



2019 NCAA WOMEN'S LACROSSE

TABLE REFERENCE SHEET

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GAME CLOCK TIMER

STOP the game clock:

1. After each goal.
 - a. EXCEPTION: When there is a 10 or more goal differential.
2. **ALL** fouls in the Critical Scoring Area ("CSA").
3. Alternate Possession.
4. Issuance of any card.
5. Offside Violation.
6. Stick check.
7. Re-draw.
8. Possession Clock Violation in the CSA.
9. Upon a "Timeout" signal and whistle from the official.



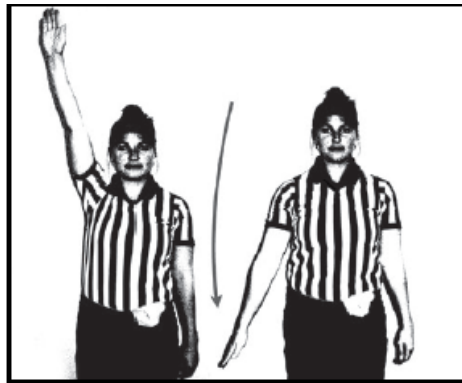
IMMEDIATELY SOUND THE AIR HORN TWICE:

1. When the team in possession requests a timeout.
 - a. Time 2 minutes w/separate clock, sound horn when 15 seconds & 0 seconds remaining.
2. To notify an official of an illegal substitute.
 - a. NOTE: Starting in 2019, substitutions are permitted during the following time periods.
 - i. During the issuance of a card (red, yellow, or green).

- ii. During the penalty administration for offensive and defensive fouls in the Critical Scoring Area (except for the player awarded the free position and the offender).
 - iii. During the administration of a 90-second possession clock violation.
 - iv. During the administration of an alternate possession.
 - v. During the administration of a re-draw.
 - vi. During the penalty administration for an offside violation.
 - vii. During a stick check.
 - viii. Immediately following a goal and before the completion of the official's mandatory pocket depth check.
 - ix. Following the first three-minute half of any sudden-victory overtime period (when teams change ends).
 - x. Other times when the game clock is stopped unless specifically outlined in Rule 5, Section 39 (b), (e), (f), (g), (h), (i), (j), or (k).
3. If either the game clock or possession clock has malfunctioned.
 4. To indicate the end of the half and the end of the game.

OTHER:

1. **START** the game clock on the whistle at each draw or an official's "Time In" signal.



2. **START** the clock upon the self-start of a player awarded possession for a foul that occurred during the administration of a draw prior to the whistle.
3. Note the time on the game clock when a player has been issued a card and notify the player when the penalty time has ended.
 - a. Green Card = 1 minute
 - b. Yellow/Red = 2 minutes
4. **ANNOUNCE** when there are 2 minutes remaining in each half and overtime period.
5. **Notify** the nearest official when there is 30 seconds remaining in each half and overtime period.

POSSESSION CLOCK TIMER

The possession clock **STOPS anytime** the game clock stops.

RESET the possession clock **ONLY** when an official signals a reset with the following “Possession Clock Reset” signal:



Possession Clock resets after:

1. A shot on goal that is saved (inside or outside the goal circle and whether possessed or deflected off of the goalkeeper).
2. A shot on goal that hits the pipe.
3. The issuance of any card.
4. An Offside Violation.
5. A change of possession.

Special Situation for Simultaneous Whistle (Rule 6-40):

When the official signals “Shooting Space,” “Time Out,” and then “Possession Clock Reset,” **the possession clock should start immediately.**



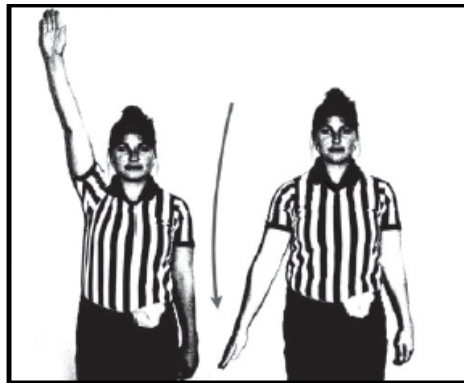
START the possession clock:

1. When the game clock starts.
 - a. EXCEPTION: The whistle on the draw.
2. When an official **signals to start the possession clock** with the following “Possession Clock Start” signal (winding of one arm):



*This signal will be used primarily to indicate possession after the draw (focus eyes on the official closest to the ball) and following a shot that hits the pipe or is deflected off of the goalkeeper (focus eyes on the lead official positioned closest to the goal circle).

3. The official signals “Time Out” to stop the game clock and possession clock, and then restarts play with a whistle and signals the following “Time In” signal:



STOP the possession clock:

1. Any time the game clock stops.
 - a. NOTE: Possession clock still stops if there is a 10 or more goal differential.
2. When an official **signals to stop the possession clock** with the following “Possession Clock Stop” signal (tapping of the head):



IMMEDIATELY SOUND THE AIR HORN ONCE:

1. When the 90 seconds on the possession clock has **EXPIRED**. Do **NOT** wait for a signal.

TURN OFF the possession clock when there is a reset situation and there is less than 90 seconds remaining on the game clock at the end of each half and overtime period.

ALTERNATING-POSSESSION ARROW

SET the arrow to start the game upon an official’s instruction following the pre-game meeting with the captains. The arrow should point to the team who will be awarded the next alternate possession.

SWITCH the arrow:

1. **AFTER** the **whistle that restarts play** as a result of offsetting fouls indicated by the following “Offsetting Fouls” signal:



2. If there are no offsetting fouls, but the **official indicates Alternate Possession by the following “Alternate Possession” signal:**



If the option of a visual possession arrow is not utilized, the table personnel are responsible for maintaining a record of alternate possession.

If an indicator is utilized in lieu of an arrow, the indicator should be placed on the side of the table that is closest to the bench of the team who will be awarded the next alternate possession.