial player in maintaining a match's flow and continuity. Because the situations that use table umpires are the games with the most at stake, understanding the role of the table umpire as well as the tasks of her field partners is worth some advance consideration.

### Mechanics

The table umpire is expected to abide by all expectations of the field umpires, arrive 30-60 minutes prior to the game, participate in the pre-game meetings and any subsequent discussions or meetings that occur, walk the field, and be properly dressed (the table umpire may have additional layers). In some championships, the table umpire has the ability to card the bench personnel. Those procedures should be reviewed by the "team" before the game starts. Any conversations held by the umpires about the tenor of the game, players being monitored for physical play, consistency objectives, etc. should include the entire umpiring team as this will maximize consistency should an umpire exchange be necessary. After time has expired, the officiating crew should leave as a team and the table umpire should be part of the game review.

### Primary Duties of the Table Official

- Perform field duties of an umpire in the event of an injury to a field umpire prior or during the game
- Attend all meetings with field umpires including captains meeting and stick check of teams
- Review duties with Scorer and Timer (including overtime procedures if necessary)
- 10 minutes prior to game time, check scorebook to see that names and numbers on rosters and lineups match and are complete

# THE TABLE UMPIRE

- Monitor clock operations during game (after goals, injury timeouts, cards awarded, umpire signaled timeout, last 2 minutes, 8m foul administration).
- Bring water to umpires at time-outs if necessary; confer with field umpires about tenor of game.
- Monitor substitutions during game.
- Keep record of administered cards.
- Monitor timed suspensions.
- Will be informed by head coach of either team of a protest of administration of a rule. Inform field umpires when/if a protest has been raised by the head coach and the need to address the ruling on the field.
- Inform the field umpires when a yellow and/or red card has been administered to the team personnel on the sidelines so that the field umpire can administer the card at the next stoppage of play.

# 2010 RULES COMPARISON

## 2010 Rules Comparisons

This comparison of rules is meant to be a quick reference for officials umpiring at different levels of play. This overview of the rule differences is not meant to replace any rule book. All officials must have a thorough knowledge of the rules of each level of play that they are umpiring. Please note: If a topic is not listed, it means that all levels are the same.

TOPIC	USL	NCAA	INTERNATIONAL
Field Markings:	Area: max 140 x 70 yds Minimum: 110 x 60 yds Minimum: 10-20 yds behind the goal line. Solid end and sideline  Restraining line 30 yds/27m from goal line; 8 defense v 7 attack	Same as USL	Area: 110m – 122m x 50m – 60m; require 9m of playing space behind goal (from goal line to end line boundary)  Restraining Line 27m from goal line; 9 defense v 8 attack
Goals, Goal Posts	Goal posts must be 2" diameter	Same as USL	Goal Posts may be 5cm square or 5cm diameter
The Crosse	<b>Field player's Crosse</b> Minimum length 35.5" Maximum length 43.25"  <b>Goalkeeper's Crosse</b> Minimum length 35.5" Maximum length 48" Unlimited Pocket / MESH	Same as USL	<b>Field player's Crosse</b> Minimum length .9m/90cm Maximum length 1.1 m/110cm Cross specifications revised: See IFWLA Rules Book, Rule 3.A <b>Goalkeeper's Crosse</b> Minimum length .9m/90cm Maximum length 1.35m/135cm (See IFWLA Rules Book, Rule 3.B)
Ball	Can be smooth or slightly textured rubber of solid yellow or bright orange color	Same as USL	May be any solid color; Yellow for IFWLA events.

## 2010 RULES COMPARISON

TOPIC	USL	NCAA	INTERNATIONAL
UNIFORM/ EQUIPMENT	<p>Centered number on shirt front =6" Number on shirt back=8"</p> <p>All visible undergarments (tops, bottom) must be of one solid color and must be white, grey, black or one of that teams uniform color</p> <p>All team members must wear same color.</p> <p>Field players not permitted to wear any jewelry; medical jewelry taped.</p> <p>Field players may wear close fitting face guards or headgear</p> <p>Close fitting gloves and nose guards allowed.</p> <p>EYE PROTECTION REQUIRED</p> <p>Mouth guard must fully cover the upper jaw teeth.</p> <p>NFHS affiliated schools, mouth guards of any color other than clear or white.</p> <p>Goalkeeper's shirt must be worn over the body pad and be the same color as her team.</p> <p>Goalkeeper's bottom must be the same predominant color as team kilt or black, or grey.</p> <p>Goalkeeper must wear helmet that meets NOCASE standards for lacrosse w/ face mask and separate throat protector, chest and body pad, padded gloves, and mouth guard.</p>	<p>Same as USL</p>	<p>15cm, center - shirt front 20cm, center - shirt back</p> <p>All visible undergarments must be the same predominant color as the kilt/short on the bottom and as the shirt on the top. All visible undergarments must be the same color as the uniform shirt</p> <p>Soft jewelry and rings must be taped or removed; medical jewelry taped.</p> <p>Field players are not permitted to wear headgear or face masks.</p> <p>Close fitting gloves, eye protection and nose guards are optional.</p> <p>Mouth guard required.</p> <p>Goalkeeper's shirt must be worn over the body pad, unless the body pad is the same color as her uniform top.</p> <p>Goalkeeper's bottom must be same predominant color as team kilt/short.</p> <p>Goalkeeper must wear a helmet with a face mask, a throat protector and a chest or body pad. She may also wear padded gloves, arm pads and leg pads.</p>

TOPIC	USL	NCAA	INTERNATIONAL
UNIFORM/ EQUIPMENT	<p>Maximum padding thickness = 2.5cm / 1"</p> <p>High School level and below goalkeeper <b>MUST</b> wear padding on shins and thighs</p> <p>At any time during the game, and at the umpire's discretion, a TO may be called to re-inspect any crosse in use.</p> <p>Umpire shall inspect the crosse of a player upon request of an opposing coach or player on the field. For any additional requests for inspection of any crosse meeting specifications, a penalty for a minor foul is awarded.</p> <p>Head coach may request a <b>measurement</b> of an opponents stick during pre-game time and it will <b>not</b> count as an official stick check request.</p>	<p>Same as USL</p> <p>Leg padding recommended</p> <p>Same as USL EXCEPT: The umpires must perform a minimum of two stick re-inspections per half, each time checking one crosse per team.</p> <p>Umpire shall inspect the crosse of a player upon request of an opposing coach or player on the field. After two requests for inspection for which the crosse is found to be legal, any additional requests for inspection of any crosse meeting specifications will result in a minor foul.</p> <p>Head coach may ask for a stick <b>measurement</b> either pre-game, up to 15 minutes before the start of the game or at the beginning of the half time. This request <b>will</b> count as one of their official stick check requests.</p>	<p>Maximum padding thickness = 3cm</p> <p>Goalkeeper may wear padded gloves, arm and leg pads.</p>
CAPTAINS	Co-captains permitted	Same as USL	<p>Only one speaking captain</p> <p>Captain on field may choose to wear distinctive arm band.</p> <p>Captain's number is noted on team score sheet</p>
UMPIRES			Report number of player scoring goal to the scorers' table.
DURATION OF PLAY	<p>30 min halves college</p> <p>25 min halves high school</p> <p>Clock runs after goals when goal difference is 10</p> <p>Half time of 10 minutes unless captains agree to less time.</p>	<p>Same as USL</p> <p>Half time of 10 minutes unless agreed upon by coaches prior to game due to extenuating circumstances.</p> <p>Time out is taken when a free position will be awarded to the attack on the 8m arc.</p> <p>EXCEPTION: When the 10 goal rule is in effect.</p>	<p>Same as USL college</p> <p>Clock runs after goals when there is a 12 goal differential.</p> <p>Half time may not exceed 10 minutes. Half time and playing time agreed with the captains and coaches prior to the game</p> <p>In each half, Timer displays Yellow Flag with 2 min. remaining and a Red Flag with 30 sec. remaining.</p>

## 2010 RULES COMPARISON

TOPIC	USL	NCAA	INTERNATIONAL
TIME OUTS	Each team shall be permitted two 2 minute time outs per game which would include overtime. Time out may be requested by a coach or any player on the field after a goal is scored or during a dead ball situation by the team in possession. If a dead ball possession time out is called, players must leave their crosses in place on the field and return to that same place for the restart of play. No substitutions will be allowed during this stoppage of play. Successive time outs will not be allowed.	Each team shall be permitted two 2-minute timeouts during regulation game time that do not carry over into overtime. During the entire overtime each team is permitted one timeout. Time out may be requested by a coach or any player on the field after a goal is scored or any time their team is in clear possession of the ball. If a possession time out is called players must leave their crosse in place on the field and return to that same place for the restart of play. Successive time outs will not be allowed. No substitutions will be allowed during this stoppage of play.	Each team shall be permitted two 90 second timeouts per game. These can be requested by the coach, through the scorer's table or by the captain on the field AFTER a goal has been scored. Time outs not used during regulation game are permitted to be used in overtime.
START / RESTART OF GAME	<p>Time out is taken for any re-draw</p> <p>EXCEPTION: When the 10 goal rule is in effect.</p> <p>Play may not resume within 8m of goal circle Exceptions: when restart is due to boundary call behind goal or when game has been stopped due to accident, injury or illness, interference or an incident either related or unrelated to the ball at the time the whistle is blown and no foul is involved in the stoppage of play</p> <p>All throws must be taken at least 8m from the goal circle.</p>	Same as USL	<p>If it can not be determined why a draw is unsuccessful a throw is taken.</p> <p>Play may not resume within 4m of boundary or 11 m of the center of goal line.</p> <p>For a ball that goes directly out of bounds from a legal draw, a throw will be awarded 4m from the RL and 15m from the center of the goal line.</p> <p>All throws must be taken 15m from the center of the goal line</p>



TOPIC	USL	NCAA	INTERNATIONAL
INJURY	<p>If trainer or coach must come onto field, player must leave the game.</p> <p>No coaching during injury TO.</p> <p>No other players may substitute</p>	Same as USL	<p>2 minute recovery time TO for injured field player.</p> <p>5 minute recovery TO for injured goalkeeper.</p> <p>No coaching during injury TO / Major Foul.</p>
MISCONDUCT / SUSPENSION	<p>Player receiving a Yellow card must leave field for 3 minutes lapsed playing time and no sub is allowed. If player reenters early the head coach will be assessed a yellow card.</p> <p>Player receiving a Green/Red card must leave field for 3 min. of elapsed playing time, a sub must enter.</p> <p>Player receiving a 2nd yellow card or a single red card may not reenter the game and no sub is allowed for 3 minutes of elapsed playing time.</p> <p>An ejected player or coach serving a next game suspension will not be allowed in attendance at the site of the game, either on the field, in the team bench area, or in the spectator areas of the site.</p>	<p>Same as USL</p> <p>EXCEPT: A player or coach serving a next game suspension shall be restricted to the designated spectator areas, and prohibited from any communication or contact, direct or indirect, with the team, coaches, bench personnel and/or game officials from the start of the game to its completion, including any overtime periods. While the suspended coach or player is allowed on the field and in the bench area during pre-game activities, the suspended player may not be dressed in her game uniform and she may not take part in any warm-up activities.</p>	<p>Player receiving a yellow card must leave game for 2 minutes of lapsed playing time; sub may enter unless it is the team's third. If player reenters early, must re-serve 2 minute suspension.</p> <p>If a player receives a green/red card her team must play short for 5 minutes playing time, before a sub or the player may return to the field. If reenters early, player must reserve 5 minute suspension.</p> <p>If a player receives a yellow/red card, her team must play short 5 minutes. If player re-enters early, player must re-serve the 5 minute suspension.</p> <p>If a player receives a straight red card, team must play short for 10 minutes. If sub enters early, team must re-serve 10 minute suspension.</p> <p>Player receiving a yellow/red or red card may never re-enter the game.</p> <p>On a team's third yellow card they play one down for two minutes of elapsed playing time.</p> <p>Penalty for straight red, combo yellow/red, or red/green will override the two minute penalty for the yellow card.</p> <p>Time allotted for a sub after the administration of yellow card shall not exceed 30 seconds.</p> <p>Teams must play short below goal side of restraining lines at both ends of the field.</p>

## 2010 RULES COMPARISON

TOPIC	USL	NCAA	INTERNATIONAL
CONDUCT OF PLAY	If two players commit offsetting fouls (Major or Minor) a throw is awarded.	Same as USL	If two simultaneous fouls are not equivalent (Major/Minor), the team committing the major foul is penalized. If the two fouls are equivalent (Major/Major or Minor/Minor) a throw is taken.  When the attack team commits a major or minor foul following an advantage flag, fouls are offsetting and a throw is awarded beyond 15m on goal line extended.
GOAL CIRCLE FOULS & PENALTIES	The free position for goal circle fouls by the defense is indirect and awarded 12m from the goal circle on the goal line extended. No player's feet may violate the goal circle cylinder.  The ball may not reenter the goal circle until it has been "played" (ball leaves crosse and is touched by another player, or the crosse is checked crosse to crosse by an opposing player).	Same as USL	The free position for goal circle fouls by the defense is awarded 15m from the center of the goal line on the goal line extended.  Same as USL
COACHING AREA	Coaches must remain within their own coaching area, that is, the area on the bench / table side of the field extending from their side of the substitution area to their end line and behind the scorers' table extended.	Coaches must remain within their own coaching area, that is, the area on the bench / table side of the field extending from their side of the substitution area to their end line and up to the side line	Coach and other team/bench personnel must remain inside team bench area (28m long and 5m deep)

TOPIC	USL	NCAA	INTERNATIONAL
MAJOR FOULS / PENALTIES	<p>Restraining line violation is a MAJOR FOUL.</p> <p>False start is MAJOR foul.</p> <p>Free space to goal enforced when ball is within the critical scoring area, attack looking to shoot, have opportunity to shoot and defense is not within stick length.</p> <p>Placement of free position determined by position of illegal defender is when whistle blown.</p> <p>Shoot from an Indirect free position.</p> <p>PENALTIES FOR MAJOR FOULS</p> <p>No free position taken within 8m of goal.</p> <p>If foul occurs in 8m arc, clear the 8m arc and/or penalty lane.</p> <p>Arc cleared based upon relative position of players in the arc when whistle blown.</p>	Same as USL	<p>Restraining line violation is a MINOR foul. Penalized player moves off 4m to side of player awarded the ball.</p> <p>False start or movement of feet before the whistle is MINOR foul.</p> <p>Enforced when attack player with ball is in 15m fan; otherwise, same as USL.</p> <p>Free position given at spot where player with the ball was denied shot when whistle was blown. Exception: If ball carrier is below the goal line extended and the defense is called for 3 seconds the free position shall be set at the 11m mark on the goal line.</p> <p>No Indirect free position.</p> <p>No free position taken within 11m of goal.</p> <p>If foul occurs in 11m marking area, clear 11m area and/or penalty lane.</p> <p>Defenders within 4m of the player who is awarded free position when play stops, are entitled to hash mark(s) when arc is cleared.</p>

## 2010 RULES COMPARISON

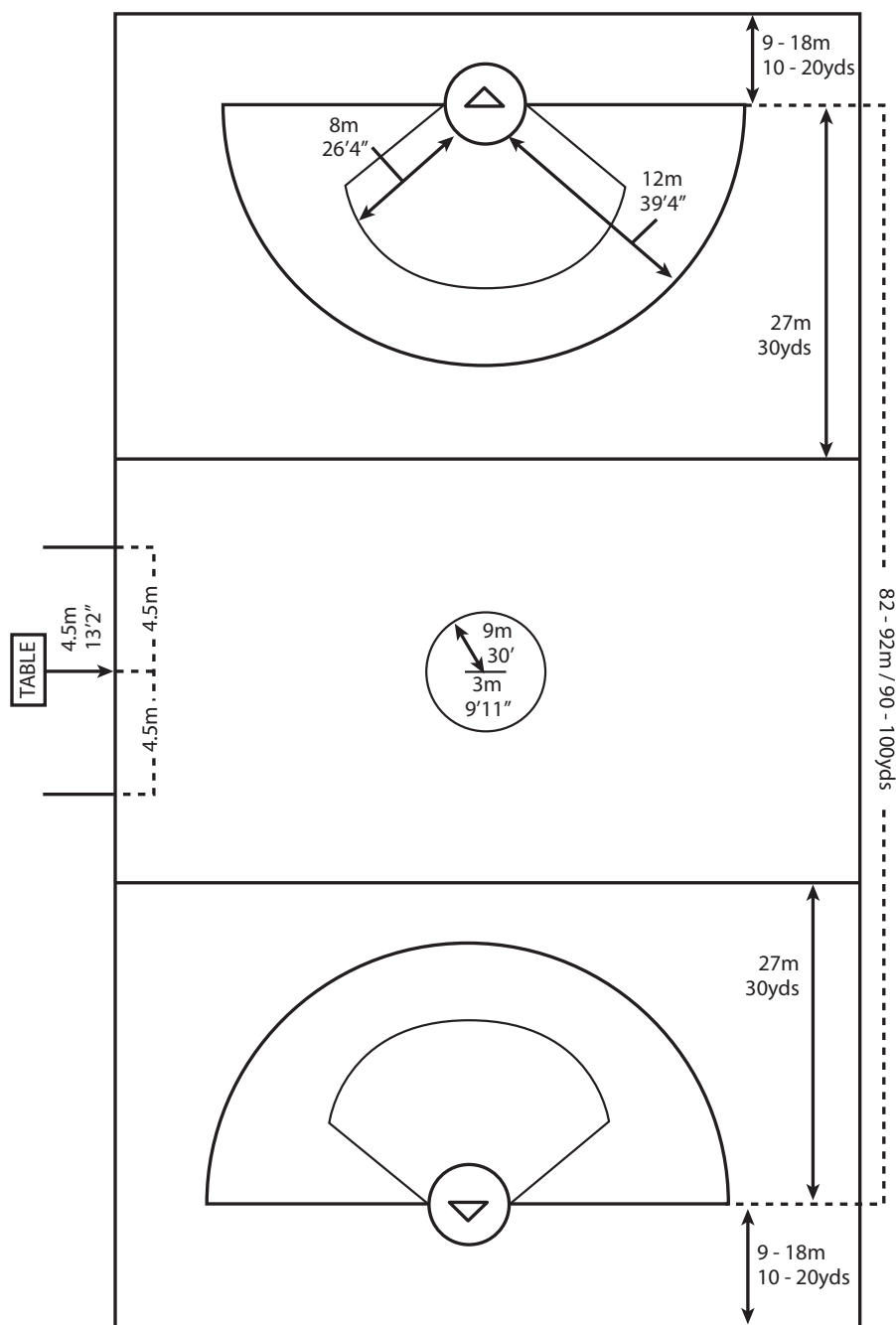
TOPIC	USL	NCAA	INTERNATIONAL
	<p>For major fouls between the 8m and 12m, free position set at spot of foul, penalty lane cleared.</p> <p>When free position is set on 8m hash mark, goalkeeper outside goal circle, inside 8m arc, and has not fouled, she shall return to the goal circle.</p> <p>When penalty lane is cleared and goalkeeper is in penalty lane, she may return to goal circle.</p>	Same as USL	<p>For major fouls that occur between the 11m and 15m, free position set at spot of foul, DO NOT clear penalty lane.</p> <p>When free position set on an 11 m hash mark, goalkeeper outside goal circle and has not fouled, she shall return to goal circle.</p> <p>When free position set outside 11 m marking area and goalkeeper is outside goal circle, she may not return to goal circle; must stand.</p>
MINOR FOULS / PENALTIES	<p>Penalty for minor foul by defense within 12m fan, is an indirect free position on 12m fan.</p> <p>No restrictions on goalkeeper's movement.</p> <p>Holding an opponents crosse when opponent is in possession of ball = Major foul. Holding opponent's empty crosse when they could have received or gained possession of the ball = Minor foul.</p> <p>Restraining line violation is a MAJOR foul.</p>	Same as USL	<p>Penalty for minor foul by defense within 15m fan, is a free position for attack on 15m fan.</p> <p>Goalkeeper must not go beyond 27m defensive restraining line during draw.</p> <p>Goalkeeper must not go beyond offensive restraining line any time during game.</p> <p>A player must not hold a crosse for a short time during a check/tackle = minor foul.</p> <p>If crosse held to point of causing player to lose balance = major foul.</p> <p>Restraining line violation is a MINOR foul.</p>

TOPIC	USL	NCAA	INTERNATIONAL
ADVANTAGE FLAG	<p>Flag is raised for a major foul by the defense when the attacking team is on a scoring play in the critical scoring area.</p> <p>If attack player chooses to shoot and the shot is not affected by the foul or the foul is not cardable, the advantage is complete. Flag lowered and play continues.</p> <p>If attacking team fouls during a raised flag, a throw is awarded, at least 8m from goal, at a spot near the foul that stopped play.</p> <p>A flag is raised for a foul that occurs behind the goal and scoring play ends free position is awarded behind and 8m from goal circle in line with the foul.</p> <p>When the scoring play ends, the free position may be awarded either to the attack player who was fouled or to the attack player nearest the spot of the foul, the defender who fouled or the nearest defender is placed 4m behind.</p> <p>When additional fouls occur during a raised advantage flag, free position set on 8m hash mark nearest the most recent foul.</p>	Same as USL	<p>Flag is raised for a major foul by the defense when the attacking team is on a scoring play within the 15m fan, call "Flag".</p> <p>If defense commits a foul that must be carded when the scoring play ends, to resume play, the attack will be awarded a major foul free position.</p> <p>If attack fouls during a raised flag, a throw is awarded at 15m on the goal line extended.</p> <p>A flag raised for a foul that occurs behind the goal, free position awarded on the 11m mark on the goal line extended.</p> <p>When the scoring play ends, the free position is awarded to the player who was fouled and the player who fouled is placed 4m behind.</p> <p>When additional fouls occur during a raised advantage flag, free position set on 11m hash mark inside the marking area that is nearest the most recent foul.</p>

## 2010 RULES COMPARISON

TOPIC	USL	NCAA	INTERNATIONAL
DELAY OF GAME FOULS AND PENALTIES	<p>Delay of Game includes: failure to stand, failure to move, failure to wear a mouth guard, and eye protection, failure to respond to umpires directions and any other behavior which amounts to delay.</p> <p>Carding procedure: Green card to Captain, minor foul. Green/Yellow card to player, major foul. Green/Red card to player major foul, player must leave the field for 3 minutes lapsed playing time, sub must enter.</p>	Same as USL	<p>For Delay of Game and persistent minor fouls use Green card system.</p> <p>Carding procedure is the same except for Green/Red card, player suspended for 5 min (no sub, team plays short). Player or sub may enter after 5 min.</p>
OUT OF BOUNDS	To resume play when the ball has gone out of bounds the opponent nearest the ball will place the ball in her crosse and stand 4m inside the boundary from the spot the where the ball went out of bounds.	To resume play when the ball has gone out of bounds the opponent nearest the ball will place the ball in her crosse and stand 2m inside the boundary from the spot the where the ball went out of bounds.	Same as USL

# FIELD DIAGRAM



## Metric Conversions














2M = 6'6"  
 3M = 9'11"  
 4m = 13'2"  
 8m = 26'4"  
 9M = 10 yd.  
 12M = 39'4"

## Other Information
















Hash Marks = 1'  
 Guidelines = 6.5'  
 Goal Line Width = 2"  
 Width of Other Lines = 2-4"  
 (Goal is placed on front of line)

*See rulebook for more measurements.*

# VISUAL SIGNALS

 <p><b>BLOCKING</b></p>	 <p><b>CHECKING INTO THE SPHERE</b></p>	 <p><b>DANGEROUS FOLLOW THROUGH &amp; DANGEROUS PROPELLING</b></p>	
 <p><b>DANGEROUS SHOT ON GOALKEEPER</b></p>	 <p><b>DETAINING</b></p>	 <p><b>EMPTY CROSSE CHECK</b></p>	 <p><b>HELD WHISTLE DIRECTION OF POSSESSION</b></p>
 <p><b>GOAL</b></p>		 <p><b>GOAL CIRCLE FOUL</b></p>	 <p><b>ILLEGAL BALL OFF THE BODY</b></p>
 <p><b>ILLEGAL CRADLE IN SPHERE</b></p>	 <p><b>ILLEGAL STICK TO BODY CONTACT</b></p>	 <p><b>NO GOAL</b></p>	



			
<b>COVER</b>	<b>OBSTRUCTION OF FREE SPACE TO GOAL</b>	<b>OFFENSIVE FOUL</b>	<b>OFFSIDES</b>
			
<b>PUSHING OR BODY CONTACT</b>	<b>RE-DRAW</b>	<b>ROUGH CHECK/ ILLEGAL CHECK ON BODY</b>	
			
<b>SLASH</b>	<b>THREE SECOND RULE</b>	<b>TIME IN</b>	
			
<b>TIMEOUT</b>	<b>WARDING OFF</b>	<b>TEN SECOND GC COUNT</b>	<b>THROW</b>

