

Men's Lacrosse Scorer Guidelines

Record keeping. The scorer keeps a written record of goals, assists and other statistics. This record is kept in the official score book, which is provided by the home team.

Time-outs. Record the period in which each timeout is taken and the time remaining when it is taken. Time-outs between periods are charged to the previous period. Varsity teams get 2 time-outs per half and one per OT period; JV teams get one timeout per game.

Penalties. The scorer keeps an accurate record of the number of each player to whom a penalty is assessed, the type of violation, the time and the quarter when the foul occurred and the duration of the penalty. The scorer works with the timer in this effort. If a penalty is assessed against a coach or a bench player, be sure to note that in the score book even though the in-home player will serve the penalty (the bench player cannot enter the game until the penalty expires).

Goals. For a goal, record the number of the player scoring the goal, the period, and the time remaining in the period. Note that if a team puts the ball into its own goal, it is credited to the opponent as a "team goal" and not to any specific player on that team.

Assists. You may award an assist if a player makes a direct pass to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper.

Only one assist may be awarded on any goal, and many goals in lacrosse are unassisted.

Saves. When the goalkeeper stops or deflects a shot that otherwise *would have* entered the goal, a save is awarded. A shot that misses the goal on its own is not recorded as a save.

Shots. Whenever the offensive team propels the ball toward the goal with the intent of scoring, a shot is awarded (even if the ball is kicked, flipped directly from the ground with a stick, or intentionally deflected toward the goal). A shot may miss the goal entirely without being saved. A goal scored by the defensive team is not credited as a shot.

Fouling out. Under both NCAA and NFHS rules, if a player accumulates 5 minutes of *personal* fouls (regardless of the number of fouls), that player has fouled out of the game. Notify the nearest official immediately; the player will serve his penalty but then must exit to the bench area and another player will take his place on the field. Technical fouls have no bearing on fouling out of a game.

Under youth rules, players also foul out if they have a certain number of personal fouls (4 under US Lacrosse rules but 3 under Minnesota youth rules).

For NFHS lacrosse only, a player or coach receiving two nonreleasable unsportsmanlike conduct fouls is expelled from the game. Notify the officials when a player receives his second non-releasable USC penalty.

2016 Men's Stop-Time NFHS Timer Guidelines

Game time

- Four 12-minute periods.
- Start/stop timer on the whistle.
- Overtime periods are 4:00.

End of period (if no visible clock)

- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at *zero*.
- Fourth period only: notify at 2:10 and 2:00.

Halftime (run on scoreboard if possible)

- 10:00 (or less if both teams are ready)
- Notify officials when 4:15 remains.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head: penalty is non-releasable (NR).

Horn

- Double horn at next dead ball: coach request; early penalty release; help needed.
- Never sound horn when ball is in play except at the end of a period.
- Sound horn at 0:00 unless automatic.

Timing of penalties

- Write player's team color and number, penalty length, period and time remaining when the penalty reported, game time the player will be released, and an "NR" if applicable.
- If Team A scores a goal, *all* releasable penalties being served by Team B are released.
- If Team A scores a goal, penalties for Team A are not released.

- NR penalties always serve the full penalty time no matter how many goals are scored.
- If a player has multiple penalties, NR penalty time is always served first, regardless of the order of the fouls.
- Inform officials if period expires with a penalty being served (penalty time carries over).
- Penalized players stay at rear of sub area until 0:05 remains. Then a sub may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.

Stacking

- If a team has more than 3 penalties at once, they will play with 3 players serving penalties and 7 players on the field.
- Additional players serving penalties will stand outside the sub area by the timer until there is room for them in the penalty area.
- When the first penalty releases, the releasing player exits to the bench and is replaced by one of the waiting players.
- Players with NR penalties serve first.
- A goal by Team A only releases releasable penalties from Team B players actually serving penalties (and not players waiting to serve outside sub area).

Fouling out

- Notify officials if any player accumulates 5 minutes of personal foul penalties (regardless of the number of fouls).
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.

Mercy Rule

- If a team leads by 12 or more in the 2nd half, the clock stops only for time-outs and injuries. The clock stops on the goal that takes the lead to 12 and runs after the face-off.
- Penalties are running time and are **not** adjusted; time starts running on the whistle.
- If lead drops to 11, revert to stop time.

2016 Men's JV/9-10 Running-Time Timer Guidelines

Game time

- Four 12-minute periods.
- Start clock at scheduled game time or when whistle blows to start qtr., whichever is first.
- Stop timer at end of quarter or for timeout.
- No OT (tournaments may have OT rules).
- Halftime is 5:00, or less if teams are ready.
- No mercy rule.

End of period (if no visible clock)

- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.
- Fourth period only: Also notify officials at 2:10 and 2:00 left.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals color, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates a 1:00, 2:00, or 3:00 personal foul.
- Hands clapped over head means penalty is nonreleasable (NR).

Horn

- Double horn at next dead ball: coach request; early penalty release; help needed.
- Never sound horn when ball is in play except at the end of a period.
- Sound horn at 0:00 unless automatic.

Timing of penalties

- Write down the player's team color and number, the length of the penalty, the game time the player should be released, and an "NR" if the penalty is nonreleasable.
- Penalty time begins when the whistle blows to restart play.

- If a player's penalty expires during a dead ball, player is not released until the whistle.
- If a penalty expires during a face-off, do not release the player until possession is called.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are not released.
- NR penalties always serve the full penalty time no matter how many goals are scored.
- Player has multiple penalties: NR time is served first, regardless of order of fouls. • Penalty time carries into the next period. Let officials know if the period expires with a player still serving a penalty.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).

Fouling out

- Notify officials if any player is assessed 5 minutes of personal foul penalties, regardless of the number of fouls.
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.

Stacking

- If a team has more than 3 penalties at once, they will play with 3 players serving penalties and 7 players on the field.
- Additional players serving penalties will stand outside the sub area by the timer until there is room for them in the penalty area.
- When the first penalty releases, the releasing player exits to the bench and is replaced by one of the waiting players.
- Players with NR penalties serve first.
- A goal by Team A only releases releasable penalties from Team B players actually serving penalties (and not players waiting to serve outside sub area).

2016 Minnesota Boys Youth Lacrosse Timer Guidelines

Game time

- Four 12-minute periods.
- Start clock at scheduled game time or when whistle blows to start qtr., whichever is first.
- Stop timer at end of quarter or when official signals timeout.
- OT for playoffs/tournaments only
- Halftime is 5:00, or less if teams are ready.

End of period (if no visible clock)

- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.
- Fourth period only for U15 and U13: notify at 2:10 and 2:00.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals color, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates a 1:00, 2:00, or 3:00 personal foul.
- Hands clapped over head means penalty is nonreleasable (NR).

Horn

- Sound the horn twice at the next dead ball upon coach request, if a penalized player leaves early, or if you need the officials' help.
- Never sound horn when ball is in play except at the end of a period.
- Sound horn at 0:00 unless automatic.

Timing of penalties

- Write down the player's team color and number, the length of the penalty, the game clock time the player should be released, and an "NR" if the penalty is nonreleasable.
- Penalty time begins when the whistle blows to restart play.

- If a player's penalty expires during a dead ball, player is not released until the whistle.
- If a penalty expires during a face-off, do not release the player until possession is called.
- If Team A scores, *all players serving* releasable penalties for Team B are released.
- If Team A scores, Team A penalties are *not* released.
- NR penalties always serve the full penalty time no matter how many goals are scored.
- Player has multiple penalties: NR time is served first, regardless of order of fouls.
- Penalty time carries into the next period. Let officials know if the period expires with a player still serving a penalty.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a sub may take the place of the penalized player (who must go to the bench when the penalty expires).

Fouling out

- Notify officials if a player is assessed 5:00 of personal foul penalties, regardless of the number of fouls.
- Notify officials if a player receives 3 separate personal fouls or 2 NR unsportsmanlike conduct penalties, regardless of penalty time.

Stacking

- If a team has more than 3 penalties at once, they will play with 3 players serving penalties and 7 players on the field.
- Additional players serving penalties will stand outside the sub area by the timer until there is room for them in the penalty area.
- When the first penalty releases, the releasing player exits to the bench and is replaced by one of the waiting players.
- Players with NR penalties serve first.
- A goal by Team A only releases releasable penalties from Team B players actually serving penalties (and not players waiting to serve outside sub area).

2016 Men's NCAA Timer Guidelines

Game time

- Four 15-minute periods.
- OT periods are 4 minutes.
- Halftime is 10:00 (or less if both teams are ready); notify officials when 4:20 remains.
- 2:00 between other periods (including OT).
- Start/stop clock on whistle.

End of period (if no visible clock)

- Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head means penalty is nonreleasable (NR).

Horn

- Double horn at next dead ball: coach request; early penalty release; help needed.
- Never sound horn when ball is in play except at the end of a period.

Timing of penalties

- Write player's team color and number, penalty length, period and time remaining when the penalty reported, game time the player will be released, and an "NR" if applicable.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are not released.

- Non-releasable penalties always serve the full penalty time.
- A player's non-releasable penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period. Let officials know if the period expires with a player still serving a penalty.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.
- More than 3 players from one team serving penalties at once: special rules apply. Check with officials.

Stacking

- If a team has more than 3 penalties at once, they will play with 3 players serving penalties and 7 players on the field.
- Additional players serving penalties will stand outside the sub area by the timer until there is room for them in the penalty area.
- When the first penalty releases, the releasing player exits to the bench and is replaced by one of the waiting players.
- Players with NR penalties serve first.
- A goal by Team A only releases releasable penalties from Team B players actually serving penalties (and not players waiting to serve outside sub area).

Fouling out

- Notify officials if any player accumulates 5 minutes of personal foul penalties (regardless of the number of fouls).

Shot clock

- If there is a shot clock available, there should be a separate shot clock operator.