



LACROSSE

2009 AND 2010 RULES AND INTERPRETATIONS



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2009-10 NCAA MEN'S LACROSSE RULES

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



[ISSN 0736-7775]
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NOVEMBER 2008

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REPRINTED: 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983, 1984, 1985, 1986,
1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001,
2002, 2003, 2004, 2005, 2006, 2007, 2008
PRINTED IN THE UNITED STATES OF AMERICA

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Major Rules Changes/ Emphasis for 2009-10

Each change or altered segment is identified in the rules by a screened background. The figures below refer to rule and section, respectively. The rule numbers on the left margin are from last year's book. The page numbers in the right margin are for this book. In all Approved Rulings (A.R.), Team A is the offensive team and the home team and Team B is the defensive and visiting team. If there is a conflict between the official rules and the approved rulings, the rules take precedence. Thanks to Doyle Smith, formerly of the University of Virginia, for providing the statistical definitions in the Appendix.

<i>Rule</i>	<i>Description</i>	<i>Page</i>
4-7-b	Clarified situation where player loses his crosse, but the ball remains; ball will be awarded to opponent.....	41
6-6-z	If player is in possession of the ball during a scoring play and loses a piece of equipment, he retains the ball.....	76
7-12	Added new approved ruling dealing with correctable errors and timing of the protest	95

Points of Emphasis

Sportsmanship

The committee is increasingly concerned that in some areas, inappropriate conduct is occurring in and around NCAA lacrosse contests. The committee asks administrators, coaches, student-athletes and game officials to take measures if needed to address these issues.

Protection of Head and Neck

Student-athlete safety plays a part in virtually every rules committee decision. In recent years, the committee has attempted to address head and neck contact in a variety of ways. In this rules cycle, the committee asks game officials to stringently penalize head and neck contact.

Index to Editorial Changes

The following editorial changes indicate deletions, corrected errors, omissions and changes in location from the previous rules book, and rules items adjusted for improved readability. They do not change the meaning of rules. Although these changes are not shaded, similar to rules changes, they provide considerable help to those closely associated with the rules. All notations refer to the previous year's rules, except where noted. This list does not include every change made.

Rule 1: No significant changes.

Rule 2: No significant changes.

Rule 3: No significant changes.

Rule 4: In 4-6, Out of Bounds, a section was added dealing with restarts to assist new officials; In 4-28, some unneeded wording was removed for clarity; several other minor clarifications made.

Rule 5: In Rule 5-5, Illegal Crosse, wording was adjusted to make it clear that an illegal crosse may return to the game if adjusted.

Rule 6: No significant changes.

Rule 7: No significant changes.

Officials Signals: Added signals for a Free Clear and Tipped/Deflection.

The Rules

NCAA Men's Lacrosse Rules and Interpretations have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the game. The conduct rules are those that deal directly with the game itself. Some administrative rules (as indicated) may be altered by the mutual consent of the competing institutions. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate games according to these rules.

The administrative rules that may be altered by mutual consent of the competing institutions are 1-2, 1-5, 1-10 through 1-14-a, 1-15, 2-10 and 3-3. The administrative rules that may not be altered are Rules 1-3, 1-4, 1-6 through 1-9, 1-14-b, c and d, 1-16, 1-25, 2-2, 2-4 through 2-6 and 3-8. All of the other rules are conduct rules and may not be altered.

Those who wish to write to the secretary-rules editor for interpretations of rules of play situations will receive prompt replies if they number their questions, leave space after each for the reply and enclose a self-addressed stamped envelope.

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RULE 1

The Game, Field and Equipment

The Game

SECTION 1. Lacrosse is played by two teams of 10 players each. The purpose of each team is to score by causing the ball to enter the goal of its opponent and to prevent the other team from securing the ball and scoring. The ball is kept in play by being carried, thrown or batted with the crosse, or rolled or kicked in any direction, subject to the restrictions described in the following rules.

A.R. 1. A team that starts a game with fewer than 10 players, including those in the penalty area, shall forfeit the game by a score of 1-0. When a team does not appear for a game, that result shall be registered as a “no contest” rather than a forfeit.

The Field

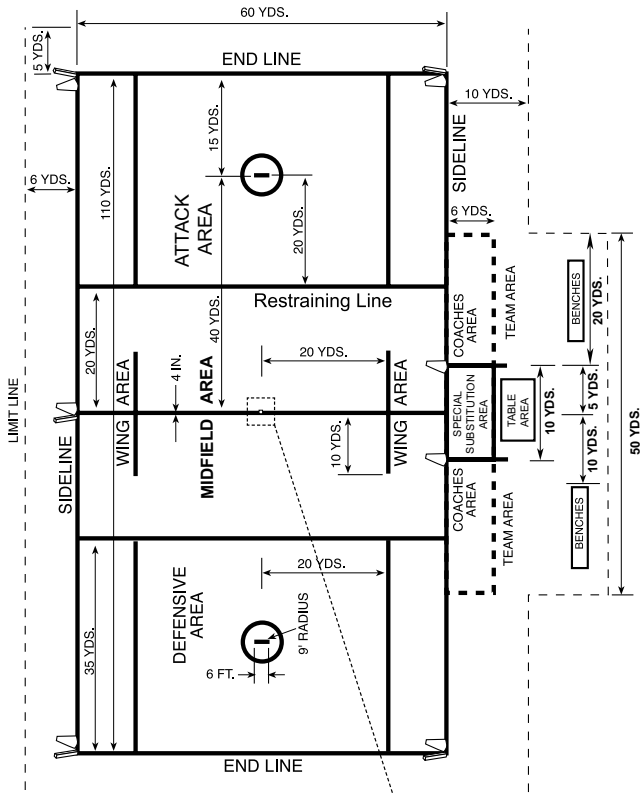
Playing Field

SECTION 2. The playing field shall be rectangular, 110 yards long and 60 yards wide. The boundaries of the field shall be marked with white or contrasting-colored lines. The long sides of the field shall be designated sidelines; the short sides shall be designated end lines. A bold white or contrasting-colored line shall be marked through the center of the field perpendicular to the sidelines. This line shall be known as the center line and shall continue through any logos or other markings.

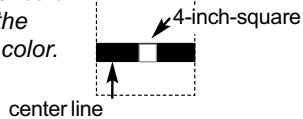
Note: All lines shall be not less than 2 inches wide nor more than 4 inches wide. The goal line shall be 2 inches wide. The center line shall be 4 inches wide.

A.R. 2. All markings on the field shall conform to the “Men’s Lacrosse Field of Play” diagram in this book. Adherence to dimensions on the field diagram is mandatory unless participating institutions mutually agree to different dimensions in writing, for those rules that are alterable. (See previous page.)

Men's Lacrosse Field of Play



Note: A 4-inch square line should be placed in the middle of the center line in a contrasting color.



A.R. 3. Officials arrive at the game site and notice that field markings in Rule 1-2 do not conform to the “Lacrosse Field of Play” diagram or are of incorrect dimensions.

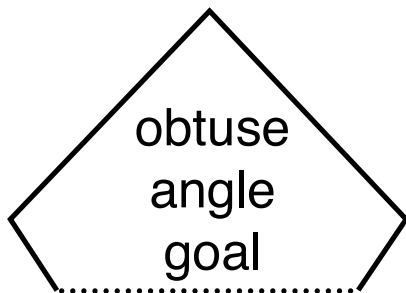
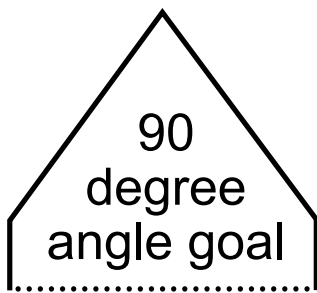
RULING: Officials notify Team A head coach. 1. No penalty will be assessed if corrections are made before designated game time; 2. Technical foul (visiting team awarded ball) will be assessed if corrections delay the start of the game; 3. Three-minute full-time penalty (no face-off) if Team A coach is unable or refuses to make corrections. Officials should notify their district assigner.

A.R. 4. After the scoring of a goal, Team A or B coach brings to the attention of the officials that the crease, goal dimensions, etc., are in violation of the rules. Can the goal be disallowed in accordance with Rules 1-2 through 1-15? **RULING:** No. It is assumed that, once the game has started, all physical playing conditions have been accepted by both teams and the officials, and the game shall be played with these conditions, except for minor corrections such as a hole in net, etc. Play shall be resumed with a faceoff.

Goals and Goal Lines

SECTION 3. A lacrosse goal shall form an opening or goal mouth that is 6 feet wide and 6 feet high (inside measurements). Goals shall be constructed of 1-1/2 inch (outside diameter 1.90 inches) metal pipe and shall be painted orange. All goals shall consist of two vertical posts joined by a rigid top crossbar. These posts shall be 6 feet apart and the top crossbar shall be 6 feet from the ground.

Lacrosse goals should be constructed in a manner such that when a ball enters the goal mouth and is a goal, it shall not re-enter the field of play. If in-ground goals are used, the vertical posts shall be 7-1/2 feet in overall length and shall be inserted into 1-1/2 foot by 2-inch vertical sleeves that are inserted into the ground, exposing 6 feet of vertical post above the ground. The sleeves shall be capped at the bottom, and the top of the sleeves shall be at ground level.



On fields where an in-ground goal is not used or on artificial-surface fields, the following goals are legal:

- a. *Flat-iron goal (recommended for use on artificial-surface fields)*—Each vertical post shall be 6 feet long and shall be attached to a piece of flat iron at the bottom. The two flat irons, each attached to a vertical post, shall meet at a point 7 feet back from the center of the goal. The maximum thickness of the flat iron shall be 1/2 inch, with no part of the flat iron extending into the goal line. If a flat-iron goal is used on a grass field, it shall be attached to the ground with ground anchors.
- b. *Obtuse-angle goal and 90-degree angle goal*—Each vertical post shall be 6 feet long and shall be attached to a ground pipe at the bottom. The ground pipe must form an obtuse angle or a 90-degree angle with the goal line immediately behind the vertical post and then bend to extend to a point 7 feet back from the center of the goal.

A line shall be drawn between the goal posts to indicate the plane of the goal, and it shall be designated as the goal line. The net shall be considered part of the goal. The goals shall be centered between the sidelines and placed 15 yards from each end line.

Note: The home team is responsible for having legal goals. See Rule 1-2, A.R. 3 for penalty procedures.

Goal Creases

SECTION 4. Around each goal shall be a plainly marked circle known as the goal crease. The area within the crease line shall not be painted. This circle shall be marked by using the midpoint of the goal line as the center and drawing a circle with a radius of 9 feet around that point. The goal-crease area is the circular surface about each goal within and including the goal-crease line itself.

Goal Nets

SECTION 5. Each goal shall be fitted with a pyramid-shaped cord netting that shall extend and be fastened on the ground at a point 7 feet back of the center of the goal. The net shall be considered part of the goal. The mesh of the net shall not exceed 1-1/2 inches, and the net shall be fastened to the goal posts, crossbar and the ground to prevent the passage of the ball. Nets shall be adjusted so the ball may pass completely through the imaginary plane of the goal at any location inside the border of the goal posts. It is

recommended that the net be attached to the ground with ground anchors every 12 inches or by a 1-inch by 7-foot flat iron secured firmly to the ground. Goal nets may be of any solid color.

Defensive and Attack Areas

SECTION 6. At each end of the field, a line 40 yards long shall be marked, centered on goal and parallel to and 20 yards from the goal line. Lines shall be drawn at right angles to the terminal points of these lines to connect them with the end lines. The areas within these lines at each end of the field shall be designated as the defensive area and the attack area, respectively.

Note: The lines running parallel to the sideline must be solid and they may or may not be a contrasting color.

Defensive-Area Lines

SECTION 7. Lines parallel to the end line shall be marked on each side of the field 20 yards from the goal line and shall extend from sideline to sideline. The defensive-area line shall coincide with the 40-yard portion of the attack-area line.

Wing Areas

SECTION 8. Lines parallel to the sidelines shall be marked on each side of the field 20 yards from the center of the field and extending 10 yards on each side of the center line. The areas between these line segments and the sidelines and confined within the extremities of those line segments shall be designated as wing areas.

Center of the Field

SECTION 9. A point on the center line, equidistant from each side, shall be marked with a 4-inch by 4-inch square that is a contrasting color and shall be designated as the center.

Table Area, Team Benches

SECTION 10. Where physically possible, the scorer's table should be placed at least 6 yards from the sideline at the center line. It is recommended that this table be elevated. Two lines shall be drawn on either side of the center line 5 yards from the center line and extending past the scorer's table.

Benches for the competing teams shall be placed on either side of the scorer's table at least 10 yards from the table and, where physically possible, at least 10 yards from the sideline, parallel to the sideline.

Only players serving penalty time, players ready to substitute on the fly and official scorers and timers are allowed in the special-substitution area.

A.R. 5. Any violation of the rules within the bench, coaches or special-substitution area can be called only by the officials on the playing field.

Coaches Areas

SECTION 11. The coaches areas shall be located on either side of the table area. Each coaches area shall extend from the special-substitution area 20 yards parallel to the sideline. It shall be bounded by the sideline, the table area, a dotted line 6 yards from and parallel to the sideline, and a dotted line extending from the sideline, parallel to and 20 yards from the special-substitution area line.

Team Areas

SECTION 12. The team areas shall be on either side of the special-substitution area. Each team area shall extend from the table area 20 yards parallel to the sideline. Each team area shall be bounded on the field side by the coaches area.

Penalty Area

SECTION 13. The penalty area shall be located within the special-substitution area immediately in front of the scorer's table.

Limit Lines, Spectator and Media Restrictions

SECTION 14. a. Limit lines should be marked with lines 1 foot long, at 2-foot intervals, outside the sidelines and extended 5 yards past the end line, except in playing areas where total field surface does not permit. Lines should be at least 10 yards from the sideline on the bench side of the field and at least 6 yards from the sideline across the field from the bench. Contrasting colors are recommended.

- b. Spectators and media (including photographers) are not allowed behind the end lines, except in stadium structures where permanent seats exist.
- c. Spectators and media (including photographers) are not allowed immediately behind the team area, or within or immediately behind the table area.
- d. Spectators and media (including photographers) are not allowed within the limit lines at any time during a contest.

A.R. 6. Artificial-surface fields may substitute markings that already exist on the field as limit lines. In all cases, these lines must be 6 yards from the sidelines when total field surface permits.

A.R. 7. Other markings may be substituted for the limit lines and must be mutually agreed upon in writing before the day of the game.

A.R. 8. Officials warn Team A head coach (home team) that spectators must be behind the limit lines and/or moved from behind the end lines. Can Team A be penalized?

RULING: Yes. Rule 6-6-f, delay of game. Were the situation to continue, Team A shall be penalized according to Rule 5-10-d.

A.R. 9. Cannons or any other explosive devices are prohibited on or within hearing distance of the field of play.

Cones and Pylons

SECTION 15. Soft, flexible cones or pylons of red or orange color shall be placed at the outside edge of each of the four corners of the field and the outside edge of the intersection of the center line and sideline opposite the table area. For safety reasons, only cones or pylons should be placed at the intersections of the special-substitution area line and sideline, directly in front of the special-substitution area.

Equipment

The Ball

SECTION 16. The ball shall be white, yellow, orange or lime green smooth or slightly textured solid rubber — between 7-3/4 and 8 inches in circumference, between 5 and 5-1/4 ounces in weight and, when dropped from a height of 72 inches upon a concrete floor, shall bounce 43 to 51 inches at a temperature of 65 degrees to 70 degrees Fahrenheit.

Balls shall be supplied by the home team. The ball in use at the end of the game shall become the property of the winning team. The home team should provide a ball retriever at each end line.

Ball retrievers (1) must be at least 10 years old, (2) must be available from the beginning of the contest until its completion, (3) shall be dressed so that their “uniform” colors do not blend with those of participating institutions and (4) are not permitted to stand directly behind the goal. In addition, the host institution is required to train, protect and provide for the safety of the ball retrievers.

If the home team does not provide any ball retrievers, that team must supply an adequate number of balls. A minimum of four balls should be spaced equidistant from each other along the end line at the beginning of each period.

A.R. 10. Team A supplies orange, lime green or yellow balls that meet specifications. Team B's coach requests that a white ball to be used. **RULING:** A white ball shall be used, unless both coaches agree to use a different-colored ball.

A.R. 11. At any time during the game, both coaches agree to change to a different-colored ball. **RULING:** Legal.

A.R. 12. Team A supplies a white, slightly textured ball that meets rules specifications. Team B's coach requests that a completely smooth ball be used. **RULING:** A completely smooth ball shall be used.

Crosse—Dimensions

SECTION 17. The crosse shall be an overall fixed length of either 40 to 42 inches (short crosse) or 52 to 72 inches (long crosse), except for the goalkeeper's crosse, which shall be 40 to 72 inches long.

The circumference of the crosse handle shall be not more than 3-1/2 inches and the handle must be straight. The head of the crosse at its widest point shall measure between 6-1/2 and 10 inches, inside measurement, at the front of the side wall. There must be one crosse, 10 to 12 inches, inside measurement at its widest point, at the front of the side wall. This crosse must be used by the designated goalkeeper. The side walls of the crosse shall not be more than 2 inches high.

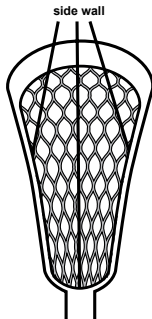
There must be a goalkeeper on the field who is properly equipped with a chest protector, throat protector and a crosse that is 10 to 12 inches wide and 40 to 72 inches long.

A ball stop is not required, except on crosses with wooden heads. The length of the head must be a minimum of 10 inches from the outside edge of the head to the beginning of the throat of the crosse, regardless of whether a ball stop is used. The goalkeeper's crosse may have a maximum head length of 16-1/2 inches, measured in the same way. If a ball stop is used, only one may be used and the dimensions shall be a maximum of 2 inches in length, 1-1/2 inches in width and 1/4-inch in thickness.

Note 1: Goalkeeper's equipment must meet requirements listed in Rule 6-6, A.R.s 20-22.

A.R. 13. Any crosse with an inside measurement from 10 to 12 inches shall be considered a goalkeeper's crosse and shall be used only by the designated goalkeeper.

Note 2: The rules committee announced new specification standards for the crosse at its August 2007 meeting. These new standards will go into effect January 1, 2010. A diagram is included in Appendix IV.



Crosse—Construction

SECTION 18. The crosse shall be made of wood, laminated wood or synthetic material, with the head approximately perpendicular to the handle. The side wall shall be defined as the inside surface area (i.e., pocket side) of the wall. The side wall shall be not more than 2 inches wide.

The side wall opposite a wood wall may be made by weaving gut lacing from the tip of the head to the handle, strung in such a manner as to prevent the tip from catching on an opponent's crosse; or both side walls may be made of synthetic material, wood or laminated wood.

The net of the crosse shall be constructed of gut, rawhide, linen or synthetic material and shall be roughly triangular in shape. The longitudinal weaving must be attached to the frame of the stop below the stop, and the stop must be of separate construction.

Note 1: Any crosse in which the net is woven to the head in such a manner that a lip or hook is formed that might ensnare the ball is illegal.

Note 2: All hollow crosse handles must have their open end adequately covered with plastic, rubber or tape to prevent injury. The use of metal caps (e.g., bottle caps) is prohibited.

Crosse—Prohibitions

SECTION 19. No player shall use a crosse that does not meet the specifications of Sections 17, 18, and 19. Furthermore, crosses in which the pocket has sagged to such a depth that it has become difficult for an opponent to dislodge the ball and crosses in which the construction or stringing at the bottom is designed to withhold the ball from play also are prohibited. Additionally, no player may use a crosse that has stringing that retards the normal and free dislodgment of the ball by an opponent. The pocket shall be deemed to have sagged too deeply if the top surface of a lacrosse ball, when placed therein, is below the bottom edge of the side wall (this prohibition does not apply to the goalkeeper's crosse). A crosse that has been altered in such a way as to give an advantage to an individual is illegal.

Any strings or leathers used to attach the pocket to the crosse are limited to a hanging length of 2 inches. The use of pull strings to alter the depth of the pocket is illegal.

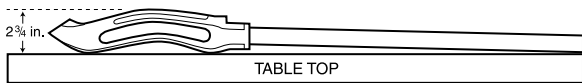
Adjustable-length handles are illegal. Handles that have been altered in any fashion other than taping or adding another covering designed to improve the grip are illegal. (See Rule 5-5.)

A.R. 14. A1 has strings on his crosse that have a hanging length greater than 2 inches.

RULING: Officials shall instruct A1 to cut the strings to the proper length. If A1 does not, a one-minute, nonreleasable penalty shall be assessed for unsportsmanlike conduct.

The crosse shall be relatively straight from the butt end to the end of the head. A "relatively straight" crosse shall be defined as one that may be laid flat on a tabletop on the side opposite the netting so that a substantial portion of the crosse rests on the table and such that there is a distance from the tabletop to bottom edge of the head that at no point exceeds 2-3/4 inches (see diagram).

See Appendix I for instructions on how a crosse should be tested for legality on the field (i.e., field test).



A.R. 15. May a player shave or sand the wall of his crosse to make it more flexible or thinner? **RULING:** No.

A.R. 16. The mesh weaving of a crosse must be of one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving is illegal. **RULING:** Unsportsmanlike conduct, three-minute nonreleasable penalty.

A.R. 17. The longitudinal weaving (net) must be attached firmly to the bottom edge of the throat construction. This can be accomplished easily by running a piece of leather, gut, nylon, linen, etc., from one side wall tightly interwoven, through the longitudinal weaving (net) along the front of the bottom edge of the throat construction and securely fastened to the opposite side wall. No other interpretations are to be construed from Rules 1-18 and 1-19.

A.R. 18. May a player use an altered or cambered handle? **RULING:** No. Three-minute nonreleasable penalty. Crosse removed for the duration of the game.

Helmet, Face Mask and Mouthpiece

SECTION 20. All players shall wear a protective helmet. Both the chin pad and the chin strap shall be firmly attached to the mask, as designed. If any snaps are hanging, proper officiating technique is to request that the player fix the snaps. Repeated offenses shall be penalized. All players on a team must wear helmets of the same dominant team color or colors.

All face masks must have a center bar from top to bottom. The manufacturer's warning label must be affixed to the helmet. A plastic face shield as part of the helmet may be worn, provided the face shield is completely clear. A tinted eye shield may be worn only for a documented medical condition.

All competing players shall wear intra-oral mouthpieces of yellow or any other highly visible color during play. The mouthpieces must cover all upper-jaw teeth. A clear mouthpiece may be used if the head coach certifies that it must be clear for a medical reason.

Note: A standard for helmets and face masks has been promulgated by the National Operating Committee on Standards for Athletic Equipment (NOCSAE). Players must use helmets that meet the standard. All players shall wear helmets that carry a warning label regarding risk of injury and a manufacturer's or reconditioner's certification indicating satisfaction

of NOCSAE test standards. All such reconditioned helmets shall show recertification to confirm that they meet the NOCSAE standard.

Personal Equipment

SECTION 21. a. *Protective Equipment.* All players shall wear protective gloves, shoes and jerseys. All players except the designated goalkeeper shall wear shoulder pads and arm pads. The designated goalkeeper shall wear protective goalkeeper equipment (see Rule 1-23-c). The altering of equipment is prohibited. All players on a team must wear gloves of the same dominant official team color unless safety reasons require a different color glove to be worn. Specialized goalkeeper gloves may be of any color. The throat protector and chest protector are required pieces of equipment for the goalkeeper, but the goalkeeper is not required to wear shoulder pads or arm pads.

- b. *Jerseys.* The jerseys shall have numbers that are at least 10 inches high and centered on the front. Jersey numbers of at least 12 inches in height also must be centered on the back.

The home team shall wear white or light-colored jerseys; however, this rule may be waived if both coaches agree to do so before the game. When jersey colors are not sufficiently contrasting, the home team shall change its jerseys.

- c. *Shorts.* All players on the same team must wear uniform shorts of the same dominant official team color.
- d. *Other clothing.* Under-jerseys, compression shorts or sweat pants may be worn, but if visible to others, must be of a solid color that is limited to white, gray or one of that team's official colors. If some players on a team choose to wear under-jerseys, all of the players who choose to wear under-jerseys for that team must wear the same color of under-jersey. Under-jerseys also must be tucked in if they extend below the game jersey. If some players on a team choose to wear compression shorts, all of those players on that team must wear the same color of compression shorts. Also, if some players on a team choose to wear sweat pants, those players on that team must wear the same color of sweat pants. Shoe cleats shall be not longer than 1/2 inch.

A.R. 19. Team's official colors are orange and black. All of its players who are wearing compression shorts are wearing orange compression shorts that extend below black game shorts. All of its players who are wearing under-jerseys that are visible

are wearing black under-jerseys. Some of its players are wearing gray sweat pants.

RULING: Legal. Teammates' under-jerseys must match; teammates' compression shorts must match; and teammates' sweat pants must match.

A.R. 20. An official notices that A1, with possession of the ball, is wearing compression shorts, sweat pants, under-jersey, jersey, helmet or gloves that do not conform to the color provisions in this rules book. **RULING:** Technical foul, award possession to Team B. A1 must change illegal piece of clothing to correct color to continue participation. Officials should observe players before the start of the game to prevent this foul from being assessed.

Note: Play shall be suspended immediately if a player loses any of the required equipment and participates in a scrimmage area.

Coaches Certification

SECTION 22. The pregame equipment certification by the head coach shall act as the team warning. The head coach shall certify to the referee before the game that all players:

- a. Have been informed what equipment is mandatory and what constitutes illegal equipment.
- b. Have been provided the equipment mandated by rule.
- c. Have been instructed to wear and how to wear mandatory equipment during the game.
- d. Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game.
- e. Have had their crosses, uniforms and all other equipment inspected by the head coach for meeting specifications.

Note: "a" through "e" can be covered by the referee asking the head coach the following: "Coach, are all of your players legally equipped by rule?"

Prohibited Equipment

SECTION 23. The following general prohibitions relating to equipment shall be adhered to:

- a. No player shall wear or carry equipment that, in the opinion of the officials, endangers that individual or other players.
- b. No player shall wear anything on the outside of his jersey or alter the jersey in any other way that might obstruct the view of his number.
- c. The special equipment worn by the goalkeeper shall not exceed that of a field player, plus standard goalkeeper equipment, i.e., shinguards, chest

protectors and throat protectors. Throat protectors must be specifically designed for lacrosse.

- d. Duplicate numbers on jerseys shall not be permitted on the same team.

New Equipment

SECTION 24. The NCAA Men's Lacrosse Rules Committee is responsible for formulating the official playing rules. The committee is not responsible for testing or approving playing equipment.

Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the size and weight specifications established by the committee. The NCAA urges manufacturers to work with the various independent testing agencies to maximize the production of safe products. Neither the NCAA nor the Men's Lacrosse Rules Committee certifies the safety of any equipment. Only equipment that meets the weight and size dimensions specified in the NCAA Men's Lacrosse Rules may be used.

While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment or the approval or disapproval of specific playing equipment, the committee may provide manufacturers with informal guidelines as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede to protect and maintain that integrity.

The Men's Lacrosse Rules Committee suggests that manufacturers planning innovative changes in lacrosse equipment submit the equipment to the committee for review before production.

Game Administration

SECTION 25. At the beginning of the game, the home team is required to provide a working horn (hand-held or as part of the scoreboard) to be used at the scorer's table to signify substitutions and the end of periods. Failing to provide such a horn or a working clock shall be penalized by illegal procedure. When there is a discrepancy between the penalty clock at the table and the game clock, the game clock shall be the official clock. If the scoreboard clock malfunctions, the referee shall designate the clock at the sideline table as the official game clock.

School bands or other organized groups that use artificial means to create noise must be situated in the stands on their respective team's half of the field. (See Rule 6-7.)

RULE 2

Game Personnel

Teams

Number, Designation of Players

SECTION 1. Ten players shall constitute a full team. They shall be designated as follows: Goalkeeper, Defense, Midfield, Attack.

A team may have a maximum of four players using long crosses (52 to 72 inches in length), not counting the goalkeeper's crosse, in the game at any time.

If, because of injuries or team members disqualified by expulsion fouls, a team cannot keep 10 players in the game, that team may continue the game with fewer than 10 players, with on-side and stalling rules remaining in effect.

A.R. 1. In the official scorebook lineups, if the players are listed from top to bottom as "Attack," "Midfield," "Defense" and "Goalkeeper," then the first attack player listed is officially the In-Home. If the lineups are listed from top to bottom as "Goalkeeper," "Defense," "Midfield" and "Attack," then the bottom attack player is officially the In-Home. All players must be listed by name, position and number in the official scorebook.

A.R. 2. The In-Home must be a starter in the game.

A.R. 3. Each team must have a designated goalkeeper on the field at all times.

Squad Size

SECTION 2. There is no limit to the number of substitutes a team may have for each position listed in Section 1 of this rule. (For method of substitution, see Rules 4-21, 4-22, 4-23 and 4-24.)

Captains

SECTION 3. Each team shall designate a captain, who shall act as that team's sole representative on the field of play during the game. The captain's privilege does not grant a captain the right to enter into an argument with or criticize any decision of an official.

Should the captain leave the field of play, either he or his coach should designate to an official the name and number of the replacing captain. If a team is without a designated captain at any time during the play of the game, an official may designate an acting captain.

Note: When a team has co-captains, one of them shall be designated as the official representative of that team on the field before the game starts.

Coaches

SECTION 4. One of a team's coaches shall be designated as the head coach. The head coach shall be responsible for making all decisions for that team not delegated specifically to the team's game captain. Additionally, it shall be the head coach's responsibility to see that team members are equipped properly to play.

The head coach shall act in a courteous manner and also shall endeavor in every way to achieve the same from team members. The head coach also shall be in control of and be responsible for the actions of any and all persons officially connected with his or her institution.

Coaches shall assist the officials in keeping the game under control. It shall be their duty, upon the request of an official, to control effectively actions of spectators not in conformity with standards of proper conduct.

Only the head coach will communicate with the officials. Officials shall address questions from the head coaches during halftime. A representative from each team may be present while these questions are discussed. Officials should never entertain any questions until a representative of the other team is given the opportunity to be present.

Note: Nonplaying personnel (excluding coaches) and team members not in the game shall confine themselves to their respective bench areas (Exceptions: Rules 4-22 and 6-7-b).

Home Coach's Responsibility

SECTION 5. The home coach shall be responsible for seeing that the playing field is in proper condition for play (See Rules 1-2 through 1-15); that a timekeeper and scorer are on hand with all equipment required by these rules to carry out their respective functions; that balls and ball retrievers (or balls on the endline) are provided (see Rule 1-16); and that the assigning authority has received timely, accurate and adequate information so that officials will be on hand for the game.

When a contest is played at a neutral site, one team must be designated as the home team. This shall be done in writing, before the day of the game. The designated team and its head coach assume all the responsibilities of the home team as outlined in the rules.

The Officials

Game Officials

SECTION 6. The game shall be controlled by officials assigned by the assigning authority. It is recommended that three officials be used to control the game (a referee, an umpire and a field judge). A minimum of two officials must be used.

Duties of Game Officials

SECTION 7. The officials' authority begins when they arrive on the field and ends when they leave the field of play. Officials must be on the field at least 20 minutes before the scheduled starting time. The duties of the officials shall be equal in all respects, except that, in the settlement of all disputes, the decision of the referee shall supersede that of the umpire or the field judge and shall be final.

The officials shall have authority over the play of the game, with control and jurisdiction over the timekeeper, scorer, players, substitutes, coaches and anyone officially connected with either team, and spectators.

By sounding of the whistle, an official may suspend the play of the game for any reason deemed necessary for the proper enforcement of the rules or conduct of the game.

The officials shall keep a record of the number of goals scored by each team, the number of the player scoring each goal and the number of team timeouts. They shall check with the official scorer at the end of each period, and the officials' score shall be the official score of the game. Before the game, the name of each official must be printed by that individual in both teams' scorebooks.

The officials shall ensure that each team has 10 players, including those in the penalty area, at the beginning of each period of the game and before each restart after a goal.

A.R. 4. At halftime, the officials have the score as Team A 4, Team B 2. The official scorer has Team A 3, Team B 3. The officials are convinced that they have not made a mistake and refuse to change their scorecards. **RULING:** Score is 4 to 2.

Approval of Score

SECTION 8. At the end of each period, the referee shall check and approve the score. The referee's approval at the end of the game terminates the jurisdiction of the officials. When the referee leaves the field of play at the end of the game, the officials' jurisdiction has ended; and the score has been approved.

Time and Place of Jurisdiction of Officials

SECTION 9. Jurisdiction includes the periods when the game may be stopped periodically for any reason.

Officials Failing to Appear

SECTION 10. If any of the officials fails to appear, one of them should assume the duties of the referee. That official may appoint persons to assist in officiating the game. If all officials fail to appear, the authorized representatives of the competing teams should decide upon a referee and other officials, if any.

Timekeeper

SECTION 11. The home team shall provide the official timekeeper, who should be on site at least 20 minutes before the game. The timekeeper will assume the following duties:

- a. Keep an accurate account of the time of each period; to keep an accurate account of penalty time; and to inform the penalized player(s) when the penalty time has expired. Where there is an accurate visible game clock with a loud automatic horn, the sounding of that horn shall mark the end of each period.

At sites where there is no accurate visible game clock with a loud automatic horn, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each period.

For the fourth period, the timekeeper shall notify the nearest official two minutes and 10 seconds before the end of the period, and follow the same procedure.

- b. Start and stop the time clock when an official sounds the whistle and at the end of each period. When available and functioning, an electronic clock shall be the official timepiece.
- c. Keep an accurate record of the time of intermission between halves, and notify each team four minutes before the start of the second half.
- d. Sound a horn, which shall be provided by the home team. A horn may not be sounded while the ball is in play, except at the end of periods. When alleged violations occur, the timekeeper must wait to sound the horn until play is suspended by the game officials. When alleged violations occur, the timekeeper and scorer shall confirm the status of the ball when the alleged violation took place. The timekeeper will sound the horn when a horn is requested by either team's coach for regular substitution. (See Rules 4-21 and 4-22.)

The timekeeper will sound the horn twice at the next dead ball when:

1. A player enters the field of play from the penalty area before being permitted by the rules to do so.
2. A player, not legally in the game, enters the field of play.
3. A player legally in the game leaves the field of play and does not make an immediate effort to return.
4. A player substituting for another deliberately delays his entry onto the field.
5. A player entering the game as a substitute under the conditions of Rule 4-21 fails to comply with the rules for entering the field of play.
6. A coach requests a count of crosses.
7. A player illegally exchanges his crosse.

Scorer

SECTION 12. Unless otherwise designated by the referee or an assigning authority, the home-team scorer shall be the official scorer. The scorer should be on site at least 20 minutes before the game. The scorer will assume the following duties:

- a. Keep a record of the number of goals scored and assists made by each team and the name and number of the player making the score or the assist, and to check the score with the referee at the end of each period.

- b. Keep an accurate record of the number of timeouts taken by each team, and to notify the nearest official immediately if either team exceeds the number allowed during each half or during a sudden-victory period.
- c. Keep a record of the name and number of each player to whom a penalty is assessed, the type of the violation, the time of the quarter when the foul occurred and the duration of the penalty.
- d. Notify the nearest official immediately should any player accumulate five personal fouls.
- e. Notify the timekeeper to sound the horn at any time when, under Section 11 of this rule, it is the duty of the timekeeper to sound the horn.
- f. Assume full duties of the timekeeper if the timekeeper is on the sideline.

RULE 3

Time Factors and Scoring

Time Factors

Length of Game

SECTION 1. The regulation playing time of a game shall be 60 minutes, divided into four periods of 15 minutes each.

Variations in Playing Time

SECTION 2. If approved by the authorized representatives of the competing teams, shorter periods may be played. Whenever possible, this arrangement should be made in writing before the day of the game.

Intervals

SECTION 3. There shall be two-minute intervals between the first and second periods and between the third and fourth periods of a game. During these intermissions, all rules governing play of the game remain in force.

The length of the intermission between the second and third periods shall be 10 minutes, unless another length of time is mutually agreed upon by the coaches or designated by the national governing body. The teams may leave the field during this intermission. All rules governing play of the game remain in force during intervals.

Final Two Minutes of Regulation Play

SECTION 4. During the final two minutes of regulation play, offensive-stalling rules shall be in effect. The team that is ahead is required to “keep it in” once the ball has been brought into its respective attack areas. (See Rule 6-11.)

Note: When the score is tied, neither team is forced to keep the ball in the attack area, unless warned to keep it in.

A.R. 1. Team A is winning and has a player serving penalty time during the final two minutes of regulation. Is Team A required to “keep it in” the attack area? **RULING:** Yes.

Sudden-Victory Overtime

SECTION 5. In the event of a tie at the end of the regulation game, play shall be continued, after a two-minute intermission, with sudden-victory overtime.

In sudden-victory overtime, teams shall play periods of four minutes each until a goal is scored, thus deciding a winner. The game ends upon the scoring of the first goal. There will be a two-minute intermission between sudden-victory periods.

For procedures governing play in sudden-victory overtime periods, see Rule 4-30.

Interruption of Game

SECTION 6. If a game is interrupted because of events beyond the control of the responsible authorities, it shall be continued from the point of interruption unless the teams agree otherwise, or there are conference, league or association rules to cover the situation. Both teams are permitted to make roster changes.

Scoring

Goal Value, Winning Team

SECTION 7. A goal counts one point. The winning team is the team that has scored the most goals during the course of the game.

Forfeited Game vs. No Contest

SECTION 8. No forfeit is charged unless the referee or other appropriate contest official has assumed jurisdiction of the contest (see Rule 2-7). When a team does not appear (e.g., due to weather, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contract. Such instances shall be considered a “no contest.”

Neither the outcome nor the statistics in any completed contest are reversible by a forfeit due to postgame administrative actions, except as provided in the NCAA Manuals. The actual results of the game and the statistics shall be entered as such in both teams’ all-time records, in the coaches’ records and in individual statistics. Games later forfeited shall be designated by an asterisk and a footnote.

RULE 4

Play of the Game

Pregame Procedures

Coin Toss

SECTION 1. The captains of each team shall be called together at the center of the field by the officials approximately five minutes before game time. A coin shall be tossed by the referee, with a visiting-team representative making the call. The team that wins the toss shall receive choice of goals or control of the first alternate possession. The losing team shall receive the option not selected. Any special ground rules shall be explained as part of the coin-toss procedure.

Lineup

SECTION 2. Before the opening faceoff, the referee shall draw up the players in lines facing each other at the center of the field, with their left sides toward the goal they are defending, and explain any special ground rules.

A.R. 1. At the center lineup at the beginning of the game, should officials inspect equipment? **RULING:** No. Before the lineup, officials should make themselves available to inspect equipment.

Facing Off

SECTION 3. Play shall be started at the beginning of each period and after each goal by facing the ball at the center of the field. (**Exceptions:** (1) In the event of an extra-man or flag-down that creates an extra man at the conclusion of any period, the next period shall be commenced by awarding the possession of the ball to the team that had possession of the ball at the conclusion of the prior period in the same relative position on the field. However, if the period ends with neither team in possession, except in the previously mentioned flag-down situation, the ball shall be faced off with all the normal restrictions. (2) If a player or team commits a foul before or during any faceoff, the ball shall be awarded to the offended team. (3) If a player at any faceoff delays resumption of play by any action or maneuver,

such as backing out or standing up after the crosses are placed on the ground, the ball shall be awarded to the offended team (see Rule 6-6-n). (4) If a player moves his crosse or any part of his body after assuming the “down” position, the ball shall be awarded to the offended team with all previous restrictions behind the defensive-area lines remaining in force.)

Before a faceoff, if a player commits a technical violation, that team’s faceoff man must leave the field through the special-substitution area as the official begins play with a quick restart at midfield.

A.R. 2. As soon as A1 is whistled for a faceoff violation, can he sprint to the special-substitution area so his substitute can enter the field of play. **RULING:** Yes.

Note 1: This applies to all periods, including sudden-victory periods.

Note 2: The faceoff is considered to have ended when the ball crosses the defensive-area line. If the ball crosses that line and goes out of bounds, and officials cannot determine who was the last player to touch the ball, the ball shall be awarded by alternate possession.

Note 3: The ball shall be re-faced if the ball goes out of bounds in the midfield area and the officials cannot determine who was the last player to touch the ball, a player loses required equipment in the midfield area, an inadvertent whistle is blown while the ball is in the midfield area, an injury occurs in the midfield area, simultaneous fouls occur while the ball is loose, or the official calls timeout before possession is awarded.

Note 4: If there are simultaneous technical fouls before a faceoff, or if there are simultaneous personal fouls with equal penalty time, the ball shall be re-faced. (Exception: Rule 4, A.R. 22)

Note 5: In the event of a flag-down that creates an all-even situation at the conclusion of any period, the next period will begin with a faceoff.

A.R. 3. Before the start of the game or while time is out between periods, including sudden-victory periods, B1 commits a personal foul. Should official award the ball to Team A on the offensive side of the field? **RULING:** Yes.

A.R. 4. Rule 4-3, Exception 1 (a period ending with an extra man and one team having possession of the ball) was intended to allow a team with such an advantage to retain this advantage at the beginning of the next period. However, it is conceivable that action between periods could nullify the extra man and, consequently, possession would be awarded based on the sequence of the dead-ball fouls.

A.R. 5. A1 has possession of the ball and B1 commits a time-serving foul as period ends. **RULING:** Next period starts with Team A in possession of the ball in the offensive end

of the field. However, if between periods Team A commits a time-serving foul, the ball is awarded to Team B on the offensive side of the field.

A.R. 6. A1 has possession of the ball and B1 commits a personal foul as the period ends. However, between periods, A2 and B2 commit (1) simultaneous technical fouls, (2) simultaneous personal fouls with equal penalty time. **RULING:** In either case, ball awarded to Team A on the offensive side of the field.

A.R. 7. A1 has possession of the ball in his defensive half of the field and B1 commits a technical foul as the period ends. The next period should begin with Team A in possession of the ball and B1 serving a 30-second penalty. However, between periods, A2 commits (1) A technical foul; or (2) A personal foul. **RULING:** (1) Award the ball to Team B on the offensive side of the field. (2) Award the ball to Team B on the offensive side of the field. (B1 and A2 in penalty box with first 30 seconds of penalty time treated as non-releasable.)

A.R. 8. Team A has possession of the ball, B1 is in penalty area with 25 seconds remaining on his penalty time as period ends. Next period starts with Team A in possession of the ball. However, between periods, A1 commits (1) A technical foul; or (2) A personal foul. **RULING:** Next period starts with Team B in possession of ball. Locate ball according to Rule 7-3. (1) A1 does not serve any penalty time; (2) A1 serves penalty time.

A.R. 9. A1 has possession and B1 commits penalty in offensive half of field; a flag is down. Ball becomes loose as period ends. (1) The flag creates an uneven penalty situation; or (2) The flag creates an even penalty situation. **RULING:** (1) Next period starts with the ball awarded to Team A at same relative position at other end of field and B1 serving penalty time. Faceoff restrictions do not apply. (2) Faceoff.

A.R. 10. Injury on faceoff before possession is obtained. Re-face with original restrictions in force, except when the ball has crossed the defensive-area line; in that case, the ball shall be awarded according to the alternate-possession rule.

The official shall place the ball on the ground in the center of the 4-inch-wide line. The players shall stand on the same side of the field as the goal each is defending. The official shall indicate to both players to assume their respective positions at the same time by saying “down.” The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching, the center line.

The official shall make certain that the reverse surfaces of the crosses match evenly and are perpendicular to the ground. Each player must have both hands wrapped around the handle of his own crosse, touching the ground. The right hand may not touch any part of the head of the crosse. The player's feet may not touch his crosse. Both hands and feet of each player must be to the left of the throat of his crosse. Each player must be positioned so his entire body is to the left of the throat of his crosse. It is legal to lean over the center line.

Once the players facing off have assumed their positions, both players must remain motionless until the official sounds the whistle for play. The official shall sound the whistle promptly. At the sound of the whistle, each player may attempt to direct the course of the ball by the movement of his crosse in any manner. It is illegal to kick or step on the opponent's crosse.

When a faceoff violation occurs before the whistle, the offending team's faceoff player must leave the field and be substituted for through the special-substitution area.

A.R. 11. On a faceoff, A2 clamps the ball, pivots and rakes the ball, which goes out of bounds. **RULING:** Team B's ball. When A "controls" the faceoff and causes the ball to go out of bounds, it is ruled a turnover.

A.R. 12. On a faceoff, or any other time during the game, A2 clamps the ball and the ball becomes stuck in his crosse so that the ball is withheld from play. **RULING:** Immediate whistle, award ball to Team B.

A.R. 13. A1 and B1 have assumed legal faceoff positions. After the official blows the whistle to initiate play, (1) Either A1 or B1 strikes the opponent in the head or above the shoulders; or (2) Both A1 and B1 strike each other in the head or above the shoulders. **RULING:** (1) Illegal body check. If the player speared the opponent, the penalty time is nonreleasable. (2) Simultaneous fouls.

A.R. 14. On a faceoff, A1 has his thumb around the handle of his crosse and his fingertips resting on the ground. **RULING:** Illegal faceoff position. All fingers of both hands must be gloved and wrapped around the crosse and must be resting on the ground. Award ball to Team B.

A.R. 15. On a faceoff, A1 meets all requirements. However, when official blows the whistle, A1 "kicks" through the crosse rather than drawing his crosse. **RULING:** Illegal faceoff. Ball awarded to Team B.

A.R. 16. On a faceoff, A1 makes an audible comment meant to cause B1 to move before whistle is blown to initiate play. **RULING:** Unsportsmanlike conduct, one minute, nonreleasable penalty.

A.R. 17. On a faceoff and before possession has been declared, attackman or defenseman B1 touches or crosses the defensive-area line. **RULING:** Play on.

A.R. 18. On a faceoff, A1 meets all requirements of faceoff. However, he has one or both of his elbows braced against thighs or legs. **RULING:** Legal position.

A.R. 19. After a faceoff, but before possession has been declared, a player loses any of the required equipment in the scrimmage area, and the player (1) Continues to play; (2) Takes himself out of the scrimmage area; or (3) Is, in the opinion of an official, in danger of injury. **RULING:** (1) Technical foul, possible play-on. (2) Play continues since the player is neither violating a rule nor is in danger. (3) The official must blow the whistle immediately. The ball is awarded to the team in possession when the whistle blows to stop play. If the ball is still loose when the whistle blows, re-face if the ball was between

the defensive-area lines; otherwise, award the ball according to the alternate-possession rule.

A.R. 20. After faceoff, ball touches a player or players and goes out of bounds in the area between the defensive-area lines. Officials do not know who touched it last. **RULING:** Face off again.

A.R. 21. On a faceoff, the ball crosses the defensive-area line when the official inadvertently blows the whistle. **RULING:** Award the ball according to the alternate-possession rule.

A.R. 22. On a faceoff, the Team A faceoff player moves before the official blows the whistle. (1) Wing player A2 or B2 is across the wing line as the whistle blows. (2) Attack or defense player A3 or B3 is across the restraining line as the whistle blows. **RULING:** In all cases, because Team A had a faceoff violation, the faceoff has not taken place. Award the ball to Team B. Ignore the wing-area or restraining-line violation. Team A faceoff player must exit the field through the special-substitution area.

Positioning of Other Players

SECTION 4. The positions of the other players on the field, before the start of a faceoff, shall be as follows:

- a. When a team has all of its players on the field, it shall confine its goalkeeper and three other players behind the defensive-area line in its defensive end, three players behind the defensive-area line in its offensive end and one player in each of the wing areas.

When the whistle sounds to start play, the players in the wing areas shall be released. All other players are confined to their areas until a player of either team has gained possession of the ball, the ball goes out of bounds, the ball crosses the defensive-area line, a timeout is called by either team, a whistle stops play for a time-serving penalty, or a whistle restarts play after a non-time serving foul; when any of these events occurs, the faceoff has ended.

Players designated in the midfield area and players designated behind the defensive-area line may not interchange positions before the faceoff has ended, but midfield players may substitute.

A.R. 23. After faceoff and before possession has been declared or ball crosses the defensive-area line, A1 wing player runs across his defensive-area line and A2, who was behind the defensive-area line at the beginning of the faceoff, comes across the defensive-area line to play loose ball. **RULING:** Technical foul against A2. Ball awarded to Team B.

A.R. 24. If a non-time-serving foul is committed before, during or after a faceoff (but before possession and before the ball crosses the defensive-area line), wing players will

be released immediately, but players behind the defensive-area line will not be released until the whistle blows to resume play.

- b. If a team has one or more players out of the game on a penalty, that team shall be exempt from confining its players behind the defensive-area lines and in the wing areas to the extent of its players in the penalty area. It also shall have the right to choose in which confining area or areas it shall exercise its exemption, but the team must obey the provisions of the offside rule (See Rule 4-10).

Play of the Ball

Play of the Ball

SECTION 5. The following definitions shall prevail in play of the ball:

- a. **Free play**—When a player has been awarded the ball for any reason, a free play shall come into being. Under such conditions, no player may position himself closer than 5 yards to the player awarded the ball. This provision shall be enforced strictly.
- b. **Player possession**—The ball shall be considered in player possession when that player can perform any of the normal functions of control, such as carrying, cradling, passing or shooting.
- c. **Team possession**—The ball shall be considered to be in team possession when it meets the definition in paragraph b or g of this rule.
- d. **Loose ball**—A ball not in player possession is a loose ball.
- e. **Pass**—A pass is the movement of the ball caused by a player in possession throwing the ball to a teammate.
- f. **Completed pass**—A completed pass is a pass caught by a teammate.
- g. **Ball in flight**—A ball in flight from one teammate to another is a ball in team possession if the ball is caught by a teammate.

Note: When a pass is in flight as a period ends during an extra-man situation, the team that threw the pass is ruled to have not been in possession during the flight of the ball, regardless of whether or not the ball is caught by a teammate.

- h. **Clear**—A clear is an attempt by a team to move the ball from its defensive half of the field to its offensive half.

A.R. 25. A1 crosses the center line and the 10-second count begins. The ball becomes loose, then there is a push by B1 and a play-on is called. A1 regains possession.

RULING: Play on. A new 10-second count starts.

A.R. 26. Team B is man-down as the period ends. A1 passes to A2. While the ball is in flight, the horn sounds to end the period. A2 then catches the ball. **RULING:** Official blows whistle as the horn sounds to end the period. Start the next period with a faceoff because the ball was in the air when the period ended and is therefore a loose ball.

- i. **Shot**—A ball thrown or kicked at the goal with the intent of scoring, as judged by an official.

Out of Bounds

SECTION 6. Play shall be suspended at any time when the ball is out of bounds.

- a. **Player in possession**—When a player with the ball in his possession steps on or outside a boundary line, or any part of his body or crosse touches the ground or any object on or outside a boundary line, the ball is out of bounds; and the player shall lose possession.

The ball shall be awarded to any player of the opposing team who is ready immediately to resume at the point where the ball was declared out of bounds. On any restart, no player may be within 5 yards of the player with the ball.

- b. **Loose ball**—When a loose ball touches a boundary line, the ground or any object outside a boundary line, or when a shot crosses the plane of the end line or sideline (when determining which player is closest only), it is out of bounds; and the following rules apply:
 1. Except on a shot or deflected shot at the goal, the ball shall be awarded at the point where it was declared out of bounds to any player on the team opposing that of the player who last touched the ball, who is ready immediately to make the free play.
 2. Should a ball that has not crossed the defensive-area line go directly out of bounds on a faceoff, when it is not known which team caused the ball to go out of bounds, or who touched it last before going out of bounds, it shall be faced off again.
 3. When a loose ball goes out of bounds as a result of a shot or deflected shot at the goal, it shall be awarded to the team that had an inbounds player's body nearest to the ball when it became an out-of-bounds ball, at the point where it was declared out of bounds.

If two inbounds players of opposite teams are equidistant from the ball when it goes out of bounds, play shall resume according to the alternate-possession rule (see Rule 4-31).

4. A player who is legally in bounds may catch a shot or pass after the ball has crossed the plane of the end line or sideline.
- c. **Out of bounds or Specific areas**—
1. When a player in possession of the ball moves from the defensive end of the field to the offensive end of the field, and touches or steps on or across the center line, he is considered to be in the offensive end of the field.
 2. When a player in possession of the ball in his offensive end of the field touches or steps on or inside the attack-area line, he is considered to be in the attack area.
 3. When a player in possession of the ball touches or steps on or outside the sideline or end line, he is considered out of bounds.
 4. When a player in possession of the ball inside his attack area is warned for stalling, he may not touch or step on or outside the attack-area line.
 5. When determining whether a team is offside, a player whose body (including a gloved hand on the crosse but not including the crosse itself) touches or steps on or across the center line, he is considered to be in that half of the field.
- d. **An airborne player**—A player in midair, when playing a ball, is considered to be where he last was in contact with the field. (*Exception:* An airborne player is never considered to be inside the attack area for the purposes of ending a 10-second count.)
1. The goalkeeper is out of the crease without the ball and his teammate throws him a high pass. The goalkeeper jumps in the air to catch the ball and lands in the crease. This is an illegal re-entry violation. The ball shall be awarded to the other team.
 2. A player is out of bounds and his teammate throws him a pass. While the ball is in the air, the player jumps from out of bounds, catches the ball and lands inbounds. This is a violation. The ball shall be awarded to the opponent.
 3. Team A has to keep the ball in the attack area. A2, who is in the attack-area box, throws a pass to A3, who is outside the attack-area box. While

the ball is in the air, A3 jumps, catches the ball and lands inside the attack-area box. This is a violation. The ball shall be awarded to the opponent.

- e. **Restart**—1. When play is to be restarted after a loose ball goes out of bounds or a player in possession steps out of bounds on the sideline or end line, it will be restarted on the field of play, 1 yard laterally from the out-of-bounds spot but at least 5 yards from the table area.
2. In the case of a player in possession stepping out of bounds (or of an out-of-bounds player touching an in-bounds loose ball), the point of the restart is determined by the location of the ball when the ball was declared out of bounds.
 3. In the case of a loose ball going out of bounds, the point of the restart is determined by the location where the ball last broke the plane of the boundary line before becoming an out-of-bounds ball.
 4. If there is a technical or personal foul while the ball is inside the attack area, the ball must be moved laterally outside the attack area before play is restarted. This applies to all live-ball and dead-ball fouls whether or not they are time-serving.
 5. A live-ball timeout taken while the ball is in the attack area will result in the restart being at the closest point laterally outside the attack area. A dead-ball timeout does not change the location of the restart.
 6. When a period ends with possession carrying over, the restart location is the same relative position on the field, with a ball inside the attack area being moved laterally outside the attack area.

Note: A shot or deflected shot remains a shot until the ball comes to rest on the field of play, a player gains possession of the ball, the ball goes out of bounds or a player causes the ball to go out of bounds.

A.R. 27. Ball is out of bounds on the sideline area within the confines of the table area or five yards on either side of the table area and awarded to A1. **RULING:** The official should move the ball off the sideline and into the field of play 5 yards before play is resumed.

A.R. 28. A shot misses goal, and the ball comes to rest on the ground behind goal. A2 tries to scoop the ball, but it goes out of bounds. **RULING:** Ball awarded to Team B.

A.R. 29. Team A shoots at goal. The ball hits the goal post and goes out of bounds near the center line in Team A's offensive side of field. Team B player in his defensive half of

the field is nearer to the out-of-bounds spot than any Team A player. **RULING:** Team B is awarded the ball.

A.R. 30. A1, in possession of the ball, is forced out of bounds illegally by B1. **RULING:** Technical foul. B1 serves 30 seconds. (If violent or excessive—personal foul.)

A.R. 31. A player throws the ball the length of the field, from midfield or from any place on the field, and yells, “I am taking a shot,” and the ball goes out of bounds. **RULING:** Only the official has the responsibility of determining if a thrown ball is a shot.

A.R. 32. Deflected shot at goal, the ball rolling toward boundary line. A1, in trying to pick up the ball, does not gain possession, and the ball goes out of bounds. A1 is nearest to the out-of-bounds spot. **RULING:** Ball awarded to Team A.

A.R. 33. A1 shoots at goal, and the ball goes over the goal toward the end line. A2 tries to catch the ball in flight, and the ball hits his crosse and goes out of bounds. A2 is nearest to the out-of-bounds spot. **RULING:** Ball awarded to Team A.

A.R. 34. Player A1 runs or falls out of bounds. When is he legally back inbounds? **RULING:** When any part of his body touches the ground inbounds and no part of his body touches the sideline, end line or anything else out of bounds.

A.R. 35. Player A1 falls so that half of his body is inbounds and half is out of bounds. The ball deflects off B1, who is inbounds, and then the ball touches a part of A1 or his crosse which is (1) inbounds; or (2) out of bounds. **RULING:** In both cases, the ball is considered to have gone out of bounds off of A1. Award the ball to Team B.

Ball Stuck in Crosse or Equipment

SECTION 7. a. If the ball becomes stuck in a player’s uniform or equipment other than his crosse, play shall be suspended immediately, and the ball shall be awarded according to the alternate-possession rule. (See Rule 4-31.)

b. If at any point the ball becomes stuck in the front or back of the crosse, there shall be an immediate whistle and the ball shall be awarded to the opposing team. **This rule applies when a player loses his crosse and the ball remains in the crosse.**

Neither situation applies to the designated goalkeeper if he is within the goal-crease area at the time the ball becomes stuck. In this case, a defensive player shall be awarded the ball 20 yards laterally from the goal.

Scoring

Goal Scored

SECTION 8. A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal

line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.

A.R. 36. A1 takes a shot. When the ball is within 5 yards of B2, A2 legally body checks B2 into goalkeeper. Ball enters goal. **RULING:** Legal goal.

A.R. 37. Ball goes off the foot or any other part of the body of a player and into the goal. **RULING:** Goal counts.

A.R. 38. Goalkeeper, who is in possession of ball in crease, brings crosse back through the plane of his goal and the ball drops to the ground across the goal line. **RULING:** Goal awarded to opposing team.

Goal Not Counted

SECTION 9. Under the following conditions, a goal shall be disallowed:

- a. When the ball passes through the plane of the goal after the game horn sounds to indicate the end of a period.
- b. When the ball passes through the plane of the goal after the game clock for the period has expired, regardless of whether the official's whistle or the game horn may have sounded.
- c. When the ball passes through the plane of the goal and when any part of the body of a player of the attacking team is in the goal-crease area at the time.
- d. When the ball passes through the plane of the goal and the attacking team has more than 10 members (including those in the penalty area) on the field of play at the time.
- e. When the ball passes through the plane of the goal and the attacking team or both teams are offside at the time.
- f. When the ball passes through the plane of the goal after one of the officials has sounded the whistle for any reason, even if the sounding of the whistle was inadvertent.
- g. When there is a flag-down for a foul by the scoring team.
- h. When there is a play-on for a foul by the scoring team.
- i. After a player from the attacking team has released early from the penalty area, either on his own or due to a timekeeper's error. (1) If the attacking player left on his own, the ball shall be awarded to the defense. (2) In the case of a timekeeper's error, the ball shall be awarded to the team in possession at the time of the error or, if the ball was loose, by alternate-

possession rule. In all cases, the player shall return to serve the remaining penalty time.

- j. When the scoring player's crosse is found to be illegal, after the goal but before the next live ball.
- k. After a player in the act of shooting or his teammate makes contact with the goalkeeper in the crease or touches any part of the goal or netting before the ball enters the goal.
- l. If an official recognizes a request for a timeout from the team in possession or a foul by the team in possession before the ball breaks the plane of the goal, regardless of whether the official has had time to blow the whistle.
- m. If an attacking player deliberately leaves his feet by jumping or diving and his momentum carries him into the crease area, regardless of whether he lands in the crease before or after the ball enters the goal.
- n. If the head of the shooter's crosse comes off during the shot or the follow-through. In this case, award the ball to the defensive team.
- o. When the officials notice that the goalkeeper has an equipment issue requiring play to be stopped before the shot is in flight. (See Rule 4-18-e.)
- p. When a player who scored a goal adjusts his crosse after an official asks to inspect it, provided play has not restarted since the goal was scored.
- q. When a player pulls the strings on his crosse after scoring a goal and before the official has requested that player's crosse for inspection.

A.R. 39. Goalkeeper, in possession of ball, brings his crosse back through the plane of his goal. **RULING:** Legal play, no goal scored. (Only a loose ball beyond the plane of the goal counts.)

A.R. 40. A1 throws his crosse with the ball in it, deliberately or accidentally, into the goal. **RULING:** No goal.

A.R. 41. A2 shoots on goal. Ball gets stuck on the outside of the net or is loose in the crease when official blows whistle, thinking that a goal was scored. **RULING:** Stop play and award ball to Team B.

A.R. 42. A2 shoots on goal. The ball is loose outside the crease when the official blows his whistle, thinking that a goal was scored. **RULING:** Stop play and award the ball using the alternate-possession rule.

Offside

When Offside

SECTION 10. A team is considered offside when:

- It has fewer than three men in its attack half of the field (between the center line and the end line).
- It has fewer than four men in its defensive half of the field (between the center line and the end line).

Note 1: If a player, seeing that he is going to be offside before he can stop, instead runs out of bounds, no penalty shall result from the failure of that player's team to have the required number of men in either end of the field, as long as the player returns immediately to the field.

Note 2: If a team momentarily has fewer than the required number of men on either end of the field while players are exiting and entering the field through the special-substitution area, this is not considered to be an offside violation. However, if a team delays its substitution and that causes it to have too few players on either half of the field, it may be called for offside.

A.R. 43. B1, while chasing A1, goes offside. B2 also goes offside. A1 takes a shot, and the goalkeeper makes the save. **RULING:** Slow whistle until goalkeeper makes the save. B1 and B2 get 30-second penalties. The ball is awarded to Team A, 20 yards laterally from goal.

A.R. 44. B1, while chasing A1, goes offside. B2 also goes offside. A1 takes a shot and scores goal. **RULING:** Slow whistle. Goal counts. B1 and B2 technical fouls canceled by the goal.

A.R. 45. B1 and B2 are offside chasing A1, who has possession of the ball, flag down. A2 then commits a technical foul. **RULING:** A2's foul ends the slow whistle. B1 and B2 serve 30 seconds each; A2 stays in the game, and the ball is awarded to Team A. (See Rule 7-6.)

A.R. 46. B1 and B2 are offside chasing A1, who has possession of the ball. A2 commits a personal foul. **RULING:** Slow whistle until A2 commits foul. B1 and B2 serve 30 seconds each, and A2 serves one minute (or more). Penalty time is to be served in accordance with Rule 7-2-d (all serve the first 30 seconds time). Team A is awarded possession of the ball at the spot of the foul unless Team A has more penalty time, in which case Team B is awarded possession.

A.R. 47. B1 is chasing A1. As A1 crosses center line, B1 stops with both of his feet in his defensive half of the field. However, he falls over center line with both his hands wrapped around his crosse and his hands land across the center line. **RULING:** B1 is offside. (This also applies to crease.)

A.R. 48. B1 goes offside and returns to the proper half of the field, and then goes offside again and continues to play during a slow whistle. **RULING:** The same player going offside twice is one technical foul.

A.R. 49. The ball is rolling toward center line. A1 is legally checked by B1, causing A1 to go offside. **RULING:** Ball awarded to Team B.

A.R. 50. The ball is rolling toward center line. A1 is pushed illegally over center line by B1, causing A1 to be offside. **RULING:** Ball is awarded to Team A. B1 remains in game, unless pushing was violent or excessive, in which case B1 would serve personal-foul penalty.

Offside Enforcement

SECTION 11. When play has been suspended as a result of an offside infraction, and:

- Only one team is offside, a technical foul shall be called against the offending team.
- Both teams are offside and one of the teams has possession of the ball, the offending players shall be placed onside and play resumed with the team that was in possession of the ball before the offside call retaining possession.
- Both teams are offside and neither team has possession of the ball, the offending players shall be placed onside and the ball shall be awarded according to the alternate-possession rule (see Rule 4-31).

Offside, Goal Scored

SECTION 12. When the attacking team is offside and a goal is scored, the goal shall not count; and the ball shall be awarded to a defensive player 20 yards laterally from the goal.

If the defensive team is offside, the goal counts, and no penalty shall be assessed.

If both teams are offside, the goal shall not count, and the ball shall be awarded according to the alternate-possession rule. (See Rule 4-31.)

Advancing the Ball

Advancing the Ball Beyond the Center Line

SECTION 13. Upon gaining possession of the ball inside the defensive half of the field, a team must advance the ball beyond the center line within 20 seconds. Failure to do so will result in a turnover, and the ball will be awarded

to the opposing team at the spot of the violation or 20 yards laterally from the goal.

The officials will enforce this rule using their 20-second timing devices. Once started, the 20-second count will continue until:

- a. The opposing team gains possession.
- b. A clearing team player in possession of the ball steps on or across the center line.
- c. A loose ball touches the ground on or across the center line.
- d. The ball is loose and there is a play-on for a foul by the opposing team, after which the clearing team regains possession (thus starting a new count).
- e. The officials sound the whistle to stop play for any reason.

A.R. 51. May a player throw the ball beyond the center line, creating a loose ball, in order to stop the 20-second count? **RULING:** Yes.

A.R. 52. B1, while clearing, has the ball checked out of his crosse by A1, creating a loose ball. Is a new 20-second count started with the loose ball? **RULING:** No.

Advancing the Ball into the Attack Area

SECTION 14. A team in possession of the ball must bring the ball into the attack area within 10 seconds of crossing the center line. Once a team advances the ball inside its attack area, the ball may be brought outside the attack area unless the team has been warned to “keep it in.”

Once in the attack area, a new 10-second count starts when the ball touches outside the attack area in any manner. A new 10-second count also is started when the offensive team takes the ball out of the attack area in possession (or, if a loose ball comes out of the attack area and touches the ground or another player). This rule will be enforced in all situations (e.g., a shot that hits the goal post or a player and rebounds outside of the attack area).

A.R. 53. B1, who is inside the attack area, throws a pass to B2 that goes over his head and touches the ground outside the attack area. Does a new 10-second count start when the ball touches the ground outside the attack area? **RULING:** Yes.

The officials will use a visual hand count to enforce this rule. Once started, the 10-second count will continue until:

- a. The opposing team gains possession.

- b. An offensive player in possession of the ball (or his crosse with the ball in it) touches the attack-area line or is inside the attack area.
- c. A loose ball touches the attack-area line or the ground inside the attack area.
- d. A loose ball touches anything in contact with the ground inside the planes of the attack-area lines (such as a player, the crosse of a player who is touching the ground, an official, the goal or the net).
- e. The ball is loose and there is a play-on for a foul by the opposing team, after which the attacking team regains possession (thus starting a new count).
- f. The officials sound the whistle to stop play for any reason.

Once the officials start a 10-second count on a team, any new count for that team will also be a 10-second count (even if possession is established in the defensive end) unless (1) the defensive team had an intervening possession; or (2) a goal has been scored since that 10-second count.

Note: The requirement for advancing the ball into the attack area is met when the ball touches anything within that area. A player must be in contact with the ground in the attack area to satisfy this requirement. An airborne player who is above this area but not in contact with the ground is not interpreted as being in this area.

A.R. 54. To avoid a violation, may a player throw the ball into the attack area, creating a loose ball? **RULING:** Yes.

A.R. 55. B1 clears ball over center line and passes ball back over the center line to defenseman B2, who catches the ball between the defensive-area line and the center line. Is this a legal play? **RULING:** Yes, but the 10-second count begins the first time the ball crosses the center line.

A.R. 56. Team B is awarded the ball between the center line and its attack area. May Team B pass the ball back to the goalkeeper, who is positioned behind the defensive line? **RULING:** Yes, but the ball must be cleared into the attack area within 10 seconds.

A.R. 57. B1, while clearing the ball, has the ball checked out of his crosse just after he advances over the center line, creating a loose ball in Team B's defensive half of the field. Does the official stop his 10-second count? **RULING:** No.

A.R. 58. Team B is clearing the ball and has possession of the ball between the center line and its attack area. A1 goes offside. Team B fails to bring the ball into its attack area within 10 seconds. **RULING:** Flag-down when A1 goes offside. Play is suspended upon Team B's failure to bring the ball into its attack area. Team B is awarded the ball; A1 serves 30 seconds.

A.R. 59. A1 has entered the attack area. He throws the ball back to A3, who is in the defensive half of the field, and A3 catches the pass. When does a new 10-second count begin? **RULING:** The 10-second count begins as soon as A3 catches the pass or as soon as the ball touches the ground outside the attack area.

A.R. 60. Team A is in its defensive end clearing the ball when A1 drops the ball. The ball is kicked over the center line, ending the 20-second count, then it is kicked back into Team A's defensive end. **RULING:** A 10-second count begins the first time the ball crosses the center line, and continues when it is kicked back over the line.

A.R. 61. Team A has possession in its attack area. The ball becomes loose, then it is kicked out of the attack area and into the defensive half of the field. A1 gains possession while still in his defensive end. **RULING:** A 10-second count begins as soon as the ball touches the ground outside the attack area. Once a team has possession in the offensive end of the field, it cannot have a second 20-second count without either an intervening possession by the other team or a goal being scored.

A.R. 62. Team A has possession with a 10- or 20-second count running. The ball becomes loose, then a technical foul is committed by Team B. **RULING:** The play-on ends the count. Begin a new 10- or 20-second count depending on where possession is re-established and whether Team A had possession in its offensive end at any point.

A.R. 63. Team A has possession with a 10- or 20-second count running. A personal foul is committed by B1. **RULING:** The count continues. If a 10- or 20-second violation occurs, stop the play and assess the penalty.

Legal Player Actions

Body Checking

SECTION 15. Body checking of an opponent in possession of the ball or within 5 yards of a loose ball, from the front or side above the waist and below the neck, is legal.

A.R. 64. A1 takes a shot from midfield. While the ball is within 5 yards of A2, B1 legally checks A2, causing A2 to be in the air above crease area. Ball enters goal, then A2 lands in crease. **RULING:** Legal goal, unless A2 lands in crease before the ball enters goal, then no goal.

Checking With Crosse

SECTION 16. A player may check his opponent's crosse with his own crosse when that opponent has possession of the ball, is within 5 yards of a loose ball or when the ball in flight is within 5 yards of the player.

Offensive Screening

SECTION 17. Motionless offensive screening of an opponent is legal.

Goal-Crease Privileges

Goalkeeper Privileges

SECTION 18. Within his own goal-crease area, the designated goalkeeper has the following privileges and protections:

- a. The goalkeeper may stop or block the ball in any manner with his crosse or body. The goalkeeper may block the ball or bat it away with his hand, but he may not catch the ball with his hand. However, if the ball is outside the crease, the goalkeeper may not touch it with his hand even if he is within his crease. (See Rule 6-6-a.) The goalkeeper or any other player of the defending team may receive a pass while in the crease area.
- b. No opposing player may make contact with the goalkeeper or his crosse while the goalkeeper is within the goal-crease area, regardless of whether the goalkeeper has the ball in his possession, except as noted in Rule 4-18-c. An attacking player may reach within the crease area to play a loose ball as long as he does not make contact with the goalkeeper or the goalkeeper's crosse.
- c. Any portion of the crosse of the goalkeeper extended outside the cylinder of the crease area, but not the goalkeeper's body, is subject to being checked under the same circumstances as the crosse of any other player, except when the ball is in his crosse.
- d. The goalkeeper shall be given up to five seconds to re-enter the crease on any restart.

A.R. 65. A loose ball is on the ground in the crease or is in the air above the crease. Team A goalkeeper, who also is in the crease, uses his hand to bat the ball into his crosse or out of the crease. **RULING:** Legal play.

A.R. 66. Loose ball in the crease. Team B goalkeeper picks up the ball with his hand and puts the ball in his crosse. **RULING:** Technical foul. Ball is awarded to Team A outside the attack area.

A.R. 67. Goalkeeper B1, after making a save, passes the ball to B2. B2 passes back to B1 in crease. **RULING:** Legal play.

A.R. 68. Goalkeeper B1, with possession of the ball, extends his crosse outside of the crease and still has one or both feet in crease when A1 checks his crosse. **RULING:** Interference, play-on. Play continues or award ball to Team B at center of field. See Rules 7-10 and 7-11.

A.R. 69. Loose ball in crease. Goalkeeper B1 has his crosse over the ball and is about to draw back for a tennis pickup. A1 checks through B1's crosse from front, claiming he

was playing a loose ball. **RULING:** Interference by A1, play-on. Play continues or ball is awarded to a Team B player outside the attack area.

A.R. 70. Loose ball in the crease. Goalkeeper B1 has his crosse over the ball and is about to draw back for a tennis pickup. From the side of the crease, A1 pokes his crosse at the ball; and, as B1 draws the goalkeeper's crosse back, contact is made with A1's crosse.

RULING: Interference by A1, play-on. Play continues or ball is awarded to a Team B player outside the attack area.

A.R. 71. Loose ball in front of crease. Goalkeeper B1 reaches out to pick up ball, and A1 checks B1's crosse. **RULING:** Legal play. Goalkeeper does not have possession of the ball.

A.R. 72. Loose ball in front of the crease. Goalkeeper B1 reaches out and gains possession of the ball. A1 checks B1's crosse while it is still outside of the crease. **RULING:** Interference, play-on. Play continues or award ball to Team B at center of field.

A.R. 73. The goalkeeper is in the crease, making a pass to begin his clear. Goalkeeper's crosse collides with crosse of A1, who is standing on the edge of the crease with his crosse in a covering position, thus causing ball to drop to the ground. **RULING:** Interference by A1, play-on. Goalkeeper, while clearing from the crease, has protection on passes for clear, regardless of whether the attack player moves his crosse. Play continues or award ball to Team B at center of field.

A.R. 74. Can the goalkeeper be called for a personal foul if his crosse slashes an opposing player after an outlet pass? **RULING:** Yes. The privileges and protections of the goalkeeper do not permit him to gain an unfair advantage.

A.R. 75. A player may reach into the crease to play a loose ball. However, he does so at the risk of being called for interference if contact is made by his crosse with the goalkeeper or the goalkeeper's crosse.

A.R. 76. The crease rule was not intended to give the goalkeeper an advantage by initiating contact with an offensive player's crosse to get an interference call. It was intended to give the goalkeeper added protection while in the act of making a save or gaining possession of a loose ball in the crease. In such a case, if there is contact between offensive crosse and goalkeeper crosse, then interference has been committed.

A.R. 77. Loose ball in the crease. A1 covers the ball to rake it back. Goalkeeper B1 checks A1's crosse. **RULING:** No interference.

A.R. 78. Loose ball in the crease. A1 bats the ball with his crosse, the ball enters goal and then contact is made with goalkeeper B1's crosse. **RULING:** Legal goal—no interference. Contact occurs after play has ended.

A.R. 79. Loose ball in the crease. A1 bats the ball with his crosse, but the ball is still loose in the crease. Contact is then made with goalkeeper B1's crosse. **RULING:** Interference, play-on.

A.R. 80. A1 is in possession of the ball on the edge of the crease. A1 breaks plane of the goal with his shot, and then contact is made with goalkeeper B1's crosse or body, the goal or the net. **RULING:** Legal goal. Contact occurs after play has ended.

- e. During the course of play if a goalkeeper's stick becomes broken or any other required equipment becomes broken or dislodged, the officials will stop play as soon as they notice the problem, regardless of whether the goalkeeper is in or out of the crease.

When play is stopped for this reason, the ball is awarded to the team that was in possession when play was stopped or, if the ball was loose, by the alternate-possession rule.

If the goalkeeper notices the broken equipment, he should verbally notify the officials immediately during the play.

A.R. 81. A1 shoots and scores. When the official goes to get the ball out of the goal, the goalkeeper shows him that his crosse or any other piece of required equipment is broken. **RULING:** The goal stands since the problem was not noticed by the officials nor acknowledged by the goalkeeper before the shot was in flight.

A.R. 82. Goalkeeper B1, seeking to stop play in an unsettled situation, (1) Intentionally breaks required equipment or drops a glove; or (2) Yells to the officials that he has broken equipment when he does not to get them to stop play. **RULING:** The officials stop play and assess a two-minute nonreleasable unsportsmanlike conduct penalty on B1.

A.R. 83. While team A is in possession, goalkeeper B1 drops his crosse. **RULING:** Play does not stop for a dropped goalkeeper crosse, only a broken one, so B1 must retrieve his crosse. If B1 plays on without a crosse, he is guilty of illegal procedure.

Goal-Crease Prohibitions

SECTION 19. The movement of players into and out of the goal-crease area is restricted.

- a. If an offensive player deliberately leaves his feet by diving or jumping and his own momentum carries him into the crease, and his shot goes into the goal, the goal is disallowed.

A.R. 84. A1 drives toward the goal and jumps or dives into the crease. (1) The ball goes into the goal; or (2) The ball does not go into the goal. **RULING:** (1) No goal. Ball awarded to Team B. (2) Play-on or whistle.

A.R. 85. A1 dives or jumps towards the crease and, while in the air, is illegally checked into the crease. (1) Ball goes into the goal; or (2) ball does not go into the goal. **RULING:** (1) Flag-down, goal counts (unless A1 is in the crease before the ball enters the goal), assess penalty; (2) Flag-down, assess penalty.

A.R. 86. A1 dives or jumps into the air space over the crease and, while in the air, is legally pushed or checked, landing in the crease. (1) The ball goes into the goal; or (2) the ball does not go into the goal. **RULING:** (1) No goal. Ball awarded to the defensive team. (2) Play-on for the defense or whistle.

A.R. 87. A1 dives or jumps through the air space of the crease with the potential to land outside the crease. (1) The ball goes in the goal; or (2) The goalkeeper contacts A1 while he is in the air. **RULING:** (1) Goal counts. (2) No goal. Award ball to Team B.

A.R. 88. A1 dives or jumps through the air space of the crease and, while in the air, (1) Is legally pushed into the crease with the ball entering the goal before A1 lands in the crease; or (2) Is illegally pushed into the crease. **RULING:** (1) Goal counts. (2) Flag-down. Goal counts if ball enters the goal before A1 lands in the crease.

A.R. 89. A1 dives or jumps outside the crease and (1) Is checked illegally into the crease; or (2) Is checked legally into the crease. **RULING:** (1) Flag-down, goal counts if ball enters the goal before A1 lands in the crease. Penalty eliminated unless for personal foul. (2) Goal counts, provided that the ball entered the goal before A1 landed in the crease.

- b. An attacking player may not be in the opponent's goal-crease area at any time.
- c. A defending player, including the goalkeeper, with the ball in his possession, may not enter the goal-crease area, nor may he remain within the goal-crease area in possession of the ball longer than four seconds.

A player is considered to have entered the goal-crease area when any part of his body touches the goal-crease area.

The goalkeeper is considered to be outside the goal-crease area when no part of his body touches the goal-crease area and part of his body is touching an area outside of the goal-crease area.

A.R. 90. The ball is inside the crease, and attackman A1 makes contact with the goal or netting, but not the goalkeeper or his crosse. **RULING:** Legal play, provided the contact with the goal does not occur before the ball entered the goal as part of a shot.

A.R. 91. A1, an offensive player, is playing loose ball in the crease. Neither of his feet is inside or touching the crease line, i.e., he is completely outside of the crease line. He subsequently falls over the crease line with both hands wrapped around his crosse, which comes to rest inside the crease. **RULING:** A1 is in the crease.

A.R. 92. Defensive player B1 makes a save. The ball drops out of his crosse and lands in the crease, whereupon B1 picks up the ball again. **RULING:** A new four-second count is started.

A.R. 93. B1, in crease, makes a save. After three seconds, he deliberately flips the ball into the air and catches it again (while still in the crease), or (after leaving the crease) rolls or tosses the ball back into the crease deliberately, hoping to get an additional four-second count. **RULING:** Loss of the ball to Team A.

A.R. 94. Defensive team with possession outside of crease area. Offensive team steps into crease or interferes with goalkeeper who is in his crease. **RULING:** Flag-down, technical foul.

A.R. 95. The goalkeeper leaves the crease with possession of the ball and loses it as the 20-second count winds down. He inadvertently kicks the ball back in the crease. Does the goalkeeper get a new four-second count? **RULING:** Yes, but the 20-second count continues.

A.R. 96. Goalkeeper B1 makes a save, takes one step out of the crease, raises his rear foot off the ground in the crease and then places his rear foot down to the ground in the crease. **RULING:** Ball is awarded to Team A outside the attack area. Goalkeeper is considered to have left and re-entered the crease while ball was in his possession.

A.R. 97. Goalkeeper B1 makes a save. When out of the crease, A1 legally checks B1 back into the crease, while he is still in possession of the ball. **RULING:** Ball awarded to Team A outside the attack area.

A.R. 98. The ball is loose in the air or on the ground in front of the goal. A1 bats at the ball while goalkeeper B1 is making an attempt to gain possession of ball, and the two crosses collide. Is this goalkeeper interference if the stick contact occurs (1) within the crease; (2) outside the crease? **RULING:** (1) Goalkeeper interference by A1, play-on. Play continues or ball awarded to Team B outside the attack area. (2) No interference.

A.R. 99. Goalkeeper B1 has possession of the ball within his crease, at which time A1 checks B1's crosse. Official signals play-on. At this time, A2 and B2 begin to fight, each striking blows. **RULING:** A2 and B2 expelled with three-minute nonreleasable time and appropriate suspension to be served. Ball is awarded to Team B at the center of the field for a free clear.

A.R. 100. Defensive player B1 (not the goalkeeper) makes a save in the crease. A1 checks B1's crosse, causing the ball to enter goal. **RULING:** Legal goal. Interference may be called only when the designated goalkeeper is involved.

Ball Out of Play in Goal Crease

SECTION 20. Should the ball become mired in the mud within the crease or ensnared in the goal netting, time shall be suspended by the officials and the ball shall be awarded to a defensive player outside the attack area.

Substitution

Regular Substitution

SECTION 21. Substitution of players may be made when play has been suspended by the officials, except as stated in Section 22 of this rule.

Before being eligible to enter the field of play, a substitute must:

- a. Wait until a goal is scored, a time-serving penalty is reported, or the timekeeper sounds the horn after a sideline out of bounds, indicating to the officials a substitution is desired.

- b. Enter the field of play immediately, equipped and ready to play. Substituting players must enter and leave the field at the table area or their bench areas. This shall not apply to an injured player.

Note: Any delay of the game is to be enforced strictly. See Rule 6-6-f for method of enforcement.

A.R. 101. When is a team member considered legally in the game? **RULING:** When the substituting team member has complied with substitution requirements as provided by rule and when he has entered the field of play.

Regular-Substitution Prohibitions

SECTION 22. The substitution for players when play has been suspended is restricted.

- a. Regular substitutions may not take place after the ball has gone out of bounds at any point along either end line.
- b. Regular substitutions may not take place after play has been suspended for non-time-serving penalties or inadvertent whistles.
- c. Regular substitutions may not take place when play is suspended as a result of an equipment (e.g., chin strap) adjustment.

Special Substitution

SECTION 23. Substitution may take place without the necessity of waiting for suspension of play by an official. One player at a time may enter the field of play from the special-substitution area under the following conditions:

- a. The player must be equipped and ready to play.
- b. He may not enter the special-substitution area until his substitution is imminent.
- c. The player leaving the field of play must exit via the special-substitution area.
- d. The substitute must wait until such player is off the field of play, and the substitute may not delay his entry onto the field.

A.R. 102. During a special substitution, A1 delays his entrance onto the field. The trailing official sees the delay. **RULING:** Silent play-on with an official's arm in the air unless A1 participates in the play, technical foul. This does not remove the responsibility of a team to adhere to the offside rule.

- e. The substitute must always yield his position in the special-substitution area to any player exiting the field.

- f. Special substitution may take place while play is suspended.

Other Game Procedures

Restarts in Which Regular Substitution is Prohibited

SECTION 24. Once the referee has signaled that the ball is ready for play, the official shall resume play within five seconds. Play may be resumed immediately after the ball is signaled ready for play if a player of the team awarded the ball is at the spot of the ball and the officials are in position to officiate the restart.

Any stoppage of play that occurs while the ball is in the attack area will result in the ball being awarded to the offended team outside the attack area. (**Exception:** After a timeout on the end line or an out of bounds on the end line, play restarts with the ball inside the attack area at the spot on the end line where it was when play was suspended.)

Change of Goals

SECTION 25. At the conclusion of each period, the teams shall change goals. (**Exception:** First sudden-victory period. See Rule 4-30.)

Official Timeouts

SECTION 26. An official may suspend play at his discretion. If a player loses any of his required personal equipment in a scrimmage area or a player is injured and, in the judgment of the official, the injury is serious, play shall be suspended immediately. Otherwise, the official shall delay the sounding of the whistle as follows:

- a. If the attacking team is in possession of the ball in the attack half of the field, delay whistle until the play is completed.

Note: If a player is injured and the official calls a timeout to tend to the injury, teams are permitted to go to the sideline to talk to their coaches, provided none of the coaches comes on the field. Officials will restart play as soon as the injured player has been removed from the field. Free substitution is permitted.

- b. If the ball is not in the possession of either team, delay whistle until possession is secured and the play is completed.

The signal flag is not dropped under these conditions.

A.R. 103. In a scrimmage area, A1 is legally checked, falls to the ground and appears to be injured. Play is continuing around him. **RULING:** Whistle is blown immediately.

Any time that an injured player may be subject to further injury if play continues, play must be stopped immediately. If possession is not clear, award the ball by the alternate-possession rule.

A.R. 104. In a scrimmage area, B1 breaks his crosse or loses a piece of required equipment and continues to play A1. **RULING:** Flag is dropped—slow whistle. However, if B1's play creates a dangerous situation, then play is stopped. Technical foul against B1.

A.R. 105. B1, chasing A1 downfield, falls and appears to be injured. A1 continues toward goal, and B1 is no longer in scrimmage area. **RULING:** Slow whistle.

A.R. 106. Electrical storm develops during game. Official should suspend play for a minimum of 30 minutes or until such time as it is safe for all concerned to resume play. See Appendix III.

c. Bleeding.

1. Whenever a participant suffers a laceration or wound from which oozing or bleeding occurs, an official shall stop the game at the earliest appropriate time and make the player or official go to the team area and be given appropriate medical treatment. The player who has been removed shall not re-enter the game without approval of medical personnel.

A.R. 107. An official notices bleeding during a play in which it is apparent that a scoring attempt is imminent. **RULING:** The official shall delay the whistle until the attempt is completed (similar to slow whistle).

2. When a player's uniform, other personal equipment or skin has blood on it (whether it is the player's own blood or someone else's), an official shall stop the game at the earliest appropriate time and make the player leave the game to have the uniform and/or personal equipment evaluated by medical personnel. The team's medical personnel shall determine if any piece of the uniform or personal equipment must be changed before the player re-enters the game. Any change in equipment must comply with Rule 1-21.
3. A team can call a timeout to keep the player in the game; however, in order for that player to remain in the game, the bleeding must be corrected before the timeout ends.
4. If an official stops the game for bleeding and either team calls a timeout, the player can remain in the game if the bleeding is corrected before the timeout ends.

5. In either Nos. 3 or 4 of this section, if the player involved is not ready to play at the end of the timeout, the player must be replaced by a substitute.
6. If a change in uniform causes a jersey number change, the player must report that change to the official scorer before being permitted to re-enter the game. It is recommended that teams travel with extra uniforms.

Team Timeouts

SECTION 27. When the ball is dead, only a member of either team who is on the field or a team's head coach may request an official to call timeout.

During play, official team timeouts may be called by a field player of the team in possession of the ball or by that team's head coach only when the player in possession of the ball has contact with the ground with at least one foot in contact with the ground on or across the restraining line in his offensive end of the field.

During timeouts and between periods (except for halftime), coaches shall remain in their respective coaching areas.

A team shall be limited to two timeouts per half, and one per each sudden-victory period. No timeout may exceed two minutes. It is not legal for the same team to call two timeouts in a row without the game restarting between the two timeouts.

If a team has requested a team timeout and is ready to play in less than one minute and 40 seconds, the official will so inform the opponents. Both teams must then be ready to play in 20 seconds.

Any suspension of play because of an injured player, whether called by an official, coach or captain, shall not be charged as a timeout, if such player is removed from the field as soon as possible. A substitute for the injured player must report immediately.

A.R. 108. Team A calls timeout. Referee informs the team that this is its third timeout in the half, and a timeout cannot be granted. Official scorer agrees with Team A, and says it is its second timeout. **RULING:** Referee's decision will prevail. The referee keeps the official record of team timeouts. The referee shall charge the offending team with a technical foul and resume play immediately.

A.R. 109. When a team takes a timeout between quarters or at halftime, how is it charged? **RULING:** The timeout is charged to the preceding period.

A.R. 110. During timeouts or between periods, a coach may enter the field for the sole purpose of warming up a goalkeeper.

A.R. 111. A ball goes out of bounds directly behind the goal and then either team calls a timeout. When play resumes, the ball shall be put in play at the spot the ball went out of bounds.

A.R. 112. During the fourth quarter, Team A coach yells urgently for a timeout. The official blows his whistle to stop play before realizing that Team A has no timeouts remaining. **RULING:** No timeout granted. Ball awarded to Team B.

A.R. 113. During sudden-victory, Team A is in possession of the ball in its defensive end of the field when Team A head coach calls for a timeout and the official blows whistle, stopping play. **RULING:** No timeout granted. Ball awarded to Team B.

A.R. 114. B1 is clearing the ball in the defensive half of the field and creates a technical-foul turnover. Team A is awarded the ball. Before the restart, Team B asks for a timeout. **RULING:** Timeout is granted since the ball is dead.

Illegal Equipment—Head Coach's Request for Official's Inspection

SECTION 28. Any player is subject to having his equipment inspected by an official upon request. Once the game has commenced, a head coach may request the inspection of the equipment of any player on the opposing team. A head coach's request for an equipment inspection must refer to a specific player and must occur during a dead ball.

The following procedures apply to the inspection of a player's crosse upon the request of a head coach:

- Only one player's equipment may be inspected per request, and only one request may be made by each head coach during each dead ball. All aspects of the equipment construction and dimensions will be considered.
- A head coach may make one request per game that fails to uncover an illegal crosse or other equipment violation (i.e., a "free" check). Further requests which fail to uncover violations will be penalized as provided for in Rule 6-6-o.
- A player need not be on the field in order to have his equipment inspected.
- The official should inspect all of a player's equipment when asked to inspect his crosse or any other specific piece.
- A crosse found to be illegal shall be penalized according to Rule 5-5. Any other equipment found to be illegal shall be penalized according to Rules 5-6 or 6-6.

A.R. 115. Officials will be available 20 minutes before the start of game to examine any player's equipment for legality. Once the game has started, any equipment that is examined and found to be illegal shall be dealt with according to the rules.

Illegal Number of Long Crosses in Game—Head Coach's Request for a Count

SECTION 29. A head coach may request a count of the number of long crosses at any time during the contest. The head coach may request a double horn at the next dead-ball whistle so that a count may be taken once play has been suspended. If a head coach makes a second or subsequent request, and the correct number of long crosses are in the game, the requesting head coach's team will be penalized as provided for in Rule 6-6-o, assuming that no violations were found in the previous request.

Sudden-Victory Overtime Play

SECTION 30. In the event of a tie at the end of the regulation game, a coin shall be flipped by the referee, with the captain who wins the toss selecting the goal his team wishes to defend. Play shall continue after an intermission of two minutes.

All sudden-victory overtime periods shall be started with a faceoff. (**Exception:** Rule 4-3.) Play shall proceed for a four-minute period or until a goal is scored. At the end of the four-minute period, there shall be a two-minute intermission and the teams shall change goals. Four-minute periods shall be continued in this manner until a goal is scored. Each team is entitled to one timeout per sudden-victory period.

A.R. 116. Team A scores the game-winning goal in a sudden-victory period. The head coach of Team B requests an equipment inspection after the sudden-victory goal has been scored to determine the legality of therosse. **RULING:** The game has ended. No inspection is permitted.

Alternate Possession

SECTION 31. When the officials cannot determine which team should be awarded the ball, possession shall alternate. The team that wins the opening-game coin toss gets choice of goal or first alternate possession. The referee, not the scorer's table personnel, keeps track of the alternating possessions.

RULE 5

Personal and Expulsion Fouls

Personal Fouls

Description

SECTION 1. Personal fouls are those of a serious nature: illegal body checking, slashing, cross-checking, tripping, unnecessary roughness, unsportsmanlike conduct and the use of an illegal crosse or other illegal equipment.

Penalty

SECTION 2. The penalty for a personal foul shall be suspension from the game of the offending player for one, two or three minutes, depending on the official's judgment of the severity and perceived intent of the personal foul. The ball shall be given to the team fouled.

Cross Check

SECTION 3. A player may not check his opponent with his crosse in a cross-check position — that is, check him with that part of the handle of his crosse that is between his hands, either by thrusting it away from his body or by holding it extended from his body.

Illegal Body Check

SECTION 4. Illegal body checking includes the following actions:

- a. The body checking of an opponent who is not in possession of the ball or within 5 yards of a loose ball.
- b. Initiating contact with an opponent from the rear or at or below the waist.
- c. Initiating contact with an opponent above the shoulders of the opponent. To be legal, a body check must be below the neck and both hands of the player applying the body check must remain in contact with his crosse.

Note: If a player who is about to be body checked turns his back, ducks or jumps in such a manner as to make what started to be a legal check appear illegal, no foul is committed by the player applying the body check. The initial contact, not any secondary contact, shall determine whether a body check is legal. No official should make the call "from the rear" or "below the waist," unless he sees the initial contact.

- d. Initiating contact with an opponent who has any part of his body other than his feet on the ground.
- e. The blocking of an opponent with the head or initiating contact with the head, known as "spearing." A minimum of a one-minute nonreleasable penalty shall be assessed for spearing. A three-minute nonreleasable penalty shall be assessed if the spearing was violent.

Illegal Crosse

SECTION 5. A player may not use a crosse that does not conform to required specifications. Use of an illegal crosse carries a one- or three-minute nonreleasable penalty. A crosse found illegal due to a deep pocket will carry a one-minute nonreleasable penalty and the crosse may be returned if adjusted. A player using a crosse found to be illegal for any other reason will receive a three-minute nonreleasable penalty, and the illegal crosse will remain in the table area for the remainder of the game. Every crosse on a team is subject to inspection, and the crosse need not have been in the game to be inspected. (See Rule 4-28.)

A.R. 1. Officials should make themselves available before the game to clarify questionable construction of any crosse. A crosse found to be illegal may not be used in the game unless the necessary adjustments are made to make the crosse legal.

A.R. 2. During game, an official inspects a player's equipment and finds that his crosse is of illegal length (i.e., it measures less than 40 inches; greater than 42 inches but less than 52 inches; or greater than 72 inches). **RULING:** Crosse removed from game. A three-minute nonreleasable penalty must be served.

A.R. 3. During game, an official inspects the equipment of a player and finds the head of the player's crosse is less than 6-1/2 inches (inside measurement) and the pocket is deeper than that allowed by rule. **RULING:** Crosse removed from game. A three-minute nonreleasable penalty must be served.

A.R. 4. During game, an official inspects the equipment of a player and finds that the longitudinal weaving of the crosse is not firmly attached to bottom edge of the throat-stop construction. **RULING:** One-minute nonreleasable penalty must be served. Crosse, if adjusted, may be returned to the game.

A.R. 5. During game, an official asks A1 for his crosse so the official can inspect it. Before A1 hands the crosse to the official, he adjusts the strings or jams his crosse into the ground. **RULING:** A one-minute non-releasable unsportsmanlike conduct penalty for pulling on the strings or jamming the head of the crosse into the ground shall be charged. If a goal was scored by A1 before the adjusting or jamming and play has not restarted, the goal does not count.

A.R. 6. During the crosse inspection, the officials discover that the ball does not roll freely from the pocket, with the ball either remaining in the pocket when the head is rotated toward the ground and held horizontally or the ball sticking momentarily before rolling out. **RULING:** Three-minute nonreleasable penalty and the stick is removed from the game whether the ball is being held by the head or by the stringing. (**Exception:** If the pocket is too deep and the officials feel that the pocket depth is the reason the ball will not release, a one-minute nonreleasable penalty may be assessed and the crosse, if adjusted, may be returned to the game.)

A.R. 7. A1 scores. Before the next whistle, it is discovered that A1 was playing with an illegal crosse. **RULING:** Goal does not count. A1 serves a one- or three-minute nonreleasable penalty.

A.R. 8. A1 scores goal by kicking ball into goal. Before the next whistle, Team B's head coach requests an equipment inspection on A1. **RULING:** If the crosse is found to be illegal, the goal does not count. A1 serves a one- or three-minute nonreleasable penalty.

A.R. 9. A1 scores. Before the next whistle, Team B head coach requests an equipment inspection on A2, the player who fed A1 for the score. **RULING:** Even if the crosse is found to be illegal, the goal counts. A2 serves a one- or three-minute nonreleasable penalty, if the crosse is found to be illegal.

A.R. 10. A1 scores a goal. After scoring, A1 pulls the strings on his crosse to alter the pocket. **RULING:** The goal does not count, one-minute nonreleasable penalty on A1. This action is clearly against the intent of the crosse rules. This is a violation whether or not a stick check is requested by an official.

Use of Illegal Equipment

SECTION 6. A player may not use equipment that does not conform to specifications. The fingers and/or palms may not be cut out of the gloves by the player or during the manufacturing process, nor may the gloves and shoulder pads be altered in a way that compromises their protective features. Use of illegal equipment other than an illegal crosse is a nonreleasable foul. (See Rule 5-5 for illegal crosse.)

A.R. 11. Before a game, officials should make themselves available to clarify any questions concerning the legality of any equipment. Once the game begins, it is the officials' responsibility to enforce this rule — coaches may not request to have their team's gloves inspected, and officials shall not warn players.

A.R. 12. Team A, which already has called for an unsuccessful equipment check, requests another equipment check. Equipment is found to be legal. Team A has used all timeouts. What is the penalty? **RULING:** Technical foul on Team A.

A.R. 13. B1, who is not the designated goalkeeper, is not wearing shoulder pads or arm pads. **RULING:** One-minute non-releasable personal foul.

A.R. 14. A1 scores a goal. Before the faceoff, it is noticed that A1 is not wearing a piece of required equipment (e.g., shoulder pads and/or arm pads). **RULING:** Goal counts, A1 is assessed a one-minute nonreleasable personal foul.

A.R. 15. A1 scores a goal. Before the faceoff, it is noticed that: (1) A1 was not wearing a mouthpiece; (2) A1 was not wearing a legal uniform; (3) A1 was not wearing legal shoulder pads, arm pads, gloves or helmet. **RULING:** In (1) and (2), goal counts, the game restarts with the ball being awarded to Team B at the center line; In (3), goal counts, and A1 serves one-minute nonreleasable personal foul penalty. The game will restart with Team B in possession.

Slashing

SECTION 7. Slashing includes the following actions:

- a. Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon, regardless of whether the opponent's crosse or body is struck.
- b. Striking an opponent in an attempt to dislodge the ball from his crosse, unless the player in possession, in an attempt to protect his crosse, uses some part of his body other than his head or neck to ward off the thrust of the defensive player's crosse and, as a result, the defensive player's crosse strikes some part of the attacking player's body other than his head or neck.
- c. Striking an opponent in any part of the face, on the neck, in the chest, on the back, on the shoulders, in the groin or on the head with the crosse (including its butt end), except when done by a player in the act of passing, shooting or attempting to scoop the ball.

Note: In all situations except when a player's gloved hand on his own crosse is in contact with a line marking or the ground, that hand shall be considered part of his crosse.

A.R. 16. A1, in the act of shooting or passing, strikes B1 on the head because of his legitimate follow-through motion. Has A1 committed a foul for striking an opponent on the head? **RULING:** No.

A.R. 17. B1, while playing A1, makes contact on A1's head with his crosse. Has a foul been committed? **RULING:** Contact in and of itself does not constitute a foul. The contact must be a definite blow or strike.

A.R. 18. Can a defensive player, who does not have reasonable access to an opponent's crosse and makes no apparent attempt to dislodge the ball or prevent a feeder's pass, choose to strike repeatedly the lower gloved hand on the crosse with undue force to inflict physical damage? **RULING:** No — slashing, personal foul.

A.R. 19. The one-hand wraparound check with the crosse is legal. The check must be crosse-on-crosse, and no holding may be done with the free hand.

A.R. 20. A1, advancing toward B1, holds his crosse back with one hand and protects his crosse with the other arm. B1 then swings his crosse and strikes A1's protecting arm. **RULING:** Personal foul — slashing against B1.

A.R. 21. A3 has beaten defender B2, who swings his crosse in a check attempt and strikes A3 on the shoulder or across the back in an attempt to get A3's crosse. **RULING:** Personal foul for slashing against B2. This is an illegal back check.

Tripping

SECTION 8. A player may not trip an opponent with any part of his body or crosse.

Tripping is obstructing an opponent at or below the waist with the crosse, hands, arms, feet or legs — by any positive primary action if the obstructing player is on his feet or by any positive secondary action if the obstructing player is not on his feet. When a player legally checks the crosse of an opponent and the result is to cause the opponent to trip over his own crosse, no foul has been committed. Similarly, if an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.

A.R. 22. A1, while dodging B1, falls over B1's stationary leg. Is this tripping? **RULING:** No.

A.R. 23. B1, while playing A1, swings his leg around as A1 is dodging him, causing A1 to stumble or fall to the ground. Is this tripping? **RULING:** Yes — personal foul.

Unnecessary Roughness

SECTION 9. Unnecessary roughness includes the following:

- An excessively violent infraction of the rules against holding and pushing (see Rules 6-4 and 6-10).
- Deliberate and excessively violent contact made by a defensive player against an offensive player who has established a screening position.

- c. Any act on the part of a player that is deliberate and excessively violent, whether it be with the body or crosse.

Note: A check delivered with the gloved hand or hands may not be delivered with a punching blow. This should not be construed as pushing under Rule 6-10.

A.R. 24. B1 is playing A1. A1, running at full speed, cuts around A2, who had set up a screening position. B1, while playing A1, contacts A2 violently. Has a foul been committed by B1? **RULING:** No, if B1 was concentrating on A1. Yes, if B1 deliberately ran into A2 (personal foul).

A.R. 25. B1 is playing A1. A1 dodges B1 while driving to the goal and takes a shot. B2 slides and body checks A1 after the shot is taken. **RULING:** (1) Legal play if the body check conforms to Rule 4-15. (2) Unnecessary roughness if the body check is late.

Unsportsmanlike Conduct

SECTION 10. No player, substitute, nonplaying member of a squad, coach or anyone officially connected with a competing team shall:

- Enter into an argument with an official as to any decision that has been made or in any way attempt to influence the decision of an official.
- Use threatening, profane or obscene language or gestures at any time before, during or after the game.
- Bait, taunt, call undue attention to oneself, or commit any other act considered unsportsmanlike by the officials. Baiting and taunting is a one- to three-minute nonreleasable foul in all cases.

Note 1: If a player continues to be abusive after the penalty is assessed, the official may add additional nonreleasable fouls. These fouls count toward the maximum of five. If a coach or bench players continue to be abusive after the penalty is assessed, the official may assess additional nonreleasable penalties that shall be served by an additional attack player (See Rule 7-4). Flagrant misconduct is an expulsion foul. (See Rules 5-12 and 5-13.) An expelled individual is barred from being in the competition area, including the spectator area.

- Repeatedly commit the same technical foul.
- As a player, deliberately fail to return immediately to the field after leaving the field of play while legally in the game.

Note 2: A nonreleasable (one- to three-minute) penalty will be imposed for a, b and c. Situations d and e are releasable.

A.R. 26. During dead or live ball, coach comes running on field toward official, questioning the decision of the official, etc. **RULING:** Unsportsmanlike conduct.

A.R. 27. For any penalty time, coupled with any mandatory nonreleasable penalty on an individual player, the nonreleasable time must be served first; the additional penalty time is releasable.

A.R. 28. B1 fouls A1 (personal foul). Official assesses a one-minute releasable penalty. B1 then maligns the official and receives an additional two-minute nonreleasable unsportsmanlike-conduct penalty. Does a goal by Team A erase B1's releasable personal foul? **RULING:** No, if the goal is scored during the first two minutes. Yes, if it occurs after the first two minutes.

A.R. 29. B1 slashes A1 and receives a two-minute personal foul. During the same play, B2 maligns an official and receives a one-minute unsportsmanlike-conduct penalty. **RULING:** The penalty on B1 is releasable at any time; B2's penalty is nonreleasable.

A.R. 30. A1 takes a position in front of crease area. As A2 takes shot, (1) A1 is facing toward A2; or (2) A1 is facing goalkeeper. A1 waves his hands and crosse back and forth. **RULING:** (1) Goal counts. (2) Goal does not count. Unsportsmanlike conduct on A1.

A.R. 31. B1 drops his crosse, secures an opponent's crosse and continues to play. **RULING:** Personal foul — unsportsmanlike conduct.

A.R. 32. An official expels the team physician or team athletic trainer for unsportsmanlike conduct, leaving Team B without qualified medical coverage. (1) Should play continue? (2) Can officials request medical personnel of Team A to act in the same role? **RULING:** (1) Yes. (2) Yes, but Team A is not obligated to comply with the request. The physician and/or athletic trainer of Team B should be allowed reasonable access back to the playing field if medical services are needed.

Fouling Out

SECTION 11. Any player who accumulates five personal fouls, regardless of penalty time accrued, shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out. An individual who accumulates five personal fouls and/or is disqualified is neither expelled from the competition or spectator areas, nor suspended for a subsequent game(s).

Expulsion Fouls

Penalty

SECTION 12. The penalty for an expulsion foul shall be a three-minute nonreleasable penalty, ejection for the remainder of the game in which the foul occurred and suspension from the next intercollegiate contest of that team.

Fighting and Flagrant Misconduct

SECTION 13. Fighting is defined as a player, substitute, nonplaying member of a squad, coach or anyone officially connected with a team deliberately striking or attempting to strike anyone in a malicious manner, or leaving the bench or coaches area during an altercation.

An individual participating in a fight or any other action deemed flagrant misconduct shall be charged with a three-minute nonreleasable penalty, ejection from the game in which the violation occurred and suspension from the team's next regular-season intercollegiate game, including NCAA tournament games. If the same individual participates in a second fight or flagrant misconduct in a subsequent game, the penalty is a three-minute nonreleasable penalty, ejection from the game in which the fight occurred and suspension from the team's next two regular-season intercollegiate games, including NCAA tournament games. If the same individual is involved in a third fight or flagrant misconduct, the same sanctions apply, with the suspension extended to the entire season, including NCAA tournament games. The appropriate officiating assigning authority is responsible for notifying the officials of the suspension.

A suspended individual cannot be in the team's bench area, anywhere on the sideline or anywhere in the spectator area. Count of fighting expulsions and the resulting suspensions extend to the next season. The count of fighting expulsions for a given season shall end at the conclusion of that season, but if an individual is penalized for fighting in the last game of a season, the resulting suspension shall be enforced in the first intercollegiate game or games of the next season.

A.R. 33. After the final horn but before the officials approve the score and leave the field, a coach or player commits an act deemed to be flagrant misconduct or another expulsion foul. **RULING:** The officials still have jurisdiction and must assess the ejection and have it recorded in the scorebook even though the game has ended.

A.R. 34. After the final horn, or with a few seconds left in the game and Team A leading by several goals and attempting to run the clock out, B1 deliberately and violently slashes A1. **RULING:** Flagrant misconduct on B1. B1 is ejected from the game and suspended from the appropriate number of Team B's subsequent games.

Tobacco

SECTION 14. Team personnel shall be disqualified from a game for tobacco use that occurs between the time the officials take jurisdiction and the end of the game. Use of tobacco by game officials shall be addressed by the event administrator.

RULE 6

Technical Fouls

Description

SECTION 1. Technical fouls are those of a less-serious nature than personal fouls, and include all violations of the rules of the game except those specifically listed as personal or expulsion fouls under Rule 5.

Penalty

SECTION 2. The penalty for a technical foul shall be either a 30-second suspension of the offending player from the game (if the team fouled had possession of the ball at the time the foul was committed) or simply the awarding of the ball to the team fouled (if the team fouled did not have possession of the ball at the time the foul was committed). (*Exceptions:* Rules 6-3, 7-6 and 7-9.)

Crease Violations/Goalkeeper Interference

SECTION 3. When the defensive team has possession of the ball, infringements of the rules involving the crease set forth in Rules 4-18-b, 4-19, 7-10 and 7-11 shall be penalized as follows (rather than under the general rules for technical fouls):

- a. Any interference with the goalkeeper of a technical nature while the ball is in possession of the defensive team outside of the crease shall result in a slow whistle, flag-down.
- b. Any crease violation by an attacking player while the ball is in possession of the defensive team outside the crease shall result in a slow whistle, flag-down. Any crease violation by an attacking player while the ball is in the crease shall result in a play-on.
- c. Any crease violation or interference with the goalkeeper while he and the ball are in the crease, whether or not he has possession of the ball, shall be a play-on. If the goalkeeper has possession and fails to run the ball out of the crease or successfully complete an outlet pass, the ball shall be awarded to his team at the center of the field. If the ball is

loose in the crease and the goalkeeper gains possession, the play-on has ended.

A.R. 1. The ball is loose outside the crease when an attack player falls in the crease.

RULING: Play-on. If the defense does not recover the ball, the ball is awarded to the defensive team (1) outside the defensive area if the ball is inside the area or (2) where the ball is when the whistle blows if the ball is outside the defensive area.

A.R. 2. A1 has the ball in his attack area. B2 checks A2 illegally, causing A2 to enter the crease. Is this a slow whistle? **RULING:** No. Whistle is blown immediately when A2 is in the crease. Foul by B2 and B2 serves the penalty time.

A.R. 3. B1 has possession of the ball outside the crease and starts to attempt to clear the ball. Attack player A1 runs through the crease while chasing B1. **RULING:** Flag-down, slow whistle, technical foul. This cannot be a play-on since ball is not loose. The flag-down allows the clearing team to complete a fast break.

A.R. 4. A1 interferes with goalkeeper B1, who has possession of the ball in the crease. Is this a slow whistle or a play-on? **RULING:** Play-on. See Rules 7-10 and 7-11.

A.R. 5. A1 slashes goalkeeper B1, who has possession of the ball. **RULING:** Slow whistle.

A.R. 6. During a slow whistle with the goalkeeper in possession of the ball in the crease, the outlet pass is not complete and the goalkeeper maligns the official. Where is the ball put in play? **RULING:** The goalkeeper serves a one-minute nonreleasable penalty and the ball is put in play at the spot where it was when the whistle was blown, unless that spot is less than 20 yards from the goal.

A.R. 7. While ball is loose in the crease, A1 interferes with goalkeeper B1. **RULING:** Play-on. If B1 fails to gain possession of the ball, ball is awarded to Team B, 20 yards laterally from the goal.

A.R. 8. While the goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper B1. **RULING:** Play-on. If B1 fails to run the ball out of the crease or successfully complete an outlet pass, ball is awarded to Team B at center.

A.R. 9. Goalkeeper B1, who is in his crease with possession, throws an outlet pass while attack player A1 stands in front of the crease in a covering position. B1 releases the ball, and then after the ball is out of his crease, the natural follow-through carries B1's crease into A1's. **RULING:** Goalkeeper interference by A1. Play-on, and award the ball to Team B at center if the pass is not completed.

Holding

SECTION 4. A player shall not impede the movement of an opponent or his crosse.

a. A player may not:

1. Hold an opponent with his crosse.

2. Step on the crosse of an opponent.
 3. Hold or pin an opponent's crosse against the body of the opponent with his crosse.
 4. Hold an opponent with his free hand that is off the crosse.
 5. Hold the crosse of the opponent using any part of his body.
- b. Holding is permitted under the following conditions:
1. An opponent with possession of the ball or within five yards of a loose ball may be held from the front or side.

A.R. 10. May a player use the portion of the handle of his crosse that is between his hands to hold an opponent? **RULING:** No.

2. An opponent in possession of the ball may be played with a hold check from the rear if the hold exerts not more than equal pressure.

For (1) and (2), a hold check must be done with either closed hand, shoulder or forearm; and both hands must be on the crosse.

3. A player may hold the crosse of an opponent with his crosse when that opponent has possession of the ball.
4. A player within 5 yards of a loose ball may hold the crosse of his opponent with his own crosse.

A.R. 11. A1 is within 5 yards of a loose ball. B1 holds A1's crosse with his crosse, preventing A1 from participating in the play. **RULING:** Legal check.

A.R. 12. A1, with the ball in his possession, has his crosse held by B1's crosse, which prevents him from performing his normal function. **RULING:** Legal check.

A.R. 13. A1 has the ball in his possession. B1 holds A1's crosse against A1's body, restraining A1's movement. **RULING:** Holding by B1. Holding of opponent's crosse against opponent's body by a defensive player is illegal.

A.R. 14. B2, with gloved hand over end of the crosse, is exerting equal pressure from the rear against A1, who has possession of the ball, thus preventing A1 from advancing toward goal. **RULING:** Legal play.

A.R. 15. B1, with gloved hand over end of crosse, is exerting pressure from the rear against A1, who has possession of the ball. B1 exerts enough pressure to force A1, against his will, to move away from goal. **RULING:** Holding by B1. Only equal pressure may be exerted.

Illegal Offensive Screening

SECTION 5. No offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the

man he is playing, nor may the offensive player hold his crosse rigid or extend his crosse rigid to impede the normal movements of the defensive man. If contact is made between offensive and defensive players as a result of the offensive player's setting a screen, the offensive player must be motionless before the contact occurs.

A.R. 16. A1 takes a post position and holds his crosse in front of him with the head of the crosse resting on the ground. A2 cuts around A1; and B2, pursuing A2, falls over A1's crosse. **RULING:** Technical foul against A1 — illegal screening position.

A.R. 17. A1 takes a post position and holds his crosse extended in front of him. A2 cuts around A1; and B2, pursuing A2, runs into the extended crosse and is held back by A1's crosse. **RULING:** Technical foul against A1 — holding.

Illegal Procedure

SECTION 6. Any action on the part of players or substitutes of a technical nature that is not in conformity with the rules and regulations governing the play of the game shall be termed illegal procedure. The following are examples:

- a. Touching the ball—A player may not touch the ball with his hands while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease, as provided in Rule 4-18-a.

A.R. 18. A1 takes shot. Goalkeeper B1 trips. B2 jumps in crease and bats ball away with his hand. **RULING:** Technical foul — ball awarded to Team A outside the attack area.

- b. Illegal actions with crosse—A player shall not:
 1. Throw his crosse. Throwing the crosse at the ball or at another player shall be deemed unsportsmanlike conduct.
 2. Take part in the play of the game in any manner without his crosse, except for substitution.

Should a player lose his crosse or other equipment in any legal way, so that repossession of the crosse would cause him to go offside or enter the crease, the player must either substitute off the field or stay out of the play until he can legally retrieve his equipment.

Should the crosse be in the crease so as to possibly interfere with the goalkeeper's play of an attempted shot at the goal, play shall be suspended immediately.

A.R. 19. Whenever a goalkeeper's crosse is in the game, it must be used by the designated goalkeeper. If the designated goalkeeper must serve penalty time and gives his goalkeeper's crosse to a teammate before leaving the field, then that teammate is the

designated goalkeeper until the goalkeeper's crosse has been returned to the penalized goalkeeper or his substitute, after either re-enters the field of play.

A.R. 20. Goalkeeper B1 is out of game on penalty. Before leaving the game, B1 exchanges his goalkeeper's crosse with teammate B2. After serving penalty time, B1 returns to the field of play while B2, with the ball in his possession, is out of the crease on a clear. B1 enters the crease and A1 intercepts B2's clearing pass and shoots at goal, whereupon B1 bats the ball away with his hand. **RULING:** Technical foul against B1. Ball awarded to Team A.

A.R. 21. Goalkeeper B1 is out of the game on penalty. Before leaving the game, B1 exchanges his goalkeeper's crosse with teammate B2 who, while within the crease and having possession of the ball, has his crosse struck by A1. **RULING:** Award ball to Team B at center of field. This could be a play-on.

A.R. 22. A broken crosse is considered as no crosse.

A.R. 23. Any metal or synthetic material handle that is bent, broken or split during normal play must be treated the same as a broken crosse.

A.R. 24. During the course of a game, the handle of a crosse becomes bent. **RULING:** Official shall instruct the player in question to correct the situation immediately, no penalty assessed unless the player participates or attempts to participate in play.

A.R. 25. A1 and A2 exchange crosses with each other on the field of play during (1) A live ball; or (2) A dead ball. **RULING:** (1) Legal exchange. (2) Legal exchange.

A.R. 26. During play, A1 runs to the bench to exchange his crosse, which is not broken; and this is not noticed by an official. Should the timekeeper or scorer blow the horn twice at the next dead-ball whistle and notify officials? **RULING:** No. This is a legal exchange (must be at coaches area or table area).

A.R. 27. If the head of the crosse is broken so that a player is prevented from performing the normal functions of cradling, shooting and passing, the crosse is considered broken. This includes a head that is completely broken away from the handle of the crosse or any part of the head that is separated from the remainder of the head, even though it is still attached by the weaving. The player must obtain another crosse from his bench or table area. For exception, see Rule 4-18-e.

A.R. 28. Any player with no crosse participates or attempts to participate in play. **RULING:** Technical foul. This applies to a goalkeeper without a crosse while in or out of the crease, but not to a goalkeeper with a broken crosse since play is stopped immediately in that situation.

A.R. 29. A1, with possession of the ball in his attack half of the field, is checked by B1, whose crosse breaks. A1 continues toward goal and shoots, scoring a goal. **RULING:** Legal goal. If B1 pursues A1, slow whistle and flag-down. If B1's play creates a dangerous potential-injury situation, play is stopped and technical foul is called against B1.

A.R. 30. Player serving a penalty has two crosses in the penalty area so he can bring the proper crosse on the field when his penalty time expires. By mistake, he runs on the field carrying both crosses and when he realizes it, he drops one. **RULING:** Technical foul.

- c. Crosse in face of opponent—A player shall not push at, thrust or flick his crosse in the face of an opponent.

A.R. 31. B1, covering A1, keeps his crosse raised in front of A1's face mask or above his head. **RULING:** Legal (providing there is no flicking or thrusting motion).

- d. Avoidable lateness of team—When a team fails to appear on the field ready to play at the appointed time for the start of a contest, and this tardiness is avoidable.
- e. Entering the game from the penalty area before authorized to do so by the timekeeper—The player shall be returned to the penalty area to serve his remaining time, plus 30 seconds. If the ball is loose or in possession of the player's own team, it shall be awarded to the opposing team and the player leaving the penalty area early does not have to serve an additional 30 seconds.

In the event that a goal is scored by the opponent, the unexpired penalty time is nullified and the 30-second penalty is erased.

- f. Delaying the game—When for a team delay, the penalty shall be assigned to the in-home. Delaying the game shall be the consuming of more than 20 seconds:
 - 1. At the start of the game or a period, the 20 seconds begins when the official blows the whistle to summon the players to position 20 seconds before the official game time; or after one minute and 40 seconds have elapsed between the first and second or third and fourth periods; or after nine minutes and 40 seconds have elapsed between the second and third periods.
 - 2. After the expiration of a timeout, the 20 seconds begins when the official blows the whistle to summon the players to position (after one minute and 40 seconds of a team's charged timeout or after the team calling the timeout returns to the field ready to play), after an injured player has been removed from the game, or whenever play is ready to be resumed after an official's timeout.
 - 3. After a goal has been scored, the 20 seconds begins when the official at the center line has possession of the ball.
 - 4. After a time-serving penalty has been assessed, the 20 seconds begins when the official assessing the penalty has notified the scorer.

5. After a sideline out-of-bounds ball, the 20 seconds begins when the ball is in possession of a player or official at the out-of-bounds spot.
6. For adjusting of equipment authorized by officials, the 20 seconds begins when the adjusting of equipment begins.
7. Failure to have ball retrievers or a minimum of four balls along the end lines at the start of each period.

Note 1: To enforce strictly the provisions of this rule and to move the game along at a fast pace, each official must carry a timing device and ensure that there are no delays of the game without resulting penalties. If both teams are guilty of delay of the game simultaneously, the official shall consider such breaches grounds to warn both benches that any such future conduct will lead to unsportsmanlike penalties.

Note 2: The official responsible for initiating the 20 seconds to start shall do so by giving an arm signal (raising an arm clearly over the head and then dropping the arm) and using the timing device to immediately start to time 20 seconds.

- g. Participation in the play of the game by a player out of bounds.
- h. Any player not being in his restraining area at the time the whistle is blown to start play at the time of a faceoff.
- i. Failure to remain 5 yards from a player having a free play.
- j. Any violation of the rules for substituting players as provided for in Rule 4-23.
- k. Any violation of the rules relating to the goal-crease area as provided for in Rules 4-18-b and 4-19. Repeated abuses to be penalized under Rule 5-10-d (unsportsmanlike conduct).
- l. Any violation of the rules for timeouts as provided for in Rule 4-27.
- m. Having more than 10 men in the game at any time, including a man or men in the penalty area.
- n. Violation of the rules on positioning for a faceoff.
- o. Any head coach making more than one request for the counting of any crosses or inspecting of any opponent's equipment for legality does so at the risk of a charged timeout, or a technical foul if no timeouts remain in the half or sudden-victory period, if no violations are found.

A.R. 32. Goalkeeper B1 leaves the field of play due to an injury or a penalty. Should the 20-second delay-of-game be strictly adhered to? **RULING:** No. When a substitute goalkeeper is involved, the officials shall be reasonably lenient. If Team B wishes to warm-up goalkeeper, it must call a timeout.

A.R. 33. After the scoring of a goal, an official has the ball for faceoff. Team A sends in new midfield, taking 20 seconds to complete substitution. Team B then decides to substitute new midfield, taking 20 seconds to do so. **RULING:** Technical foul against Team B. All substitutions must be completed during prescribed time, and the team causing the delay is the violator.

A.R. 34. A team is charged with a timeout as a result of requesting that more than one crosse be inspected. (1) Does team get full timeout? (2) During timeout, may this team have additional crosses inspected? **RULING:** (1) No. (2) No.

- p. Failure of the home team to notify its opponent at least 24 hours in advance of any activity that might affect the starting time of the game and to ensure that halftime does not exceed the agreed-upon or designated length of time.
- q. Having more than four long crosses in the game.
- r. Failure of the player in possession of the ball to place the ball directly on the field or hand it to the nearest official on a change of possession. An example is if the player rolls the ball away or creates a delay or disadvantage to the team being awarded the ball.
- s. Failure to advance the ball beyond the center line in 20 seconds or into the attack area in 10 seconds.
- t. Taking a dive or feigning a slash to the head or body in order to deceive the official and draw a penalty.
- u. Failure to have a properly equipped designated goalkeeper on the field of play.

A.R. 35. Goalkeeper B1 commits a personal or technical foul. Can the in-home serve the penalty? **RULING:** No. B1 must serve the penalty, and a legally equipped substitute goalkeeper must report into the game. If Team B has only one set of goalie equipment, B1 will be given a reasonable amount of time to switch his equipment to another player; in this situation, if Team B wants to get its original goalkeeper back into the game, it must do so during a timeout or between periods.

A.R. 36. Goalkeeper B1 must leave the game due to an injury or expulsion. Team B refuses to send in another player to play that position. **RULING:** Team B must put a legally equipped goalkeeper on the field or it forfeits the game.

- v. Failure to wear required mouthpiece.

- w. Failure of home team to provide a scorebook, timing device, table and working horn.
- x. Failure to comply with any rules for entering field of play, either intentionally or unintentionally.
- y. Failure to comply with the uniform provisions covering jerseys, helmets, shorts, compression shorts, sweat pants and under-jerseys.
- z. Participating in the play after losing required equipment on the field other than the mouthpiece, or participating in the play after being warned to re-snap chinstrap.

A.R. 37. A1, with possession, is going to the goal and loses a glove, a shoe or his helmet. He shoots at the goal and scores. **RULING:** No goal, award the ball to Team A.

A.R. 38. During a loose ball, any player involved in the scrimmage area loses a piece of required equipment and continues to play. **RULING:** A play-on or an immediate whistle and a technical foul if the player who has lost the required equipment creates a dangerous situation for himself or another player.

A.R. 39. A1 has the ball and A2 or B1, who are not near the ball, lose a piece of required equipment. **RULING:** If the player immediately goes to retrieve this equipment, no foul. If he continues to play without retrieving his equipment, technical foul.

- aa. When no player from the team awarded possession picks up the ball and moves to the position of the restart within 5 seconds of when the officials are ready to restart play. (*Note: This only applies to situations in which Rule 6-6-f does not apply.*)

Conduct Foul

SECTION 7. A coach shall not enter the field of play without the permission of an official, except to attend to an injured player or to warm-up a goalkeeper, or during halftime.

During play, the coaches area is restricted to coaches. All other personnel must stay in their respective bench areas.

A player, coach, athletic trainer or other person officially connected with a team shall not:

- a. Use artificial aids (i.e., electronic devices, megaphones) in communicating with players on the field.
- b. Leave the team area and/or coaches area on his side of the field. Players must be within the confines of the bench area while the clock is running and the ball is in play, except when reporting to the table area for special

substitution or for serving penalty time. A coach or player may leave the team/coaches area and enter the table area only: (1) To exchange a crosse with a player on the field in the opposite end of the field from that team's bench during a live ball or dead ball; or (2) To seek information from the timer or scorekeeper during a dead ball.

- c. Object to an official's decision by arguing or gesturing. This includes the timekeeper and scorer.
- d. Situate school bands or other organized groups that use artificial means to create noise on the opponent's side of the field.

Interference

SECTION 8. A player may not interfere in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within 5 yards of the players, or both players are within 5 yards of a loose ball. (**Exception:** Interference with the goalkeeper in the crease.) (See Rule 6-3-a, c).

Note 1: This rule is not intended to prohibit a legal offensive screen.

Note 2: A player may not kick, step on or grasp his opponent's crosse.

A.R. 40. A1 attempts to pass to A2, cutting around crease. Before the ball has left A1's crosse or is within 5 yards of A2, goalkeeper B1 checks A2's crosse. **RULING:** Interference by goalkeeper B1.

A.R. 41. A1 is running away from B2, who is playing A2; B2 establishes contact with A1 while pursuing A2. Is this interference on A1? **RULING:** Yes, provided that A1 was moving at time of contact by B2.

A.R. 42. A1 screens for A2, who has possession of the ball. A1 runs toward B2, who is playing A2, but does not establish contact with B2. Is this interference? **RULING:** No.

A.R. 43. In a typical weave play, B1 makes contact in any fashion with A1. Is A1 guilty of a foul (interference)? **RULING:** Yes, if B1 definitely was in pursuit of an opponent. No, if B1 was not in pursuit of an opponent.

A.R. 44. A1 drops his crosse, which is not broken, and B1 (1) Accidentally steps on or kicks A1's crosse; or (2) Intentionally steps on, kicks or otherwise moves A1's crosse to try to keep A1 from recovering it. **RULING:** (1) No foul for interference because the crosse is not in A1's possession. (2) Unsportsmanlike conduct on B1.

A.R. 45. A1 drops his crosse with the ball in it. (1) A1 tries to retrieve his crosse. (2) A2 or B1 kicks the crosse on the ground to try to gain access to the ball. (3) A2 or B1 uses his crosse to try to gain access to the ball. **RULING:** If the ball is stuck in the crosse, immediate whistle and award the ball to Team B. Otherwise: (1) Illegal procedure on A1 for participating in the play without equipment. (2) No foul. (3) No foul.

Offside

SECTION 9. Any violation of the offside rule (see Rule 4-10) is a technical foul. Enforcement shall be in accordance with the provisions of that rule.

Pushing

SECTION 10. A player shall not thrust or shove an opponent from the rear. A push is exerting pressure after contact is made and is not a violent blow. Pushing is permitted from the front or side when an opponent has possession of the ball or is within 5 yards of a loose ball. In this case, pushing must be done with either closed hand, shoulder or forearm and both hands must be on the crosse.

Note: If a player, who is about to be pushed, turns his back in such a manner as to make what started to be a legal push appear illegal, no foul is committed by the player applying the push.

Stalling

SECTION 11. It shall be the initial responsibility of the team in possession to move the ball into its offensive half of the field. A team in possession of the ball in the attack area cannot be penalized for stalling. A team in possession of the ball in its attack area:

1. Will be warned to keep the ball in that area if it is keeping the ball from play; and
2. Will be required to keep it in during the final two minutes of the fourth quarter if that team is leading.

Note: If the defensive team gains possession of the ball after a flag-down situation, the stall warning remains in effect.

Exception: *If the ball leaves the attack area due to a shot or due to a deflected pass by the defense, either team may recover.*

Once the team is warned, a stalling violation is called if the ball goes out of the attack area in any manner and the offensive team touches the ball before the defensive team gains possession.

Exception: *If the ball leaves the attack area due to a deflection off the defense, either team may recover.*

A stall warning remains in effect until:

1. The defensive team gains possession of the ball;

2. A goal is scored by the offense; or
3. The period ends, resulting in a faceoff.

If the ball is awarded to the offensive team outside the attack area for any reason while a stall warning is in effect, the offensive team will have 10 seconds to get the ball into the attack area and then will have to keep the ball in.

Note: When the score is tied, neither team is forced to keep the ball in the attack area unless warned to keep it in.

A.R. 46. Official's warning for offensive stalling shall be: Verbal—"Keep it in;" Visual—One fist raised overhead and the other arm pointing in direction of goal being attacked.

A.R. 47. Early in the game, Team A has fewer goals than Team B, and is using a deliberate ball-control offense as its offensive strategy. May Team A be called for offensive stalling? **RULING:** Yes.

Note: Officials should be alert to and call stall warnings early in the game if a team is not creating a scoring opportunity.

A.R. 48. During the last two minutes of the fourth quarter, A1 from the team that is leading steps with one foot into the attack area and stands, straddling the attack-area line. A1 then picks up his foot so he is no longer in the attack area. Is this stalling? **RULING:** Yes. Once the player has stepped in the attack area, he is considered in the area with regard to stalling.

A.R. 49. Team A, which is leading, throws the ball into its attack area during the last two minutes of the fourth quarter and, before either team has possession in the attack area, Team A kicks the ball out of the attack area or the ball rolls out with no one touching it while it was in the attack area. Is this stalling? **RULING:** Yes.

A.R. 50. Two players standing outside the corner of the attack area during the last two minutes of regulation bounce the ball into the attack area to end the 10-second count. Is this stalling? **RULING:** Yes, if the ball goes out of the attack area.

A.R. 51. Team A brings the ball into its attack area (without a warning), and it becomes obvious to the officials that Team A is keeping the ball from play by standing in the corners of the attack area. (1) Team B is playing the ball or (2) Team B is not playing the ball. Can Team A be warned to "keep it in?" **RULING:** (1) Yes. (2) No. Team A has fulfilled its obligation by entering the attack area and Team B must play the ball.

A.R. 52. Team A brings the ball into its attack area and, during play, Team A player with ball runs, passes, is checked or is forced out of attack area. **RULING:** Legal play. However, official should give the warning to "keep it in," when a team is stalling by taking advantage of the attack-area lines.

A.R. 53. Team A is given the warning to "keep it in" the attack area. After doing so, Team A player with ball runs, passes, is checked or is forced out of attack area. **RULING:** Ball

awarded to Team B at spot of infraction. If loose ball and Team B recovers ball, allow play to continue.

A.R. 54. Same situation as in previous A.R. However, a Team A player makes a legitimate pass to a teammate within attack area; the pass is deflected by a defensive player, and the ball ends up in midfield area. **RULING:** Free ball. Begin a 10-second count when the ball touches outside the attack area. If Team A recovers, renew the warning to “keep it in” upon re-entry into the offensive zone.

A.R. 55. Team A throws ball toward goal, and ball goes out of bounds. Team A claims it was a shot. **RULING:** If official agrees that it was a shot, ball awarded according to rules. If official feels it was a pass or deliberate “throw out,” award ball to Team B.

A.R. 56. Team A has been warned to “keep it in.” Attackman A1 has possession of the ball and is played by B1. As A1 is forced close to the attack-area line, the ball becomes loose and bounces outside of the attack area. May Team A legally regain possession of the ball? **RULING:** No.

A.R. 57. A stall warning is issued on Team A with the ball in the attack area. A1 throws an inadvertent pass out of the attack area. B1, in attempting to pick up the ball, hits it out of bounds. **RULING:** Ball awarded to Team B.

A.R. 58. Team A is man down and has possession. Team A does not appear to be attempting to create a scoring play. Can the team be warned for stalling? **RULING:** Yes, a team that has one or more players out of the game due to penalty, injury or expulsion is still subject to the stalling rules.

Warding Off

SECTION 12. A player in possession of the ball may not use his free hand or arm, or any other part of his body, to hold, push or control the direction of the movement of the crosse or body of an opponent.

A player in possession of the ball may protect his crosse with his hand, arm or other part of his body when his opponent makes a play to check his crosse.

A.R. 59. B1 swings at A1’s crosse. A1 pulls his crosse back with one hand and with the other arm absorbs blow by B1. A1 continues around B1 while: (1) Holding off B1’s crosse without moving his protecting arm towards B1; or (2) Moving his protecting arm towards B1. **RULING:** (1) Legal play. (2) Technical foul against A1. A1 may not use his free arm to push or control crosse or body of B1.

A.R. 60. A1, advancing toward B1, pulls his crosse back with one hand and protects his crosse with the other arm. A1 contacts B1’s crosse with his protecting arm and continues to drive against B1 and his crosse. **RULING:** Technical foul against A1.

Withholding Ball from Play

SECTION 13. When a loose ball is on the ground, a player may not lie on the ball, trap it with his crosse longer than is necessary for him to control

the ball and pick it up with one continuous motion, or withhold the ball from play in any other manner. A player, players or team may not deliberately withhold the ball from play. Repeated actions of this nature may be ruled unsportsmanlike conduct. (See Rule 5-10-d.)

Note: A player in possession of the ball who holds his crosse against any part of his body, thus preventing the normal dislodgment of the ball, is illegally withholding the ball from play. The glove hand cannot grasp any portion of the head of the crosse. This is intended to cover faceoffs and a player in possession of the ball who is “thumbing” the ball or choking up and grasping the plastic portion of the crosse.

A.R. 61. Loose ball in crease and goalkeeper covers it with his crosse and draws back to scoop it all in one, more or less, continuous motion (tennis pick-up). **RULING:** Legal.

A.R. 62. Loose ball in crease, Team B goalkeeper covers ball with his crosse and makes no apparent effort to draw back and pick it up. **RULING:** Withholding ball from play. Ball awarded to Team A.

A.R. 63. A1, with possession of ball, is dodging B1, and slides his upper glove hand above handle and on to the head of the crosse so that the thumb of the glove is touching the frame of the stop. **RULING:** Withholding ball from play, technical foul.

RULE 7

Penalty Enforcement

Player Committing Foul

Procedure

SECTION 1. a. A player who has committed a violation of the rules and must serve penalty time shall:

1. Leave the field of play at once.
 2. Report immediately to the special-substitution area and remain in the special-substitution area until informed by the timekeeper that he may re-enter the game. When re-entering the game, the player must enter the field of play through the special-substitution area.
 3. Must sit or kneel directly in front of the scorer's table.
 4. Wait until possession is gained during a faceoff before entering the field through the special-substitution area even when his penalty time has expired.
- b. When an official recognizes a violation of the rules, he shall sound a whistle to stop play or delay the whistle, depending upon the situation:
1. For a personal foul or technical foul committed by the team with possession, the whistle is sounded immediately.
 2. For any foul committed against the team with possession, and with the offended team maintaining possession (or losing possession in the attack area), the slow-whistle technique is employed. (See Rule 7-8.) If the offended team loses possession outside the attack area as a result of the foul, the whistle is sounded immediately.
 3. For a technical foul during a loose ball when the offended team would be disadvantaged by an immediate whistle, the play-on technique is employed provided there is no flag-down. (See Rule 7-10.) If stopping the play will not disadvantage the offended team, the whistle is sounded immediately.

4. For a personal foul during a loose ball, the whistle is sounded immediately. **Exception:** If there is a loose-ball personal foul in the attack area while a flag is down, a second flag is thrown and play continues (See Rule 7-9).

Penalty Time

SECTION 2. The following rules shall apply in determining the beginning and end of penalty time:

- a. Penalty time begins at such time as play is resumed after the calling of the penalty.
- b. Any player serving a releasable penalty shall be released when his penalty time ends or after the scoring of a goal against the penalized team. **Exceptions:** Simultaneous fouls, Rule 7-2-d, expulsion fouls and nonreleasable penalties.

Nonreleasable penalties (e.g., maligning the official) remain nonreleasable until full time is served.

- c. A player receiving a penalty for a period of time in excess of that remaining in any period shall remain out of the game in the next period (including sudden-victory periods) until the full length of his penalty time has expired, except as described in Rule 7-2-b.
- d. For the purpose of determining when a player or players may be released from a penalty, for all time-serving penalties called on players of opposing teams from the time the flag is dropped or the whistle sounds stopping play (whichever occurs first), until the sounding of the whistle resuming play, the longest common penalty time between players of opposing teams is nonreleasable, as is all penalty time of a shorter or equal duration.
- e. If a penalty is called on a player and the same player incurs other penalties before his release occurs under Rule 7-2-b, the player penalized is not compelled to remain in the special-substitution area for consecutive penalty time if his release occurs under Rule 7-2-b. However, if one of the penalties is designated nonreleasable, the nonreleasable time shall be served first and the releasable time next.
- f. A maximum of three players from the same team can be in the special-substitution area serving penalties at the same time. The penalty time of additional players will not start until the penalty time of one of the three players in the special-substitution area expires. A player's penalty cannot be

released by a goal until he is in the special-substitution area and the time on his penalty has started to elapse.

A.R. 1. A1, A2, A3 and A4 receive one-minute releasable penalties that are all reported during the same dead ball. A1, A2 and A3 begin to serve their penalties at the same time, while A4 waits in the bench area immediately next to the scorer's table but not in the special-substitution area. Team A restarts play with seven players on the field. (1) Team B scores a goal after 30 seconds. (2) Team B does not score a goal in the next minute.

RULING: (1) A1, A2 and A3 are released, and A4 begins serving his one-minute penalty. (2) A1 and A2 may enter the field. A3 must exit to the bench area, and A4 steps into the special-substitution area and begins serving his penalty. Team A is now playing with nine players on the field. A3 may now substitute into the game in the normal manner, if desired.

A.R. 2. Between the time the first flag is thrown and the time the whistle is blown to restart play, A1 is assessed three minutes in penalty time, A2 is assessed 30 seconds, B1 is assessed one minute, and B2 is assessed 30 seconds. All penalties would normally have been releasable. **RULING:** The longest common penalty time between players of opposing teams is one minute. Thus, the first minute of A1's three-minute penalty is nonreleasable, while the other three players' penalties will be nonreleasable.

A.R. 3. B1 leaves the special-substitution area before his time has elapsed and without being released by the timekeeper. (1) Team A has possession; or (2) Team A does not have possession. **RULING:** (1) B1 must return to the special-substitution area to serve the remaining time, plus an additional 30 seconds. (2) B1 must return to the special-substitution area to serve the remaining time, and Team A gains possession.

A.R. 4. A1 has possession of the ball. B1, on his way to the special-substitution area, is given another penalty; and this is followed by another personal foul (none of the penalties is declared a nonreleasable penalty). A1 scores a goal. **RULING:** Unexpired penalty time for B1 is erased with the scoring of the goal.

A.R. 5. A1 has possession of the ball. B1 commits a technical foul. On his way to the special-substitution area, B1 is assessed an additional one-minute personal foul for maligning the official. During the first minute of B1's 1-1/2-minute penalty, A1 scores a goal. **RULING:** B1 must serve the full one minute of nonreleasable time. The penalty is releasable for the final 30 seconds.

A.R. 6. B1's penalty time expires just after faceoff whistle is blown. May B1 enter the field and initiate contact with an unsuspecting player? **RULING:** No, B1 must wait for possession to be called and may then enter the field in the normal manner from the special-substitution area and must avoid hitting an unsuspecting player.

A.R. 7. B1 commits personal foul; while that penalty is being served, a foul is called against a Team B squad member on bench (neither penalty is nonreleasable). (1) Who serves bench penalty? (2) What happens if Team A scores a goal? **RULING:** (1) B2 (in-home) serves penalty time, but this foul is not charged to B2 for disqualification purposes. (2) Both B1 and B2 are released from the special-substitution area when Team A scores goal.

A.R. 8. B1 commits personal foul. While in the special-substitution area and before whistle resuming play, B1 receives an additional penalty of one minute (not a nonreleasable penalty). (1) Does B2 (in-home) serve additional one-minute penalty? (2) What happens if Team A scores goal? **RULING:** (1) No. B1 has one minute added to original penalty. (2) B1's unexpired penalty time is erased when Team A scores goal.

A.R. 9. B1 is serving a penalty for a personal foul. During a dead ball, and with 23 seconds remaining in B1's penalty, B1 receives a one-minute nonreleasable unsportsmanlike-conduct penalty. **RULING:** The one-minute nonreleasable penalty must be served first. After that, the remaining 23 seconds of penalty time from the first penalty shall be releasable.

Execution of Penalties

Resuming Play After Penalty

SECTION 3. When a foul occurs and the ball is in the offended team's offensive half of the field, the ball shall be put in play by the team awarded the ball, at the spot where the ball was when play was suspended or laterally across the field outside the attack area.

When a foul occurs and the ball is in the offended team's defensive half of the field and penalty time is to be served, the ball shall be awarded to any player of the offended team on its offensive side of the field.

When no penalty time is to be served, the ball will be put in play at the spot where the ball was when the whistle blew or 20 yards laterally from the goal. (**Exceptions:** Rule 6-3. For simultaneous fouls for which time is to be served by each team, the ball will be put in play at the spot where the ball was when the whistle blew or 20 yards laterally from the goal.)

A.R. 10. Loose ball in Team A's defensive half of the field, and B1 commits a violation, (1) A technical foul. (2) A personal foul. **RULING:** (1) Possible play-on. If Team A fails to gain possession, ball awarded to Team A at the spot where the ball was when whistle blew, at least 20 yards from the goal. (2) Ball awarded to Team A on its offensive side of the field.

A.R. 11. When the whistle blows to stop play for a technical or personal foul against Team B, the ball is just outside the top of the attack area, directly in line with the goal. The Team B coach wants the officials to move the ball to the corner of the attack area. The Team A coach wants the ball to start where it was when the whistle blew. **RULING:** When the ball is outside the attack area when the whistle stops play, play restarts with the ball where it was when the play was stopped.

A.R. 12. B1 gains possession in his defensive end and is fouled by A1, flag-down. B1 passes to goalkeeper B2, who is in his crease. A2 checks the ball out of B2's crosse while B2 is still in the crease. **RULING:** Since there is a flag-down, the whistle must sound as

soon as the ball touches the ground outside the attack area. A2 serves 30 seconds for the goalie interference foul.

Team Penalties

SECTION 4. If a foul is called against a team when no definite player is involved or when the penalty is against someone other than a player in the game, the official shall select the in-home (see Rule 2-1, A.R. 1) and assess the penalty time.

When the person committing the foul is a substitute, the penalty shall be assessed against him insofar as the record is concerned; and he only may re-enter the game subject to the same restrictions he would be under if he had been a legal player on the field at the time the foul was committed.

If multiple fouls of this type occur, or if the in-home is already serving a penalty, the referee shall assess the penalty time against an additional attack player who shall be the one whose name appears closest to that of the in-home in the official scorebook. (See Rule 2-1, A.R. 1.)

Dead-Ball Fouls

SECTION 5. Dead-ball fouls are enforced in the sequence in which they occur. If penalty time is to be served by both teams, releasability is in accordance with Rule 7-2-d. Fouls occurring at the same time during a dead ball (when sequence cannot be determined) shall be considered simultaneous.

A.R. 13. After the whistle blows suspending play (Team A in possession of the ball), B1 slashes A1. A1 then retaliates and slashes B1. **RULING:** B1 and A1 serve nonreleasable one-minute penalties. Ball is awarded to Team B on its offensive side of the field.

A.R. 14. After the whistle suspending play to end the first half, B1 slashes A1. B1 then maligns the official. Before the start of the second half, Team A delays the game. **RULING:** B1 serves a two-minute penalty. The first minute is nonreleasable. Ball is awarded to Team B on its offensive side of the field, with no faceoff to begin the second half.

A.R. 15. Dead ball with Team A in possession of the ball in its defensive half of the field. B1 argues with the official (nonmaligning) and ball is awarded to Team A at center. Then Team A delays the game. **RULING:** B1 serves 30 seconds. Ball is awarded to Team B on its offensive side of the field.

A.R. 16. The first half ends with B1 in the special-substitution area with 20 seconds remaining on his penalty time and Team B in possession of the ball in its defensive side of the field. Immediately after the whistle blows ending the first half, A1 argues with the official (nonmaligning). During halftime, A2 and B2 are penalized for unsportsmanlike conduct (simultaneous fouls). Before the resumption of play, Team B delays the game. **RULING:** A1 serves 30-second penalty (conduct foul). A1's penalty is nonreleasable.

A2 and B2 serve one minute each for unsportsmanlike conduct. A2's and B2's penalties occurred simultaneously and also are nonreleasable. The ball is awarded to Team A on its offensive side of the field.

Simultaneous Fouls

SECTION 6. Simultaneous fouls are fouls called on players of opposing teams during (1) a live ball; or (2) a dead ball when sequence cannot be determined.

- a. During a slow whistle or play-on, any foul committed by the team in possession (or entitled to possession) shall result in an immediate whistle.
- b. Penalty time:
 1. If there is no play-on or flag-down in effect and if all fouls are technical, the fouls cancel.
 2. If the team in possession (or entitled to possession) commits:
 - a) Only technical fouls, no penalty time will be served by that team.
 - b) Any personal foul, all players involved will serve penalty time. This shall include technical and personal fouls by either team.
 3. Releasing players shall be in accordance with Rule 7-2-d.

A.R. 17. During a loose ball, B1 pushes A1 from behind and a play-on is called. While the ball is still live, A1 turns and slashes B1. **RULING:** These are simultaneous fouls. Since Team A was entitled to possession, all players involved serve penalty time. B1 serves 30 seconds and A1 serves one minute, with the first 30 seconds of each penalty being nonreleasable.

- c. Award the ball:
 1. When penalty time is assessed and one team incurs less total penalty time than its opponent, that team shall be awarded the ball.
 2. When penalty times are equal or all fouls cancel:
 - a) If a team has possession or is entitled to possession at the time of the flag or whistle, that team shall retain possession.
 - b) If neither team has possession at the time of the fouls, the ball shall be awarded according to the alternate-possession rule. (See Rule 4-31.) (**Exception:** When a faceoff is pending in this situation, a faceoff will be held.)
- d. When play is resumed either by award or possession, field position of the ball shall be provided for as in Rule 7-3.

A.R. 18. On simultaneous fouls, A1 receives 30 seconds and B1 receives one minute. Twenty seconds after play is resumed, B2 scores a goal. Is A1 released from special-substitution area? **RULING:** No. On simultaneous fouls, any goal scored during the shorter penalty time has no bearing in releasing players from the special-substitution area.

A.R. 19. B1 commits a live-ball technical foul (30 seconds to be served). Before ball is put back into play, A1 commits a technical foul. **RULING:** B1 serves 30 seconds. Ball is awarded to Team B in accordance with the provisions of Section 3 of this rule. This is not a simultaneous foul.

A.R. 20. Team B commits technical foul (slow whistle), Team A scores. Technical foul canceled by goal. Then A1 commits a personal foul. **RULING:** A1's penalty is enforced. Ball is awarded to Team B at center. These are not to be considered simultaneous fouls. Team B's foul is canceled by goal.

A.R. 21. Team B delays game before a faceoff. As Team A is awarded the ball, A1 commits a personal foul before the whistle. **RULING:** A1 serves one minute; Team B is awarded the ball. This is not a simultaneous foul.

A.R. 22. Team B delays game before a faceoff. Ball is awarded to Team A. Before the whistle resuming play, Team A delays game. **RULING:** Ball is awarded to Team B. This is not a simultaneous foul.

A.R. 23. B1 commits a personal foul. Slow whistle, Team A scores. A1 commits a technical foul. **RULING:** B1 serves one minute. A1 serves no time. Team B is awarded the ball at center. This is not a simultaneous foul.

A.R. 24. At the faceoff, B1 moves. Ball is awarded to Team A. Team A then calls a timeout, but the team already has used its allotment. **RULING:** Award the ball to Team B.

A.R. 25. Goalkeeper B1 is interfered with while he has possession of the ball inside the crease, possible play-on. A free clear is allowed at the center line, but before the ball is put into play, Team B commits a (1) Personal foul; or (2) Technical foul. **RULING:** (1) Team A possession at the center line, and Team B is penalized for a personal foul. (2) Team A possession at the center line.

A.R. 26. B1 commits technical foul with Team A in possession of the ball in Team A's defensive half of the field, flag-down. Before the whistle resuming play, Team A commits two technical fouls (e.g., delay of game and conduct foul). **RULING:** First award ball to Team A at center and B1 serves 30 seconds. Then for Team A's delay of game, award the ball to Team B at center, and penalize Team A 30 seconds for a conduct foul. The penalties on Teams A and B are nonreleasable.

A.R. 27. B1 slashes A1, slow whistle. Team A scores. Immediately after whistle, an official realizes that A2 was offside. **RULING:** The goal is disallowed. B1 serves one-minute penalty. Ball is awarded to Team A according to Section 3 of this rule.

A.R. 28. B1 pushes A1, creating a play-on. While the ball is loose, A2 goes offside. **RULING:** Whistle is blown when A2 goes offside. Simultaneous fouls, award the ball to Team A.

A.R. 29. B1 commits a personal foul, creating a slow whistle. B2 then slashes A1 (second flag-down), who retaliates and slashes B2. **RULING:** Official blows whistle, ending the flag-down, when A1 slashes B2. B1, B2 and A1 each serve one-minute penalties, which are simultaneous. B1, B2 and A1's penalties are nonreleasable. Team A, with lesser penalty time, is awarded the ball.

A.R. 30. B1 slashes A1, flag-down. A2 then slashes B2, stopping play. **RULING:** Simultaneous fouls. Both B1 and A2 serve one-minute fouls. Ball awarded to Team A since flag-down indicated possession. Both fouls are nonreleasable in accordance with Rule 7-2-d.

A.R. 31. (a) A1 gets pushed while in possession of the ball by B1. Before the play is stopped, A1 slashes B1. A1 gets one minute for the slash and B1 serves 30 seconds for the push. (b) A1 interferes with the goalkeeper, play-on. B1 then slashes A1 and the play is stopped. A1 serves 30 seconds for interference and B1 serves one minute for the slash. **RULING:** In both cases, play shall be resumed with the ball being put back into play from the spot where the second foul occurred, with the 20-yard rule in effect.

Fouls After End of Period

SECTION 7. When any foul occurs before the start of a period or after the official's period-ending whistle has sounded, the penalty shall be assessed; and play shall be resumed as provided for in Rule 4-3.

Slow-Whistle Technique

SECTION 8. If a defending player commits a foul against an attacking player and an attacking player has possession of the ball, the official must drop a signal flag, make the verbal signal "flag-down" and withhold his whistle until:

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. The ball enters the attack area or is in the attack area at the time the foul occurs and thereafter moves out of the attack area.
- e. A player loses any of the required equipment in a scrimmage area, or a player is injured in a scrimmage area, and the official is required under the rules to blow the whistle.
- f. The attacking team commits a foul.

- g. The ball touches the ground outside the attack area.
- h. The attacking team requests a team timeout.
- i. The period ends.

The slow whistle shall be used whether the foul is committed against the player in possession of the ball or some other member of the attacking team.

In such a flag-down situation, once the ball enters the attack area, all technical fouls (including loose-ball technical fouls) against the defensive team are time-serving. **Exception:** A goal scored during the flag-down situation wipes out any time-serving technical fouls.

A.R. 32. Flag-down, slow whistle. A2, who is 1) inside the attack area, or 2) outside the attack area, throws a bounce pass to A8, who is inside the attack area. Does the slow whistle continue? **RULING:** 1) Yes, provided the ball bounces inside the attack area. 2) No, because A2 is outside the attack area.

A.R. 33. Flag-down, slow whistle. A1, who is in the attack area, takes a shot on Team B's goal. The shot hits the post, rebounds onto the ground and A2 picks up the ball without it leaving the attack area. Does the slow whistle continue? **RULING:** Yes.

A.R. 34. B1 is bringing the ball up the field in his defensive end and is slashed by A1, causing him to drop the ball. **RULING:** Flag is thrown for the slash by A1. Play is stopped since the ball touches the ground outside the attack area.

A.R. 35. B1 is bringing the ball up the field in his defensive end and is slashed by A1, flag-down. B1 passes to B2, in his defensive end, who drops the ball and then picks it up. **RULING:** Play is stopped since the ball touches the ground outside the attack area.

A.R. 36. A1, in the attack area, is slashed by B1, flag-down, and A1 drops the ball as a result of the slash. During the resulting loose ball, which stays in the attack area, B2 pushes A2. Then A1 scoops up the ball and (1) Shoots the ball out of bounds or out of the attack area; or (2) Scores a goal. **RULING:** Play continues on the loose ball because there was Team A possession in its bounds or out of its attack area. A second flag is thrown on B2 for the loose-ball push since it occurred during a flag-down. (1) Whistle blows when the shot goes out of its attack area. B1 serves one minute and B2 serves 30 seconds. Team A is awarded the ball outside the attack area. (2) The goal counts. B1 serves one minute, and B2's foul is canceled by the goal. Faceoff.

Enforcement After Slow Whistle

SECTION 9. A player or substitute committing a personal foul always shall be suspended from the game for the designated penalty time, regardless of whether a goal is scored during the slow whistle.

If a goal is scored after a slow whistle on a technical foul, no penalty is assessed; if a goal is not scored, the penalty is suspension from the game for 30 seconds for each foul.

When a goal is not scored, the ball is awarded to the team fouled (the attacking team), at the spot where the ball was when play was suspended or (if the ball was inside the attack area when play was suspended) at the closest point laterally outside the attack area (as in Section 3 of this rule). [**Exceptions:** (1) A flag-down at the end of the period that creates an even situation (see Rule 4-3); (2) A simultaneous-foul situation in which the team in possession accrues more penalty time than the opponent; and (3) A subsequent dead-ball foul against the team entitled to possession awards the ball to the opponent.]

Note: If a goal is scored after a slow whistle and it is found that simultaneous fouls were committed before the whistle was blown signifying the scoring of a goal, the goal shall be disallowed, regardless of the nature of the foul on the attacking team; and Section 6 of this rule shall be followed.

A.R. 37. A1 throws ball to teammate A2. When is the pass considered completed?
RULING: When A2 gains possession of the ball.

A.R. 38. A1 takes a shot from midfield area. B2 illegally checks A2, and the ball enters the goal. **RULING:** Slow whistle. Goal counts. B2's violation, if technical, is erased; if personal foul, B2 serves penalty time. Faceoff.

A.R. 39. Goalkeeper A1, out of crease with ball, makes pass up field for clear, which is intercepted by B2, who shoots at open goal. Goalkeeper A1, or any defensive player seeing loose ball going toward goal, throws his crosse at ball. Should official blow the whistle, stopping play? **RULING:** No. If ball enters goal, goal counts, but unsportsmanlike-conduct penalty regardless of whether goal is scored.

A.R. 40. A1 has possession of the ball in his offensive half of the field and is running toward the goal. A1 shoots at the goal and B1, who was chasing him, throws his crosse at the ball. The ball goes past the goalkeeper into the goal. A1, after scoring goal, commits a personal foul. **RULING:** Slow whistle until goal is scored. B1 is penalized one minute for unsportsmanlike conduct. A1 serves one minute for his personal foul. Ball is awarded to Team B at center, no faceoff.

A.R. 41. A1 is wide open in front of goal. As pass from A2 is in flight toward A1, goalkeeper B1 runs out of crease and fouls A1 or throws his crosse at the ball in the air. **RULING:** Slow whistle. If the ball enters goal, goal counts, and official assesses penalty against goalkeeper B1. (If technical foul, then the goal eliminates the foul. If personal foul, then B1 serves penalty time.)

A.R. 42. B1 and B2 are offside, chasing A1 across center line. A1 shoots and scores goal, whereupon A3 turns and commits personal foul against B3, who is guarding him closely. **RULING:** Slow whistle. Goal by A1 eliminates technical fouls against B1 and B2. A3 serves penalty time, and it is Team B's ball on its offensive side of the field.

A.R. 43. A1 is fouled in his offensive half of the field; flag is dropped, and A1 passes to A2, who dodges B2 and then passes to A3, who shoots and scores goal. **RULING:** Goal counts.

A.R. 44. A1 has ball in his attack area. B2 checks A1 (1) legally; or (2) illegally, causing A1 to enter crease. Is this a slow whistle? **RULING:** No. Whistle is blown immediately when A1 is in crease. (1) Foul by A1, and ball is awarded to Team B. (2) Foul by B2, and B2 serves penalty time.

A.R. 45. During slow whistle, A1 completes pass to A2, who shoots at goal. A3, who is cutting in front of goal, is hit on some part of his body by the ball; and the ball enters goal. **RULING:** Goal counts.

A.R. 46. During slow whistle, A1 shoots the ball toward goal. A2 catches ball and shoots it into the goal. **RULING:** Goal counts.

A.R. 47. A1 interferes with goalkeeper B1, who has possession of the ball in the crease. Is this a slow whistle or a play-on? **RULING:** Play-on. See Rules 7-10 and 7-11.

A.R. 48. A1 slashes goalkeeper B1, who has possession of the ball. **RULING:** Slow whistle.

A.R. 49. During a slow whistle with the goalkeeper in possession of the ball in the crease, the pass is not complete and the goalkeeper maligns the official. Where is the ball put in play? **RULING:** The goalkeeper serves a one-minute nonreleasable penalty and the ball is put in play at the spot where it was when the whistle was blown unless that spot is less than 20 yards from the goal.

A.R. 50. During a slow whistle in the defensive area, the clearing player throws the ball to his goalkeeper to start the clear. The goalkeeper misses the ball and it enters the goal. **RULING:** No goal, slow whistle ends.

Play-On Technique

SECTION 10. If a player commits a loose-ball technical foul or crease violation and an offended player may be disadvantaged by the immediate suspension of play, the official shall visually and verbally signal “play-on” and withhold the whistle until such time as the situation of advantage gained or lost has been completed.

The play-on shall elapse and the official shall cease to signal when:

- a. In the case of a loose-ball technical foul, the offended team gains possession.
- b. In the case of a crease violation in which the goalkeeper has possession, the offended team maintains possession of the ball and continues to play on.
- c. The offended team commits a violation or penalty.
- d. When the offending team commits a personal foul.

Enforcement of Play-On Technique

SECTION 11. If the offended team gains possession of the ball, the whistle is not blown and no penalty is given. If the offended team fails to gain possession of the ball, then the whistle is blown and the ball is awarded to the team fouled, at the spot where the ball was when play was suspended.

If, in the case of a crease violation, the goalkeeper, who has possession of the ball, continues to play-on, the whistle shall not be blown. No penalty is called if the offended team maintains possession of the ball (i.e., the goalkeeper's outlet pass is completed or the goalkeeper elects to run the ball out of the crease). If the goalkeeper, in possession of the ball, does not play-on, the whistle is blown and the ball is awarded to the offended team at the center line, with no penalty to be served.

The play-on technique shall be used for loose-ball infractions at the center line and the defensive-area lines. After goalkeeper interference, play shall continue after the goalkeeper's outlet pass hits the ground, provided that the offensive team maintains possession by quickly picking up the ball.

A.R. 51. A1 controls faceoff, directs the loose ball and is about to scoop the ball. B1 illegally pushes A1 while the ball is loose. **RULING:** Play-on. If A1 gains possession, play-on is completed. If A1 fails to gain possession, whistle is blown, ball awarded to Team A.

A.R. 52. While A1 is about to scoop the ball, B2 interferes with A2. **RULING:** Play-on.

A.R. 53. While A1 is about to scoop the ball, coach of Team B argues with an official. **RULING:** Official may suspend play immediately—unsportsmanlike conduct (personal foul), or signal play-on—conduct foul (technical foul). Official's call would depend on the seriousness of the infraction.

A.R. 54. A1 and B1 are playing a loose ball, with B1 legally holding A1's crosse. While A2 is about to scoop the ball, A1 and B1 have moved a distance greater than 5 yards from the play. **RULING:** Play-on. Holding against B1 if A2 fails to gain possession of the ball.

A.R. 55. While several players from both teams are playing a loose ball, B1 pushes A1. **RULING:** Official should suspend play immediately if there is no clear situation of advantage gained for Team A or if there is a potentially dangerous situation (e.g., ball mired in the mud).

A.R. 56. While ball is loose in the crease, A1 interferes with goalkeeper B1. **RULING:** Play-on situation. If B1 fails to gain possession of the ball, ball is awarded to Team B, 20 yards laterally from the goal.

A.R. 57. While goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper B1. **RULING:** Play-on situation. If B1 fails to run the ball out of the crease or successfully complete an outlet pass, ball is awarded to Team B at center.

A.R. 58. During a man-down at the close of a period, there is a loose-ball, play-on push. The period ends as the whistle is to sound for the play-on. **RULING:** The play-on signifies possession, so when the period ends, the offended team gets possession of the ball to start the next period.

A.R. 59. While A1 is about to scoop the ball, B1 goes offside. At the same time, A2 pushes B2. **RULING:** Simultaneous fouls. Whistle is blown immediately. Ball is awarded according to the alternate-possession rule. (See Rule 4-31.)

A.R. 60. B1 (not the goalkeeper), in the crease, touches a ball with his hand. The ball crosses the goal line and enters the goal. **RULING:** Play-on. Goal counts.

A.R. 61. A1 crosses the center line and loses the ball. B1 pushes A1 from the rear (play-on). A1 picks up the ball as the count reaches nine and does not get the ball into the attack area before the count reaches 10. **RULING:** Because the play-on would give Team A the ball with a new 10-second count if the official blew the whistle to stop play, restart the 10-second count when Team A gains possession with no whistle.

A.R. 62. A1 is going for the ball and is pushed by B1. Before A1 can pick up the ball, A2 pushes B2. **RULING:** Whistle shall be blown immediately and the ball shall be awarded to A1.

Mistakes by Officials

SECTION 12. When a timekeeper, scorer or official makes a mistake that would result in a team or player being penalized and another official becomes aware that a mistake is being made, that official shall promptly correct the mistake. If goals are scored during the mistake made by the timekeeper, scorer or official and it is brought to the attention of the referee before the next live ball, the referee must allow or disallow the goal, depending on the circumstances.

A.R. 63. B1 is serving a one-minute penalty. After 30 seconds of play, official timekeeper releases B1 to return to game. A1 scores a goal. **RULING:** Goal counts, and B1 remains in game as the goal erases his remaining 30 seconds.

A.R. 64. B1 is serving a one-minute penalty. After 30 seconds of play, he is released by the official timekeeper and B2 scores a goal. Team A notifies officials of timekeeper's mistake. **RULING:** Goal does not count, and B1 returns to special-substitution area to serve his remaining 30 seconds. Ball is awarded to the team in possession at the time the player is released (or, if the ball was loose, by the alternate-possession rule).

A.R. 65. B1 is serving a one-minute penalty. After 30 seconds of play, B1 is released from special-substitution area by the official timekeeper or returns to the game without being released. B2 scores a goal. After the faceoff after the goal, Team A protests to the officials. **RULING:** Goal counts. B1 remains in the game.

A.R. 66. B1 receives 30-second penalty. After 30 seconds of play, B1 remains in special-substitution area and A1 scores a goal. **RULING:** Goal counts. It is the responsibility of the player in the special-substitution area to return to field of play when his penalty time has expired.

A.R. 67. After the opening faceoff, an official notices that the clock has not started. **RULING:** Official should wait for possession, blow the whistle to stop play, then go to the official timekeeper to have correct time put on the clock.

A.R. 68. B1 throws a clearing pass when A1 steps offside, creating a play-on situation. B2 picks up the ball with A1 still in the zone. **RULING:** If A1 participates in the play while offside, flag down, technical foul, 30-second penalty.

A.R. 69. B1 is serving a one-minute penalty. After 30 seconds of play, B1 is released from the special-substitution area by the official timekeeper or returns to the game without being released. There is a stoppage of play and then a restart, after which B2 scores. After the goal and before the faceoff, Team A protests. **RULING:** Goal counts and B1 stays in the game. The error is no longer correctable because it was not brought to the officials' attention before the next live ball, which occurred after the stoppage of play.

Inadvertent Flags and Whistles

SECTION 13. At the time of an inadvertent whistle, play must be stopped immediately. In the case of an inadvertent flag or horn, officials will stop play at the earliest opportunity that does not interfere with an imminent scoring opportunity. Possession shall be awarded as follows:

- a. For an inadvertent whistle, a team with, or entitled to, possession at the time of the whistle shall restart play with possession. If neither team has or is entitled to possession at the time of the whistle, the ball shall be awarded by the alternate-possession rule (unless the ball is in the crease, in which case it is awarded to the defense 20 yards lateral to the goal).
- b. If play continues after an inadvertent flag or horn and:
 1. A goal is scored, play will be restarted with a faceoff;
 2. One or more shots are taken with no goal scored, the ball shall be awarded by the alternate-possession rule outside the attack area; or
 3. No shot is taken, the ball is awarded to the team last in possession.

Except in the case of a faceoff, play shall be restarted at the spot where the ball was when the whistle blew or outside the attack area.

OFFICIAL LACROSSE SIGNALS



1. Timeout. For Discretionary or Injury Timeout, Follow Signal Above with Tapping of Hands on Chest



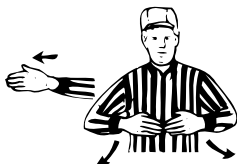
2. Score



3. No Score



4. Faceoff



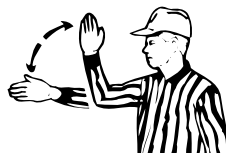
5. Alternate Possession



6. Ball in Possession on Faceoff and Start the Clock at Halftime



7. Ball has Entered Attack Area



8. Out of Bounds Direction of Play



9. Failure to Advance the Ball



10. Loose Ball



11. Simultaneous Fouls

PROCEDURAL SIGNALS

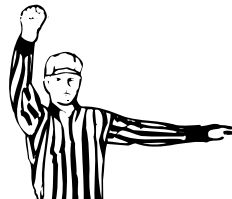
OFFICIAL LACROSSE SIGNALS



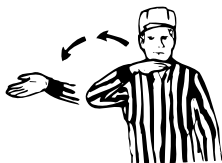
12. Non-Releasable
Penalty



13. Counts



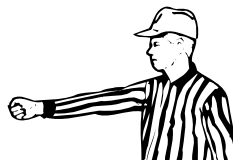
14. Stalling Warning



15. Re-entry of the Crease



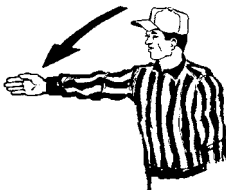
16. Play-On, Dead Ball or
Dead Ball Followed by
Appropriate Foul Signal



17. Inadvertent Whistle
(Face Press Box)



18. Disregard Flag



19. Free clear



20. Tipped/Deflection

PROCEDURAL SIGNALS

OFFICIAL LACROSSE SIGNALS



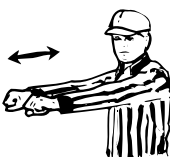
21. Personal Foul



22. Illegal Body Check



23. Slashing



24. Cross Checking



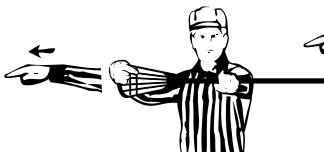
25. Tripping



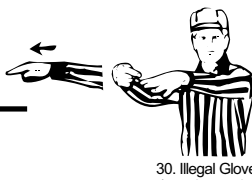
26. Unnecessary Roughness



27. Unsportsmanlike Conduct

28. Illegal Equipment
(Crosse)

29. Deep Pockets

30. Illegal Gloves
(or point to other
illegal equipment)

31. Expulsion Foul

PERSONAL FOULS

OFFICIAL LACROSSE SIGNALS



32. Technical Foul
(Time Served)



33. Interference



34. Illegal Offensive
Screening



35. Holding



36. Warding Off



37. Pushing



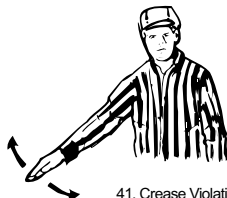
38. Withholding
Ball from Play



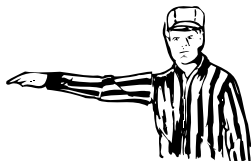
39. Stalling or
Delay of Game



40. Offside



41. Crease Violation



42. Conduct Foul



43. Illegal Procedure



44. Substitution
Infraction



45. Illegal Touching
of the Ball

TECHNICAL FOULS

Personal Fouls

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Expulsion	5-12	66
Fighting	5-13	67
Illegal body check	5-4	60
Illegal field	1-2	11
Illegal crosse	5-5	61
Illegal equipment	5-6	62
Slashing	5-7	63
Tobacco	5-14	67
Tripping	5-8	64
Unnecessary roughness	5-9	64
Unsportsmanlike conduct	5-10	65

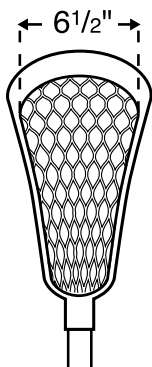
Technical Fouls

	Rule	Page
Conduct foul	6-7	76
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Holding	6-4	69
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Illegal offensive screening	6-5	70
Illegal procedure	6-6	71
Interference	6-8	77
Offside	6-9	78
Pushing	6-10	78
Stalling	6-11	78
Warding off	6-12	80
Withholding ball from play	6-13	80

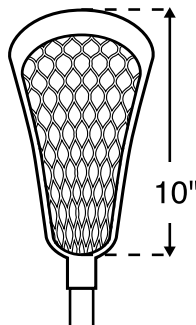
Appendix I

Stick Check

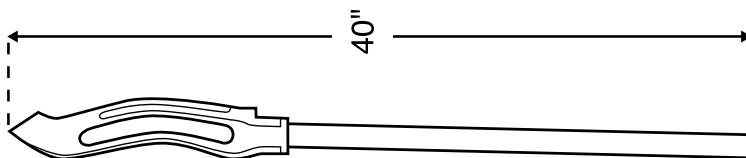
The following illustrations show how officials conduct stick checks to determine the legality of crosses regarding dislodgment of the ball and minimum dimensions.



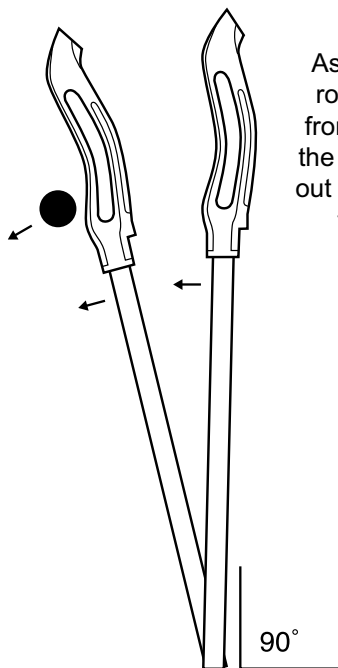
Minimum of
6 1/2 inches



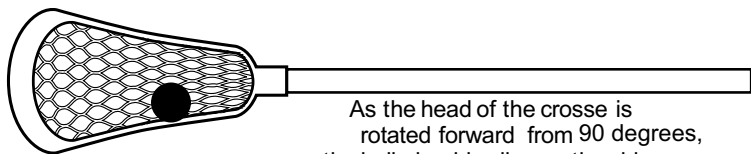
Minimum of
10 inches



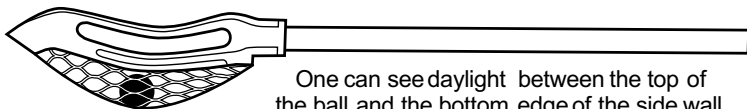
Minimum of
40 inches



As the crosse is rotated forward from 90 degrees, the ball should roll out of head toward the ground.



As the head of the crosse is rotated forward from 90 degrees, the ball should roll over the side wall toward the ground.



One can see daylight between the top of the ball and the bottom edge of the side wall. This is illegal — deep pocket.

Appendix II

Records Keeping

Uniformity of Records

SECTION 1. To make records and statistics consistent, the following definitions shall be adhered to strictly:

- a. Goalkeeper saves—A save is recorded any time a ball is stopped or deflected by the goalkeeper's body or crosse in such a manner that had the ball not been stopped or deflected, it would have entered the goal.
- b. Assists—Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent, other than the goalkeeper who is in the crease, is recorded as an assist. There can be only one assist on any goal scored.
- c. Team goal—A goal scored by a member of the defensive team in its own goal is a team goal. In the case of a forfeited game, the goal awarded shall be credited as a team goal.
- d. Time of goal—Time of goal is to be recorded as time remaining in the quarter (i.e., the time showing on the scoreboard clock, provided that it is counting down).
- e. Shot—A ball propelled toward the goal by an offensive player, either by being thrown from a crosse, kicked or otherwise physically directed. A shot can be awarded only when possession of the ball can be reasonably said to have occurred, by ricochet or when a controlled effort can be construed (similar to a controlled tip in basketball). A ball that enters the goal as a result of being propelled by the offensive team must be credited as a shot. A ball that ricochets off another player and scores will be awarded as a shot by the player deemed to have scored the goal. In the case of an own goal, no shot is awarded.
- f. Clear—The attempt by one team to move the ball from its defensive end of the field into its offensive end of the field. A clear fails when this attempt is unsuccessful. A failure to clear should not be recorded when the defending team fails to clear when it is playing extra-man defense. A successful clear should be awarded only when the clearing team crossed

the center line with the ball and is clearly able to initiate an offensive attempt from the play. Advancing the ball across the center line does not automatically mean a clear should be awarded if the clearing team loses possession of the ball almost immediately.

- g. Extra-Man Offense and Defense—Any time a team is playing one or more men short or extra counts as an extra-man opportunity on offense or defense. If both teams are equal on the field but short of men (e.g., each team is a man down), it is not an extra-man offense or defense opportunity. An extra-man goal may be credited to the appropriate team if the other team's player has not made it into the scrimmage area before the goal is scored. In such a case, an extra-man goal may be scored a few seconds after a penalty has expired, because the other (defensive) team's player still has not arrived in the goal area. Similarly, an extra-man defense goal may be credited if a team scores when down a player or players, whether the player whose penalty time expired has not entered the goal area or if a goal is scored before a player can be released for any reason.
- h. Ground ball—Any ball not in the possession of one team that comes into the possession of the other team in live-ball play can be a ground ball. This may occur on an intercepted pass (the ball does not have to hit the ground) or from a ball checked loose onto the ground. Further, the ball must be obtained under pressure (another opposing player must be within 5 yards of the loose ball). When such a ground ball is obtained, the player gaining the ground ball must be able to perform immediately the normal functions of possession (shoot, pass, cradle). Should any of these conditions not be met, a ground ball shall not be awarded. A player cannot drop the ball of his own volition, pick it up again, and be credited with a ground ball. Ground balls should be awarded as part of the faceoff play; however, a ground ball is not always awarded when an official signals possession on a faceoff play, since his definition of possession does not rise to the standard of that of a ground ball.

A.R. 1. A1 passes the ball to A2, but B1 intercepts. **STATISTICAL RULING:** Credit B1 with ground ball.

A.R. 2. A1 has the ball checked out of his crosse and (1) the ball stays in bounds, where it is picked up by A2; (2) the ball stays in bounds, where it is picked up by B1; or (3) the ball goes out of bounds without anyone else obtaining possession. **STATISTICAL**

RULING: (1) Credit A2 with ground ball. (2) Credit B1 with ground ball. (3) No ground ball credited.

A.R. 3. A1 shoots ball. Team B's goalkeeper makes a save but does not control ball. A2 picks up ball, shoots and scores. **STATISTICAL RULING:** Credit A2 with ground ball, shot and goal.

A.R. 4. A1 has ball in his possession, but while switching hands on his crosse, drops ball and picks it back up. **STATISTICAL RULING:** No ground ball credited.

A.R. 5. A1 chases down loose ball near the center line, but not within 5 yards of a player on the other side of the center line. **STATISTICAL RULING:** Credit A1 with ground ball since he probably prevented the ball from going offside.

A.R. 6. A1 chases down a loose ball, preventing it from going out of bounds, but not within 5 yards of another player. **STATISTICAL RULING:** Credit A1 with a ground ball.

A.R. 7. A1 is running off field under a special-substitution situation, places the ball on the ground and leaves the field. A2 comes on field and picks up loose ball. **STATISTICAL RULING:** No ground ball credited.

A.R. 8. A1 has the ball in his crosse. B1 checks the ball loose. A2 picks it up but it is immediately checked away and B2 picks it up and controls it. **STATISTICAL RULING:** Credit a ground ball to B2 only, since he was the only one to obtain the ball and remain able to perform normal functions with the ball.

- i. Faceoff—The standard of faceoff statistics is to award the faceoff to the faceoff specialist (when his team gains possession of the ball), regardless of whether he actually gained possession himself. A faceoff should be awarded to a team only when it gets a clear offensive or defensive opportunity out of the play.

Note: As stated in Appendix II-h, ground balls should be awarded in faceoff play.

A.R. 9. A1 faces off for his team. He obtains the ball in the faceoff situation but the ball is immediately checked away. B1 picks up the ground ball and his team maintains possession of the ball. **STATISTICAL RULING:** Credit faceoff to Team B.

A.R. 10. A1 controls the ball on the faceoff, retreats into the defensive half of the field, closely guarded, and throws the ball away. **STATISTICAL RULING:** If Team B can obtain possession of the ball and keep it, credit Team B with the faceoff. Similarly, if Team A subsequently obtains possession of the ball and keeps it, credit Team A with the faceoff.

A.R. 11. Same situation as A.R. 10, but A1 advances the ball to his offensive half of the field, closely guarded, and throws the ball away. **STATISTICAL RULING:** Same as A.R. 10.

A.R. 12. The ball goes out of bounds on the faceoff before a team obtains possession of the ball. **STATISTICAL RULING:** Credit the team that is awarded the ball on the out-of-bounds play with a faceoff. If neither team is awarded the ball out of bounds, delay the crediting of the faceoff until the subsequent re-face is concluded.

A.R. 13. Before either team can possess the faceoff, a player on either team is charged with a foul. **STATISTICAL RULING:** Credit the offended team with the faceoff, if one team gets the ball. In the case of a double foul, or any other violation requiring a re-face of the ball, wait to credit the faceoff until the play is complete.

A.R. 14. A goal is scored near the end of the period. **STATISTICAL RULING:** If there is no subsequent faceoff, no faceoff can be credited statistically. If a faceoff occurs, award the faceoff as judgment allows by determining the possession (or something close to it) when the period ends.

A.R. 15. A period ends in an uneven situation such that there will be no faceoff to start the next period. **STATISTICAL RULING:** Do not award a faceoff.

A.R. 16. If there should be an extra faceoff for any reason, credit the faceoff according to the preceding rules.

Appendix III

Guidelines for Game Officials and Game Management to Use Regarding Lightning

The purpose of this appendix is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of lightning.

1. National Severe Storms Laboratory (NSSL) staff strongly recommends that all individuals should have left the game site and reached a safe structure or location by the time the person monitoring the weather obtains a flash-to-bang (lightning-to-thunder) count of 30 seconds (equivalent to lightning being six miles away). This recommendation was developed as a practical way to make a judgment in situations in which other resources such as technology and instrumentation are not available.

In addition, a smaller, but still real, risk exists with the presence of lightning at greater distances. Unfortunately, current science cannot predict where within the radius the next strike will occur.

2. The existence of blue sky and the absence of rain are not protection from lightning. Lightning can, and does, strike as far as 10 miles away from the rain shaft. It does not have to be raining for lightning to strike.
3. When considering resumption of a game, NSSL staff recommends that everyone ideally should wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field of activity.
4. If available, electronic detection devices should be used as additional tools to determine the severity of the weather. However, such devices should not be used as the sole source when considering terminating play.

(Information taken from the NCAA Sports Medicine Handbook and NCAA Championships Severe Weather Policy.)

Appendix IV

Crosse Specifications

(Effective Jan. 1, 2010)

Beginning January 1, 2010, measurements for the crosse shall include the following, in addition to current specifications:

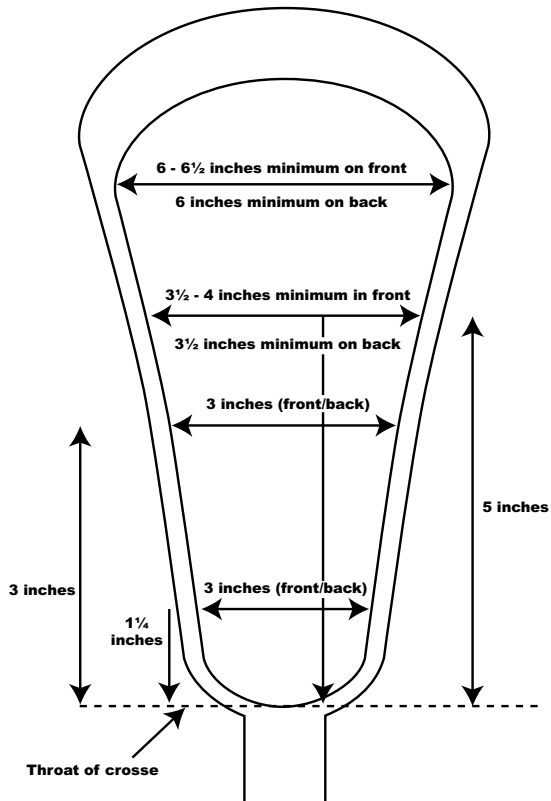
Measurement from throat (inches)	Minimum distance between narrowest point of head
1.25	3.0 (all measurements)
3.0	3.0 (all measurements)
5.0	3.5 to 4 on front; 3.5 on back
Widest point	6 to 6.5 on front; 6 on back

From the 1.25-inch measurement to the top of the crosse, the distance between the sidewalls of the crosse must be at least 3 inches.

Crosse Construction

(Effective Jan. 1, 2010)

**Note: Drawing not to scale*



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