



Metro Minor Lacrosse League (MMLL)

Minor Officials Guide

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Introduction

This guide was prepared using the material from Lacrosse Canada's (LC) 2011 Minor Officials Guide for Box Lacrosse. This document was prepared to assist those who will be working with Metro Minor Lacrosse League (MMLL) in the role of timekeeper or scorer. In this document, the term "minor official" will represent either the timekeeper or Scorer.

Minor Officials

For games played for MMLL the following Minor Officials are used:

1. Scorer
2. Timekeeper

In the Lacrosse Canada Rules and Situation Handbook the following official roles are defined:

1. Scorer (Rule 24)
2. Game Timekeeper (Rule 25)
3. Offensive Timekeeper (Rule 26)
4. Goal Judge (Rule 27)

For MMLL, the two timekeeper roles are combined and the goal judge role is not used.

Each individual is an integral part of the game with responsibilities and functions and is a very important member of the officiating team.

Minor Officials are required to approach their duties with an unbiased view by remaining neutral, complete their tasks with no favouritism for either competitor, and provide competition that takes place in a fair and equitable environment, where both teams have an equal opportunity for success.

Overview of Minor Officials

All Minor officials...

- Are under the supervision of the On-Floor Officials, who are the final authority.
- Should refrain from publicly criticizing the work of any other official at any time before, during or after the game.
- Should be at their respective positions 15 minutes prior to the start of the game and at the beginning of the second, third and any overtime period.
- Should concentrate on their specific task and avoid any unnecessary distractions.



Scorer

The Scorer is the primary communicator with the On-Floor Officials. The Scorer shall use the Game Sheet to record each goal scored, the scorer, and the player to whom assists (if any) have been credited; the penalties, the number of the penalized player(s) and the time the penalty was assessed, started and ended. The Scorer shall ensure that all necessary signatures and information are on the Game Sheet. MMLL uses the RAMP electronics Game Sheet app to record and submit all game details.

Duties of the Scorer

- Have a pre-game conversation with the On-Floor Officials and discuss working the game.
- Ensure the timing and penalty box area is in proper order and that all necessary materials to timing and scoring the game are on hand and in working condition.
- Ensure that the line-up of each team, including the name and number of the Captain and (OPTIONAL) Alternate Captain(s), maximum of two, of each team are on the Game Sheet as supplied by the team officials.
- Ensure that the line-up information has been verified and “signed” by the respective team officials in the proper place on the Game Sheet. Ensure rosters are locked in RAMP.
- Report to the On-Floor Officials any difficulty in obtaining the line-up of any team.
- The Scorer should draw the official’s attention to any information, which may not comply with the rules.
- Enter on the Game Sheet a correct record of:
 - Ensure live scoring has been enabled in RAMP
 - Add goalies for both teams
 - The goals scored, by whom, and to whom assists, if any, are to be credited.
 - All penalties assessed, stating the number of all penalized players, the duration of the penalty, the infraction, and the time at which the penalty was assessed.
 - Any penalty shot(s) awarded, the number of the player taking the penalty shot and the result of the penalty shot.
 - The time and the period in which the substitute goalkeeper(s) enter the game for the first time, and team time outs used.
- Inform the On-Floor Officials when a player receives, their:
 - Fifth penalty;
 - Second major penalty;
 - Second ten-minute misconduct penalty.
- At the conclusion of the game, complete all information including summaries of penalties, goals and assists as provided for on the Game Sheet. Acquire all necessary Minor Officials’ signatures.
- Inform the On-Floor Officials of any difficulties/disputes between penalized player(s).



Timekeeper

The Timekeeper shall be responsible for operating the arena clock, and the buzzer or siren (or other such device). The timekeeper is responsible for the display of the time remaining in the period/intermission, the score, and period and penalty time being served. The timekeeper shall be equipped with a separate timing device (thirty-second clock) and a horn or buzzer with which to signal the On-Floor Officials whenever a violation of the thirty-second rule occurs. They shall assist the On-Floor Officials in administering the ten-second rule and time outs

Duties of the Game Timekeeper

- Control the official playing time and all penalty times.
- Run the time clock before the start of the game.
- Signal using clock buzzer, siren, or other such device to signify the end of each period, each overtime period and the end of the game (most clocks are automatic).
- Start and stop the clock only on the Official's whistle and at the end of the period.
- Indicate to the Scorer the times at which all penalties start and terminate. Upon request, give the penalized player(s) correct information as to the unexpired time of their penalty.
- Inform penalized players when they may leave the penalty box. At the end of each period, inform any penalized players they must stay in the penalty box until the Official signals them to leave.
- In the event that the game clock malfunctions, conduct the balance of the game using a stopwatch if available, or a wristwatch or other such device.
- Refer any disputes regarding time to the On-Floor Officials for final decision. Inform the On-Floor Officials immediately of any difficulties pertaining to performing their required duties.
- Operate the thirty-second clock in accordance with the rules. Notify the On-Floor Officials by sounding the buzzer when a violation of the rule occurs (most are automatic).
- Reset the thirty-second clock on the signal of the On-Floor Official of a change of possession or a shot on goal.
- Stop the thirty-second clock on the On-Floor Officials' whistle. Do Not Reset the Clock unless indicated by the Official.
- The shot clock shall not be reset when time outs are called, or a ball lodged in a stick occurs with play in progress.
- Assist the On-Floor Officials in administering the ten-second rule by using the thirty-second clock during a short-handed situation.
- Assist the On-Floor Officials in administering time outs by running the thirty-second clock twice.
- Assist the Official in administering the 1-minute warning when a team refuses to start play by running the thirty-second clock twice.

Scoring the Game

Pre-Game Duties

- Be at the arena 30 minutes before game time.
- Have a pre-game conversation with the On-Floor Officials and discuss working the game. Ensure the timing and penalty box area is in proper order.
- Ensure the following items are available:
 - Pencil/pen and A small pad for taking notes;
 - A stop watch or wrist watch (in case of clock failure);
 - A whistle or air horn (in case of buzzer failure); and
- Review the Game Sheet App; update the general information on the Game Sheet and review the rosters for noticeable errors or omissions and bring them to the attention of the On-Floor Officials.
- Ensure that goalkeepers, substitute goalkeepers, Captains and (OPTIONAL) Alternate Captain(s) are properly identified on the Game Sheet.

During the Game

- Record in the appropriate location the time the game begins.
- Record all goals completely and accurately as signaled and reported by the On-Floor Officials.
- Record all penalties completely and accurately as signaled and reported by the On-Floor Officials.
- Keep a pad handy to record information such as delayed and multiple penalties, altercations or bench clearing problems.
- Update the start of each period within the Game Sheet app.
- Inform the On-Floor Officials when a player receives their:
 - Fifth penalty;
 - Second major penalty;
 - Second ten-minute misconduct penalty.
- Watch for On-Floor Officials needing lacrosse balls, and have replacements as they are needed.
- If there is a problem with a player(s) or any of the game timing or scoring devices, notify the On-Floor Officials immediately.

Post-Game Duties

- Ensure the Game Sheet is properly completed.
- Ensure that all Minor Officials have electronically signed the Game Sheet.
- Return any clock remotes to arena staff



Recording of Goals

- Wait for the Official to inform you of the team, player who scored and any assist (a maximum of two per goal), prior to marking them on the Game Sheet.
 - You may be able to help the Official by suggesting additional assists, if requested by the Official
- List the goals, assists, and the time on the clock in consecutive order in the area designated for recording goals.
 - List the exact time shown on the clock. For example, if the clock shows 9:10 remaining in the period, record 9:10 on the Official Score Sheet. (Do not calculate the time gone by, $20:00 - 9:10 = 10:50$).

Recording of Penalties

Minor Penalties (Rule 76)

- Minor penalties require the removal of the offending player (other than the designated goalkeepers) without substitute, for two minutes, unless terminated early by a goal.
- If a team is short-handed due to one or more penalties and the opposing team scores, the penalty, which made the team short-handed at the time of the goal, shall be terminated.
- When minor or major penalties of two players on the same team terminate at the same time, the Captain of the team shall inform the Official/Game Timekeeper which player shall return to the floor first.

Major Penalties (Rule 77)

- Major penalties require the removal of the offending player (other than the designated goalkeeper) without a substitute for five minutes.
- If a team is short-handed due to receiving a major penalty and the opposing team scores two goals, the short-handed team is allowed to substitute for the penalized player from the bench. The penalized player shall serve the full five minutes and will return to the bench on the next dead ball following the expiration of the penalty.
 - A **dead ball** is defined as a stoppage for a face-off, a penalty or a time out.
- Any player who receives a second major penalty in the same game, shall be assessed a game misconduct penalty. A substitute player shall serve the major penalty(ies) without charge.
- Any player who receives a third major penalty in the same game shall be assessed a second game misconduct penalty. A substitute player shall serve the major penalty(ies) without charge.
- When a player is assessed a non-coincidental major penalty and one or more minor penalties, the minor penalty(ies) shall be served first. When a player is assessed a non-coincidental major penalty and another player on the same team is assessed a minor penalty at the same time, the minor penalty shall be served first.

10-Minute Misconduct Penalties (Rule 78)

- Ten-minute misconduct penalties require the removal of the offending player (other than the designated goalkeepers) for ten minutes. A substitute shall be permitted immediately. The player shall remain in the penalty box until the first dead ball after the misconduct has expired.
- When a player/goalkeeper is assessed a minor/major penalty and a ten-minute misconduct penalty at the same time, a substitute player shall serve the minor/major penalty. The player's ten-minute misconduct penalty shall commence when the minor/major penalty terminates. The goalkeeper penalties shall be served by two players who were on the floor at the time of the infraction, one to serve the minor/major and one to serve the ten-minute misconduct after the minor/major expires.
- Any player/goalkeeper who receives a second ten-minute misconduct penalty in the same game shall be assessed a game misconduct penalty.

Game Misconduct Penalties (Rule 79)

- Game misconduct penalties require the removal of the offending player/goalkeeper for the remainder of the game. Any other time served penalties incurred by the player shall be served by another player. Any other penalties incurred by the goalkeeper shall be served by another player who was on the floor at the time of the incident. Ten minutes shall be charged in the records against any player assessed game misconduct penalties.

Match Penalties (Rule 80)

- A match penalty shall be a major penalty assessed to a player/goalkeeper and shall be served by a substitute player. Any player/goalkeeper who receives a match penalty shall be suspended until the appropriate governing body rules on the incident.

Expulsions (Rule 81)

- Any player/goalkeeper who is assessed five penalties in the same game shall be expelled from playing the balance of the game.
- Delayed penalties cancelled by goals shall be recorded on the score sheet and count toward the five-penalty limit.
- Infractions that cause a penalty shot to be awarded that result in assessing a major penalty, shall count toward the five-penalty limit.
 - In the situation where a major penalty, ten-minute misconduct, game misconduct, match penalty, or expulsion penalty has been called, if a player has been sent to the dressing room, the intention is that a substitute is only required to serve penalties which cause the team to play short-handed. (i.e. time served penalties)

Goalkeeper Penalties (Rule 82)

- The Minor Officials can assist the Official(s) by recording on a separate sheet of paper, the numbers of the players on the floor the instant an Official signals a penalty to be assessed to a goalkeeper.
- A goalkeeper shall not be sent to the penalty box for an infraction, which incurs a minor, major, or ten-minute misconduct penalty. Instead a player who was on the floor at the time of the infraction shall serve the penalty. The coach through the Captain or Alternate Captain shall identify the player.
- A goalkeeper who is expelled, receives a game misconduct or match penalty, is replaced by the substitute (or another player) and any associated minor, major or ten-minute misconduct penalty shall be served by a player who was on the floor at the time of the infraction.
- If a goalkeeper is assessed a second major penalty in the same game, he/she shall also be assessed a game misconduct penalty.
- All penalties assessed to a goalkeeper shall be recorded on the score sheet against their name regardless of who serves them.

Goals Scored Against Penalties

- Where a team is short-handed due to a penalty, a goal scored against the short-handed team will cancel the minor penalty and return the player to the game. If the player is serving a five- minute penalty, two goals must be scored against that major to cancel the penalty.
- Where a delayed penalty is being called on a team, which is already short-handed, and before the stoppage of play a goal is scored against the team being penalized, the goal counts against the penalty, which first made the team short-handed (i.e. the player in the penalty box). The delayed penalty is then served in its entirety, unless another goal is scored against this penalty.
 - **Goals scored against penalties are always counted against the penalty, which made the team short-handed.**
- Where the two teams are serving penalties and they have an equal number of players on the floor and a goal is scored, no penalties are cancelled. There are some exceptions to this rule. (See section on coincidental penalties)
 - Goals only count against penalties in uneven player situations.
- Where a goal is scored as a result of a penalty shot, the goal will be counted against any penalty, which made the team scored on short-handed.

Procedure to Record Penalties

- Wait for the Official to inform you of the player number, team and the specific penalty call before entering information on the Game Sheet.



- Record the player number in the appropriate team location on the Game Sheet. Verify that the number of the penalized player is correct. Notify the Official immediately if there is any discrepancy.
- If the player receives more than one penalty, record them on consecutive lines on the Game Sheet.
- Enter the time of the penalty as shown on the game clock.
- Under 'Infraction' select the penalty as signaled by the Official.
- Optionally you enter
 - The start time of the penalty (helpful if there are multiple penalties)
 - The "time on" when the player would return to the floor
- Multiple penalties to the same player will be served consecutively. Refer to the following section on managing penalties being served.

Coincident and Multiple Penalties

When a minor penalty is called and the Official sends the player to the penalty box for two minutes it is normally an uncomplicated situation. If no goal is scored against the penalized team during the two minutes of playing time, the penalty is over and the player is released to return to the game. If a goal is scored against the short-handed team, the player will return to the game, the minor penalty being nullified by the goal.

Problems do arise when some of the following situations occur:

- A player gets a double penalty and a goal is scored.
- Players from the same team go off together and a goal is scored.
- A team has more than two players on the penalty box – when do the penalties start?
- Who returns to the game when a goal is scored against this team?

These are only some of the possible situations. The Officials and Scorer must be confident enough to handle the situation as it occurs.

If at any time the Scorer is uncertain or confused as to the order of the penalties or the result of a goal being scored, it is imperative that the matter be cleared up with the On-Floor Officials prior to the game continuing.

Coincident Penalties – Rule 83

In order to apply this rule there must be at least one Major/Match penalty to each team. Cancel as many penalties as possible, including minors using the above order. When this rule is applied unless it is a time penalty an additional player is not required to sit in the penalty box except goalkeeper penalties.

For the purpose of the coincidental penalty rule, the word "cancel" shall denote immediate substitution, (as the penalty is not actually cancelled but is served as a 10-minute misconduct), no penalty time shown on the clock.

When cancelling coincident Major/Match penalties the following procedure will be used in the order listed:

- Cancel as many penalties as possible.
- Cancel in a way to make the team only one player short.
- Cancel in a way to avoid taking another player off the floor.
- Cancel using the order of penalty occurrence or in the order that the Official reported them.

In the case of unequal penalties with coincident majors, a substitute player shall serve the unequal minor(s) and/or major penalties, and these penalties shall be taken into account for the multiple penalty rule.

When applying the coincidental penalty rule the following three principles are to be applied:

1. For major penalties assessed during one stoppage in play, cancel major for major and minor for minor on each team.
2. When a choice is available as to which player's penalties shall be cancelled, the Captain of the affected team shall have the choice.
3. A player will serve all penalties assessed to him/her, even if the team has put an additional player in the penalty box to serve one or more of the penalties. The total time span of the penalties may however, be shortened by goals scored. A player whose coincidental penalties carry through to the end of a period may go to the dressing room at the discretion of the Official.

In a situation where a major penalty, ten-minute misconduct, game misconduct, match penalty, or expulsion penalty has been called, if a player has been sent to the dressing room, the intention is that a substitute is only required to serve penalties, which cause the team to play short-handed. (i.e. time served penalties)

Coincident Penalty Examples:

	PENALTIES		RESULTS
1	A1 – 5 A2 – 2	B1 – 5 B2 – 2	Immediate substitution for all players.

	PENALTIES	RESULTS
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2	A1 – 5+5+GM	B1 – 5	Immediate substitution for B1. A2 goes into the penalty box to serve one of A1's majors. Team A is short-handed for five minutes or two goals.
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	PENALTIES		RESULTS
3	A1 – 5+2 A2 – 5+2	B1 – 5+2 B2 – 5	Team A will put a player in the penalty box to serve the outstanding minor. Team A is short-handed for two minutes or one goal. The Captain of Team A gets to choose either A1 or A2 minor to be served.

	PENALTIES		RESULTS
4	A1 – 5+2 A2 – 5+2	B1 – 5+2 B2 – 5+2	Immediate substitution for all players. Both teams play at full strength.

	PENALTIES		RESULTS
5	A1 – 5+2 A2 – 5+2+2	B1 – 5+2 B2 – 5+5+GM	Team A puts A1, A2 and A3 in the penalty box. Team B puts B1 and B3 in the penalty box. A3 serves the 2 minor penalties. B3 serves the major for B2. Both Teams play one player under strength for four minutes, then Team B plays one player short-handed for the remaining one minute or two goals.

	PENALTIES		RESULTS
6	A1 – 5+5+GM	B1 – 5 B2 – 5	All penalties cancel. B1 and B2 return to the floor following the first dead ball after expiry of their penalties.

	PENALTIES	RESULTS
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7	A1 – 5	Goalkeeper B1- 5+2+10	Team B places two players who were on the floor at the time of the incident in the penalty box. B2 serves the minor, B3 the major and misconduct after the minor expires. Immediate substitution for A1.
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Multiple Penalties – Rule 84

The overriding principle governing multiple penalties is that a team must have at least **four players (including the goalkeeper) on the floor at all times.**

- If a third player of a team is penalized while two players are serving time penalties, the penalty time of the third player does not commence until one of the running penalties has expired.
- When the third penalty commences, the first player whose time is up must wait in the penalty box (to prevent a too many players situation) until a dead ball or until the expiry of penalties, entitles the team to have more than four players on the playing floor.
 - This is where having a scratch pad available comes in handy. The Scorer or Timekeeper can write down the progression of penalties and when each player is to return to the floor.
- When a team has more than one player on the penalty box and a goal is scored, the player that returns to the floor is the first player to make the team short-handed at the time of the goal.

Multiple Penalty Examples:

Note: Times shown are the time remaining in the period. (Clock running down)

	PENALTIES	GOALS	RESULTS
1	A1 minor at 16:00 B1 minor at 15:50 A2 minor at 15:40	B scores at 15:00	A2 returns to the floor
2	A1 minor at 16:00 B1 minor at 15:30 A2 minor at 15:30	B scores at 15:00	A1 returns to the floor
3	A1 minor at 16:00 B1 minor at 16:00 A2 minor at 16:00	B scores at 15:00	Captain of A has option of A1 or A2 returning

	PENALTIES	GOALS	RESULTS
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4	A1 two minors at 16:00 B1 minor at 16:00 A2 minor at 15:00	a) B scores at 14:30 b) B scores at 14:00	a) A2 returns b) A1 and B1 return
	Note: The player that returns to the floor is the first player to make the team short-handed at the time of the goal.		

	PENALTIES	GOALS	RESULTS
5	A1 minor at 16:00 A2 minor at 15:30 A3 minor at 15:00 B1 minor at 15:00	B scores at 14:00	A1 and A3 return to the floor
	Note: A1 returns as his penalty ended at 14:00. The A3 penalty is not considered coincidental with B1 as they did not start at the same time, refer to situation 1.		

	PENALTIES	GOALS	RESULTS
6	A1 two minors at 16:00 B1 minor at 16:00 A2 major at 15:00	B scores at 14:30 and 13:30	At 14:30 one goal comes off the major to A2 At 13:30 the second goal comes off the major
	Note: Once you start taking goals off a major you stay with that penalty.		

	PENALTIES	GOALS	RESULTS
7	A1 major at 16:00 A2 minor at 16:00	B scores at 15:00	A2 returns to the floor
	Note: When a major and a minor are assessed at the same time to different players on the same team, the minor is served first. This is where having a scratch pad available comes in handy. If the minor penalties are listed first on the Official Score Sheet there would be no confusion.		

	PENALTIES	GOALS	RESULTS
8	A1 major at 16:00 B1 minor at 16:00 A2 minor at 16:00	B scores at 15:00	One goal comes off the major
	Note: In this case A2's minor is offset by B1's minor, so the goal is charged to the major. Note: List the exact time shown on the clock. For example, if the clock shows 9:20 remaining in the period, record 9:20 on the Official Score Sheet. Do not calculate time elapsed.		

Timekeeping

Pre-Game Duties

- Be at the arena 30 minutes before the start of the game.
- Secure clock remotes or other material from arena staff
- Check that the clocks (scoreboard and 30-second clock) are on and working properly.
 - Check the displays on the clock and point out any problems to the On-Floor Officials.
 - Ensure that you can start and stop the clock properly, and that you can set and operate the time, period, score and buzzer.
- Try to make sure there is a stop watch (in case of clock failure) and a whistle or air horn (in case of buzzer failure) available to you.
- Run the time clock before the game is to begin per [MMLL guidelines](#).

During the Game

- Game formats are set by [MMLL guidelines](#); games are generally 'run time' (when the Official blows the whistle to stop play, the clock shall continue to run).
- There is no overtime during the regular season. Please see rules for overtime for playoffs.
- Control the official playing time and stop the clock only on the Official's request and at the end of each period.
- Stay focused on the game at all times.
- Reset the clock only on the Official's signal. Don't react too quickly.
- Don't be influenced by others (i.e. players or fans shouting "reset").
- Trust your judgment and work only with the On-Floor Officials.
- Inform the Scorer of the time of all goals and penalties (this includes start and termination times of penalties).
- Indicate correctly on the scoreboard the status of penalties. Where available, show all time served penalty times on the game scoreboard.
- Ensure all penalty lights or times are cleared from the board when the penalty terminates.
- Provide information to penalized players on the time remaining in their penalty(ies).
- Inform penalized players when they may leave the penalty box.
- Advise the On-Floor Officials immediately of any difficulties in performing your duties.

Post-Game Duties

- Sign the Game Sheet as the Game Timekeeper.
- Report any difficulties with or malfunctions of the timing equipment to the arena staff.



Points of Emphasis

- You must work closely and effectively with the Scorer. Try to maintain a rapport and constant communication.
- Keep your concentration throughout the game. Try not to get caught up in watching the play; but stay focused on the On-Floor Officials and their calls.
- Try to display an air of authority and confidence when dealing with players and handling situations.
- The On-Floor Officials may not know your level of experience and assume you are familiar with all signals and times required for penalties. If there is any uncertainty or confusion over what is being called, stop immediately and ask for clarification from the On-Floor Officials. We all want the game to run smoothly.
- If you and the On-Floor Officials are unfamiliar with each other, the pre-game talk is that much more important. The On-Floor Officials need to know your level of experience so they can adjust their directions and communications accordingly.
- Don't distract the players with casual conversation. This does not mean don't be friendly, but try to limit the conversations you initiate to game related matters.
- Do not tolerate profane language or unsportsmanlike conduct in the bench area. Accept that some players may need some leeway to blow off a little steam and vent emotion, but draw the line when behaviour is disruptive or language is unacceptable. Report any difficulties immediately to the On-Floor Officials.
- Maintain your impartiality. Make sure you cannot be criticized for favouring one team in performing your duties or by influencing or antagonizing players in the penalty box. Definitely avoid cheering.

Ten-Second Rule (Rule 66)

- When a team is short-handed due to penalty situations, they have 10 seconds in which to advance the ball into the offensive zone.
- Crossing into the offensive zone is defined as crossing the restraining line which is furthest from their goal.

Thirty-Second Rule (Rule 68)

- The offensive team (unless short-handed) shall be required to take a shot on goal within thirty seconds of gaining possession. Failure to do so will result in the Timekeeper sounding a horn (most 30-second clocks are automatic). The ball shall be immediately recovered by or possession awarded to the non-offending team.



- The thirty-second horn does not stop the play, only the officials' whistle stops the play.
- A shot on goal shall be defined as the ball making contact with the goalkeeper (while the goalkeeper is within the crease), goal posts or crossbar prior to crossing the goal line. The shot must originate from the front or side of the goal.
- Any stoppage in play (except for time outs or a ball lodged in a stick) shall cause the thirty-second clock to reset.
- The thirty-second clock shall reset when the defensive team gains possession.
 - This is where it is easy to get caught up in the game and reset too quickly causing confusion. Be patient and keep your finger off the reset button so you are not tempted to react too quickly.

The Thirty-Second Does Not Run

- If possession changes or a restart occurs due to an infraction and there is less than thirty seconds on the master time clock, it is not necessary to run the thirty-second clock. Running the clock may give the offensive team a false sense of the time remaining.
- Pay very close attention as the game is winding down. Many games are won or lost in the last few seconds of the competition and your ruling may be critical.

Shot on Goal

- A shot on goal is defined as the ball making contact with the goalkeeper (while in the crease), goalposts or crossbar prior to crossing the goal line, and must originate from the front or the side of the goal.
- When and only when, the Official signals reset, the clock is reset to 30 and held at thirty until either team gains possession.
 - This is another time where it is easy to get caught up in the game and reset when you think there has been a shot on goal. You must wait for the referee's signal.

Time-Outs (Rule 70)

- Where a time out is called with play in progress, there is no reset on the thirty-second clock. On resumption of play, the clock continues from the time it was on the call. In all other time out situations the thirty-second clock will be at thirty, so there is no concern.
- In some cases the thirty-second clock will be used to control the time out. Run clock twice. In this situation the Timekeeper has to remember the elapsed time when the time out was called. Before play resumes, the clock has to be run to the time elapsed prior to the time out being called.

Situations Requiring Special Attention

Removal of Players/Goalkeepers from the Game

- There are a number of situations, which result in the removal of a player/goalkeeper from the game. The Scorer and to some extent all Minor Officials should be aware of these situations.
- The Minor Officials can assist the Official on the floor by recording on a separate sheet of paper, the numbers of the players on the floor when an altercation takes place or when a goalkeeper is assessed a penalty.
- In all cases, a player who has been removed from a game may not stay, or return to the bench or any area adjacent to the bench. However, the player may return as a spectator as long as he/she does not disturb the game.
- If a player who has been removed from the game is recognized as creating a significant disturbance, the On-Floor Officials should be notified immediately. The On-Floor Officials may then require the player's removal from the area, or the arena.

Five Penalties (Rule 81)

- Any player who is assessed five penalties in the same game shall be expelled from playing the balance of the game.
- Delayed penalties cancelled by goals are recorded on the Game Sheet and count towards the five-penalty limit.
- Infractions that cause a penalty shot to be awarded that result in assessing a major penalty, shall count toward the five-penalty limit.
- A bench minor penalty does not count towards the limit for the person chosen to serve the penalty. Goalkeeper's penalties count against the goalkeeper, not the person serving on his/her behalf.

Two Major Penalties (Rule 77)

- Any player who receives two major penalties in the same game is assessed a game misconduct penalty. Ten minutes shall be charged in the records against any players/goalkeepers assessed game misconduct penalties.

Two Misconduct Penalties (Rule 78)

Any player who receives a second ten-minute misconduct penalty in the same game also receives a game misconduct penalty.



Fighting (Rule 45)

- In the event of an altercation on the floor, the first responsibility is to write down on the scratch pad the numbers of the players on the floor.
- One of the most important tasks for the Minor Officials is to watch the bench areas to ensure that should player(s) come onto the floor from the bench you write down the number and team of the first player off each bench.
- Do not record what the players may or may not be doing, in either an altercation or a bench clearing incident; just record the numbers of the players from each team involved in the incident.

Problems in the penalty box Area

- Problems may occur in the penalty box area due to the behaviour of athletes, team representatives or fans. The most important advice is to do what you can to avoid outright confrontation.
- Should the issue persist or get worse, the On-Floor Officials should be notified – regardless it means stopping the game.
- The On-Floor Officials are the final authority in the game and they should deal with any incident or player, representative or fan that will not follow the instructions of the Minor Officials. The On-Floor Officials have the authority to further penalize or eject a player, or may require the removal of a fan or team representative who will not comply.

Incident Reports

- The Nova Scotia Lacrosse Officials Association (NSLOA) requires that an Incident Report be filled out by the On-Floor Officials for incidents where a player is expelled or receives a game misconduct.

Refusing to Start Play

- As part of the procedure when a team refuses to start play the Official will issue a 1-minute warning.
- The Timekeeper will assist in administering this by running the thirty- second clock twice.

Penalty Shots - Rule 86

- The purpose of the penalty shot is to restore a scoring opportunity lost due to an infraction.
- If the infraction, which caused the penalty shot, would have resulted in a minor penalty, the penalty shot is awarded instead of the minor penalty. The minor penalty is recorded on the score sheet and it counts towards the 5-penalty rule.



- If the infraction which caused the penalty shot would have resulted in a major or match penalty, the penalty is assessed in the normal manner. If a goal is scored on the penalty shot, the goal counts against the penalty that made the team short-handed at the time.

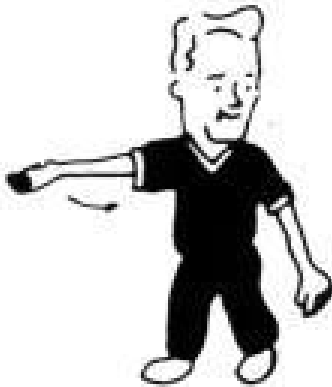
Penalty Shot Procedure

- No goal can be scored on the rebound.
- The goalkeeper must stay within the crease until the player has picked up the ball and entered the offensive zone.
- After a penalty shot, play shall restart with a face-off.

Infractions on a Penalty Shot

- If the goalkeeper/player commits an infraction, which would not have resulted in a penalty in normal play, the shot is repeated, and a ten-minute misconduct penalty is assessed to the player/goalkeeper committing the infraction.
- If the infraction would have resulted in a penalty, a goal is awarded.
- If a player from the players' bench interferes with the player taking the shot, and the player fails to score, then the shot is retaken and the interfering player is assessed a ten-minute misconduct.

Appendix A - Officials' Signals



Back Over

Right arm at right angle to body giving a left to right motion.

Boarding

Pounding of the closed fist of one hand into the open palm of the other hand.



Butt-End

A cross motion of the forearms, one moving under the other.

Charging

Rotation clenched fists around one another in front of chest.

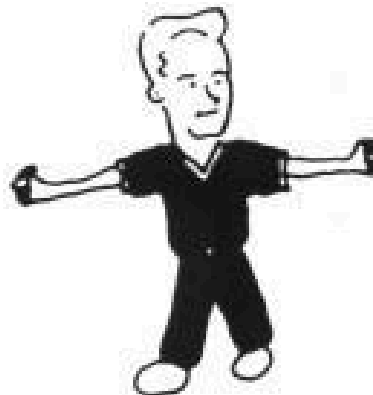


Cross-Checking

One forward motion with both fists clenched extending from the chest.

Delaying the Game

Both arms extended out to the side with fists closed.



Delayed Penalty

Referee extends his/her non-whistle hand straight up until the end of play.



Elbowing

Tapping either elbow with the opposite hand.



Face-Off

Arms crossed in front of the chest, hands open one behind the other. Pull arms apart as if resembling two sticks being drawn.



5-Second Count

Whistle hand extended straight over head with 5 fingers apart.



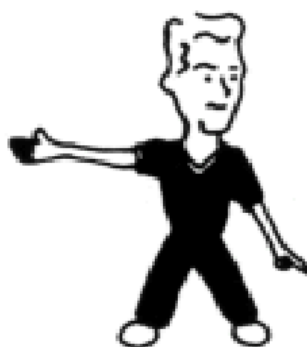
Free-Hand Check

Left arm extended with open palm facing outward showing a pushing motion.



Goal Crease Violation

Place one foot on crease line and signal possession while blowing whistle.



Goal Scored

Both arms extended over your head.



Hand Ball

Show clasping of hands together at waist level.



High Sticking

Holding both fists clenched, one above the other, at the height of the forehead.



Holding

Clasp either wrist with the other hand well in front of chest.



Hooking

One tugging motion with both arms, as if pulling something toward the stomach.



Interference

Crossed arms in front of chest, hands open.



Kneeing

Tapping one knee while keeping head up.

Match Penalty

Tap on top of head.



Minor Interference

Forearm across chest, then point in direction of possession.



Misconduct

Placing of both hands on hips.



Roughing and Unnecessary Roughness

Extending one arm out to the side with closed fist.

Shot on Net

Whistle hand
extended straight up,
rotate index finger
and bring arm down.



Slashing

One chopping motion with
the edge of one hand
across the opposite
forearm.



Spearing

A pushing motion with
both arms as if pushing
the stick from the
stomach.



10-Second Count

Both arms extended to just
over your head with 10
fingers apart and extended.



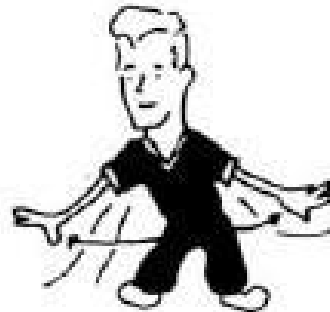
Tripping

Both feet on the floor,
right leg forward and
keep looking straight
forward as knee is
being struck.



Unsportsmanlike Conduct

One hand on top of the
other to form a "T" at the
side of the body.



Wash Out

Both arms swung
laterally across the body
with palms down.
Goal disallowed



Wrap Around

Crossed arms in front of
your chest with fists closed.

Appendix B - Penalty Class

Penalty Classes

	Class	Player sits	Time entered on score sheet	Served by	Expire-goal	Notes
1	Minor	2 mins	2 mins	Offender	Yes	Goalie penalties served by player on floor.
2	Bench Minor	2 mins	2 mins	Offender * If identified	Yes	
3	Major	5 mins	5 mins	Offender or Substitute	2 goals	Offender must serve full 5 minutes
4	Misc	10 mins	10 mins	Offender	No	Goalie as above
5	Game Expulsion	Rest of Game	Nil	N/A	No	5 penalties total (any comb. except Bench)
6	Game Misc	Rest of Game	10 mins	No one	No	Report in game notes
7	Gross Misc	Rest of Game	10 mins + 2 min USC	No one	No	Submit game report Served by substitute
8	Match	Rest of Game	5 mins	Substitute	2 goals	Substitute serves time Game report
9	Penalty Shot	N/A	Nil, record pen shot	N/A	No	Fouled takes shot/ or any player on floor