



## 2020 NCAA WOMEN'S LACROSSE

### TABLE REFERENCE SHEET

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#### GAME CLOCK TIMER

**STOP** the game clock:

1. After each goal (at the whistle and arm signal).
  - a. **EXCEPTION:** When a team is leading by 10 or more goals. The clock shall start running immediately following the official's signal for the goal that results in the 10-goal differential.
2. **ALL defensive** fouls in the Critical Scoring Area ("CSA").
3. Alternate possession.
4. Issuance of any card.
5. Offside foul.
6. Re-draw.
7. Upon a "Timeout" signal and whistle from the official.



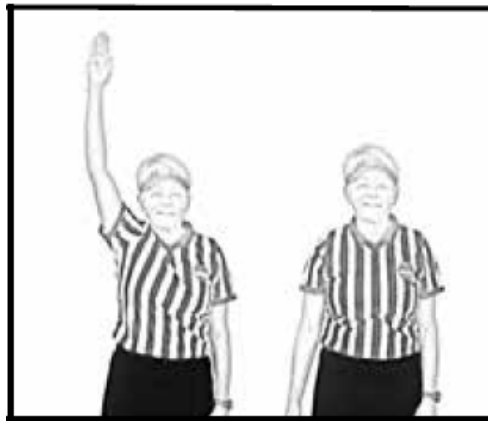
#### **IMMEDIATELY SOUND THE AIR HORN ONCE:**

1. When the team in possession requests a timeout.
  - a. Time 2 minutes w/separate clock, sound horn when 15 seconds and zero seconds remaining.
2. To notify the officials of the expiration of the possession clock.
3. If either the game clock or possession clock has malfunctioned.
4. To indicate the end of each half and overtime.

5. To notify the officials of an illegal substitute.
  - a. 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 foul.
    - 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. During team, media, and injury timeouts.
    - xi. Other times when the game clock is stopped unless specifically outlined in Rule 5-42.a – h (p. 46).

**OTHER:**

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

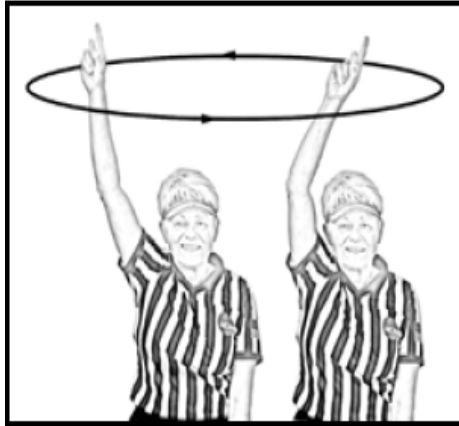


2. **START** the clock upon the self-start of a player awarded possession for a foul that occurred during the administration of a draw prior to the whistle.
3. Note the time on the game clock when a player has been issued a card and notify the player when the penalty time has ended.
  - a. Green Card = 1 minute
  - b. Yellow/Red = 2 minutes
4. **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:

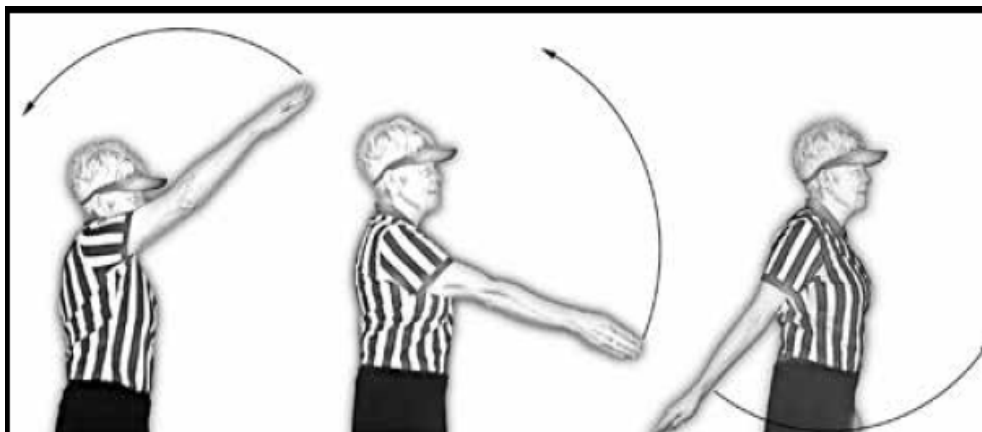


### **Possession Clock resets after:**

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 posts/pipes or crossbar.
3. Issuance of any card.
4. Offside foul.
5. Change of possession.

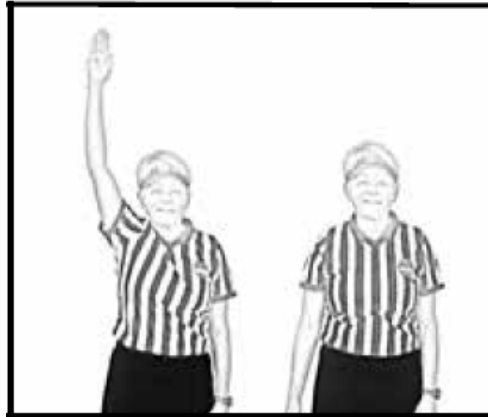
### **START** the possession clock:

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):



\*The “Possession Clock Start” signal will be used primarily to indicate possession after the draw (focus eyes on the official closest to the ball), 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), when the ball goes out of bounds and results in a change of possession, and following a 90-second possession clock violation upon the self-start.

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:**

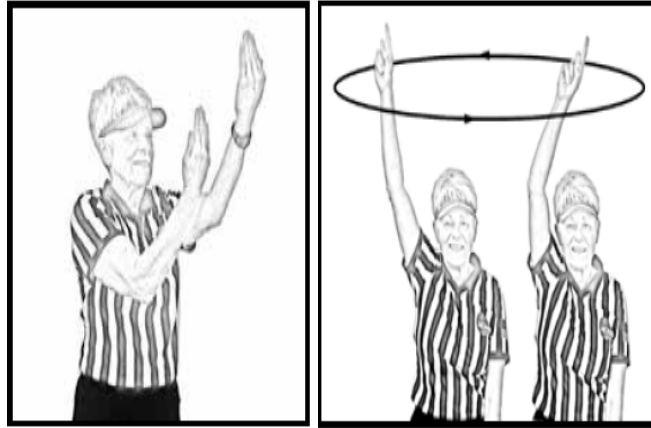
1. When the 90 seconds on the possession clock has **EXPIRED**. Do **NOT** wait for a signal.

**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.

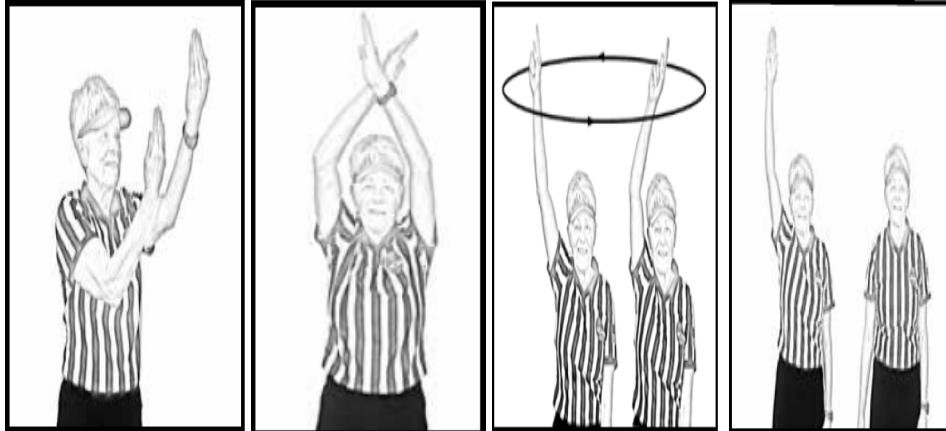
**Special Situation for Simultaneous Whistle (Rule 6-39, p. 68):**

When the official signals “Shooting Space” and then “Possession Clock Reset,” **the possession clock should start immediately if the goalkeeper maintains possession of the ball.** If the goalkeeper does not maintain possession of the ball, the game and possession clocks shall stop on the official’s “Timeout” signal, and the game and possession clocks shall start upon the official’s “Time In” signal.

Goalkeeper maintains possession of the ball:



Additional signals when goalkeeper does NOT maintain possession of the ball:



**Two noteworthy situations for simultaneous whistle where the possession clock does NOT reset:**

1. When there is a simultaneous whistle for shooting space and the ball hits the posts/pipes or crossbar. Both clocks stop. **No reset of possession clock.** Free position is administered.
2. When there is a flag and a simultaneous whistle for a foul that affects a shot that hits the posts/pipes or crossbar. Both clocks stop. **No reset of possession clock.** Free position is administered.

## **ALTERNATING-POSSESSION ARROW**

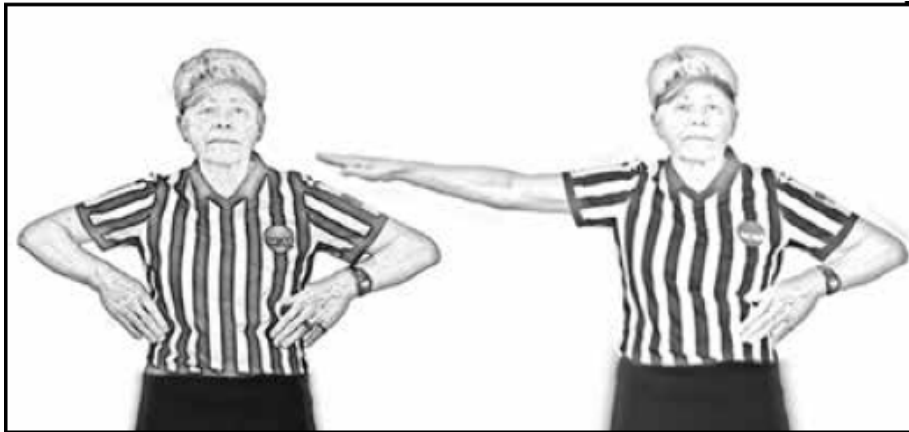
**SET** the arrow to start the game upon an official's instruction following the pregame meeting with the captains. The arrow should point to the team who will be awarded the next alternate possession.

**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:



The Official Scorer/table personnel **must maintain an accurate record for alternate possession** (see Rule 3-14.I, p. 33).

If a **visible possession 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.