

2024 UMLOA Boys Lacrosse Officials Fees

NOTE: Summer YLM Games (youth Mon-Thur nights) will pay \$50 per game in 2024

Level	1 Official ^[3]	2 Officials	3 Officials ^[6]	Timing
Off-season HS league/tournament ^[1]	\$70	\$60	\$60	Includes 12:00 running quarters 20:00-25:00 running halves games with start times every 45 to 75 minutes Three 15-20 minute periods (box lacrosse)
Youth 12U–14U ^[1]	\$56	\$46	\$46	
Youth 12U–14U (single game)	\$66	\$56	\$56	
Youth 10U ^[1]	\$56	\$46	—	
Youth 10U (single game)	\$66	\$56 ^[5]	—	
Youth 8U (any number of games)	\$46	\$46 ^[5]	—	
Youth 8U–14U(single weekday game; pre-Memorial Day) ^[7]	\$71	\$61	\$61	
Youth 8U–14U (multiple weekday games; pre-Memorial Day) ^[1, 7]	\$66	\$56	\$56	
Freshman or 9/10 games (weekend) ^[1]	\$61	\$56	\$56	
Freshman or 9/10 games (weekday; any number of games)	\$66	\$61	\$61	
MSHSL JV/Freshman/B	\$66	\$61	\$61	12:00 stop time quarters
MSHSL Varsity ^[2]	—	\$86	\$86	
MSHSL Varsity Section Playoff ^[2,4]	—	\$91	\$91	

- Each game includes fees for approximately 15 miles of travel and 20 minutes of pre-game.
- The UMLOA does not assign single officials to a site. If there is a single game, two officials must be assigned regardless of level.
- Fees may be adjusted if games are longer or shorter than the standard listed under Timing.

[1] Rates apply when the team, league, or tournament schedules sets of 2 or more games in a row at the same site with no more than 30 minutes between games; higher rates apply to single games. Other standalone games generally pay \$10 more per official per game than the rates listed above.

[2] Officials pay assigning fees directly to the assigner for each MSHSL game assigned

[3] One-official rates for 12U and higher are in effect when one official misses a game **or** in rare circumstances when only a single official is available to work a game. Games are assigned two or three officials in almost all circumstances.

[4] MSHSL section playoff games generally pay an extra \$5 per game. MSHSL tournament fees may be differ.

[5] 8U games are generally assigned one official, 10U generally two officials but one official can be requested if there are multiple sites in use.

[6] A 3rd official is standard for MSHSL varsity and is available upon request for other games if officials are available.

[7] Rates apply from mid-April through the end of the Spring season.

2024 Boys Lacrosse Officials Suspended Game Policies

If the officials are asked to stay on site beyond the scheduled start time and the game is either not played or suspended and not concluded after starting, the following apply:

If the game is suspended, terminated, or canceled:	and the officials:	then the officials are paid:
Before scheduled start time	Are notified while in transit to the game site <i>OR</i> On site, but released before the scheduled start time	One-half game fee
After the scheduled start time (whether play starts or not) and prior to the end of the second quarter/first half	Determine game will not be completed that day and <u>are released immediately</u>	Two-thirds game fee
After the completion of the second quarter	Are released immediately <i>OR</i> asked to stay to see if weather clears up	Full game fee

If one game in a set of two or more games is suspended, terminated, or canceled and later games are canceled, the officials are paid as above for the suspended game, paid a half fee for the next canceled game, and paid nothing for subsequent games.

Once a game is suspended due to weather conditions and the officials are asked to stay, the officials will stay on site for up to one hour to see if the game can be resumed. If a lightning delay lasts more than 30 minutes, the officials will be released (since the game would not be able to be resumed for at least another 30 minutes). If there is a second weather-related delay in the same game, the officials will be released. Officials will try to be flexible in helping teams get games in, but sometimes the officials will have other assignments or commitments the same day that do not allow for a game taking significantly longer than could be reasonably expected.

Under NFHS rules and MSHSL bylaws, suspended games are continued from the point of interruption. This will be true unless there are league, conference, or state association rules to cover the situation or unless the coaches agree to terminate the game. If the remainder of the game is rescheduled, another crew of officials will be assigned and will be paid a full game fee. In section playoffs and state tournament play, if the game is suspended—and cannot be completed on the same night—after the conclusion of the third quarter and the score is not tied, the game is considered completed.

In cases where it seems likely that games could be canceled due to weather conditions, the officials should contact the home team or host site prior to leaving to verify the game or games are still “on.” If they do not, they may not be paid if they arrive and the games are canceled.

For non-MSHSL games (and for MSHSL games outside the metro area), officials must be notified well in advance. The appropriate time is calculated by subtracting travel time (as calculated by Google maps) + 1.5 hours from the start time of the first game. If this puts the notification time before 8:00 a.m., the officials must be notified by the 9:00 p.m. the night before the game (or, for travel of more than 3 hours, by 5:00 p.m. the day before the game). Failure to give such notification requires that the officials be paid for one half of the game fee for the first game; travel fees, hotel, and per diem may apply in these situations as well depending on how far the official has driven when the cancellation is received.

2024 Minnesota Lacrosse Officials Travel Fees

The travel fees for most weekday games that pay travel will be (note this is new for 2024)

Travel Fee = IRS standard mileage rate x round trip miles x 0.65

if the one-way distance is 15 miles or more. Note that only the first game in each set will show mileage, and if you have multiple games at multiple sites on the same day, later games will show mileage from the first site to the second site.

In some cases, officials will be traveling from one game site to another, and in those cases the assigner will determine a travel fee in line with the above fees based on the distance traveled.

These fees do apply:

- to regular-season freshman, JV, and varsity MSHSL games in Becker, Big Lake, Brainerd, Chisago Lakes, Delano, Duluth, Grand Rapids, Hermantown, Holy Family Catholic, Hutchinson, Mankato, Monticello, Moorhead, New Prague, Northfield, Owatonna, Proctor, Rochester, Rocori, Sartell/Sauk Rapids, SW Christian Academy, and St. Cloud.
- to non-MSHSL weekday games at all levels.

These fees do not automatically apply:

- weekend tournaments when multiple games are assigned unless prior arrangements are made with the assigner and the tournament sponsor
- when the official's travel, as measured by Arbiter (zip-to-zip) is less than 15 miles
- if the game site is near the official's home zip code, regardless of how far from the game site the departure point is (e.g., if an official works in Bloomington but lives in Rochester, the official does not get paid to drive to Rochester because he or she was going to drive there anyway).
- for MSHSL teams at sites other than the ones listed above, and for MSHSL section games.

It is the responsibility of each official to:

- have accurate zip codes entered in ArbiterSports under "Travel Limits"
- decline travel fees when they are not warranted (e.g., if you have your "leave" zip code set for Bloomington but you have work meeting in Rochester on the day you get assigned a game there, you should not accept a travel fee for that game)
- let the assigner know if ArbiterPay travel fees are incorrect
- record the mileage from Arbiter and the correct travel fee, if any, on the pay voucher for MSHSL schools (Note: if the official forgets to write record these, he or she generally forfeits that travel fee).

Extended travel: Arrangements for travel and other expenses will be made when officials are travelling significant distances. This may vary depending upon the game and level of play.