

Keys to Calling Technical Fouls

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Welcome

- Primary audience = newer officials
- Secondary audience = trainers
- Make the session interactive
 - Ask questions
 - Share your experience



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Keys to Calling Technical Fouls

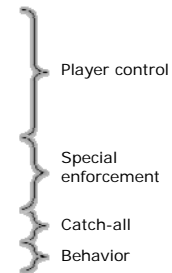
- Recognition and enforcement
 - Basic principles
 - Visual triggers
 - Adjudication
- Game management
 - Preserve the flow
 - Define the edge
 - Officiate preventively
- Review / discussion



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Types of Technical Fouls

- Holding, Pushing
- Illegal screening
- Interference
- Warding off
- Withholding
- Crease violations
- Offside
- Stalling
- Illegal procedure
- Conduct foul



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Basic Principles

- Possession
- Contact
- Advantage / disadvantage

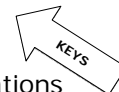
KEY → Application of these principles will vary, depending upon the **caliber** of play



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Possession

- Always know who has possession!
- Can he carry, cradle, pass or shoot the ball?
- Caliber of play considerations
 - Low level – require a “lacrosse move”
 - High level – ball in crease = possession



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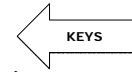
What Do You Think?



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Contact

- Rules disallow
 - Crosse on body
 - Body on crosse
- Rules allow, but restrict
 - Crosse on crosse
 - Body on body
 - Pushing from rear
 - Holding / pushing above shoulders
 - Holding / pushing below waist



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What Do You Think?



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Advantage / Disadvantage

- Governs only player control fouls
- If **no advantage** is gained by the fouling team or lost by the offended team, there is **no foul**
 - Possession gained or lost
 - Line violated
 - Good position / momentum gained or lost
 - Movement toward goal impeded
 - Pass missed or shot disrupted



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What Do You Think?



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Visual Triggers

- Defender is out of position
- One or both hands off of crosse
- Contact over 5 yards from loose ball
- Player not aware of possession
- Attacker moving into a screen
- Player dancing on a line



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Adjudication

- Based on who has possession
- Using the standard sequence
 - Signal
 - Whistle
 - Penalty time
 - Possession
 - Location
 - Restart
 - Release

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Adjudication

FOUL ▶	TECHNICAL FOUL BY TEAM 'B'		
	Team A	Team B	Loose
Possession ▶			
Signal ▶	"Flag down"	none	"Play on"
Whistle ▶	After scoring play is complete	Quick	None, if 'A' gets possession Max 1-2 sec
Penalty ▶	30 sec, unless 'A' scores	No time served	
Possession ▶	'A', except face off after goal	'A'	
Location ▶	Zone 3*, unless face off	Spot**, but outside box	
Restart ▶	< 20 seconds after relay	< 5 seconds	
Release ▶	Penalty ends* or 'A' scores	** Exceptions include crease violations with ball in crease, interference with goalie in crease and offside (NFHS)	

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Game Management

- Good officials use technical fouls to manage the game
 - Flow
 - Players
 - Coaches
- Caliber of play considerations
 - Low level – You can't call them all
 - High level – Every possession counts

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Preserve Flow

- Call non-time serving violations, when possible
 - Deliver your message
 - Lessen impact on game duration
 - Minimize contact with coaches
- Play on
- Caliber of play considerations
 - Low level – Get the ball up
 - High level – Reduce players' frustration

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Managing Players & Coaches

- Define the edge
- Intention versus ineptitude
- Prevent something worse
- Find teachable moments
- Sportsmanship

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Define the Edge

- Technical calls establish boundaries between legal and illegal play
 - The crew needs to be consistent!
 - Start early in the game!
- Examples:
 - What constitutes “possession”?
 - What is “from the rear”?
 - How high is “too high”?
 - How far is “5 yards”?
 - What is a “legal pick”?



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Intention vs. Ineptitude

- Caliber of play considerations
- Low level
 - Only penalize inept play that creates a significant advantage
- High level
 - Let players know that you see what they are doing
 - Penalize intentional violations that create small, but **crucial**, advantages



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What Do You Think?



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Prevent Something Worse

- Pay attention – is play “chippy”?
- If so –
 - Tighten up on player control violations, to prevent personal fouls
 - Keep “play on” interval **very** short, to prevent escalation or retaliation
- Opportunities:
 - Loose ball scrums
 - Contact around the crease
 - Two players get tangled up



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What Do You Think?



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Get Your Point Across

- Actions speak louder than words
 - Signal violation
 - Give possession to opponent
 - Award penalty time
- Caliber of play considerations
 - Low level
 - Do players listen to coaches?
 - High level
 - Do coaches want you ‘coaching’?



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Teachable Moments

- Pay attention –
 - Do the participants understand your call?
 - Illegal procedure – why?
- Caliber of play considerations
 - Low level – explain the call to the player who committed the violation
 - High level – explain the call to the coach who lost possession (or even to both coaches if confusion reigns)



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Sportsmanship

- Answer polite questions from head coaches succinctly
- Use the conduct foul "ladder" to manage the benches
- Opportunities:
 - Coach leaves coach's area to confront you
 - Head coach is impolite / unprofessional
 - Assistant coach tries to influence you
 - Maligning comment from bench area



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Player Control – Keys

Holding (Rule 6-3)	Steps on opponent's crosse Body on crosse Crosse on body Hand off crosse Contact too high or too low Over 5 yards
Pushing (Rule 6-9)	From behind Controls defender's body or crosse Positive action required
Warding (Rule 6-11)	Blocks when teammate has ball Defense prevents a cut Contact is required
Interference (Rule 6-7)	Moves or uses crosse Contact is required
Offensive Screening (Rule 6-4)	Traps / clamps ball w/o immediate scoop Holds ball in crosse with thumb or body
Withholding (Rule 6-12)	



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Special Enforcement – Keys

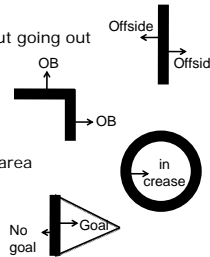
Crease violation (Rule 6-2)	Defense	Carries ball into crease
	Attack	Touches crease
	Ball outside crease	A interferes with GK
Offside (Rule 6-8)	GK possession or loose ball inside crease	A interferes with GK or GK crosse
	Rule = too few in one side of field	Count = too many on side of field with ball
Stalling (Rule 6-10)	Team with possession in attack area must attempt to score	Last 2 minutes
		Judgment



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Calling Lines – Keys

- Touching a line is **on** the line
- For interior lines
 - On line = in going in /out going out
- For exterior lines
 - On line = out
- For crease circle
 - On line = in the crease area
- For goal line
 - On line = NO goal



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Illegal Procedure – Keys		
Failure to advance	Time	20 seconds to clear 10 seconds to enter box
Delay of game		5 seconds on quick restart 20 seconds on FO, TO, OB
Faceoff positioning	Space	FOGO – not to spec / early Wingmen – on lines
Free play violation		Within 5 yards Ball carrier moves early
Playing without crosse	Player	OK to leave field w/o crosse
Touching ball		Only GK can bat ball
Wrong number of players	Bench	Live ball – too many Restart – too many / (FOGO)
Substitution violation		A1 on, then A2 off




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Questions & Answers

- Thanks for coming
- Enjoy the convention



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