

Men's Scorer Guidelines

Record keeping. The scorer keeps a written record of goals, assists and other statistics. This record is kept in the official score book, which is provided by the home team.

Time-outs. Record the period in which each timeout is taken and the time remaining when it is taken. Time-outs between periods are charged to the previous period.

Penalties. The scorer keeps an accurate record of the number of each player to whom a penalty is assessed, the type of violation, the time and the quarter when the foul occurred and the duration of the penalty. The scorer works with the timer in this effort. If a penalty is assessed against a coach or a bench player, be sure to note that in the score book even though the in-home player will serve the penalty (the bench player cannot enter the game until the penalty expires).

Goals. For a goal, record the number of the player scoring the goal, the period, and the time remaining in the period. Note that if a team puts the ball into its own goal, it is credited to the opponent as a "team goal" and not to any specific player on that team.

Assists. You may award an assist if a player makes a direct pass to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist may be awarded on any goal, and many goals in lacrosse are unassisted.

Saves. When the goalkeeper stops or deflects a shot that otherwise *would have* entered the goal, a save is awarded. A shot that misses the goal on its own is not recorded as a save.

Shots. Whenever the offensive team propels the ball toward the goal with the intent of scoring, a shot is awarded (even if the ball is kicked, flipped directly from the ground with a stick, or intentionally deflected toward the goal). A shot may miss the goal entirely without being saved. A goal scored by the defensive team is not credited as a shot.

Fouling out. Under both NCAA and NFHS rules, if a player accumulates 5 minutes of *personal* fouls (regardless of the number of fouls), that player has fouled out of the game. Under NCAA rules, if a player accumulates 5 minutes of *personal* fouls (regardless of the number of separate penalties), that player has fouled out of the game. Notify the nearest official immediately; the player will serve his penalty but then must exit to the bench area and another player will take his place on the field. Technical fouls have no bearing on fouling out of a game.

For NFHS lacrosse only, a player or coach receiving two nonreleasable unsportsmanlike conduct fouls is expelled from the game. Notify the officials when a player receives his second non-releasable USC penalty.

Men's NCAA Timer Guidelines

Game time

- Four 15-minute periods.
- Stop timer when whistle blows to stop play.
- Start timer when whistle blows to start play.

End of period

- Do not come on field.
- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.
- Fourth period only: Also notify officials at 2:10 and 2:00 left.

Halftime

- Ten minutes, but can be shorter if both teams are ready to play.
- Notify officials when 4:20 remains.

Overtime

- Overtime periods are 4:00.
- 2:00 between periods.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head means penalty is nonreleasable.

Horn

- If the coach calls for a horn during a dead ball and the officials have raised both arms, sound the horn once.
- Sound the horn twice at the next dead ball if a coach makes a request for a double horn, if a player leaves early from a penalty, or if you need help from the officials.
- *Never* sound horn when ball is in play except at the end of a period.

Timing of penalties

- When penalty is signaled, write down the player's jersey color and number, the length of the penalty, the time the player should be released, and an "NR" if the penalty is non-releasable.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are not released.
- Non-releasable penalties always serve the full penalty time.
- A player's non-releasable penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.
- More than 3 players from one team serving penalties: special rules apply. Check with officials.

Fouling out

- Notify officials if any player accumulates 5 minutes of personal foul penalties (regardless of the number of fouls).

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Men's NFHS Timer Guidelines

Game time

- Four 12-minute periods.
- Stop timer when whistle blows to stop play.
- Start timer when whistle blows to start play.
- Overtime periods are 4:00.

End of period

- Do not come on field.
- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at *zero*.
- Fourth period only: Also notify officials at 2:10 and 2:00 left.

Halftime

- Ten minutes, but can be shorter if both teams are ready to play.
- Notify officials when 4:20 remains.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head means penalty is nonreleasable.

Horn

- If the coach calls for a horn during a dead ball and the officials have raised both arms, sound the horn once.
- Sound the horn twice at the next dead ball if a coach makes a request for a double horn, if a player leaves early from a penalty, or if you need help from the officials.
- *Never* sound horn when ball is in play except at the end of a period.

Timing of penalties

- Write down the player's team color and number, the length of the penalty, the period and time remaining in the period when the penalty is reported, the game time the player should be released, and an "NR" if the penalty is nonreleasable.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are not released.
- NR penalties always serve the full penalty time no matter how many goals are scored.
- If a player has multiple penalties, NR penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.

Fouling out

- Notify officials if any player accumulates 5 minutes of personal foul penalties (regardless of the number of fouls).
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.

Mercy Rule

- If one team leads by 12 or more in the second half, the clock does not stop except for time-outs and injuries. The clock does **not** stop on the goal that takes the lead to 12.
- Penalties during this time are running time, but don't start until whistle restarts play. Penalty length is the same as normal.
- If the lead shrinks to 11 or fewer goals, the clock reverts to stop time.

Men's NFHS Running-Time Timer Guidelines

Game time

- Four 12-minute periods.
- Start timer at scheduled game time or when official blows whistle to start quarter, whichever comes first.
- Stop timer at end of quarter or when official signals timeout.

End of period

- Do not come on field.
- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.
- Fourth period only: Also notify officials at 2:10 and 2:00 left.

Halftime

- Five minutes, but can be shorter if both teams are ready to play.

Overtime (playoffs only)

- Overtime periods are 4:00.
- 2:00 between periods.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 45-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates a 1:30, 3:00, or 4:30 personal foul.
- Hands clapped over head means penalty is nonreleasable.

Horn

- Horns are not permitted on any out-of-bounds ball.
- Sound the horn twice at the next dead ball if a coach makes a request for a double horn,

if a player leaves early from a penalty, or if you need help from the officials.

- Never sound horn when ball is in play except at the end of a period.

Timing of penalties

- Write down the player's team color and number, the length of the penalty, the game time the player should be released, and an "NR" if the penalty is nonreleasable.
- Penalty time begins when the whistle blows to restart play.
- If a player's penalty expires during a dead ball, then the player is not released until the whistle blows to restart play.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are not released.
- NR penalties always serve the full penalty time no matter how many goals are scored.
- If a player has multiple penalties, NR penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.

Fouling out

- Notify officials if any player is assessed 5 minutes of personal foul penalties (7:30 of running-time penalties), regardless of the number of fouls.
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.

Mercy Rule

- None