



US LACROSSE  
OFFICIALS  
EDUCATION  
PROGRAM



*Raise  
Your* **GAME™**

**Keys to Calling Technical Fouls**

# Keys to Calling Technical Fouls

- Recognition and enforcement
  - Basic principles
  - Things to look for
  - Adjudication
- Officiate preventively

# Types of Technical Fouls

- Holding, Pushing
- Illegal Screening
- Interference
- Warding off
- Withholding
- Crease Violations
- Offside
- Stalling
- Conduct Foul
- Illegal Procedure



Player Control

Line & Time

Behavior

Everything else

# Basic Principles for Player Control

- Possession
- Contact
- Advantage / Disadvantage

KEY

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

# 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 crosse = possession



# 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 the waist



# 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**
- Examples
  - Possession gained or lost
  - Line violated
  - Good position / momentum gained or lost
  - Movement toward goal impeded
  - Pass missed or shot disrupted





# Things to Look For

- 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





# Examples – Player Control Fouls

- Holding .....
- Pushing .....
- Illegal Screen .....
- Interference .....
- Warding Off .....

# Personal or Technical

What to watch for:	Personal	Technical
Force	Blow	Contact and advantage
Stick on Body	Cross Check or Slashing	Pushing or Holding
Body on Body, but <ul style="list-style-type: none"><li>• high, low, from behind</li><li>• 1 hand off crosse</li><li>• over 5 yards from ball</li></ul>	Illegal Body Check	Pushing
Opponent falls down	Tripping	Holding

# Keys for Line & Time Fouls

- Crease

- Sequence – touch crease & goal?
- Where is – ball, goalkeeper & goalie's crosse?



- Offside

- Count forward
- Is substitution underway?



- Stalling

- Is team capable of stalling?
- Has style of attack changed?



# Conduct Foul Ladder

1. Verbal warning – head coach objects to call
2. Conduct foul
  - Player objects, but not loudly
  - Assistant coach objects at all
  - Any coach enters field to object / argue
3. Unsportsmanlike Conduct
  - Continued objections & argument
  - Any profanity



# Illegal Procedure

- Most common
  - Playing without crosse
  - Kicking opponent's crosse
  - Delay of game
  - Failure to advance
- Most others
  - Use for game management
  - Don't look for trouble



# Examples – Other Violations

- Crease violation .....
- Offside .....
- Stalling .....
- Conduct Foul .....
- Illegal Procedure .....

# Adjudication

- Based on possession at time of foul
- Using the standard sequence
  - Whistle
  - Signal
  - (Penalty Time)
  - Possession
  - Restart Location


A large green arrow pointing downwards, containing the text "Communicate inside-out to crew, players, & bench /table" in white.

Communicate  
inside-out to  
crew, players, &  
bench /table



# 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 balls scrums
  - Contact around the crease
  - Two players get tangled up



See Game  
Management  
Presentation

# Discussion

- Level of play
- Game situations
- Questions



# Review

- 6.2 – Crease Situations ...
- 6.3 – Holding .....
- 6.4 – Illegal Screen .....
- 6.5 – Illegal Procedure ....
- 6.6 – Conduct Foul .....
- 6.7 – Interference .....
- 6.8 – Offside .....
- 6.9 – Pushing .....
- 6.10 – Stalling .....
- 6.11 – Warding Off .....