

## **YOUTH GIRLS' LACROSSE 2017 - SCORER AND TIMER TERMINOLOGY**

**ALTERNATE POSSESSION:** In lieu of a throw, officials will award alternating possession. The team that wins the coin toss can select ends or having the initial alternate possession.

**CARD:** A notification from the umpire to players or coaches who have violated the rules. Green and green / yellow signify delay of game. Yellow cards signify a warning or suspension, and a red card signifies ejection. When these occur the **umpire** should identify the player who committed the violation, type of violation, resulting **penalty time**, **card** color, and substitution conditions. The card information shall be recorded in the official scorebook.

**DRAW:** The procedure whereby two opponents at the center of the field start play at the beginning of each half, beginning of overtime periods, and after each **goal** unless a free position or throw at the center of the field is awarded by the **umpire**.

### **DURATION OF PLAY:**

- Youth - U-15 (grades 7 / 8):  
50-minutes with two 25-minute halves using **running-clock**. 5-minute halftime unless less time is agreed to by captains prior to game. Team may choose to use stop clock in last 2 minutes of each half; default is running clock for entire period. No overtime periods except when specified for tournament play.
- Youth - U-13 (grades 5 / 6):  
40-minutes with two 20-minute halves using **running-clock**. 5-minute halftime unless less time is agreed to by captains prior to game. No overtime periods except when specified for tournament play.
- Youth - U-11 (grades 3/4):  
36-minutes with two 18-minute halves using **running-clock**. 5-minute halftime unless less time is agreed to by captains prior to game. No overtime periods except when specified for tournament play.

**FOUL:** A violation of the rules that is identified by the **umpire** and stops play. These violations may be major, minor, goal circle, team / offside or misconduct fouls.

**GOAL:** Awarded to player who propels the ball into goal and recorded when the **umpire** signals a goal with raised arms and whistle.

**ILLEGAL SUBSTITUTION:** A substitute who is a suspended or ejected player or a player not listed on the team roster or in the scorebook at the start of the game. A substitute who enters the field without reporting to the scorer's table, or who fails to enter the field from the **substitution area**, or who enters the field before the player she is replacing has left the field and entered the **substitution area**.

**OWN GOAL:** A **goal** scored by a player against her own team. It is recorded as an "own goal" in the scorebook.

**PENALTY AREA:** The area directly in front of the scorer / timer table at the rear of the **substitution area**.

**PENALTY TIME:** A period of time (2 min for yellow card, 4 min for red card) that a player must remain off the field for a violation of the rules. A substitute is allowed for a green / red card penalty. No substitute is allowed for a yellow or red **card** penalty. Penalty time is **running-clock** when game is **running-clock**.

**POSSESSION:** Occurs when a player has control of the ball in her crosse and is demonstrated by shooting, passing, cradling or carrying the ball.

**RUNNING-CLOCK:** Game and penalty time that stopped and started at a whistle for a **time out** and at every whistle during the last 2 minutes of each half (IF the teams desire this, default is to continue running until end of half.) If a team is leading by 10 or more goals, the clock will continue to run within the last 2 minutes of play in each half except when the umpire signals time out.

**SIDELINE MANAGER:** An individual whose duty is to control the actions of spectators not in conformity with the standards of proper conduct. Required to be provided at Youth games by the home and away teams.

**STOPPAGE OF PLAY:** Time during the game when play has been stopped by the **umpire**.

**SUBSTITUTION AREA:** The area in front of the scorer's table and centered at the midfield line, 9 meters (10 yards) wide.

**TABLE AREA:** The area directly behind the **substitution area** and at least 4 meters behind the sideline.

**TEAM BENCH AREA:** The area at each side of the **substitution area** to a team's restraining line, and 4 meters behind the sideline.

**TEAM TIME OUTS:** Occurs when play is suspended at the request of a player on the field or a head coach. Each team is limited to 1 time out during regulation game time. Time outs are 2 minutes in duration.

**UMPIRE:** Game officials that will enforce the rules and officiate the game.

**WSLA:** Washington Schoolgirls Lacrosse Association that coordinates and facilitates girl's youth and high school lacrosse in Washington State.