



# Central Alberta Lacrosse League Minor Officials Guide

The referees in the game shall have full control of the game, but the positions filled by the minor officials are extremely important. Thank you for stepping up to work the **score clock**, fill in the **score sheet**, run the **30-second shot clock**, or open the **penalty gates** — the game wouldn't happen without you! For every game, we request **Five** volunteers to be in the timebox for the duration of the game, arriving **15 minutes early**.

**Please note: To maintain the safety and impartiality of the game, all timebox personnel must be at least 18 years of age, unless they are registered as an ALRA Official, or hold LC coaching certification.**

The **home team** – Game Sheet, Shot Clock and Home Penalty Door

The **visiting team** – Time Clock, Visitor Penalty Door

Please be courteous and acknowledge that each volunteer may have questions or concerns prior to the game beginning.

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.

Minor officials are entitled to the same protection offered to **on-floor referees** with regard to abuse. If a minor official is abused in any fashion, this abuse shall be reported to a referee on the floor, who may then apply the appropriate rule.

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- **Time Outs**

Time outs are **45 seconds** in duration, and each team is allowed **ONE** time out per game. The time out is called only by a referee, at the request of a player on the floor, during a stoppage in play or when their team has possession of the ball. The shot clock does not reset after the time out (if the time out was called with 22 seconds left on the shot clock, it restarts at 22 seconds when play resumes). The referee may at any time call a '**referee time out**' for their own purposes (e.g., injury or other issues).

- **Minor Penalties**

When assessed without a coincident major, these are recorded on the **penalty clock** and require the removal of the player for **2 minutes**, or until a goal is scored, whichever comes first.

- **Coincident Penalties**

Penalties of equal duration that start at the same time and are assessed to players on both teams. Both are shown on the clock and play resumes with **4-on-4** play.

- **Double Minor**
- **Major Penalties**

When assessed to a single player, it is recorded on the penalty clock and requires the removal of the player for **5 minutes**. A 5-minute penalty is never shortened. If the non-offending team scores **two goals** during the power play resulting from a Major penalty, the penalized team may substitute a player from the bench, returning to full strength — however, the penalized player must remain in the box until the five minutes have expired, and may only return to the floor at a **dead ball**.

If fewer than two goals are scored during the major penalty, the player may return to the game immediately once the five minutes have expired; no stoppage of play is required.

If a player is assessed a **minor and major at the same time**, the minor is served **first**. If a goal is scored by the opposing team, it first applies toward the minor penalty. Subsequent goals apply toward the major penalty as noted above.

- **Dead Ball**

The clock is stopped for a **penalty, time out, or a goal**. The clock restarts at the referee's whistle. (Stop time play)

- **Misconduct Penalties**

These require the removal of the player for **10 minutes** and are never displayed on the main score clock. Ten-minute misconducts do not begin until after the expiry of any additional penalties. Any additional **non-coincident** penalties must be served by another player.

- **Game Misconduct**

**Game Misconduct** penalties require the removal of a player/goalkeeper for the remainder of the game and are never displayed on the penalty time clock. Any other penalties incurred by the player must be served by another player.

- **Multiple Penalties**

These situations arise when **multiple penalties** are assessed at the same time. These can become quite complex, but a few simple rules help:

- A team is always entitled to have at least **3 players plus a goalie** on the floor at all times.
- A team may not have more than **two penalties** running on the clock at the same time. Additional penalties must wait for one of the first two to expire before they can begin (most clocks can "stack" penalties and will automatically start new ones as others expire).

During multiple penalty situations, players may return to the floor only during a **dead ball**, or when enough penalties have expired to allow more than three players on the floor. If a team already has **5 players** on the floor (excluding the goalie), additional players must remain in the penalty box until the first **dead ball** after their penalty expires.

- **Offensive Timekeeper - 30 Second Shot Clock (Rule 26)**

The shot/possession clock operator must have a separate **timing device and horn** to signal the referees when a violation of the **30-second rule** occurs. The referee will indicate when a shot has been taken by verbally shouting and making a shot signal with their whistle hand (arm extended straight up, revolving the hand).

Operating the shot clock requires a **high level of concentration**. Mistakes happen — simply stay focused and watch carefully for the next shot or possession change.

- **Resets**

Following a shot on net (the ball striking the goal post or the goalie while the goalie is in the crease), the **shot clock is reset**. It is reset again when a team regains possession. For example, after a shot on goal and a reset, the ball could roll the entire length of the floor. The 30-second clock does not reset until the ball is picked up. Similarly, following a faceoff, the shot clock does not begin until a team has **clear possession** of the ball.

The shot clock always restarts at **30** after a **shot, possession change, or referee's whistle** to restart play, **except** after time outs or when a ball is lodged in a stick. In those cases, play restarts without a new 30 seconds of possession.

- **Possession**

**Possession** is defined as when a team obtains **clear control** of the ball. This possession continues until the ball becomes loose and the opposing team gains control. A player must have **control of the ball in their stick** to be deemed in possession — merely batting or kicking the ball is not considered possession. When time runs out, the horn will sound, and the referee will stop play and award possession to the opposing team.

- **Official Scorer (Rule 24)**

The **scorekeeper** must ensure that all **penalties, goals, time outs, and game information** (rosters, start and end time, date, game number) are entered in game sheet appropriately. All penalty abbreviations are available on CALL webpage and in Managers Binder.

- **Official Timekeeper (Rule 25)**

The **timekeeper** shall control the **playing time** and all **penalty times**, displaying them on the clock. They assist the scorekeeper with start and end times for penalties, as well as when goals are scored. The timekeeper must also inform players when penalties are about to expire and when they may leave the penalty box.