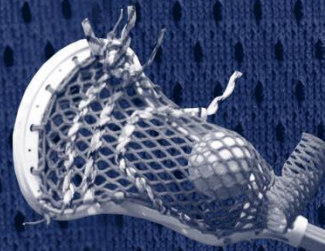


RAISE YOUR GAME



Keys to Calling Technical Fouls



Keys to Calling Technical Fouls

- Recognition and enforcement
 - Basic principles
 - Visual triggers
 - Adjudication
- Game Management
 - Preserve the flow
 - Define the edge
 - Officiate preventively

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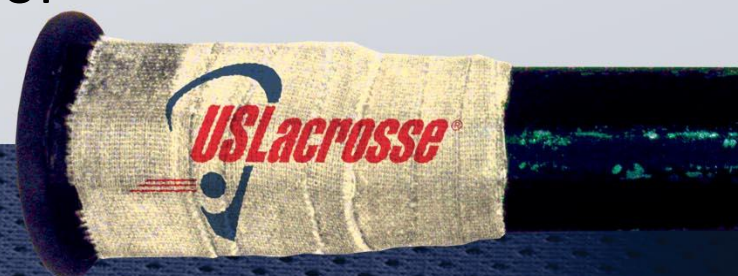
Types of Technical Fouls

- Holding, Pushing
- Illegal Screening
- Interference
- Warding off
- Withholding
- Crease Violations
- Offside
- Stalling
- Illegal Procedure
- Conduct Foul

Player Control

Special enforcement

Catch-all
Behavior



Basic Principles

- Possession
- Contact
- Advantage/Disadvantage



KEY

- Application of these principles will vary, depending upon the caliber of play

RAISE YOUR GAME



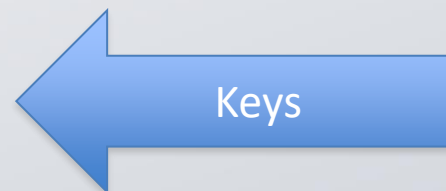
Possession

- Always know who has possession!
- Can he carry, cradle, pass or shoot the ball?
- Caliber of play considerations
 - Low level – require a “lacrosse move”
 - High level – ball in crosse = possession



Contact

- Rules disallow
 - Crosse on body
 - Body on crosse
- Rules allow, but restrict
 - Crosse on crosse
 - Body on body
 - Pushing from rear
 - Holding / pushing above shoulders
 - Holding / pushing below the waist



Advantage / Disadvantage

- Governs only player control fouls
- If **no advantage** is gained by the fouling team or lost by the offended team, there is **no foul**
 - Possession gained or lost
 - Line violated
 - Good Position / momentum gained or lost
 - Movement toward goal impeded
 - Pass missed or shot disrupted



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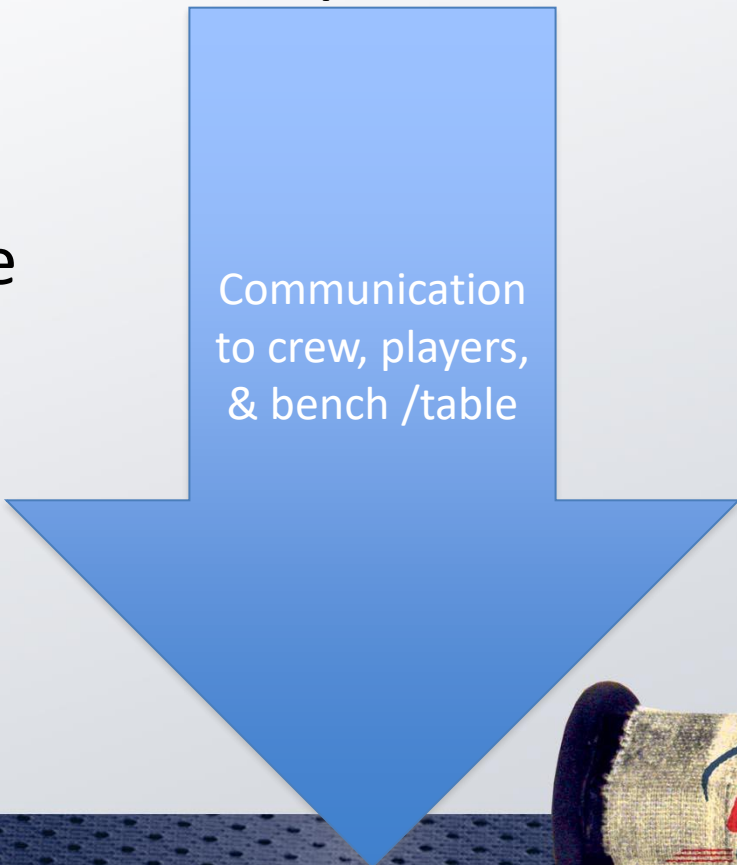
Visual Triggers

- Defender is out of position
- One or both hands off of crosse
- Contact over 5 yards from loose ball
- Player not aware of possession
- Attacker moving into a screen
- Player dancing on a line



Adjudication

- Based on who has possession
- Using the standard sequence
 - Signal
 - Whistle
 - Penalty Time
 - Possession
 - Location
 - Restart
 - Release



Communication
to crew, players,
& bench /table

RAISE YOUR GAME



Game Management

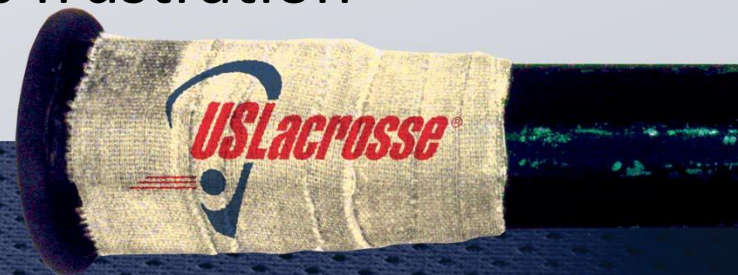
- Good officials use technical fouls to manage the game
 - Flow
 - Players
 - Coaches
- Caliber of play considerations
 - Low level – You can't call them all
 - High level – Every possession counts

RAISE YOUR GAME



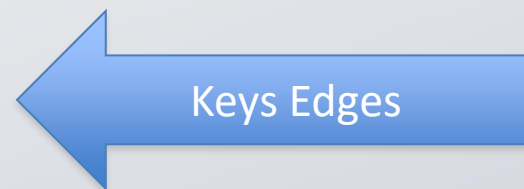
Preserve Flow

- Call non-time serving violations, when possible
 - Deliver your message
 - Lessen impact on game duration
 - Minimize contact with coaches
- Play on
- Caliber of play considerations
 - Low level – get the ball up
 - High level – reduce the players frustration



Define the Edge

- Technical calls establish boundaries between legal and illegal play
 - The crew needs to be consistent!
 - Start early in the game!
- Examples
 - What constitutes a “possession”
 - What is “from the rear”
 - How high is “too high”
 - How far is “5 yards”
 - What is a “legal pick”



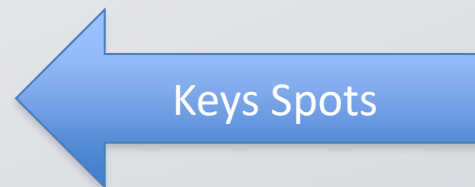
Intention vs. Ineptitude

- Caliber of play considerations
- Low level
 - Only penalize inept play that creates a significant advantage
- High Level
 - Let players know that you see what they are doing
 - Penalize intentional violations that create small, but **crucial**, advantages



Prevent Something Worse

- Pay attention – is play “chippy”?
- If so –
 - Tighten up on player control violations, to prevent personal fouls
 - Keep “play on” interval **very** short, to prevent escalation or retaliation
- Opportunities
 - Loose balls scrums
 - Contact around the crease
 - Two players get tangled up



RAISE YOUR GAME

