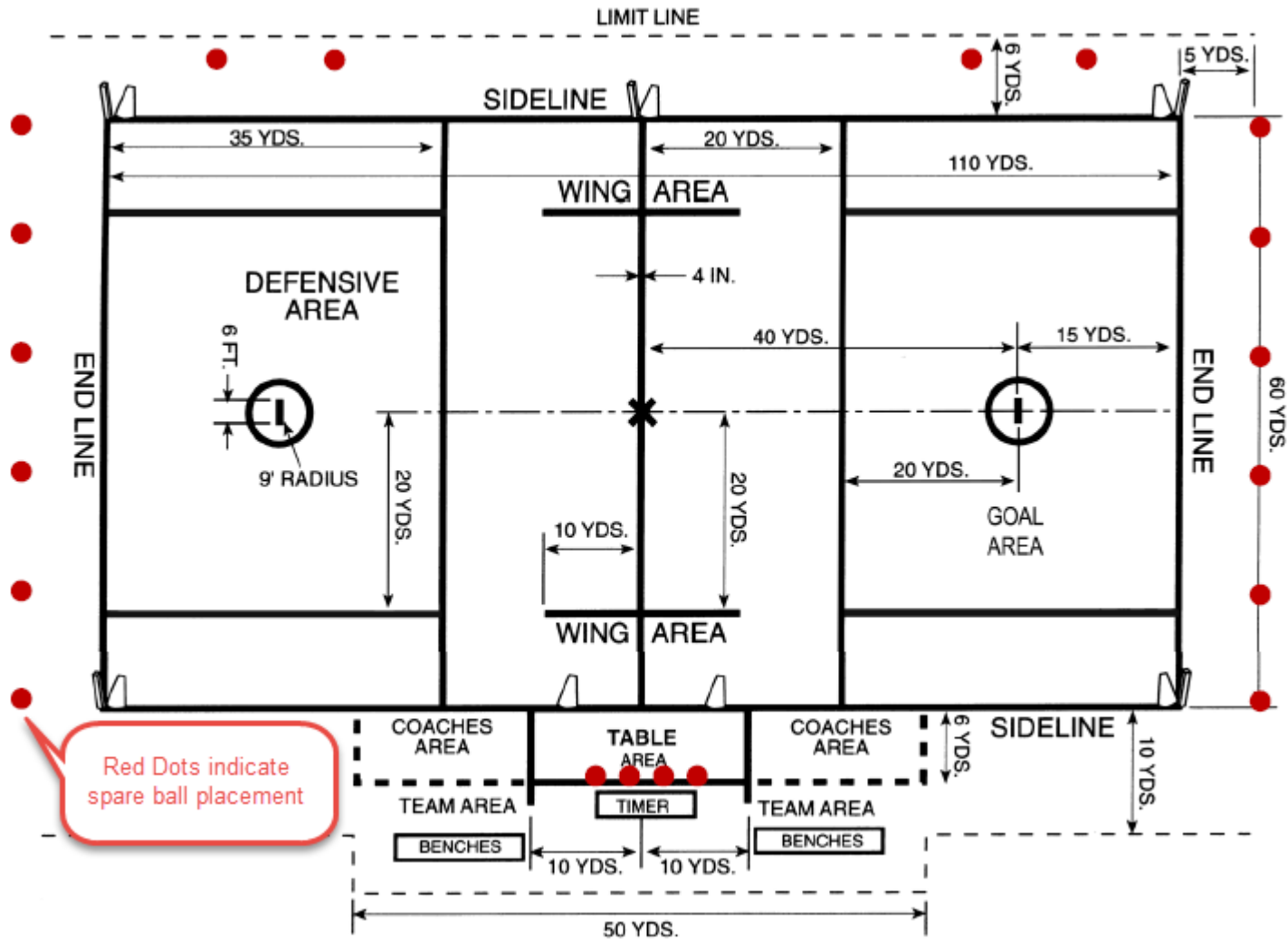




Score Table Tutorial

2015 Version

Men's Lacrosse Field Dimensions



**TEXAS HIGH SCHOOL
LACROSSE LEAGUE**

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Overview

- **Notable THSLL Rule Waivers regarding fields. (not a complete list) (THSLL Appendix A)**

- GOALS & NETS (1-3 & 1-5) ~ The goals & nets at game sites shall be legal as they are, regardless if they comply with NCAA rules. The NCAA rules as to the color, size and type of pipe shall not apply; however, the home Team should make every effort to comply with the NCAA rules & specifications
- LIMIT LINES, SPECTATOR & MEDIA RESTRICTIONS (1-14) ~ Limit lines are not required, however, spectators and media are not allowed behind the end lines or immediately behind the bench or table areas.
- TEAM SIDELINE POLICY ~ The field and all limit lines should be marked in accordance with the NCAA rulebook. All spectators shall be on the opposite side of the field from the team benches. The team box should contain a maximum of 4 coaches in the coaching box in front of the players. 1 equipment manager and 1 team trainer may be on the sidelines behind the players.

Only players in uniform may be on the sidelines, non-participating players must wear game jerseys. 1 equipment manager and 1 team trainer may be on the team side, but not in the team box.

The score table shall not contain more than 5 people, including 3 from the home Team and 2 from the visitors' team. The home Team is the official scorekeeper, spotter, game timer, and penalty timer at the score table. The visiting team has a scorekeeper and assistant at the score table. The home Team site administrator has full access to the facility and should have communication with the score table.

It is the responsibility of the home Team and home Team site administrator to manage this policy. The home Team and away Team site administrator must check in with the score table and officials and wear the site administrator identifying badge. It is at the discretion of the officials to assess any game-time penalties resulting from this policy.



General Information

- **Game Officials**
 - Home Team – Scorer and Timekeeper
 - Away Team – Scorer
 - Spotter(s) – Optional
 - Field Referees (two or three)
- **Home Team Requirements**
 - Scorebook
 - Timing Device (x2)
 - Table
 - Working Horn (Hand-held or part of timing device)
 - Personnel to score and time
- **Accountabilities**
 - You are part of the Official's team while at the table
 - Remain neutral
 - Cheer silently
 - Do your best, ask for help, confer with others at the table if needed



General Information

- **Standard Quarter Length**
 - Varsity – 12 minutes
 - JV – 10 minutes
 - Overtime – 4 minutes
- **Other Game Times**
 - Time between quarters – 2 minutes
 - Half Time – 10 minutes
 - Half time may be shortened by the officials based on available light, weather conditions, and/or other games scheduled at the field.
 - Every attempt will be made to start games on time.
- **Clocks**
 - A minimum of two clocks are kept during the game
 - Game Clock – Clock for overall game time
 - Penalty clock(s) – timer for penalty tracking
 - There may be multiple penalties running simultaneously – Be prepared.



General Information

- As a timer or scorekeeper you are not an official, however you are part of their team.
- During pregame, the officials will request:
 - In-home designations
 - Duration of periods
 - When they want to be notified of end of period/game and how
- The horn may be double tooted during **DEAD BALL**, to gain the officials' attention to discuss the following:
 - Player enters the field of play from the penalty area before released
 - Player not legally in the game enters the field of play
 - Player legally in the game leaves the field of play and doesn't return
 - Player deliberately delays substituting
 - Head coach requests a count of long-sticks
 - A player commits illegal substitution
 - Player illegally exchanges his crosse
 - The table needs clarity on a call
- Between periods, the head official will confirm score and time out counts with the home team scorekeeper



Timekeeper's Duties

- **Table**

- Home team provides the official timekeeper(s)
 - Game and penalty clocks
- If you are a time-keeper for the game, please arrive at least 20 minutes prior to the game start.
- Find and check operations of game clock. Ensure that it is in good working order.
- Familiarize yourself with how the controller operates.
- If you use stop watches, know how to stop/start/reset and do it quickly.
- Start and stop the official timer on the official's whistle.

- **Game time keeper**

- You will need to notify the officials prior to the end of periods
- Officials will indicate the amount of time prior to the end of a period in which they would like to be notified. A two minute warning prior to end of half/game is preferred.
- Provide a countdown from 10 seconds at the end of the periods to referee
- Track time during intermissions and alert coaches and officials four minutes prior to intermission ending.
- Responsible for the horn.



Timekeeper's Duties

- **Penalty Time Keeper**
 - **If a physical game clock is visible at the field, it is required to use the official game clock as the official penalty timer.**
- **Penalty Clock**
 - This keeps the penalty time in sync with the game clock and eliminates confusion for the fans, coaches, and players.
 - If no game clock is visible and you use a timer you will set the penalty clock based on the infraction and time specified by the official.
 - Penalty time starts/stops with the official's whistle
 - Provide the player/coach an audible countdown from 10 seconds.
 - If multiple players are in the penalty box, be clear on which player is being released
 - Penalties vary in time - Official will inform the table on the penalty time
 - Personal Fouls – One to three minutes depending on the infraction
 - Technical Fouls – 30 seconds
 - Penalty Types
 - **Releasable Penalty** – Penalty when goal is scored by other team
 - All penalties are releasable unless official informs table otherwise
 - If penalty is on the home team, penalty is released when time is up –or- the away team scores a goal.
 - **Un-releasable Penalty** – The player serves the full penalty time regardless of a goal.
 - Penalized players must remain in the special substitution box, back by the table, with their pads and helmet on.
 - **If penalty time expires during a face off, the player may not be released until “possession” is called.**



Penalty Time Calculation

- **0:30 Second Calculation**

- If seconds at time of penalty is between 0-30 seconds, subtract 1 minute and add 30 seconds.
 - Example – Time of penalty if 8:30, 30 second penalty release is 7:33.
 - $8:30 = 8-1, 03+30 = 7:33$
- If seconds at time of penalty are between 30-59, subtract 30.
 - Example – Time of penalty is 3:53, 30 second penalty release is 3:23
 - $3:53 - 30 = 3:23$

- **1-3 minute calculation**

- Subtract whole minutes



Scorer's Duties

- **Pre-Game**
 - Unless specified by the official, the home team scorer shall be the official scorer.
 - You should be on-site at least 20 minutes prior to the game.
 - Obtain the scorebook from the coach
 - Verify that the roster has been entered for the game
 - Enter pertinent game information such as date, weather, and official's names.
 - Obtain the opponent's roster and enter into the scorebook.
 - Share your roster with the opponent's scorer.
- **Key Definitions**
 - **Goal** - A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.
 - **Assist** - Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist is possible per goal.
 - **Team Goal** - A goal scored by a member of the defensive team on its own goal is a team goal.
 - **Time of Goal** - Time of goal is to be recorded as the time remaining in the quarter. It is the time "on the clock."



Scorer's Duties

- **Key Definitions (Cont.)**

- **Clear** - The attempt from one team to move the ball into the offensive area from its defensive area. A successful clear is awarded when the clearing team successfully establishes possession in their offensive area before the other team gains possession.
- **Extra-Man Offense/Defense** - Any time a team is playing with one or more men short (extra) counts as an extra-man opportunity for the offense. If both teams are "short", there is no EMO. Man-up goals are scored when the defensive team does not yet have a full-team on the field.
- **Crease Violation** - If an offensive player steps into the offensive crease. Possession is awarded to the defense.
- **Turnover** - Turnovers occur when a player or team in possession of the ball or entitled to possession of the ball loses possession of it – either live ball or dead ball situation. The player responsible for the change of possession is awarded the turnover. If no one player is identifiable, the turnover is awarded to the team.
- **In Home** - The first player in the scorebook roster for the game. This player serves any team penalties. The time served does not count toward his total penalty time.
- **Extra Man** - Any time a team is playing one or more men short or extra counts as an extra-man opportunity (EMO) on defense or offense.
- **All Even** - Both teams have the same number of players on the field.
- **Take Away** - Defenseman takes the ball away from the driving offenseman.
- **Interception** - Pass caught by the opposing team when intended for a teammate.



Scorer's Duties

- **During the Game**

- Record goals and assists into the scorebook with player number #.
- Verify the goals/assists and player numbers with the referee at the end of each quarter.
- Record timeouts accurately. Notify the nearest referee immediately if more timeouts are taken than allowed.
 - Teams are allowed two time outs per half during regulation.
- Record the time of, duration, infraction, and player number when penalties are assessed.
- Notify the nearest official immediately if a player accumulates 5 or more minutes of personal fouls.
 - This player will be ejected from the current game for fouling out.
- Be friendly with the opponent's scorer.
- Ensure that the focus at the time/scorer table is on the game and clear from visual and audible obstructions.
 - The table can ask coaches and players to keep out of the special substitution box during play.

- **Post Game**

- Offer humble congratulations and gratitude to other table officials and respect opponent.
- Tally any statistical totals. Confer with opponent scorekeeper if needed.
- Provide head coach with the score book following the game.



Spotter's Duties

- **Pre-Game**
 - Talk with the scorebook keeper on how they would like the spotting called out.
 - For example, some prefer to hear "Shot, 15, blue"
- **During the game.**
 - Focus on the game
 - Assist with time keeping if needed.



Scorebook

- **Scorebook**
 - The following scorebook examples are meant as an example only.
 - Coaches may prefer different items tracked and/or in a different manner.
- **Key Definitions**
 - **Goal** – A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.
 - **Goalkeeper Save** – A save is recorded any time the ball is stopped or deflected by the goalkeeper's body or crosse in such a manner that had the ball not been stopped or deflected it would have resulted in a goal.
 - **Assist** – Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist is possible per goal.
 - **Team Goal** – A goal scored by a member of the defensive team on its own goal is a team goal.
 - **Time of Goal** – Time of goal is to be recorded as the time remaining in the quarter. It is the time "on the clock."
 - **Shot** – A ball propelled toward the goal by an offensive player either via a pass, a kick or otherwise physically directed. If the ball ricochets from another player and results in a goal – no shot is awarded. Any shot at the goal.
 - **Shot on Goal** – On a shot that results in scoring or those saved by the goalie.
 - **Ground Ball** - Any ball not in possession of one team that becomes into possession of that team while in live-ball play is deemed a ground ball. It may be an intercepted pass, a loose ball on the ground, a goalie snagged catch. The ball must be obtained under pressure – whereby an opponent is within five (5) yards of the loose ball. If the player drops the ball on his own volition and pick it up again, no ground ball is awarded. Contestation is a must.



Scorebook

H		Central High		0:14	F	5:53	C	8:40	X	7:37	O	11:54	O	6:19	C	3:40	F	7:11	X	9:40	X	10:01	O	11:21	C	
C	Coach	Roger Southworth	Record	3-1	3	18	13	25	41	18	33	-	13	-	16	18	13	25	18	25	41	-	47	18	26	11
V	Coach	Ned Turner	Record	2-1-1	9:02	X	1:39	X	9:03	F	0:16	F	1:14	X	3:24	O	5:02	O	6:27	C	7:30	F				
C	Coach	Ned Turner	Record	2-1-1	7	25	26	-	17	43	19	25	25	U	14	-	14	-	14	24	17	25				

		Central H. S.		QUARTERS				SHOTS	G	A	GD's	PENALTIES		STATISTICS		
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GD's	P.T. NO.	INFRACTION (P)	PER.	TIME	GROUND BALLS	SHOTS	TOTALS		
A	13	Peter Bitz	/ / / A OT	### //	7	###	/	///	1 m 29	Slashing (1)	2	4:20	1	### ///	8	
A	41	Mike Rogers	/ / / A OT	### //	7	//	/	/	1 m 47	Tripping (1)	2	11:58	2	### ///	9	
A	18	Lydel Jones	/ / / A OT	///	3	/	///	//	1 m 29	Cross Check (2)	3	0:41	3	### //	7	
A	23	Andy Messerschmidt	/ / / A OT				###		1 m 33	Slash (1)	4	0:38	4	### ###	10	
M	25	Larry Rogers	/ / / A OT	///	3		///	###								
M	33	Tom Harris	/ / / A OT	/	1	/	//									
M	16		/ / / A OT	/	1	/										
M	42		/ / / A OT		4											
M	37		/ / / A OT													
M	40	Kevin MacLeod	/ / / A OT	/	1		###									
M	47	Mayless Calander	/ / / A OT	///	3	/										
M	31	Seth Fields	/ / / A OT	/	1											
D	24	Bob Sled	/ / / A OT				###									
D	28	Mike Zicher	/ / / A OT													
D	29	Paul Trump	/ / / A OT				///									
A	11	Chuck Wagon	/ / / A OT			/										
A	12	Ralph Rodriguez	/ / / A OT													
M	44	Dale Thomas	2 3 / OT													
M	30	Ed Bergman	2 3 / OT				//									
M	14	Pete Rebozo	2 3 / OT													
												GAME SCORING		OT	TOTALS	34
															TOTALS	32

Enter red sections before the game.

Update blue sections during the game.



Scorebook

M	44	Dale Thomas	1	2	3	/	OT											
M	30	Ed Bergman	1	2	3	/	OT							//				
M	14	Pete Rebozo	1	2	3	/	OT											
M	26	Allan Drier	1	2	3	/	OT	/		/	/							
M	45	Greg Sims	1	2	3	/	OT											
b	50	Andy Robinson	/	/	3	4	OT											
D	15	Scott Thomas	1	2	/	4	OT											
D	27	Don Shapiro	1	/	/	/	OT											
			1	2	3	4	OT											
			1	2	3	4	OT											
			1	2	3	4	OT											
G	3	Archie Padding	/	/	/	4	OT											
G	2	Mel Pipes	1	2	3	/	OT											

SAVES											
	1 st QUARTER	2 nd QUARTER	3 rd QUARTER	4 th QUARTER	O.T.	TOTAL					
GOALS	3	//	2	///	3	//	2	///	5		12
	2			/	1						1

GAME SCORING				
NO.	NAME	G	A	P
13	Peter Bitz	4	1	5
19	Lydel Jones	1	3	4
25	Larry Rogers	0	3	3
41	Mike Rogers	2	0	2
33	Tom Harris	1	0	1
16	Fran Smith	1	0	1
47	Mayless Colander	1	0	1
26	Allen Drier	1	0	1
11	Chuck Wagon	0	1	1

EXTRA MAN				
	SCORED	FAILED		
1	/	/	1	1
2		//	0	2
3		/	0	1
4	//		2	0
OT				
TOTALS			3	4

FACE OFFS				
	WON	LOST		
1	///	/	3	1
2	//		2	0
3	///	/	3	1
4	///1	///	6	4
OT				
TOTALS			14	6

TIME OUTS			
FIRST HALF	SECOND HALF	1 O.T.	2 O.T.
9:12	2		
5:02	4	7:30	4

LENGTH OF		12
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PAGE	10	DATE:	4/14/00	PLACE:	Bidwell Field	TIME:	3:00 pm	SCOREKEEPER:	Mary O'Hara	OPP. SCOREKEEPER:	Frank Eaton
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Fill in Pre-Game Fill in During game



Breaking it Down – First Step

- **Focus on What's Important**
 - Enter rosters
 - Keep score(Goals and Assists)-who scored, who assisted, time of goal, quarter
- Keep penalties
 - Who
 - Duration of penalty
 - Type of penalty
 - Time penalty occurred
 - Quarter
- Keep time outs
 - Time and quarter
- **Then work on...**
 - Ground balls, Shots, Saves
 - Face offs
 - Start with your team as tallies, then work toward tracking stats to the player, then track both teams.



Roster and Individual Stats

		TEAM <i>Central H. S.</i>						
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GB's	
ATTACK	13	<i>Peter Bitz</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>### //</i>	<i>7</i>	<i>////</i>	<i>///</i>	
	41	<i>Mike Rogers</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>### //</i>	<i>7</i>	<i>//</i>	<i>/</i>	
	18	<i>Lydel Jones</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>///</i>	<i>3</i>	<i>/</i>	<i>///</i>	
MID.	23	<i>Andy Messerschmidt</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>				<i>###</i>	
	25	<i>Larry Rogers</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>///</i>	<i>3</i>	<i>///</i>	<i>###</i>	
	33	<i>Tom Harris</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>/</i>	<i>1</i>	<i>/</i>	<i>//</i>	
MID.	16	<i>Fran Smith</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>/</i>	<i>1</i>	<i>/</i>		
	42	<i>Jim Bickmore</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>////</i>	<i>4</i>			
	37	<i>Phil Levine</i>	<i>/ / / / / OT</i>					
MID.	40	<i>Kevin MacLeod</i>	<i>/ / / / / OT</i>	<i>/</i>	<i>1</i>		<i>###</i>	
	47	<i>Mayless Calander</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>///</i>	<i>3</i>	<i>/</i>		
	31	<i>Seth Fields</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>	<i>/</i>	<i>1</i>			
DEFENSE	24	<i>Bob Sled</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>				<i>###</i>	
	28	<i>Mike Zicher</i>	<i>✓ / ✓ / ✓ / ✓ OT</i>					

Shots on goal. Even if a goal was made, there was a shot.

Goals

ASSIST – on goal scored; assist is awarded if the pass to the scorer and the scorer does not dodge or evade the opponent.

GROUND BALL – award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies are awarded GBs upon a clamp or an in-air snatch. GBs may be in-air interceptions.

QUARTERS PLAYED – if player participates in a period, note it with a slash



Scorebook

Time of score as noted by Time Keeper

Bold the line between quarters.

H	Central High	0:14	F	5:53	C	8:40	X	7:37	O	11:54	O	6:19	C	3:40	F	7:11	X	9:40	X	10:01	O	11:21	C		
Coach	Roger Southworth	Record	3-1	13	18	13	25	41	18	33	-	13	-	16	18	13	25	18	25	41	-	47	18	26	11
V	Country Day	5:02	X	1:39	X	9:03	F	0:16	F	1:14	X	3:24	D	5:02	D	6:27	C	7:30	F						
Coach	Ned Turner	Record	2-1-	17	25	26	-	17	43	19	25	25	U	14	-	14	-	14	24	17	25				

of player that scored

of player assisted. If no assist, use dash. --

Fill in Pre-Game Fill in During game



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Breaking it Down – Goal Scored!

- **GOAL is SCORED, did you...**
 - Record goal in scorers box?
 - Player #
 - Time of goal
 - Quarter
 - Circle the Player # who scored
 - Give player Shot on Goal and Goal in player stat area.
 - Record assist, if needed.
 - Player # with assist in scorers box
 - Give player Assist in player stat area
 - Change score on scoreboard.



Penalty Box

PENALTIES				
P.T.	NO.	INFRACTION (#)	PER.	TIME
1 m	29	Slashing (1)	2	4:20
1 m	47	Tripping (1)	2	11:58
1 m	29	Cross Check (2)	3	0:41
1	33	Slash (1)	4	0:38

Length of Penalty

Penalty

Quarter

Time of Penalty

of player

Total the PERSONAL foul minutes for THAT PLAYER. Once a player accumulates 5 minutes of personal fouls, notify the official.



Time Outs

Time of time out

TIME OUTS							
FIRST HALF		SECOND HALF		1 O.T.		2 O.T.	
9:12	2	5:02	4	7:30	4		

Quarter

NOTE: There are two timeouts permitted per team per half. One time out per team per OT period.



Breaking it Down – Penalty / Time Out

- **PENALTY called, did you...**
 - Record penalty in scorebook.
 - Penalty duration
 - Player #
 - Infraction type
 - Quarter
 - Time on clock
 - Calculate release time.
 - Start penalty clock on official's whistle.
- **TIME OUT called, did you...**
 - Set stopwatch for penalty time.
 - Record time out for the appropriate team.
 - Time on clock
 - Quarter



Recording Saves

SAVES – award the goalie a “save” when he *prevents* a goal from being scored. Tally by quarter and total.

		SAVES									
GOALES		1 st QUARTER		2 nd QUARTER		3 rd QUARTER		4 th QUARTER		O. T.	TOTAL
	3	//	2	///	3	//	2	///	5		
2					/	1					1



Tracking Team Stats

STATISTICS			
GROUND BALLS	1	### III	8
	2	### II	9
	3	### II	7
	4	### ###	10
	OT		
TOTALS			34

Tally GB by Quarter

SHOTS	1	### ### I	11
	2	### II	7
	3	### I	6
	4	### III	8
	OT		
TOTALS			32

Tally shots on goal by Quarter

CLEARS		CLEARED		FAILED	
1	####	I	4	1	1
2	###	II	3	2	2
3	####	I	4	1	1
4	####	II	4	2	2
OT					
TOTALS			15	6	6

Clears by Quarter
 CLEARED –tally successful advancement of ball by offense into its offensive area
 FAILED –tally failure to advance the ball.

EXTRA MAN –“extra man opportunity” –when team has more players on the field than the opponent
 SCORED -tally goals scored when EMO exists.
 FAILED –tally goals scored against when opponent has EMO

EXTRA MAN		SCORED		FAILED	
1	I	I	1	1	1
2		II	0	2	2
3		I	0	1	1
4	II		2	0	0
OT					
TOTALS			3	4	4

Face Offs
 WON –tally face-offs won. If won, award player with the possession a GB.
 LOST –tally face-offs lost.

FACE OFFS		WON		LOST	
1	###	I	3	1	1
2	##		2	0	0
3	###	I	3	1	1
4	### I	###	6	4	4
OT					
TOTALS			14	6	6



Breaking it Down – End of Quarter

- **END OF QUARTER, did you...**
 - Confirm score with officials.
 - Confirm score with opponent's scorekeeper.
 - Reset clock.
 - Tally stats.

- **HALF TIME, did you...**
 - Set clock for 10minutes
 - Notify officials at **4** minutes left in half.



Overall Game Scoring Stats

GAME SCORING				
NO.	NAME	G	A	P
13	Peter Bitz	4	1	5
19	Lydel Jones	1	3	4
25	Larry Rogers	0	3	3
41	Mike Rogers	2	0	2
33	Tom Harris	1	0	1
16	Fran Smith	1	0	1
47	Mayless Colander	1	0	1
26	Allen Drier	1	0	1
11	Chuck Wagon	0	1	1

Player Number who Scored

Player Name

Number of Goals

Number of Assists

Total Points
Goals = 1 pt. Assists = 1 pt.

Can use tick marks after each goal, or summarize with numbers at the end of the game.



Breaking it Down – End of Game

- **END OF CONTEST, did you...**
 - Congratulate.
 - Confirm score.
 - Reset clock.
 - Tally stats.
 - Give scorebook to coach.

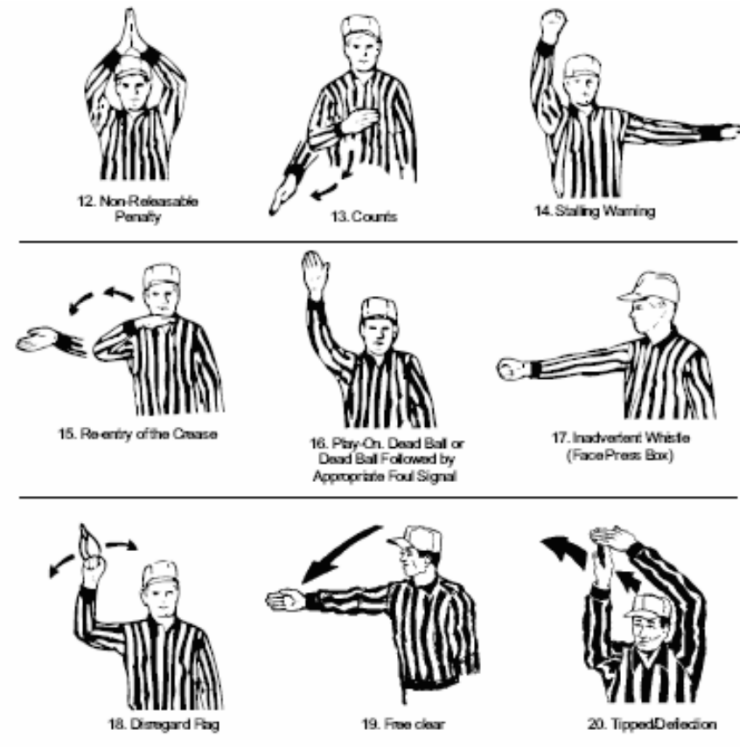
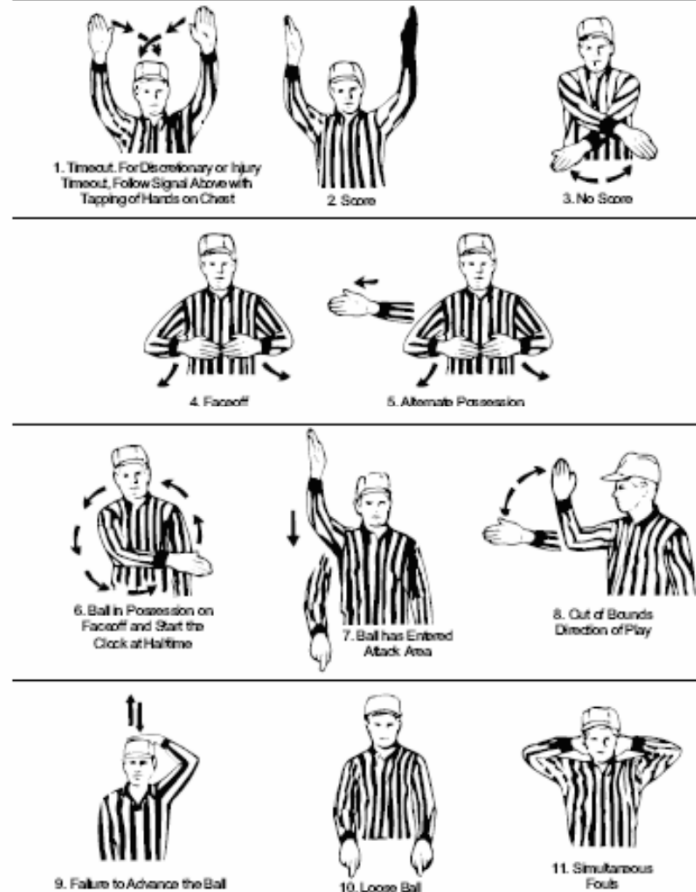


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Official's Signals

OFFICIAL LACROSSE SIGNALS



Official's Signals

OFFICIAL LACROSSE SIGNALS



21. Personal Foul



22. Illegal Body Check



23. Slashing



24. Cross Checking



25. Tripping



26. Unnecessary Roughness



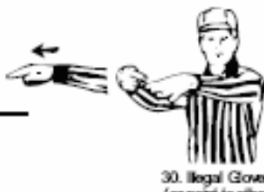
27. Unsportsmanlike Conduct



28. Illegal Equipment (Crosse)



29. Deep Pockets



30. Illegal Gloves (or point to other illegal equipment)



31. Ejection Foul

OFFICIAL LACROSSE SIGNALS



32. Technical Foul (Time Served)



33. Interference



34. Illegal Offensive Screening



35. Holding



36. Warding Off



37. Pushing



38. Withholding Ball from Play



39. Stalling or Delay of Game



40. Offside



41. Crosse Violation



42. Conduct Foul



43. Illegal Procedure



44. Substitution Infraction



45. Illegal Touching of the Ball



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Special Thanks!

- Thanks to Jennifer Vogel for providing the material in this presentation.
- From Jennifer Vogel
 - I'm committed to improving the game, to share knowledge with others, to continue learning. Because changes occur annually, so will this guide. You are welcome to share this guide with others – please be respectful and don't claim it as your own. If when shared, please shoot me an email where it went. I love to know how the game is growing and where.



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