

2010 US Lacrosse MDOC Mechanics Update



This document contains information on mechanics that have changed over the past several years. Though these are included in the 2010 MDOC Mechanics PowerPoints on the MDOC Resources Page (<http://tinyurl.com/82fj84>), officials who have not reviewed these updated mechanics presentations may not have heard about the changes. These mechanics are appropriate for games officiated under NCAA and NFHS rules except where noted.

Face-off

The face-off official should stand with one hand at his side and one hand with the whistle to his mouth (or, optionally, with the whistle taken off the hand and put in the mouth and both hands at his sides). The official should not move after saying "Down" (NCAA) or "Set" (NFHS).

In games where one or both face-off players are suspected of handling the ball, alternate face-off configurations bringing the wing officials closer to the face-off are allowable. These will be added to the Mechanics powerpoints.

The face-off official stays with ball until possession (single will cover the face-off official's goal).

The single has the 10-count or 20-timer, if any.

If ball crosses the restraining line before possession, yell "Play!" and wind arm

Play-on

The correct mechanic for ending a play-on is to point in the direction of play and call, for example, "Blue ball!"

Twenty-second clear mechanic

When the defense gains possession of the ball, doing the "fist pump" as you start your 20-second timer is optional.

If the ball is in possession, the trail will shut off the timer when he sees the 10-second count start. Because of this, the lead (two-man) or single (three-man) does **not** need to yell "Clear," hold up a hand, and then point in the direction of play **except** under NFHS rules when a loose ball crosses midfield.

Counts

All counts are visual; do not count out loud.

Penalty reporting

All penalty reporting should use C-NOTE (Color, Number, Offense, Time, Explanation). For example, "Blue, 7, hold, thirty seconds, free clear" or "White, 27, unsportsmanlike, one minute, non-releasable." There is no need to say "personal foul" or "technical foul."

Fouls during the clear

If you are the trail and there is a foul on the riding team during the clear, throw your flag forward toward midfield so you don't have to run back to the GLE to get your flag.

Equipment inspections

By rule, officials must inspect the crosse (NCAA) or the crosse and protective equipment (NFHS) of *at least* one player per team during dead-ball situations. Though the old mechanic was to inspect at the end of the first and third periods, the new mechanic is to check during any dead-ball situation that will not slow down the game (e.g., after a goal, before a face-off, during a time-out, or between periods). NCAA mechanics mandate 6 inspections per game. Since the NFHS game is shorter, typically 3 to 4 inspections are done per game. If this is a change in your area, be sure to inform the coaches prior to implementation.

Stalling

A man-down team can be warned for stalling.

Fights

The official MDOC policy states: "The officials *may* attempt to physically separate the players involved if they believe it can be done without endangering the safety of the players or the officials. The foremost thought in such a decision must be the safety of the officials and the players, and the officials should not risk personal injury to separate the players."

NFHS Lightning Policy

The NFHS has changed their lightning policy. Essentially, the new policy says to clear the field if you can hear thunder or can see bolts of lightning, clear the field ("If you hear it, clear it. If you see it, flee it."). Keep the field clear until you have at least 30 minutes with no thunder or visible lightning. See the 2010 NFHS Boys Lacrosse Rules Book, p. 96, for the full policy.