New Officials Training Workbook
2020 New Officials Training Schedule
Rochester Board of Women’s Lacrosse Officials (RBWLO.org)

Training Coordinator:
Lisa Harrison 585-350-9888 harrison23@live.com

Training Sites:

Classroom Sessions:
St John Fisher College (SJFC), Athletic Center Room 141
3690 East Ave, East Rochester 14618

Field Sessions:
Total Sports Experience (TSE), 880 Elmgrove Rd, Rochester, 14624

Training Schedule:

January 12  Classroom: Introduction & Play of Game
              5:00-7:30: Workbook p 2-9

January 19  Classroom: Violations/Fouls
              5:00-7:30: Workbook p 10-14

January 26  Classroom: Penalty Administration
              5:00-7:30: Workbook p 15-17

February 2  No Class: Homework: Review workbook, Rulebook, Videos

February 9  Field: Total Sports Experience
              9:00a-8:00p: On-field for 1-hour, time TBD

February 16 Field: Total Sports Experience
                   9:00a-8:00p: On-field for 1-hour, time TBD

February 23 Field: Total Sports Experience
                   9:00a-8:00p: On-field for 1-hour, time TBD

February 24 Meeting: SJFC Athletic Center Video Room
                    5:30-8:30 Arbiter training, First Board Meeting

March 9     Meeting: SJFC Athletic Center Video Room
             6:30-8:30 Rule Interpretation Meeting

Field Sessions only: Come dressed in black pants/shorts, black shirt, and sneakers. Whistle, Flag, and Penalty Cards will be provided.
New Officials Training Information

Training Requirements: New officials must:
• Attend a minimum of 5 pre-season training sessions
• Pass field evaluation and rule exam
• Obtain USL Membership and NYS Fingerprinting clearance
• Attend business and rule interpretation meetings

Training Materials:
• Training Workbook: Assigned pages due prior to each training session
• USL Rule Book: Rule referenced in workbook and sessions
• USL Rule Exam: Due March 15th (USL membership required)

Uniform
Solid Black golf shorts or kilt
Whistle - Fox 40 Classic
Black & white 1” striped jersey w/collar
Flag, Penalty Cards, Watch, Pen
Black running shoes and accessories
Solid black wind/rain pants and jacket
* Go to RBWLO.org, Links Page for information on where to purchase Uniform

Fees
• Register USL Membership at USLacrosse.org by February 1st = $50.00
• Process NYS Fingerprinting by March 1st (reimbursed 50%) = $125.00
• Board dues waived first year ($40.00 beginning second year)
• Assigning fees due at end of season = 5% of assigned game fees

Game Fees
Officials submit payment voucher to home team coach onsite before game. Officials receive payment by check by mail in approximately four weeks.
- Modified: $65.00
- Junior Varsity: $75.00
- Youth $35-40.00 / 50-minute game
- Tournaments $35-40.00 / 50-minute game

Assignments
- Modified, JV, and Varsity are assigned through ArbiterSports.com. Officials enter availability in Arbiter. Games are: Monday-Friday 4:00-9:00pm & Saturday 10:00am-6:00pm, March 15th – May 31st.
- Some Youth is assigned by RBWLO. Youth officials can contact youth league/club directly for youth games. Youth schedule is mid-April to mid-June.
- Tournaments are posted on RBWLO.org Tournament page. Register or email assignor directly.
Rule 1 Field of Play

Identify and label the following parts on the Women’s Lacrosse Field Diagram.

1. Sidelines max 4”
2. End lines max 4”
3. Restraining Line (RL)
4. Center circle and centerline
5. 12 meter fan
6. 8 meter arc
7. Goal Circle (GC)
8. Goal line (ball must completely cross for a goal) must be 2”
9. Goal line extended (GLE)
10. 8m marks on the goal line extended
11. Hashes (1st inside - left and right; 2nd inside - left and right; center)
12. Hanging hashes or outside hashes
13. Coach and team bench area
14. Team substitution area (TSA)
15. Critical Scoring Area (CSA) – Refer to Rule Book Rule 13
16. Dots – 5 meters below GLE
Rule 3 Game Personnel

Teams (How many players?)

Coach (Who can address official?  Responsible for bench decorum?)

Umpire

Game Administrator

Team captain (Specific duties?)

Official Scorer

Official Timer

**Pre Game Umpire Checklist**

Attire

Confirm game clock warm-up coincides with game start time

Complete any necessary paperwork for the school/program before the game begins

Talk with partner

Walk the field

Coaches and captains meeting

Determine alternating possession

Rules modifications points of emphasis

Sideline manager (Youth – If available)

Equipment check procedure:

  - Stick Length
  - Pocket depth
  - Shooting string requirements
  - Mouthpiece & Goggles
  - Jewelry
  - Uniform
Rule 4 Time Factors and Scoring

<table>
<thead>
<tr>
<th>Duration of play</th>
<th>HS</th>
<th>Youth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Each Half</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Halftime</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Last 2 minutes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10-goal differential</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Time outs

- Live ball procedure:
- Dead ball (after goal) procedure:
- Stick check: Legal:
  - Illegal:

Suspended/Interrupted game

Forfeited game

Overtime procedures

Substitution

Scoring
Rule 5 Starting/Restarting Play

Starting & Restarting Play

Whistle:
- What stops & starts play?
- What must players do during “dead” ball?

Inadvertent whistle, accident, interference or other incident
- If foul occurred, then free position where?
- If no foul occurred, then ball to whom?

Draw:
- When is draw administered?
- How many players on-field?

Draw positioning:
  a.
  b.
  c.
  d.
  e.
  f.

Illegal Draw occurs when:
  a.
  b.
  c.
  d.
  e.

Player positioning:
- How many players?
- Can players reach over center circle or restraining line?
- When can they step on or over the center circle or restraining line?

Alternating Possession
- Occurs when:
  a.
  b.
  c.
  d.
  e.
  f.
  g.
  h.
Rule 6 Out of Bounds

Boundaries
Define out of bounds:

Special considerations:
- Player momentum over line
- Player inbounds w/crosse over line

Restart Procedures:
- After a shot or deflected shot
- Sideline
- Draw
- Minor fouls near boundary
- Major fouls near boundary
- Foul occurring simultaneously with out of bounds ball
Rule 7 Goal Circle

Goal Circle rules:
How many players allowed in goal circle?
What constitutes “the goal circle”?

Players are allowed to enter or have their feet, body, or crosse on or over goal circle if:

a. 
b. 
c. 
d. 
e. 

Goalkeeper rules:

a. 
b. 
c. 
d. 
When does goalkeeper lose goalkeeping privileges?

deputy rules:

a. 
b. 
c. 
d. 
e. 

Definition of ‘cleared’: (see rule 13)

Definition of ‘played’: (see rule 13)

Penalty administration:
Goal circle fouls committed by the defense
   1. Ball to nearest attack player on 8M mark on Goal line extended
   2. Offender 4M behind – Clear Penalty Lane

Goal circle fouls committed by the offense/attack
   1. Ball to goalkeeper in goal circle
   2. All players 4M away

Goal circle fouls committed by both the Offense and the Defense
   1. Alternating possession.
   2. If Defense awarded, then ball stays with Goalkeeper in goal circle.
   3. If Offense awarded, then ball to 8M Goal line extended. Defense player 4M behind.
Rule 8 Restraining Line

How many players:
- Offensive End?
- Defensive End?
- Can a player reach over line to play the ball?

Penalty Administration

1. Foul committed by the defense
   a. Correct the offside with nearest defense player above RL
   b. Position the BALL (*see #2 below)
   c. Position the closest OFFENDING team player 4M behind ball
   d. Position all OTHERS

   Set up - location of ball when play is stopped determines set up
   a. Outside CSA – Spot; Defender 4 m Behind
   b. Inside CSA – 12 m Fan; Defender 4 m Behind; Penalty Lane
   c. Below goal line extended – 8M Dot; Defender 4m behind

2. Foul committed by the offense/attack
   a. Correct the offside placing nearest offense player above RL
   b. BALL to nearest defender
   c. Position nearest OFFENDER 4-meters behind ball
   d. Position all OTHERS

3. Foul committed by both the defense and the offense/attack (offsetting)
   a. Move one player from each team on-side
   b. Set up – Alternating Possession – below the RL (BALL)
   c. OTHERS – 4 m away
Rule 9 &10 Fouls

**Major fouls** involve body contact, stick to body contact, dangerous play
**Minor fouls** involve illegal equipment/uniform, procedural errors, delays

### MAJOR Fouls (Rule 10)

A. Crosse in the Sphere  
B. **Rough/Dangerous Contact (Card)**  
C. **Check to the Head (Card)**  
D. **Slash (Card)**  
E. **Dangerous Propelling (Card)**  
F. **Dangerous Follow-through (Card)**  
G. Rough/Dangerous Check possession/play w/o)  
H. Illegal Contact  
I. Crosse Check  
J. Illegal Use of Crosse  
K. Three seconds (Defense)  
L. Obstruction of Free Space to Goal  
M. Dangerous Shot (on Goalkeeper)  
N. Forcing Through (Offensive)  
O. Pushing  
P. Reach Across the Body  
Q. Blocking  
R. Charging  
S. Illegal Pick  
T. Hooking  
U. False Start  
V. Tripping  
W. Holding  
X. Playing Ball off Opponent (OB)  
Y. Illegal Shot (from an indirect free position)  
Z. Illegal Deputy & Goalkeeper fouls

### MINOR Fouls (Rule 9)

A. **Covering**  
B. **Empty Stick Check**  
C. **Warding**  
D. **Hand Ball**  
E. Squeeze the Head of Crosse  
F. **Body Ball (deliberate action)**  
G. **Illegal Use of Crosse (alternating possession/play w/o)**  
H. **Draw Illegally**  
I. **Illegal Crosse**  
J. **Failure to resume play**  
K. **Illegal Equipment** (jewelry, mouthpiece, uniform)  
L. **Illegal Substitution**  
M. **Delay of Game**  
N. **Illegal Timeout (request 3rd TO)**  
O. **Illegal entry From OB**  
P. **Illegal Stick Request**

**Youth Rules** (see Youth Rule Book)  
Rules differ amongst levels (6U, 8U, 10U, 12U).  
Discuss the following rules with coaches prior to game.

A. No Draw – Goalkeeper or Defense clears after goals  
B. Minimum pass rule  
C. 1 v 1 defense  
D. 3-seconds closely guarded  
E. Contested ground balls  
F. Legal contact  
G. Modified checking
Rule 10 Fouls Continued

Obstruction of Free Space to Goal (FSG)
Definition:

Criteria:

Administering Penalty:

Rule 11 – Slow Whistle (yellow flag)
Definition of slow whistle

Definition of a scoring play

When does the scoring play end – five instances

What are examples of offsetting fouls during a slow whistle?
Rule 12 – Misconduct (Carding)

When and why are cards used?
How must an umpire handle misconduct?
How does an umpire handle “repeated major fouls”?

MISCONDUCT (All of the misconduct fouls are cardable.)
A. Excessively rough or dangerous play
B. Persistent or flagrant violation of the rules
C. Deliberately endangering the safety of an opponent
D. Baiting or taunting
E. Excessive dissent or abusive language
F. Non-playing team member leaving the bench area
G. Coach leaving the coaching area
H. Re-entering the game before a yellow card has expired
I. Any type of behavior the umpire deems as misconduct

Carding Procedure for Mandatory or Discretionary Misconduct Fouls

1. Identify foul with a whistle tone louder than usual or several short blasts
2. Signal timeout
3. Identify offending player verbally and/or with eye contact
4. Hold card with arm extended above head facing towards bench and table
5. Give foul signal and verbally state foul
6. Record game time, team, and player number
7. Tableside Official reiterate to table of time the card will be released
8. Ball to offended player. No player of offending team is placed behind.
9. Restart play

Use of Cards:
Warning (Yellow)
Suspension (Second Yellow) – Remainder of game
Ejection (Red) – Remainder of game and consecutive game

What is the penalty duration for each card?
What happens when a team receives it’s fourth and subsequent card?

Delay of game
First violation – Green card to offending team
Second violation – Green/Yellow card to offending player
Third and subsequent violations
- Green/Red card to offending player
- 2-min penalty
- Green/Red card DOES NOT count toward teams card count
Penalty Administration

The Basics
• The penalty for all fouls is a free position.
• The procedure for player placement varies depending on the area of the field where the foul occurs and the type of foul that is committed

Mechanics
• Stop (Whistle)
• 2 Signals = Foul & Direction
• B.O.O. Administration = “Ball”; “Offender”; all “Others”
• Start (Whistle and Arm)

Notes:
• No free position may be taken within 8 Meters of the goal circle
• Major Fouls ---- Offender 4 Meters Behind
  o How does penalty administration change in the 8M arc?
  o What is a scoring play?
  o What is a Penalty Lane? When does it apply?
• Minor Fouls --- Offender 4 Meters Away (in direction from which approached ball)
  o Unique FP Admin: Defense commits Minor foul inside 12M fan = Administer free position on 12M – Indirect Free Position
• Misconduct --- card; no substitute; team plays short for two minutes; no one behind
  o 4th card to same team – team plays short for remainder of game
  o 2nd card to same player – player suspended from game
  o Red card – 4-min penalty -- player ejected from game and following game
• Offsetting foul --- Alternate possession procedure
  o Taken by two opponents closest to foul/incident.
  o Outside CSA – player awarded where foul/incident occurred. All other players 4M away.
  o Inside CSA below GLE – player awarded at dot. All other players 4M away.
  o Inside CSA above GLE – player awarded at 8M mark on GLE. Defender 4M to either side. All other players 4M away. Clear lane above goal line. Goalkeeper may clear back into goal circle.
# Penalty Administration Process

<table>
<thead>
<tr>
<th>MECHANICS</th>
<th>THINKING</th>
</tr>
</thead>
<tbody>
<tr>
<td>WHISTLE (varied tone)</td>
<td>See a foul. You have made a judgment. You need to stop play. Blow your whistle. Insist that everyone STANDS. Umpires need not “stand”. Umpire needs to move only as much as needed to communicate and to be in position for the restart. Do not walk toward players to administer.</td>
</tr>
<tr>
<td>FOUL SIGNAL</td>
<td>What is the foul? Show a foul signal. Be demonstrative. Hold the signal long enough to communicate with partner(s); players; coaches; and spectators. What type of foul was committed? (Major, Minor, Goal Circle, RL or Team, Misconduct?)</td>
</tr>
<tr>
<td>DIRECTION SIGNAL (snap it out)</td>
<td>Who committed the foul? Is the OFFENDER offense or defense? With your back to the sideline, put up your arm so that it is horizontal or slightly above horizontal; hold your arm in that position momentarily in order to effectively communicate with partner(s); players; coaches; and spectators. VERBALIZE the “offending player’s number” and “uniform color”.</td>
</tr>
<tr>
<td>B.O.O.</td>
<td>B.O.O. “B=Ball”; “O=Offender”; O=Others”</td>
</tr>
<tr>
<td>BALL</td>
<td>Who gets the BALL and where? Where was the foul committed? (mid-field, over the RL, CSA, 12mFan, 8m Arc, the goal circle?) What type of foul was committed? (Major, Minor, Goal Circle, RL or Team, Misconduct?) Where the foul was committed and what type of foul was committed dictates where the player with the BALL will go.</td>
</tr>
<tr>
<td>OFFENDER</td>
<td>Where does the OFFENDER go? Depends on the type of foul (Major, Minor, Goal Circle, RL or Team, Misconduct?) and where the foul occurred (mid-field, over the RL, CSA, 12mFan, 8m Arc, the goal circle?)</td>
</tr>
<tr>
<td>OTHERS</td>
<td>Where do all the OTHER players go? Depends on the type of foul (Major, Minor, Goal Circle, RL or Team, Misconduct?) and where the foul occurred (mid-field, over the RL, CSA, 12mFan, 8m Arc, the goal circle?) Are all players 4 meters away? Insist on 4 meters of space!</td>
</tr>
<tr>
<td>WHISTLE/DROP ARM</td>
<td>Quick eye contact with partner(s) Restart Play --- Raise your arm just prior to blowing your whistle and drop your arm after blowing your whistle. Watch carefully --- Did any player creep? Did any player false start? Did I cause the false start by my mechanics?</td>
</tr>
</tbody>
</table>

---

16
Penalty Administration Activities

Activity 1: Review and demonstrate mechanics
- Stop (Whistle/Stand)
- 2 Signals – Foul + Direction
- Administration B.O.O. = Ball, Offender; Others
- Start (Whistle and Arm)

Activity 2: Using a vinyl field and player markers, move a foul around the field. Then have a person or class demonstrate the mechanics of the penalty administration. Likewise, participants can roleplay the players involved with the penalty while another is the umpire. Use the following foul situations in various places on the field to practice proper set-ups:
  - Major foul by the defense – outside the CSA
  - Major foul by the defense – inside the CSA but outside the 8m arc with and without players in the penalty lane
  - Major foul by the defense – inside the CSA and inside the 8m arc
  - Major foul by the defense – scoring play and FP to be awarded
    - Inside CSA but outside the 8m arc (no additional fouls)
    - Inside CSA and inside the 8m arc (no additional fouls)
    - Attack fouls after and at the same time the defense fouls
  - Major foul by the offense – outside the CSA
  - Major foul by the offense – inside the CSA but outside the 8m arc
  - Major foul by the offense – inside the CSA and inside the 8m arc
  - Major foul by the offense – dangerous shot
  - Major foul by the offense – dangerous follow through
  - Major foul by the offense – dangerous propel

Activity 4: Review the requirements for setting up a free position in the CSA that requires clearing the “penalty lane”.
  - What is the “penalty lane”?
  - When is it cleared?
  - What is proper set up when there is an 8m free position on “hanging hash”?
  - What is proper set up when there is a free position outside 8m arc but in CSA?
  - What is proper set up when there is a free position outside 12m fan but in CSA?
  - What is proper set up when there is an 8m free position on first inside hash?
Officials’ Positioning & Field Coverage

Lead Official
Moves down field and to their right, position is angled for the best visibility, and is responsible for out of bounds calls on the sideline nearest to them. Always works to be ahead of the play as the ball moves towards their goal circle area (goal to their right). Once the ball is in their goal circle area the Lead Official is primarily responsible for on-ball fouls, goal circle calls and out of bounds calls over their end line. They must also call obstruction of the free space to goal fouls in the area in front of goal nearest to where they are standing. While they may call three second violations, illegal picks and off-ball fouls, these are primarily the responsibility of the Trail Official.

Trail Official
Follows the play down field and is responsible for out of bounds calls on the sideline nearest to them. They must be “field conscious” at all times and watch the overall picture as the Lead Official concentrates on the ball and the goal area. As the ball approaches the goal area, the Trail Official takes a position near the restraining line and is responsible for signaling offside violations. When the ball is inside the critical scoring area, the Trail Official will shift laterally with the play in order to see obstruction of the free space to goal on their half of the field, off-ball fouls (illegal picks, detaining, blocking, etc.), dangerous follow-through after a shot, and three second violations. The Trail Official must anticipate a change of possession and be ready to quickly transition to become the Lead Official at the other end of the field.
Officials’ Responsibilities – The Draw

In the two person system the opening draw of each half is generally administered by the official on the side of the field away from the scorer’s table. Subsequent draws after a goal are always taken by the Trail Official. The Lead Official quickly retrieves the ball from the goalie and hands it or tosses it to her partner. When officials choose to exchange positions or rotate, it is recommended that the officials choose a pre-determined number of goals (2, 3, or 4, only) and must follow that rotation for the entire game.

The official administering the draw is responsible for calling a draw illegal. After setting the draw Official 1 moves away from the center to their right. Official 2 is standing back from the edge of the center circle and watches for potential off-ball fouls by the players who are outside the circle and for players crossing the restraining line before the draw. Which official will become the Lead Official and which will become the Trail Official depends on which team gains possession on the draw.

1. If the play progresses in direction of arrow 1, Official 1 becomes the Lead Official.
2. If the play progresses in direction of arrow 2, Official 2 becomes the Lead Official.

Both officials must assist in the counting of players allowed between the restraining lines for the draw.
Officials’ On-Ball Area of Responsibility

- Official 1 calls on-ball fouls and restarts play for fouls in their shaded area.
- Official 2 calls on-ball fouls and restarts play for fouls in their shaded area.
- Officials focus off-ball when ball is in partner’s area.
- Both Officials share responsibility for calling fouls in the midfield and in deep corners.

Who calls the foul is often based on who is closest but sometimes who has the better angle to see the ball and the players may be the deciding factor. Work together as a team in support of one another. Realize that your partner is seeing things from a different angle and something that may look like a foul to you from across the field may not look the same to your partner who is right on top of the play.
Officials’ Movement in Critical Scoring Area

**Lead Tangent**

The Lead Official that achieves being “on the tangent” is in the best position to call fouls and violations associated with the ball carrier approaching the goal to shoot. Being “on the tangent” is being at a right angle to or perpendicular to the approaching line of the ball carrier/shooter. This position allows the Official to “see the space” between the ball carrier and the marking defender.

![Path of Shooter](image)

**Trail Arc of Movement**

The Trail Official positions approximately 5 yards outside of the CSA and moves along an arc that parallels the CSA. Movement is in relation to ball movement when ball is on Trail’s side of the CSA to maintain proper position to see shooting space violations. Trail’s primary focus is off-ball fouls. Trail can have on-ball focus when ball is contested directly in front of Trail.

![Ball movement and Trail movement](image)
Comportment, Communication, Teamwork

Comportment

Comportment is about how to carry one’s self when umpiring. Think about the qualities a good umpire should possess. List three qualities of a good umpire:

1.

2.

3.

To elevate one’s presence consider:

Verbal communication
Nonverbal communication
Posture
Attitude
Dress
Eye contact
Use the “language of the rules”
Be fit, run to get into position
Respect
Teamwork
Composure

General professionalism:

Call a safe, fair game
The players determine the outcome of the game
In every umpire-coach interaction

• Be professional, approachable, confident, and use good judgment
• Good umpires are physically fit, appear athletic, and are dressed properly
• Cockiness has no place in umpiring
• Confidence is built from strong rule knowledge and ability to explain rulings “in the language of the rules.” Try reading a section/page of your rulebook before each game to commit that language to your vocabulary.
• Your appearance, voice, and demeanor determine how you will be received. Be firm but relaxed. Do not raise your voice. Be courteous in all interactions.
SCORER RESPONSIBILITIES

(Home Team @ Table or in direct communication with Table)
1) Record starting players in scorebook – 10 minutes prior to game start
2) Have roster with names and numbers for both teams prior to game start
   a) Make sure numbers correspond with players on field
3) Record who scored goal
4) Display visible score
5) Notify umpire of 10 goal differential
6) Record substitutions
   a) Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
   b) Tell official on next stoppage of play of illegal substitution
7) Record Cards and time of each [player #; time received --- 19:52; time may return --- 16:52]
   a) Players must sit out 2 minutes for yellow and 4 minutes for red
      i) No substitution for that player. Substitutions for other players are OK.
      ii) Team plays short for 2 mins per each carded player and remainder of game for fourth team card
      iii) Do not allow offending player to re-enter the game prior to end of warning [yellow card]
         (a) Sub or offending player may enter after 2 minutes
         (b) Tell official on next stoppage of play if player enters too soon.
      iv) Do not allow offending player to re-enter the game after a suspension [2 yellow cards]
         (a) Sub may enter after 2 minutes
         (b) Tell official on next stoppage of play if player enters too soon.
      v) Do not allow offending player to re-enter the game after an ejection [Red Card]
         (a) Sub may enter after 4 minutes
         (b) Tell official on next stoppage of play if player enters too soon.
8) Notify umpire of 2nd card on any player

TIMER RESPONSIBILITIES

(Home Team @ Table or in direct communication with Table)
25-minute halves – stopped clock after goals
10-minute halftime unless Captains agree to less prior to game
1) Start clock on official’s whistle and/or arm signal
   a) On draws
   b) During restarts in last 2 minutes of each half
   c) On restarts after an official’s time out
2) Stop clock on official’s whistle and/or arm signal
   a) After goals – unless there is a 10 goal differential
   b) During last 2 minutes of each half- always. Does not change due to score or playing level
   c) On official’s signal for time out
3) Time player suspension period - Use time recorded in book --- Begin time=19:52/End time=16:52
4) Notify coach when player 2 minute penalty is over
5) Notify official of requests for timeout (during dead ball)
   i) Time team timeouts on stopwatch – may be managed by officials on field
   ii) Blow horn at 1 minute 45 seconds and 2 minutes
6) Sound horn
   i) To indicate end of half and game
   ii) Substitution after goals
   iii) Clock malfunction
   iv) Notify of illegal sub (when there is a stoppage of play)
   v) Notify of 10 goal differential (during stoppage of play after goal)
7) Notify official of 2 mins remaining and last 30 seconds of each half