

BC Lacrosse Association
Bench Officials (Minor Officials) Handbook
For Use in Minor Box Lacrosse
BCLA Officials Technical Support Group
Updated Jan 2018

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**ANY HARASSMENT OF OFFICIALS BY PARENTS
WILL ABSOLUTELY NOT BE TOLERATED**

Introduction:

The purpose of this document is to aid bench officials, otherwise known as (minor officials), in understanding their role within the game and to provide an outline of their duties and responsibilities.

As outlined by Rules 22 and 23 in the CLA Rule book, the referees in the game shall have full control of the game. This means that the referees have the final say on all matters pertaining to the game. Minor officials are there to assist the referees in their duties, and are required to defer to the referee's judgment. If for any reason the referee feels compelled to replace a bench official they may do so.

- As these positions are considered game 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 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, whom will then apply the appropriate rule.

There are three **Minor Official** positions listed in the CLA rulebook. These positions are outlined below as they appear in the rulebook, and as they pertain to minor lacrosse:

- Game timekeeper: Controls the main time clock and displays goals and penalties as required.
- Official Scorer: Records penalties, stops, goals, and assists on the score sheet.
- Offensive Timekeeper: Controls the 30 second clock.

Equipment

All equipment used in the game must be CSA approved.

All balls and goal nets must be CLA approved.

Game Timekeeper (Score clock operator)

– Shall have control of the official playing time and all penalty times. The game timekeeper shall also indicate to the official scorer the times at which all penalties start and terminate. He shall also inform penalized players as to the unexpired time of his penalty, and shall have sole authority of informing penalized players when they may leave the penalty bench.

Note: In some situations floor time may be strictly limited to the scheduled time allotted for that game. It may be necessary to end a game early due to the expiry of the allotted floor time for that game. If this situation becomes apparent, the officials should inform the benches prior to the start of the 3rd period if at all possible.

Timing of the game:

In all games of lacrosse the game shall consist of 3 **straight time** periods where the teams switch ends after each period, the following is the time that each division shall have for each game:

***Note: In some special circumstances, such as tournaments and outdoor play, these times may vary. When in doubt please consult the referee.**

MINI-TYKE (6 and Under) RULES; OPTION X pg. 136-138

The Playing Surface

- a) Games are to be played wide length in one of the attacking zones. The end boards and the closest restraining line are to be the boundaries. This allows two games to occur simultaneously.
- b) The neutral zone is where the players wait to enter the play.
- c) The crease is to be an arc that starts two feet on either side of the goal posts and extends as far back at the tail on the goal. The net tail must be 3 feet from the boards.
- d) Playing surfaces without floor markings can be used by using tape or chalk to mark the crease.

The Lacrosse Stick

- a) The player's stick shall measure not more than 101.6 cm (40"), nor less than 66.04 (26") in overall length.

The Ball

- a) The balls used in all matches shall be soft lacrosse balls that conform to CLA standards and be approved by the CLA.

The Goals

- a) Each goal shall consist of two upright poles, 91.44 cm (3') apart, joined by rigid crossbar 91.44 cm (3') from the playing surface. All measurements are to be inside distances. All nets must be CLA approved.

Player's Equipment

- a) All players must wear at all times the following pieces of equipment: helmet, mask, elbow pads, mouth guards, gloves, and a jock or jill strap.
- b) The following pieces of equipment are optional: shoulder and arm pads, back/kidney pads, and knee pads.

The Teams

- a) Each team shall be composed of three players, one designated goalkeeper, up to six substitute players (i.e. a maximum of ten)
- b) One Coach from each team may be on the floor to instruct players.
- c) No other people may be on the floor other than players, referees and other coaches listed on the game sheet

The Game (timing from Tyke Option L)

- a) The duration of a game shall be three fifteen-minute straight time periods, with intermission of three minutes between periods. Each period shall start with a face-off.

Appointment of Officials

- a) The appropriate governing body or their delegate may appoint one or two Referees for the game.
- b) If there are no Referees appointed for the game, then the coaches on the floor also referee the game.

Score Sheet

- a) A score sheet must be completed prior to each game.
- b) No score is kept or displayed on the scoreboard.

Contact

- a) Defensive players may occupy a space to prevent an offensive player from entering. The defensive player may place their stick on an opponent, but they are not to push or check with the stick.
- b) Any offensive player (including ball-carrier) who deliberately charged directly at a defensive player may be assessed a charging penalty.
- c) There is to be no body-checking.
- d) A defensive player may check an offensive player by placing their stick head on an opposing player's stick head.

Face-Offs, Possession, and Awarding Possession

- a) Play to start with a face-off at the start of a period.
- b) After a shift, play to start with the goalkeeper of the team that had possession at the end of the shift.
- c) After each goal and the end of a shift, the opposing team is to fall back to their zone.

Penalties

- a) No penalties are to be assessed. Instead play is stopped and the offending player has the infraction explained to him by either the Referee or their own coach. If the offending player's team had possession of the ball, it is awarded to the opposing team. In more serious cases the coach may replace the offending player with another player.

Note: These are modifications to the existing CLA rules for box lacrosse. Where there is a conflict between the CLA rule book and these special rules for tyke, then the tyke rules shall apply.

TYKE (7 & 8) RULES: Option L pg. 139-140**The Lacrosse Stick**

- a) The player's stick shall measure not more than 101.6 cm (40"), nor less than 66.04 cm (26") in overall length.

The Ball

- a) The balls used in all matches may be soft lacrosse balls that conform to CLA standards and be approved by the CLA.

The Goals

- a) Each goal shall consist of two upright poles, 91.44 cm (3') apart, joined by a rigid crossbar 91.44 cm (3') from the playing surface. All measurements are to be inside distances.

Player's Equipment

- a) All players must wear at all times the following equipment: helmet, mask, elbow pads, mouth guards, gloves, a jock or Jill strap, shoulder and arm pads, and back/kidney pads.
- b) The following pieces of equipment are optional: knee pads.

The Game

- a) The duration of a game shall be three fifteen-minute straight time periods, with intermission of three minutes between periods. Each period shall start with a face-off.

Score Sheet

- a) A score sheet must be completed prior to each game.
- b) All goals, assists, and penalties are recorded and the score is displayed on the scoreboard.
- c) A differential of more than five goals is not displayed.

Contact

- a) Defensive players may place their stick on the ball-carrier and push them away.
- b) Any offensive player (including the ball-carrier) who deliberately charged directly at a defensive player may be assessed a charging penalty.
- c) There is to be no body-checking.
- d) A defensive player may check an offensive player by placing their stick head on an opposing player's stick head.

Fall Back Rule

- a) Local lacrosse associations may incorporate the fall back rule.
- b) The fall back rule applies when possession is gained by the goalkeeper. All defensive players must enter the neutral zone. Once all the defensive players are in the neutral zone, they are free to go wherever they want. The goalkeeper must pass the ball to one of the offensive players who must be outside of the dotted line.

Note:

- We recommend using a regular hard ball for all games.
- We will be using B for the fall back rule with the following exception – Once the goalkeeper has passed the ball (not necessarily caught), all players are free to move within both zones.
- After a goal, the play starts with goalie that was scored on. Fall back rule applies.
- Place and push only, no cross checking allowed.
- There are no timed line changes. Teams will change on the fly. Fair play policy always applies to ensure all players receive equal floor time.

PENALTIES:

- If a penalty is called the offending player will leave the floor to the penalty box and serve the appropriate time for the infraction. Teams will play man down. Play starts with the ball given to the non-offending team's goalkeeper (3 pass rule applies).

3 PASS RULE

- Min 1 pass in the defensive zone, goalie pass will count
- Min 2 passes in the offensive zone prior to being allowed to count a goal
- should a goal be scored prior to the above then possession will be awarded to the non-offending team
- the reset of the pass rule will occur only once the other team has moved the ball down the floor and into the other team's offensive zone (inside restraining lines). If a player with the ball is legally checked prior to crossing into the offensive zone the 3 pass rule would not apply.

NOVICE (9 & 10) RULES; Option L pg. 145

The Game

- a) In BC the duration of a game shall be three twenty-minute straight time periods, with intermissions of five minutes periods. Each period shall start with a face-off.
- b) All nets must be CLA approved.

Score Sheet

- a) A score sheet must be completed prior to each game.
- b) All goals, assists, and penalties are recorded and the score is displayed on the scoreboard.
- c) A differential of more than five goals is not displayed.

FEMALE BOX RULES Page 154

The Game

- a) The duration of a game shall be three twenty-minute straight time periods, with intermissions of **five** minutes between periods. Each period shall start with a face off.
- b) All nets must be CLA approved

Score Sheet

- a) A score sheet must be completed prior to each game.
- b) All goals, assists and penalties are recorded and the score is displayed on the scoreboard. A differential of more than five goals is not displayed.

Contact- Novice, Peewee (Option X) Page 155

- a) Defensive players may **place** their sticks on a ball-carrier and use **equal pressure** to prevent her movement.
- b) Stick contact is only allowed on non-ball carriers within the **24 foot dotted** line and the contact may only be **equal pressure** to prevent her movement.
- c) Any offensive player (including the ball-carrier) who deliberately charges at a defensive player may be assessed a charging penalty.
- d) There is no body-checking
- e) A defensive player may check an offensive player by placing their stick head on an opposing players stick head outside the 24 foot dotted line.

Fall Back Rule – NOVICE ONLY

- a) The fall back rule applies when possession is awarded to the goalie. All defensive players must enter the neutral zone (**1st rag line**). All the defensive players must stay in the neutral zone until the offensive player with the ball has entered the neutral zone. If the offensive player is interfered with before she crosses the 1st rag line, play will restart and the 30 second clock will reset.

Contact – Bantam, Midget and Junior (Option A)

- a) Defensive players may **place** their stick on the ball-carrier and **push** them away.
- b) Place and Push is only allowed on the non-ball carriers within the offensive zone
- c) Any offensive player (including the ball-carrier) who deliberately charges at a defensive player may be assessed a charging penalty.

Female Rules of Emphasis

Offensive Charging:

- a) **Any offensive player (including the ball carrier) who deliberately charges directly at a defensive player may be assessed a charging penalty.**

Cross-checking:

- a) **Cross-checking is illegal in female box lacrosse – please refer to rule 40.**

Time Outs:

- Time outs are **60 seconds** in duration (run the shot clock twice if possible)
- In minor lacrosse each team shall be allowed one time out in the regular playing time of the game. The time out shall be granted by the Referee only if requested by a player on the floor during a stoppage in play or when his/her team has possession.
- The thirty second clock **shall not** reset when a time out is called for a play in progress.
- The referee may at any time call a time out for their own purposes, i.e., injury or to deal with an extraordinary situation.

Penalties:

There are four basic types of penalties:

1. Minor: All two (2)-minute penalties fall into this category
2. Major: All five (5)-minute penalties fall into this category, including **match** penalties.
3. Misconduct: These are ten (10)-minute penalties.
4. Game Misconduct: These are penalties that require the removal of a player from the game. (count as 10 minutes in penalty time total)

When entering these penalties into the clock, if there are any doubts as to how they should be entered please consult with the Referee.

Minor penalties, when assessed without a **coincident*** major, 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:** Are penalties of equal duration that start at the same time, and that are assessed to players of both teams.
- **Double Minor under rule 38(a) Checking from behind,** players penalized for checking from behind are now be assessed a 4 minute penalty. This penalty is displayed on the clock as 4 minutes, **but is recorded on the game sheet as 2 separate minor penalties** and counts as 2 penalties towards the 5 penalty limit.

Major penalties, when assessed to a single player, are always recorded on the penalty clock and require the removal of the player for 5 minutes.

- **If the non-offending team scores two goals on a power play that resulted from a Major penalty, the penalized team may substitute for the penalized player from the players' bench and play at full strength (assuming no other penalties are running). However, the penalized player must remain in the penalty box until the first "dead ball" (see below) following the conclusion of their major penalty.***(For situations involving more than one player, see multiple penalties below).
- **NOTE: A dead ball is defined as a stoppage for a face-off, a penalty, a time-out or end of period.**
- **Rule 77(d) In all situations where a single player is assessed a minor and a 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 outlined above. For national play refer to the section below:**

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

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

Goalkeeper penalties: When a goalkeeper is assessed a minor, major, or 10 minute misconduct, a player whom was on the floor at the time of the infraction shall serve the penalty. If a goalkeeper is assessed a second major or 10 minute misconduct they shall also receive a game misconduct penalty.

***Note:** In the case of goalkeeper penalties or game misconduct penalties the referees will often appreciate assistance in getting the number of penalized players or of the players on the floor at the time. The same applies in situations where multiple incidents are occurring at the same time and the referee's attention is divided between several incidents.

Rule 12i- Goaltender equipment

Examination of a goalkeeper's equipment shall be performed during the first stoppage in play after a request by the Captain/Alternate Captain. A major penalty shall be assessed to a goalkeeper using illegal equipment. **The goalkeeper is required to fix the issue prior to returning to play** on the first infraction. A second infraction in the same game to the same goalkeeper will result in a **second major penalty, which will result in a game misconduct**. A bench minor penalty shall be assessed to a team requesting the examination, provided that the equipment is legal. Bench minor penalties require the removal of any player on the offending team (other than the designated goalkeepers) without substitute for two minutes, unless terminated early by a goal.

Officials in BC are reminded that goaltender equipment should be called per CLA rule book Appendix A - Goaltender Equipment Specifications which has been in place in minor lacrosse since April 1, 2012. This includes standard equipment sizing labels (on all equipment including goaltending pants).

CLA Goalie Exemptions:

If the team whose goalie equipment is being challenged provides a CLA exemption form for the piece of equipment that is being challenged for conformity, the on floor official shall follow this procedure:

When the official is presented with the exemption for the goalie whose equipment is being challenged, the official is to go to the captain or coach of the opposing team asking for the inspection and notify them that the opposing goalie has a CLA exemption form and ask if their team would like to continue with the inspection.

If the challenging coach does NOT want to continue with the inspection, the on floor official shall continue the game with no penalties assessed to either team in regards to the inspection request.

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.

- Since a team is always entitled to have at least 3 players plus a goal keeper on the floor at all times, a team cannot have more than 2 penalties running at any one time. Penalties for players 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 (see above), 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 additional players must remain in the penalty box until the first dead ball (see above) after their penalty expires.

Determining which penalty a goal counts toward: (see Appendix A for some examples)

Goals count against the penalty that made the team shorthanded at the time of the goal.

- When a player is assessed a non-coincident major and one or more minor penalties, **the minor penalty shall be served first.**
- Once a goal is counted against a penalty, the next goal is also counted against that same penalty.

Coincident penalties: Are penalties of equal duration that start at the same time, and that are assessed to players of both teams.

- When coincident majors, coincident penalties of equal duration including majors or coincident majors with unequal additional penalties are assessed to player(s) of both teams, the penalized players shall take their places on the penalty bench, and shall not leave until the first **dead ball** following the expiry of their respective penalties. (Immediate substitution shall be permitted for any equal number of majors and associated coincident minors).
- 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. (not against the player serving the unequal portion)
- When a major penalty and equal amounts of minor penalties are assessed at the same time to players from different teams, the equal majors and equal associated minors cancel each other out. **The equal portions are not displayed on the main clock and the players may be immediately substituted.** These penalties still count toward the 5 penalty limit.
- **NOTE:** Rule 83(a) Coincident Penalties has been changed to include helpful procedure for canceling out coincident penalties that include at least one major or match to each team. See page 104-109 of the CLA rule book for more information.

Straight time penalties: Please note: unless otherwise instructed, the main time clock is always running. When in doubt sound the horn and ask the referee for assistance.

- In most situations, penalties must be entered on the main clock while the clock is running, if you are unsure as to how to operate the clock please ask for assistance. In situations where multiple penalties must be entered into the clock, it is appropriate to stop the clock while doing this.

- In running time games, penalties do not begin until play has resumed after the penalty is assessed.

Goals: The time clock operator will enter goals on the main clock as they are scored in all level above Tyke. **In Mini Tyke goals are recorded on the score sheet but the score is not displayed on the main clock. In Tyke and above a differential of more than 5 goals will not be displayed.**

- **Note:** That if there is a discrepancy between the score displayed on the main clock and the score entered on the official score sheet, the score sheet shall be deemed correct and the main clock should be adjusted accordingly. At the end of each period, compare the displayed score with the score sheet to ensure it is accurate.
- **Mercy rule:** If a team is winning a game by 8 goals or more it is common practice to discontinue entering additional goals on the main clock. If the losing team scores goals may be added as they occur to maintain the 8 goal differential. Please note that goals are always recorded on the score sheet under these circumstances.

Intermissions: In Pee wee and above, there will generally be a 5 minute break in between periods. If time is short, and in lower divisions a shorter intermission is appropriate, usually 3 minutes.

Final 5 minutes of play: If the score in the game is 5 goals or less and if time allows, the last 5 minutes of the third period are stop time. This means that the main clock is stopped for every interruption in play, once stop time has been initiated, **it cannot be changed back to straight time. If stop time is not initiated it shall continue to be straight time.** Including penalty calls, possession calls, goals, etc...

Official Scorer: (Scorekeeper) (see example score sheet provided in Appendix B)

– The Official Scorer shall keep an accurate record of all penalties, goals and assists and appropriate times, as provided for on the score sheet. **He or she shall also indicate on the score sheet the time and period the substitute goalkeeper(s) entered the game for the first time and when team time outs are called.**

The Official Scorer shall inform the referees, in the game, when a player/goalkeeper receives his:

- Fifth penalty (inform the referee when a player receives their 4th penalty so that they may receive a warning)
 - Second major penalty
 - Second ten minute misconduct penalty
- *(Note: all of the above situations result in the affected player being removed from the game)

Recording Penalties:

Penalties are recorded on the sheet in the provided space for the appropriate team, from top to bottom, **in the order they occur.** When recording penalties the following information must be entered in the provided space:

- Player number.
- Number of minutes: i.e. 2, 5 or 10
- Type of infraction: (See abbreviation key provide on the sheet)
- Period: i.e. 1st, 2nd, 3rd
- Time off: (The time displayed on the clock when their penalty began. i.e. when play starts)
- Time on: (The time displayed on the main clock when the player returns to the floor)
- Note: The time a player returns to the floor may be determined by a goal, they may not always serve the full 2 or 5 minutes)

If a player receives multiple penalties, each penalty is recorded separately in the order they are reported. It is imperative that penalties are recorded correctly and legibly.

Double Minors Assessed Under Rule 38(A) Checking From Behind:

Players may now receive a 4 minute penalty for checking from behind. This infraction is recorded on the game sheet as 2 separate 2 minute penalties and counts as 2 penalties toward the 5 penalty limit.

Misconduct penalties, (10 minute, game and gross) are all recorded as 10 minute penalties. E.g.: 5 min. Fighting plus a 10 min Game misconduct (not displayed on clock)

Match Penalties are 5 minute penalties that are by definition a “game misconduct” they are recorded as 5 minute penalties, no further notation is required.

Note: When a substitute player is serving a penalty for their team mate, (either for their goalkeeper or for player whom has been ejected, or in multiple penalty situations), record the number of the player whom received the penalty, include the number of the substitute serving the penalty in brackets. These penalties do not count toward the substitute’s 5 penalty limit.

Bench minors: These are penalties assessed to a team as a whole and are served by a player on the bench, (not a goalkeeper). These penalties also do not count toward a player’s 5 penalty limit.

Note: When a player receives 5 penalties of any type, they are expelled from the game. Take note when a player receives their 4th penalty so that they may be warned against incurring a 5th penalty. Additionally, if a player receives a second major, or a second 10 minute misconduct, they also receive a game misconduct.

Recording Goals and Assists:

- a) When a goal is scored, a referee will report to the scorekeeper the number of the player who score and the numbers of up to 2 players whom assisted on the goal. These numbers are recorded in the provided space for that team and are recorded from top to bottom as they occur. Scorekeepers are also requested to note the time on the main time clock, and record this time in the space provided.
- b) Typically when a referee is reporting a goal they will phrase their report as follows: “Fifteen from Seven and Twenty Two”. This example means that #15 scored the goal and was assisted by #7 and #22.
- c) Note: not every goal will have 2 assists.

Stops:

- a) It is not required, but it is often appreciated by the teams when a count of the total stops made by each goalkeeper is recorded. Space is provided on the score sheet to record the number of stops made for each period, and the “Game Summary” box contains a space for the final total.
- b) A “stop” is defined as any situation where the goal tender has played the ball within his crease as a result of a shot, where a goal was not scored. Note this is not a count of “shots” as is done in hockey, goals do not count as “stops”.

At the conclusion of the game, the Official Scorer shall complete all information including summaries of penalties, goals, and assists as provided for on the score sheet. The Official Scorer shall acquire all minor official’s names and signatures **and submit the official score sheet to the Referees for their signatures.** He shall then distribute copies of the score sheet to the appropriate governing body, visiting team and home team as soon as possible.

Additional Notes: Only the Referee may sign their name on the score sheet.

- a) Prior to the start of the game, the officials are to review the score sheet then print their names on the score sheet.
- b) The referee will check the appropriate box to indicate if a report is required for this game. If a report is required, the referee will take the top copy of the completed sheet to assist them in the writing of that report and return to team manager within 15 minutes.
- c) The referee will also review the sheet for any errors and will double check the totals for penalty minutes, Goals, Assists and Stops. The referee will also ensure that penalties are recorded correctly.
- d) Once the referees have signed the sheet and the copies have been separated, no further changes may be made to the sheet.
- e) All Trainers certification numbers must be listed on all applicable score sheets as per 7.03 C of the BCLCA policy. First Responder verification is acceptable.

Offensive Timekeeper: (30 Second Clock Operator) a Carded Referee should be appointed and used in all League and Tournament games

Rule 26 OFFENSIVE TIMEKEEPER (A Carded Referee shall be appointed. If a carded referee is not used, it is not mandatory to pay this individual)

(a) The Offensive Timekeeper shall be equipped with a separate timing device (thirty-second clock) and a horn with which to signal the Referees whenever a violation of the thirty-second rule occurs.

(b) The Offensive Timekeeper shall operate the thirty-second clock during a short-handed situation to assist the Referees in administering the ten-second rule, however, the Referees shall stop the play (i.e., the horn will not sound).

The Offensive Timekeeper shall operate the thirty-second clock during all possessions.

- a) Tyke and Mini-Tyke do not use the 30 second clock
- b) Novice and up full use of the 30 second clock

Resets:

Following a shot **on net** (the ball striking the goal post or the goalie while he is in his crease) the 30 second clock is reset **and is not restarted until a team regains possession following the shot.** For example, after a shot the ball could roll down the entire length of the floor, the 30 second clock would not start until the ball is picked up. Similarly, following a face off, the 30 does not begin until a team has control of the ball.

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 with two fingers pointed up while revolving the hand."

There are only two situations during a stoppage in play where the clock does not reset, a time out and a stoppage for a ball lodged in the stick, ALL other stoppages in play require the reset of the 30 – second clock.

Possession is defined as:

Possession begins 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.

Operating the 30 second clock requires a great deal of concentration; if and when mistakes are made, let play continue and refocus your efforts to recover for the next play. Often when mistakes are made the official will notice and will deal with it on the floor.

The 30 second clock operator may at any time ask the referee for advice or assistance.

Abuse of Officials:

Bench officials are given the same protections from abuse as are the referees on the floor. If at any time a bench official finds they are being subjected to abuse, sound the horn and ask the referee for assistance. Try to remain calm and polite and let the referees deal with the situation.

Assisting the referees on the floor:

Referees often find it helpful, (in multiple penalty or other special circumstances) when the bench officials assist them in tracking down the numbers of players whom commit penalties on the floor. Examples are situations involving fights or multiple penalties, bench clearing brawls, i.e. the first player to leave each bench, etc...

Also, whenever a player is ejected from the game, try to make a note of that player's number. It is often difficult to obtain a number after a player has left the floor.

Additionally, it is often difficult for a referee to see the numbers of all the players whom assisted in a goal, if one of the bench officials was able to see the assist, communicate this to the referee and with their permission add the assist to the sheet.

Contact information:

Please do not alter this document from its current form without contacting the author.

This document is a work in progress, if you would like to make any suggestions or additions to this document please send your comments to:

Wilson Louie

BCLAOTSG Vice Chair Minors

Appendix A: Coincident Penalties

SITUATION 1 - Rule 83b

What is the call if the following situation happens?

A1 5 + 2

B1 5+2

- A Immediate substitution for both players

SITUATION 2 - Rules 83b & 78b

What is the call if the following situation happens?

A1 5 + 5 + Game

B1 5

- A Immediate substitution for B 1. A2 goes into the penalty bench to serve one of A1's majors. Team A is short handed for five minutes or 2 goals, at which time A2 returns to the floor. B1 serves the full five minutes time for the major and does not leave the penalty bench until the first dead ball after his/her penalty has expired and A1 is removed from the game.

SITUATION 3 - Rule 83b

What is the call if the following situation happens?

A1 5 +2

B1 5+2

A2 5 +2

B2 5

- A Team A will put an extra player in the penalty bench to serve the outstanding minor. The Captain of team A gets to choose either A1 or A2 minor to be served. A1 or A2 (whoever is chosen) would have to sit in the penalty box until the first dead ball after he/she had served 5 minutes plus the duration of the minor. The other players would have to sit in the penalty bench until the first dead ball after their penalties have expired.

SITUATION 4 - Rule 83b

What is the call if the following situation happens?

A1 5 + 2

B1 5

A2 5

B2 5 + 2

- A Immediate substitution for all players. Both teams play full strength. The players would have to sit in the penalty bench until the first dead ball after their penalties have expired.

SITUATION 5 - Rules 83b & 78b

What is the call if the following situation happens?

A1 5+2+2

B1 5 + 2

A2 5 + 2

B2 5 + 5 + Game

- A Team A puts A1, A2 and A3 in the penalty bench. Team B puts B1 and B3 in the penalty bench. A3 serves the double minor penalty. B3 serves the outstanding major. Both Team A and B play one player under strength for four minutes, A3 returns to the floor, then Team B plays one player short-handed for the remaining one minute or two goals. Players A1, A2

and B1 would have to sit in the penalty box until the first dead ball after their penalties total times have expired. B2 is expelled from the game.

SITUATION 6 - Rule 83b

What is the call if the following situation happens?

A1 5 + 5 + Game

B1 5

B2 5

- A All penalties cancel. Players B1 and B2 return to the floor following the first dead ball after expiry of their penalties. A1 is removed from the game.

SITUATION 7 - Rules 83b & 82b

What is the call if the following situation happens?

A1 5

Goalkeeper B1 5 + 2 + 10

- A Team B places two players who were on the floor at the time of the incident in the penalty bench. B2 serves the minor. B3 serves the major and misconduct after the minor has expired.
Immediate substitution for A1.
Players A1 and B3 return to the floor following the first dead ball after expiry of their penalties.

SITUATION 8 - Rule 83

Players A1 and B1 are assessed coincident major penalties for slashing at 14:10 of the second period. At 12:40 player A1 is assessed a minor penalty for unsportsmanlike conduct. Team B scores at 11:45 and assuming there are no other goals or penalties, at what time does A1 return to the game?

- A The first dead ball after 8:15.
Coincident penalties or misconducts must be suspended while another player is serving a player's time penalty.

SITUATION 9 - Rule 83

What is the call if the following situation happens?

Player A1 receives a 5 minute major for slashing at 13:30 of the first period.

Player A1 takes an unsportsmanlike penalty at 12:30 of the first period.

- A If there are 2 goals before 8:30, team A is allowed to substitute for A1 from the players' bench but the substitute must proceed to the penalty bench and serve A1's minor. A2 is allowed out when the minor terminates. A1 is allowed out on first dead ball after 5 minutes plus the actual length of the minor (early goal will shorten the total 7 minutes).

If no 2 goals, the minor starts at 8:30 and can be served by A1 since he/she has served the entire 5 minutes of the major.

[illegible]

Record Goalies, Captains, Assistants

A total of 4 non-playing
personel allowed on the
bench **

Verified by a
Coach's signature

Coaches NCCP Number

**** Certified trainers or other qualified personnel shall only be allowed on the bench to attend to player injuries. Where facilities do not permit access to the bench without entry to the playing surface, a certified trainer will be**

GOALS

Period Goal Scored

Time of Goal

What Number Scored

Assists

DATE 11/16/15 POCO RED

5 ☐ Exhibition ☐ Playoff

6 **criss columbia lacrosse association**

HOME **TRICITY BANDITS** SCORING

Jersey No.	Player's Name	#	Period	Time	Goal	Assists
2	BRENDAN ABERNATHY	1	1	13:09	11	74/16
4	CHAD MUMFORD	2	1	11:43	8	71/16
4	STEVE RICEBARD	3	1	11:28	6	87/11
5	TOOMAT INANSON	4	1	0:59	16	74/38
6	ANDREW WELLS	5	2	13:31	18	68/34
7	SEBASTIAN WELLS	6	2	14:7	7	10
10	JARRETT WELLS	7	2	13:1	8	11
11	CAM APPLES	8	2	01	34	74/16
12	KINDRA FENN	9	3	17:34	8	69/11
15	BLAN MORDELL	10				
16	ANDREW MURPHY	11				
17	KEVIN FLINN	12				
18	JUSTIN HAWKSPR	13				
25	JAMES ABERNATHY	14				
25	KENIN MATTIO	15				
34	STEVEN NEFFORD	16				
60	DARREN MCGEE	17				
74	SHAWN MCBEE	18				
83	JORDAN EDMAN	19				
88	NORDAN WONG	20				
		21				
		22				

(PLEASE PRINT) (NAME) _____ (NO. 4)

COACH _____ NO. 1432

ASST COACH _____ NO. 467

DOOR #1 _____

DOOR #2 _____

TRAINER _____

Verified by _____

HOME TEAM PENALTIES

PLN NO.	OFFENSE	MINS	OFF	OW
1	INT	2	157	157
1	INT	2	368	249
1	HLO	2	223	023
2	SH	2	1023	873
3	SH	5	1234	734
3	SH	10	1334	—
3	SH	2	1034	834
3	SH	2	834	634

VISITOR PENALTIES

PLN NO.	OFFENSE	MINS	OFF	OW
1	INT	2	157	157
1	INT	2	368	249
1	HLO	2	223	023
2	SH	2	1023	873
3	SH	5	1234	734
3	SH	10	1334	—
3	SH	2	1034	834
3	SH	2	834	634

Playoff PRESS FIRMLY when filling out this form. Short and Center 2. Intermediate 3. Power 4. Goalkeeper 5. Goalkeeper 6. Goalkeeper 7. Goalkeeper 8. Goalkeeper 9. Goalkeeper 10. Goalkeeper 11. Goalkeeper 12. Goalkeeper 13. Goalkeeper 14. Goalkeeper 15. Goalkeeper 16. Goalkeeper 17. Goalkeeper 18. Goalkeeper 19. Goalkeeper 20. Goalkeeper 21. Goalkeeper 22. Goalkeeper 23. Goalkeeper 24. Goalkeeper 25. Goalkeeper 26. Goalkeeper 27. Goalkeeper 28. Goalkeeper 29. Goalkeeper 30. Goalkeeper 31. Goalkeeper 32. Goalkeeper 33. Goalkeeper 34. Goalkeeper 35. Goalkeeper 36. Goalkeeper 37. Goalkeeper 38. Goalkeeper 39. Goalkeeper 40. Goalkeeper 41. Goalkeeper 42. Goalkeeper 43. Goalkeeper 44. Goalkeeper 45. Goalkeeper 46. Goalkeeper 47. Goalkeeper 48. Goalkeeper 49. Goalkeeper 50. Goalkeeper 51. Goalkeeper 52. Goalkeeper 53. Goalkeeper 54. Goalkeeper 55. Goalkeeper 56. Goalkeeper 57. Goalkeeper 58. Goalkeeper 59. Goalkeeper 60. Goalkeeper 61. Goalkeeper 62. Goalkeeper 63. Goalkeeper 64. Goalkeeper 65. Goalkeeper 66. Goalkeeper 67. Goalkeeper 68. Goalkeeper 69. Goalkeeper 70. Goalkeeper 71. Goalkeeper 72. Goalkeeper 73. Goalkeeper 74. Goalkeeper 75. Goalkeeper 76. Goalkeeper 77. Goalkeeper 78. Goalkeeper 79. Goalkeeper 80. Goalkeeper 81. Goalkeeper 82. Goalkeeper 83. Goalkeeper 84. Goalkeeper 85. Goalkeeper 86. Goalkeeper 87. Goalkeeper 88. Goalkeeper 89. Goalkeeper 90. Goalkeeper 91. Goalkeeper 92. Goalkeeper 93. Goalkeeper 94. Goalkeeper 95. Goalkeeper 96. Goalkeeper 97. Goalkeeper 98. Goalkeeper 99. Goalkeeper 100. Goalkeeper 101. Goalkeeper 102. Goalkeeper 103. Goalkeeper 104. Goalkeeper 105. Goalkeeper 106. Goalkeeper 107. Goalkeeper 108. Goalkeeper 109. Goalkeeper 110. Goalkeeper 111. Goalkeeper 112. Goalkeeper 113. Goalkeeper 114. Goalkeeper 115. Goalkeeper 116. Goalkeeper 117. Goalkeeper 118. Goalkeeper 119. Goalkeeper 120. Goalkeeper 121. Goalkeeper 122. Goalkeeper 123. Goalkeeper 124. Goalkeeper 125. Goalkeeper 126. Goalkeeper 127. Goalkeeper 128. Goalkeeper 129. Goalkeeper 130. Goalkeeper 131. Goalkeeper 132. Goalkeeper 133. Goalkeeper 134. Goalkeeper 135. Goalkeeper 136. Goalkeeper 137. Goalkeeper 138. Goalkeeper 139. Goalkeeper 140. Goalkeeper 141. Goalkeeper 142. Goalkeeper 143. Goalkeeper 144. Goalkeeper 145. Goalkeeper 146. Goalkeeper 147. Goalkeeper 148. Goalkeeper 149. Goalkeeper 150. Goalkeeper 151. Goalkeeper 152. Goalkeeper 153. Goalkeeper 154. Goalkeeper 155. Goalkeeper 156. Goalkeeper 157. Goalkeeper 158. Goalkeeper 159. Goalkeeper 160. Goalkeeper 161. Goalkeeper 162. Goalkeeper 163. Goalkeeper 164. Goalkeeper 165. Goalkeeper 166. Goalkeeper 167. Goalkeeper 168. Goalkeeper 169. Goalkeeper 170. Goalkeeper 171. Goalkeeper 172. Goalkeeper 173. Goalkeeper 174. Goalkeeper 175. Goalkeeper 176. Goalkeeper 177. Goalkeeper 178. Goalkeeper 179. Goalkeeper 180. Goalkeeper 181. Goalkeeper 182. Goalkeeper 183. Goalkeeper 184. Goalkeeper 185. Goalkeeper 186. Goalkeeper 187. Goalkeeper 188. Goalkeeper 189. Goalkeeper 190. Goalkeeper 191. Goalkeeper 192. Goalkeeper 193. Goalkeeper 194. Goalkeeper 195. Goalkeeper 196. Goalkeeper 197. Goalkeeper 198. Goalkeeper 199. Goalkeeper 200. Goalkeeper 201. Goalkeeper 202. Goalkeeper 203. Goalkeeper 204. Goalkeeper 205. Goalkeeper 206. Goalkeeper 207. Goalkeeper 208. Goalkeeper 209. Goalkeeper 210. Goalkeeper 211. Goalkeeper 212. Goalkeeper 213. Goalkeeper 214. Goalkeeper 215. Goalkeeper 216. Goalkeeper 217. Goalkeeper 218. Goalkeeper 219. Goalkeeper 220. Goalkeeper 221. Goalkeeper 222. Goalkeeper 223. Goalkeeper 224. Goalkeeper 225. Goalkeeper 226. Goalkeeper 227. Goalkeeper 228. Goalkeeper 229. Goalkeeper 230. Goalkeeper 231. Goalkeeper 232. Goalkeeper 233. Goalkeeper 234. Goalkeeper 235. Goalkeeper 236. Goalkeeper 237. Goalkeeper 238. Goalkeeper 239. Goalkeeper 240. Goalkeeper 241. Goalkeeper 242. Goalkeeper 243. Goalkeeper 244. Goalkeeper 245. Goalkeeper 246. Goalkeeper 247. Goalkeeper 248. Goalkeeper 249. Goalkeeper 250. Goalkeeper 251. Goalkeeper 252. Goalkeeper 253. Goalkeeper 254. Goalkeeper 255. Goalkeeper 256. Goalkeeper 257. Goalkeeper 258. Goalkeeper 259. Goalkeeper 260. Goalkeeper 261. Goalkeeper 262. Goalkeeper 263. Goalkeeper 264. Goalkeeper 265. Goalkeeper 266. Goalkeeper 267. Goalkeeper 268. Goalkeeper 269. Goalkeeper 270. Goalkeeper 271. Goalkeeper 272. Goalkeeper 273. Goalkeeper 274. Goalkeeper 275. Goalkeeper 276. Goalkeeper 277. Goalkeeper 278. Goalkeeper 279. Goalkeeper 280. Goalkeeper 281. Goalkeeper 282. Goalkeeper 283. Goalkeeper 284. Goalkeeper 285. Goalkeeper 286. Goalkeeper 287. Goalkeeper 288. Goal

[illegible][illegible]

Penalty Classes

	Class	Player sits	Time entered on score sheet	Served by	Expires by Goal	Notes
1	Minor	2 Minutes	2 Minutes	Offender	Yes	Goalie penalties served by player on the floor
2	Bench Minor	2 Minutes	2 Minutes	Any player on bench except a designated goalie	Yes	Does not count toward 5 penalty rule
3	Major	5 Minutes	5 Minutes	Offender or a substitute	2 power play goals. Substitute for offending player from bench	Offender must sit full 5 minutes.
4	Misconduct	10 Minutes	10 Minutes	Offender	No	Goalie penalties must be served
5	Game Ejection	Nil	Nil	N/A	N/A	Any combination of 5 penalties not including Bench Minors
6	Game Misconduct	Balance of Game	10 Minutes	No One	N/A	Report in Game Notes box
7	Gross Misconduct	Balance of Game	10 Minutes plus 2 Min USC	Offending player removed from game. USC Served by a substitute.	USC treated as a minor penalty	Referee must submit a Game Report
8	Match	Balance of Game	5 Minutes	Offending player removed from game. Substitute serves time	Time is served as a major penalty	Referee must submit a Game Report
9	Penalty Shot	N/A	Nil Record on score sheet as Penalty Shoot	N/A	N/A	Fouled player takes shot

CLA OFFICIAL SCORESHEET ABBREVIATIONS

Penalty	Abbreviation	Pen #
Attempt to Injure	ATI	30
Bench Minor	BM	#
Boarding	BRD	33
Broken Stick/Play Without Stick	BWS	34
Butt End	BE	35
Charging	CHG	37
Check from Behind/Back Check	BC	38
Checking in Crease	CIC	39
Illegal Cross Check	CC	40
Delay of Game	DG	41
Elbowing	ELB	42
Facemask	MSK	
Falling on Ball	FOB	44
Fighting	FGT	45
Free Hand	FH	46
Game Misconduct	GAME	79
Goalkeeper Illegal Equipment	GIE	12
Gross Misconduct	GROSS	48
Handling Ball with Hands	HBH	49
Helmet Infraction	HMI	11
High Sticking	HS	50
Holding	HLD	51
Hooking	HOOK	52
Interference	INT	55
Illegal Stick	IS	6
Kicking	KCK	57
Kneeing	KNE	59
Leaving Player's/Penalty Bench	LPB	60
Match Penalty	MATCH	80
Misconduct (10 minutes)	MIS	78
Playing Offense-Defense	O-D	Minors
Players Illegal Equipment	PIL	13
Refusing to Start Play	RSP	63
Slashing	SL	64
Spearing	SP	65
Third Player in Altercation	TPI	67
Throwing Stick	TS	69
Too Many Players	TMP	36
Tripping	TR	71
Unnecessary Roughness/Roughing	RGH	72
Unsportsmanlike Conduct	USC	28
Wrap Around	WRAP	73

*Bench Minor – use appropriate Infraction
ADDITIONAL PENALTY ABBREVIATIONS

AGG- Aggressor (in a fight)

INS- Instigator (in a fight)