

## Appendix B

# OFFICIALS SIGNALS

### SIGNAL

### FOUL DESCRIPTION



#### ALTERNATE POSSESSION

Alternate possession occurs for offsetting fouls or for other incidents as determined by official's when possession cannot be determined. Possession will then alternate and will be continuous through any overtime period(s).



#### BLOCKING

Block opponent by moving into her path and giving no chance to stop or change direction and contact occurs.

MAJOR FOUL



#### CHECK TO THE HEAD

No player's stick may hit or cause her opponent's stick to hit her own head.

MANDATORY CARD - MAJOR FOUL



#### COVER

Guard a ground ball with her foot or crosse when an opponent could play the ball. This call is only made at 10U, 12U and 14U.

MINOR FOUL



#### CROSSE INTO/THROUGH SPHERE

It is illegal (and dangerous) for a player to hold her stick within the sphere around the face or throat of an opponent. The sphere is a 7-inch space around the head.

MAJOR FOUL

**SIGNAL****FOUL DESCRIPTION****DANGEROUS CONTACT**

It is illegal to thrust or shove any player who is in a defenseless position including head down, outside of visual field, in the air. This also includes contact to the kidneys, back, neck or head.

MANDATORY CARD - MAJOR FOUL

**DANGEROUS FOLLOW-THROUGH & DANGEROUS PROPELLING**

Following through with her stick in a dangerous or uncontrolled manner at any time.

Propelling the ball in a dangerous or uncontrolled manner at any time.

MANDATORY CARDS - MAJOR FOUL

**DANGEROUS PLAY**

Player actions that are rough, threatening, and/or are without regard to player safety.

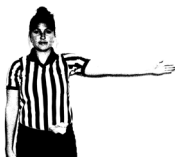
MAJOR FOUL

**DANGEROUS SHOT**

shooting dangerously or without control at the goalkeeper:

- A dangerous shot is based on the combination of distance, force and placement.
- A shot can't be directed at the goalkeeper's body, especially her head or neck. Doesn't apply if she moves into the path of the ball.
- A shot may be uncontrolled even if it misses the goal.

MAJOR FOUL

**SIGNAL****FOUL DESCRIPTION****DIRECTION OF POSSESSION/  
HELD WHISTLE**

The official will indicate a change in direction when a violation dictates or that an offense should play on during a held whistle after an attacking player has been fouled.

**EARLY ENTRY ON DRAW**

No player may cross over the restraining line prior to the official signaling possession off the draw.

MINOR FOUL

**EMPTY CROSSE CHECK**

Check or hold an opponent's stick when it's not in contact with the ball. Applies only if the opponent could have received or gained possession of the ball. Incidental contact while making a play for the ball is not an empty check.

MINOR FOUL

**FORCING THROUGH**

While in possession of the ball, try to force her stick through an opponent's stick.

MAJOR FOUL

**GOAL**

The official calls all goals and then points to center of field.

**GOAL CIRCLE FOUL**

A field player must not have any part of her body or stick on-or-in the goal circle at any time.

Ball can't be returned to goal circle after a clear until it's been played by another player.

MINOR FOUL

**SIGNAL****FOUL DESCRIPTION****HOLDING**

Hold an opponent at anytime by holding, detaining, restraining or pushing against her body, clothing, or crosse with an arm, leg, body or crosse.

MAJOR FOUL

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**ILLEGAL BALL OFF THE BODY**

Allow any part of her body to deliberately impede, accelerate or change the direction of the ball. However, if the goalkeeper blatantly attempts to stop a shot on goal by playing the ball off her body while outside the goal circle, a Major Foul will be called.

MINOR FOUL

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**ILLEGAL CRADLE INTO SPHERE**

Holding, with or without cradling, the head of her crosse in front of her face or her teammate's face, within the sphere or close to her body, or her teammate's body, making a legal or safe check impossible.

MAJOR FOUL

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**ILLEGAL CONTACT**

Initiate illegal crosse to body or body to crosse contact. For example, a stick held in a horizontal position that makes contact with an opponent's body. A player pushing into an opponent's body.

MAJOR FOUL

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**MISCONDUCT**

Rough dangerous, unsportsmanlike play; persistent or flagrant violation of rules; baiting of other players; abusive language; illegal reentry.

MAJOR FOUL

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**SIGNAL****FOUL DESCRIPTION****NO GOAL**

Goals that are scored illegally are quickly reversed by the official. Possession is awarded to the defending team.

**OBSTRUCTION OF FREE SPACE TO GOAL:**

Obstructing free space outside the goal circle with any part of her body which denies the attack the opportunity to shoot safely and encourages shooting at a player.

In effect when ball is within the critical scoring area and above the goal line extended. Positioning applies only if initiated by the defender and not if she is drawn into the free space to goal by an attacking player, or when a defender's not marking a player within a stick's length.

**MAJOR FOUL****OFFENSIVE FOUL**

Call used when an attack player fouls the defender, such as backing into, charging, illegal pick or pushing off.

**MAJOR FOUL****OFFSIDE:**

For full field play, a team must not have more than 7 players on-or-over the restraining line in their offensive end or have more than 8 players on-or-over the restraining line in.

**MAJOR FOUL****POSSESSION**

The official will indicate that one of the teams has gained possession of the ball and that the players are now released.

**SIGNAL****FOUL DESCRIPTION****PUSHING OR BODY CONTACT**

To push an opponent with the hand or body. This motion could also apply to other fouls that entail pushing.

**MAJOR FOUL**

**REDRAW**

Due to any number of illegal procedure violations, draws must be done again. A minor foul may be called if either player draws too soon, movement of the crosse is not up, player taking the draw moves before official's whistle, a player step into center circle or crosses the restraining line before the whistle.

**ROUGH CHECK/ILLEGAL CHECK ON BODY:**

Roughly or recklessly check another player's stick. It is illegal to use the stick in a dangerous or intimidating manner, such as directly poking or waving a stick near opponent's face, a sweeping check from behind, lowering stick's head to make stick-to-body contact, or any other action with the stick that the official deems dangerous or intimidating.

**MAJOR FOUL**

**SLASH**

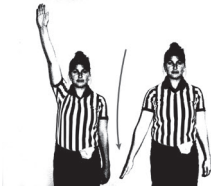
A reckless and/or dangerous swing of the crosse at an opponent's crosse or body, whether or not the opponent's crosse or body is struck.

**MANDATORY CARD - MAJOR FOUL**

**THREE-SECOND RULE**

Defenders within the 8 meter arc, remain in that area more than 3 seconds unless one is marking an opponent within a stick's length. The 3-second rule is in effect when the team with the ball crosses over the restraining line into their attacking end of the field.

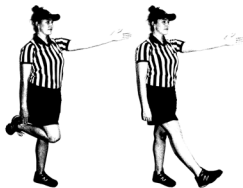
**MAJOR FOUL**

**SIGNAL****FOUL DESCRIPTION****TIME IN**

After legal team and injury timeouts or the start of play, the official will indicate when play resumes and the clock should start again.

**TIMEOUT**

The official will alert the timekeeper when to stop the clock. Although games use running time, certain conditions like legal timeouts, injury timeouts, carding, and equipment checks will require the clock to be stopped.

**TRIP**

A player may not at any time trip an opponent, deliberately or otherwise

**MAJOR FOUL**

**WARDING**

If one hand is removed from the crosse, the free hand may not be used to ward off an opponent with or without contact. Elbows can't be used to protect stick.

**MINOR FOUL**

**10-SECOND GOAL CIRCLE COUNT**

The goalkeeper must not allow the ball to remain in the goal circle longer than 10 seconds, reach beyond the goal circle to play the ball with her hand, draw the ball into goal circle if any part of her is outside, step back into the goal circle with ball, throw any part of her equipment to another player.

**MINOR FOUL**