

## HIGH SCHOOL GIRLS' LACROSSE SCORER AND TIMER TERMINOLOGY

- ALTERNATE POSSESSION:** In lieu of a throw, officials will award alternating possession. The team that wins the coin toss can select ends or having the initial alternate possession.
- ASSIST:** Awarded to a player who makes a pass that contributes directly to a goal being scored by her teammate if the scoring player does not have to maneuver around excessive defensive pressure other than the goalkeeper. It is not necessary for scoring player to possess the ball for a specific length of time nor is there a limit to the distance traveled. An assist should not be awarded when the scoring player dodges a defender after receiving the pass before shooting. This is considered excessive defensive pressure.
- CARD:** A notification from the umpire to players or coaches who have violated the rules. Green, green / yellow, and green / red cards signify delay of game. Yellow cards signify a warning or suspension, and a red card signifies ejection. When these occur the umpire should identify the player who committed the violation, type of violation, resulting penalty time, card color, and substitution conditions. The card information shall be recorded in the official scorebook.
- CAUSED TURNOVER:** Awarded to a player that disrupts play in a manner that results in her team gaining possession of the ball. A caused turnover can result from a stick check, interception, blocked pass, blocked shot by a player other than the goalie, or drawn charge if the action results in a change of possession.
- CHECKING:** Occurs when a defender attempts to dislodge the ball from her opponent's crosse by using controlled crosse-to-crosse contact.
- CLEAR:** Awarded to a team when the team moves the ball from their defensive third of the field, below the restraining line, to the offensive third, beyond the restraining line, and maintains possession.
- CRITICAL SCORING AREA:** Indicates an area at the end of the field where the attacking team is shooting for goal. Its boundaries are 12 meters in front of the goal circle to the end line and 12 meters to each side of the goal circle. No extra lines will be marked on the field and this will be called in the judgment of the official.
- DRAW:** The procedure whereby two opponents at the center of the field start play at the beginning of each half, beginning of overtime periods, and after each goal unless a free position or throw at the center of the field is awarded by the umpire.
- DRAW CONTROL:** Awarded to the player who gains possession of the ball following the draw.
- DRAWN CHARGE:** Occurs when a defender is awarded the ball after an opponent is assessed a charging foul for moving into her after the defender has established her position.
- DURATION OF PLAY:** 48-minutes with four 12-minute halves using stop-clock unless the coaches agree prior to the game that game will be played using running-clock. 10-minute halftime unless less time is agreed to by coaches prior to game.
- FREE POSITION:** Awarded to a player when a foul occurs and consists of the umpire placing the offended player at a free position on the field and moving other players 4 meters away.
- FOUL:** A violation of the rules that is identified by the umpire and stops play. These violations may be major, minor, goal circle, team / offside or misconduct fouls.
- GOAL:** Awarded to player who propels ball completely over the goal line and recorded when the umpire signals a goal with raised arms and whistle.
- GROUND BALL:** Awarded to a player who gains possession of the ball during live play or when the ball hits the ground (due to a check, drop, errant pass or shot) and the loose ball is directly contested (within a stick's length) by an opposing player. Also awarded when a pass or shot is intercepted. A ground ball is not awarded to a player that obtains possession immediately after the draw. Instead, this player is awarded draw control.
- ILLEGAL SUBSTITUTION:** A substitute who is a suspended or ejected player or a player not listed on the team roster or in the scorebook at the start of the game. A substitute who enters the field without reporting to the scorer's table, or who fails to enter the field from the substitution area, or who enters the field before the player she is replacing has left the field and entered the substitution area.
- INTERCEPTION:** Occurs when a defender obtains possession of a ball that is in the air and thrown by an opponent. The player who intercepts the ball is awarded a ground ball.
- LIVE PLAY:** Normal action of the game when the umpire has not blown the whistle to halt play.
- OWN GOAL:** A goal scored by a player against her own team. It is recorded as an "own goal" in the scorebook and a turnover is assessed to the player who scored.
- PENALTY AREA:** The area directly in front of the scorer / timer table at the rear of the substitution area.
- PENALTY TIME:** A 2-minute period of time a player must remain off the field and in the penalty area for a violation of the rules (yellow card only -- 4 minute period for a red card). A substitute is allowed for a green / red card penalty. No substitute is allowed for a yellow or red card penalty. Penalty time is kept as stop-clock when game is stop-clock. Penalty time is running-clock when game is running-clock.
- POSSESSION:** Occurs when a player has control of the ball in her crosse and is demonstrated by shooting, passing, cradling or carrying the ball.
- RUNNING-CLOCK:** is when the clock continues to run after goals and in the last 2 minutes of play in each half unless a time-out is signaled by the official.
- SAVE:** Awarded when ball is stopped or deflected by goalkeeper's body or crosse in such a manner that it would have entered the goal if not deflected or stopped. Not awarded when ball deflected off goal pipe or the shot is wide or high.
- SHOT:** A ball propelled towards the goal by an offensive player with her stick. The outcome of a shot can be a goal; a goalkeeper save; a miss because the ball hits the goal pipe; or a miss because the shot is wide, high or blocked by an opponent other than the goalie.
- SHOT ON GOAL:** A shot that results in either a goal or a goalie save.
- SIDELINE MANAGER:** An individual whose duty is to control the actions of spectators not in conformity with the standards of proper conduct.
- STICK CHECK:** Occurs when a player legally dislodges the ball from an opponent's crosse.
- STOP-CLOCK:** Game and penalty time that is started on the whistle at each draw, stopped at the umpire's whistle and arm signal after each goal, stopped and started at the whistle for a time out, and stopped in the last minute every quarter when there is a foul in the critical scoring area, then restarted on the official's whistle. If a team is leading by 10 or more goals, the clock will continue to run within the last minute of play in each half except when the umpire signals time out.
- STOPPAGE OF PLAY:** Time during the game when play has been stopped by the umpire.
- SUBSTITUTION AREA:** The area in front of the scorer's table, centered at the midfield line, and sectioned off by two hash marks that are each five (5) yards from the center line.
- SUDDEN-VICTORY PERIOD:** An overtime period where the game ends upon the scoring of the first goal (no overtime in regular season.)
- TABLE AREA:** The area directly behind the substitution area and at least 4 meters behind the sideline.
- TEAM BENCH AREA:** The area at each side of the substitution area that extends to a team's restraining line, and 4 meters behind the sideline.
- TEAM TIME OUTS:** Occurs when play is suspended at the request of a player on the field or a head coach. Each team is limited to 2 time outs during regulation game time and one time out during the entire duration of overtime play. Time outs are 2 minutes in duration.
- TURNOVER:** Occurs when an offensive player loses control of the ball and the opposing team gains possession.
- UMPIRE:** Game officials that will enforce the rules and officiate the game.