



## 2017 Men's Lacrosse Shot Clock Survey Report

### RESPONSE DATA

Title	n	N	%
DI Head Coach	63	71	89%
DII Head Coach	54	70	77%
DIII Head Coach	176	239	74%
<b>TOTAL COACHES</b>	<b>293</b>	<b>380</b>	<b>77%</b>
Game Official	207	240	86%

### QUANTITATIVE DATA

1. Did you use any shot clock experimental rules in the fall? (Note: This includes any use of the shot clock, not just exhibitions against outside opponents.)

HEAD COACH	DI HC		DII HC		DIII HC		Overall	
Yes	63%	40	56%	30	45%	78	51%	148
No	37%	23	44%	24	55%	97	49%	144
<b>TOTAL</b>	<b>100%</b>	<b>63</b>	<b>100%</b>	<b>54</b>	<b>100%</b>	<b>175</b>	<b>100%</b>	<b>292</b>

ALL OTHER	Game Official	
Yes	52%	108
No	48%	99
<b>TOTAL</b>	<b>100%</b>	<b>207</b>

2. Did the use of the experimental rules change your opinion about a shot clock rule for the sport of lacrosse?

HEAD COACH	DI HC		DII HC		DIII HC		Overall	
Yes	35%	14	50%	15	30%	23	35%	52
No	65%	26	50%	15	70%	54	65%	95
<b>TOTAL</b>	<b>100%</b>	<b>40</b>	<b>100%</b>	<b>30</b>	<b>100%</b>	<b>77</b>	<b>100%</b>	<b>147</b>

ALL OTHER	Game Official	
Yes	36%	38
No	64%	68
<b>TOTAL</b>	<b>100%</b>	<b>106</b>

3. Do you believe the game needs a shot clock?

HEAD COACH	DI HC		DII HC		DIII HC		Overall	
Yes	57%	36	56%	30	50%	87	52%	153
No	43%	27	44%	24	50%	88	48%	139
<b>TOTAL</b>	100%	63	100%	54	100%	175	100%	292

ALL OTHER	Game Official	
Yes	76%	155
No	24%	49
<b>TOTAL</b>	100%	204

4. Which shot clock option would you support the most?

- A. Upon possession, a straight 60 second clock, (inclusive of the 30 seconds to clear)
- B. A 30 second clearing clock, followed by a 60 second shot clock, upon satisfaction of the clear.
- C. A 30 second clearing clock, followed by a 60 second shot clock, upon satisfaction of the clear, and a 2-point arc.
- D. A straight 90 second clock.
- E. Other

HEAD COACH	DI HC		DII HC		DIII HC		Overall	
A	3%	1	0%	0	16%	14	10%	15
B	14%	5	17%	5	26%	23	22%	33
C	8%	3	17%	5	7%	6	9%	14
D	31%	11	50%	15	26%	23	32%	49
E	44%	16	17%	5	24%	21	27%	42
<b>TOTAL</b>	100%	36	100%	30	100%	87	100%	153

ALL OTHER	Game Official	
A	16%	25
B	42%	65
C	11%	17
D	21%	32
E	10%	15
<b>TOTAL</b>	100%	154

### Explain the shot clock procedure(s) you used.

Straight 90 seconds from gaining possession
We used the 60 second shot clock that started when the team gained possession. On a save it reset to 60
We did both 60 seconds from possession and 30 second clear/60 seconds upon touching in the box
30 seconds to touch into offensive box, 60 second shot clock after touch in. 60 second re-sets. Shot clock on during extra-man.
60 sec started once a team touched the ball into the offensive box
60 seconds once in restraining box.
90 Second possession during 6x6 drills. Ride Clear to 6x6 offense starting with 90 seconds
This fall we experimented with both a 60 second shot clock and a 90 second shot clock. Both triggered by the start of a possession or shot on goal.
60 seconds from change possession .
30 seconds to clear once touched in 60 sec shot clock.
60 second shot clock from time offense stepped in the box
Used in practice. Used both options given, 60 from possession and 30 to clear then 60 seconds.
used 30 to get in Box and 60 sec. shot clock
60 from the time you gain possession of the ball
30 second clearing, immediate 60 second shot clock
60 second clock from possession
60 sec. shot clock once team stepped into attack box
90 second
Shot clock (30 sec) was implemented when the box was reached
30 seconds to clear then 60 second shot clock, 60 second shot clock on any change of possession, Normal shot clock 2017 season rules
Clear the ball using current standards and rules. implement a 60 second shot clock. upon touching ball into offensive box.
We used both the Straight 60 second and the 30 second to clear then the 60 second clock
20 seconds to clear the ball midfield then a 60 second shot clock after
Shot clock started once the Offensive player entered the Attack Zone
30 seconds to clear, 60 seconds once you got it in your offensive box
30 to get into our offensive zone, 60 once you touch it in
30 Seconds to Clear the ball, when player touched the ball into the offensive box, we started the 60 Second clock
30 second clearing clock kept by officials, followed by 60 second shot clock once stepped into offensive box.
30 to get it in the box, 60 was the clear was satisfied
One game played with a 90 second shot clock starting with possession and one game used a 60 second shot clock starting with possession
30 seconds to touch offensive box, 60 seconds after touch, 60 seconds after reset.
We used: 1) 60 seconds from possession to a shot (very fast) 2) 30 seconds to clear (current rule) - then 60 seconds to a shot once in the box. 3) 90 seconds from possession to a shot (still a maximum of 30 to clear) with 60 seconds if an offensive rebound occurred
60 Second Shot Clock as soon as the ball was cleared into the attack box.
We practiced multiple scenarios. 90 second shot clock on possession, 75 second shot clock on possession, 60 second shot clock on a touch in the box, and a 60 second shot clock on possession.
60 second on possession and 30/60
30 second clearing count then 60 second shock clock

30 seconds to get it into the box once possession change
inter squad scrimmages 60 second started on possession. In scrimmages vs other teams 60 seconds, started on once you touched ball into offensive box
60 sec shot clock after 30 sec clear (kept by officials) was satisfied.
60 seconds from change of possession
60 Seconds from defensive possession
90 seconds on possession w/ 20 seconds to clear. No touch in rule for the offensive box. We also did a 20 second to clear over MF and then a 60 second shot clock.
60 second after establishing the offensive box And also used straight 60 on possession
We experimented with both the 60 second shot clock and the 90 second shot clock
90 seconds from time of position. 45 seconds after rebound reset.
We used the scenario where a team still had the 30-second clearing clock, and upon entering their offensive attack zone, that immediately triggered a 60-second shot clock.
90 seconds and 60 seconds
In one game 60 seconds from the time the defense gains possession of the ball and in another 60 seconds from the time the offensive team touched the ball in the offensive box.
30 seconds to clear. 60 seconds to shoot
We used the 30 seconds to touch it in and then an immediate 60 second clock.
For one quarter as part of our fall scrimmage
30 second set to get into box, then 60 seconds once touched in.
60 second. 90 second from possession and 30 second to clear, 60 to shoot
60 second shot clock- starting at touch inside offensive box.
Both-60 second on goalie save and then 30 and 60
30 seconds touch in the offensive box 60 second shot clock. Same rules for reset applied as current
We used both of the experimental procedures.
30 in 60 out
60 second shot clock initiated once the clear was made (touch in attack box).
30 to clear, 60 once touched in.
:60 second clock one a team had satisfied the :30 sec clear (touch the box) rule
60 second shot clock that started once the offense touched it in the box (
20 to clear, 60 to "shoot".
Normal 30 seconds to clear, and as soon as team stepped into the box, we put the 60 second clock on
60 second shot clock once ball was successfully cleared and touched in.
Two methods were used. The first method was a 30-second count after possession was gained to get the ball into the attack area then a 60-second shot clock. The second method was a 60-second shot clock from the time possession was first gained.
20 seconds to cross the midline. 60 second shot clock once over midfield. Timer on rules for shots/re-set.
standar transition rules and then once the possession was gained in the box the 60 second shot clock went on. Any shots that were on cage but were regained by the offensive team reset the shot clock.
60 seconds once possession was gained by offensive team in the offensive box.
30 to clear, 60 second clock starts on the tiuch

Used both the original suggested 60 seconds and also did the 30 to clear and then the 60
we used both the 60 second from the time the ball was picked up by the defense and the 30 seconds to clear it and then 60 seconds to get a shot on goal
We used the 60 seconds from the moment of possession. We used the 60 second once you touch in the box. W
We used both: Upon possession, the shot clock will be immediately started by the shot clock operator. The team in possession shall have until the shot clock reads 30 seconds to clear the ball into their offensive attack goal area. Once this has occurred, the remaining time on the clock will be the time left for the offensive team to take a valid shot. And Option 2: Upon possession, the officials shall handle the mechanics of the 30-second clearing count as in previous seasons (20-second beeper and 10-second hand count). Upon entering the attack goal area, and upon the officials signal, the shot clock shall start and run in sync with the game clock. The offensive team will have 60 seconds from the moment they enter the attack goal area to take a valid shot.
60 secs upon possession
60 seconds from touching it in the box
We used a 2-minute (120 second) shot clock at the start of possessions or change of possession.
The offensive team had 30 seconds to touch it in to the box. Once the offensive team touched it in to the box. The 60 second shot clock started. It was reset if a shot hit the goalie or the goal post.
We used the current 30 second rule to clear the ball and touch it in the box. Once the ball is touched into the box, a 60 second shot clock is triggered.
We used the 30 second clearing clock and then once possession was gained in the offensive box a 60 second Shot clock.
60 seconds from possession, 90 Sec from possession and 60 seconds after over midfield
60 second shot clock from time of possession
MLL Game rules vs. Ohio Machine, 60 clock once you touch the box and 2 point line
30 to clear, 60 once attack area was gained
30 seconds to clear the ball and get a touch in restraining box. once the ball is touched in the box 60 second shot clock
60 seconds once offense touched into restraining box
60 seconds on possession
We used a shot clock on full possession (90 seconds) against Team Canada. We used a 60 count after touching it in the offensive box against Towson. We used a 20 second count to clear and 60 after crossing midfield against Seton Hill.
All types from practice.
60 sec once cleared
Used in practice scrimmage for 60 seconds from the time the ball hit the half line
60 seconds once clear was satisfied.
60 seconds when touched into the offensive box
30 to get it in then 60 shot clock
I was involved in both the 60 second shot clock from the time of a change in possession and the 60 shot clock once the ball touched in the offensive box.
Used both options that were suggested
Upon possession, team was given 30 seconds to get the ball inside the attack box. When inside the box, the 60 second shot was administered. Loose ball push reset the shot clock. In the case of a flag down ( technical or personal) reset the shot. In the case of clearing the ball into the alley way and a time-out was called, upon resumption of play the 60 second shot was immediately started because the attacking team had satisfied the clearing count.
60 second shot clock once you stepped it into your offensive box.
60 seconds after the goalie had possession of the ball.
We used three weeks of :60 from time of possession. And we used :60 seconds from offense possession in the box with :30 seconds allotted to clear.
Shot clock was turned on upon defensive possession/ goalie save. Team then had 60 secs to put a shot on goal. Team also still had 30 sec clear timer .

60 on possession, 30 touch 60, standard + stall
60 secs once the ball entered the restraining box
Followed MLL rules, 60 seconds when possession was gained.
60 seconds beginning with possession
We used the 60 second shot clock upon the touch in the Attack area.
60 seconds to shoot after establishing the box, reset clock if ball hits goalie or goal
Two ways: 1) 60 sec shot clock was turned on when the 30 sec clear is satisfied. 2) 60 sec shot clock was turned on as soon as change of possession.
60 starting on possession
30 secs to get ball in box from possession then 60 to get a shot on goal. Also used 60 straight shot clock for two weeks of practice - it is too short.
Sixty seconds once the team establishes the offensive attack box
We used the 30 second advancement count, followed by a 60 second shot clock after the offensive team touched the ball into their attack area.
we did 30 seconds to clear and then 60 once stepped into the box and 30 seconds to clear and 90 seconds once stepped into the box.
60 seconds after touch into offensive box
20 Second Clear to mid line 60 sec shot clock once cleared.
60 seconds once touched in the box
60 seconds right when team gets the ball. Did it for two quarters this Fall.
30 seconds after substitution
Intra Squad scrimmage...30 seconds to clear in the box and a 60 second shot clock after getting it in.
30 seconds to clear and then a 60 second clock
30 seconds to clear, 60 seconds to shoot once in the box
30 second to clear...In the box, a chop signal was used to initiate the shot clock operators ...than a 60 second possession clock was employed
In practice scrimmages only. Used both 60 and 90 second clocks on possession
2 methods, 1st 30seconds to clear then 60 shot clock, 2nd straight 60shot clock
I used both scenarios in different games. In a couple of games, we used the option of a 60 second shot clock upon satisfying the box. One game, we used the 60 second shot clock immediately upon possession of the ball by the defensive team.
60 second shot clock once the ball was touched in the attack area & the 30 second clear count was satisfied.
30 second clear, then 60 second shot clock
60 second clock, similar to the MLL.
1 minute shot clock in effect for each team possession once the team in control gets into the offensive zone (box).
We used the shot clock procedures similar to the MLL shot clock when there was a shot on goal/goalie and turnover.
We used a 60 sec on possession for a quarter of a fall scrimmage, as well as a 30+60 sec timer for a quarter. We also used the 30+60 sec timer in practices.
1. We used 30 seconds to clear, 60 second shot clock triggered upon touching it into the offensive zone. Reset to 60 seconds on a shot on goal. 2. We used 90 seconds on possession. Reset to 60 seconds on a shot on goal.
30 to touch in 60 sec clock
60 second clock. immediately after possession.
I was able to use both procedures. Straight 60 seconds and 30 second clearing, then 60 second shot clock.
60 sec clock started upon satisfying the clearing count. Reset upon shot that hit goalie or pipe.
Generally a 30 sec to clear and then a 60 sec. shot clock when the ball is in the box. 60 on re-sets. we used a straight 60 in practice and that felt too rushed.

We used a 60 second shot clock on the start of every possession. The 30 second clear clock was counted as part of the 60 second shot clock.
We practiced using different variations of the clock from time of possession in our defensive end plus a set use of time once we had established possession inside our offense zone.
30 sec to box, 60 seconds after you step it in.
I used 90 seconds from the change of possession, and we also tried 90 seconds once we crossed in the half field segment.
Focused on 60-second offensive sets within practices.
90 second shot clock from possession. Shot defined currently reset clock to 60
Option 2 (30 to clear into box and 60 to shoot)
Both of the experimental options.
30 Second to Clear, 60 second shot clock
Once the offensive team cleared the ball successfully and touched it inside the offensive box the shot clock turned on. The shot clock was reset if it hit post and or the goalie and possession was regained by the offensive team.
60 second clock once the ball was touched into the offensive end.
We used a 90 second shot clock from possession.
We ran with Option 2 (per the memo from Sept. 27)
60 second automatic shot clock upon 'touch' in the offensive zone.
60 seconds once the ball is touched in the restraining box
90 seconds from possession and 60 seconds from possession
the offense had 60 seconds to take a shot (after establishing possession in their offensive area with the 30 sec. clearing procedure in place). The shot must occur from above goal line extended. To satisfy the shot clock requirement, the shot must score a goal, hit the goal keeper, hit a goal post or a defensive player in the crease. If satisfied, the shot clock was waved off. If the offense retained possession without crossing into the defensive half or without an intervening defensive possession, the shot clock was reinstated. If the defense gained possession at any time or the ball crossed midfield, then the 30 clearing count was placed into effect. The shot clock was reset in the event that a "play-on" non- time technical foul was committed against the offense, the shot clock was reset. Time serving penalties DID NOT reset the shot clock. No shot clock was initiated when the teams were at uneven strength.
We used a 60 second shot clock in practice, which started on any change of possession.
60 second shot clock after satisfying clearing count
We tried a couple of different options throughout the fall. In a scrimmage with Robert Morris we used a 30 second to clear (midfield) and 60 seconds once across the midfield. We also played some inter-squad scrimmages with a 60 seconds from possession procedure.
We used a 60 second clock once the offense had possession in their offense attack box.
60 seconds from possession gained.
I used 3 different mechanics. Both of the approved ones (60 second shot clock from possession and 30 to clear then 60 seconds from touch into box). I also, at the request of both coaches tried 60 seconds once the offense crossed the midfield line.
We used a 60 second shot clock upon change of possession. We continued to use the 30 second mechanic in which the offensive team had to touch into the attack box within that timeframe, and whatever time that remained on the shot clock was at their disposal.
We scrimmaged St. John's University on 10/8 and used the 1:30 rule. On any change of possession the defending team was able to use the current 30-second rule to clear the ball and get it into their offensive box. When the ball entered the box the 1-minute clock was visually live and would be reset on shots on cage. If shot clock ran out, ball was turned over to defensive team.
We played York College in a Fall Tournament. In this scrimmage, we played with a 60-second shot clock. The clock started with possession.
60 seconds as soon as the defense gained possession.

scrimmages. We had a limited attempt at the 90 second shot clock but our equipment was having issues with that one so we had limited experience with the 90 second shot clock.
30 seconds to clear , 60 seconds after touching in the box
60 second shot clock upon possession and 60 second shot clock once the player steps into the offensive box
On each possession, we used a 60 second shot clock.
30 seconds to clear and get in the box. Then 60 seconds to play offense.
60 seconds upon change of possession to put a shot on cage.
Once the attacking team stepped it in the box, the :60 second shot clock began. :30 clear and :60 shot clock
90 seconds on change of possession. 69 seconds when ball cleared over midfield line
We used a 60 second clock from possession clock during an inter-squad scrimmage, as well as using it in practice with a 60 second from box touch method.
I did not have a fall game yet
We used a 30 second clearing clock followed by 60 second shot clock.
We used the 30-second clearing count and once the attacking team touched it in, we started the 60 sec shot clock.
Upon possession there was a 60 second shot clock that was on until shot requirements happened, change is possession, defensive foul. We didn't use the 30-second in the box; however, once the offensive box was gained, over and back was enforced.
60 second shot clock once the offensive team boxed it in.
30 seconds to clear, 60 seconds to shoot once inside the box.
both new ways proposed
Used the 30 second to get a touch followed with the 60 second time on the clock.
We used both versions
60 seconds after a touch in the offensive zone
30 second clearing count, followed by a 60 second shot clock where the shot clock would reset if a shot hit the goalie or the pipes.
Once the offensive stepped the ball inside the box, then we used a 60 second shot clock.
Used both procedures
60 seconds once touched in.
60 seconds once cleared into the offensive box
Two Versions! One we initiated once the def gained possession, giving them 60 seconds to shoot. (having no clearing count). Two, was gave the def 30 seconds to clear the ball and touch it in the box. Once the clearing count was satisfied, a 60 second shot clock with started.
After discussions with both coaches and Officials we utilized the 60 seconds shot clock upon satisfying the clearing 30 second count.
Used 60 second shot clock after the clear. The other 60 second clock after change of possession we attempted to administer from the clock operation side.
60 seconds after ball was cleared.
I used the 30 second to clear and 60 second from touching it inside the box.
30 seconds to clear, 60 seconds when in the box.
We used a 60 second timer once the player touched it within the restraining box.
We use the variation where you had 30 seconds to clear the ball into the attack area and 60 seconds to get your shot off once you step into the box.
1. 60 seconds from possession 2. 90 seconds (30 seconds to get it into box)
1) Upon possession2) Upon entering the attack goal area
30-60
We used a 30 second count to clear the ball into the box. Then a 60 second shot clock

90 sec from possession. 30 to get it in the box. reset to 90 on save, pipe and offense regaining possession
60 sec from possession.
60 sec from time of possession!
60 second from time of possession, 30 seconds to clear
30 to clear 60 second shot clock once you touch the box
We used three methods in both practice and during fall competitions. 1. We did a 60 second from initial possession. 2. We did a 80 second, 20 clear, 60 over midline. If there was 70 seconds left after the clear then that is what the team had to shoot. 3. We did a 90 second, 30 clear, 60 over midline. Same idea, if a team had more than 60 seconds after the clear that was the time they has to shoot.
30 seconds to clear/touch it in the offensive box. 60 second shot clock from that point in. Reset at 60 seconds if possession was maintained by the offense after a shot and save, or shot and pipe.
All three times we used 30 seconds to clear, 60 seconds once the offensive team stepped it into the offensive zone
30 seconds to clear into box 60 second shot clock 60 second reset.
We used both 60 second clock after a possession and 60 second clock after normal clearing rules and you touch it in the box.
60 seconds from midfield line during scrimmage with outside competition. 90 from change of possession in intersquad scrimmage.
60s from the touch of the box
Shot clock began when team initially acquired possession
We used both procedures, from 1st change of possession ie shot, turnover. we started the shot from there. We also started the shot clock from the 1st touch in the attack area.
We used the regular 30 second clearing clock and then after the 30 sec or a touch in the box, the 60 second timer went into effect.
We used the 30 then the 60 second shot clock.
90 Second for one 20 Minute Quarter
30 seconds to clear, 60 second shot clock once the ball is touched into the box.
30 sec clear 60 sec shot clock
60 seconds from gaining possession of the ball
We allowed the 30 second clearing clock and once it was stepped into the box a 60 second shot clock was activated.
1. 30 seconds to clear and 60 sec. shot clock. 2. A straight 60 second shot clock. 3. A straight 90 second shot clock.
We used just in practice and used 60sec and 90sec on change of possession.
20 seconds to get over mid line, 60 second shot
We started a 60 second shot clock once possession was established in the box.
30 second clear and shot clock starts on touch in the offensive box.
60 seconds on the box touch.
We experimented with three variation of a shot clock. 1) 90 seconds on possession 2) 60 seconds on possession 3) 20 seconds to clear ball over midline and then 60 second shot clock
75 Seconds at start of clear. Reset to 60 for a save/pipe that maintains possession.
1) 60 seconds from possession. 60 seconds after a save or pipe. 2) 60 seconds from the time the clearing team touches the ball into the off. rest. area. 60 seconds after a save or a pipe.
once ball crossed midfield
60 Second clock upon possession into the box
In 3 separate full length games I use the 60 second shot clock.

60 seconds after offensive team satisfied clearing count.
60 sec shot clock once team possessed ball in box
60-seconds from a turnover.
60 second shot clock would begin when offense established the 30 second clearing.
30 Seconds to clear into the box using the Official's timer. 60 second shot clock using the scoreboard clock after clear. Reset on save or pipe.
In the fall game I worked, we played one half with the existing rule and one half with the 60 second clock running to zero - 30 seconds to clear and 30 seconds to get a shot off
We started a 60 second shot clock upon gaining possession with 30 seconds to advance over midfield.
Clearing count remained the same, 60 second shot clock started upon gaining the attack area.
60 seconds once possession was touched into team's offense box. still had the 30 sec clearing clock to get into offensive box.
We went with both.
30 to clear 60 to shoot
We used a shot clock that began a 60 second possession once we entered the restraining box on the offensive end.
We used the 30 seconds to clear it into the offensive box and then a 60 second shot clock began with possession in the box.
30 seconds to clear and 60 seconds of attack time.
We used a 60 second shot clock beginning upon possession.
We tried a 60 second shot clock upon possession and a 90 second shot clock upon possession.
30 seconds to clear. 60 second shot clock.
30 second to clear and 60 seconds after the clear was completed
30 Seconds to clear; 60 Second shot clock was activated once the ball was stepped into the box
We played our fall scrimmages with a 60 second shot clock after a touch in the box.
30 seconds to clear and 60 seconds upon entering offensive box
60 seconds after touching the ball in the offensive box, following clearing within 30 seconds
We used 30 seconds to cross midline and touch it in . Once touched in then a one minute shot clock started

### What was your experience with it?

Teams liked it a lot kept the pace up
I liked the number of possessions it creates for each team and I like the limited time you have to substitute.
I liked it, made our guys really think ahead and make decisions on subbing/ when they were stepping in the box
Positive, better than I thought.
I think it is a terrible rule and idea.
It was too quick to play effective offense. There was a lot of "dump in the corner" offense, which is terrible for the game.
thought 90 seconds gave plenty of time to clear sub and set up offense with an average of 45-70 seconds of offensive possession.
We really liked the 90 second shot clock. The timing had no effect on our style of play (aside from the substitution game), but it definitely prevented the struggling team that day from stalling or utilizing possession shots (another element not easily judged by our area officials). The 90 second shot clock still looked like college lacrosse, but it was more free-flowing, because we didn't have the time to really play a lot of substitution games.
Very good!
Positive, liked the pace of the game.
did not like it
60 seconds not enough time from possession. 30 seconds to clear led to some slower clears in order to sub. Standing outside the box.
did not like waiting to sub before stepping it in the box.
It was very positive. The players love it and it really required a lot of trust in your players and to teach them the basic of lacrosse. Not to teach them how to run plays. In our scrimmage day it was very positive with very few issues.
Good
Fall Tournament at Stevenson University - The Meghan Puls Lacrosse Classic with Stevenson, Franklin & Marshall, Ursinus, Virginia Wesleyan Loved it!!!
I thought it was great. The speed of the game was faster. And it took the ownership off the officials. Made everything consistent!!
Resulted in poor shots on cage. If the NCAA goes to a shot clock for men's lacrosse it needs to be reset on shots not shots on cage. This will ruin the quality of lacrosse at the non Division 1 levels. It will also increase the number of lopsided contests.
Great. It took away any question about slow play
I liked the 30 second to clear then 60 second shot clock. I think it kept the game moving quickly, took pressure off the officials for when to administer the shot clock, and didn't change the game drastically from what it currently is.
worked good. however in one of the games the score was very lopsided due to the team needing to score. I could see this being a bad thing in mismatched contests.
I thought the straight 60 was a bit to fast. I think the best was 30 second to clear the ball and get a touch in the box and then when the official signals the ball has entered the box the 60 second shot clock began. I thought the second scenario was the least confusing for shot clock operators.
fast tempo avoided the sub hold it out of the box aspect that the current rule has. A lot of two way play
Overall worked well with the exception of the shot clock operator stopping or re-starting the shot clock on their own decisions and not using our signals.
Was ok with no major issues. It will cause a few different situations, but the question is, will it be better then what we have. My answer right now, is that I am not sure yet.
it was excellent, however not much different than we have always played
I think it had it's pro's and con's. We seemed to have more urgency subbing and running our offense. We didn't ride as much so we could get our offensive players on quickly.
Used it for 24 practices and 2 fall games. I thought the 60 seconds was too quick for our level, even with the 30 seconds to clear on the front end.
We thought it definitely picked up the pace of play. We did have some difficulties with signaling how to start the clock with the time keepers.

The play was much faster especially with the 60 second shot clock. The 90 second was only a factor on a few positions. For the 60 teams needed to change on the fly as the ball moved up the field.
Outstanding
We thought all three were better than the current "Timer On" rules, but 1) was too fast 2) was good except teams were stopping before stepping into the offensive restraining box to sub before starting the 60 second clock 3) was the best because it rewarded a team for clearing quickly (by giving it more time), but wasn't too long if there was an offensive "rebound."
Loved it. Took away a "Judgement call" that coaches tend to hate us for.
The 90 second shot clock on possession had virtually no effect on our operations whatsoever. We play quickly by nature and run transition, early offense, then settled look and the shot clock was only implemented one time the entire fall when we were repping this scenario. The 75 second shot clock on possession had the most impact on the pace of the game. We will need to train the shot clock operators, or borrow some previously trained shot clock operators from basketball. This seems very addressable.
i love the 60 second on possession but it is fast and most wont like it. I think 30/60 is slow and tough for the officials
teams adjusted to the clear and were able to make substitutions cleanly
Positive
I felt 60 seconds starting on possession was too quick. 60 seconds starting after you clear ball into offensive box was awesome
It was OK, a bit too long and slowed the game down a lot. Most teams were using the full 30 sec clear to settle the offense and get their desired personnel on the field before touching it in and starting the 60 shot clock.
work indoor box
Possession felt rushed. We played it for 1 qtr each game. Produced fewest amount of goals per quarter.
Both created offense at a similar pace and more consistent flow.
Favored the better team. Lesser skilled team forced to take low percentage shot
We tried both 60 90 seconds
Thought it worked great. 45 seconds might be a little short on reset.
I thought it was good. I think 30 to clear and 60 for offense are pretty good numbers.
Pace is quick for 60 seconds. Lots of resets table struggles. 90 seconds seemed much more manageable
In the game where the offensive team had 60 second from the time that they possessed the ball the game moved very quickly. Offensive substitutions had to be strategized and calculated. In the game where the 60 second shot clock was placed when the offence touched the ball in the box the game moved very much like it does now.
It was at a D3 game. The person running the shot clock had a tough time understanding when to reset the shot clock. Like...a really hard time.
I like it although we immediately thought of many scenarios that needed clarification like penalty time and also officials signals.
Neither positive nor negative. Didn't have a large enough sample size
Not really a factor. If anything it slowed it down. Rarely did shot clock get under 20 seconds.
90 second worked best.
We noticed that the teams would purposefully not touch into the offensive box until our timer went off (20 seconds of clearing had expired). They would just sit up top and run their subs and then once our timer went off, they would touch and play offense.
The flat 60 is not good for the college game, the 30/60 has some merit, but the possession clock needs to be closer to 75-90 not 60
Very little problems but it was in a stadium atmosphere and the clock operator was outstanding
Did not care for it.

ran into errors with host teams shot clock. had to be done manually from the table.
The visible clock was only capable of displaying 30 seconds, so the first part of the shot clock was "secret". The biggest hurdle was to be able to communicate to the table when the field officials had deemed a "rule book" shot was made. There was also the communication of when the defending team gain possession and their 30 second clear had begun. That event was NOT a part of the 60 second shot clock
Great
It went well
Creates a whole new set of issues for officials: 1) the clock did not start promptly when the ball was signaled into the box on numerous occasions. 2) did not reset on play-ons or flag down on a couple occasions 3) felt my attention was drawn toward the shot clock rather than the play in front
Fair
I officiate in the MLL so it wasn't a big change, but it was great not having the coaches yelling about putting shot clock on, or asking why the shot clock went on. This is a very big plus for officials
We did not prepare much for it, so we allowed it to expire several times due to inexperience. It was definitely a factor in the flow of the game.
This question is unclear. My experience was implementing the shot clock under the two different methods described above.
Great
We really enjoyed the pace of play and found scoring increased slightly but not too dramatic. It actually seemed to give the defense a leg up
The faster pace obviously increased some ill advised shots, but it certainly sped the play of the game up.
Was not impressed with the quality of shots it produced at times
the 60 seconds from possession was too rushed - chaotic the 30 to clear and 1 minute worked very well
the results were varied.
Both were pretty easy to implement. However, the shot clock operators were struggling to get it right in Option 2. They didn't seem to get it as to when to actually start the 60 second shot clock.
all good
not bad - fall ball is not a great test. no one plays zone in ball ball
We had a positive experience. That time interval is consistent with the current official clearing time limit as well as the perceived, unofficial 60 second shot clock trigger that is currently being employed. It allowed for plenty of time to clear the ball, substitute and generate reasonable shot opportunities.
I thought it was great. It really sped up the game and made the offense work for their shot. It also took the pressure off of the officials to call a shot clock.
We used it in two practices and in our alumni scrimmage.
At times I actually forgot we were using it during play. It was only when we got towards the end of a possession and time was running out that I realized it was on.
1. Too fast, low quality O 2. Pretty good, helps teams who play fast and sub fast 3. Decent, teams will just drop into a zone in this scenario and play 45 sec of D after subbing
Regardless of how fast the teams pushed the ball in transition/clearing, there was not enough time for settled offense. It did not speed up tempo, but rather forced offenses to play tense and make more mistakes. This made for sloppier play and a poor product being put out on the field.
Solid. I would prefer 90 second clock on possession. Use buzzer for 20second clock over midline like MLL has and then a 60 second clock on any reset of clock in offensive end. I am not in favor of bringing back dive. I would be in favor of using the orange MLL grippy ball for NCAA lacrosse.
good, could use some tweaks
The experience was neither negative or positive. It somewhat slowed down the flow of game because of the strategy we implemented. We told our players to try and use all 30 seconds before getting a touch and during that time we would sub on our offensive players.
Our experience was only 1 scrimmage and didnt change how we want to play lacrosse - fast

Faster and a little sloppier play

With the two proposed scenarios (one shot clock from start of possession and then a timer to touch it in the offensive box with a shot clock then starting), the two issues that I have seen come up are that teams could respectively work these scenarios by: 1) 90 second shot clock - holding the ball on the defensive end with the time remaining being less than the shot clock to ice a game 2) 30 second to touch in offensive end and then 60 sec shot clock - teams are delaying touching it in the box as long as possible to delay the start of the shot clock In my opinion, both of these mechanics are going to make teams try to play differently. I do not think that is the overall point that we are looking for with the clock. I believe we all want to eliminate the officials' ruling without changing the game. Against Seton Hill, we did a 20 second buzzer to cross midfield and 60 second shot clock from there. Neither teams tried to adjust in anyway to 'work' this mechanic. In fact, we only had two total shot clock violations throughout 3 quarters of playing with this. This is similar to basketball and I believe much easier to understand to the average fan.

Strong No for the 60 second shot clock variety on possession and getting it into offensive area. Mixed reviews and a lot of other questions raised with regards to the 90 second shot clock starting with possession.

It worked well

Created faster offense but created some sloppy offensive play instead of letting plays develop especially younger players took poor percentage shots.

The table did not understand the rules even though we had discussed at each half.

It worked fairly well.

I feel the 60 second shot clock once the ball touched in the offensive box worked the best. It kept the game flow up beat but not hectic like the straight 60 second shot clock was at times.

It was great. Game was played faster.

The game is moving faster. Concentration, signals, mechanics are vital. Players need to get on the field faster, possible substitution infractions will and did occur. Overall, I like the speed of the game.

We did not like it all. There were way more possessions for each team in the game, however the final score was 6-5 (Both teams are ranked in the top 20 year in and year out). The goalies had a high save percentage and there were many turnovers. There was a lot of average shots taken and poorly placed shots taken. Our sport allows the team that shoots to get the ball back. So we tend to try and "pick corners" with our shots. If you don't make it, then miss wide - don't hit the goalie in the chest with your shot. It's OK to miss off the cage because we get the ball back. But with a shot clock you may only have 20 seconds or less to get that second shot off. So, you work for that great shot and you get it, but it just barely misses.... Now you have to rush your 2nd shot. So both teams shot poorly because you couldn't afford to be too precise. Lots of forced feeds. You had to be more aggressive. Lots of balls rolled into the corner. I don't feel like the talent level is abundant enough for a 60 second shot clock. The NBA has a 24 second clock. College basketball has a 30. HS does not have one. Imagine little league basketball with a 30 second shot clock. Point is, at some point the talent level has to be good enough to handle the challenge of the time on the shot clock. Maybe the Men's Lacrosse shot clock should be 90 seconds once you step it in. I do NOT think it should be 90 from the initial possession - as this would be similar to the same problem we had this fall. I just feel like it helps the defense and it will lower the scores of the games. There will be more turnovers, more bad shots, more saves and less scoring. Not sure that's what we want. Teams will go zone, teams with the most talent at midfield will be better, and the underdog will have very little chance to compete. It will be more like soccer and hockey - where the ball is constantly changes ends. This becomes less exciting because it's constant.

Went very well.

The :30/:60 clock was good. Flow of the game was increased but the pace was not frantic. We subbed as needed and then played at tempo. Could be done at :20/:60 if needed. We DID NOT have endline clocks, so coaches shared a countdown with players. We did not use a 2-point arc but this would not be a terrible idea if the concern is packed in zone defenses.

A little faster, similar to MLL

60 on possession was good if not many turnovers for the operator, 30+60 was better for the crew feel- arm up touch = start 60

Worked great

The pace was increased clearing the ball. When I did look at the shot clock there was always more time on it than I thought.
Game was rushed.
We didn't practice much with it but we didn't do very well with it. It made for some sloppy lacrosse and maybe it wasn't enough time to generate our offense the way we would like to see.
Made teams play faster
When the shot clock operator started the clock correctly, I liked the 60 sec shot clock.
It was way too fast. Strategy offensively was out the window.
Very good to excellent. Officials did not have to make any calls based upon their opinion of the offensive teams intent.
As an official it took some adjusting as once the attack box was established it created another aspect to watch over.
My crewmates and I arrived at the same conclusion: the shot clock is not ready for prime-time.
I thought 60 seconds was too quick. I liked 90 seconds. It didn't really alter the play of the game, but would seem to fix the problem of inconsistent application of current shot clock rules.
Very good. Cleans grey area of stalling. No one is complaining about not going to goal.
Tough with teams with smaller rosters
Great.
Only once or twice did the shot clock expire--pace was not speed up as much as teams delayed touching it in to sub first then complete the clear.
I believe 60 seconds is too short. I like the up tempo though.
We liked it.
Loved it..Sed the game up but did not create sloppy play.
I liked that it keep you on your toes. The game I did was not that competitive so it did not come into play very often. Both teams run a very up tempo offense.
I felt like the experience was OK. I do not feel the fall gives realistic data because I think that many coaches approaches will change when the games actually mean something. A lot of zone will occur and I think an unintended consequence of the shot clock rule could be less goals. I do not think the speed of our game is currently slow.
fast...quicken the game like a D-2 or D-3
60 seconds was way too short
The 30 clear went better than straight 60
I did not care for the 60 seconds upon possession at all. It is too short and takes a lot of aspects out of the game in my opinion. The 60 second shot clock upon satisfying the box was interesting and I don't have anything negative to say. It kept good flow in the game but definitely needs so refinement. For example, if we are in an uneven situation that is greater than 1 minute in length, I do not feel that the offensive team should have to shoot in the first minute. It is the defending team's fault that they are man down for more than a minute and the offensive team should not be disadvantaged by a shot clock.
Game is definitely more 'up tempo.'•Need a good, experienced shot clock operator to prevent mistakes. Also found that being in the 'trail'•position as an official, I found my eyes wandering to the shot clock. Worried that trail official could miss a late hit or another foul.
It went well.
We are not a great test-monkey due to the pace we play at. Only twice did the clock go below 20 seconds.
For D3, this will not be enough time for teams to get set with the right personnel. 90 seconds may be more appropriate
The teams liked it and worked well. Takes out all the decision making for the officials shot clock and if the team is advancing the ball.
I felt the 60 second clock rushed the game. I have MLL coaching experience at the difference in skill is dramatic. The Division III level will not get as many shot clock resets as Pro players and it will dramatically change the game. The additional clearing time was helpful, until I saw other teams stalling at the top of their box to make substitutions, before entering the offensive box. Teams who push pace will be punished for entering the box quickly, by losing the time another team uses to make substitutions.

1. We scrimmaged two other Division I teams using the 60 seconds on the touch format. 2. We practiced with the 90 seconds on possession format.
ok like current rules better
I was pleased with it.
Good. I think it maintained a good flow of the game, eliminated to subjective decision to put on a shot clock, eliminated having to be aware of when they settled the ball and how much time had passed, and possibly reduced penalties due to the defense not pressing out as much. In our contests there seemed to be fewer personal fouls than usual.
I liked it. it took the subjectivity out of the officials hands.
My notes - The clock naturally eliminated riding. With 60 seconds, subbing / change of personnel time took up a large enough proportion of possession that if you wanted to sub, you couldnt ride. The middle of the field was wide open. When we asked our attack to drop back and take something away from the clearing team, it stalled a clear and took away valuable seconds from the clearing teams offense possession..but an all out ride, using two way middies limited the number of people who could get in and actively contribute in the game. - Our top athletes could adapt, our bottom athletes not. At our level, the number of athletes we have that can play the two way game, understand situations, create quality shots, scoring opportunities...is much more limited than the D1 game. We played in the DIII NCAA tournament last year, and I would worry that a clock like this would limit the amount of athletes who could play this at a high level. If teams are used to playing with multiple mid lines, SSDM's, pure FOGO's, multiple LSMs...it would limit their opportunities do get on the field. Faster Shot clock did not necessarily mean more goals. While there was more of an emphasis to get to the cage, that didnt mean that the ball went into the cage. There were shots one could consider "poor". There was rushed decisions, and sloppy turnovers. Can that be addressed if it is practiced everyday....yes....but forcing the offense to shoot does not necessarily mean they should shoot. It rewarded better defense. If we were to do it again, I would advocate to experiment with a 90 second shot clock and the 30 second clear be part of the shot clock. If a defensive team were to create a TO, or the clearing team could get out very quickly....it rewarded the offense with longer possession time.
Its not as easy as it sounds to determine when a possession takes place and to get the clock going. It is easier once we have possession and have moved it into the offensive box. Either way it can work.
Excellent. Wasn't a fan of the clock until we did it this fall. Very competitive, 80 total shots, 4 tossed balls to the corner, 11-10 game, fast paced, no zone played, had two point arc, but none attempted. I would recommend 60 over midline or 75 at possession! also shrink the box, there wasn't much transition.
We did not have a favorable experience with it. There were a lot of things that arose that were not promising. Often we found it to be a little more sloppy play and at times it did speed up the game, but there were many times where we also rolled the ball to the corner when the shot clock was running out and it actually slowed the game down and made it choppy.
Offered the defense another tool to work. It allows possessions to become balanced as not to let the offense wear the defense down excessively.
Great.. Great reaction from Officials as well. We used it during our scrimmage vs. VMI.
The clock that started upon possession was to helter skelter. It made teams rush to fast. The clock that started upon satisfying the clearing count was great.
We practiced some with it, and played both our fall scrimmages with the shot clock the entire game. We really enjoyed it, helped with the pace of play, took the pressure off the officials to determine when the shot clock should be implemented. Provided more possessions and opportunities for both teams. There was plenty of transition in both games. It put more emphasis on the players on the field to make decisions and rely less on the coaches.
Didn't have enough opportunities to experiment with new rule to gain a clear confident decision one way or another.
Minimal issues. Three halves of a three-way scrimmage used the rules. There were maybe 4 time expirations.
When we used two-way mids, the time was sufficient. Any time we subbed, the offense seemed rushed. To be clear, we only used for one intra-squad scrimmage so my sample size is not large.
Of the two options, I was most comfortable with this one.
This worked much better than I had expected. It affected roughly 6 possessions combined throughout the contest (running quarters), but was not overly intrusive. It allows for substitution patterns to begin prior to a 'touch', but still rewards solid defensive play.
thought it was a very positive experience. didn't necessarily speed up the "pace" of play but it did allow for teams to share the ball more favorably. It also created a natural deterrent from offensive teams shooting and missing the goal

Very positive.
It seemed to work well
We liked the faster pace, as we are trying to use two-way midfielders.
I found the 60 second clock allowed plenty of time for the team to run their "set" offensive schemes. The one problem--similar to the MLL--is that late in the shot clock the team would simply roll the ball in the corner. Not exactly an "eye pleasing" part of the game.
I'm not completely sold that the shot clock is going to a. speed up the game b. increase scoring c. simplify the officials role within the game
It was ok. I am concerned that with the lower end talent schools, any other forms of shot clock will cease to make it lacrosse, but rather more like tennis.
I liked it, but it would seem 30 to get it into the O-Box and then 60 is more appropriate.
I felt the best was 30 to clear then 60 seconds from touch into box. That gives the teams time to clear and substitute, but still required them to run an offense within the 60 second shot clock. It Made the officials job easier (less judgment and discretion), but will require a highly skilled shot clock operator.
I thought that the pace of the game was a little too fast in the sense that I believe that this gives a strong defensive team a decisive advantage over the entire course of the game. Due to the anxiety of trying to get a shot off, I thought that there was more unforced error's occurring, especially in the 4th quarter as the players seemed to tire more so then in the past.
My staff and I liked the experience w/ this rule and I believe SJU did as well. If we go to a shot clock rule, I would vote for this rule.
We had not practiced or prepared much with the clock. it was new and a little sloppy early but very few turnovers related to the clock. Our players really enjoyed it and the scrimmage was competitive and fun. it was certainly entertaining for the fans.
Lot's of rides and clears as well as rushed possessions that would end in balls rolled to the end-line. 60 is very short and 75 would be better.
I felt like the 60 second shot clock after the ball had been cleared gave sufficient time for substituting and also getting into your offensive set. I felt like our initial attempt with a 60 second shot clock immediately after change of possession was too quick and created sloppy undisciplined play. Not enough reps with the 90 second shot clock to comment.
One quarter during a fall scrimmage
Honestly we play a faster paced style so the shot clock did not have too much of an impact with us. I did prefer the "upon possession" way as opposed to the "in the box" way
Very good. Coach had players ready and a shot clock operator dedicated to using visible clock.
the ball for a full 90 seconds. Maybe 75 seconds from possession might be better. I think 60 seconds from possession is to short to clear the ball and run some type of offense.
Loved it - forced us to organize and push transition with more urgency. Less micromanagement and substitution game
The attacking team waited longer before stepping into the box. The one team ran into the alley (almost always on the far side, away from the bench area) and waited for substitutions to happen, then noticed/looked for the single side official to start a count. At that point the attacking team stepped it into the box.
It was fast paced and encouraged good riding.
I think the 60 seconds from possession was a little too fast and made substitutions a bit difficult. I think the 60 seconds from touch allowed for a much better flow, and still allowed the offense enough time to develop.
None
Thought it went really well. It was the right amount of time to be able to play deliberate offense without being rushed. Doing it again I think it will be more efficient to use a 90 second shot clock from the point of gaining possession
Both teams seemed to figure it out fairly quickly. Worked well.
The game was excellent. It was supposed to be a scrimmage and turned into an inter-squad game up at UVM. The pace was excellent and 60 was plenty of time.
thought it went well, not issues.
Felt it didn't effect the game at all.

There's no way we can have a visible shot clock and still have to use our beepers?? This will cause major problems!! In one scrimmage we did the 4th quarter with the new shot clock. The game for the first three quarters was played well, not many turnovers or penalties. In the 4th, the game got very chaotic and sloppy due to players rushing and not used to playing so fast.
Good
I thought both were good but I did prefer the 1 minute after an offensive touch
positive, not a large change in the flow of the game
It produced a continuous sense of urgency for the team in possession to create scoring opportunities.
It went well because everyone could see how much time was left
The procedure with the shot clock starting after the 30 second clearing slowed the game down. Teams were taking longer to get the ball into the box to satisfy the clearing clock
No change
Tremendous; the game was played with great pace.
2 games worth of using it.
I felt it improved the flow of the game requiring teams to have more direct attempts at the cage and less delay in substitutions. We did have to work through several situations of when to put the clock on after a penalty expired.
I support keeping the current rules wholeheartedly. With that said the 60 second shot after the clear was the only semi-practical shot clock we could administer of the two options. We have a football stadium with automated shot clocks on each end. This rule without such a facility would be VERY difficult to administer and would not be fair to athletes or coaches without this visual clock available to ALL participants! The other option for the shot clock being at 60 second on a possession was completely impractical to administer. Just changing the shot clock took time and required precision on implementation. Also, without a full shot clock existing facility with visible clocks on both ends, this implementation is completely impractical.
didn't like it
I felt that this shot clock mechanism was best. Players did not feel rushed to clear the ball. We still had time to run our offense.
Played 3 live scrimmages against UVM, Union and Binghamton
Using it the way that we did, I was not a big fan of the shot clock. While it did create some more effort/tempo when clearing and riding, it also rewarded the team that could maximize the 30 seconds to clear while still substituting for the right personnel. I feel like it hurt the transition game because myself (and the opposing coach) were so adamant about prolonging the 30-second clear to get the right subs on. It also created a few undesirable shots on offense as the timer was nearing zero. (Like a basketball player throwing up a miraculous 3-pointer).
It was ok. We were not comfortable with it.
Thought the 60 seconds from possession was too little time. Thought the 90 seconds was a better time.
1) To short, maybe a 90 sec shot clock on possession? 2) Better, but still going to significantly impact the game.
Good. Should institute 2 points if team A scores within first :30 after gaining possession. Also, team should not be allowed to go behind defensive restraining line or mid field once it has gone beyond those lines or gain possession beyond lines.
It only came into play a few times as far as losing possession because of the expiring shot clock. Maybe 5-8 times. It didn't change the way we played offense. I enjoyed playing with the shot clock because it didn't allow teams to take their time on offense but at the same time it didn't have a huge change on the way the game was played. I actually felt it had a positive effect in a game where one team had a significant face off advantage. Even though one team dominated the possession at the face off the other team was still able to regain possession quickly by playing good defense.
Positive
60 sec to clear and play is not enough time. Easy for officials and teams to know the time and resets weren't a problem. Uneven situation (EMO/MDD) was tricky and unusual.
Overall it wasn't bad minus about 6-8 possessions throughout the game where it created bad lacrosse play for fans.

Didn't make any difference in how we play.
I like it a lot but only negative is we would slow down to touch the box until we subbed everyone on especially off a face off or a turnover.
90 was too slow. I saw teams be more deliberate with the substitution patter than made it have more lull time in the game. 60 worked well, it increased the pace and made players be more in shape and play both ways of lacrosse. Less subbing. 80 was a good balance bc it shortened the clear time, but it also allowed for free substitution to get players on the field.
Did not change the game dramatically, but kept the pace consistent and constant.
Very possitive
loved it
NO WAY we use a 60 second shot clock like the MLL as it will not be the same game. We as a program have no problem with out style playing 60 second shot clock after clearing the ball and touching it in the box but it will give many programs trouble. I would recommend going with a 75 or 90 second shot clock after you touch it in the box to start and then in a few years trim it down to 60 seconds if we feel the game still needs to be changed. Shot clock is needed to help the officials be consistent, but you don't want to make it to radical to fast.
Didn't seem to impact the flow of the game due to our desire to play up tempo
Teams delayed their entry into the box until their subs were finished.
It worked well
Both worked fine, we actually used the shot clock for the clearing clock as well eliminating the use of our timers. We felt eliminating the buzzer the teams has a better idea of the 30 clearing rule it is right there on the board.
I personally liked it as an official. It is a clear cut rule as opposed to judgement on stalling which could be inconsistent at times form crew to crew...
I thought, operationally, it would well.
We had no issues
Did not seem to change all too much. There were a couple of shot clock violations, but it wouldn't change the way we play.
Very good Kids handled it well a few issues on resets
Not a good experience
If I was a spectator-it made the game faster and created more scoring opportunities. As an official, we had to work a lot harder.
We liked the 30 to get it in and 60 sec. shot clock much better than a straight 60 sec. shot clock. We felt like the 60 second shot clock rushed the game too much. It did not allow for substitutions unless they were done in transition. I didn't like the idea of losing 15 seconds if you push transition as clear it quickly. We were much more in favor of a straight 90 second shot clock. It allowed for substitutions and a more regular flow to the game.
thought 60sec was short and made tough to sub. 90 seemed about right.
fine
I believe that there was enough time to still sub and play offense with a 60 second clock starting with possession in the offensive box.
Non-factor for the most part.
Loved it; wish it was in for 2018 spring.
I did not like the clock on possession (60 or 90). It was difficult to clear, sub and flow into a settled offense. With the 60 second clock on possession, our team averaged 21 seconds to plays organized offense and get a shot on goal. The shot clock beginning after the ball was cleared gave more time to organize and run settled offense but still have an impact on the quality of shot we could produce.
Liked it. Kept the refs judging the pace of play out of the game which was nice.
1) too helter skelter. 2) better, harder to administrate.
it was great
It did not change anything about how we played the game, I did not even tell my team about it until right before the scrimmage.

I thought it worked out really well, the pace of the game was clear and concise from the first whistle to the last in all 3 games. It eliminated the delayed substitution and we really only had the failure to advance 2 or 3 times per game.
There were only a few SC violations.
ok
More shots, more change of possessions.
I enjoyed it
Positive. Players, coaches, fans, all enjoyed it.
It felt rushed and disorganized.
Loved it.
Worked great!
not too different than what we normally have. it was a bit quicker pace and more scoring, so it did have more advantage to offense.
We already play fast, turn the ball over a little more then we should so It never came into play
Never really had to call the 60 second as shots and turnovers occurred.
The shot clock was fine - however, the MAJOR problem that I see happening, that I think is being overlooked, is the defense's ability to run a zone to force outside shots - lacrosse is not basketball where there's a threat against running a zone by simply shooting threes. I personally think the game is great the way it is, not sure the reason for the change.
It certainly speeds the game up and we found momentum was huge with a shotclock. It made it very difficult when losing a few face-offs and giving up goals to settle the ball and regain one's composure. We had a few possessions where we ran out of time after not hitting the cage. I believe it hurts the underdog and will make it more difficult to pull upsets.
Favorable - thought it kept the integrity of the riding and clearing game in place and gave teams enough attack time to generate well thought out offense. Not sloppy like the MLL, where they play :60 from possession.
It seemed to increase the tempo.
We thought the 60 second shot clock was too fast right now but thought the 90 second shot clock was better. The 90 includes clearing time. So if you clear faster you have more time to play offense. If you don't you have left what you have left.
Thought 60 seconds was probably a bit too quick.
It went well! Refs administered it easily. We felt 60 was plenty of time to set up and potentially get a shot off. I do think that potentially starting a 90 second clock on possession but also still having the clearing rule would be better. You would then have a visual clock to use for clearing and those who clear more effectively would have more time on offense. Resets may be 60 seconds
Loved it. It really improved the pace of the game and it eliminated those instances where you're playing defense for 3 - 4 min at a time.
It did change how we played - in my opinion we were slower and more clunky.
I believe this was the appropriate method for moving forward with the shot clock.
OK, 60 seconds is enough...but clock needs to start on possession, not on possession in offensive end
I believe that it changed the strategy of playing defense as both teams pinched in just played zone defense

### Did it change your strategy in any way?

No we try to push and play fast already
Yes it eliminated almost any early offense patterns that we use before settle 6v6 offense.
Not necessarily, we subbed much faster but would definitely need to tweak things if this became official rules
We used the full 30 to touch it in so we could sub. Found the last 10-15 seconds easy to defend just by shutting off a guy or two. We were already playing fast, so not a huge change. It's fall, so nobody used any zone looks...that might change my positive outlook on the experiment.
Yes, not in a good way in my opinion. Now you will see teams standing and running in the alleys and between the restraining line and midfield lines to substitute while still using the 30 sec clock to clear. Then the offensive team will touch it in close to the end of the 30 sec clock in order to get a full 60 seconds with the actual 6 players in that possession.
Yes we had to play 'rushed' instead of quick.
force quicker subs possibly more zone play on defense
Not really. Again, just no time for a lot of substitution games.
We had to Make decisions if we were going to ride or get people off the field . Made it consistent
Yes, some of our subbing patterns or 2 way midfielders.
yes, held ball out from touching in until we heard officials buzzer. Subbing happened much quicker. Put a call in for late in shot clock so we could get closest offensive mid off field for the pole and ball was rolled down into the corner, we actually only did that 3 times.
Coached players to use the entire 30 seconds to clear in order to substitute. Led to slower pace of play. When using 60 seconds it was not enough to be efficient.
played faster
Not really - it just requires that you do things faster.
No
NO
No
Yes. It allowed for less substitution and resulted in a lot more forced and poor quality shots.
No
It did not change our strategy but it did force us to play faster more consistently that we might normally.
no
As an official it did not change anything for me except more communication with each other on the field
decide how much sub game play and miss had to defend
No
Yes, clearing , riding, offense and defense towards the end of the clock
no - although it will change what alot of slowdown team do, and how teams defend.
Yes, we didn't pressure as much on the ride and defensively we didn't press out as much as we nrmally would have.
Yes... In order to maximize the 60 second shot clock, we tried to delay stepping into the offensive box as long as possible so we could substitute during the clearing clock, then use the full 60 to attack on offense with the right personnel in the game. Also realized that we had to choose between attacking in early offense or sub game vs. regular settled 6v6 offense. Could rarely do both in the same possession.
Not really, it made me a little more cognizant of positioning and where I needed to be. It also made it an emphasis to engage with my partners more than usual to make sure that we were all on the same page with knowing the ball was touched in and that the shot clock had started.
Of course: #1) we had to go extremely quickly. It was fun and exciting, but very messy. #2 As stated, if we were tired we wouldn't step in the box, but sub before that to save offensive time 3) rewarded the teams who cleared quickly by giving them more offensive time.

Did not change my strategy at all. Changed our process / mechanics. Loved it how it changed the game though. Made it faster and really fun.
NO
No
Yes, force you to play quicker, which is a good thing. Gives the game back to the players
No
very little
We didn't have as many opportunities to substitute midfielders.
No
Not really
Absolutely
We tried to sub on the fly more and less through the midline.
The only thing it changed for me was to make sure the shot clock started as soon as the offensive team touched in, and it was also nice to not worry about judging what a given team is doing on offense.
Not as an official.
Sometimes the teams wouldn't step into the box right away, thus delaying the start of the 60 sec shot clock
No as an official it did not.
No
One team waited outside box to get the initial touch and subbed before starting the 60 second clock.
It did not.
We noticed that the teams would purposefully not touch into the offensive box until our timer went off (20 seconds of clearing had expired). They would just sit up top and run their subs and then once our timer went off, they would touch and play offense.
Yes, to some extent, but we would introduce modified substitution patterns if the rule were to pass. And we did not use zone which we would do if the rule passed.
Yes - teams waited outside the box or in the alley before stepping in. More zone was played in a couple of the games. It was a 7 way scrimmage with five games played under this format
Some officials cannot cover the field well enough for it.
changed our practice preparation leading up to the scrimmage. did not change strategy much until. heard some coaches installed a 10man ride, defense switched between man/zone. We would be little more creative if we knew it was a actual change leading in to the spring.
As officials, we discussed the best ways to signal the table and communicate among ourselves on the field. This communication was aided by the use of radios used by the field officials. It was not clear that the teams were doing anything different.
No
Slight speed up and no "Hey Ref, how about a shot clock on" type requests from the sidelines
Felt I was paying more attention to a clock than the flow of play to ensure it was being run properly.
No
Made the game more uniform
Not much because we knew we would not play by these rules in the spring, but if this version of the shot clock were to be implemented, yes our clearing, riding and substitution strategy would be impacted.
This question is unclear. I assume it is intended for coaches since officials do not really have a "strategy".
No

Yes it did but we were already in 60 second opportunity offenses so all we had to do was adjust our defense. In substitution it became apparent the only way to sub was in transition and opened a lot of fast breaks
We have been focusing on playing fast over the last 2 seasons so it really did not change our offensive strategy. If the rule is implied for the season then we will certainly change our defensive philosophy.
Yes the 30 and 60 actually had both teams using most of the 30 before touching it in to start the 60
it sped up the game and the game was more free flowing - we did not change strategy
It did. It made things more forced. Turnovers increased. We changed our defensive strategy to sit back in a zone.
No from an officiating stand point, no, but there was a lot more up and down play with a shot clock.
no
yes we did not touch it in right away
It did not with the exception of some substitution decisions and cat & mouse situations.
No
There was only one shot clock violation in the entire three sessions. I thought the shot clock forced us to be aware of a potential violation and only slightly increased our pace of play.
No
Subbed less, cleared more aggressive/wreckless
Yes, encourages less substitution game and puts a higher value on two-way midfielders.
no
no
Yes. We were slower to touch the ball in the box.
We were more cognizant of getting offense shooting
It changed our subbing and how we used our midfield personnel. Actual strategies, we have adjustments ready for both sides, but didn't go too far into them as we still are not using it this year.
Not when we used the 20 second buzzer to clear with the 60 second clock after crossing midfield. If we do a clock from the time of possession, I think we still need a clearing count so that teams don't try to 'work' the rules.
Yes. A good deal.
Yes, no worries about stalling
If we were to play in season I would adjust to more of a zone style defense to force more outside shots, Offensively we would attack all unsettled right away and not let subs happen as much. Would need to put more attention on some conditioning in practice.
New mechanic only
yes
Went well might require a 4th official like the pro game
No
Yes, trail had to count up faster, watch for illegal substitutions, along with offsides. I had the trail come up the field slower. I would recommend the the box be made short as in the past.
Yes. If you wanted to get your d-mids on it was tough to ride. if you leave your o-mids on to ride they may never get off the field. Your 1st shot was a quality shot, but then the 2nd shot was rushed very often. I thought the shot clock helped the defenses and made the game less exciting to watch. The quality of play was not as good with the shot clock.
Made it a non issue on officials but a shot clock on...its consistent unlike with the current way it is applied.
No

what about penalties during the 60
No
Yes, forced teams to push the ball up the field faster and could only pass it around for a short period of time.
No
Made us make poor decisions with the ball.
No
I had to be very big with my change of possession signals, so the shot clock operator could start the clock correctly.
It made me feel like fat guys or old guys will not be able to ref anymore. The pace was crazy.
No
We discussed how we would communicate a reset of the shot clock in our pre-game. Other than being aware of the different situations that would reset the clock it did not change our preparation much at all.
not really. We don't like to slow it down, though.
No.
Yes
Yes, but in minor ways
It changed how quick team stepped it in to the box, players would delay outside of the box until almost all of the 30-sec clear was completed--start subbing process then step it in to get full 60 with offensive middies
Just have to push tempo more.
Yes. Forced us to attack the cage more.
We ran quick offense and tried to get shots using the clock getting to under 15 seconds.
We did not run any early offense and would try to "kill" the 30 second clear clock while we made our subs.
As an Official yes, Mechanics, Positioning and communications within the crew.
Yes. We had many rushed attempts and sloppy offense.
No
obviously as an official, it takes all of the judgement out of when to put on a shot clock. I'm not necessarily against this. I do believe it stopped the very slow, methodical substitutions at the mid line that teams used to take 30 seconds or more to complete. It definitely speed the game up a bit.
Not as an official.
No
No due to the fast pace of play we choose to play with.
no
No but helped with moving play
It discouraged us from running early offense. At the end of a shot clock, we coached our players to literally toss it to the other team and begin riding before the clock violation.
1. The strategy to stall above the offensive zone or in the alleys and substitute will be disruptive to the flow of the game. The format essentially penalizes any team that "plays fast." 2. 90 seconds on possession feels more realistic. There needs to be a time limit to cross center or touch it in the offensive zone to prevent stalling in the backcourt.
Took time to touch it in, played a lot of zone with short time on opponents shot clock, both teams tossed a few possessions in the corner when there was little time left on shot clock

Yes, we did have to roll the ball in the corner a few times, after we took a shot with less than 4 seconds remaining on the possession clock.
Straight 60 was a track meet for the first 4 minutes of the quarter, and 4 goals were scored. After that it settled down and it just got sloppy.
No. The game just flowed better.
it created more urgency in the substitution game. it created more urgency in the offensive end. late in the possession we conceded possession at times to sub, rather than take a bad shot.
We only used for one week of our 4 weeks. It did not change our transition patterns, but it allowed for us to only have 1 or 2 options at the most after a transition look to have any organized offense. Only our Top Mids found themselves in the game because of the limited subbing opportunities if you wished to ride, or try to get organized quickly with any settled offense.
The demand on subbing had to be quicker and our sets on offense were rushed at times so it requires more pre-planning of what to run and quick thinking by that of the players.
No, but it kept the refs out of the mix
Yes, there was much more of an emphasis to get personnel on and off for specific half field segments and subbing in general just to get fresh legs on the field was important. the down side is that this made riding a much less emphasized part of the play and in essence limited a lot of transition as this is where we get a lot of those goals.
Must be able to clear effectively in order to maximize the shot clock with a settled offense. It encouraged more transition offense.
No
Using the clock impacted the offense in a negative way. We work pretty quick anyway, and usually shoot first within 30 seconds of our early offense and then again we create offense and want to shoot right around 60 seconds. However, we found that those possessions which normally ended with a shot at about 65 seconds, ended up empty. Our guys would stop playing offense at about 50 seconds in order to prepare our subbing.
The down side was they purposely used all of the 30 second clearing count. Looks terrible when they stand near the attack zone and touch in right before 30? Gives them more time to sub, I get it but don't like the look.
One thing that helped us, was delaying how quickly we touched the ball in to allow us more time to sub, so we would have as much of the 60 seconds as possible when we got into our offense. We decided to stay away from playing subbing games off of a won face off, and we limited out attempts to test early offense when we didn't have any numbers. We did this because again we didn't want to waste too much of the shot clock and not be able to generate offense. We felt like getting our personnel on the field and playing 6 v 6 for us would be more effective. This was a change from our typical strategy.
Absolutely did as it naturally sped up the game with substitutions, when we attack the cage, how we attacked the cage and defensively strategy definitely changed.
Not significantly.
no
Not really. Can't think of any noticeable changes.
Not much, if at all. Our intention is to play solid defense and play up-pace on the offensive end anyway. It may affect some of the more controlled/regimented teams though. It will have a small affect in transition/substitution schemes both leading up to, and at the end of the clock.
we started waiting in the alley before touching the ball into the "box" (to allow subs to go on an off) so that we could get the full 60 seconds with our offensive personnel on the field.
No, because we will not use it this year, and we want to become the best team we can be for 2018.
Toward the end of the game (there was only one goal difference in the score) the team ahead intentionally committed a shot clock violation. Time was a factor, so we did not allow an extended play on (the ball was intentionally rolled in a corner of the field and did not go out of bounds). Instead, we stopped play and awarded the ball to the other team.
Two-way midfielders and using more early offense strategies.
Not really, as an MLL official, it was easy to administer.

Absolutely. In my opinion this is a really big change that is going to bring about a lot of unintended consequences.
Yes. It obviously forces a quicker attack on the cage. I think it could be good, but there has to be a discussion about what helps reset the clock. I know if it hits a pipe or the goalie, clock is reset. However, are there other ways to reset the clock? Officials discretion? Shot close to cage?
No Impact.
It allowed us to officiate without worrying about stalling and have to make a judgement decision. It also requires us to focus on the shot clock / operator when initially started.
Not really, other then being more aware of the secondary clock(shot clock) throughout the game. Maybe have missed an infraction or two due to being more aware of the shot clock and insuring that it was reset properly.
Not really. Helped our players be more disciplined and make better decisions w/ the ball at both ends of the field. We scored 12-goals in 4-Q's, enough to win any game.
We play relatively fast as it is. so, the clock did not change much in terms of strategy. we did experience some challenges getting some guys on the field. i think with additional practice, we would figure that out.
Yes and will change the way we would recruit. 2 way midfielders would be at a premium. I would think a lot more teams would end up playing zone defense as well. Harder to attack a zone with a short clock than it is to attack a man.
Shot clock did slightly change our strategy slightly as we are 2nd year program and last season we attempted to run a very disciplined offense with many dummy dodges to emulate going to the goal and hopefully allowing the official to interpret that we attempting to make an effort to score thus slowing down the enforcement of the 30 second shot clock. With the mandatory 60 second shot clock we would have a definitive time that we would initiate offense and eliminate some of our dummy dodge strategy to shorten the game.
Yes. We tried to use most of the 30 seconds of the clearing clock in the offensive end. Subbed our offensive personnel, then stepped in the box to start the 60 seconds. We focused more on our 6v6 offense instead of trying to create odd numbers situations with sub games or transition.
It really did not.
Felt that it took a weight off of our shoulder in that we did not have to consider pace of play, style of defense, score, timing of game etc. No requests from either coach to consider putting Shot Clock on.
No
Less "early offense" or substitution game and made us organize our offense quicker and attack the cage
As an official, there was too much focus on the clock and not the play in front of us.
Ride harder and use clock when we tried 90 second clock
We certainly focused more on early offense off of transition opportunities and used more 2 way midfielders.
It put an emphasis on early offense and transition. With settled offense, everything had to be deliberate which made the game more exciting in My opinion.
The players were much more intuned to the second whistle!
Not during that game.
No
Not much
no
No
forced to be less methodical offensively
No.
No
No

The only change was made by the players who had to sub on and off faster and move better within the offense. the defense was rewarded for solid play.
Yes, it increased the pace in a way therefore requiring us to be in position faster but it also allowed us to concentrate more on the plays at hand instead of having to judge if a team was stalling or not.
The only change we felt was the heightened level of communication between officials and also with the clock operator.
Yes, the shot clock forced a quick possession and rushed substitution. This changed the flow of the game and did not allow for much true offense of defense during a possession since time would expire by that time.
somewhat
It did not change our clearing strategy or offensive strategy.
Yes
We did in the second half (as we were not too prepared for it) and pressed a little more on our ride.
Yes
No
1) Hand signals. For 60 sec on possession, not to bad, probably just 1 signal to start the shot clock and far side official's beeper. 2) Hand Signals. We will need multiple signals. Signal to start far side official's beeper, signal to reset far side official's beeper on a penalty, signal to start shot clock and signal to reset shot clock. We had to watch for the delay stepping it in while sub all players in the first 30. Do we have a shot clock on a EMO? If there is a penalty on a player for more than a minute, 1:30, 2:00, 3:00, do we still have a 60 sec shot clock?
Yes. Teams were staying in alley. Waiting for subs before touching it up.
Yes. We changed the way we subbed. We also took our time touching the box in order to get our personnel on. Taking full advantage of the 30 second count. This is why it would probably have been better to use a 90 second shot clock from the time the ball changes possession. When you take your time to touch it in the box it actually slows the game down rather than speeds it up. If you clear the ball quickly you have more time on offense. When you have the 30 second count and then another 60 it changes the strategy on riding and clearing. Teams will use the initial 30 seconds to get their personnel on the field and take their time. With the 90 second clock you may not get any failure to advance calls but riding hard can take away some of the time the other team gets on offense. Also teams will want to get the ball out quick and push it up the field in order to get as much time on offense as possible, which will hopefully lead to more transition opportunities and exciting plays.
we do not gameplay in the fall. We would consider zone a bit more or on shot out of bounds or pressure on shot out of bounds and the clock running down
We had to sub faster and not use subs to get uneven situations on offense. We are using 2 way mids so it was easier on us than it might be on other teams who make more subs.
Certainly made you go to the hoop at a faster pace and Substitution box became very important throughout 60 minutes.
no
no not really
No, but I saw teams change theirs this fall. Faster clears to have a more deliberate slow subbing game. Not ideal in my opinion. We did not adjust our strategy bc we play fast with a run and gun style of play.
We subbed a bit quicker. Did not often have time to 'get it around,' after exploring early offense options.
It slightly delayed the officials transition up the field. Far side man had to stay at the top of the offensive box for the step in so the trail did not have to come up the field to help with the onset of the 60 second clock, and potentially run by substitution infractions
no...only enhanced our subbing pattern
It is going to change the game dramatically for many teams. The 60 seconds shot clock after touching it in the box did not change the pace of our play that much but it will be a radical change for many teams.
Mechanically it changed our positions on the field.

As a ref, no
not really we assigned the trail to watch to make sure it was running .
did not change my strategy but possibly could change coaches...they could just sit in a zone and force teams to take outside shots
Not from an officiating standpoint
No, but I believe the Game would change in the future with the Shot Clock
No, we play a run-and-gun style.
No
No
No
Because we did this in practice, it did not change our strategy. As a staff, we believe that this rule change would severely change our thought process for clearing, substitutions and late game strategy.
We only used in practice but 60 on a change of possession would probably change they way we ran our midfielders and subbed and gone more towards 2 way midfielders.
no
We had to be quicker in the way we subbed and could not try as much in the way of early offense or subbing offense but other than that it was fine.
Yes, but minimal.
no.
We found that it was best to reduce substituting and begin all offense from up top with final sub. It altered our typical style of offense and many time just settled for an ok shot rather than a quality shot. Players felt up against the clock more than the opposing defense.
When to use a time out now has a different meaning.
I feel like teams that are challenged defensively actually have a better chance at getting a stop. I would dispute the notion that teams will play more zone.
made us think about what shot we were going to take not just shoot to shoot
NO
No, but having headsets would be beneficial to the crew and the shot clock operator. One thing that was nice is the teams no exactly when, or if they still need to, touch the ball into the box.
Able to anticipate possession change when teams "gave up" possession. Also, able to pinch toward crease as clock was close to expiring.
yes
No other than I did not have to worry about when to put a stall/shot clock into effect.
Eliminated the subjectivity of the shot clock.
Not immediately. Though it will be exciting to see what coaching strategies are created if the rules are passed.
From an officiating standpoint, it caused us to take our eyes off the field more to check the clock. I think that would go away with experience.
It puts a higher emphasis on quick, efficient transition.
I believe it forced the teams into their offense sooner.
we really didn't try to adjust our strategy due to it not being a rule yet. if it were implemented, yes we would adjust our strategy regarding the rule change.
Not really. I wanted to do it to see if It would. I don't think we are a controlled enough team and ask skilled as our peers to make a difference.
No
Yep, we periodically ran a zone and it slowed opposing team play, forcing bad shots. We also employed two way mids which created significant match-up problems for opposing team defense.

Absolutely. I took away our early offensive strategy and offensive subbing tactics. In the future, if a shot clock is implemented we will play more zone defense.
No - we like to play fast. Playing the slower, more deliberate style is more of a D1 issue. Some of those guys are afraid to play fast in my opinion. Most top 20 DIII teams play at pretty fast pace.
No.
With the 60 it made things more frantic, not necessarily faster. We saw/thought about more zone later in the clock if the ball went out of bounds. We almost had to resort to playing 5 vs 5 on face-offs so we didnt have to worry about subbing our face off guy so we had more time.
Yes. Roll ball in corner at times. Zone defense. Don't touch ball in box until subbing finished.
We really didn't prepare for it this fall but YES I do think strategies would change depending on how the clock was used.
It actually opened up the way we approached things offensively. Instead of putting so much emphasis on working to find the perfect shot, we allowed our offensive personnel take more chances and it really opened up our offense.
If implemented, I can see it affecting the following areas... 1 - Substitutions after clearing - subbing through the midfield line does take some time and we would speed that up with double subs and using the actual substitution box more. 2 - Substitutions at the END of the shot clock - we started running our offensive midfielders off the field and getting a LSM and D-Mid on any time we were late in the shot clock. 3 - We did not touch the ball in the box if we had time left in our 30 second clear, we would hold it outside the box, complete substitutions and get the right players on the field, then step it in to maximize the 60 second possession.
We had to expedite our substitutions and offensive sets.
It will. Didn't in fall ball practices where we used it. Also, since it was practice, there were no end of game situations.
Somewhat as teams would cross the center line and make all there substations before touching it in the box to start the one minute shot clock

**Were there any issues of clock management or malfunction during your scrimmages?**

no issues
No
We didn't use them in the scrimmages. Just practice
No. However, a change of possession shot clock would have been a problem to administrate.
Yes, there were many. This seems to open up more room for error on the officials, coaches need to watch the clock way more to see if it was started too early (which in many cases it was not started correctly or reset correctly).
Yes, officials, nor clock operators knew what was going on. Slowed the game down.
did not scrimmage with clock
Yes, but only because the shot clock isn't connected to the game clock on our practice field. Regardless, this was a problem that rarely occurred and it was corrected within seconds.
No
It did start late a couple of times.
yes
None in fall practices. We will have to have another employee from communications at every single home game if clock is implemented to ensure consistency.
no
not really - just a few issues to get the clock operated use to the game - After that it was fine.
No
Some - score keepers were slow to get clock reset on a few occasions
No the shot clock operators were good
Yes. The timer had difficult in understanding when to start the clock. Plus change in possessions made resets difficult.
No
No
yes. Alot
A few times the operator did need see the re-set signal. Once we talked to them again about it and told them how much they had to be engaged in the game it became much better.
no
Yes, the clock operator made his own decisions on when to stop and restart the shot clock. He thought he knew the rules and did not work on our hand signed all of the time.
One or two
No - I know people are worried about it - may need to hire someone official, similar to basketball, not a student.
Not really, a few minor mistakes with the officials not calling a tip by the goalie. Also determining possession on a rebound was questionable.
1 time the shot clock manager started the clock because he thought the player stepped into the box when in fact the player did not. Game was stopped briefly, shot clock reset and game resumed.
Just communicating with the timers and having them turn it on or resetting it when it needed to be reset.
In both cases students running the shot clock had several issues resetting the clock.
Minimal
We had a clock malfunction but the game clock can be used in an emergency.
No.

Our shot clocks malfunctioned in our practice scrimmage. The equipment manager helped us dial it in. We will want to make sure we test it again before competition in the spring.
no but going to happen
on a shot clock reset, clock operators started the new shot clock before possession was gained in nearly every instance
No
Yes, because of running time clock during 2nd half of scrimmages
some of the clock operators were confused on resets of the 60 sec so frequently, especially on fast transitions to the other end of the field.
None
It was easier to administer the 60 second shot clock once possession was gained over MF because of the trail official being at the box area to give the start signal. the 20 second clearing time was on the "belt buzzer"
Yes, clock operator failed to reset shot clock after a flag down
Yes During one of the scrimmages one of the clocks was not working
Used during practice not outside scrimmage. Had some issues where operator reset to 90 instead of 45.
No. I found that, because they were using the clock every possession, the shot clock operator was alert and ready. It was smoother than I had anticipated.
Yes
In the game where the 60 second shot clock was placed immediately upon possession there was constant resetting after shots and turnovers. It became somewhat confusing to the shot clock operator.
yes. see above
We had no clock issues in fact both operators did a great job.
Yes
No
No, we had the clock start once we signaled a touch was made into the box and the operator was attentive.
minimal
Yes - clock reset several times when it should not have been.
Yes--you will need professional shot clock operators.
yes. hosting team's clock would go past 30 mark. so the table had a stop watch and at 10 seconds told the ref and the ref relayed that to the players....Brings up the role of shot clock operator. Is it a full time employee, student worker, or a volunteer? is there an advantage due to the variation of execution.
The already mentioned limitation of the shot clock being unable to display "60"
Not available
No
Yes. Did not start promptly on possession gained on faceoffs or when stepped in the box on numerous occasions. Did not reset on a play on or flag down. Rather than dealing with a coach asking about us calling a shot clock, had to deal with logistical issues outside my control. While a shot clock might seem like an easy solution, the flow of our game presents challenges with an every possession shot clock that starts with who exactly will be the person running it, especially at the D2 and D3 levels.
None
Shot clock operators nit paying attention. It would be nice to have the officials have a wireless device on our belt, and let the officials be in charge of the shot clock
A few issues with starting it right away or resetting it.
There were several occasions where the clock operator failed to turn on, or to reset, the shot clock at the proper time.

No
Yes but that was operator error and having an old scoreboard
Our work studies have never used the shot clock for lacrosse before so a little instruction and guided information was provided.
Late starting or resetting
The straight 60 was not managed well by out clock operator
questions about flag down and the clock etc - it worked itself out-
Yes. There were a number of malfunctions and since it was operated by a work study person there was a lag at times in starting the clock.
Yes, the shot clock operators struggles to start the shot clock correctly on Option 2. Also, they shot clock operators failed to reset the shot clock properly a few times when we gave the reset signal.
how a flag down situation is handled
just staff getting used to it
Only that our clock has a 2 digit display so the initial 21 seconds did not display correctly.
Maybe one or two but it wasn't to bad.
No
No. But I could forsee issues with just this issue at my particular level.
It was all explored in our intrasquads
Yes. While the addition of a shot clock removes responsibility from the officials, it will require colleges and universities to ensure they have a knowledgeable clock operator or multiple people to take on this job.
yes
no
no, we had an injured player running the shot clock and he did a good job.
Non
Our Scrimmages did not have a working shot clock
Some
No
Defiantly to time for coaches and players a few tries to be consistent with the clock.
Yes the person running the clock struggled with when to put on and the hand signals even though reviewed pregame and during game.
The bench personnel must be focused for our reset signal
No
The shot clock operator had less problems with the version of the shot clock once the ball touched in the offensive zone. The shot clok operator experienced problems when there were multiple turn overs with the need to reset the clock.
No
No issues, but who ever is doing the shot clock operation must meet with the crew chief, one half hour before.
NO
Some minor ones, like goalie made a save (reset signal given) but did not control the rebound, had a loose ball and offense regained possession. Shot clock operator had restarted the 60 seconds but let it run, when offensive team gained possession of the ball, there was 50 seconds on the shot clock and not the full60 seconds. The operator needs to learn to hold the clock until we signal a second time to shot the new shot clock.
Shot clock operator really needs to be paying attention. Especially resetting clock due to infractions by midfield.
multiple turnovers in a play for an inexperienced operator

No
No
Yes
Yes, Just the operators. Work study or FT game management people that don't really know the sport on when to start and to reset. Human error will be an issue with this rule.
Table personnel missed signal to start shot clock
yes, but mostly the operators worked well.
The clock operator messed up the reset three or four times
Yes. Ironically that is when inconsistent timer on was implemented by officials.
No
Herein lies the rub. The shot clock operator was a graduate assistant who did not know enough about his responsibilities despite working 2 additional games before ours with the shot clock. There were multiple issues in the shot clock not being started on time, if at all in the first half, and several more in the 1st half where the shot clock was reset incorrectly or not at all. Things improved a little in the 2nd half, but I noticed that there was a delay averaging between 3-5 seconds to turn it on or reset it depending on the signals by my crew. Since the scrimmages were running-time we did not stop play to address this discrepancy, but it was evident to me that someone who is a former official would be the best choice to operate the shot clock. That individual would know to look at the officiating crew at certain moments most likely to result in a reset of the shot clock, and would be a neutral party at the game and not inclined to make "homer" clock decisions. If there is not a qualified and knowledgeable individual working the shot clock I can see this rule, if implemented, being significantly hampered by the random assignment of a school employee, grad assistant, or some booster working the clock. In critical moments of the game, this is a recipe for disaster.
not really. Some but that was the 30 second clearing clock after multiple rapid turnovers. We had our clock operators keep that time also, but I would imagine the officials would still keep that time, if we adopted the rule.
No
People need to get use to it
it took them a bit to get consistent, but over it was run well.
It will need practice but it wasn't a significant issue. Operator reset before official signaled
I think it is too short. Should be 90 seconds or 60 seconds after touching it in the box.
No.
no
It went pretty smoothly
No
Yes, albeit we used retired officials, there was some "growing" pains. It is imperative that experienced times be used.
No it was not done on the scoreboard. Only called out by assistant coaches
Some delay when a reset occurred
The issue with clock management is if the attacking team hits the goalie or a pipe and ball is loose for a number of seconds. The reset obviously doesn't actually occur until possession is gained so we need discussion on the mechanics of this. One way to do it which worked was to wave off the shot clock with the old mechanic and then when possession is gained, we go up with the old mechanic to start a shot clock. That worked pretty well. We also used the old mechanic every time the box was gained to start the clock.
Only 2 times - operator did not reset clock after a play-on where offense recovered possession.
yes, very confusing for inexperienced operator. But given time it will likely become very simple.
No.
Yes...clock operators were not in sync with using the shot clock all the time

None
No.
Given the 90 second on possession reset to 60 format, what happens with the reset if there is a shot on goal prior to 60?
One clock didn't work so shot clock was only at one end, play stopped a couple times to get clock right
Yes, we had a few problems with the clock being reset. That was just a product of it being new for the clock operator. Our officials were very good with correcting any errors and getting things set.
No malfunctions, but the shot clock operator was not a trained official, so there were times it was running when it should have been reset, and time when it was reset when it should not have been.
Yes. Operator was not familiar with the particulars resulting in start and reset problems.
no. I would recommend, if possible, a visible 30 to clear and then the 60 from there. I would like to see the 30 on the clear rather than rely on buzzers and hand motions.
No. We used student workers. One of the game clock, one on the shot clock.
Just staying focused on when possession was established and to get the clock going. No issues with the clocks themselves but if we did have clock malfunction with does happen with the remote because it is blue tooth we had no procedure for that and if it took place in view of the officials that requires a stop in game play that is unintended but necessary.
no
yes, it just wasn't always consistent.
We did not use it during fall scrimmages.
No
no
No, I talked in great detail with the clock operator who did great.
Very limited if any.
Yes, the shot clock never stopped when ball went out of bounds even though the main clock time did stop. No idea why as it was away.
We hadn't specifically practiced with it so we didn't play any differently. my sense is that better than 90% of D3 games don't need a shot clock, simply a way to enforce play toward the end of a close game.
Yes, our clocks did not function so we had an assistant use a hand held stop clock and call out the time updates.
No but we need to make sure we have a better crew working the games now.
No.
NO
No.
Yes, however there were only 2or 3 and they were addressed.
No
we whistled the play dead and adjusted the shot clock accordingly. What's nice about the shot clock starting AFTER satisfying the clearing count is the fact that the officials put their arms up and then down when the team enters the box. This should make it a lot easier for the shot clock operator vs. the re-set signal which could be missed..
No malfunctions although we have dealt with those over the past few years. Shot clock mismanagement is something that we dealt with. Several stoppages in our scrimmages to deal with shot clock issues. The worst clock management issue included play stoppage during a man up opportunity, where the offense had a clear advantage and great scoring opportunity taken away / stopped because the shot clock hadn't started.
Yes. Being at a college outside the traditional hotbed areas and being a smaller college we don't necessarily have the best support staff to help with game management duties. This needs to be addressed. How are all the NCAA schools setup for game management responsibilities?

Yes...when does the clock reset, after a shot and save/pipe and a loose ball. In other words does it reset immediately, or when the O "regains" possession.
Yes. Shot clock operator did not start shot clock on many possessions - mainly due to not paying proper attention.
Yes, there were times the shot clock operator was not as focus as required.
Not that I witnessed, but that could happen w/ quicker shots if they are on cage.
No clock issues. The officials had some questions about the clock related to penalty situations?
Very few.
Our student workers are relatively new to the game and at times had difficulty starting and or resetting the clock at the correct times. I believe this will improve with more opportunities to work games.
no
No it was a bit more challenging for the officials and the clock shot clock manager with the step in the box style. The signals and understanding of where that mechanic was coming from took a bit to get used to for both sides.
Couple of reset issues, but girl doing clock did a good job overall. Only concern is having a capable person dedicated to operating shot clock during game at all levels.
No! But our clock operator was very good. I can see problems when to start the clock if the operator is inexperienced.
yes the referees forgot to reset the clock a couple of times off of shots on cage.
Yes, game management employees were slow in getting the clock started. Also, resets were a nightmare. Although we did not stop play during the fall scrimmage contests, there was the potential to have to stop play, reset the shot clock and start play from the point of interruption. I can see that happening frequently during the inception of this procedure.
No
Some issue with when to restart when we first started using it, but the student got the hang of it.
No
With any new rule there were some clock management issues. I believe it the clock operator that makes the difference.
In the first quarter; however, was rectified shortly there after.
nope, site supervisors did a nice job recognizing the signals and operating the shot clock.
No
YES, timer forgot numerous times to reset.
It is a must that the home team have a good shot clock operator a communication with the table, many issues on resets with pay on situation during timer on.
No it surprisingly went very well, they had to pay more attention to the game and I think this limited the problems
a few late starts or resets of the shot clock, nothing that will not be fixed through student worker and SID experience.
Only a couple, and they were related to the operators getting used to the system.
Issues came up with the following: If a shot hits the pipe or the goalie does the offensive get a full 60 reset? If a flag down occurs does the shot clock reset? If after a time serving foul is released, does the shot clock start at 60?What happens if a defensive team calls timeout. A 60 second shot clock reset? Shot clock operators NEED to pay attention. Lots of shot clocks starting late, which in a time sensitive situation could cause trouble . Almost need a paid person (4th official), like football/basketball has.
Yes the shot clock operator had a difficult time resetting the clock when it was supposed to
Untrained, a few mishaps
no
small ones, like if the shot clock operator was not paying attention to the official's signals, the clock

Yes the only issue of malfunction was the clock did not stop and start with the game clock. If the ball went out of bounds or clock stopped the shot clock continued. We were informed this would be fixed with a different control unit in the spring.
YES! This is a HUGE challenge. The staff to administer the clock is one challenge. The facility to have permanent visible shot clocks for athletes, coaches and spectators is the other challenge. D1 may have more access top facilities which have the visible clock, BUT it would be to the true detriment of the game should the rules change for each Division. That would be devastating to the growth of the game, the quality of officiating, and other factors.
some
The resetting of the shot clock was slow.
No- went smooth
There were several instances where I believed the goalie made a save and also where it hit a piece of the crossbar and I thought the clock should have reset to give us a fresh 60 seconds, but there was a lot of disparity in what the refs saw, what I saw, and what my goalie said happened.
Yes. We had a shot hit a defender instead of the goalie/goal and the operator reset the clock. The officials did not know what to do so they let play resume. That possession let to a game winning goal that shouldn't have been a goal.
NA only used it in practice. If we are going to reset the clock on saved shot where the offense retains possession I think this could become difficult if you don't have an experienced person doing the shot clock. At our school the shot clocks are reset in the press box. This distance could make it difficult for the person running the shot clock to reset in a timely manner. A shot clock may have to include an additional official.
If game clock is less than shot clock, don't turn on shot clock.
Some. But fairly good.
Yes. We had a some issues with resetting the shot clock when it wasn't supposed to be reset and not resetting it when it was supposed to.
no
Student working clock missed ref signal a couple times.
A couple of shot clock resets and a few where we stopped play to add or subtract time one the shot clock. Overall not Bad.
no. They were intersquad.
No
None thay I saw. A little training to make sure the person running the clock knew what they were doing.
No
No
no
Not really, you are going to have to have someone that knows the game and is paying attention.
Yes. Clocks were resetting to 40 seconds due to football.
Less than in years past which work study kids who had to be trained on site ect
No
None , In speaking with the athletic support staff some clocks have the ability for the officials to start the shot clock with a device like our timers on our belts.
yes.. clock operator did not start shot clock on our signal maybe 4-5 times the entire game.....
The clock operate must be on point and part of the crew.
No
There was one time when the shot clock operator missed a reset, but it was fixed quickly.
A couple of reset issues, Easily fixable
No
Yes--one of the shot clocks didn't work and we placed the working one at the midline. It faced the benches and didn't appear to affect the game.

no
We did not use during scrimmages - just get time on watch during practice
no
No major issues, just needed our workers to practice and train a little more to get the hang of it.
yes. Operator needs t know what is going on and pay attention to refs
Very few, and the company we use will normally struggle with that. I suspect that the constant running of the clock made it somehow easier given they weren't notified by the old shot clock was sometimes a surprise.
Managing the shot clock is a very difficult job. Our operator missed a few clock start of possession.
Yes, certainly inexperience from the game ops personnel caused for miscue's but I'm sure with practice they'll be fine.
Just poor administration. The shot clock administrator REALLY needs to understand the rules, and be able to follow the officials. There needs to be knowledge of the game to understand the re-starts after a save or a pipe.
no
NO
Yes each game had a few errors, nothing that a few scrimmages couldn't clear up. We did have one interesting play where a player spun into a check, and the shot clock operator reset the shot clock thinking the official was resetting. When he was only saying the player spun into the check. Does the shot clock reset on a defensive timeout? Officials Timeout? Offense Timeout? These were not 100% clear, we did it as we have done with past shot clock scenarios.
No
yes
Yes, a couple....The clock wasn't always started right away on turnovers.
Some issues with resetting the shot clock with various scenarios.
None.
No.
No.
Only issue were the result of inexperienced shot clock operators
only issue was students running clock and not paying attention to refs for shot clock to start or resets.
we had some GA's not start the clock at the appropriate time
None
Not really
Not after the first possession.
Yes- on a couple re-starts and flag down situations. Also I believe there should be no shot clock when you are on EMO. If we are man-up for 2 minutes, I shouldn't have to take a shot in :60 seconds.
None.
Yes because people were learning how to utilize the clock. I think they can get better though.
Yes. Shot clock operator needs to be on field. Too difficult when up in press area.
No none for us.
No

There were too many to count. At our level, most clock operation is done by a student-worker. There were too many times that we lost 15-20 seconds off the shot clock on stoppages in play where the clock stopped but not the shot clock. If the two are not connected with the same wiring - which many are not because of football, then this will continue to be an issue. I didn't make a huge deal of it during the fall scrimmage - but come spring I would ask the officials every time to re-adjust the clock. In my opinion, this would ultimately slow down the game. You could argue that this would get better over time - but very rarely do we have the same clock operators for all games/multiple years in a row.

No

NO, but very limited use

No issues

### In what way did using the experimental rules change your opinion about a shot clock rule?

I began as a 60 seconds from possession but think the 30/60 approach is better now
It wasn't as sloppy and isolation oriented as the MLL. I do think with scouting and preparation defense is the beneficiary of the rule.
In a very negative way. The game was sloppier and each offensive possession felt rushed - this is coming from a program that never "slows down the game" and we are known for playing fast. Shot clock is a terrible idea, the game is fine the way it is.
I was for a shot clock, but didn't like the game with the shot clock when we were playing offense. I believe a 90 second clock needs to be administered. Interestingly enough I loved it for the defense, because it's much easier to play solid defense for 1 minute.
Go 90 seconds when you get the ball. Then reset to 60 if you hit goalie
I was indifferent before and now am in favor of it.
I do not think we should go to a shot clock unless it is based on a shot and not a shot on goal.
Better than expected
I believe it will change recruiting and make the high school game much different.
I thought it would be terrible but it had its pros. I hate the idea of a two point line and I still think at the D3 level, mid level teams will just pack it in and the game will be bad.
I am still in favor of a shot clock, but would like to see a 90 second clock, not a 60 second clock.
It made it better. The shot clock being put on when we think a team is stalling is not a great system.
Initially, I assumed a quicker shot clock would positively affect the game. In my discussions with fellow coaches and our staff we went through multiple scenarios about using the clock to our advantage. Listening to how the other coaches would defend us, gave me a sense that the game would really slow down (or we would turn the ball over even more!) if we implemented a short shot clock. A longer shot clock will keep the nuances of the current game in place, while offering consistency and predictability.
Not a fan of 30 sec to get into the box before the 60 starts. Slows the game too much. I prefer the 20 sec clear at midfield, then the 60 sec clock starts.
If a clock was implemented, it would need to be more than 60 seconds from possession.
Thought would be better but think it will adversely effect the lower skilled team
I believe that with a shot clock a team must attack the ball and take chances that they would not normally take on the offense of side of the ball additionally towards the end of the shot clock when you know a shot is coming the defense can change realizing that a shot is coming
I think there would be a cascade of other rule changes that would need to shift with a shot clock. It also convinced me that this rule is very bad for the game when two unequally matched teams are playing. Leads to more lopsided victories.
Confirmed it.
I'd rather 90 total from save
It is needed
Made the officials job more black and white
The implementation that we played with (clearing clock+60) seemed to reward teams with extra time that sub during the clear and hurt teams that push transition into the box and then sub. Also, I am inclined to believe that a 60 second shot clock from possession (MLL) is too fast for D2/D3. I would be interested in talking about a 90 second clock from possession.
Trying to fix something that isn't broken
That we don't need it in an every possession sense. If it were to be administered there would need to be a 4th official added to the crew or a trained paid person. This would cause budget concerns. Also, a shot clock would create many mismatched games for some programs.
I like the new experimental rules because it takes the judgement out of the hands of the officials. When the officials were deciding to put a shot clock on, it is a subjective judgement. When the shot clock is put on by rule this makes it in an objective judgement. This takes the burden off of the officials and allows the coaches to better prepare for what is going to happen in a game situation.

I thought that it changed the game for the better, it sped up the game and there was a much better flow to the game
would like to see it
gets a touch in the restraining box. Teams will be slower to touch the ball in the restraining box leading to more choppy play. The game should be fast and free flowing.
I believed in 60 second on possession, but now I think it should be a clearing time and then 60 seconds on a touch into the offensive zone.
Negatively
I feel that this can improve the game of lacrosse and take the judgement of the officials out of it.
It should be implemented
As an official it was nice to not have to determine if the team was stalling or not to put a shot clock on. It took it away from the officials and made it clear to everyone. The negative from officiating was watching the clock count to zero to determine possession or not, just another thing to take eyes off the player for a few seconds.
Not a good brand of lacrosse at the lower levels. Might work for high level D-1 but most D-2 programs will struggle.
I am all about offense. Offense is good. But we need to be patient.
Simply that we absolutely need it. I was pretty certain. Now positive. The clock had little effect on scrimmage - would have more when game planned for and with. It will keep the officials out of the stalling decision.
Tried it for a quarter in each of our fall ball games.
I love it more now.
it takes the emphasis off the officials
I am in favor but the time needs to be longer than 60 seconds. When we used 90 we played relatively composed and it made for a great tempo
I have been adamant about the need to standardize the stall call and have thought that a shot clock would do that. However, for me it was to eliminate the 2:30 minute possession with shots wide of the goal. The experimental rules offered created more issues than solved.
Though it was we needed now not sure. Scoring will not go up and now with not wanting to touch it in, a bit more zone and possessions tossed into corner seemed a bit more "clunky" than smoother. Not sure if a straight 90 second clock would change this or if better application of current rules is a better way to go.
I didn't think it would make that much difference, but I believe the game is improved with it.
I want a shot clock
The 30-60 rule still gives officials too much responsibility. We cleared the ball at around 30-33 seconds each time... and we found that slowing down the clear helped us sub. We also then lost our normal early offense because we were intentionally slow to sub in order to insure that we got the full 60 seconds with our offense. I would recommend that if we go to clocks, we use a visible clock for all game. We could do 90-60 or 90-90 rather than a hand count clear. In my opinion, gaining the box to start clocks has nothing to do with lacrosse. Most of the time there is an actual violation, it goes unnoticed because of the hand count... and many of the hand counts that do result in a violation are a second or two early. I am in favor of taking the hand count out of the game. A visible clock eliminates that issue. I am in favor of clocks, but I am not sold on either of the two models. I would not be in favor of a clock that inadvertently slows the game down. Has the committee considered shot clocks for the last 3 minutes of the game?
It took the responsibility off the official but I'm concerned that coaches will ruin the effect by playing zone defense.
We feel as a staff best shot clock option would be 90 seconds once you gain possession.
I was not sold on the need of an automatic shot clock for the sport of lacrosse. I felt as though it may be overly intrusive, but with the method/implementation that we used there was not as much of an affect as I had anticipated.
I became more of a believer in it.
It made the game faster. It leaves no discretion to anyone concerning when the shot clock should be implemented.

Coming out of the 2017 season I was frustrated with the consistency of the "shot clock" rules / application by the officials. At that time I would have fully supported a shot clock to gain consistency with the rules / application. Having played with a shot clock multiple times this fall semester I truly believe that a shot clock will dramatically change our game and will bring about some unintended consequences. I also think that it will provide just as many, perhaps even more moments of frustration with officials. Does the shot clock reset, did the shot get off in time, is the shot clock operator competent, etc. It has the potential to increase officials role within our game and I am not in favor of that.
I thought that going to the straight 60 second shot clock with change of possession was much too quick. It also led me to believe that at this pace some officials may not be able to adjust from a physical point of view.
I was not sure if it would create more chaos in the game with bad player decisions regarding offense and rushed shots. After practicing the rule during the fall leading up to the scrimmage on 10/8, I was pleased w/ the outcome of the game.
I agree that we need to have a consistent way to deter stalling. im not sure the shot clock makes for better lacrosse. teams that want to play fast can play fast without the clock. i dont know that we need to legislate style of play?
It did not have the desired effect of increasing offense, rather it lead to more sloppy possessions.
I believe the use of a consistent shot clock will assist the officials on not having to interpret when a team is attacking the goal. One of the challenges I have had over the years as a coach was the inconsistency of when the shot clock was put on and when it was not. I believe this will eliminate the subjectivity of the current rule.
We cannot have home team personnel control the clock. Too many resets after contact with the goalie or pipe. It made officials concentrate too much on a reset, as opposed to watching the play in front of us. It was a distraction.
Should be set as a set time as opposed to subjective by official crew.
It needs to be like basketball, no beepers for us. Resets on goalie save. Use shot clock for advancement into offensive box. Then resets on shots on goalies
It will be easier for the fan experience.
The game is hard for the officials and this is an extra thing we have to manage
It made me to think that it is needed for the growth of the game.
Negatively! It would be almost impossible for the game to have the rules changed at every Division and effectively implemented. The rules as they stand work. The shot clock would require effective implementation and administration. This would be VERY difficult for use at all levels of NCAA lacrosse!
I was against it at first. I am still not sure that the game needs one, but it needs to be looked at how it would impact all levels of lacrosse. To go with a 60 second shot clock from goalie possession will severely hurt teams that have small rosters. In my opinion these would be teams in Division III. As an example we played a team towards the middle of the season that only had 12 players available for the game. A 60 second shot clock from goalie possession would have hurt them badly.
I thought that it may in some ways slow the game down. Teams strategizing with long possessions to give defense a rest, and also feel that we may see a lot more zone defenses.
I think it needs to be a 90-second timer from the initial first touch of the ball. The way that we played (30 second clear / 60 seconds once you touch in restrainer) was just too quick. 90 seconds will reward transition, fast play, and will speed up substitutions if a team really wants to maximize their time with the ball.
I originally didn't think we needed a shot clock and felt that the game is in a good place with the current rules. I now believe that if done correctly (90 seconds) a shot clock will only slightly impact the game rather change it completely.
Takes the subjectivity out of whether or not a team is stalling or not on our end. 90s seems like a better option if we are looking to one speed up the game and two take the subjectivity out of the Officials hands.
It cleans it up a lot, it takes the pressure of we as officials interjecting ourselves into the flow of the game ie deciding when a team is stalling or not.( which I have always disagreed with) it will be a more consistent way to keep the flow of the game moving.
for the better... it will improve game...
It did change the defensive ride.
I liked the tempo, But concerned if teams fall back in a zone, During fall games all teams played man

As a spectator-- it created more offense.
I was much more in favor for the shot clock before spending a lot of time experimenting with it. Every variation we used still rushed the offense. The shot clock disrupted the flow of our offense.
I am not as opposed as I was before. I am still in favor of moving slowly here. I believe this is a MAJOR change to the game, and should be considered cautiously. The next logical step to me is to ALL agree on which shot clock scenario is best, and then use ANOTHER fall cycle to experiment with it. The different scenarios that were used is going to yield different feedback. If we all used the SAME scenario, the feedback will be more consistent.
I do not believe the game needs a shot clock, but I do believe that not every team plays the same tempo as we do.
I felt like there were fewer fast breaks. Teams played catch outside of the box until subs were completed, or as long as they could.
this would create issues.. teams would hesitate to touch in box right away to maximize time which would create more chaos.
I believe some version of a shot clock should be used. The issue I believe is that at the higher levels you will need a two point shot so defenses can't just pack it in.
I enjoyed it. Promoted consistency.
I think this should be enacted as a permanent rule.
Yes - I liked the idea beforehand - but with ability to zone, I've changed my opinion against it.
I've been in favor of the shot-clock. After playing with it, I can honestly say that it's NOT needed in DIII lacrosse. We have a great natural pace of play.
I liked the 90 second clock upon possession. It was one clock, and it made it simplistic. I struggle with the subjectivity of the way the game is officiated now. The officials change the way they look at the clock later in the game and last year coaches were able to influence the way a game was officiated by yelling for a shot clock.
Saw more possessions. Not yet convinced that the quality of possession was any better.
I really liked the pace of the game and thought it was more enjoyable to coach overall.
It is fast! We will change the way we coach both ends of the ball.

### Which shot clock option would you support the most - Other

a 30 second clearing clock, followed by a 90 second shot clock
A 90 second straight clock with a 2 point line.
60 second shot clock upon possession, BUT change the clearing rules to a 20 second count to get it past the midline
20 to clear then 30 second shot clock
I am fine with the current shot clock. My suggestion is to invoke an automatic shot clock upon meeting advancement count and do so in say the last three minutes of the game regardless of score.
Just making sure - if you clear to your box before 30 the 60 starts
90 Second clock, with the stipulation that you must clear past the midline in 20 seconds (so cross midline before clock reads 70 seconds). This will help with end of game situations and man down kills.
90 from possession, but maintain a 30 second clear clock as it is presently. Then 60 if theres an offensive rebound.
A straight 75 second shot clock. Possibly a 2 point arc-- needs further deliberation.
20 seconds to clear and 60 when you cross midline. i think whatever we do it should be 60 seconds when you cross midline
20 sec clear over midfield, followed by 60 sec shot clock after ball crosses midfield.
20 seconds to clear past midfield. Then 60 second shot clock.
20 second clearing cloc, followed by a 60 second shot clock and a 2 point arc
option number 2 or 4. My concern is the title of the shot clock operator. if it is left up to the host team then i believe having the simplest execution is best. keep in mind change of possesion and GB's in between the line and the operators attention span and ability to follow the game.
Either a straight 120 second clock or a straight 90 second clock. Too short of a shot clock will promote poor shot selection rather than scoring.
A straight 75 second clock
20 seconds to cross midfield - 60 second shot clock from there - eliminate touching it in the offensive box
20 sec to clear past midfield...once cleared (and in possession of the attacking team) a 60sec shot clock. Once the shot clock starts over and back is on. Can take a time out any where on the field as long as you have possession.
Leave it the way it is. Shot clock put on by officials based on flow
90 from time of possession!
90 second clock, make it easier for the operator, 2 point arc, along with 20 seconds to clear the ball over the mid-field line.
60 second shot clock, 20 seconds to clear over midfield.
20 seconds to clear to Midfield then 60 clock
Twenty to clear midline (eliminates waiting outside offensive box before entering while subbing then 60 to shot on goal then
30 clearing clock, followed by 90 second shot clock.
20 to clear 60 second clock upon satisfaction of the clear.
30 seconds to clear and 60 seconds after touching it in the box. no 2 point shot.
90 upon possession but still required to clear within 30 seconds
I think there needs to be more experimentation. We have talked about this for years and experimented with it for weeks. If I had to offer a suggested version, I would say a straight 90, with a 20 second midfield requirement on clears. This rewards team for clearing quickly by getting them more time on offense. It will also prevent teams from using the full field to stall with a lead. I would also offer that we consider a 90 sec clock that begins on a successful clear. This clock will not reset - there will be no reward for an offense that hits the goalie.
we would like a 90 second clock when the defense has position but still must clear it in 30
Plan C above or 60 seconds over midline

90 Second clock- still have 30 seconds to get in offensive area. Reset to 60 if defined shot is taken
I do not believe a 2-point line is necessary in any form for the college game.
75 second "SCORING CLOCK". YOU get 75 seconds to score regardless of shots on cage. Rebounds or shots off the pipe that are secured by the offensive team are rewarded with a second opportunity and NOT a "re set" of the "scoring clock". The objective is to "score" so make it a "scoring clock".
I think the game overall, D1 down to the worst D3 school, is good now. A shot clock helps the top schools and kills the game at the lower levels.
straight 75 second clock but either way no separate clearing clock to take the burden off the officials.
60 total might be too short. 90 in my opinion is too long. 75 upon possession might work??
Upon Possession, a straight 75 second clock, (inclusive of the clear)
75 second clock upon possession. 30 second reset off save or post. NO 2 point arc.
20 second clear to midfield and then 45 second shot clock
AGAINST THE SHOT CLOCK IN GENERAL FOR REASONS STATED! 2-point shot is an even worse for the sport of lacrosse.
75 seconds
30 to clear. 60 to shoot. And 2 pts if team A scores within first :30 of gaining possession
90 from possession. 30 to clear and if you clear quickly you have the additional time left on clock to play offense. reset at 90
straight 90 but with 20 to clear beyond midfield
90 is too long, coaches will still figure our ways to milk it and be deliberate with the ball. No need for an arch for 2 points, reward a team with two points for scoring within 30 seconds of possession. 60 seconds or 80 seconds is most ideal. 20 to clear midline then the rest to shoot. If it is any more than 80 seconds the change will be disastrous. It should also be a :30 delay of game penalty if the offensive team rolls the ball into the corner. Make team attack the net. That makes the game exciting.
we did not use two point line but think it might be necessary but i am ok with 30 to clear 60 seconds.. would like to hear if anyone did 20 to clear to midline and 60 seconds once over mid line?
30 seconds to clear the ball as per current rules and then 75 or 90 second shot clock after you touch it in the box
a straight 75 second clock (absolutely not a 2-point arc!!!)
I am not sure which I would prefer
90 on the initial (so teams wont pull the ball out), and 60 on the first reset. That way the officials basically dont have to worry about clearing anymore.
20 seconds to get it over the midline and 75 seconds after the ball crosses over the midline.
30 second clearing clock, followed by a 90 second shot clock.
A 90 second with the clearing rule still in place. Would hate to see teams stalling in the D zone for 90 seconds.
90 second on first possession. :60 after every shot that satisfies a reset.
I like a straight 90 second clock, but we still need to require teams to clear by 60 or 65. I hate the officials having to click their timer and do a hand count...so would prefer just a 90 second clock with the officials judgment about clearing by 60 on that possession clock. The difference is if you clear quickly, you get more time for offense, if you clear more slowly you get less time for offense. This incentivizes riding...even just for the purposes of reducing the time of possession for an opponent. Also, you can't just do a straight 90 and no clearing requirement - or you would permit a full field stall.