

Off-Ball Officiating

Don Balch

January 15, 2010



LEARN. LEAD. INSPIRE.

"Pay Admission"

- Spectators
 - Pay admission
 - Buy a soda
 - Watch the game
- Players, Coaches, & Officials
 - Each have certain responsibilities



LEARN. LEAD. INSPIRE.

The Need to Follow Ball

- Know (sense) where the ball is
 - Officials must see whole field
 - The "inner game" of lacrosse
 - Don't be caught ball watching
 - Focus on official's eyes
- You are expected to get "on ball" calls...everyone sees them
 - Good officials must get "off ball" calls



LEARN. LEAD. INSPIRE.

Off-Ball Officiating Results

- Ensure Player Safety
 - Reduces rough play
- Enforce the Rules of Play
 - Rules enforced in the 'spirit of the game'
 - Advantage / Disadvantage
- Maintain integrity of the game



LEARN. LEAD. INSPIRE.

The Keys to Off Ball Officiating

- Observe players and their movements within specific areas
 - Requires concentration
 - Understand coverage responsibilities
 - Use of peripheral vision
 - Knack for the location of the ball
- Close monitoring of action in primary area is essential



LEARN. LEAD. INSPIRE.

Keys to Off Ball Officiating

- Players commit fouls and violations
 - The ball doesn't
- Players must know you are watching
 - Be a physical presence
 - Speak to players



LEARN. LEAD. INSPIRE.

Thorough Knowledge of the Game

- Understanding of team strategies
 - Recognize offense and defense tendencies
- Identify Patterns of Play
 - Anticipate timing
 - Anticipate player movement way from ball



LEARN. LEAD. INSPIRE.

Working with Partners

- Trust your partners to make calls in their areas
- Use peripheral vision to know where ball is
- Understand where your area of responsibility is
 - Be disciplined to keep focus there



LEARN. LEAD. INSPIRE.

Partner Communication

- Support your partners through constant communication
 - Use hand signals
 - Eye contact
 - Gestures
 - Verbal cues
- Be strong with your signals
 - Be strong & confident making calls



LEARN. LEAD. INSPIRE.

Wide View

- As 'Off' official: look "Big Picture"
 - Three section picture window
- "I must see it to call it"
 - View is too focused we may miss play right in front of us
 - "If I don't see it I can't call it"
- If a player is on the ground in front of you, you better know how he got there!



LEARN. LEAD. INSPIRE.

Wide and Narrow

- You may be "on" ball and "off" ball at the same time
 - Stay with "off ball" matchup as ball enters area
- Eyes need to be in two places
 - Pick set for ball carrier
 - Play near boundary line or midline
 - Play around the crease
 - Help from partner(s)!



LEARN. LEAD. INSPIRE.

What to Look For

- Lat hit on shooter / feeder?
- Interference more than 5yards from a loose ball?
- Are players exerting equal pressure?
- Are picks stationary?
- Watch cutters / defensive position
- Unsportsmanlike Conduct
 - Cheap shots away from ball



LEARN. LEAD. INSPIRE.

Situational Awareness

- Know status of ball when making “off-ball” call
 - Allow or disallow the goal
 - Where ball will be restarted
 - Live ball or dead ball
 - Which team is entitled to the ball?



LEARN. LEAD. INSPIRE.

Specific Situations

- Time-out at crucial point in game
- Man-up / Man-down
 - Possession at end of period
- 20 second timer about to expire
- Coming up on 10 seconds of count
- Scoreboard / Clock awareness
- Bench Decorum



LEARN. LEAD. INSPIRE.



Applying Mechanics



LEARN. LEAD. INSPIRE.

Acknowledgements

- The US Lacrosse Men’s Division Officials Council Training Committee would like to acknowledge:
 - John Hill and David Seidman for the development of the mechanics in this presentation
 - Harold Buck for the development of the following group of slides



LEARN. LEAD. INSPIRE.

Terminology

Three Officials:

- Referee (R)
- Umpire (U)
- Field Judge (FJ)

During Play:

- Lead (L)
- Single (S)
- Trail (T)



LEARN. LEAD. INSPIRE.



Photo by David Seidman



LEARN. LEAD. INSPIRE.

Transition

- If defense gains or is awarded possession:

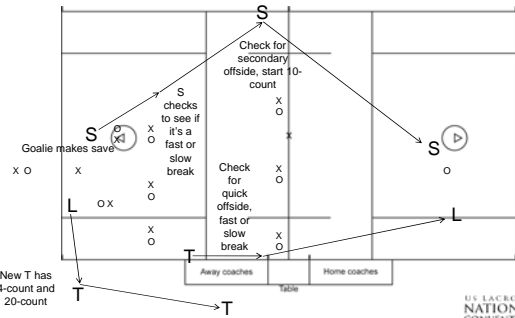
L → T T → L S → S

- T stays with ball, has 4-count and timer
- L has quick offside on loose ball but **must** beat ball to goal
- S gets to cone, has first 10-second count and secondary offside; may need to hustle to help on quick offside to release L
- T has subs and offside, then jogs into play



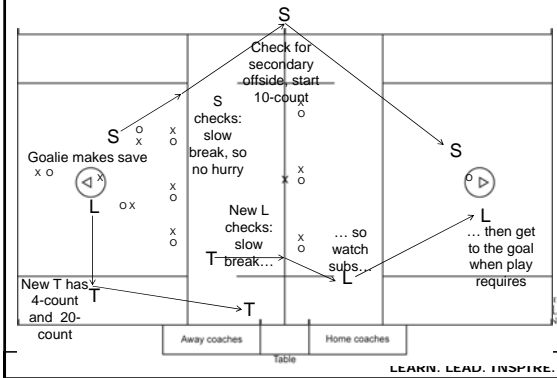
LEARN. LEAD. INSPIRE.

Transition—Fast Break



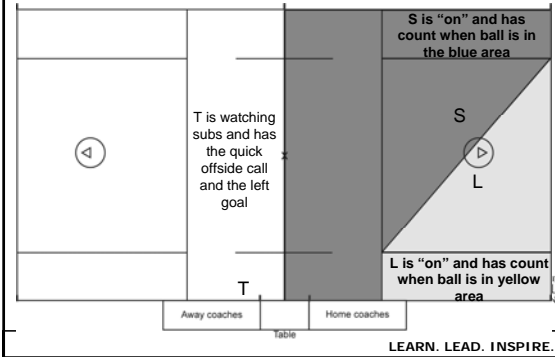
LEARN. LEAD. INSPIRE.

Transition—Slow Break



LEARN. LEAD. INSPIRE.

On/off before Trail is in play



LEARN. LEAD. INSPIRE.



Settled Situations



Photo by Spencer Norcross

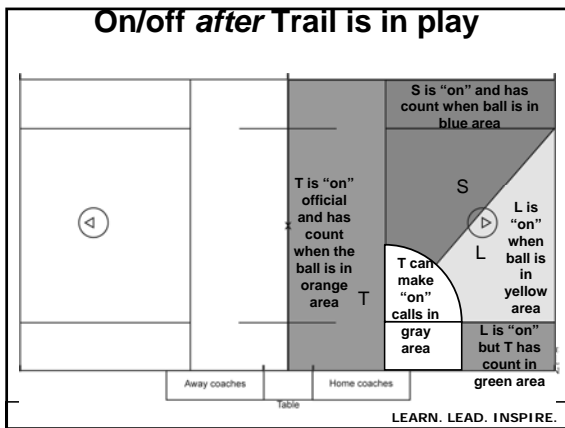
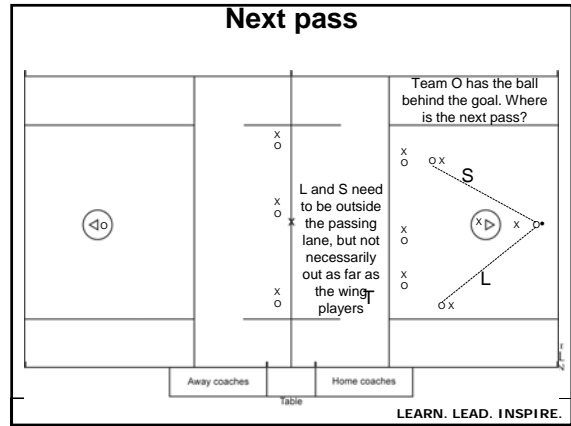
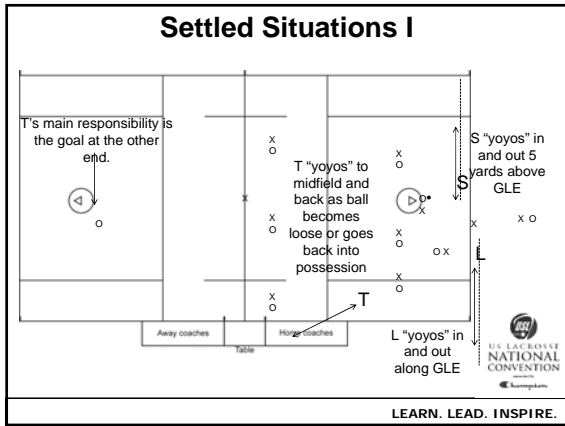
LEARN. LEAD. INSPIRE.

Trail Responsibilities

- T should keep a wide view and watch for late hits and away-from-the-ball fouls except when T is "on"
- Once in the play, the T has count except when the ball comes out in S's alley
- T will call L's sideline, but L needs to stay on the GLE and keep play in front, even if L has to go to the sideline for the restart



LEARN. LEAD. INSPIRE.



- ### "On" and "Off" Officials
- The "on" official watches the ball and calls most fouls there (e.g., push, hold, slash, trip, illegal body check)
 - The "off" official watches everything else (e.g., crease, interference, illegal screen)
 - When player is in transition from one zone to another, whoever the player is moving toward is the "on"
- U.S. LACROSSE NATIONAL CONVENTION
LEARN. LEAD. INSPIRE.

Questions?

U.S. LACROSSE NATIONAL CONVENTION
LEARN. LEAD. INSPIRE.