



Student Notes

OFFICIALS EDUCATION



USA LACROSSE

RULE 6: TECHNICAL FOULS

MEN'S OFFICIALS DEVELOPMENT | 2025 SEASON

RULE 6- TECHNICAL FOULS
T.P.O.A.D.

THE
PRINCIPLE
QF
ADVANTAGE
DISADVANTAGE

In most situations, your judgement, the level of play and game situation will determine how you call technical fouls. Some fouls, you **MUST** call. These are "fine calls" such as offside and crease violations.




RULE 6- TECHNICAL FOULS
MOTION vs. CONTACT vs. GAME MANAGEMENT

Motion

- Offsides
- Crease Violations
- Illegal Procedures
- Illegal Screens/ Warding Off

Illegal Contact

- Holding
- Interference
- Pushing

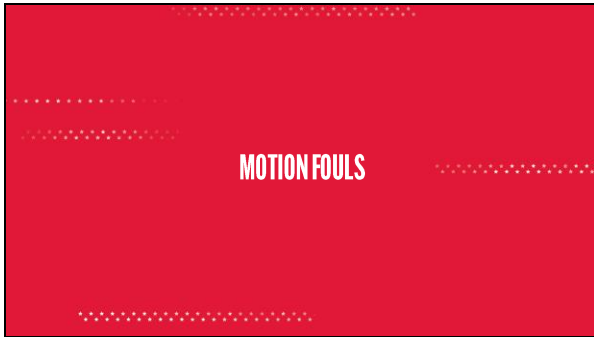
Game Management

- Conduct Fouls
- Stalling






Student Notes




OFFSIDE
LINE CALL

Offside

- Not always an advantage
- MUST be called due to a line violation
- Must be 7 in the offensive half


How to Count Offside

- 2-man Mechanics
- Trail has responsibility
- Look for "toe-touch" in transition and then count forward to 7
- Settled - count BOTH teams after crossing midfield



USA

OFFSIDE
VIDEO EXAMPLE - OFFENSE



USA



Student Notes

OFFSIDE

VIDEO EXAMPLE - DEFENSE



Class Discussion Questions

7

CREASE VIOLATIONS

LINE CALL

Crease Violations

- Not always an advantage
- MUST be called due to a line violation
- Can use Play-On if no goal is scored



Class Discussion Questions

8

ILLEGAL PROCEDURE

THE CATCH-ALL CALL

It's a Category, Not a Call!

- Always explain what actually happened
- Get play started and offer additional explanation if needed
- Delay of Game
 - You will be tested for tolerance level
 - Keep the game going
 - Call it early if you have issues to set tone
- Mouthpiece
 - Discuss as a crew and be consistent
 - Game Management





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ILLEGAL SCREENS

MOVING OR NOT?

- Usually called "moving pick"
- No more than shoulder-width
- Hands/arms/stick inside body frame
- Common Issues
 - Leaning
 - Not being set BEFORE contact
 - Wide stance



Class Discussion Questions

ILLEGAL SCREEN

VIDEO EXAMPLE



Class Discussion Questions

ILLEGAL CONTACT



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HOLDING

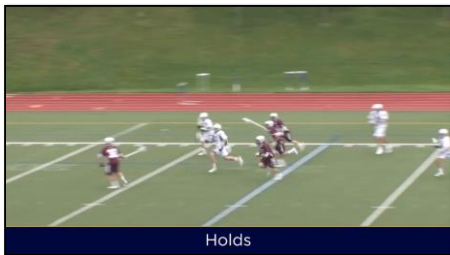
POSSESSION vs. NO POSSESSION

- Possession
 - Simple advantage/disadvantage
 - Sometimes a "no-call" is OK to keep the FLOW going
- Loose Ball
 - Get the ball off the ground
 - Control Call
- Level of Play Matters
 - Can the player being held play through with no advantage lost
- Context Matters
 - A1's body/stick contacting B1's body/stick
 - Contact and Pressure



HOLDING

VIDEO EXAMPLE



PUSHING

POSSESSION vs. NO POSSESSION

- Possession
 - Simple advantage/disadvantage
 - Sometimes a "no-call" is OK to keep the FLOW going
- Loose Ball
 - Get the ball off the ground
 - Control Call
- Level of Play Matters
 - Can the player being held play through with no advantage lost
- Context Matters
 - Front or side is LEGAL
 - Within 5y on a loose ball is LEGAL





Student Notes

PUSHING

VIDEO EXAMPLE



INTERFERENCE

NON-GOALKEEPER

- Catch-all Rule
 - Can't Interfere w/Free Movement
 - Usually Occurs Off-Ball
 - Off-Ball = More than 5-yards
- Loose Ball = Possession
 - More than 5y away bodycheck/push
- Offense = Turnover
 - Off-Ball Screens
- Defense = Flag Down
 - Off-Ball Pushes
 - Off-Ball Stick-Checks
 - Off-Ball Pushes into Crease



INTERFERENCE

VIDEO EXAMPLE





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INTERFERENCE VIDEO EXAMPLE



GAME MANAGEMENT FOULS

CONDUCT FOUL CONTROL CALL

- Use to get coaches and players under control
- Can be called on coach, player or any non-playing personnel
- CANNOT be called on fans!
- Generally used as a first-level before going to Unsportsmanlike Conduct
- Be consistent with both teams





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STALLING

DISCUSS IN PREGAME

- Required to Call
 - NFHS – Last 2m of Game
 - 4 goals or less
- Subjective Call
 - When team in possession is NOT attacking goal
- Consider the following:
 - Score differential
 - Zone vs. Man-to-Man



KAHOOT!

GAME-STYLE LEARNING

Kahoot! is a digital learning platform that uses quiz-style games to help students learn by making the information engaging in a fun way.

As one of the biggest names in quiz-based learning, it's impressive that Kahoot! still offers a free-to-use platform, which makes it highly accessible for teachers and students alike. It's also a helpful tool for a hybrid class that uses both digital and classroom-based learning.

The cloud-based service will work on most devices via a web browser. That means this is accessible for students in class or at home using laptops, tablets and smartphones.



KAHOOT INSTRUCTIONS

PLAYERS

- On your smartphone, tablet or laptop, go to www.kahoot.it
- Wait for the instructor to give you the **Game Pin**
- Enter your first name and last initial **ONLY**

INSTRUCTORS

- A Kahoot! account can keep track of results, otherwise, you can play without an account
- <https://create.kahoot.it/auth/login>
- Create a free BASIC account (up to 50 users) or paid PRO account (up to 100 users)
- Click on the link below
- Game will open in an internet browser window





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