

## Junior Official 2-Person Crew – Pre-Game (USL Youth Rules)

<p><b>SUCCESS KEYS</b></p> <ul style="list-style-type: none"> <li>▪ <b>SAO</b> – Safety, Advantage/Disadvantage/Obvious</li> <li>▪ Be in position</li> <li>▪ Don't ball watch</li> <li>▪ Blow the whistle loud, throw the flag high</li> </ul>		<p><b>FACEOFFS</b> (<i>Top to stop, parallel to line, ball in center, clear neutral zone</i>)</p> <ul style="list-style-type: none"> <li>▪ <b>Mechanic</b> – Down, [adjust sticks] place ball, “set”, [back out] whistle</li> <li>▪ <b>Faceoff Official</b> – Back out to your sideline and toward your goal</li> <li>▪ <b>Wing Official</b> – Stop sign until field is set, when ready then point</li> <li>▪ <b>Violation</b> – No play-on! Trail restarts</li> <li>▪ <b>Count</b> – Either a 10- or 20-count upon possession</li> </ul>
<p><b>DEFINITIONS</b></p> <ul style="list-style-type: none"> <li>▪ <b>Possession</b> – Carry, cradle, pass, shoot</li> <li>▪ <b>Goal</b> – Loose ball that completely crosses the rear edge of the goal line</li> <li>▪ <b>Out of bounds</b> – Loose ball/player in possession touches the line</li> <li>▪ <b>Shot out of bounds</b> – Ball awarded to team with closest in-bounds player’s body (not crosse) to the ball <u>when</u> and <u>where</u> it went out</li> <li>▪ <b>Offside</b> – More than 6 on offense or 7 on defense; count forward</li> </ul>	<p><b>LEAD OFFICIAL</b></p> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – Step above or below GLE</li> <li>▪ <b>Transition</b> – Stay one line ahead of the ball</li> <li>▪ <b>Coverage</b> – One-man game until Trail gets into position</li> <li>▪ <b>End Line</b> – Be on or near the line for contested plays</li> <li>▪ <b>Count</b> – Has the initial 10 count on offensive half</li> <li>▪ <b>Goals</b> – Strong whistle, run closer, stop &amp; signal, eyes on bodies</li> </ul>	
<p><b>PENALTY REPORTING</b> (<i>C-NOTE</i>)</p> <ul style="list-style-type: none"> <li>▪ Color, Number, Offense, Time, Explanation [as needed]</li> <li>▪ Blue, 27, Slash, 1-minute</li> <li>▪ White, 14, Push, 30-seconds [give the “T” signal]</li> <li>▪ Dead ball, Blue, 36, Unsportsmanlike Conduct, 1-minute, nonreleasable, White ball at Center X.</li> </ul>		<p><b>TRAIL OFFICIAL</b></p> <ul style="list-style-type: none"> <li>▪ <b>Position</b> – At the top of the box</li> <li>▪ <b>Transition</b> – Stays behind the ball</li> <li>▪ <b>Coverage</b> – Shooter, shooter, shooter!</li> <li>▪ <b>Far Goal</b> – You are the Lead on the opposite half</li> <li>▪ <b>Offside</b> – count offense first, then defense</li> </ul> <p style="text-align: center; color: red; font-weight: bold; font-size: 1.2em;">WATCH THE SHOOTER!</p>
	<p><b>KEY PLACES TO BE</b></p> <ol style="list-style-type: none"> <li>1. <b>Midline</b> – When you are in transition as the New Lead or the Old Trail. Great spot when calling offside.</li> <li>2. <b>Top of Box</b> – Primary position as the Trail Official. 5 yards above the box and 5 yards into the field.</li> <li>3. <b>Inside Box</b> – Trail drops into the box if Lead goes to end line.</li> <li>4. <b>On GLE</b> – Primary position as the Lead. A step above or below Goal Line Extended to better see the entire goal line.</li> <li>5. <b>Near End Line</b> – Lead runs to the boundary on contested plays and shots out of bounds.</li> </ol>	
<p><b>COMMUNICATION</b></p> <ul style="list-style-type: none"> <li>▪ <b>Echo</b> – Flag down, Possession, GII/KII, Tip</li> <li>▪ <b>Mimic</b> – Stop &amp; ready signals, GII/KII, touched in box, possession</li> <li>▪ <b>Penalties</b> – Relay to crew, Trail reports to table, partner sets field</li> <li>▪ <b>Be Aware</b> – Know the game you are working &amp; how it is changing</li> </ul>	<p><b>WHEN TO THROW A FLAG</b></p> <ul style="list-style-type: none"> <li>▪ <b>Flag</b> – Throw high, yell “flag down,” eyes stay on players</li> <li>▪ <b>Personal</b> – Always results in a flag down</li> <li>▪ <b>Technical</b> – Turnover or a 30-second penalty</li> <li>▪ <b>GOODIE</b> – Know when to end a flag down slow whistle</li> </ul>	
<p style="font-size: 1.2em; font-weight: bold;">If you’re not sure what the penalty is then <b>THROW YOUR FLAG!</b></p> <p style="font-size: 1.2em; font-weight: bold;">Speak to your partner and explain what you saw.</p>		

## Junior Adult Official 2-Person Crew – Pre-Game (USL Youth Rules)

	8U	10U	12U	14U
<b>Players</b>	4v4 (1GK + 3 field players) No Goalkeeper – use 4 field players	6v6, 1 GK + 5 field players No GK – use 6 field players	Full field – 10v10 Small field – 7v7, 1GK + 6 players	10v10
<b>Field</b>	60-70yds X 35-45yds, 3x3' goals		Full field – 110x60yds, 6x6' goals Small field – 60x35yds, 6x6' goals	110x60yds, 6x6' goals
<b>Crosse</b>	37-42" – short 47-54" – long		40-42" – short 52-72" – long, max 3 in 7v7	40-42" – short 52-72" – long, max 4
<b>Equipment</b>	Helmet, shoulder pads, arm pads, gloves, mouth guard, protective cup, shoes/cleats			
<b>GK Equipment</b>	Helmet, throat guard, chest protector gloves, mouth guard, protective cup, shoes/cleats			
<b>Ball</b>	Soft lacrosse/tennis ball	NOCSAE stamped lacrosse ball		
<b>Coin Toss</b>	Winner gets ball to start game Loser gets AP	Winner get choice of AP or Goal		
<b>Timing</b>	2, 12-min running halves 4-min halftime No timeouts, No OT	4, 8-minute running quarters OR 2, 12 minute running halves 4-min halftime No timeouts, no OT	4, 10-min stop time quarters 5-min halftime 2 timeouts per half OT used	
<b>Faceoffs</b>	None	Wing players not released 2 players on each team behind GLE GK stays in crease.	Small field – wing player's foot on sideline, released on whistle Other players behind GLE Full field – normal faceoff	Identical to NFHS faceoff
<b>After Goals</b>	Give ball to team scored upon along GLE outside the crease		Faceoff	
<b>3-Yard Rule</b>	All legal holds, pushes, and checks must be on player with possession or within 3 yards of loose ball.			
<b>Offside</b>	Not called at these levels		7v7 – more than 4 O, more than 7 D 10v10 – more than 6 O, more than 7 D	More than 6 offense More than 7 defense
<b>Stick Checks</b>	Lift checks, poke checks, downward stick checks below both players' shoulders No one handed checks			No one handed checks
<b>Allowed Body Contact</b>	Legal holds; legal pushes. Loose ball boxing out is allowed. Both hands must be on the crosse. Defensive positioning to redirect an opponent; incidental contact. <b>NO TAKEOUT CHECKS!</b> Any excessive body check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground should be penalized.			
<b>Scrum</b>	If the ball cannot be picked up quickly due to 3 or more players in a scrum, stop play and award via AP			Not Applied
<b>Penalty Time</b>	Personal – explain to player, he subs out, team does not play down Technical – explain to player, award ball to offended team	Running time and begin with the next whistle to restart play.	Stop time and begin with the next whistle to restart play	

\*6U is not included in this pre-game. US Lacrosse does not recommend officials for 6U contests.