

2025 WLUA GAME PERSONNEL GUIDANCE – VARSITY HYBRID

GAME PERSONNEL - Identify ALL appropriate game personnel and review their tasks.

- Ensure there is an alternate possession indicator.
- Ensure there is an air horn. Test prior to start of game.
- Ensure there is a horn that works on the scoreboard. (Use air horn if needed)

SCORER

- The official scorer will be from the home team and will sit at the game personnel table.
- Procedures for recording green, yellow and red cards issued.
 - In official scorebook, write down Team, player number, and time of card issued.
 - Green cards are managed by officials and are not assessed with penalty time until escalated to green/red. Officials will provide guidance if issued.
 - For yellow/red cards, give a verbal countdown with 10 seconds left on the card from 10 to 1, then “release.”
 - Sound horn to alert closest official if player enters field of play early from card.
- Timing of yellow/red cards
 - 2 minutes for yellow card NON-RELEASABLE
 - 4 minutes for red card NON-RELEASEABLE
- The official closest to the score table will ensure that all cards are correctly recorded when issued.
- Notify officials immediately when a second yellow card is given to the same player (suspended for rest of game).
- Notify officials immediately when a team receives its fourth card (will be required to play down the remainder of the game).

GAME CLOCK OPERATOR

- The game clock operator is the official timer and will be from the home team.
- If game clock operator does not sit at table, home team is responsible for ensuring that there is two-way communication between the table personnel and the game clock operator.
- A horn MUST be used to signal the end of each period of play. If there is no horn on scoreboard, the timer must have a horn at the table to sound at end of each period.
- Coach may request a time out from personnel at the table.
 - Ensure that the team requesting the time out has the ball in possession (in their stick and not throwing the ball).
 - Sound horn twice to indicate a timeout with clock stopping on the official's whistle.
 - Once officials blow whistle to stop play, point to the team requesting the time out.
- Keep track of timeouts taken by each team. Each team is allowed 2 timeouts per game.
- Verify if officials or table personnel will keep the two-minute timeout periods and sound horn to signal end of timeout.
- Stop the game clock when you see the goal signal or when you see a timeout signal.
- Run the game clock if there is a 10-goal differential only stopping on the official's signal.
- Timing:
 - 12-minute stop clock quarters. (stops after goals)
 - 2-minute quarter breaks between Q1-Q2 and between Q3-Q4.
 - Up to 10-minute half but verify with head official.

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POSSESSION CLOCK OPERATOR

- This must be an adult at the table.
- Review should be done with game clock and possession clock operators together.
- 90-second possession clock
- Signals
 - Reset: twirl/lasso of officials' hand/arm above head
 - Time out: "X" with arms overhead – stops possession and game clock
 - Time in or restart possession clock: dropping of arm in time with whistle to start play
 - Wind: Large circle motion with arm to start possession clock after possession on a draw
 - Head Tap: stops possession clock only on fouls in the critical scoring area
- Recall – does the possession clock have recall? Can it be reset to a specific time?
- Reset the PC when you see the twirl/lasso.
 - If change of possession is immediate, reset is immediate.
 - If official resets and holds arm in the air, it means that official is waiting for a team to gain possession therefore if possible reset the PC but hold starting the PC from running until official lowers arm.
- PC resets on yellow and red cards issued by officials.