



2026 NCAA WOMEN'S LACROSSE OFFICIAL TIMING AND SCORING REFERENCE SHEET

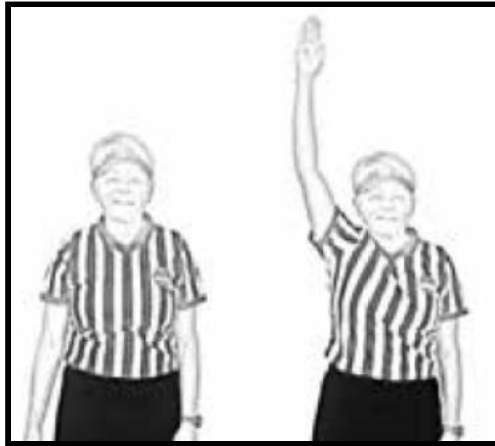
Edited by Stefanie Sparks Smith, Women's Lacrosse Secretary-Rules Editor
ssmithsre@gmail.com

GAME CLOCK TIMER

- Four 15-minute quarters
- 2-minute breaks between quarters, must be visible on the clock.
- 10-minute halftime

START the game clock:

1. START the game clock on the whistle and "Time In" signal (hand raised above head) at each draw.



STOP the game clock:

1. After each goal (at the whistle and arm signal)
 - **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. During the **final minute** of any quarter or overtime period for:
 - All defensive fouls within the defensive critical scoring area (administered at the 8-meter arc or 12-meter fan), as well as defensive fouls administered at the dot.

- This also applies to games with a 10-goal differential.
 - **NOTE:** If a penalty is being administered while the game clock is running, the clock must be stopped at the **1:00 mark**, regardless of whether the penalty administration has concluded.
3. For Video Review (as applicable)
 4. Upon a whistle and “Timeout” signal from the official (issuance of cards, offside, injury):



IMMEDIATELY SOUND THE AIR HORN ONCE:

1. When the team in possession requests a timeout.
 - Time 2-minute timeouts (team or media) and quarter breaks with a separate clock; sound horn at 15 seconds and 0 seconds remaining.
2. To notify officials of the expiration of the possession clock.
3. To indicate the expiration of the 30-second draw clock (which starts after the official places the stick on the ground following the pocket-depth check).
4. If either the game clock or possession clock has malfunctioned.
5. To indicate the end of each quarter and overtime period.

OVERTIME PROCEDURE

- When the score is tied at the end of regulation, teams will have a **two-minute rest period**.
- Overtime will consist of a **five-minute sudden-victory overtime period**.
- Game clock and possession clock will continue to operate as in regulation, including stoppage of both game and possession clock in the final minute of the overtime period.
- If no winner is determined after the first overtime period, an additional two-minute rest period will occur. Teams will switch ends before play resumes with an additional five-minute overtime period.

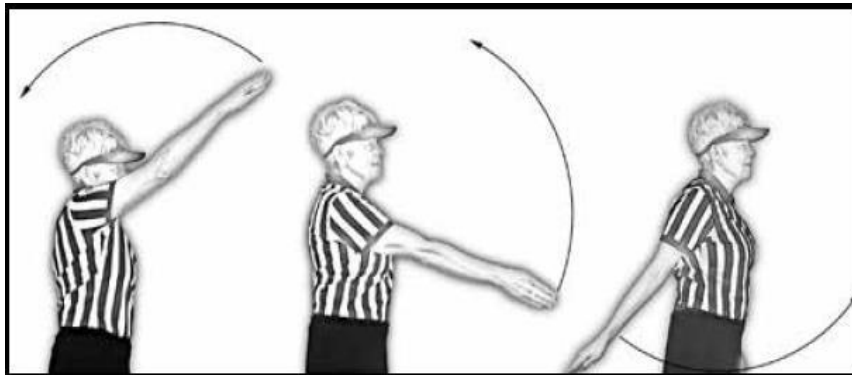
MEDIA TIMEOUTS

- For all games, timeouts are two minutes in length (on-field timeout length, not commercial time).
 - Media timeouts should occur at the first natural break (goal, team timeout, injury, etc.) below 10:00 in each quarter, unless a television agreement requires a different format.
-

POSSESSION CLOCK TIMER

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**” (winding of one arm):



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



NOTE: The “Possession Clock Start” signal is used primarily to indicate possession following the draw. Focus your attention on the official closest to the ball.

STOP the possession clock:

1. When an official signals a “Timeout” signal.



2. When an official signals “Possession Clock Stop” (tapping head).



The possession clock **STOPS anytime** the game clock stops **and** during the following times when the game clock does **not** stop:

- a. All defensive fouls within the defensive critical scoring area (administered at the 8-meter arc or 12-meter fan), as well as defensive fouls administered at the dot.
- b. The possession clock still stops if there is a 10-goal differential.

NOTE: The officials still have the discretion to call a timeout in the scenarios listed above.

RESET the possession clock to 90 seconds:

1. **ONLY** when an official signals a reset with the following “Possession Clock Reset” signal:



The possession clock resets to 90 after:

1. A shot on goal that is saved (inside or outside the goal circle and possessed by the goalkeeper)
2. Issuance of any card
3. Change of possession

NOTE: If there is a possession clock reset situation with fewer than 60 seconds left in the quarter or overtime period, the possession clock must be reset and remain **ON**.

IMMEDIATELY SOUND THE AIR HORN ONCE:

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

RESET the possession clock to 60 seconds:

1. **ONLY** when an official signals a reset with the following “60 second Possession Clock Reset” signal:



The possession clock resets to 60 when:

1. There are 59 seconds or fewer remaining on the possession clock, and a shot on goal deflects off the goalkeeper or the goal posts, pipes, or crossbar.



HOLD the possession clock:

1. ONLY when an official uses the following “Hold” signal:

The possession clock is held when:

1. There are 59 or fewer seconds remaining on the possession clock and a shot on goal deflects off of the goalkeeper or the posts/pipes or crossbar until a team gains possession.
 - a. If the attack gains possession, the official will drop their arm to signal a start of the possession clock.
 - b. If the defender gains possession, the official will signal a “90 second reset signal”

Special Situation: End of 1st and 3rd Quarters

- If a team retains possession at the expiration of the 1st or 3rd quarter, they retain possession at the start of the next quarter.
- The possession clock **does not reset**. The time remaining will carry over to the next quarter.

30-SECOND DRAW CLOCK TIMER

- Following the official's signal for a goal, the possession clock will be immediately reset to 90 seconds.
 - The Possession Clock will start when the official places the goal scorer's stick on the ground following the pocket-depth check.
 - **NOTE:** If the stick is not placed back on the ground, do not start the clock unless the official signals otherwise.
 - The timer shall **sound the horn once the Possession Clock reaches 60 seconds**, to indicate the expiration of the 30-second draw clock.
 - Let the 30-second draw clock run until the center official is at the center line, ready for the draw, or the horn is blown for the expiration of the draw clock.
-

OFFICIAL SCORER

1. PENALTIES

- a. Note the time on the game clock when a player has been issued a card and notify the player when the penalty time has expired or their card has been released.
 - i. Green Card = 1 minute (releasable)
 - ii. Yellow Card = 2 minutes (releasable or non-releasable)
 - iii. Red Card = 5 minutes (non-releasable)
 - iv. Released = goal scored by the opposing team or expiration of the penalty time
 - v. Non-releasable player must serve the full penalty time
- b. Table personnel are encouraged to verbally count down the final seconds of a card prior to its release.
- c. Notify team and official when a player has been ejected from the game:
 - i. Second yellow card
 - ii. Red card
- d. On a team's fourth yellow/red card, notify the team and the official that the fourth yellow card is non-releasable and that all subsequent yellow cards will be non-releasable.
- e. Inform the game announcer/media of the penalty when applicable
 - i. Card color
 - ii. Team
 - iii. Number
 - iv. Foul name (e.g., dangerous contact, slash, misconduct, etc.)
 - v. Penalty information (time, releasable or non-releasable status, and other pertinent details such as a player's second yellow card or ejection from the game).

2. ALTERNATE-POSSESSION INDICATOR/ARROW

SET the possession indicator/arrow to start the game upon an official's instruction following the pregame meeting with the captains. The arrow should point toward the bench area of the team that will be awarded the next alternate possession, or if using an indicator, be placed closest to that team's bench.

SWITCH the arrow:

1. **AFTER** play restarts following the "Offsetting Fouls/Alternate Possession" signal:



NOTE: Watch for this signal particularly during the administration of the draw.

3. MAINTAIN AN ACCURATE RECORD OF:

1. Goals
2. Cards
3. Timeouts
4. Non-engagement area warnings
5. Video reviews and outcomes