

# HKLA Level 1 Officials Workshop (Men's Field)

2021 Q1



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# Why become a lacrosse official?



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# Needs of Lacrosse Referee

- Local Games
  - **League (7-aside, Champion, Premier)**
  - Inter-school events
  - HK Open
  - Invitational Games (national teams)
- Regional Games
  - Open tournaments (China, Taiwan, Singapore, Thailand)
  - League Games in Japan / Australia
  - ASPAC, European Championships
- World Championships



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# Who can be lacrosse officials?

- Player experience?
- Officials experience in other sports?
- Age?
- Gender?



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# How to be lacrosse officials?

- National Governing Bodies (NGB)
  - Hong Kong Lacrosse Association
  - Japan Lacrosse Association
  - ...
- Continental Federations
  - Asia Pacific Lacrosse Union (APLU)
  - European Lacrosse Federation (ELF)
  - ...
- World Lacrosse



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# Officiating Pathway

	<b>Certificated by</b>	<b>Qualification</b>
Level F3	World Lacrosse	World Competition Top Tier
Level F2	World Lacrosse	World Competition
Level F1	World Lacrosse	Regional Competition
Level 3	HKLA	Open Tournaments (regional)
Level 2	HKLA	Open Tournaments (local)
<b>Level 1</b>	<b>HKLA</b>	<b>Local League / Competition</b>



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# Official Competencies

(Extracted from World Lacrosse guideline)

- A level 1 official is expected to understand the basic workings of the game and administer the correct penalty type (technical/personal) for their calls.
- A level 2 official is expected to correctly identify the various fouls, administer penalties, and lead a crew of less experienced officials in local competition.
- A level 3 official is expected to be able to officiate at the highest level of competition in a country and/or region.



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# Level 1 Referee Certification Process

1. Attended Level 1 Referee Workshop (i.e. this workshop)
2. Passed Level 1 Online Rule Exam with score 90% or above
3. On-field officiating for at least one game
4. The actual certification announced and given by the end of December / June.



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# Building Blocks of an Official



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# Rules: What for?



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# SAFETY of the Game

- World Lacrosse Rulebook
  - 84 rules and no. of paragraphs is approx. 250
- Main concept is SAFETY
- Then Fairness and Neutrality
- What to focus first?



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# Fouls

Technical fouls



Personal fouls



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# Personal Fouls

- Fouls that are in more serious kind (i.e. affecting SAFETY)
- Judge by
  - Intention: is the player “playing” or doing something else?
  - Recklessness: is the player do things in control?
  - Danger: is it dangerous?



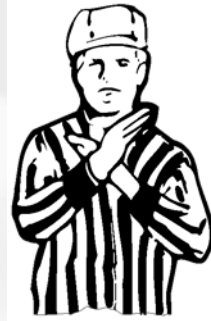
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# Personal Fouls

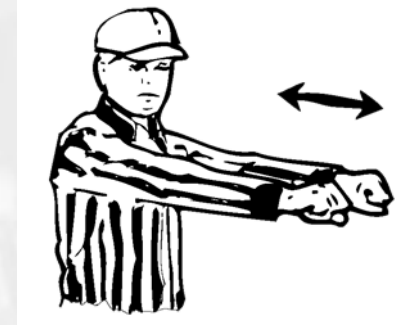
Illegal Body-Check



Slashing



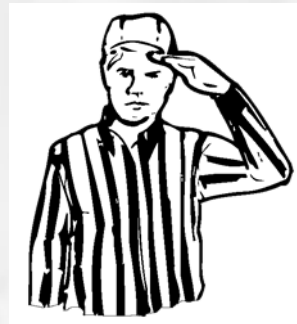
Cross-Check



Tripping



Unnecessary Roughness



Unsportsmanlike Conduct



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# Technical Fouls

- Interference (Rule 52)
- Pushing (Rule 53)
- Illegal Pick (Rule 54)
- Holding (Rule 55)
- Kicking An Opponent's Crosse (Rule 56)
- Handling The Ball (Rule 57)
- Withholding The Ball from Play (Rule 58)
- Illegal Actions With the Crosse (Rule 59)
- Illegal Actions by Team Officials (Rule 60)
- Illegal Procedure (Rule 61)
- Stalling (Rule 62)
- Illegal Crosse (Rule 63)
- Illegal Equipment (Rule 64)
- Offside (Rule 65)
- Thrusting Crosse At Face of Opponent (Rule 66)
- Lateness (Rule 67)



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# Field Mechanics



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# Crew Members

- On-field officials
  - Head Referee (HR)
  - Referee 1 and 2 (R1, R2)
  - Duties shall be equal in ALL respects
  - HR makes the FINAL decision (for any disputes)
- Bench officials
  - Chief Bench Official (CBO)
  - Bench Manager (BM)
  - Timekeepers, Scorekeepers



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# Points in Play

1. Before the game
2. Face-off
3. Field positions and coverages
4. Whistle and signals
5. Execution of penalties
6. Crease violations



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# Before the game

- Apparels and Equipments
- Pre-game Meeting among officials
- Meeting the Coaches
- Pre-game Checks (field, lines, nets)
- Instructions to Bench Officials
- Coin Toss
- Team Line-up



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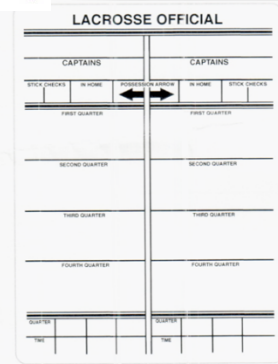
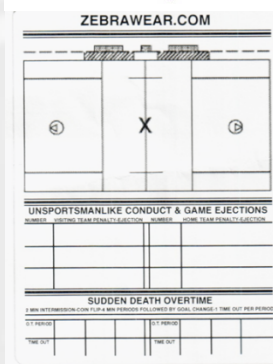
# No second chance for First Impression



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# Equipment

- 2 Whistles
- 2 Yellow Flags
- 2 Pencils
- Scorecard
- Coin
- Tape Measure
- Digital Watch



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# Pre-game Meeting among Officials

- Warm-up and preparation
  - Like players need to warm-up before a game
- Start communicate and work as a team



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# Topics for Pre-Game Meeting

- Before the coin toss and the coin toss
- Starting 10 line-up
- Face-off
- Goal, display and report
- Technical fouls
- Play-on technique
- Goalkeeper and crease
- Personal fouls
- Penalty reporting and relay
- Line coverage, ball out of bounds
- Conflict - fight, freeze the benches
- Fast break, slow break
- Play around the goal
- Timeout, referee and team
- Rotation of officials



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# Meeting the Coaches

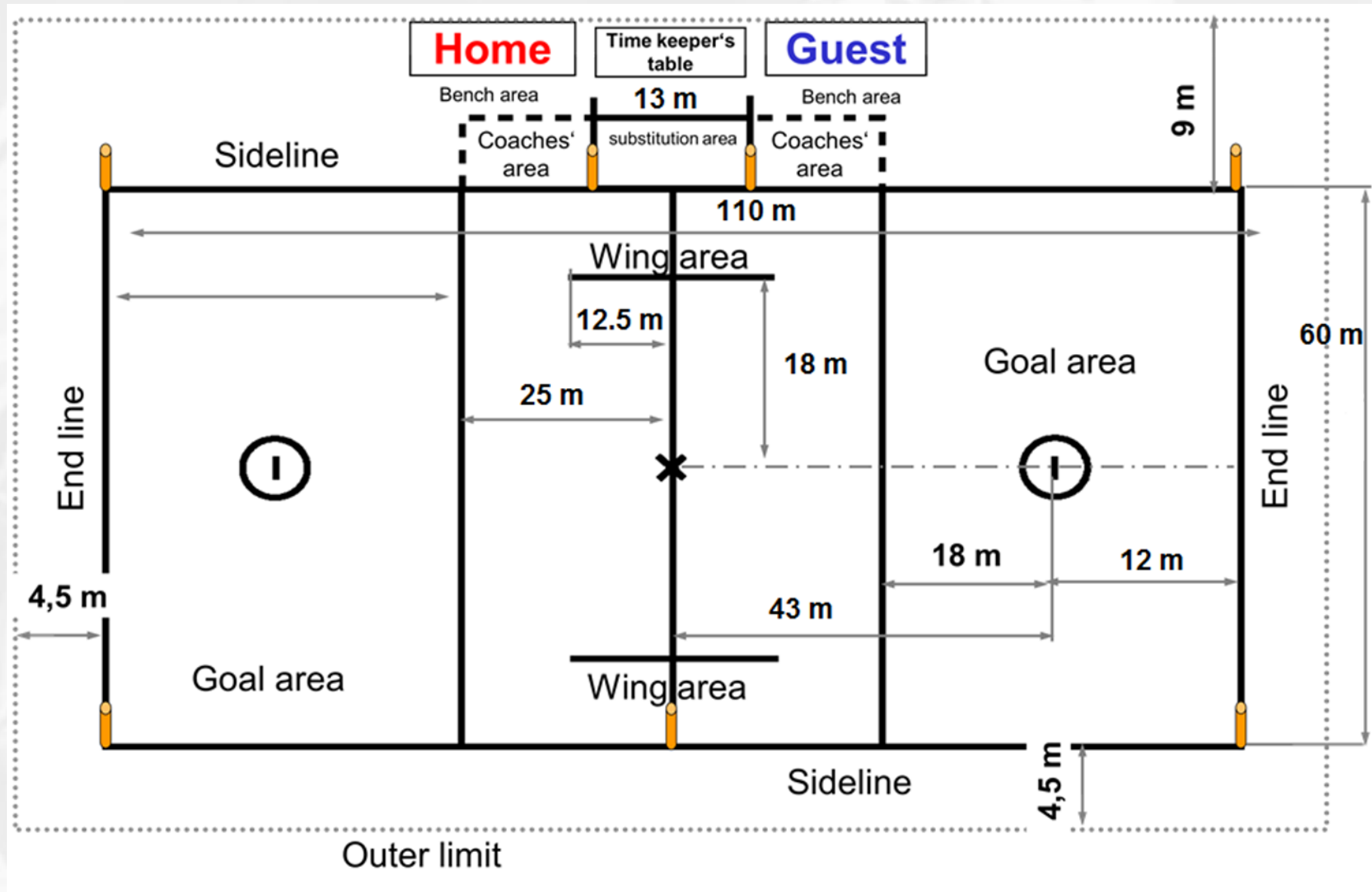
- Confirm with coaches about the player numbers of
  - Captains
  - Nominated Defenders
  - In-home



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# Field Dimension

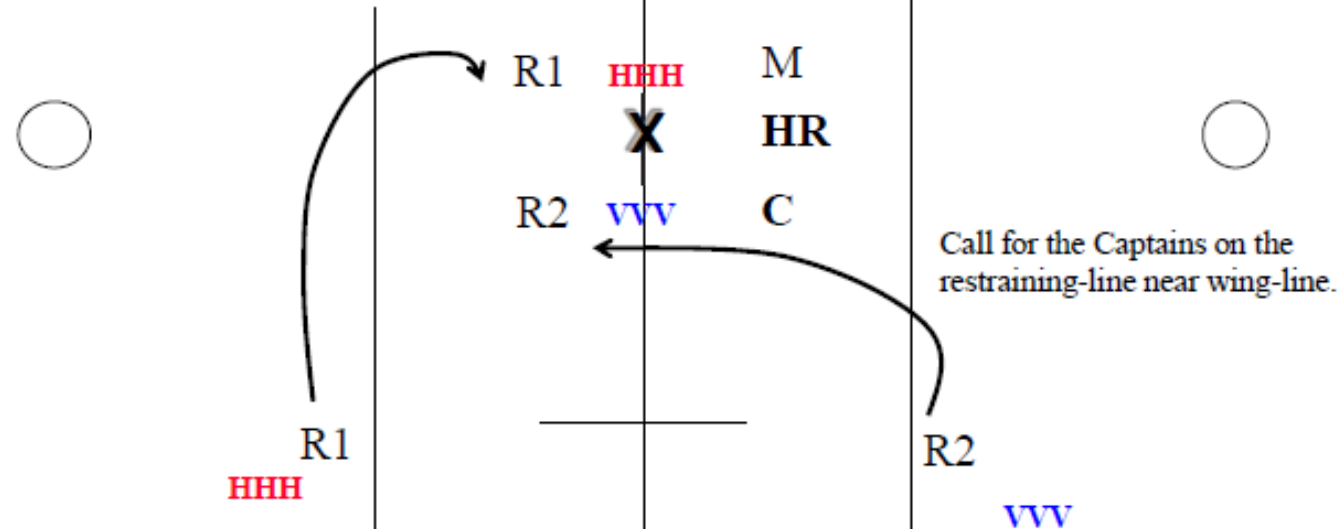


# Coin Toss

Before the Coin Toss (Home Bench is on the Left-Hand Side)

- 1) Home Captains face bench
- 2) R1 and R2 introduce Captains to Head Referee. Others introduce themselves.
- 3) R1 and R2 will be at opposite end of line to Head Referee.
- 4) CBO and Bench Manager will be next to HR after Captains arrive.

Home Captains leave first, and Visitors are about 5 steps behind.



Call for the Captains on the restraining-line near wing-line.

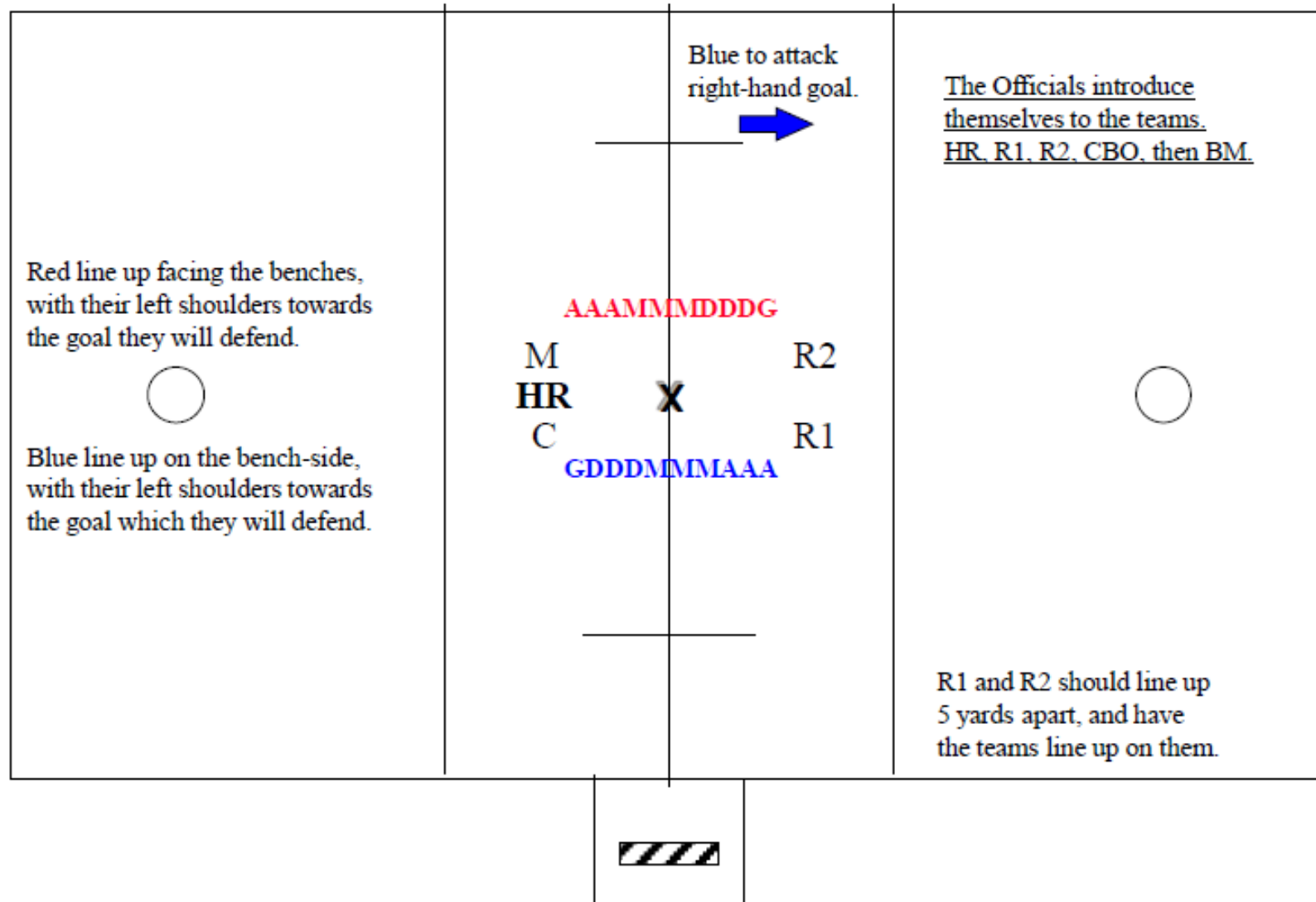
**HHHHH**  
**HOME**



**VVVVV**  
**VISITOR**

# Team Line-up

The Starting Line-up – with Blue About to Attack the Right-hand goal.



# Points in Play

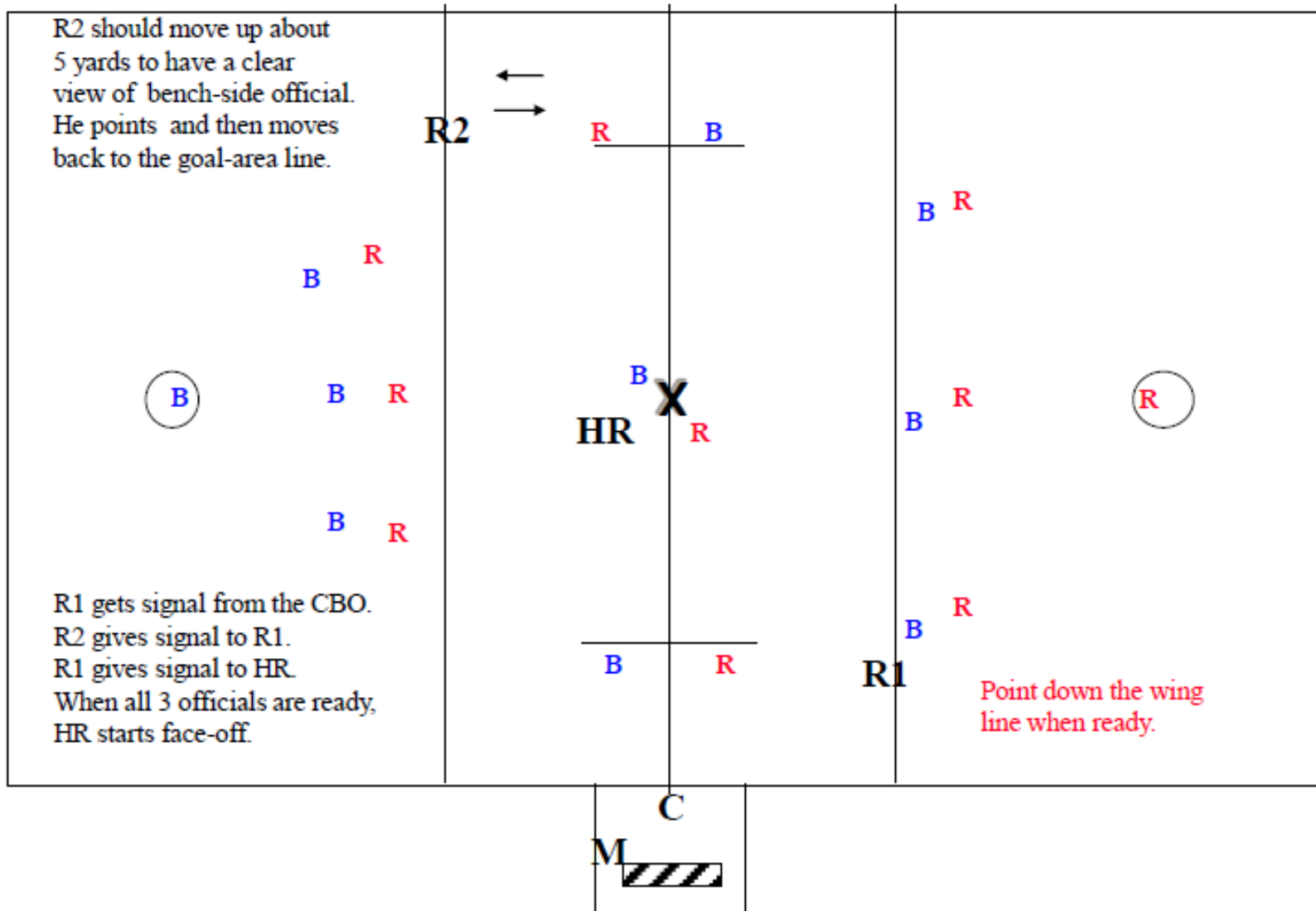
1. Before the game
- 2. Face-off**
3. Field positions and coverages
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# Face-off

## Initial Face-Off







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# Face-off

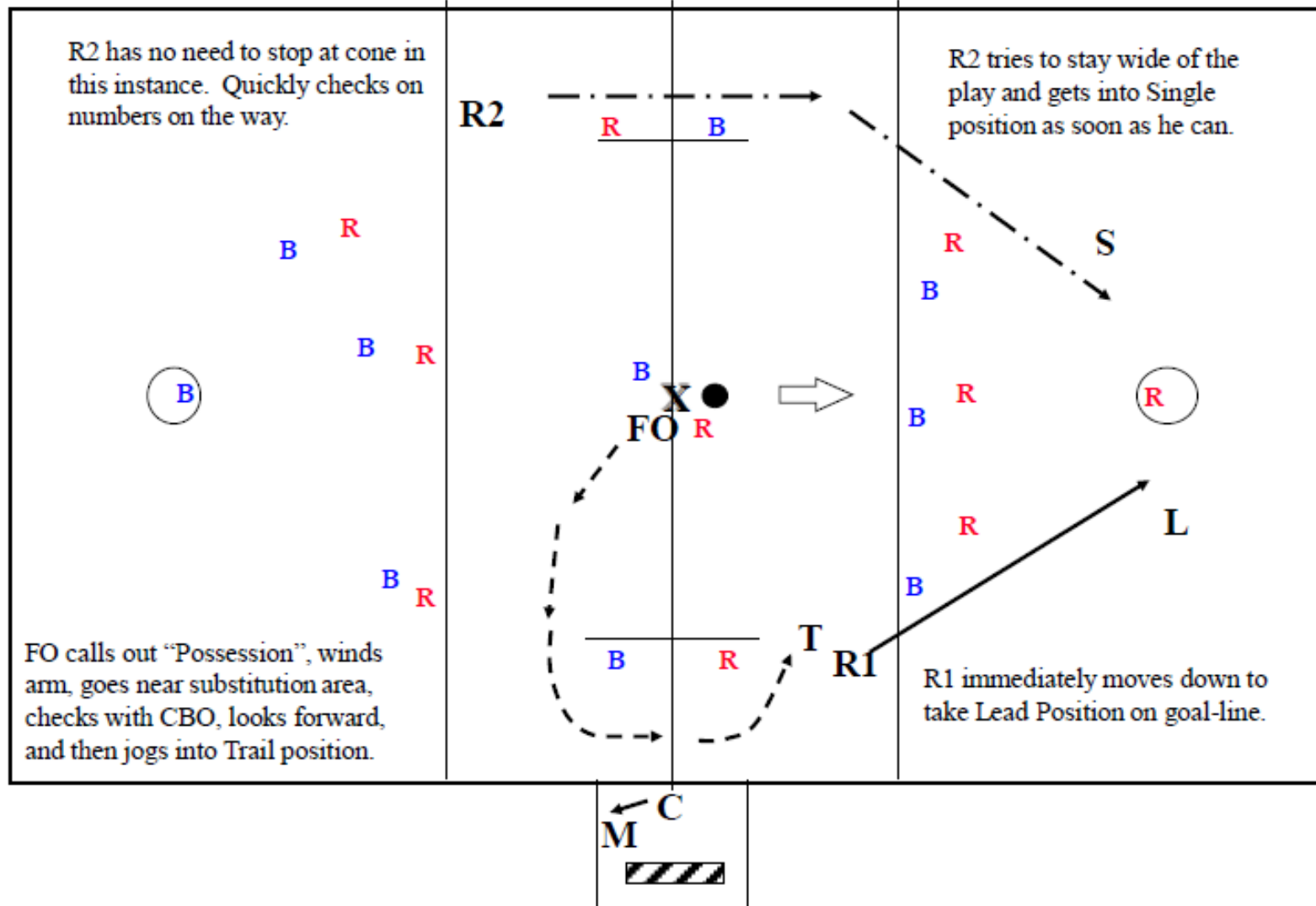
- Parallel to Centre line (4" centre line)
- Both gloved hands must be to the left of the crosse throat
- Both feet must stand to left of the head of the crosse
- “Down together” → “Set” → Whistle



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# After Face-off

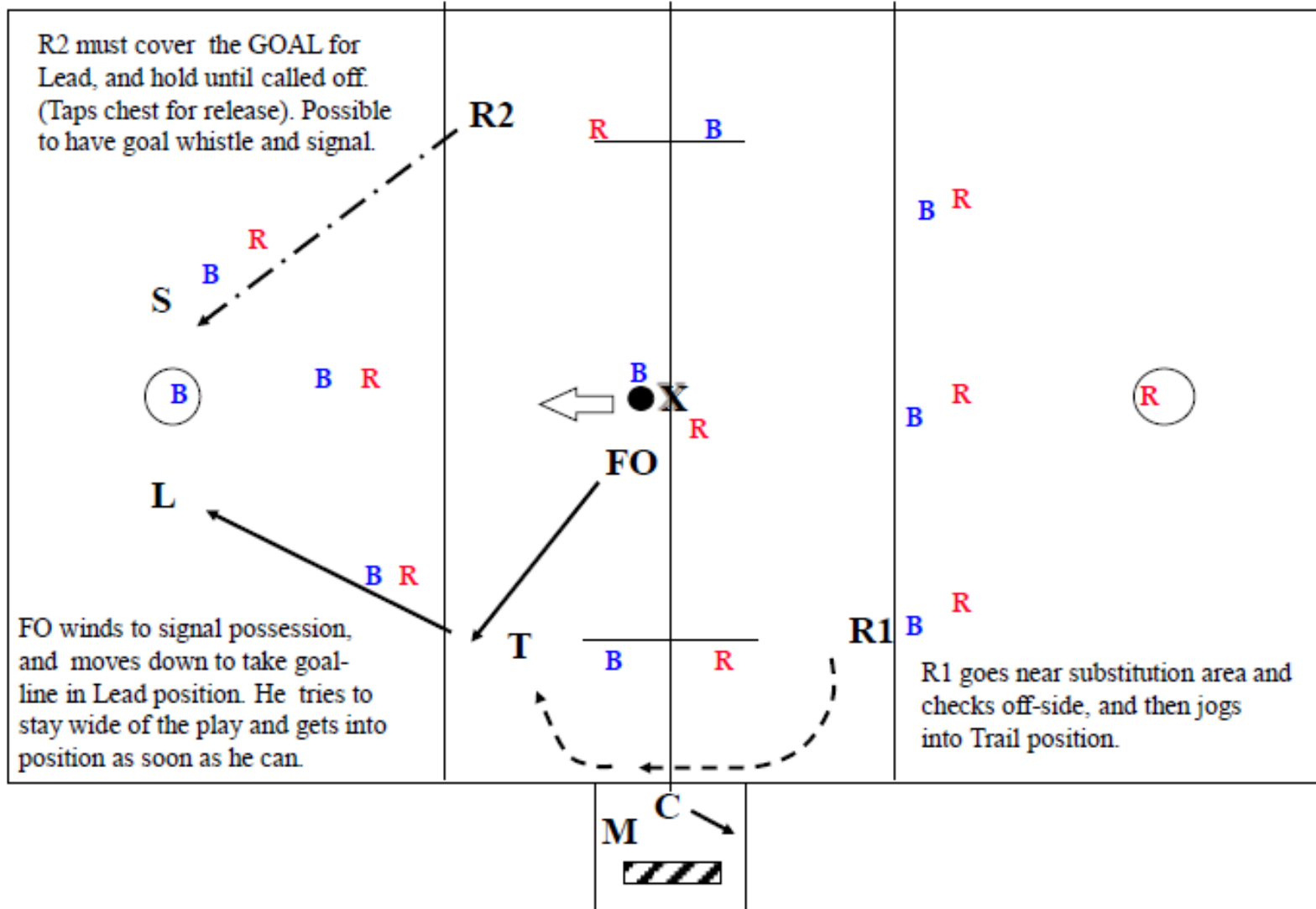
### Possession – Play Moves Away From Face Off Official #2





# After Face-off

## Possession – Play Moves Toward Face Off Official #2



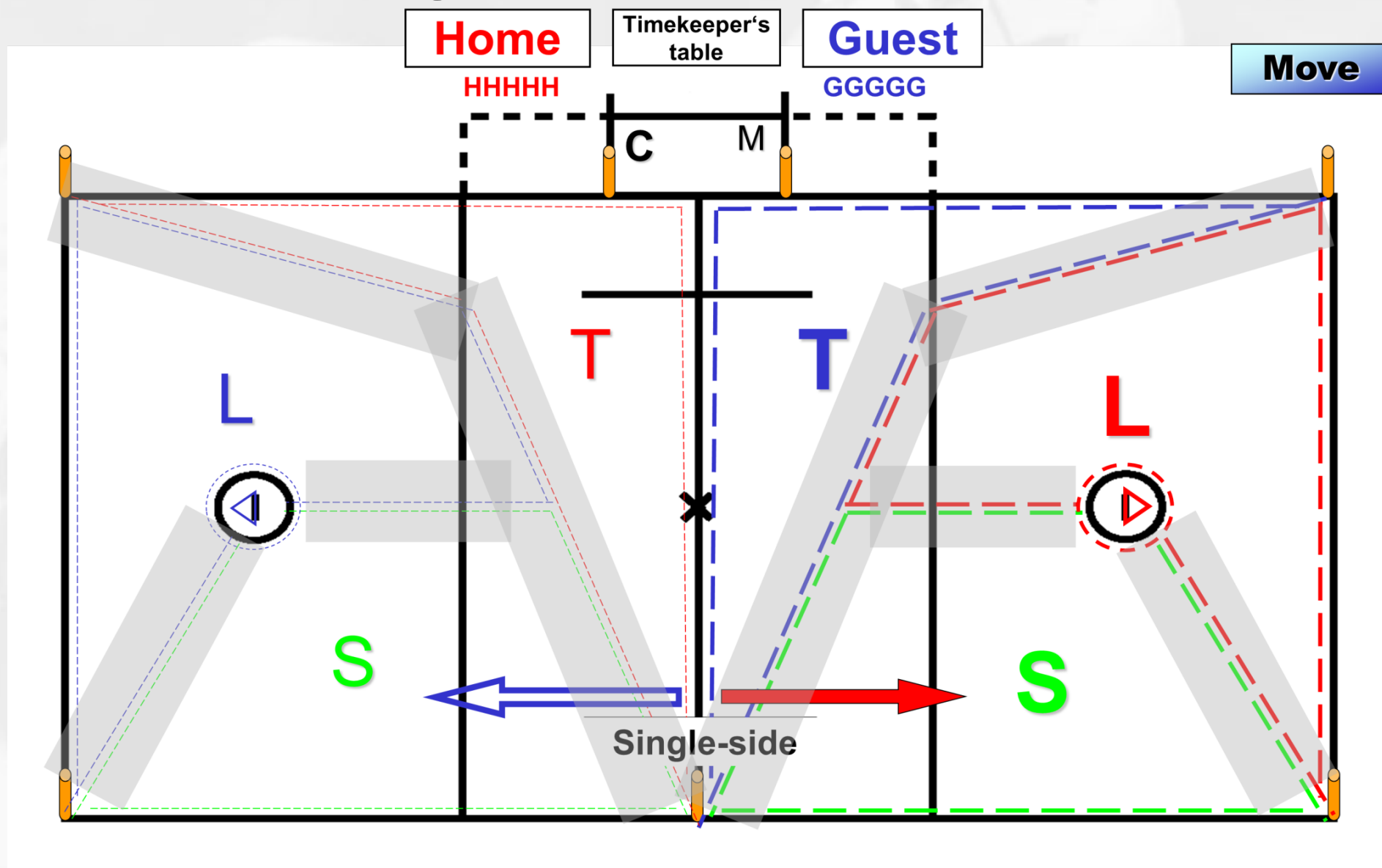
# Points in Play

1. Before the game
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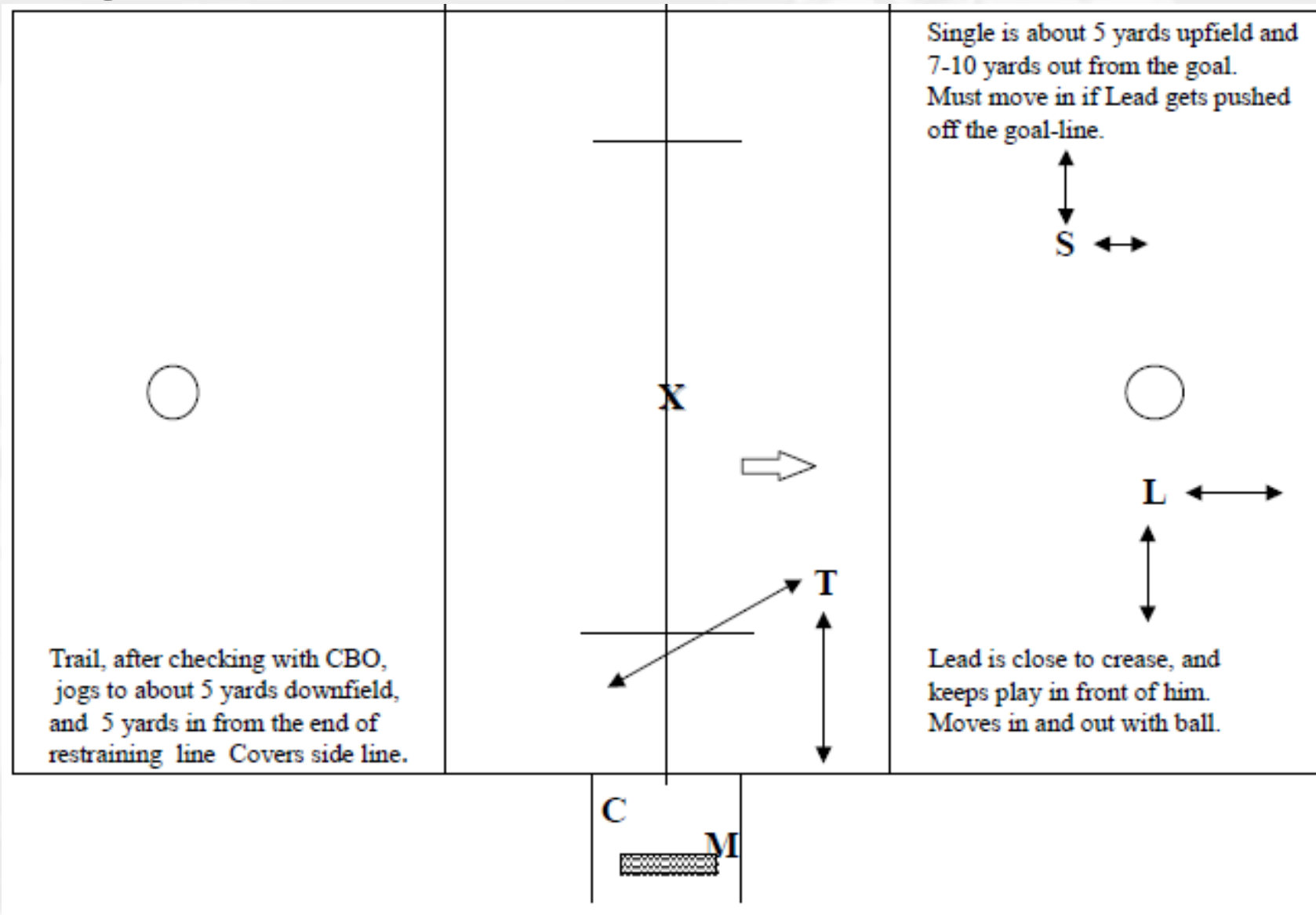


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# Field Coverages

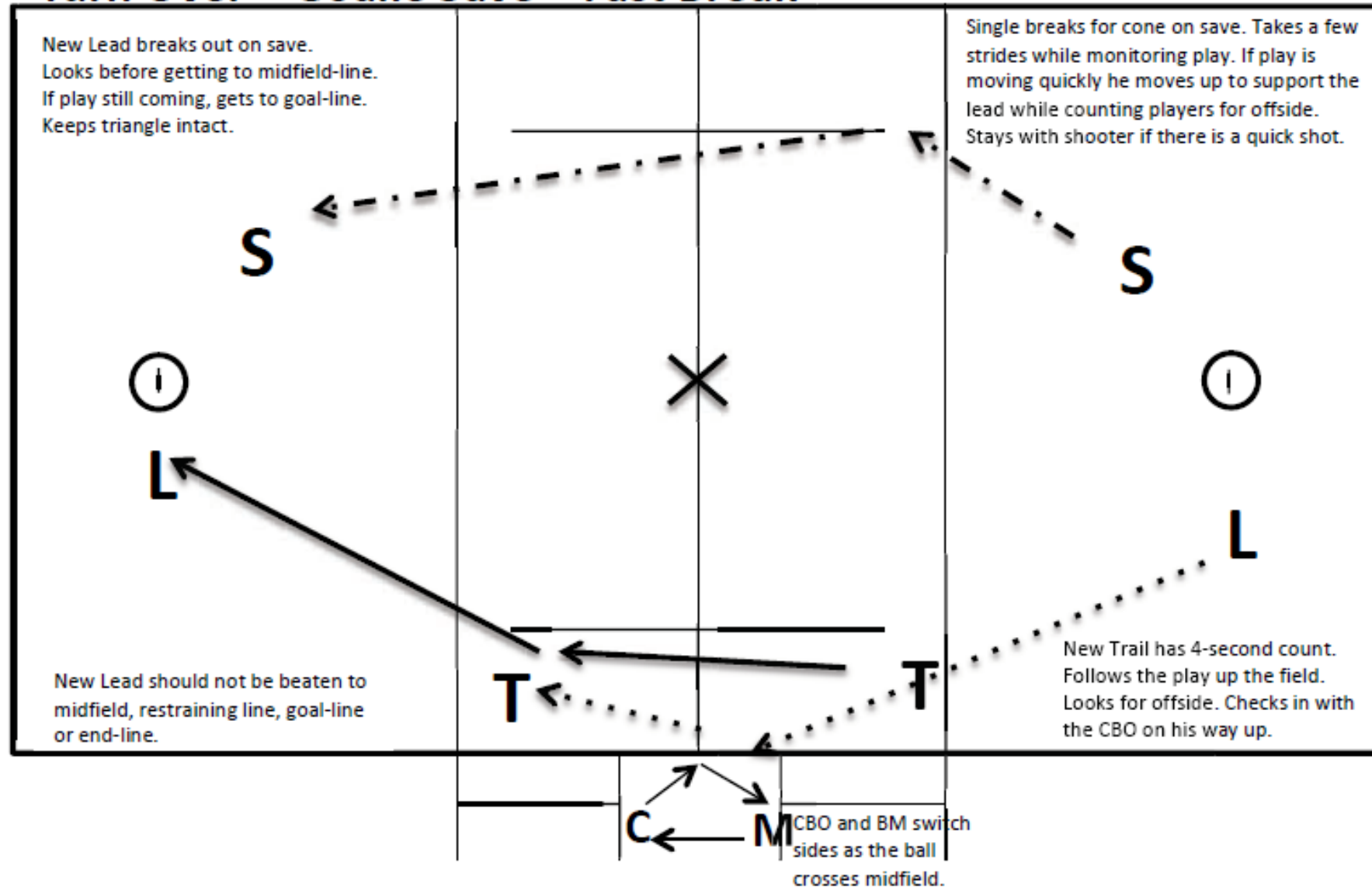


# Moving with the Balls



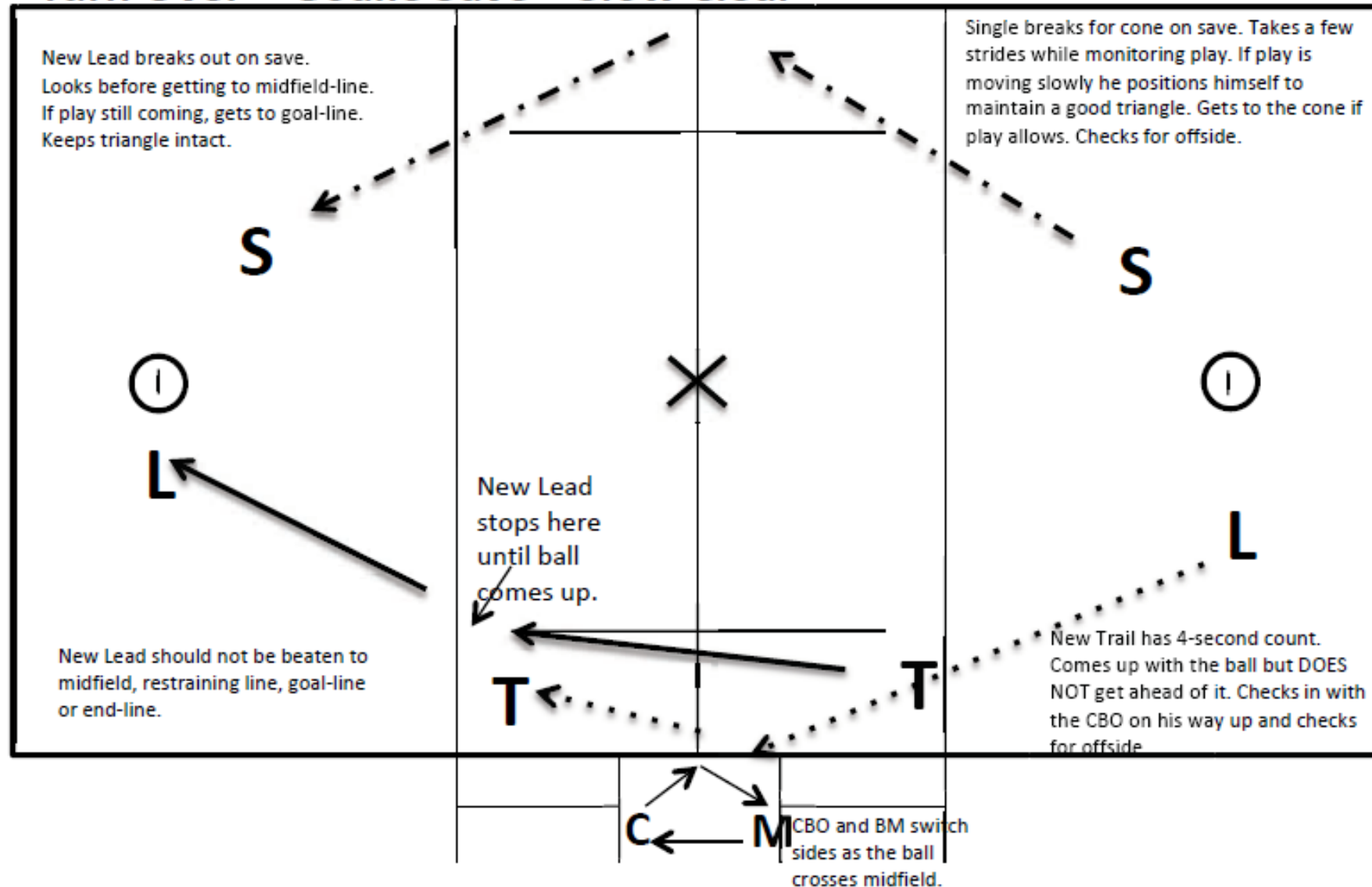
# Transition – Fast Break

## Turn Over – Goalie Save – Fast Break



# Transition – Slow Clear

## Turn Over – Goalie Save – Slow Clear



# Points in Play

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# Whistle and Signals

- Whistle to STOP and RESUME plays - be confident to use it!
- Out-of-bound
  - Whistle to stop
  - Signal the direction (shot vs non-shot)
  - Whistle to resume
- Goal
  - Whistle to stop
  - “Goal” signal
  - Report number
- No-goal situations: BIG SIGNAL to avoid confusions!



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# Stoppages

- Problems / Confusion → Stop → Officials Timeout
- Fighting: Freeze the Benches
- Injuries or Bleeding:
  - Officials Don't Touch the Player
  - Let Team Medical Staff to take care
  - Must leave the field, return after next dead ball/TO
- Team Timeout (When and who can call)



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# Execution of Penalties

- Foul occurs during loose ball (no possession):
  - If it is technical foul
    - **Official whistles immediately**, or apply play-on (see additional slides)
    - No time served penalty, **CO** signals
    - Possession goes to team not committing the foul
  - If it is personal foul
    - **Official whistles immediately**, and throws a flag
    - **Official signals and reports the penalty to the bench (CNOT)**
    - Corresponding player serves 1/2/3 minutes of penalty
    - Possession goes to team not committing the foul



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# Execution of Penalties

- Attacking team (with possession) commits a foul:
  - If it is technical foul
    - **Official whistles immediately**
    - No time served penalty, **CO** signals
    - Change of possession (turnover)
  - If it is personal foul
    - **Official whistles immediately, and throws a flag**
    - **Official signals and reports the penalty to the bench (CNOT)**
    - Corresponding player serves 1/2/3 minutes of penalty
    - Change of possession (turnover)



# Execution of Penalties

- Defending team (i.e. opponent with possession) commits a foul:
  - Official does not whistle immediately, but throws a flag
  - Official lets attacking team finish the "scoring play", then blows the whistle
  - Official signals and reports the penalty to the bench (**CNOT**)
  - If it is technical foul
    - Corresponding player serves 30 seconds of penalty
  - If it is personal foul
    - Corresponding player serves 1/2/3 minutes of penalty
- Possession goes to attacking team



# Penalty Reporting

**1** **C** Colour of the jersey of the  
offending player

**blue**

**2** **N** Number of the offending  
player

15 =



+



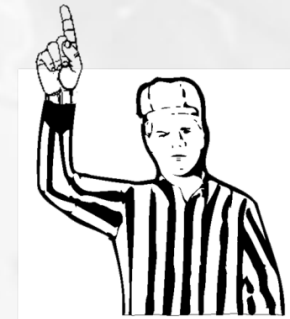
**3** **O** Offence

**Slashing**



**4** **T** Time to be served

**1 minute**



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# Penalty Time

- Penalty time starts when
  - The play has been seated / kneed, and
  - Referee whistles for restart
- Stops if:
  - Game clock is stopped
  - The player stands up prior to last 5 seconds of penalty time



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# Points in Play

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# Crease Violations

- Crease: 3m-radius circle around the cage
- Attacking team cannot make contact with the cage or the ground within the crease (including the crease line)
  - Stick touching the cage / crease circle is OK (no foul)
- Fouls regarding contacts with goalkeeper (next slide)



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# Ruling around the Crease

When opponent contacts with goalkeeper's crosse / body  
(goalkeeper in his own crease):

	Contact made <b>WITHIN</b> the cylinder	Contact made <b>OUTSIDE</b> the cylinder
Goalkeeper <b>HAS</b> possession	<b>FOUL</b>	<b>FOUL</b>
Goalkeeper <b>WITHOUT</b> possession	<b>FOUL</b>	<b>Legal</b>



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# Prohibitions Relating to Crease

- Defending team may not enter Goal Crease with possession
- 4-second rule  
(start when defender/goalkeeper has possession in crease)
- Goalkeeper can throw or direct the ball into his crease, step into the crease and pick up the ball (Once per possession only)



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# What's next?

- Online Rule Exam [www.classmarker.com](http://www.classmarker.com)
  - 50 MC questions, 90% pass mark
  - Main focus is the RULES
    - Types of fouls
    - Penalty executions
- Start officiating in local league games



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# Thank you and see you soon on the field!

(Additional material follows)



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# Points in Play: Play-On Technique

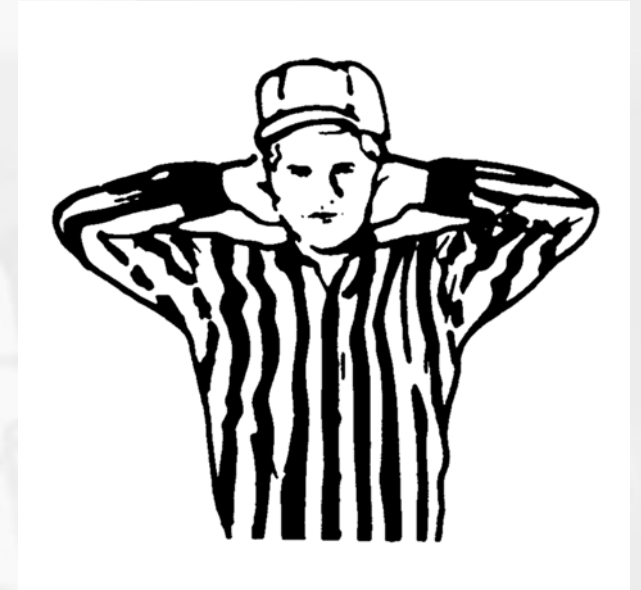
- Conditions:
  - Loose-ball Technical Foul
  - Offended team may be disadvantaged
- Ending of Play-On:
  - Offended team gain Possession -> “Advantage Gain”
  - Offending team gain Possession -> Whistle -> **CO**
- Situations not calling Play-On:
  - Read the Game: close to boundary and etc



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# Points in Play - Simultaneous Fouls

- All Technical Fouls -> All Cancelled
  - Possession: Team who had possession
  - Face-off if there is no possession
- At least One of the fouls is Personal
  - All Penalties serve time (even it's warding off)
  - Possession determined by following order:
    1. Team having Lesser Total Penalty time -> Possession
    2. If Equal -> Who had possession -> Possession
    3. If Equal and no possession -> Face-off



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# Points in Play - Player Ejections

- Foul Out: player with 5 personal fouls
- Expulsion Fouls (3-min and expelled) :
  - Striking or Attempting to Strike Opponent
  - After official “Frozen” the bench in case of a fight, any team personnel leaving their bench
  - Refusal to accept authority of the officials, or use of threatening, foul or abusive language or gestures
- Banishment:
  - Penalized person (for Unsportsmanlike Conduct) continues to act in an unsportsmanlike manner



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# Points in Play - Reporting

- **Hand Signals** is your primary tool to report
  - Field could be noisy and your voice may not be heard
- **Reporting Sequence and Procedures** for goals and fouls
  - To on-field, to Trail Official, to bench
  - Especially for multiple fouls



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# Points in Play - Communication

- After any whistle, point the direction of the next play
- To resume the play, official should LOOK at the other 2 officials
  - Referees are all pointing to the same direction → safe the resume
  - Any official “not ready” (hands up) → hold the whistle
- Multiple Whistles: communicate and clarify



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# Points in Play - Preventive Refereeing

- **Talk** to players in various game situations
- “Show presence” and keep players in control
- No coaching
  - “Find the stick”
  - “Play the ball”
  - “Keep it legal”



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# CBO

- Major responsibility
  - Check players' substitution
  - Control actions in the coaches' and players' areas
  - Control actions in the substituting and bench area
- Then, help on-field officials
  - Watch for offside fouls
  - Check each team has correct number of players on the field
  - Check that No illegal stick exchanges occur



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# Bench Manager

- BM shall assist CBO
- BM shall also be the official replacement referee
- BM has NO jurisdictional power
- BM shall not carry Flags and Whistle
- BM shall wear the same uniform as the referees except he wears a black T-shirt
- If One of the field referee is unable to continue the game, the BM shall jump in for him
- If HR drops out, R1 shall be the new HR



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# Instructions to Bench Officials

- The time keeper shall step on the field before the last 30 seconds of every period.
- He stays with the “Trail” referee and counts the time down for him like this:  
“30 seconds, 25 seconds, 20 seconds, 15 seconds, 14, 13, 12, ... 3, 2, 1, Time.”
- Should stand with his back towards the ball



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