"Officiating is the only occupation in the world where the highest accolade is silence" - NBA referee Earl Strom.
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tr>
<td>February 3rd</td>
<td>Interpretation Meeting</td>
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<td>February 10th</td>
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<td>February 24th</td>
<td>General Meeting</td>
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<td>March 4th</td>
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<td>Break</td>
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<td>June 6th</td>
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<td>June 13th</td>
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<td>June 18th</td>
<td>YEG! (tentative)</td>
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Alan M. McLiverty (President, US Lacrosse, Greater Rochester Chapter)
Mission Statement:

- The Greater Rochester Chapter is a Rochester based non-profit organization, a regional chapter of US Lacrosse Inc. committed to supporting the promotion & growth of men's and women's lacrosse in the Greater Rochester region.
US Lacrosse/GVLOA – collaboration in the past:

- Funding for GVLOA training/mentoring/evaluation of new officials
- Funding for RBWLO (girl’s association) training/mentoring/evaluation of new officials
- Provided indoor field space for the GVLOA youth officials’ training at MCC
US Lacrosse – Calendar of Events for 2020

- Youth Clinic – co-hosted by the Knighthawks – Saturday, 2/29/20, Blue Cross Arena
- Youth Lacrosse Clinic/13th Annual Herb Fitch Senior All Star Games – Thursday, 6/18/20, Victor High School (looking for 3-4 GVLOA volunteer officials)
US Lacrosse – Calendar of Events for 2020 - Continued

• Shootout For Soldiers – Canandaigua – Saturday-Sunday, July 18-19/2020 – Canandaigua Academy (Looking for XX GVLOA officials, depending on the mix of boys and girls game)
• 27th Annual Hall of Fame Dinner, Friday, November 6, 2020 – Burgundy Basin Inn
US Lacrosse – Greater Rochester – HOF nominations

- [http://www.uslacrossechapters.org/greaterrochester/HallofFame/NominationForm.aspx](http://www.uslacrossechapters.org/greaterrochester/HallofFame/NominationForm.aspx)

Help us recognize your hardworking peers! For each person you would like to nominate for the Hall of Fame award, please complete the following information and submit with a one-page letter of recommendation from someone other than yourself to USLax.GR@gmail.com.

Click here to submit a nomination: US Lacrosse Greater Rochester Chapter Hall of Fame Nomination form
Questions?

• If you don’t have any now, I am available anytime – call, text, email me!
• Thanks for all you do, to grow the game!
2020 NFHS BOYS LACROSSE RULE CHANGES


https://vimeo.com/383127968
RULE 1-9-1 – EQUIPMENT CHANGES

• Field Players must have shoulder pads that meet the NOCSAE N200 shoulder pads by January 1, 2022 and contain the SEI Certified logo.

• A list of certified products can be found at https://www.seinet.org/search.htm and then type "Commotio Cordis Protectors”

• For information on Commotio Cordis Injuries go to www.uslacrosse.org/commotio

• Goalies must have chest protection that meet the NOCSAE ND200 standard by January 1, 2021.
RULE 2-7-2F – CBO DUTIES

• Chief Bench Officer – CBO
• The CBO, if used, shall supervise the timekeeper, penalty timekeepers, scorers, coaches, substitutes and any other persons within the bench areas, the substitution area, and the penalty box.
• The CBO’s duties do not include validating that there are too few players on the field.
RULE 4-5 (Play of the Ball Definitions)

• Restart – Whenever a player has been awarded the ball for any reason. Under such conditions no offensive player may take a position closer than 5 yards from the player in possession.

• Possession – When a player can perform any of the normal functions of control, such as carrying, cradling, passing or shooting, the player and team have possession.

• Team possession – Deleted

• Completed pass – Deleted

• Ball in flight – Deleted
RULE 4-22 RESTARTS (START QUICKLY)

- OFFENSIVE players still must be 5 yards from the player restarting with the ball. (No Armadillo or Hidden Ball Plays on a Restart)

- No offensive or defensive players can be closer than 5 yards from the player in possession when the restart is inside the substation area.

- Officials will no longer wait for DEFENSIVE players to position themselves more than 5 yards from the player in possession of the ball when restarting play.

- On All Restarts Defensive Players MUST
  - Allow the offensive ball carrier a direct path to the goal
  - Not engage the ball carrier until they have established a distance of 5 yards

- Penalty: The penalty for a defensive player engaging the ball carrier before a distance of 5 yards has been reached is a technical foul for delay of game.
GOOD RESTART OFF THE ENDLINE

Good!
BAD RESTART OFF THE ENDLINE
RESTARTS AT MIDFIELD

• When trouble happens most.
  – Over & Back
  – Restart after a faceoff violations
RESTARTS AT MIDFIELD

• When trouble happens most.
  – Over & Back
  – Restart after a faceoff violations
RESTARTS AT MIDFIELD

- When trouble happens most.
  - Over & Back
  - Restart after a faceoff violations
RULE 5-10 – ILLEGAL CROSSE

• ALL Illegal Crosse Penalties are two-minute non-releasable personal fouls

• The crosse can be corrected for use later in the game

• It is the responsibility of the player/coach to ensure that a stick is legal before it returns to play
# RULE 5-10 & 6-5-2 – THROWING A CROSSE

## UNSPORTSMANLIKE

- Throwing a crosse at the ball, at a player, or other game personnel.

- PENALTY: Personal Foul 1, 2, or 3 Minutes, Non Releasable.

## TECHNICAL FOUL

- Throw the crosse other than at a ball, other player, or game personnel

- PENALTY: Technical Foul
2020 POINTS OF EMPHASIS

• Sportsmanship and Conduct
• Player Safety
• Pace of Play
• Future Equipment and Uniform Changes
SPORTSMANSHIP AND CONDUCT

• The NFHS Boys Lacrosse Rules Committee advocates for continued commitment by players and coaches to respect the game and each other, on and off the field. Head coaches are asked to monitor and discuss sportsmanship with their players and assistant coaches to ensure the game is held to the highest standard. The committee expects all participants to continue to work together to exhibit good sportsmanship from pregame through postgame.
PLAYER SAFETY

• Continued emphasis is needed regarding player safety rules, particularly contact to the head/neck as well as contact against defenseless or unsuspecting players.
  – Contact to Head/Neck: Shall result in a two- or three-minute non-releasable penalty. Excessive violence may result in ejection.
  – Defenseless Player: Player shall not body-check a player in a defenseless position. Hitting a defenseless player will result in a two- to three-minute non-releasable penalty or ejection.
  – Targeting: When a player intentionally takes aim at an opponent’s head/neck. Targeting shall result in a three-minute non-releasable penalty or ejection.
  – Targeting a Defenseless Player: Targeting a defenseless player shall result in a three-minute non-releasable penalty or ejection.
PACE OF PLAY

• A 2019 questionnaire completed by both coaches and officials indicated a concern regarding pace of play. In an effort to address these concerns, the committee took the following steps:
  – Officials shall restart play as soon as possible.
  – Restarts: Play may restart with defensive player(s) within 5 yards of a player in possession of the ball. However, the defensive player may not play him until a distance of 5 yards has been established. Play will not resume with an offensive player(s) within 5 yards of the ball.
  – Particular attention should continue to be given to the definition and application of stalling rules.
FUTURE EQUIPMENT CHANGES

• Effective January 1, 2021, all goalkeepers shall wear chest protectors designed for lacrosse that meet the NOCSAE ND200 standard at the time of manufacture.

• Effective January 1, 2022, all field players shall wear shoulder pads designed for lacrosse that meet the NOCSAE ND200 standard at the time of manufacture.

• Effective January 1, 2022, The Home team will be required to wear WHITE jerseys, and the away team will be required to wear non-white jerseys.
Slashing
• Definition - “swinging a crosse at an opponent’s crosse or body with deliberate viciousness or reckless abandon, regardless of whether the opponent’s crosse or body is struck.”

• Things to think about
  – Be consistent (as a crew) from beginning of the game to the end
  – Think twice about Ticky-tack calls
  – A slash in modified will be different than a slash in varsity
Common Slashes

• Riding attackmen – trailing and trying to check hits back
• Repeated whacks to arm
• Head – brush?
You Make the Call

• **Hands apart** - ~4:30
• **Reckless abandon**
• **Obvious – but how bad?**
• **Slash to Leg**
• **Slash to the back**
• **Trail Check**
• **Obvious – but how many?**
Play On!

Why?

• Fouls allow the defense to reset

• Keep the game moving .. protect the earned advantage
Summary

“After a loose ball violation the WORST that can happen to the offended team is a clean restart with no other player within 5 yards. That is the bare minimum advantage they are entitled to. The offended team should not be presented with a situation that is WORSE than this. Now flip this...

The BEST situation that can happen to the offended team is that they get a nice clean pickup with no one hassling them and they embark on a fast break toward the opponent's goal. This best situation also keeps the game moving without interruption.” ... Eric Evans

“Don’t let that shit happen” ... Walt Munze
Play On!
• Got to be in position!!
• See the foul
• Hand Up!
• “PLAY ON”
If offended team regains possession ...

AND

their advantage
If offended team does NOT gain possession or gains possession but loses the advantage …

** Important to say “BLUE BALL” in this case to determine who has possession not who committed the foul.
Don’t say two colors!
When to kill it?

Per Hamlet .... “ therein lies the rub “

Rules-o-thumb
• The farther the offended team is from the attacking goal, the quicker you kill it
  • Face-off / scrum .. kill it quickly
• In the offensive half ...
  • Flow is going east / west .. take a sec, then kill it
  • Flow is going north / south ...
• in the attack zone ..
  • east/west you can ill it pretty quick
  • north/south .. hand up / “Play On” / watch and wait
  • If the attack is close to the goal, you’ve got to let it play out a little longer, particularly if you can’t see it and don’t know where the ball is.
Attacking

Kill it!!

1-2 seconds??

2-3 -? seconds?
Situations ....

**Boundaries**
If the offended player regains possession but it heading towards a boundary [side line, midfield, etc] that could result in a turnover .... Kill it.

**Offsides**
not over and back .. even if its far away from the ball ... can’t reward the offside team by not calling the play on

**Get it in / Keep it in** [ either from a stall or under 2 minutes]
Comes out the side .. kill it
Comes out the top .. heading towards the mid line ... take a look around, a fast break may be developing .. hand up, Play On ...

**Over and Back**
If there’s going to be a foul, wait until the ball crosses the midfield line... hand up immediately, Play On ...
Unless there’s an obvious clean possession and resulting fast break .. kill it and sprint! Far side will start it.
**Goalie Interference**

- unique in that it is the ONLY situation in which a loose ball as well as one in possession results in a play on..
- Like other play ons, it ends when offended team gains possession AND their advantage.
- The play on ends in this scenario if the goalie steps out of the crease, the four second count ends, or the goalie completes an outlet pass to a teammate.
- If the count ends or the pass is incomplete the defense is awarded, not only the ball, but a free clear.
Summary Questions
Next Meeting

February 10th 7PM  Fairport High