

Refresher Quiz #8
May 9-15

Introduction: Tournament eligibility will be determined this week. The cut off date is the 18th but those teams on the bubble must win now or fail to qualify. And that leads to peculiar game strategies. In particular, look for fringe teams to resort to stalling.

RULES REVIEW

Offensive Stalling

1. When discussing offensive stalling, does the onus for stalling reside on team with the ball or the squad on defense?
2. When should the officials warn a team to “keep the ball in” the zone?
3. Team A brings ball into attack area. However, after getting ball into attack area, it is obvious to the officials that Team A is keeping the ball from play by standing in the corners of the attack area.
4. A1 is put out of the game on a slashing penalty. May Team A be guilty of stalling during the time that he is in the penalty box?
5. Early in the game Team A has fewer goals than Team B and is using a deliberate ball-control offense as its offensive strategy. May Team A be called for offensive stalling?
6. Team A is one man. They are ahead and have the ball in the offensive zone. Can they be warned to “keep it in”?
7. Team A, which is ahead, throws ball into its attack area during the last two minutes of regulation and before either team has possession in the attack area, the offensive team kicks the ball out of the attack area or the ball rolls out with no one touching it while it was in the attack area. Is this stalling?
8. Team A brings ball into its attack area (without warning), and Team B is aggressively playing the ball. Can Team A be warned to “keep it in”?
9. Team A has been warned to “keep it in.” Attackman A1 has possession of the ball and is played by B1. As A1 is forced close to the attack area line, the ball becomes

loose and bounces outside of the attack area. May Team A legally regain possession of the ball?

10. Team A has been warned to “keep it in.” After recovering a shot or pass deflected by the defense outside the attack area, does Team A have a full 10 seconds before it must bring the ball back into the attack area?

Defensive Stalling

11. When clearing the ball, who has the “initial responsibility” to avoid stalling?

12. Team B has possession of the ball between its defensive area line and the center line. Are defensive-stalling rules automatically in effect during the last two minutes of regulation time?

13. Team B, while clearing the ball, loses possession to Team A and then regains possession. Is the original warning still in effect?

14. A stalling warning is issued to Team A with the ball in the attack area, A1 throws an inadvertent pass out of the goal area. B1, in attempting to pick up the ball, hits it out of bounds.

15. A1 is put out of the game on a slashing penalty. May Team A be guilty of stalling during the time that he is in the penalty box?

16. Clearing-team player, positioned between the defensive area line and the center line, and after receiving a warning, moves the ball to within five yards of riding-team player, and both players decide to just stand there.

17. B1 catches the clearing pass while straddling the defensive-area line. Can B1 turn back into the zone?

The Final Two Minutes of Play (Review from earlier in the year.)

18. Review the three (3) situations where a team can lose the ball.

19. When can the offensive team lose the ball outside the attack-goal area and retain possession?

The Sudden Victory Overtime (Review from earlier in the year.)

In the event of a tie at the end of the regulation game, play shall be continued, after a two-minute intermission, with sudden-victory overtime.

20. Should there be a flip of the coin?

21. Does this affect the alternate possession?

22. How long are the periods?

23. How many time outs is each team allowed? Do these accrue over additional time out periods?

24. Should the ball be faced off at the start of any additional overtime periods?

25. May the losing coach request a stick check after the winning goal has been scored?

26. The coach asks for a conference but he is out of time outs.

The Ten Goal Rule (Review from earlier in the year.)

27. When does the ten goal rule go into effect?

28. After four minutes have elapsed in the third period, Team B scores a goal to go ahead by 10 goals. The referee evokes the point differential rule.

29. With three minutes remaining in the second period Team A scores a goal, which causes a 10-point differential. The referee invokes the running clock procedure.

MECHANICS REVIEW

Offensive Stalling:

A. How do you signal the team to “keep it in”?

B. If you are warning a team to “keep it in” at a time, other than the final two minutes, what is the preferred mechanic?

C. Team A brings the ball into its attack area and during play A4 passes the ball out of goal area. You are not sure if there was a deflection. What’s the mechanic?

D. Team A is given the warning to “keep it in” the attack area. After doing so, A2 with ball runs, passes, is checked or is forced out of goal area. It appears that Team B has an opportunity to pick the ball up in a transitional play.

Defensive Stalling:

E. What is the proper mechanic for a defensive stalling situation?

F. If both teams close to within five yards and neither moves, what is the proper mechanic?

Facing Off (Review from earlier in the year.)

G. Play shall be started at the beginning of each period and after each goal by facing the ball at the center of the field. Outline the basic guidelines for this mechanic:

- a) The position of the crosse.
- b) The player’s hands.
- c) The face off man’s feet.
- d) The handle of the crosse.
- e) The player’s body.

H. What’s the proper mechanic for the face off?

I. Who should take the count for on a face off?

J. A1 and B1 are facing off. Before possession is called, A1 is pushed. He is standing in his defensive zone. What is the proper mechanic?

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Introduction: Tournament eligibility will be determined this week. The cut off date is the 18th but those teams on the bubble must win now or fail to qualify. And that leads to peculiar game strategies. In particular, look for fringe teams to resort to stalling.

RULES REVIEW

Offensive Stalling

1. When discussing offensive stalling, does the onus for stalling reside on team with the ball or the squad on defense?

RULING: Offense

2. When should the officials warn a team to “keep the ball in” the zone?

RULING: Stalling shall be warned to “keep it in” when:

- a) it is obvious that a team is keeping the ball from play.
- b) During the last two minutes of regulation play, when offensive stalling rules are in effect for the team that is ahead. When the score is tied, neither team is forced to keep the ball in the goal area.

3. Team A brings ball into attack area. However, after getting ball into attack area, it is obvious to the officials that Team A is keeping the ball from play by standing in the corners of the attack area. **RULING:** Team A is warned to “keep it in.”

4. A1 is put out of the game on a slashing penalty. May Team A be guilty of stalling during the time that he is in the penalty box?

RULING: Team A may not be guilty of stalling during A1's penalty time. After A1's time has expired, the team may be guilty of stalling.

5. Early in the game Team A has fewer goals than Team B and is using a deliberate ball-control offense as its offensive strategy. May Team A be called for offensive stalling? RULING: Yes.

6. Team A is one man. They are ahead and have the ball in the offensive zone. Can they be warned to "keep it in"?

RULING: Yes. In last two minutes of the game, two-minute rule is still in effect, even if team is man-down.

7. Team A, which is ahead, throws ball into its attack area during the last two minutes of regulation and before either team has possession in the attack area, the offensive team kicks the ball out of the attack area or the ball rolls out with no one touching it while it was in the attack area. Is this stalling? RULING: Yes.

8. Team A brings ball into its attack area (without warning), and Team B is aggressively playing the ball. Can Team A be warned to "keep it in"?

RULING: Yes. If it is obvious to the officials that Team A is not attempting to attack the goal or execute a scoring play.

9. Team A has been warned to "keep it in." Attackman A1 has possession of the ball and is played by B1. As A1 is forced close to the attack area line, the ball becomes loose and bounces outside of the attack area. May Team A legally regain possession of the ball? RULING: No.

10. Team A has been warned to "keep it in." After recovering a shot or pass deflected by the defense outside the attack area, does Team A have a full 10 seconds before it must bring the ball back into the attack area?

RULING: Yes.

Defensive Stalling

11. When clearing the ball, who has the "initial responsibility" to avoid stalling?

RULING: It shall be the initial responsibility of the clearing team to clear the ball.

12. Team B has possession of the ball between its defensive area line and the center line. Are defensive-stalling rules automatically in effect during the last two minutes of regulation time?

RULING: No.

13. Team B, while clearing the ball, loses possession to Team A and then regains possession. Is the original warning still in effect?

RULING: No. During a clearing situation, losing the ball to the riding team and regaining possession creates a new clearing situation.

14. A stalling warning is issued to Team A with the ball in the attack area, A1 throws an inadvertent pass out of the goal area. B1, in attempting to pick up the ball, hits it out of bounds.

RULING: Ball awarded to Team B.

15. A1 is put out of the game on a slashing penalty. May Team A be guilty of stalling during the time that he is in the penalty box?

RULING: No. See question #4.

16. Clearing-team player, positioned between the defensive area line and the center line, and after receiving a warning, moves the ball to within five yards of riding-team player, and both players decide to just stand there.

RULING: Stalemate, play continues.

17. B1 catches the clearing pass while straddling the defensive-area line. Can B1 turn back into the zone?

RULING: Yes, but the 10-second count continues. If he receives the ball from outside the zone and it is the initial pass back into the zone, the 10-second count begins.

The Final Two Minutes of Play (Review from earlier in the year.)

18. Review the situations where a team can lose the ball.

RULING: The team will lose the ball if they:

- a) Run out of the box with the attack-goal area.
- b) Make a pass, either complete or incomplete, where the ball leaves the box
- c) The player is legally checked out of the area with possession of the ball.

19. When can the offensive team lose the ball outside the attack-goal area and retain possession?

RULING: The offensive team will retain possession of the ball if:

- a) they shoot the ball and it leaves the attack-goal area as a result.
- b) Their pass is deflected by the defensive team.
- c) A loose ball results and the ball is directed out of the box by the defensive team.

The Sudden Victory Overtime (Review from earlier in the year.)

In the event of a tie at the end of the regulation game, play shall be continued, after a two-minute intermission, with sudden-victory overtime.

20. Should there be a flip of the coin?

RULING: Yes, to determine the choice of goal.

21. Does this affect the alternate possession?

RULING: No. The alternate possession is determined at the beginning of the game. It does not change. (Basketball referees, please note this.)

22. How long are the periods?

RULING: Four minutes.

23. How many time outs is each team allowed? Do these accrue over additional time out periods?

RULING: One. No, they have one time out. ("Use it or lose it.")

24. Should the ball be faced off at the start of any additional overtime periods?

RULING: Yes.

25. May the losing coach request a stick check after the winning goals has been scored?

RULING: No. The game ends upon the scoring of the first goal.

26. The coach asks for a conference but he is out of time outs.

RULING: He may request a time out. If he is correct, no penalty is assessed. Should he be incorrect, his team will be assessed a technical foul as outlined in Rule 6.

The Ten Goal Rule (Review from earlier in the year.)

27. When does the ten goal rule go into effect?

RULING: After the first half, any time the score differential reaches 10 goals or more, the clock will only be stopped for a team time-out; official's time-out or an injury time-out. Should the score differential be reduced to less than 10 goals, then normal play will resume. All penalties that occur during a score differential situation

will be running time.

28. After four minutes have elapsed in the third period, Team B scores a goal to go ahead by 10 goals. The referee evokes the point differential rule.

RULING: Correct. The clock will only be stopped for a team time-out, an official's time-out or an injury time-out. Should the score fall below the 10-goal difference, normal time would again take place.

29. With three minutes remaining in the second period Team A scores a goal, which causes a 10-point differential. The referee invokes the running clock procedure.

RULING: Incorrect. The running clock does apply until the second half. Should the 10-point differential be present at the start of the second half, then the running clock procedure would be in effect at the start.

MECHANICS REVIEW

Offensive Stalling:

A. How do you signal the team to "keep it in"?

MECHANIC: Raise one arm and point with the other into the box. Verbalize the call.

B. If you are warning a team to "keep it in" at a time, other than the final two minutes, what is the preferred mechanic?

MECHANIC: Try to wait until the team has the ball at a point behind the goal and away from the line.

C. Team A brings the ball into its attack area and during play A4 passes the ball out of goal area. You are not sure if there was a deflection. What's the mechanic?

MECHANIC: Try to review this prior to the last two minute situation. If there is a deflection, the referee who sees it should signal above his head that there was a tipped ball. Flick one hand across the other, both hands above your head.

D. Team A is given the warning to "keep it in" the attack area. After doing so, A2 with ball runs, passes, is checked or is forced out of goal area. It appears that Team B has an opportunity to pick the ball up in a transitional play.

MECHANIC: If there is a loose ball and Team B has a chance to create a fast break, allow play to continue. If there is no advantage, stop the game and award

possession to Team B at spot of infraction.

NOTE* Allow Team B to have one shot at the ball. If they do not get it up clean, kill the play. If they swipe at the ball and it goes out of bounds, kill the play and award them the ball. Do not penalize Team B for an aggressive play. Unless B1 clearly picks the ball up, stop and sets himself, and then throws the ball out of bounds, kill the play and award his team the ball.

Defensive Stalling:

E. What is the proper mechanic for a defensive stalling situation?

MECHANIC: In stalling situations in the portion of the field between the defensive-area line and the center line, the official nearest the player in possession of the ball (Trail referee) will give that player an audible and a visual five-second count. If at the end of the count the team still has not attempted to clear the ball or move the ball to within 5 yards of the opposing team, that team shall be warned to "clear the ball."

F. If both teams close to within five yards and neither moves, what is the proper mechanic?

MECHANIC: You have a stalemate. Simply position yourself near the ball carrier and wait for him to back up. If he does, it is stalling and he loses the ball. Remember that the rule book states that "It shall be the initial responsibility of the clearing team to clear the ball. In stalling situations in the portion of the field between the defensive-area line and the center line."

Facing Off (Review from earlier in the year.)

G. Play shall be started at the beginning of each period and after each goal by facing the ball at the center of the field. Outline the basic guidelines for this mechanic:

- a) The position of the crosse.
- b) The player's hands.
- c) The face off man's feet.
- d) The handle of the crosse.
- e) The player's body.

MECHANIC: Once the players facing have assumed their positions, the official shall say "set." Once this signal is given, both players shall remain motionless until the official sounds the whistle to start play. The official will sound the whistle promptly after readying the ball for play and stating the word "set." At the sound of the whistle, each player may attempt to direct the course of the ball by the movement of his crosse in any manner he desires. It is illegal to kick or step on the opponent's crosse. (Note* It is suggested that you wear a "Smitty" on your jersey, and use it for

the face off. You won't lose your finger whistle as often, you will have a more fluid face off mechanic, and the extra whistle means that you will have a back up should your game whistle break during play.)

H. What's the proper mechanic for the face off?

MECHANIC: Get the ball into play quickly. The longer they are down there, the worse it will be. Note* You can protect yourself from injury by keeping your hands close to your chest. Watch the players and rotate away from their move. However, there are wing middies coming in toward you. Should a player bump into you, simply drop and roll.

I. Who should take the count for on a face off?

MECHANIC: Simplify the mechanic. My suggestion is that you have the off official to take this count. It allows the crew to better focus their attention on the face off and possible transition than to worry about "bookkeeping" and hesitation.

J. A1 and B1 are facing off. Before possession is called, A1 is pushed. He is standing in his defensive zone. What is the proper mechanic?

MECHANIC: Move the ball to the offensive half of the field and start the 10 second count on the whistle. The attackmen and defensive players should remain in their respective areas until, the whistle sounds.