



UNIT LENGTH: 60M

MATERIALS NEEDED

- Acquire and test A/V equipment
- “Rule 1–3” PowerPoint presentation
- Whiteboard
- Markers
- Lacrosse Ball
- Tape measure(s)
- Long and short crosses
- Whistle(s)
- Timer
- Scorecard



WHAT ARE SIMULTANEOUS FOULS?

THE MOST CONFUSING RULE

- What the rulebook says
 - Rule 7-6. Art.1... Simultaneous fouls are fouls called on **players of opposing teams** during:
 - a. a live ball; or
 - b. a dead ball when sequence cannot be determined (We apply this when we don't know order)
- Most live-ball simultaneous fouls do not actually occur at the exact same time but occur between two whistles
- SIMULTANEOUS = CONCURRENT



WHAT ARE SIMULTANEOUS FOULS?

- When you read this rule, you can see how difficult this rule can be to enforce correctly
- The next steps you will learn will help you better understand these fouls and how to manage them.



DEFINITIONS

UNDERSTAND THE DIFFERENT TERMS

Simultaneous Fouls

- Fouls called on players of opposing teams

Live Ball Fouls

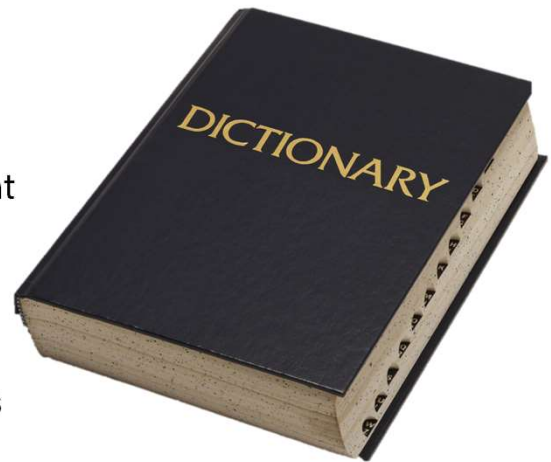
- Fouls that occur between two whistles
- Do not have to occur at the same exact moment

Dead Ball Fouls

- Occur when clock is stopped, or after action requiring a whistle to stop play

Multiple Fouls

- Called on the same player or on several players on the same team



Class Discussion Questions



DEFINITIONS

- Simultaneous Fouls
- Live Ball Fouls
- Dead Ball Fouls
- Multiple Fouls

Class Discussion:

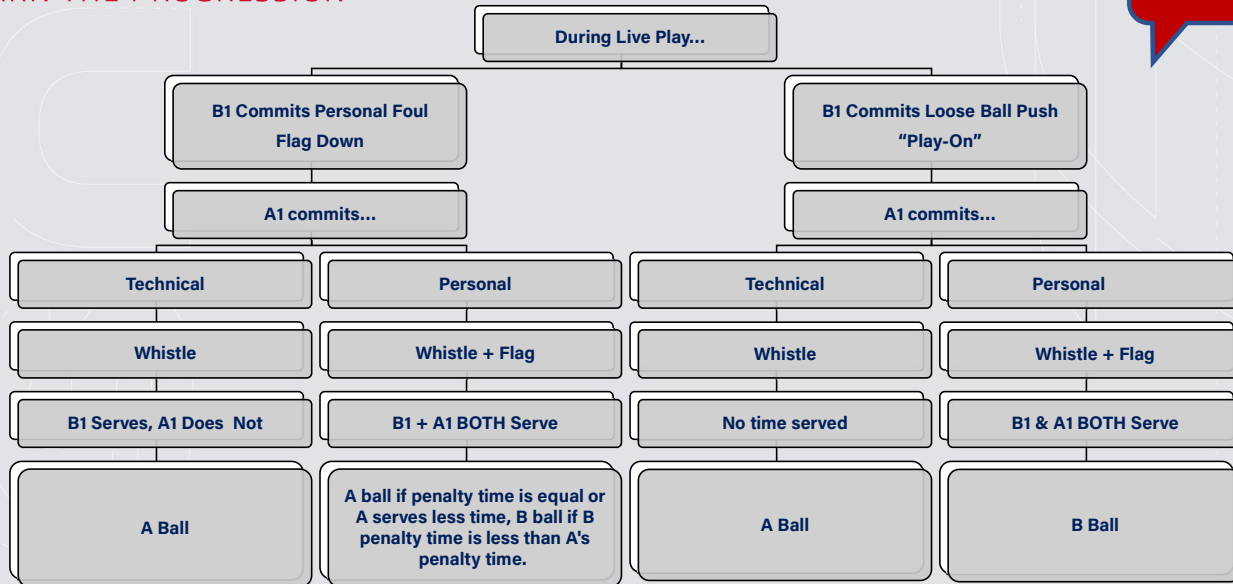
- Why are simultaneous fouls called simultaneous when it doesn't mean at the same time?
- This is confusing for many new officials, and there isn't a good answer. The best way to think about simultaneous fouls is that fouls that occur during the time from a whistle to start play and a whistle to end play.



LIVE BALL SIMULTANEOUS FOUL TREE

LEARN THE PROGRESSION

Class Discussion Questions



LIVE BALL SIMULTANEOUS FOUL TREE

- If there is no play-on or flag down and all fouls are technical, **the fouls cancel**
- If the team in possession (or entitled to) commits:
 - Only technical = no penalty for team in possession
 - Any personal foul = all players serve including all technical and personal fouls by either team
- Releasing players:
 - Shortest penalty time is non-releasable for all penalties
 - Goal scored during NR time does not release penalties
 - Goal scored after NR time is up releases all remaining penalties

Class Discussion

- If a player receives a non-releasable penalty and a releasable penalty, which type of foul is served first?
- Non-releasable foul time is always served first regardless of the sequence of fouls for that player.



DEAD BALL SIMULTANEOUS FOULS

TECHNICALLY, THEY ARE NOT SIMULTANEOUS

- Enforced in the sequence in which they occur
- These are not simultaneous fouls.
- When sequence cannot be determined:
 - Ex. Equipment violations on both teams
 - Enforce as simultaneous
- Releasing players:
 - Shortest penalty time is non-releasable for all penalties, goal scored during NR time does not release penalties.
 - Goal scored after NR time is up releases all remaining penalties



Class Discussion Questions

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DEAD BALL SIMULTANEOUS FOULS

- Enforced in the sequence in which they occur, these are not simultaneous fouls.
- When sequence cannot be determined:
 - Ex. Equipment violations on both teams
 - Enforce as simultaneous
 - Releasing players:
 - Shortest penalty time is non-releasable for all penalties, goal scored during NR time does not release penalties.
 - Goal scored after NR time is up releases all remaining penalties

Class Question

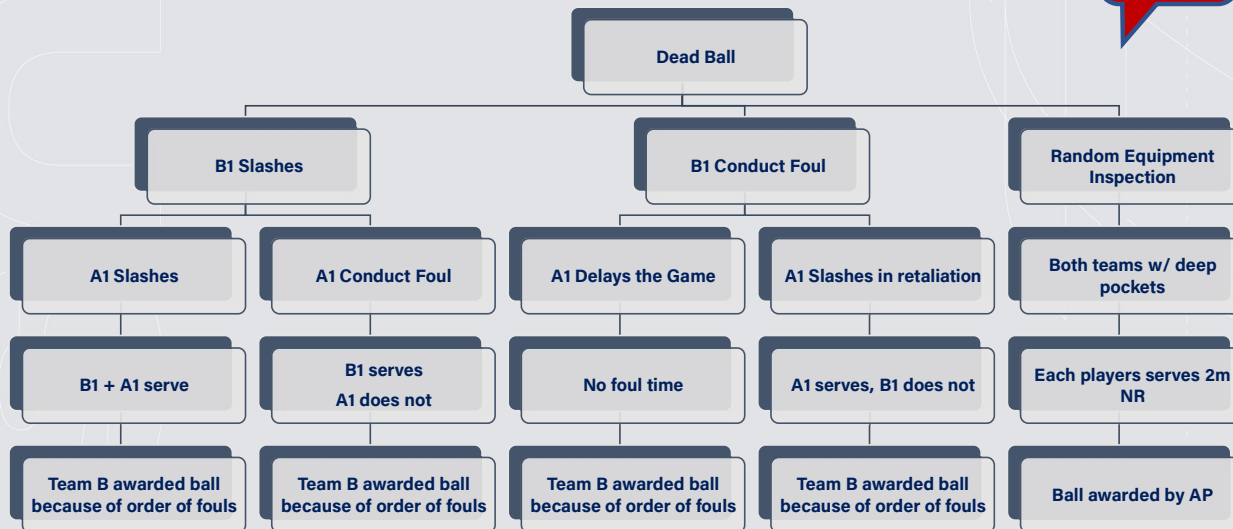
- What do you do if you can't determine the sequence of fouls?
- Use alternate possession.



DEAD BALL FOUL TREE

KNOW THE PROCESS

Class Discussion Questions



DEAD BALL FOUL TREE

Class Discussion

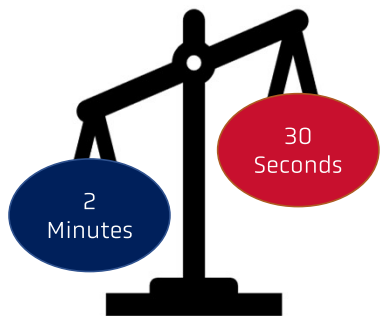
- What does “enforce as simultaneous” mean when these are dead ball fouls and not simultaneous fouls?
- This is because the penalty enforcement for foul time is the same.
- The least common amount of penalty time is treated as non-releasable for both dead ball fouls and simultaneous fouls.
- The difference is where the restart will be, which will be covered later.



SIMULTANEOUS FOULS

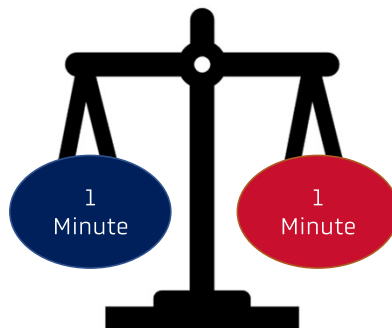
GENERAL RULES

Class Discussion Questions



Less Foul Time = Possession

Equal Foul Time
Got ball? Keep Ball
Getting Ball? Keep Ball
No Clue? AP



GENERAL RULES

- The team with less total penalty time receives the ball
- When penalties times are equal or all fouls cancel:
 - Team in possession at time of flag or whistle retains possession
 - If neither team has possession ball is awarded by alternate possession
 - **Exception – if faceoff is pending then administer faceoff**
 - The ball is restarted where the ball was at the time the whistle was blown

Class Discussion

- Why is there an exception for if a faceoff is pending and the foul time is equal?
- AP was created because in the early days of lacrosse in order to determine who got the ball in situations like this the officials would conduct a faceoff.
- AP is only used when there is no faceoff pending because the crew needs a way to quickly restart play.



RESTART LOCATION

WHEN DID THE FOUL OCCUR?

Class Discussion Questions

Live Ball



Leave It

Dead Ball



Dead Center



RESTART LOCATION

- The ball is restarted in team's offensive end where the ball was when the whistle was blown, if free clear – closest adjacent point to where foul occurred.
- Live Ball – Leave It
- Dead Ball – Dead Center
 - One step over midline

Class Discussion

- Team B fouls Team A during a dead ball, where is the restart?
- Center X one step over the midline.

PENALTY TIME AND RESTARTS

BASIC POINTS TO REMEMBER

- 1. Players who start together, stay together, for the shortest of the two penalty times.
- 2. Both players penalty time is Non-releasable for the shorter penalties to be served.
- 3. Team with the shorter penalty time will restart with the ball.
- 4. When penalty times are equal then the team entitled to the ball will start in the same relative position on the field.
- 5. If neither team had possession, then the alternate possession rule will determine the team to restart with the ball.
- 6. When penalty time is equal, remember that "Play on" or "Flag down" denotes possession in the subsequent award of the ball after simultaneous fouls are enforced.



PENALTY TIME AND RESTARTS

- Remember these basic points and you will generally be OK

LOOSE BALL SIMULTANEOUS FOULS

THESE TAKE PRACTICE

B1 on defense commits a loose ball technical foul (Push) followed by a technical foul by A1.

- The foul by A1 on offense ends the play and since the ball was loose A1 restarts with possession.
- The technical fouls cancel.

B1 on defense commits a loose ball technical foul followed by A1 committing a personal foul while on offense.

- Both teams have a player serving penalties.
- B1 serves 30 seconds and A1 serves a minute.
- B1 is entitled to the restart since they have less penalty time, and the ball will restart in the same relative possession on the field (LEAVE IT concept).

B1 illegal body checks A1 (flag down) who does not lose possession of the ball however A1 turns around and emphatically throws the ball attempting to hit B1 with the throw (second flag and immediate whistle).

- Both players serve one-minute non-releasable penalties.
- Ball awarded according to alternate possession since it was loose at the time of the flag.



LOOSE BALL SIMULTANEOUS FOULS

- Sometimes serve and sometimes do not
- Work through these



NON-RELEASABLE COMMON TIME SERVES

If simultaneous technical foul times are equal...	If simultaneous personal foul times are equal...	If foul times are different...
<ul style="list-style-type: none"> • 30-second + 30-second • No time serves • All even 	<ul style="list-style-type: none"> • 1-minute + 1-minute • Full-time served for all 	<ul style="list-style-type: none"> • 1-minute + 30-second • The lesser common time is non-releasable for both • 30-second NR



NON-RELEASABLE

- If the foul times match, they will serve the whole penalty time,
- If the foul times on both teams are different, the smallest common foul time will be non-releasable, the remainder of the longer penalty time will be releasable

New Live Ball Example (where penalty time is the same)

- A1 has the ball and gets pushed by B1 but maintains possession (flag down, slow whistle)
- A2 interferes with goalie B2 (whistle ending play)

B1 Penalty Time: :30 (push with possession)

A1 Penalty Time: :30 (interference)

Non-Releasable Time: :30 (for both)

Previous Dead Ball Example (where penalty times are not equal)

- A1 has the ball and gets pushed by B1 but maintains possession (flag down, slow whistle)
- A1 gets up, passes the ball and then slashes B1 (whistle ending play)
- As both players are heading to the box, B1 throws the f-bomb at A1 and shoves him to the ground



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B1 Penalty Time: 1:30 (push with possession & USC)

A1 Penalty Time: 1:00 (slash)

Non-Releasable Time: 1:00 (for both)



COMMUNICATION

TALK TO YOUR PARTNERS

- Watch the players!
- Take your time
- Think it through
- Discuss after the game
- Learn from it
- Share the story at your next pregame!

Class
Discussion
Questions



COMMUNICATION

- Make sure table personnel are fully aware of all penalty and when they release.
- Clock is not running and situation is complicated.
- Take an extra moment to get it right.
- Make sure the play is completed, including any dead ball action
- If multiple flags talk to your partner
 - Same foul?
 - Different fouls?
 - Who gets the ball?
 - Where is the restart?

Class Discussion:

- If we are going to get together as a crew to discuss a series of penalties to get the sequence and enforcement correct where should we stand?
- Away from the players and coaches.
- If 2-person, both officials should stand side by side with full view of the benches so they can keep their eyes on dead ball action.
- If 3-person the official not involved in the flags watches the teams while the other two officials determine what must be done.



Instructor Notes

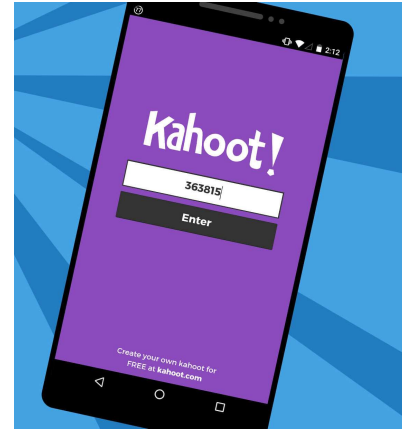
KAHOOT

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 (You need to be connected to the internet to Play Kahoot!)

- Practice this before the class starts
- Open the link and have it sitting in a browser window waiting
- No app or login is required



Instructor Notes

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

USA Lacrosse Officials Development Program - SIMULTANEOUS FOULS



You need to be connected to the internet to Play Kahoot!



USA LACROSSE

Instructor Notes

THANK YOU TO THE MEMBERS OF THE
2023 MENS OFFICIAL'S EDUCATION
DEVELOPMENT TEAM



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