



ILOA Officials – General Observations

These are observations that Joe and I had across crews during the BIT.

Lead official:

- Officials consistently had difficulty moving off GLE to watch contested end line plays and were caught repeatedly inside the play because they did not recognize that the players were coming toward them.
- **Adjustment:** Focus on how important it is to get the angle on end line plays. Even a few steps off GLE can mean a huge difference in how the call or no call is perceived by everyone at the game. Remember “footsteps,” if a player is running towards you then back up to keep the play in front.

Trail Official:

- Either too deep into the box during settled play or walking from the midline to the top of the box. Being so deep means you cannot cover goal in a quick transition. Walking sends the message that the official is either tired or disinterested.
- **Adjustment:** A brisk jog from the midline and then rest for a beat once in position looks sharper. If the official sees the ball on the ground start backing up a few steps in case there is a quick transition to cut down on the amount of space needed to run to the far goal.
- Not watching the shooter. This was prevalent across many crews. Four eyes do not need to be watching the ball on a shot. Lead official has the goal, crease, and end line. Trail has the shooter.
- **Adjustment:** Repeat “shooter, shooter, shooter” to yourself while a player is taking the shot. Then stay with that player until you judge he is safe and not likely to be hit late, and only then take the wide view of the rest of the field.

Scorecards:

- Across all crews no one had an incorrectly filled out scorecard. The score was recorded properly before each faceoff, the book was checked at each quarter, and the timeouts and players who had their equipment checked had their numbers recorded as well. The issue is that nearly every official observed immediately pulled out the scorecard during dead ball time at the expense of watching the players still coming off the field and crossing over into the huddles.
- **Adjustment:**
 - Do not pull out scorecard on faceoffs until in position at midline or wing line. Walking while writing looks lazy, and if you jog to position you’ll have plenty of time to write while the teams substitute.
 - Do not pull out scorecard until the teams have reached their huddles on timeouts and quarter breaks. **Rationale:** Something could happen and if you don’t have eyes on there is no way to accurately judge what happened.
 - The bench side official should quickly jog to the sub box.



- **Rationale:** Show your stripes and cut down on potential issues by being near where players crossover. Seeing the black-and-white will usually keep players from trying something they think they could get away with otherwise.

Play-on Technique:

- Very long play-ons during the faceoff and around the crease
 - Adjustment: “play-whistle” if there is no chance for the offended team to get the ball on a quick break. Faceoff play-ons should be short so there is little chance for a wing player to hit a faceoff player illegally during the play-on and then the crew needs to sort out simultaneous fouls.
 - Adjustment: “play-whistle” around the crease especially if the violation is on the offense because if the offense scores while a play-on is on for their violation then the crew has to wipe off the goal, explain the situation, and reset the field. Much easier to blow the play dead, signal and say the violation, and get play restarted properly.

Stick checks:

- No more halftime stick checks
 - **Rationale:** Halftime is your time to take a breather and the team’s time to get settled. If you have not gotten the required stick checks by the half then don’t get sticks then. Grab them at the next timeout or the quarter break between the 3rd and 4th.
 - If you still don’t get all the stick checks by the end of the game don’t fret.
- No more checking the stick multiple times
 - Several officials checked the stick more than once. The rationale Joe and I heard was that “it was close, so we checked it again and then it stuck so it’s illegal.”
 - Check the aspects of the stick only one time. If you cannot tell if something is illegal then rule that it is **legal**.
 - **Rationale:** Stick violations are huge penalties that carry with them potential for momentum swings. If it is bad, then the penalty is warranted. If the ball kind of holds up and then falls out, rule it legal, give it back to the player and get to playing lacrosse.
- Let the Referee flag the illegal stick
 - The referee should be the only official flagging and reporting an illegal stick.
 - **Rationale:** One crew, one voice. Also, if a coach has a question on why the stick is illegal then he gets the answer from the crew chief. This also goes to good crew communication as it is not good to throw a flag during an extended dead ball and the Referee doesn’t have a clue what happened.