



# 2026 Minor Officials Handbook

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The purpose of this document is to aid minor officials, otherwise known as bench officials, in understanding their role within the game and to provide an outline of their duties and responsibilities.

**As outlined by Rules 4.1 and 4.2 in the World Lacrosse rulebook, the referees in the game shall have full control of the game. This means that the referees have the final say on all matters pertaining to the game. Minor officials are there to assist the referees in their duties and are required to defer to the referee's judgment. If for any reason the referee feels compelled to replace a minor official, they may do so.**

- As these positions are considered game officials, it is necessary that they be conducted with a degree of impartiality. Minor officials should refrain from cheering or coaching the teams on the floor or in the penalty box.
- Minor officials are entitled to the same protection offered referees regarding abuse. If a minor official is abused in any fashion by player, coach, or spectator, sound the horn and ask the referee for assistance. The on-floor referee will then apply the appropriate rule, if required. Try to remain calm and polite and let the referees deal with the situation.

There are three **Minor Official** positions listed in the World Lacrosse rulebook. These positions are outlined below as they appear in the rulebook, and as they pertain to minor lacrosse:

1. Official Timekeeper: Controls the main time clock and displays goals and penalties as required.
2. Official Scorer: Records penalties, goals, and assists on the score sheet.
3. 30-Second Shot Clock Operator: Controls the 30 second clock.

In the GWLL these duties are split across two officials, with the Official Timekeeper assuming the duties of Official Scorer as well.

### Official Timekeeper

Shall have control of the official playing time and all penalty times. The game timekeeper shall also indicate to the official scorer the times at which all penalties start and terminate. They shall also inform penalized players as to the unexpired time of his penalty and shall have sole authority of informing penalized players when they may leave the penalty bench. In situations with multiple penalties, the Timekeeper shall defer to the referee for when a player may come out of the penalty box.

**Note: In some situations, floor time may be strictly limited to the scheduled time allotted for that game. It may be necessary to end a game early due to the expiry of the allotted floor time for that game. If this situation becomes apparent, the officials should inform the benches prior to the start of the 3<sup>rd</sup> period if possible.**

#### a. Timing of the game:

Division	Allotted Time	Warm Up	Period 1	Period 2	Period 3	Intermission
U11	1 hour	5	15	15	15	2
U13	1 hour	5	15	15	15	2
U15	1 ½ hour	5	15	15	15	5
U17	1 ½ hour	5	15	15	15	5

- In U11 and U13 the game shall be straight time except that the clock will be stopped for timeouts and the last 2 minutes of the 3<sup>rd</sup> period as per the LC ASAM document.
- In Minor lacrosse, if five (5) minutes before the scheduled end time of the game time slot for league games, there is more than five (5) minutes left on the clock, the clock shall be reset to five (5) minutes, and play shall continue in stop time or run time as per division norms. As required, a game may be called at this time if an injury is present and cannot be taken care of in a timely fashion.
- In U15 and U17 lacrosse if a goal differential of seven (7) or more goals is present at any time during the game, at the next whistle to start play, the clock will run at straight time. If the goal differential is brought within five (5) goals, the clock shall return to stop time at that time.

#### b. Time Outs

Applies to all levels in minor lacrosse. Timeouts are administered by the official. Timeouts will be indicated on the scoresheet.

- Time outs are **45 seconds** in duration (run the shot clock if possible)
- The thirty-second clock **shall not** reset when a time out is called for a play in progress.
- The referee may at any time call a time out for their own purposes, i.e., injury or to deal with an extraordinary situation.

## Official Scorer

The Official Scorer shall keep an accurate record of all penalties, goals and assists and appropriate times, as provided on the score sheet. He or she shall also indicate on the score sheet the time and period the substitute goalkeeper(s) entered the game for the first time and when team time outs are called.

The Official Scorer shall inform the referees, in the game, when a player/goalkeeper receives his:

- Fifth penalty (inform the referee when a player receives their 4<sup>th</sup> penalty so that they may receive a warning)
- Second major penalty
- Second ten-minute misconduct penalty

\*(Note: all the above situations result in the affected player being removed from the game)

### Recording Penalties:

Penalties are recorded on the sheet in the provided space for the appropriate team, from top to bottom, **in the order they occur**. When recording penalties, the following information must be entered in the provided space:

- Player number.
- Number of minutes: i.e., 2, 5 or 10
- Type of infraction: (See abbreviation key provided on the sheet)
- Period: i.e., 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>
- Time off: (The time displayed on the clock when their penalty began. i.e., when play starts)
- Time on: (The time displayed on the main clock when the player returns to the floor)

Note: The time a player returns to the floor may be determined by a goal, they may not always serve the full 2 or 5 minutes.

If a player receives multiple penalties, each penalty is recorded separately in the order they are reported. It is imperative that penalties are recorded correctly and legibly.

**Bench minors:** These are penalties assessed to a team as a whole and are served by a player on the bench, (not a goalkeeper). These penalties also do not count toward a player's 5 penalty limit.

### Recording Goals and Assists:

- a) When a goal is scored, a referee will report to the scorekeeper the number of the player who scored and the numbers of up to 2 players who assisted on the goal. These numbers are recorded in the provided space for that team and are recorded from top to bottom as they occur. Scorekeepers are also requested to note the time on the main time clock and record this time in the space provided.
- b) At the conclusion of the game, the Official Scorer shall complete all information including summaries of penalties, goals, and assists as provided for on the score sheet. The Official Scorer shall acquire all minor official's names and signatures and submit the official score sheet to the Referees for their signatures. They shall then distribute copies of the score sheet to the visiting team and home team as soon as possible. This step may not be necessary with digital game sheets.

## 30-Second Shot Clock Operator

**The Offensive Timekeeper shall operate the thirty-second clock during all possessions.**

In most cases the thirty-second clock will be administered by the more senior official.

### **Resets:**

- Following a shot **on net** (the ball striking the goal post or the goalie while he is in his crease) the 30 second clock is reset **and is not restarted until a team regains possession following the shot.** For example, after a shot the ball could roll down the entire length of the floor, the 30 second clock would not start until the ball is picked up. Similarly, following a face off, the 30 does not begin until a team has control of the ball.
- The referee will indicate when a shot has been taken by both making the reset signal with their whistle hand. "Arm extended straight up with hand pointed up while revolving the hand."
- Operating the 30 second clock requires a great deal of concentration; when mistakes are made, let play continue and refocus your efforts to recover for the next play. Often when mistakes are made the official will notice and will deal with it on the floor.

**PENALTIES**

**U11 and U13 Straight time penalties:**

- Penalties must be entered on the main clock while the clock is running.
- If you are unsure as to how to operate the clock please ask for assistance. In situations where multiple penalties must be entered into the clock, it is appropriate to stop the clock while doing this.
- In these running time games, penalties do not begin until play has resumed after the penalty is assessed.

In all other age divisions, penalties will be entered during the dead ball stoppage. A dead ball is defined as a stoppage for a face-off, a penalty, a time-out, or end of period.

- **Minor penalties**, when assessed to a single player, are always recorded on the penalty clock and require the removal of the player for 2 minutes or until a goal is scored, whichever is first.
- **Major penalties**, when assessed to a single player, are always recorded on the penalty clock, and require the removal of the player for 5 minutes.
- If the non-offending team scores two goals on a power play that resulted from a Major penalty, the penalized team may substitute for the penalized player from the players' bench and play at full strength (assuming no other penalties are running). However, the penalized player must remain in the penalty box until the first "dead ball stoppage" (see above) following the conclusion of their major penalty. \*(For situations involving more than one player, see multiple penalties below).
- In all situations where a single player is assessed a minor and a major at the same time the minor is served first. If a goal is scored by the opposing team, the goal shall count first toward the minor penalty. The minor penalty will be considered served and the minor penalty's remaining time will come off, leaving only the 5-minute major to be served. Subsequent goals shall count towards the major as outlined above.
- Match penalties: when assessed to a single player, are always recorded on the penalty clock, and require the removal of the player from the game. A substitute will serve the 5 minutes **or until 3 goals are scored during the penalty.**
- **Misconduct:** (misconduct, game misconduct, gross misconduct) These are ten (10)-minute penalties.
- **Misconduct** penalties require the removal of a player 10 minutes and any additional penalties, and are not displayed on the clock
- **Game or Gross Misconduct** penalties require the removal of a player/goalkeeper for the remainder of the game, are recorded as 10-minute penalties, and are not displayed on the clock
- **Goalkeeper penalties:** When a goalkeeper is assessed a minor, major, or 10-minute misconduct, a player who was on the floor at the time of the infraction shall serve the penalty. If a goalkeeper is assessed a second major or 10-minute misconduct, they shall also receive a game misconduct

penalty. **\*Note:** In the case of goalkeeper penalties or game misconduct penalties the referees will often appreciate assistance in getting the number of penalized players or of the players on the floor at the time. The same applies in situations where multiple incidents occur at the same time and the referee's attention is divided between several incidents.

- **Multiple penalties:** These are situations when a number of penalties are assessed at the same time. These situations can become quite complicated, however there are a couple of simple rules that can help when sorting them out. Always defer to the on-floor officials.
- Since a team is always entitled to always have at least 3 players plus a goalkeeper on the floor, a team cannot have more than 2 penalties running at any one time. Penalties for players in addition to the first two penalties will result in the lowest time remaining minor or a major with a goal off it (1/2) to be released and a penalty shot to be awarded.
- In the case where the minor is from coincidentals (4 on 4), it can not be released. Release the next lowest minor or major with a goal off it (1/2).
- In cases where the above are not met, release the lowest remaining major and award two penalty shots.
- **Expulsion:** When a player accumulates four of any type of penalty in a game, they are removed from that game for the remainder of the game. Minor bench officials should track this and inform officials when players reach their third penalty in a game.

#### **Determining which penalty, a goal counts towards:**

- Goals count against the penalty that made the team shorthanded at the time of the goal.
- When a player is assessed a non-coincident major and one or more minor penalties, **the minor penalty shall be served first.**
- Once a goal is counted against a penalty, the next goal is also counted against that same penalty.

Lacrosse Scorekeeping Scratchpad

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Division: (circle) U11 U13 U15 U17 Jr. Sr.

Level: (circle) T1 T2 T3 A B C N/A

Date: \_\_\_\_\_ Game#: \_\_\_\_\_ Game Time: \_\_\_\_\_

Game Location: \_\_\_\_\_ Home Team: (H) \_\_\_\_\_

Scorekeeper: \_\_\_\_\_ Visiting Team: (V) \_\_\_\_\_

**Notes:** \_\_\_\_\_

Home Goals				
Goal #	Scored by:	Assists	Per:	Time Rem.
Ex.	8	7,28	1	14:06
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				

Home Penalties						
Pen #	Penalty Assessed	Player #	Min:	Per:	Time Off	Time On
Ex.	Illegal Cross Check	9	2	1	18:02	16:02
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						

Visitor Goals				
Goal #	Scored by:	Assists	Per:	Time Rem.
Ex.	18	8,11	1	14:06
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				

Visitor Penalties						
Pen #	Penalty Assessed	Player #	Min:	Per:	Time Off	Time On
Ex.	Slashing	9	2	1	18:02	16:02
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						

Penalty Chart

	<b>Class</b>	<b>Player sits</b>	<b>Time entered on score sheet</b>	<b>Served by</b>	<b>Expires by Goal</b>	<b>Notes</b>
1	Minor	2 Minutes	2 Minutes	Offender	Yes	Goalie penalties served by player on the floor
2	Bench Minor	2 Minutes	2 Minutes	Any player on bench except a designated goalie	Yes	Does not count toward 5 penalty rule.
3	Major	5 Minutes	5 Minutes	Offender or a substitute	2 power play goals. Substitute for offending player from the bench	Offender must sit full 5 minutes.
4	Misconduct	10 Minutes	10 Minutes	Offender	No	Goalie penalties must be served by player from the floor.
5	Game Ejection	Nil	Nil	N/A	N/A	Any combination of 5 penalties not including Bench Minors
6	Game Misconduct	Remainder of Game	10 Minutes	No One	N/A	Report in Game Notes box
7	Gross Misconduct	Remainder of Game	10 Minutes	Offending player removed from game.	N/A	Referee must submit a Game Report
8	Match	Remainder of Game	5 Minutes	Offending player removed from game. Substitute serves time	3 power play goals. Serving player released	Referee must submit a Game Report
9	Penalty Shot	N/A	2 Minutes on Digital PS on paper	N/A	N/A	Any runner takes shot