

## Appendix II

# OFFICIALS SIGNALS

### SIGNAL

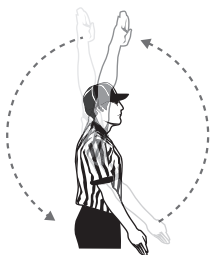
### FOUL DESCRIPTION



#### **BALL HAS ENTERED ATTACK AREA**

Attacking team has satisfied the requirement to bring the ball into their offensive area.

PROCEDURAL CALL



#### **BALL IN POSSESSION**

Ball possession has been gained on a faceoff.

PROCEDURAL CALL



#### **DISREGARD FLAG**

Flag was in inadvertent and no foul has occurred.

PROCEDURAL CALL



#### **FACEOFF**

A faceoff will occur.

PROCEDURAL CALL

**SIGNAL****FOUL DESCRIPTION****FAILURE TO ADVANCE BALL**

Failure to advance the ball over the center line in 20 seconds or to bring the ball into the goal area within 10 seconds after crossing the center line can result in a turnover.

PROCEDURAL CALL

**LOOSE BALL**

Indicates that the ball was loose when there was a technical foul.

PROCEDURAL CALL

**NO SCORE**

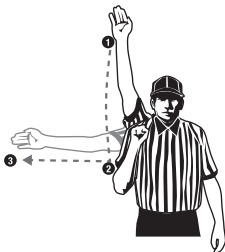
Goals that are scored illegally are quickly reversed by the official. Possession is awarded to the defending team.

PROCEDURAL CALL

**NONRELEASABLE PENALTY**

All nonreleasable penalties remain in place until the full time is served. These can include illegal body check, take-out check/excessive body check, check involving the head/neck, and unnecessary roughness.

PROCEDURAL CALL

**OUT OF BOUNDS**

1. The ball has gone out of bounds.
2. and 3. Points to the direction of goal that will be attacked by the team entitled to the ball.

PROCEDURAL CALL

**PLAY ON OR DEAD BALL**

If a player commits a loose-ball or line violation foul, goalie interference or crease violation and the offended player may be disadvantaged by the immediate suspension of play, the official will delay the whistle and signal play-on.

PROCEDURAL CALL

**RE-ENTRY OF THE CREASE**

A player has illegally re-entered the crease.

PROCEDURAL CALL

**SCORE**

The goal line official calls all goals.

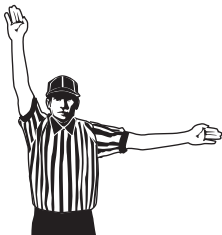
The ball must pass completely through the plane of the back edge of the pipes. Hitting two or three pipes does NOT designate a goal.

PROCEDURAL CALL

**SIMULTANEOUS FOULS**

Fouls called on players of opposing teams during a live ball or a dead ball when sequence cannot be determined.

PROCEDURAL CALL

**STALL WARNING/SHOT CLOCK ON**

Attacking team is not making an effort to attack the goal and score.

PROCEDURAL CALL

**SIGNAL****FOUL DESCRIPTION****TIMEOUT**

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

PROCEDURAL CALL

**TIPPED/DEFLECTION**

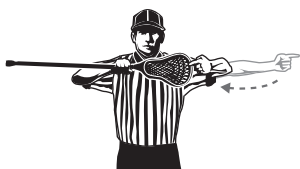
A ball has been tipped or deflected by an individual.

PROCEDURAL CALL

**SIGNAL****FOUL DESCRIPTION****CROSS-CHECKING**

A player cannot use the stick shaft between his hands to play an opponent, either when thrust against his opponent or striking him while running with his stick extended.

PERSONAL FOUL

**DEEP POCKETS**

A player may not use a stick that doesn't conform to specifications. There is a 1-minute non-releasable penalty if a stick has too deep a pocket or weaving not firmly attached.

PERSONAL FOUL

**EJECTION FOUL**

A player, substitute, coach or other team personnel can be ejected from the game for serious infractions. See ejection foul page for further details. Ejection fouls are enforced with a three-minute non-releasable penalty.

PERSONAL FOUL

**ILLEGAL BODY CHECK**

Fouls will be called for a body check:

- of an opponent without possession of the ball or more than 3 yards from a loose ball.
- delivered without both hands on the stick
- avoidable hit on opponent who's already passed or shot the ball.
- to a player from behind, below the waist or above the shoulders, including following through to head.
- to a player with any body part other than their feet on the ground.
- initiated with the head, also known as spearing and assessed a non releasable penalty.
- considered more aggressive than necessary to knock to the ground, injure the player or made in a reckless or intimidating manner.

**PERSONAL FOUL****ILLEGAL EQUIPMENT**

A player may not use equipment that doesn't conform to specifications. For example: cutting palms out of gloves or altering protective equipment like shoulder and arm pads, non-regulation lacrosse helmets and mouth guards, Jewelry, unless religious or medical alert items taped.

**PERSONAL FOUL****PERSONAL FOUL**

An offending player's team will be a man down while he serves his penalty in the penalty box. A personal foul can be one, two, or three minutes, depending on the official's judgment of the severity and perceived intent of the foul. Fouled team will be given possession.



**SIGNAL****FOUL DESCRIPTION****SLASHING**

A poke into the ribs, chest, neck or back. A vicious, uncontrolled swinging of the stick, whether contact is made or not. The gloved hand on the stick may be legally checked.

PERSONAL FOUL

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**TRIPPING**

A player may not trip an opponent with an intentional action of his body or stick below his opponent's waist resulting in their being obstructed.

PERSONAL FOUL

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**UNNECESSARY ROUGHNESS**

Any excessively violent infraction of the rules governing holding or pushing. Includes checks delivered with a punching blow, against a player setting a pick or a stationary defender and checking an opponent who is in a vulnerable position.

PERSONAL FOUL

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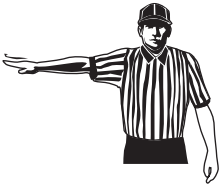
**UNSPORTSMANLIKE CONDUCT**

Nonreleasable - arguing with official, using threatening or obscene language or gestures, bating or taunting, or any other act officials deem unsportsmanlike.

Releasable - repeatedly committing same technical foul, not returning to field immediately, and a substitute deliberately not complying with rules for entering game.

PERSONAL FOUL

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**SIGNAL****FOUL DESCRIPTION****CONDUCT FOUL**

Aggressively argue or make gestures about a decision by an official or commit other act considered misconduct by the official.

TECHNICAL FOUL

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**CREASE VIOLATION**

Usually from stepping into the crease while on offense.

TECHNICAL FOUL

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**HOLDING**

Numerous violations which include holding an opponent with a free hand and holding the body of an opponent with a stick.

TECHNICAL FOUL

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**ILLEGAL OFFENSIVE SCREENING**

Teammate moving or stepping into opponent while trying to screen a player guarding a teammate.

Often referred to as a “moving pick,” 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.

Called only when one offensive player checks a defensive player when the checker’s team has possession.

TECHNICAL FOUL

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**SIGNAL****FOUL DESCRIPTION****ILLEGAL PROCEDURE**

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

TECHNICAL FOUL

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**ILLEGAL TOUCHING OF THE BALL**

Field player intentionally or unintentionally touches the ball with their hands.

TECHNICAL FOUL

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**INTERFERENCE**

Violations include impeding a player running through the attack area and contact not within 3 yards of a loose ball.

A player shall not interfere in any manner with the free movement of an opponent when his team has possession.

TECHNICAL FOUL

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**OFFSIDE**

Too many players in either end of the field.

TECHNICAL FOUL

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**PUSHING**

A player shall not thrust or shove an opponent from the rear. Pushing is permitted from the front or side when an opponent has possession of the ball or is within 3 yards of a loose ball.

TECHNICAL FOUL

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**STALLING OR DELAY OF GAME**

A stalling violation occurs when any action takes place to intentionally delay the game.

TECHNICAL FOUL

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**TECHNICAL FOUL**

The penalty for a technical foul is either:

- 30 second releasable penalty after flag-down, slow-whistle if fouled team had possession at the time
  - Possession awarded to fouled team after play-on ended if it wasn't in possession of the ball
  - If ball remains loose, fouled team awarded ball at spot of infraction
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**WARDING OFF**

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.

TECHNICAL FOUL

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**WITHHOLDING BALL FROM PLAY**

Lying or sitting on a loose ball. Clamping a ball longer than necessary to pick it up.

TECHNICAL FOUL

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