

# HONG KONG LACROSSE ASSOCIATION



香港棍網球總會  
HONG KONG LACROSSE ASSOCIATION



Mentorship Scheme for Officials

## ***Umpire's Mentor Handbook***

Updated 15/5/2020

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## Please Note:

The information and diagrams in this booklet are intended to be used as a tool for official development and not as a substitute for World Lacrosse rulebooks or assessments.

# Introduction



## Vision

The HKLA Mentorship Scheme for Officials is designed to strengthen the network amongst HKLA officials and to engage and retain new officials. We believe that this intentional support will provide a strong foundation for the development of young referees and umpires. It is our hope that this document will serve as a guide for mentors as they support new officials. This program and handbook are a part of HKLA's continued efforts to grow the game of lacrosse in Hong Kong.

## Expectation of mentors

**Share:** Being willing to teach and share your valuable experience is of utmost importance for the success of this scheme.

**Give feedback:** Feedback should be **TIMELY** and **ACCURATE**. Please try your best to provide workable steps for mentees to work on.

**Prepare:** Officials are always well-prepared before any game, so mentors should be too. Have clear targets and takeaways for your mentees for each game. Identify mechanics or rules that mentees should focus on. Try to recommend games suitable for the ability of your mentees.

**Initiate:** Mentees are new to the zebra family, so take the initiative to communicate with them.

## Goals

- At least one off-field meet-up
- At least two on-field training interactions

Preferably at both the Champion League and Premier League levels. These can be shadowing, coaching or any other form that you deem fit.

## Pre-game

This is a great time to review some important points. Here are some suggestions:

**Mechanics:** Settled positions and discuss transition positions. Review draw protocol.

**Major Fouls**

**Penalty Execution:** How to restart play.

## Goal Setting

Pre-game is also a great time to set some goals for your mentee to work on.

These should be very specific. Providing clear, simple instruction will be helpful for your mentee. Below are some examples of simple goals and reminders:

- Beat the ball when transiting to Lead during a fast break situation
- Whistle at out-of-bound balls and signalling next possession and restart at the proper position
- Count to 10 when the ball enters the crease

Suggested points for review:

## Mechanics

- Settled positions
- Transition positions
  - During a fast break
  - During a slow break
- Draws

## Your perspective

Share your focus at different points of time in the game. Some examples might be:

- Pay attention to off-ball players
- Anticipate when ball carrier will dodge, pass or shoot
- Look for or anticipate shooting space as Deep Trail
- Be alert for time-out calls when near half-time or game-end

## Game management (advanced)

You might want to include some advanced topics for mentees who are more familiar with officiating. This can be helpful for them in progressing to Level 2 accreditation.

1. Eye Contact
  - Commonly referred to as an "umpire's lifeline"
2. Communication
  - Between officials
  - With coaches
  - With players
3. Rule Application
  - Illegal defense vs illegal offense



## Off-field coaching

Sometimes coaching from the sideline can help mentees to become more independent on-field. This might be helpful to those who have had a few games of officiating experience.

Mentors may pinpoint some specific points for mentees to work on during the game in order to strengthen mentees' awareness in certain areas. These points may include:

- Mechanics
- Ball-watching

If necessary, mentors may mention these important pointers for mentees during half-time. Communication at other times of a game might interfere with the crew's internal communication, and is not recommended.

## Evaluation

As mentioned before, feedback shall be **TIMELY** and **ACCURATE**. Post-game evaluation is a suitable environment for timely feedback and encouragement. Evaluation might include the following:

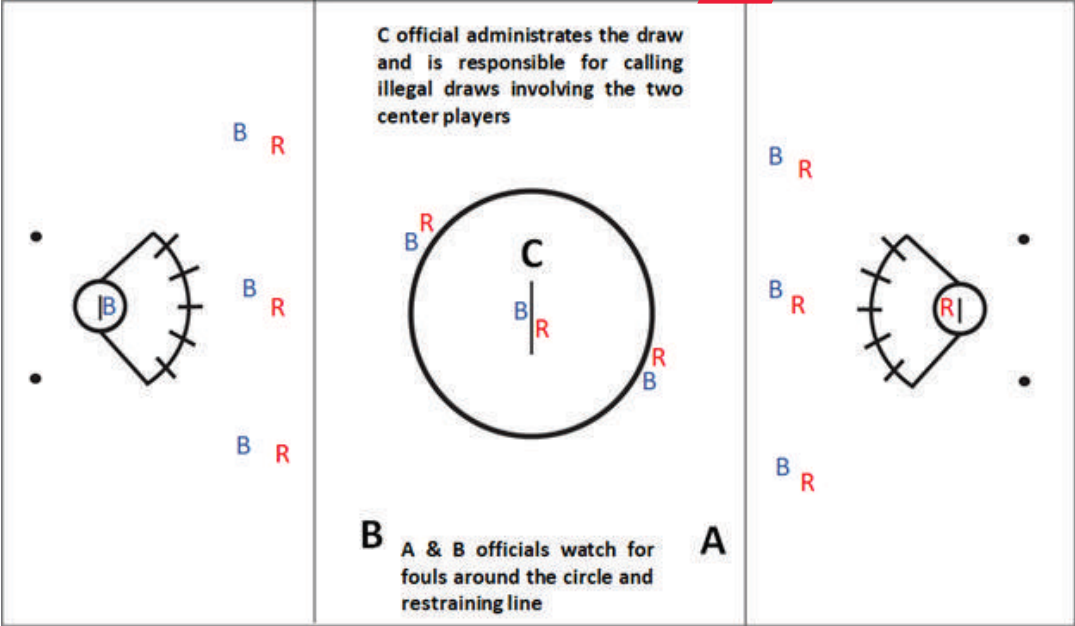
1. Encourage mentees to share **THEIR OWN** feelings/reflections/possible improvements. Their first-hand perspectives are always important to take into account.
2. Share positive take-away points. Recognize positive things that the mentee did during a game which is worth reinforcing for future games.
3. Acknowledge areas for improvement. These are most likely the focuses for the next game. Use rule book/manual to review specific calls.

# Resources (Positioning)

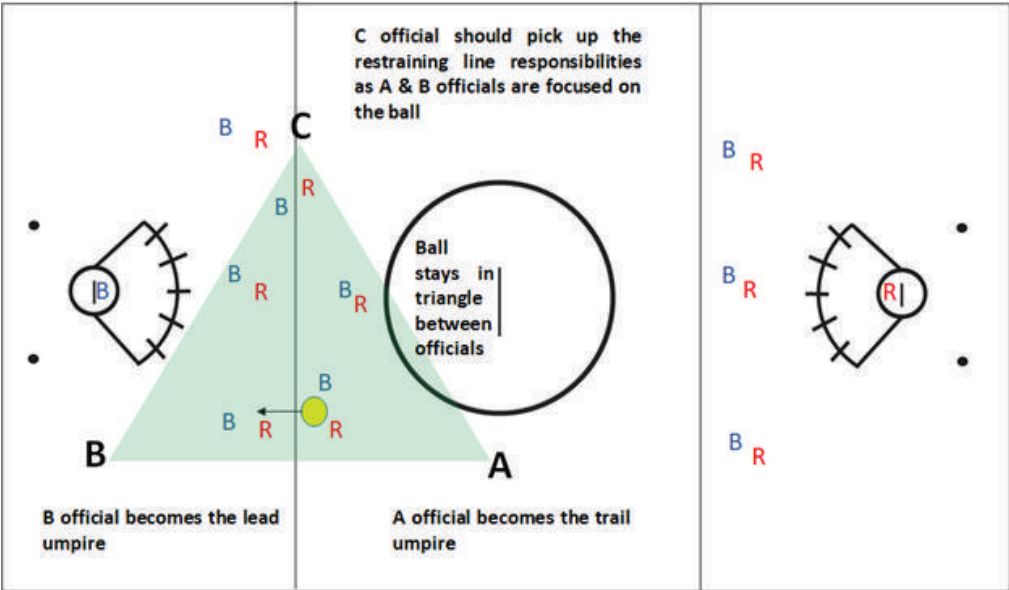


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## Draw Positions



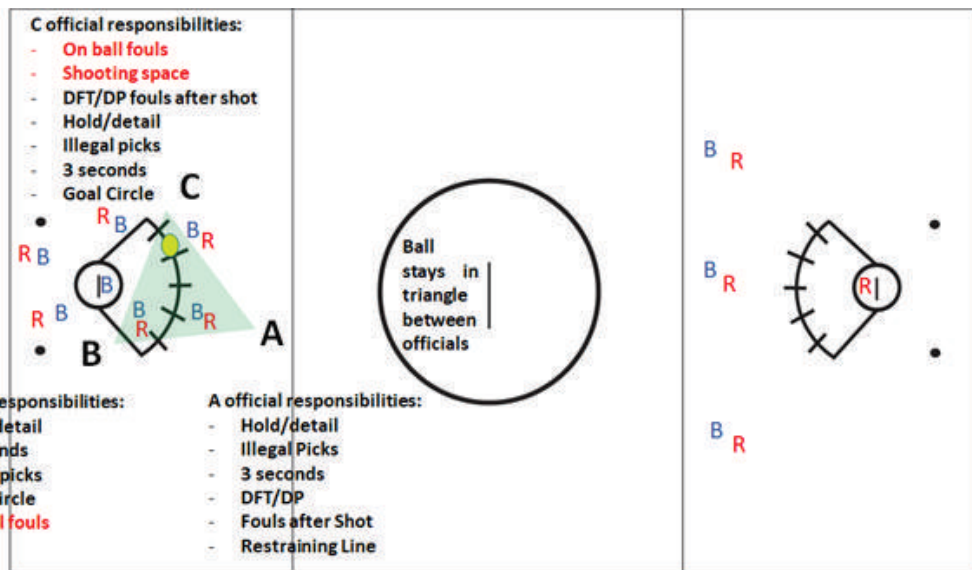
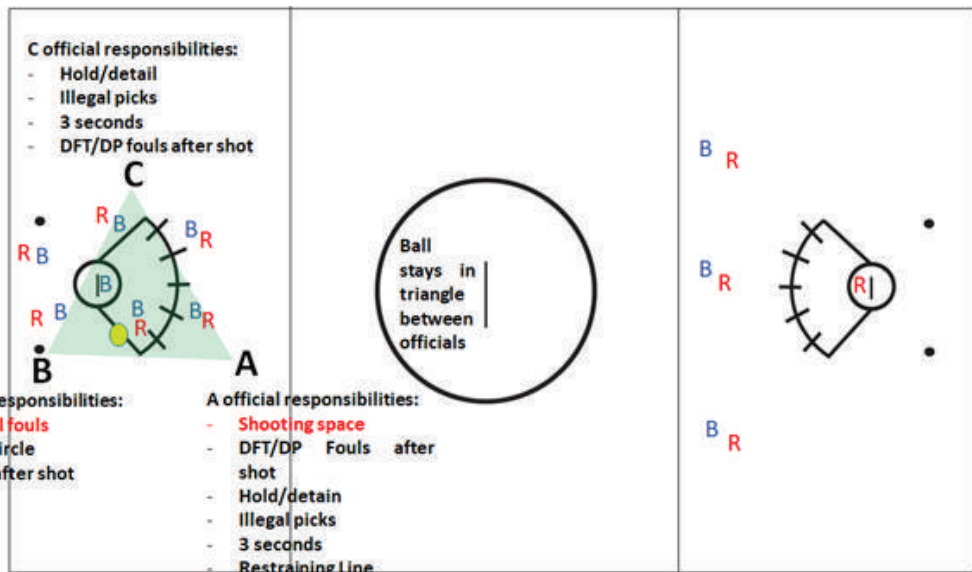
## Areas of Focus During Settled Positions



# Resources (Positioning)



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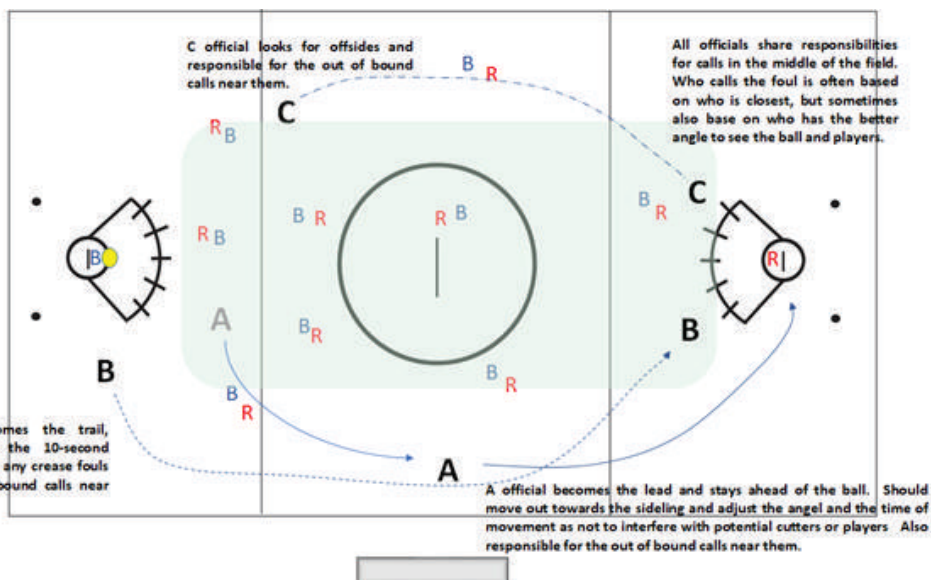


# Resources (Positioning)

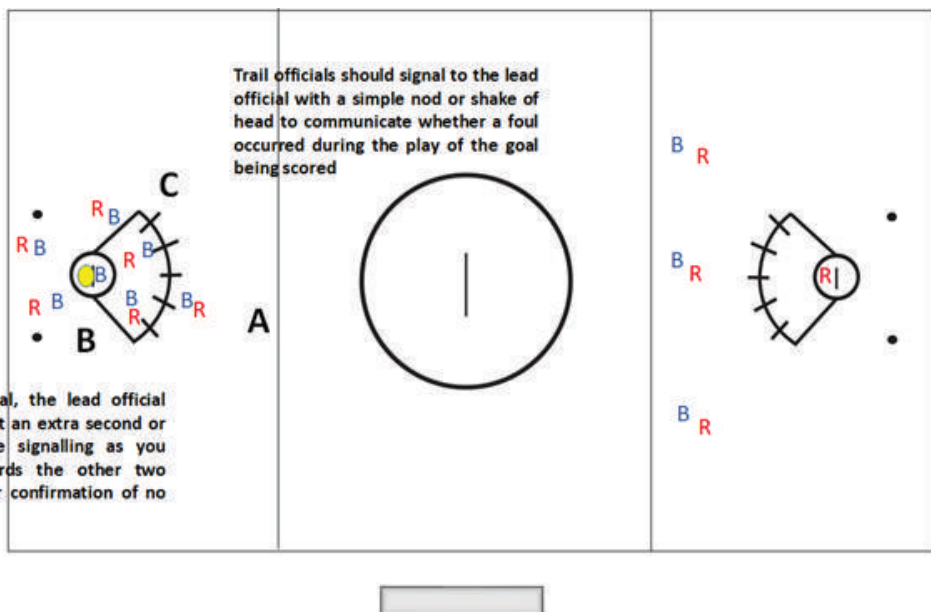


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## Transition Positions



## After a Goal

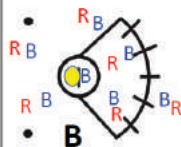


# Resources (Positioning)



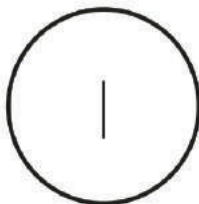
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After whistling and signalling for the goal, the lead umpire should then retrieve the ball from the net and perform the stick check on the stick of the goal scorer. After the stick is confirmed to be legal, signal to the trail official the number of the scoring player, then pass the game ball to C for next draw.



C umpire should first signal no foul for lead umpire to confirm goal. Then can begin moving towards center of the field to ready to set up for the next draw.

C



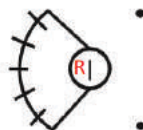
A

Trail official will start to move towards the bench to ensure no substitution is taking place until the stick check is confirmed. After the stick check is confirmed, should relay the scorer and assists player number to the bench

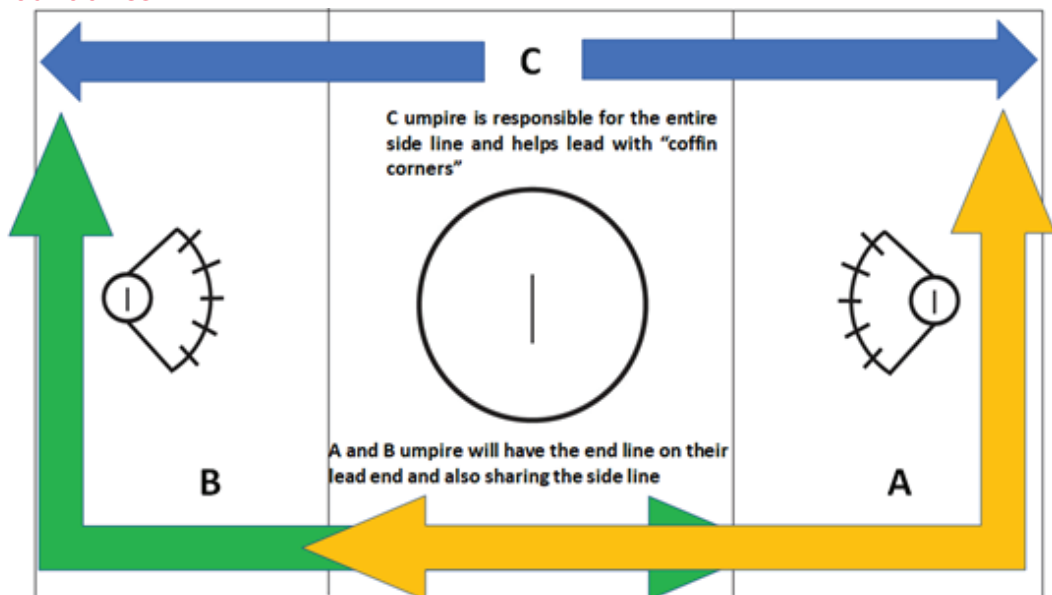
B R

B R

B R















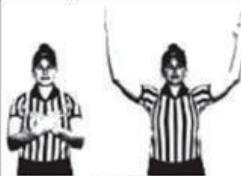








## Boundaries



# Resources (Signals)






















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 ILLEGAL DRAW	 ILLEGAL PICK	 ILLEGAL PROCEDURE/ FAKE START	
 ILLEGAL STICK TO BODY CONTACT	 MISCONDUCT	 NO GOAL	 OBSTRUCTION OF FREE SPACE TO GOAL
 OFFENSIVE FOUL	 OFFSETTING FOULS	 OFFSIDE	
 POSSESSION	 PUSHING OR BODY CONTACT	 REDRAW	
 ROUGH CHECK/ ILLEGAL CHECK ON BODY	 SLASH	 THREE SECOND RULE	 TIME IN
 TIME OUT	 TRIP	 WARDING	 10 SECOND GC COUNT

# Resources (Signals)



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 ALTERNATE POSSESSION	 BLOCKING	 CHECK TO THE HEAD	 COVER	
 CROSSE INTO/ THROUGH SPHERE	 DANGEROUS FOLLOW THROUGH & DANGEROUS PROPELLING		 DANGEROUS CONTACT	 DANGEROUS PLAY
 DANGEROUS SHOT ON GOALKEEPER	 DETAINING	 EARLY ENTRY ON DRAW	 EMPTY CROSSE CHECK	
 FORCING THROUGH		 GOAL	 GOAL CIRCLE FOUL	
 HELD WHISTLE	 HOLDING	 ILLEGAL BALL OFF THE BODY	 ILLEGAL CRADLE IN SPHERE	

## Resources (Field Markings)



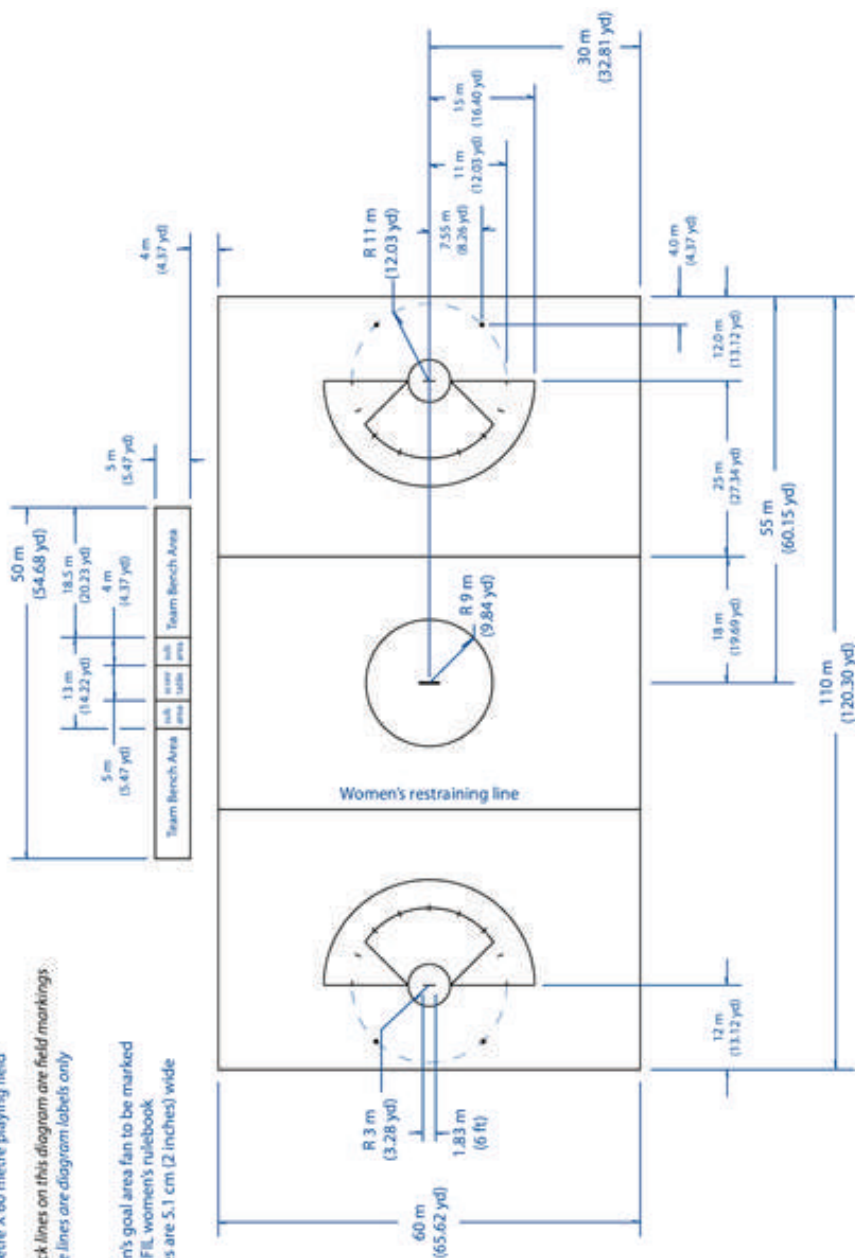
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**FIL Unified Men's and Women's Lacrosse Field Markings and labels for the Women's game only**

- 110 metre X 60 metre playing field

### NOTE

- women's goal area fan to be marked as per F.I.L. women's rulebook
- all lines are 5.1 cm (2 inches) wide



### Location of markings for the Women's game

### Diagram #1

