



# US LACROSSE OFFICIALS EDUCATION PROGRAM

## SCORER AND TIMER RESPONSIBILITIES

### Scorer

*Home Team at Table or in direct communication with Table*

- 1) Record starting players in scorebook – 10 minutes prior to game start
- 2) Have roster with names and numbers for both teams prior to game start
  - Make sure numbers correspond with players on field
- 3) Record who scored goal
- 4) Display visible score
- 5) Notify umpire of 10 goal differential
- 6) Record substitutions
  - Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
  - Tell official on next stoppage of play of illegal substitution
- 7) Record Cards and time of each [player #; time received --- 19:52; time may return --- 17:52]
  - Players must sit out 2 minutes (no cards are released by a goal at this level)
    - No substitution for that player. Substitutions for other players are OK
    - Team plays short in both their offensive and defensive ends for 2 mins per each carded player
    - Do not allow offending player to re-enter the game prior to end of warning [yellow card]
      - Sub or offending player may enter after 2 minutes
      - Tell official on next stoppage of play if player enters too soon
    - Do not allow offending player to re-enter the game after a suspension [2 yellow cards]
      - Sub may enter after 2 minutes
      - Tell official on next stoppage of play if player enters too soon
    - Do not allow offending player to re-enter the game after an ejection [Red Card]
      - Sub may enter after 2 minutes
      - Tell official on next stoppage of play if player enters too soon
  - 8) Notify umpire of 2nd card on any player
  - 9) Record timeouts taken by each team



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### Timer

Home Team at Table or in direct communication with Table

- 1) Start clock on official's whistle and/or arm signal
  - On draws
  - During restarts in last 2 minutes of each half
  - On restarts after an official's time out
- 2) Stop clock on official's whistle and/or arm signal
  - After goals – unless there is a 10 goal differential
  - During last 2 minutes of each half, if there is no 10 goal difference.
  - On official's signal for time out
- 3) Time player suspension period - Use time recorded in book  
Begin time =19:52/End time =17:52
- 4) Notify coach when player 2 or 4 minute penalty is over
- 5) Notify official of requests for timeout (during dead ball)
  - Time team timeouts on stopwatch – may be managed by officials on field
  - Blow horn at 1 minute 45 seconds and 2 minutes
- 6) Sound horn
  - To indicate end of half and game
  - Substitution after goals
  - Clock malfunction
  - Notify of illegal sub (when there is a stoppage of play)
  - Notify of 10 goal differential (during stoppage of play after goal)
- 7) Notify official of 2 mins remaining and last 30 seconds of each half, count down from 10 seconds loud enough for the official to hear.
- 8) Notify umpire of 2nd card on any player

### Varsity

- 25-minute halves, stopped clock after goals
- Halftime be 10 minutes unless Captains agree to less prior to game

### JV

- 20-minute halves, running clock after goals
- Halftime - 5 minutes

