

Women's Lacrosse Timer/Scoring Directions

Pre-Game Activities

- Table personnel should remain neutral and not cheer for any team or players on the field.
- Home team is responsible for scorers table, official time clock(s), and official score sheet (officials must sign at end of game).
- Introduce yourself to officials before the game.
- Provide your team roster (reflecting active players for that game) to the visiting team 10 minutes prior to start time.
- Sideline personnel, excepting photographers, must have a active US Lacrosse number.

Game time

- Consists of Two 25-minute halves.
- Game is "Running Time", do not stop the timer during normal stoppages of game play.
- Stop timer when whistle blows to signal a goal.
- Stop timer when whistle blows to signal an injury.
- Stop timer when whistle blows and the official signals a time out (crossed arms over the head).
- Stop the clock on every whistle for last 2 minutes of each half
- Start timer when whistle blows to start play.

End of period

- Come onto the field by the sideline for the last 30 seconds of play in the half/game by the closest trailing official.
- Both Halves: Notify nearest official verbally when there are 30 seconds left, then count down loudly from 10, sounding horn at zero.

Halftime

- Ten minutes.
- Notify officials verbally when there are 30 seconds left.

Signaling of penalties

- Official signals the team that fouled.
- Official says and signals the foul committed.
- A Yellow Card held up indicates a major foul. Record player # and time of penalty and allowed return time on the score sheet. If a player receives a 2nd Yellow Card, they are not allowed to re-enter the current game.
- A Red Card held up indicates an ejection. Record player # and time of penalty on the score sheet.
- A Green Card held up indicates a minor foul.

Timing of penalties

- When the penalty is signaled, record the player #, the time of the foul, and the time the eligible player may return.
- A player receiving a Yellow may not re-enter the field until all 3 minutes of penalty time has been served on the bench. There is no substitution allowed for the three minutes when a player receives a card.
- If a player receives a 2nd Yellow Card, they are no longer permitted to participate for the remainder of the game and they must sit-out the team's next game.
- A player receiving a Red Card is ejected from the game. There is no substitution allowed for the three minutes when a player receives a card. The player also sits-out the team's next 2 games.
- Once a team receives their 3rd card (Yellow or Red), the team will play short-handed for the remainder of the game.
- Penalty time starts when the whistle blows to restart play, penalty time also stops during normal stoppages of play as well.
- Notify the coach/player serving penalty time when her penalty time is up.
- Notify the officials when a team receives their 3rd card (Yellow or Red).
- Unexpired penalty time at the end of a half carries over into the next half as well as into overtime if there is overtime.

Horn

- Sound the horn at the end of each half.
- Never sound horn when ball is in play except at the end of a half/game.
- Horn should sound for a substitution after a goal.

Mercy Rule

- Regardless of the half, if one team leads by 10 or more goals the clock does not stop except for team timeouts, official timeouts, and injuries.
- Penalties during this time are running time, but don't start until whistle restarts play.
- If the lead shrinks to 9 or fewer goals, the clock reverts to standard running time.

Overtime

- Overtime consists of two stop clock (stop clock at every whistle) halves that are each 3 minutes long.
- Three minutes between overtime periods.
- Count down final 10 seconds and sound horn at zero.
- Game is over when one team has the lead at the end of overtime.
- If more than one overtime is needed, a 3 minute break occurs, teams switch ends and play turns to sudden victory; the first team scoring wins the game.