2026 NCAA MEN'S LACROSSE
TABLE CREW REFERENCE SHEET – January 14, 2026
Prepared by Willie Scroggs, secretary-rules editor, NCAA Men's Lacrosse Playing Rules
(Please note that any language highlighted in gray will indicate changes that are new for the 2026 table crew reference sheet.)

TIMEKEEPER (GAME CLOCK OPERATOR)

- Be on-site at least 20 minutes before the game.
- Have a digital stopwatch available with the ability to count down and an air horn.
- Keep an accurate account of penalty time.
- Inform penalized player(s) when the penalty is expired.
- Start and stop clock on official's whistle and at the end of each period.

When available and functioning, an electronic clock shall be the official timepiece. Where there is no visible clock, the timekeeper shall notify the nearest official 20 seconds before the end of the periods and sound an air horn at the end of each period.

- Start the halftime clock on the official's signal and notify each team four minutes before the start of the second half.
- Do not sound air horn while the ball is in play (see "shot clock operator duties") except at the end of periods.
- Sound the horn twice at the next dead ball when:
    - A player violates any of the rules for entering the field (See Rule 2-11-d items 1—5).
    - A coach requests an equipment inspection or a count of crosses.
    - A player illegally exchanges the crosse.

SCORER

- Unless otherwise designated, the home team scorer shall be the official scorer.
- Scorer shall be on-site at least 20 minutes before the game and assume the following duties:
    - Keep a record of goals and assists by each team, record the name and number of each player.
    - Check the score with the referee at the end of each period.
    - Keep a record of timeouts by each team and notify nearest official if either team exceeds the allowed number.
    - Keep a record of the name and number of each player accessed a penalty, type of violation, time in quarter and duration of penalty.
    - Notify nearest official should any player accumulate five minutes of personal fouls.
    - Assist the timekeeper in sounding the horn, under Section 11 of this rule.
    - Assume full duties of the timekeeper if the timekeeper is on the sideline.

RULES FOR SHOT CLOCK

- Two visible shot clocks are required for use in all games one at either end of the field.
- Regardless of the time on the game clock, the shot clock is required to be able to be reset to 80 or 60 seconds and run until the game clock reaches zero at the end period.
  Note: This means the game and shot clocks must **not** be in sync.
- When the period ends, the shot clock is reset to 80 seconds.
  Exception: Should the period end during an extra man situation, with player possession, the existing time on the shot clock shall remain at the start of the next period.
- For more detailed instructions for the shot clock operator, please refer to page two of this reference sheet.

TIMEOUTS, INJURIES, INADVERTENT WHISTLES AND EQUIPMENT STOPPAGES

- If the offensive team calls a timeout, the shot clock will continue from the point of the timeout.
- If the defensive team calls a timeout, the shot clock will continue from the point of the timeout.

- For an injury of an offensive player, the shot clock will continue from the point of the stoppage of play.
- For an injury of a defensive player, the shot clock will reset to 80 or 60 seconds (see Rule 4-15).
- For inadvertent whistles during a shot clock: the shot clock will restart at the point of the stoppage.
- If stoppage of play is for an offensive equipment issue, the shot clock will restart at the point of stoppage.
- For defensive equipment problems and the defensive player continues to participate in play, a flag will result. Play shall continue and the shot clock will not be reset until the next stoppage of play.

SHOT CLOCK OPERATOR INSTRUCTIONS

START the shot clock as follows:

- Possession is gained after a faceoff whistle.
- Change of possession.
- After a loose ball play-on situation and the offended team has gained possession.
- After a valid shot is taken and possession is gained by either team.
- Play restarts after a dead ball.

NOTE #1: The officials shall signal with a reset signal on each of these situations for starting the shot clock. Paying close attention to the official's signals is paramount. The officials signal for a 60-second reset will be one hand raised in a twirling motion. The officials signal for an 80-second reset will be one hand raised in a twirling motion followed by an opened hand pushed upwards.

NOTE #2: Do not rush to reset the shot clock if a player does not have clear possession or if the officials have not signaled for a reset of the shot clock.

STOP the shot clock under the following situations:

- When an official's whistle blows to stop play.
  Examples of this are:
    - A ball that goes out of bounds.
    - An injury or equipment problem.
    - Adjudication of a foul.
    - Timeouts.

EXPIRATION of the shot clock.

- At the expiration of the shot clock, the operator must sound the horn.

RESET the shot clock:

- Upon a change of possession.
- Any officials' signal for play-on or for a reset of the shot clock.
- A time serving penalty has been reported to the table personnel.

RESET and HOLD the start of the new shot clock upon:

- A valid shot that hits the goalkeeper or the goal pipe and player possession has yet to occur.
- A loose ball play-on where the play has continued, followed by possession by the offended team.
- Pay close attention to the official's signals before resetting the shot clock.

Allow the clock to run:

- During loose ball or flag down situations and possession has NOT changed.

Turn off the shot clock: NEVER.

PROCEDURE FOR SHOT CLOCK OPERATORS WHEN THE SHOT CLOCK MALFUNCTIONS OR IS UNAVAILABLE:

- Have a digital handheld timer with the ability to count down.
- Upon the officials' signal (reset signal) start the shot clock.
- Officials will adjudicate advancing the ball in <u>20</u> seconds.
- Verbally announce <u>10</u> second intervals and sound the horn at zero.
- All other in play situations are the same but must be timed with the hand held device.