



2017 Preseason

Lacrosse Official's Clinic #3

Rule 6 – Technical Fouls

Important Reminder - Testing

- NFHS/NCHSAA –

Step 1 - nchsaa.org/

Step 2 - then officials,

Step 3 - then testing (on left)

Or go to: <https://exams.nfhs.org>

(Note: test website is not compatible with tablets and iPads)

- **Dates: January 30, 2017 - February 5, 2017**

Note: The test on the US Lacrosse website does not count for NCHSAA. You must take the NC test on the NFHS site.

- **We all must pass this test (75%) to work NCHSAA/NCISAA games.**
- **If you don't take/pass the test, you will not receive any assignments for NCHSAA/NCISAA schools.**

Rule 6 - Technical Fouls

Two Parts to this clinic:

- ✓ **Conceptual overview of technical fouls and game management**
- ✓ **Review of each foul**

List of Technical Fouls

Crease Violation/Goalkeeper Interference
Holding
Illegal Offensive Screening (moving pick)
Illegal Procedure
Conduct
Interference
Offside
Pushing
Stalling
Warding Off
Withholding Ball From Play
Touching the Ball
Substitution Infraction

Keys to Calling Technical Fouls

Outline/Agenda for This Section

- **Recognition and enforcement**
 - Basic principles
 - Visual triggers
 - Adjudication
- **Game Management**
 - Preserve the flow
 - Define the edge
 - Officiate preventively
- **Crew should work as a team, respect the other officials' zone.**

Types of Technical Fouls

- Holding, Pushing
- Illegal Offensive Screen
- Interference
- Warding Off
- Withholding

Player Control

- Crease Violations
- Offside
- Stalling

Special Enforcement

- Illegal Procedure
- Conduct Foul

Catch-All

Behavior

Rule 6 Technical Fouls

In General ...

See the beginning,

See the middle and

See the end.

It might start out looking like one thing and end up something else, or nothing.

Basic Principles

(we'll dig into each one)

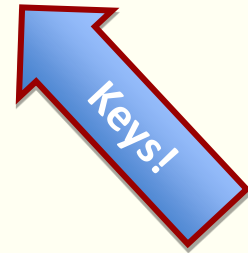
- **Possession**
- **Contact**
- **Advantage/Disadvantage**
- **Keep your eyes up, on the players and not on the ball!**



Application of these principles will vary, depending upon the caliber of play

Possession

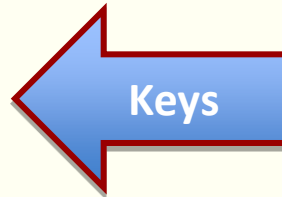
- **Always know who has possession!**
- **Can he carry, cradle, pass or shoot the ball? (lacrosse “move”)**
- **Caliber of play considerations to define possession:**
 - Low level – require a “lacrosse move”
 - High level – ball in crosse = possession



Contact

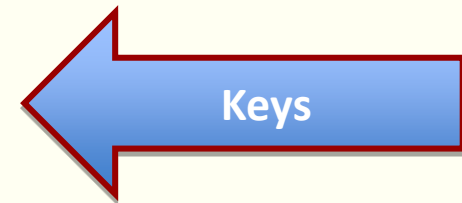
- **Rules disallow**

- Crosse on body
- Body on crosse



- **Rules allow, but restrict**

- Crosse on crosse
- Body on body
 - Pushing from rear
 - Holding / pushing above shoulders
 - Holding / pushing below the waist



Advantage/Disadvantage

- **Governs only player-control fouls:**
Hold, Push, Screen, Interference,
Ward, Withholding

Types of Technical Fouls

- Holding, Pushing
- Illegal Offensive Screen
- Interference
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- Withholding

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Catch-All

Behavior

Advantage/Disadvantage

- **Governs only player-control fouls:**
Hold, Push, Screen, Interference,
Ward, Withholding
- If **no advantage** is gained by the fouling team
or lost by the offended team, there is **no foul**
 - Possession gained or lost
 - Line violated
 - Good Position/momentum ... gained or lost
 - Movement toward goal impeded
 - Pass missed or shot disrupted



Advantage/Disadvantage



Ball



Ball



Ball

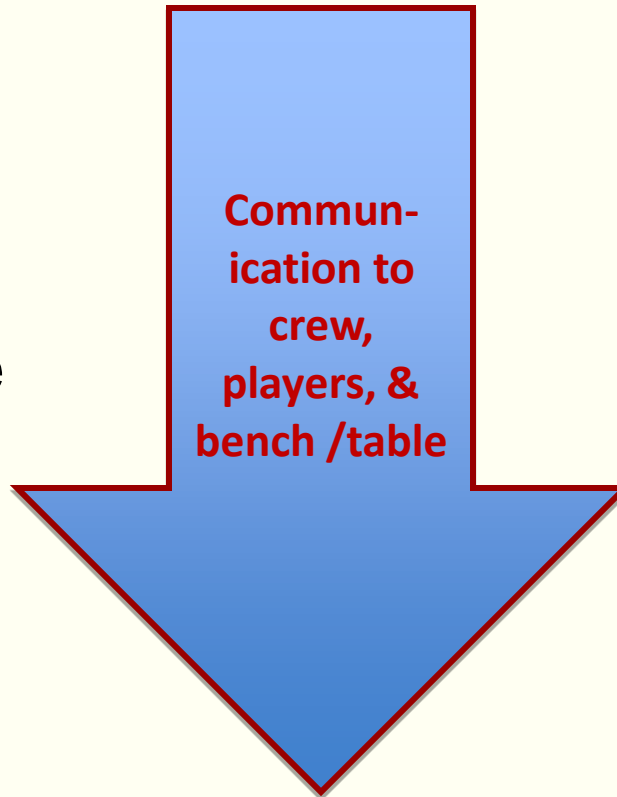
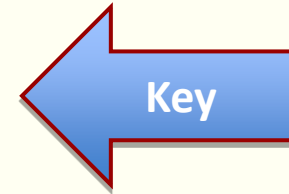
Visual Triggers



- Defender is out of position
- One or both hands off of crosse
- Contact over 5 yards from loose ball
(3 yards for youth games)
- Player not aware of possession
- Attacker moving into a screen
- Player dancing on a line

Adjudication

- **Based on who has possession**
- Using the standard sequence
 - Flag/Play On
 - Whistle
 - Color
 - Number
 - Foul
 - Penalty Time
 - Possession
 - Location
 - Restart
 - Release



Game Management

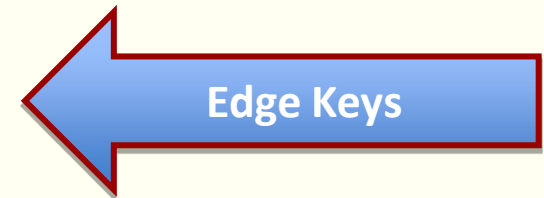
- **Good officials use technical fouls to manage the game**
 - Flow
 - Players
 - Coaches
- **Caliber of play considerations**
 - Low level – You can't call them all
 - High level – Every possession counts

Preserve Game Flow

- **Call non-time serving violations, when possible**
 - Deliver your message
 - Lessen impact on game duration
 - Minimize contact with coaches
- **Play on is your friend!**
(we'll cover this extensively with mechanics)
- **Caliber of play considerations**
 - Low level – get the ball up
 - High level – reduce the players frustration

Define The Edge

- **Technical calls establish boundaries between legal and illegal play**
 - Cover in pre-game
 - The crew needs to be consistent!
 - Start early in the game!
- **Examples**
 - What constitutes a “possession”
 - What is “from the rear”
 - How high is “too high”
 - How far is “5 yards”
 - What is a “legal pick”



Intention vs Ineptitude

Caliber of Play Considerations:

- **Low level**
 - Only penalize inept play that creates a significant advantage
- **High Level**
 - Let players know that you see what they are doing
(“ Get Stick 12”, “Hands Together 44”)
 - Penalize intentional violations that create small, but **crucial**, advantages (ie loose ball push)

Officiate Preventively

Prevent Something Worse

- **Pay attention** – is play “chippy”?
- **If so** –
 - Tighten up on player control violations, to prevent personal fouls
 - Keep “play on” interval **very** short, to prevent escalation or retaliation
- **Opportunities**
 - Loose balls scrums
 - Contact around the crease
 - Two players get tangled up



Officiate Preventively Prevent Something Worse

“Severn Admirals #21 Mike Dennin (white) delivers an illegal body check to Severna Park Falcons #21 (blue) in the third period while the ball was loose during this Baltimore area rivalry high school varsity game.” (Capital Gazette)

Discussion: How could this have been prevented?



Review of Each Technical Foul

Technical fouls are those of a less serious nature than personal fouls and include all violations of the rules of the game except those specifically listed as personal or ejection fouls.

PENALTY: The penalty for a technical foul shall be either a:

- 30-second suspension of the offending player from the game (if the team fouled had possession) or
- simply the awarding of the ball to the team fouled (if the team fouled did not have possession).

EXCEPTION: A loose-ball technical foul by Team B followed by a personal foul by Team A during the play-on will result in both players serving penalty time.

ART. 2 . . . Player possession – A player who can perform any of the normal functions of control, such as carrying, cradling, passing or shooting.

ART. 4 . . . Loose ball – A ball not in the possession of a player.

Loose ball –

A ball not in the **possession** of a player.

(Low level – require a “lacrosse move”

High level – ball in crosse = possession)





We're going to quickly look at the definition of each technical foul and then watch some examples from US Lacrosse via the Central Hub on Arbiter.

ART. 1 . . . A player shall not impede the movement of an opponent or his crosse.

ART. 2 . . . A player may not:

- a. Use the portion of the handle that is between his hands to hold an opponent.
- b. Step on the crosse of an opponent.
- c. Hold an opponent with his crosse.
- d. Hold or pin an opponent's crosse against the body of the opponent with his crosse.
- e. Hold an opponent with his free hand that is off the crosse.
- f. Hold the crosse of the opponent using any part of his body.
- g. Use his crosse to hold or pin an opponent's crosse to the ground on a faceoff.



A Hold Check is permitted under the following conditions:

- a. An opponent with possession or within 5-yards of a loose ball may be held from the front or side.
- b. An opponent in possession may be played with a hold check from the rear if the hold exerts no more than equal pressure. A hold check shall be done with either closed hand, shoulder or forearm; and both hands shall be on the crosse.
- c & d. A player may hold the crosse of an opponent with his crosse when that opponent has possession or is within 5-yards of a loose ball. (3-yards for youth)



- A free hand on the back during a one-handed check. The check can be legal - call the hold!
- Watch for the "Cross Check" Hold - playing defense, along the side or back of the attacker, with the portion of the crosse between the gloves (rocking). Contact with the attacker must be with the gloved hand(s), with the hands on the crosse, or with the forearm.

**Note - If they thrust out with the crosse or hold the crosse extended from the body; call a Cross Check!
(Rule 5-2, page 56)**

HOLD?



Hold?



ANYTHING?



Rule 6 Technical Fouls

In General ...

See the beginning,

See the middle and

See the end.

It might start out looking like one thing and end up something else, or nothing.

Crease Violation/Goalkeeper Interference

Rule 6-2

Pages 64-65

ART. 1 . . . When the defensive team has possession of the ball, infringements of the rules involving the crease shall be penalized as follows (rather than under the general rules for technical fouls):

a. Any crease violation or interference with the goalkeeper of a technical nature **while the ball is in possession of the defensive team outside of the crease** shall result in a slow-whistle, flag-down situation.



Crease Violation/Goalkeeper Interference

Rule 6-2

Pages 64-65

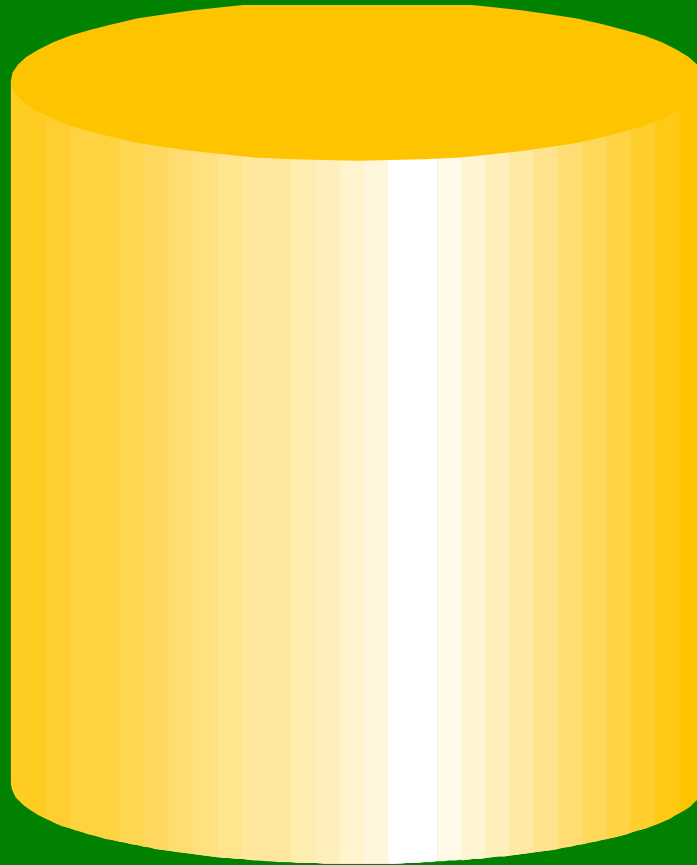
b. Any crease violation or interference with the goalkeeper while **he and the ball are in the crease**, whether or not he has possession of the ball, shall be a play-on.

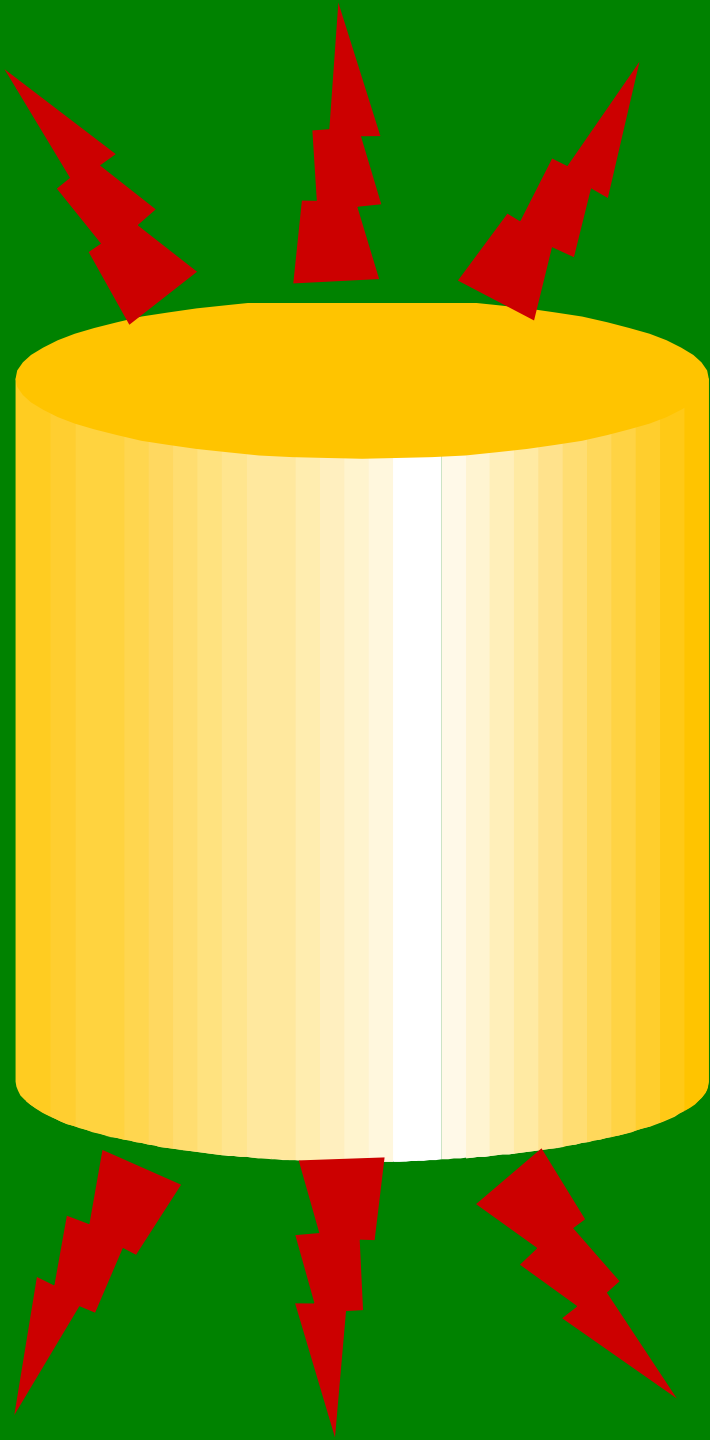
If the goalkeeper has possession and fails to run the ball out of the crease or successfully complete an outlet pass, the ball is awarded to his team in its offensive side of the field at the Center Faceoff X.

If the ball is loose in the crease and the goalkeeper gains possession, the play-on is over.



Think of The Crease as a Cylinder





..... an *Electrified Cylinder*. If the goalie “*has electricity*” and possession ... you can't touch him or his stick.

Illegal Offensive Screening (moving pick)

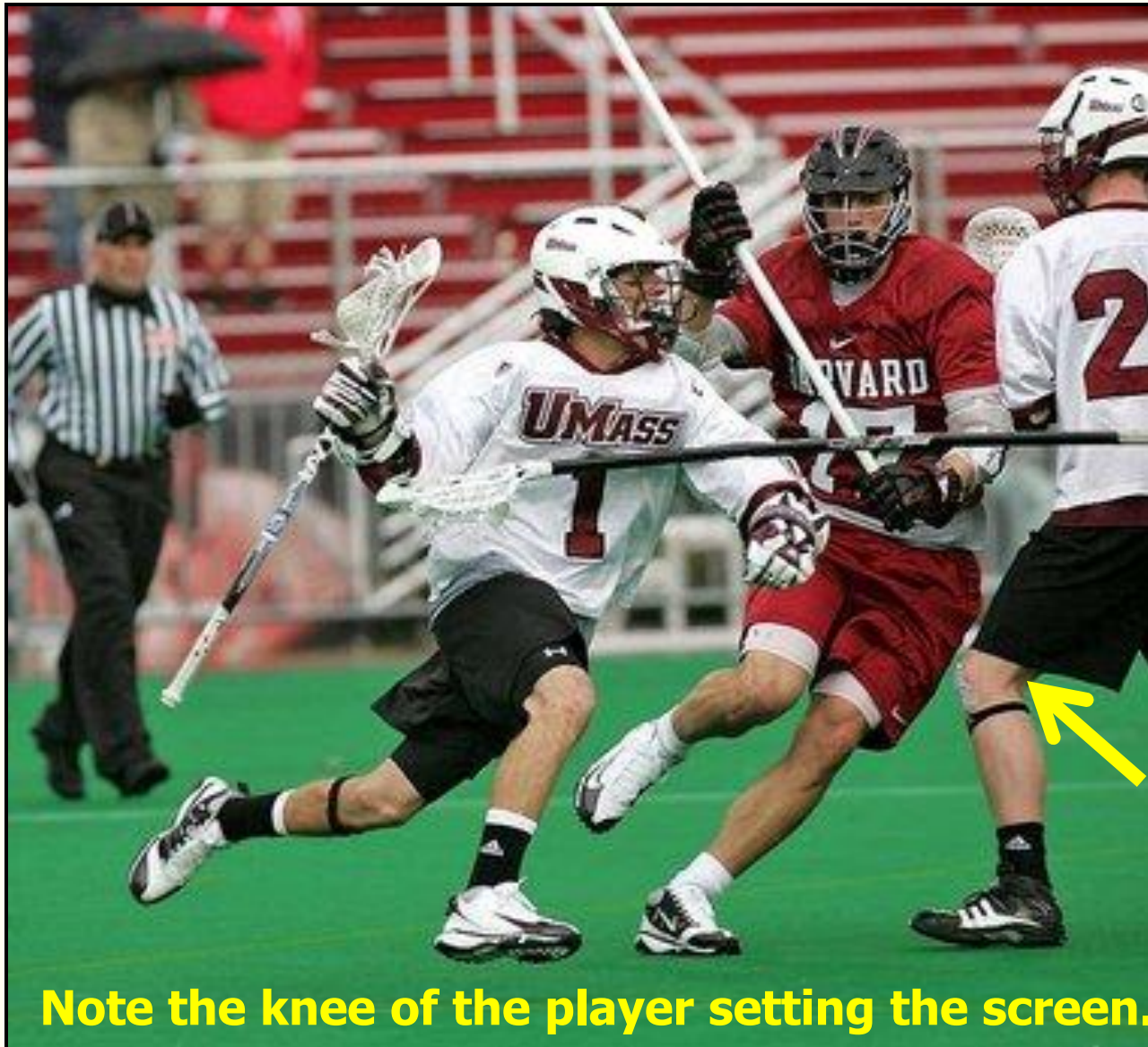
Rule 6-4

Page 66

- ✓ No offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the man he is playing, nor shall the offensive player hold his crosse rigid or extend his crosse rigid to impede the normal movements of the defensive man.
- ✓ If contact is made between offensive and defensive players as a result of the offensive player's setting a screen, the offensive player shall be stationary before the contact occurs, *with his feet no wider than shoulder-width apart.*



ILLEGAL OFFENSIVE SCREEN?



Note the knee of the player setting the screen.

Rule 6 Technical Fouls

In General ...

See the beginning,

See the middle and

See the end.

It might start out looking like one thing and end up something else, or nothing.

CONSISTENCY

Offensive Screening

Topics:

- **Philosophy**
- **Advantage Gained**
- **Protect the Pick**

CONSISTENCY

Offensive Screening

Philosophy

- To gain a step on the defense
- Create a shot
- Force the defense to slide
- Create scoring opportunities

CONSISTENCY

Offensive Screening

Advantage Gained

- Not set before contact
- Illegal set-up
(Feet too wide, stick outside body)
- Leaned into the path
- Movement?
- Man – Ball (Contact after possession)

CONSISTENCY

Offensive Screening

Protect the Pick

- Unnecessary Roughness
- Moving Pick or protecting himself?

Any action on the part of players or substitutes of a technical nature that is not in conformity with the rules and regulations governing the play of the game shall be termed illegal procedure.

Examples of illegal procedure:

a. Touching the ball - A player shall not touch the ball with his hands while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease. b. Illegal actions with crosse – A player shall not: 1. Throw his crosse under any circumstances.

2. Take part in the play of the game in any manner without his crosse. (a) Should a player lose his crosse in any legal way, so that repos-session of the crosse would cause him to violate a rule, the slow whistle shall be employed by an official.



MOST FREQUENT ILLEGAL PROCEDURE VIOLATIONS

Keep your eyes up & on the players and not on the ball!

Use the Principle of Advantage/Disadvantage

- Kicking the opponents crosse.
- Illegally touching the ball (hand-ball); may also be USC with new rule
- Illegal actions with crosse – throwing it, playing without one, etc.
- "Flicking" the crosse in the face of the opponent.
- Playing (the player) from out of bounds.
- Restraining box violations on faceoff's.
- Time-out violations (calling too many, coming on the field, etc.).
- You know something is wrong, you don't know what.

MOST FREQUENT ILLEGAL PROCEDURE VIOLATIONS

Keep your eyes up & on the players and not on the ball!

Use the Principle of Advantage/Disadvantage

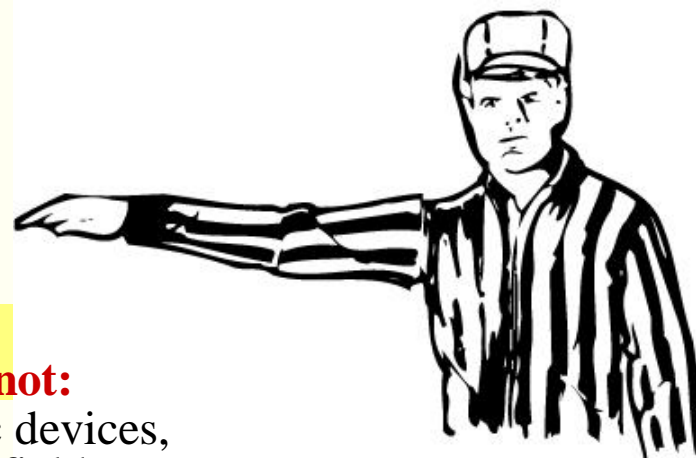
- Too many men on the field (Note - officiate this with leniency; when a player enters the field, and steps back off the field and does not gain an advantage, is not a violation).
- More than four long sticks in the game.
- Deliberately creating a loose ball to try to avoid a 4-second (crease) clearing violation.
- Delay of Game - failure to make ball ready for play/causing a delay.
 - Not providing the ball to the nearest official (goalie heaving or throwing the ball after a goal is scored - warn one time).
 - Tossing the ball away from the restart spot.
 - Failure to be ready to resume play after a time out or end of a period.
- Failure to advance (4, 10 and 20 second counts).

(Y) ART. 1 . . . A coach shall not enter the field of play without the permission of an official, except to attend to an injured player, to warm up a goalkeeper, or -during half time.

ART. 2 . . . During play, the coaches' area is restricted to coaches. All other personnel shall stay behind the restraining line.

ART. 3 . . . A player, coach, athletic trainer or other person officially connected with a team shall not:

- a. Use artificial audio enhancement aids (i.e., electronic devices, megaphones) in communicating with players on the field.
- b. Leave the bench area and/or coaches area on his/her side of the field. Players shall be within the confines of the bench area while the clock is running and the ball is in play, except when reporting to the table area for special substitution or for serving penalty time. A coach or player may leave the bench/coaches area while play is suspended and enter the table area for the sole and distinct purpose of seeking information from the timer, scorekeeper or chief bench official.
- c. Object by arguing or gesturing to a decision by an official, timekeeper or scorekeeper.
- d. **Commit any act considered misconduct by an official.**
- e. Situate school bands or other organized groups that use artificial means to create noise on the opponent's side of the field.



Rule 6-7 **Interference** Pages 71 - 72

A player shall not interfere in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within 5 yards of the players, or both players are within 5 yards of a loose ball.



For footballers – no blocking.

(Rule 4, Section 10; page 41)

ART. 1 . . . A team is considered offside when it has:

(A) more than six players in its offensive half of the field (between the center line and the end line) including players in the penalty box – or –

(B) more than seven players in its defensive half of the field (between the center line and end line) including players in the penalty box



(Rule 4, Section 11; page 42)

ART. 1 . . . If only one team is offside, a technical foul shall be called against the offending team.

ART. 2 . . . If both teams are offside and one of the teams has possession of the ball, the players shall be placed onside and play resumed with the team in possession of the ball retaining possession.

ART. 3 . . . If both teams are offside and neither team has possession of the ball, the players shall be placed onside, and the ball shall be awarded according to alternate-possession rule.

Offside Mechanics

Keep your eyes on the players, their feet and not on the ball!

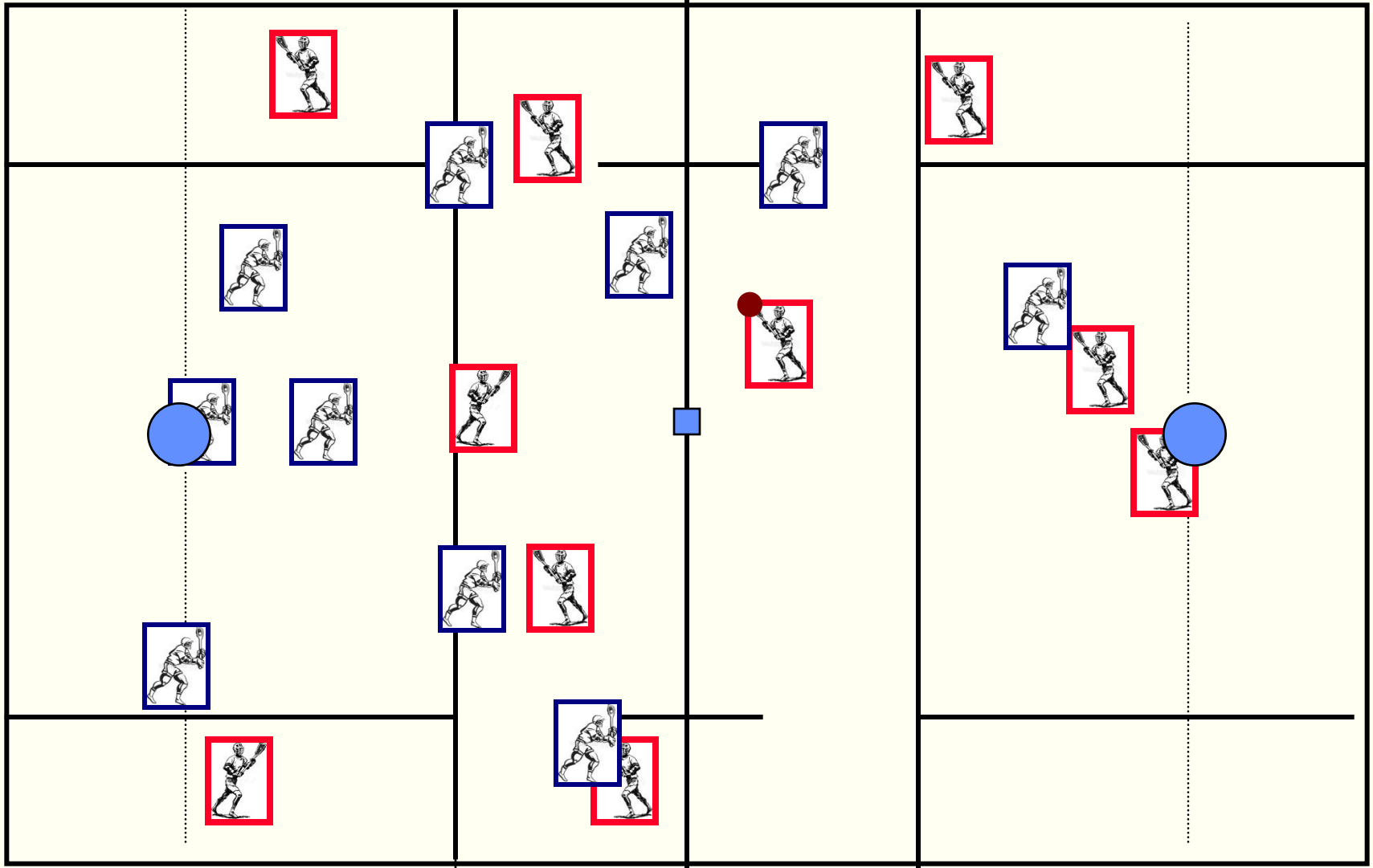
- Lead has first off-sides call coming down the field, except on 2-man face-off.
- Defensive players commit most of the off-sides.
- Count the defensive players ahead. Look for six helmets or jerseys (plus the goalie) of the same color. If you count 7 players plus goalie, throw your flag and use slow whistle.
- Don't count behind, you might miss something in front.
- Trail should hustle to the mid-line and count forward; then look across the mid-line. Do both fast!
- If player steps on the mid-line, then he is over.
- Player can run out of bounds to avoid off-side.
- Once flagged, the player may stay off-sides.
- In a “settled clear”, trail should have the mid-line as the ball approaches. Watch their feet.

HOME

XXXX

VISITOR

OOOO



What's your call?

A player shall not thrust or shove an opponent **from the rear**. A push is exerting pressure after contact is made and is not a violent blow.

Pushing is permitted from the front or side when an opponent has possession or is within 5-yards of a loose ball (3-yards for youth). In this case, pushing shall be done with either closed hand, shoulder or forearm, and both hands shall be together on the crosse.



- Shoving a player from the rear, but not a violent blow.
- Focus on contact between the shoulder blades, open hand contact, and free hands not on the crosse.
- Loose balls - be especially vigilant when contact makes the player unable to scoop up a ground ball (coaches teach this)
- Did the push result in the offending team gaining an advantage? If not, then let the play develop.
 - Was the ball carrier moving away from the goal?
 - Did the player fall and / or lose the ball?
- If contact is severe enough, call Unnecessary Roughness!
- Watch for pushes around the crease, the sidelines and at the midfield. DON'T just look at the feet, notice the cause!
(Ask yourself: “How did he get there?”)

PUSH?



PUSH?



PUSH?



✓ ART. 1 . . . It shall be the responsibility of the team in possession to attack the goal.

✓ ART 2 . . . A team in possession of the ball in its offensive half of the field may be warned to "get it in/keep it in."

This warning shall be made when, in the judgment of the officials, that team is keeping the ball from play by not attacking the goal. A visual 10-second count will start when warning the team to "get it in." If the offensive team has the ball in the goal area, the defensive team must attempt to play the ball within the goal area in order for a stalling warning to be issued against the offensive team.



New Rule:

Last Two-Minutes of Game

Rule 6-10

Page 73

✓ The stalling warning remains in effect until a goal is scored, the defensive team gains possession of the ball or the period ends resulting in a faceoff. After the team has been warned, stalling shall be called if the ball leaves the goal area in any manner other than as a result of a shot on goal or a touch by the defensive team.



✓ ART. 3 . . . During the last two minutes of regulation play, stalling rules are in effect **for the team that is ahead by four goals or less. When the score differential is five goals or more, neither team is forced to keep the ball in the goal area** unless warned to "keep it in."

A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or **control the direction of the movement of the crosse or body of the player** applying the check. A player in possession of the ball may protect his crosse with his hand, arm or other part of his body when his opponent makes a play to check his crosse.



It seems like each team has a player named “Ward” as the benches and coaches call out to him often.



What looks like a Ward from the bench angle is probably the offensive player bouncing off the defensive player's legal check, causing his arm to rise.

WARD?



WARD?



WARD?



Withholding Ball From Play

Rule 6-12

Page 75

When a loose ball is on the ground, a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.



Touching The Ball

Rule 6-5, 2a

Page 67

Touching the ball - A player shall not touch the ball with his hands while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease.

(Except for the goalie, you can't touch the ball with your hands, period!)



SUBSTITUTION CONCEPTS:

- ✓ The player leaving the field has the right-of-way.

Remind players:

“LET ‘EM OFF PLEASE!”



- ✓ A player who incorrectly goes on and immediately comes off, no advantage, no foul. No Call.

SUBSTITUTION PROCEDURES

(Rule 4-21; page 49)

On the fly, through the box, is always legal. Players may enter the field of play from the substitution area under the following conditions:

- a. must be properly equipped
- b. must not enter the substitution area until his substitution is imminent
- c. player leaving field must exit through the substitution area
- d. substitute must wait for player to be off field and not delay going on
- e. players leaving field have right-of-way
- f. may take place while play is suspended



Common Substitution Infraction Mistakes By Officials

- ✓ A player enters the field on the wrong side and therefore is Offside when coming on. This is Offside not Illegal Substitution.
- ✓ A player whose penalty time has ended must wait for possession on a face-off to enter the field. This is Illegal Procedure, not Illegal Substitution. (Rule 7-1,d – page 75)
- ✓ SITUATION: B1 is substituting on the fly. B2 enters the field of play correctly under the substitution procedures and immediately body-checks A1, who is vulnerable.
RULING: Unnecessary roughness if the check was avoidable. However, if in the official's judgment, B2 was targeting a defenseless player, the penalty shall be a minimum of a two-to-three minute, non-releasable. (Page 61: Rule 5.9.3, Situation D)

Questions

