

## Game Checklist

### Youth Lacrosse Scorer's/Timer's Table Responsibilities

Coaches will hand the team roster to each other. The home team is responsible for providing a table, chair, flip chart, clock and corner flags or cones. Flags mark the field corners and cones mark the substitution area.

#### Scorer

- Keep a record of all goals.
- Continuously display an accurate score using a Volleyball flip chart.
- Record all cards. For a yellow card, include the time on the game clock when the card was issued. Players receiving a yellow card must sit out 3 minutes elapsed playing time. These 3 minutes can be timed on a separate stop watch.
- Notify the umpire immediately when a second card has been given to the same player.
- Notify the umpire when a 4 goal differential exists.
- Make sure the substitution area is marked in front of the scorer's table.
- Notify the umpire after the 2<sup>nd</sup> card (any combination) has been issued. The carded team will play short for 3 minutes.

#### Cards:

- When a player receives 2 yellow cards, the player is suspended from that game. The team will play short for the 3 minutes and after the 3 minutes has expired-another player may replace the carded player.
- When a player receives a RED card for a flagrant misconduct, the carded player is removed from the game and is also NOT permitted to play in the next game. The name of the player is reported to the ED for CGLA: Kate Dresher- [Kdresher@msn.com](mailto:Kdresher@msn.com). The team will play short for 3 minutes and when the time has expired can replace the red carded player with a new player.

#### Timer:

- During the last 2 minutes of each half, stop and start the clock on every whistle (inside the 2 minutes). This rule is for grades 6-8<sup>th</sup>. Keep the clock running for grades 3-5<sup>th</sup> during the last 2 minutes.
- Notify the umpire when there are 2 minutes remaining in each half.
- Indicate to the nearest umpire when there are 30 seconds remaining. **COUNT OUT LOUD** the last 10 seconds of each half, **INCLUDING ZERO**.
- Stop the clock for any other reason, only upon the time-out signal and whistle from the umpire. (injury, card.etc)
- Time the 3-minute penalty for a yellow card, and then indicate to the scorer and coach when the player may return to the game.
- Each team is permitted to have **TWO** time outs per game. Mark this on the score sheet or scorebook to keep track. Time outs are 2 minutes in duration and can be taken on a dead ball if the timeout team has possession of the ball or after a goal.

#### WEATHER related cancellation policy:

- **Check the weather the night before the game. If the weather looks questionable, call the opposing coach and make a plan. Please keep a copy of the coach's directory in your car or backpack.**

- HOME field team must check the field and make the decision to play or cancel. Calls or emails are then made to the opposing coach and then the officials.
- Cancel the game at least 3 hours to start time or the night before.
- If the official shows up for the game and was not called, he/she will be paid for their time.
- To re-schedule the game speak to your admin, call the other coach and decide on the date and time, please stay away from weekdays until the first week of May. Sundays are great make up days. Contact Rich Morgan at [Morgoons@yahoo.com](mailto:Morgoons@yahoo.com) to put the rescheduled game on demosphere. Contact Frank Bailey at [Bailey5280@msn.com](mailto:Bailey5280@msn.com) to make sure there are umpires available.