

## 2013 FHSAA Girl's Lacrosse

### Definitions of Area, Scorekeeper & Timer Responsibilities

**JV Game** - 20 min running clock half. Clock stops on every whistle in last 2 min. of each half, unless a 10 goal lead then no stoppage in the last 2 min. **Clock will stop for 1 time out per team and mandatory hydration breaks (1 minute) each half on a natural stoppage of play nearest the half-way.** There will be a 5 min. half time and no overtime.

**Varsity Game** – 25 min stop clock (clock stops after goals and officials time outs). Clock stops on every whistle in last 2 min. of each half (Unless a 10 goal lead then no stoppage in the last 2 min.). 2 time outs per team, 10 min half time. **Clock will stop for mandatory hydration breaks (1 minute) each half on a natural stoppage of play nearest the half-way point.**

### Definitions of Area

#### **Substitution Area**

The substitution area shall be in front of the scorer's table and centered at the midfield line. The area will be sectioned off by two hash marks, 2m-4m in length. The hash marks will be placed perpendicular to and touching the sideline with each one placed 5 yards from the centerline of the field.

#### **Penalty Area**

The penalty area shall be directly in front of the scorer's/timer's table at the rear of the substitution area. **A player serving a penalty must sit or kneel in this area.**

#### **Team Bench Area**

The team bench area is defined as the area from the end of the substitution area to the team's restraining line, and even with the level of the scorer's table extended (**at least 4m from the sideline**), and does not include the area directly behind the scorer's table. Non-playing team personnel must remain in their team bench area. Violation of this rule will be assessed as misconduct foul.

#### **Coaching Area**

Coaches must remain within their own coaching area, that is, the area on the bench/table side of the field extending from their side of the substitution area to their end line, and even with the scorer's table extended (**at least 4m from the sideline**), and does not include the area directly behind the scorer's table.

#### **Scorer's/Timer's Table**

A scorer's/timer's table will be set up at midfield, at least 4m from the designated playing boundaries on the team's bench side. An accurate visible score must be continuously displayed. A visible clock is recommended as well as a backup clock.

### **Home Team Scorekeeper & Timer Responsibilities**

#### **Official Scorer**

The official scorer will be from the home team and will sit at the scorer's/timer's table opposite the center circle. If the official scorer is not seated at field level, the home team is responsible for ensuring that the scorer's table is manned.

The official scorer will assume the following duties:

- a) Record the starting line-ups of both teams in the score book 10 minutes prior to the game and make sure the numbers of the players on the field correspond to the numbers in the book. Changes to the line-up cannot be made until the game starts. A roster with names and numbers of all players must be at the score table prior to the start of the game.
- b) Keep an accurate record of the goals scored in the official home team score book. It is recommended that the visitors have a scorer and book at the table.
- c) Display continuously an accurate score, for the players, coaches and umpires.
- d) Accept substitutes and enter their names and numbers prior to their entering the game.
- e) Notify the umpire on the **first ensuing stoppage of play** if there has been an illegal substitution.
- f) Record any cards next to the player's name in the score book: delay of game (green/yellow-"gy", green/red-"gr"); warning (yellow-"y"); ejection (red "r"). A green card "g" for delay of game or any card issued to a coach or other team personnel must also be recorded in the score book.
- g) Notify the umpire immediately when a second warning is given to the same player.
- h) Record the delay of game suspensions including the time on the game clock when a player is suspended.
- i) Record the time on the game clock when a player or coach is given a yellow or red card.
- j) Notify the umpire immediately if a team receives a fourth card
- k) Notify the umpire when a 10 goal differential exists.

## 2013 FHSAA Girl's Lacrosse

### Definitions of Area, Scorekeeper & Timer Responsibilities

#### **Official Timer**

The official timer will be from the home team and will sit at the scorer's/timer's table opposite the center circle.

If the official timer is not seated at field level, the home team is responsible for ensuring the following duties are performed:

- a) Stop the clock at the whistle and arm signal after each goal. If there is a 10 or more goal differential, the clock will continue to run after goals and within the last 2 minutes of play in each half (no stop clock), except when the official signals timeout. If the difference becomes less than 10 goals, the stop clock procedure is reinstated.
- b) Start the clock on the whistle at each draw.
- c) Sound a horn at the first stoppage of play
  - 1) To notify the umpire of an illegal substitute.
  - 2) If a clock has malfunctioned
  - 3) When a 10 goal differential occurs.
- d) Sound a horn for substitution after goals.
- e) Sound the horn to indicate a timeout request by the team in clear possession of the ball.
- f) Notify the umpire when there are 2 minutes remaining in each half of the game.
- g) During the last 2 minutes of each half of the game, stop the clock on every whistle, then restart the clock on the umpire's whistle unless there is a 10 or more goal differential. If the difference becomes less than 10 goals, the stop clock procedure is reinstated.
- h) Indicate to the nearest umpire when there are 30 seconds remaining in each half.
- i) Sound a horn to indicate the end of the half and the end of the game.
- j) Stop the clock for any other circumstances only upon the time-out signal and whistle from the umpire.
- k) Notify the umpire when a team requests a time-out and use a separate clock to time the time-out.
  1. Time 2 minutes
  2. Blow the horn at 1 minute, 45 seconds
  3. Blow the horn at 2 minutes
- l) Note the time on the clock when a player is issued a green/red card for delay of game and time the 2-minute elapsed playing time penalty, and notify the coach when the 2-minute penalty time has ended.
- m) Note the time on the clock when a player or coach is issued a yellow or red card and time the 2-minute elapsed playing time penalty, and notify the coach when the 2-minute penalty time has ended.

#### **Pre-Game Timing**

All times listed are 20:00 minutes before scheduled game start time.

20:00 - Coaches /Captains Meeting

10:00 -Teams Stick Check

5:00 - Announcements & Lineups

National Anthem

00:00 - Opening Draw