



# Beaumont Raiders Lacrosse Volunteer Box - Minor Officials Guide

The referees in the game shall have full control of the game, but the positions filled by the minor officials are essential. Thank you for stepping up to work the score clock, fill in the score sheet, run the 30 second shot clock or open the penalty gates. The game wouldn't happen without you. For every game, volunteers from each team are to be in the timebox for the duration of the game (four volunteers should be present), arriving 15 minutes early.

The **home team** will provide three volunteers. One person to work the time clock, one person to fill out the game sheet, and a third to run the home penalty box door and/or shot clock.

The **visitor team** will supply one volunteer to manage the visitor penalty box and/or shot clock.

Please be courteous and acknowledge that each volunteer may have questions or concerns prior to the game beginning. **Ask the game officials for instruction and guidance and identify prior to game start if you are new to volunteering in this role.**

As these positions are considered game minor officials, it is necessary that they be conducted with a degree of impartiality. Minor officials should refrain from cheering or coaching the teams on the floor.

Minor officials are entitled to the same protection offered the on-floor referees with regard to abuse. If a minor official is abused in any fashion, this abuse shall be reported to a referee on the floor, who may then apply the appropriate rule.

The following are some brief descriptions and explanations to help you out, as a minor official.

**Time Outs:** Time outs are 60 seconds in duration (run the shot clock twice) and each team is allowed ONE time out per game. The time out is called only by a referee as a request from a player on the floor during a stoppage in play or when their team has possession of the ball. The shot clock does not reset after the time out (if the timeout was called with 22 seconds left on the shot clock, then it restarts at 22 seconds when play is restarted). The referee may at any time call a 'referee time out' for their own purposes, i.e. injury, or other issues.

**Minor Penalties:** when assessed without a coincident major, these are always recorded on the penalty clock and require the removal of the player for 2 minutes or until a goal is scored, whichever is first.

**Coincident penalties:** penalties of equal duration that start at the same time and are assessed to players on both teams. Both are shown on the clock and play resumes with 4 on 4 play.

**Double Minor:** The only penalty assessed for a double minor (2-2min minors) is Checking from behind (CFB). 4 minutes goes up on the clock, but it is written as two 2-minute minors, on two separate lines of the score sheet. This counts as two penalties of the 5 penalty limit per player.

**Major Penalties:** When assessed to a single player it is recorded on the penalty clock and requires the removal of the player for 5 minutes. A five minute penalty is never shortened, but if the non-offending team scores two goals on a power play that resulted from a Major penalty, the penalized team may substitute a player from the bench onto the floor, returning the team to full strength, while the penalized player remains in the box until the five minutes have finished, and only returns to the floor at a dead ball.

If less than two goals are scored against the penalized players team during the major penalty, then they are able to return to the game immediately once the five minutes is up; no stoppage of play is required.

In all situations where a single player is assessed a minor and major at the same time, the minor is served FIRST. If a goal is scored by the opposing team, the goal shall count first toward the minor penalty. Subsequent goals shall count towards the major as noted above.

**Dead Ball:** the clock is stopped for a penalty, time out, or a goal is scored. Clock restarts at the referee's whistle.

**Misconduct Penalties:** require the removal of the player for 10 minutes and are never displayed on the main score clock. 10 minute misconducts do not begin until after the expiry of any additional penalties. Any additional non-coincidental penalties shall be served by another player.

**Game Misconduct penalties** require the removal of a player/goalkeeper for the remainder of the game are never displayed on the penalty time clock. Any other penalties incurred by the player shall be served by another player.

**Multiple penalties:** These are situations when a number of penalties are assessed at the same time. These situations can become quite complicated, however there are a couple of simple rules that can help when sorting them out. A team is always entitled to have at least 3 players plus a goalie on the floor at all times, but a team cannot have more than 2 penalties running at the same time. Penalties for player in addition to the first two penalties must wait for one of the first two to expire before their penalties may begin. (Most, if not all time clocks, are able to "stack" a number of penalties and will automatically start penalties as they expire).

During multiple penalty situations, players may return to the floor only during a dead ball or when enough of these penalties expire such that they are entitled to have more than 3 players on the floor; however, if a team already has 5 players on the floor, not including the goalkeeper

then any additional players must remain in the penalty box until the first dead ball after their penalty expires.

**Offensive Timekeeper-30 second shot clock (rule 26):** The shot/possession clock operator shall be equipped with a separate timing device and horn to signal the referees whenever a violation of the thirty second rule occurs. The referee will indicate when a shot has been taken by verbally shouting and making a shot signal with their whistle hand (arm extended straight up, revolving the hand). Operating the shot clock requires a great deal of concentration. Mistakes happen, but continue to watch for when the next shot or possession change occurs.

**Resets:** Following a shot on net (the ball striking the goal post or the goalie while he/she is in the crease) the shot clock is reset and is reset again when a team regains possession following the shot. For example, after a shot on goal and a reset, the ball could roll down the entire length of the floor. The 30 second clock would not reset until the ball is picked up. Similarly, following a face off, the shot clock does not begin until a team has control of the ball. The shot clock always restarts at 30 after a shot, possession change or the referees whistle to restart play. EXCEPT for time outs (as described above) or if a ball is lodged in a stick. The play would stop, and would restart without a new 30 seconds of play.

**Possession** is defined as when a team obtains control of the ball and continues from that point even if the ball becomes loose, and runs until the other team gains control or time runs out. In order to be deemed in possession of a loose ball, a team must have control of the ball in their stick. It is not considered possession if a team merely bats or kicks the ball. When time runs out the horn will sound and the referee will stop the play and award possession to the opposing team.

**Official Scorer (rule 24):** The score keeper must ensure all penalties, goals, time outs and game information (rosters, start and end time, date, game number) be recorded **NEATLY** on the home supplied score sheet. All penalty abbreviations are listed on the back of each score sheet. The score sheet is the official document required for score keeping as well as for legal purposes, so please be sure to complete it in full.

**Official Time Keeper (rule 25):** The time keeper shall control the playing time and all penalty times, displaying them on the clock. They assist the score keeper with start and end times for penalties as well as when goals are scored. They also must inform players of when penalties are about to expire and when they can leave the penalty box.