

Burlington Minor Lacrosse



Timekeeping

House League & Rep Games

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HOUSE LEAGUE

General Info

- Early in the season, check with the coaches about playing times (i.e. periods and shifts). If the coaches do not tell you otherwise, follow the following table. It is better to make sure everyone understands the structure ahead of time.
- Shorten Period 3, if time is running late. Games should end by 5 minutes before the hour
- For games with timed shifts (U7 & U9), make sure period length is an even number.

HOUSE LEAGUE – Playing Time

Division	Game Length	Shifts
Girls House League	Follow guidance from Coach(es)	Follow guidance from Coach(es)
U7 (Peanut/Paperweight)	5 minute warm up 2 Minute Intermissions Three periods - 14, 14, 14 -min	2 minute intervals
U9 (Tyke)	5 minute warm up 2 Minute Intermissions Three periods - 14, 14, 14 -min	2 minute intervals
U11 (Novice)	5 Minute Warm up 2 Minute Intermissions Three periods - 15, 15, 12 -min	On the fly
U13 (Pewee)	5 Minute Warm up 2 Minute Intermissions Three periods - 15, 15, 12 -min	On the fly
U15 (Bantam)	5 Minute Warm up 2 Minute Intermissions Three periods - 15, 15, 12 -min	On the fly

REP GAMES

General Info

- Bring a pad of paper and a pen. Just in case things get hectic, you can write down the info and fill in the iPad later.
 - ALWAYS update the scoreboard first, then figure out the iPad. Refs and coaches rely on the scoreboard for penalty info.
 - Don't be shy about asking the refs for clarification or guidance
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- **Ref Payments** – If a ref asks about payment, tell them I will email them later that night. Feel free to give them my contact info – treasurer@burlingtonlacrosse.com – 289.400.3803.

REP GAMES – Playing Time

Division	Game Length	Stop-Time
U7 (Peanut/Paperweight)	60 minutes from <u>scheduled start</u>	3 minute intervals
U9 (Tyke)	Three 15 minute periods	Last 2 minutes
U11 (Novice)	Three 15 minute periods	Last 2 minutes
U13 (Peewee)	Three 15 minute periods	Last 5 minutes
U15 (Bantam)	Three 15 minute periods	Last 5 minutes
U17 (Midget)	Three 15 minute periods	Last 10 minutes
U22 (Intermediate)	Three 15 minute periods*	Last 10 minutes
Each game has a 3-minute intermission between periods, and a three-minute warm-up before play.		
Stop-time must be in effect unless otherwise agreed to by both teams		
In round-robin Zone playoffs, regulation game times must remain in effect (as above)		
In Zone Championship games, regulation game times remain in effect, with the addition of 10-minute stop-time, overtime periods, where the winner is declared by 'sudden victory'. (<u>teams do not switch ends for overtime</u>)		

iPad Operation

- **Game Sheet Training Videos**

- <https://help.gamesheet.app/article/29-training-videos#scoring>

- **Prior to game**

- Review warnings and have them addressed by the refs or the coaches
- Enter you name and phone number. We may need to contact you to clarify details on the scoresheet (very very rare)

- **During Game**

- Set Period (top middle) at the beginning of each period
- Home team (Blaze) on left visitors on right

iPad Operation continued

- **During Game Continued**

- Goals

- Press “Add Goal”
 - Enter each digit of the time of the goal. There is a column for each number
 - Select players from drop down. Press anywhere else to get out of pop up

- Penalties

- Press “Add Penalty”. Follow the prompts similar to Goal.
 - Start Time will be the time the play is “blown in”. Also add time on floor once player is allowed back on the floor (after goal(s), or full time served)

- **After Game**

- Have refs review and close/lock the game.
 - Return the iPad to the Blaze team rep (they usually come get it)
 - Remind team rep to upload at their earliest opportunity
 - **Pro Tip:** Log into City of Burlington Wi-Fi when you have down time. Upload the game before handing the iPad to the team rep. Wi-Fi can be poor, so don't worry if you cannot log in.

iPad Operation continued

Helpful Tips:

- **Deleting Entry:**
 - To delete a mistake, swipe left on the item you want to delete
- **Wi-Fi:**
 - Log into City of Burlington Wi-Fi when you have down time. Upload the game before handing the iPad to the team rep. Wi-Fi can be poor, so don't worry if you cannot log-in

SHOT CLOCK OPERATION

- **Red Button** – Start/Stop
 - Power button – Press and hold for 1 second
 - Start stop of count down. Stop used for time outs or other stoppages that are not a reset
- **Grey Button** – Reset
 - Sets time to 30 seconds and immediately starts counting down
- **Watch the refs** - Do not reset without the refs indicating a reset (yelling “reset” and/or waving arm in the air).
 - If the shot clock buzzer goes off, the clocks take about Shot clocks take about 2-3 seconds to reset. Once you see the “30” again, they are ready to go

SHOT ON NET
Whistle hand
extended straight
up, rotate index
finger and bring
arm down.



SCOREBOARD OPERATION – Appleby & Central

- Every entry is confirmed by pressing the hashtag/pound sign (“#”)
 - **Pre-Game**
 - Prior to your first game, set INT to 5 seconds and let the time run out. If clock is in INT mode, the penalties will not countdown, when entered.
 - **Period Time**
 - Press “**TIME**” followed by minutes and seconds (e.g. “1500”) followed by **Hashtag** (“#”)
 - **Period**
 - Press “**PERIOD**” then **1 or 2 or 3 or 4 (OT)**; then #

Scoreboard Operation continued

- **Penalty – Two Steps**

- Press **VP** or **HP** then **1 thru 5** (for which spot on the scoreboard) then **#**
- Next, press **Minutes and seconds** (e.g.. 200) then **#**
 - **NOTE:** After entering the penalty duration time, do not press the “#” until the ref blows in the play. Since the clock is typically “Run time”, pressing “#” will start counting down the penalty
- **Example – VP – 1 - # - 200 - #** (this enters a 2 min penalty into the Visitors first spot on the scoreboard)

- **Score**

- Press “**VS**” or “**HS**” then the **new total score** then **#**

- **Intermission**

- Press “**INT**” then **300** (or shorter if directed by the refs) then **#** then “**STOP/GO**”
- Let the INT clock run out, otherwise, the scoreboard will think you are still in Intermission and not count down any existing or new penalties

Referee Calls

BOARDING

Pounding the closed fist of one hand, into the open palm of the other hand.



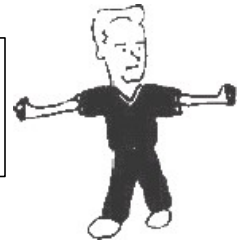
CROSS CHECKING

One forward motion with both fists clenched and extending from the chest



DELAY OF GAME

Both arms extended out to the side with fists closed



BUTT END

A cross motion of the forearms, one moving under the other



CHARGING

Rotating clenched fists around one another, in front of chest



ELBOWING

Tapping either elbow with the opposite hand



Referee Calls continued



HIGH STICKING

Holding both fists clenched one above the other, at the height of the forehead.



HOOKING

One tugging motion with both arms, as if pulling something towards the stomach.



KNEEING

Tapping one knee while keeping head up.



HOLDING

Clasp either wrist with the other hand, well in front of chest.



INTERFERENCE

Cross arms, in front of chest, with hands open.



MATCH PENALTY

Tap on top of head.

Referee Calls continued

MISCONDUCT

Placing of both hands on hips.



SLASHING

One chopping motion with the edge of one hand, across the opposite forearm.



TRIPPING

Both feet on the floor, right leg forward and look straight ahead while striking knee



ROUGHING or UNNECESSARY ROUGHNESS

Extending one arm out to the side with a closed fist.



SPEARING

A pushing motion with both arms, as if pushing the stick from the stomach.



UNSPORTSMANLIKE CONDUCT

One hand on top of the other, to form a 'T', to the side of your body.

