



**Collegiate Women's Lacrosse  
Officiating Association**

**Officials Manual**  
(Casebook Included)

**2024**

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# **PART I**

# **INTRODUCTION**

## HOW TO USE THE MANUAL

Second to the NCAA Women's Rules Book, this manual is **required reading** for all CWLOA officials.

### **PART I:**

This section includes the information on how to submit a rules question, an explanation on how this manual will be updated, and abbreviations.

### **PART II:**

This section includes necessary field documents such as the Pregame Outline for Officials, Head Officials Checklist, Table Official Guidance, and reference to the NCAA Women's Lacrosse Table Reference Sheet and NCAA Stick Card Instructions card.

### **PART III:**

This section includes Game Management, Mechanics and Protocols, and PC Mechanics and Procedures developed by the CWLOA.

### **PART IV:**

This section includes the Casebook, a breakdown of game situations and penalty administration applicable to Rules 1 through 6.

A complete list of the documents available in this manual are included in the Table of Contents. This manual may be updated periodically throughout the season when important updates and/or rule clarifications are published. A revision date in the footer will be used to manage updates. Revisions to this manual will be reflected in the revision date. For example, *Officials Manual\_ Revised\_MM/DD/YYYY* will be the format.

Please submit Manual corrections and feedback to: [collegiateofficiating@gmail.com](mailto:collegiateofficiating@gmail.com)

# HOW TO SUBMIT A RULES QUESTION

The NCAA Secretary-Rules Editor is Stefanie Smith. Those seeking interpretations of rules or play situations may submit a rules question through the NCAA RQ+ page or contact Stefanie by email at [ssmithsre@gmail.com](mailto:ssmithsre@gmail.com). However, the CWLOA highly encourages its members to submit their rules questions directly to the CWLOA first by emailing Dave Shiffman at [alexanderhouse@hotmail.com](mailto:alexanderhouse@hotmail.com). Questions will be monitored and routed appropriately for a quick and thorough response. The CWLOA will post rules questions and answers on the CWLOA RefQuest member page. Members can access the Q&A by logging in to their member page: <https://plus.refquest.com/login>

An email from [noreply@refquest.com](mailto:noreply@refquest.com) or [info@refquest.com](mailto:info@refquest.com) to the membership will be triggered when information is posted to the Rules Q & A page.

The screenshot shows the CWLOA website interface. At the top, there is a navigation bar with links: Home, RQ Collaboration, RQ Assign, RQ Genesis, RQ Resource, RQ Pay, RQ Forms, and a notification bell icon. Below this is an orange banner with the CWLOA logo, the text "Collegiate Women's Lacrosse Officiating Association", and a note "Now available: 2024-2025 NCAA Rules Book". A "Back To Home" link and "Preferences" icon are also visible. The main content area is titled "CWLOA" and contains a grid of resource cards. The "Educational Resources" column has a red box around the "2023-2024 Rules Q & A" link, which was posted on 10/15/23 at 12:02 AM. Other resources include newsletters, clinic schedules, and various rule change memos.

News & Announcements	Clinics	Administrative Resources	Educational Resources
<b>November 2023 Newsletter</b> Posted On: 11/30/23 06:32 PM	<b>Updated 2023-2024 Clinic Schedule (10.3.2023)</b> Posted On: 09/07/23 07:00 PM	<b>CWLOA Medical and Extenuating Extension Request Form</b> Posted On: 08/30/23 08:45 AM	<b>2023-2024 Rules Q &amp; A</b> Posted On: 10/15/23 12:02 AM
<b>Uniform and Accessory Web Stores Are Now OPEN!</b> Joan Sitterly Posted On: 11/02/23 09:41 AM	<b>2023-2024 CWLOA Fitness Testing</b> Posted On: 08/30/23 11:45 AM	<b>NCAA Institutions Sponsoring Women's Lacrosse</b> Joan Sitterly Posted On: 06/29/23 01:35 PM	<b>Special Edition Locker Room Chat - New Rules Presentation 9.10.2023</b> Posted On: 09/13/23 03:49 PM
<b>NCAA Rules Memo</b> Posted On: 10/31/23 10:35 AM	<b>Observation Clinic Registration</b> Posted On: 08/19/23 12:00 PM	<b>CWLOA Strategic Action Plan</b> Joan Sitterly Posted On: 06/11/23 11:43 AM	<b>Special Edition Locker Room Chat: New Rules 9.10.2023 Printable Full Size</b> Posted On: 09/13/23 11:39 AM
<b>Urgent, time sensitive. Please read.</b> Posted On: 10/12/23 10:45 AM	<b>Guide to Clinic Registration</b> Posted On: 08/12/23 01:05 PM	<b>CWLOA Bylaws</b> Joan Sitterly Posted On: 06/11/23 11:41 AM	<b>Locker Room Chat: New Rules Printable Version Condensed</b> Posted On: 09/13/23 08:40 AM
<b>Support</b> Posted On: 10/12/23 10:45 AM			<b>2023-2024 NCAA Rule Change Memo</b>

## **ABBREVIATIONS**

Throughout this CWLOA Manual you will notice abbreviations and/or acronyms as follows:

**AP** = Alternate Possession

**CSA** = Critical Scoring Area

**FP** = Free Position

**GC** = Goal Circle

**GK** = Goalkeeper

**GLE** = Goal Line Extended

**HO** = Head Official

**M** = Meters

**NEA** = Non-Engagement Area

**OT** = Overtime

**PA** = Penalty Administration

**PC** = Possession Clock

**RL** = Restraining Line

**TO** = Timeout

**Note:** Throughout the CWLOA resources, the use of an abbreviated “any player” shall indicate “any player from the team awarded the free position who is on the field of play at the time of the whistle for the foul may take the free position.”



## **PART II**

# **FIELD DOCUMENTS**



## Collegiate Women's Lacrosse Officiating Association

### 2024 Pregame Outline

At the most basic level, the reason for a pregame is to ensure that the officiating team is on the same page *before* the game begins. Effective communication prior to the game enables the crew to be prepared for what happens during the game. The pregame should not be a lecture but rather a discussion in which *all* officials are contributing, responding and retaining information. Including all officials in the pregame discussion sets the stage for each crew member to feel like a part of the officiating team.

The following bullet points represent topics that may be discussed in pregame. **Yellow highlighting indicates a new addition to the checklist for the 2024 lacrosse season.** Depending on the varying experiences of the crew members and their familiarity with each other, some topics may be prioritized over others. **It is unrealistic to expect to discuss every topic listed.**

To encourage you to think about your own pregame at different points of the season, a few blank pages follow the Pregame Outline. If you print this document, you can use those pages to record your own list of topics to discuss in pregame.

### **General**

The content of the **Manual** (which now includes the handbook and the casebook) will need to be integrated into every pregame.

- Ensure you understand the content and are prepared to explain to the coaches, if questions arise.
- Discuss which official, if not all officials, will **bring the manual, rules book, and any new NCAA memos to the field** and where they will be located during the game in case the crew needs to refer to them.
- We are committed as an organization to being mindful of our words and our actions as it pertains to diversity, equity and inclusion. Everyone regardless of age, gender, race, ethnicity, or sexual orientation should feel valued and respected for their perspectives, skills and experience.

### **The Draw - Who watches what?**

- A and B:
  - When can players enter the field? Leave the field
  - What are you checking before you tell your C that you are ready? Who are you counting? How are you communicating with C?
  - Who are you watching in relation to the restraining line? The center circle? Where should you be to be in the best position to see players?
  - When can players cross the restraining line once the draw goes up? Who has possession? When does the possession clock start? Who signals that the possession clock should start? What is the signal for possession?



- When can carded players return to play and how many players does the team have between the Restraining Lines when the C official sets the draw?
- How and when can the A and B officials support the C official if they are having difficulty in managing the draw?
- A and B officials must be ready to support the C official during AP situations during the administration of the draw by signaling direction of possession and notifying the table to move the indicator.
- C:
  - What are you checking as you set up the draw? Are the sticks designed to be used during the draw? Did your partner share information with you about the draw, as you were rotating into C? Which team gets the AP if fault can't be determined on the draw? What is the mechanic for illegal draw? For AP at the draw?
  - Adjust your positioning so that you can see stick and player movement. Consider the timing of your whistle and the level of play.
  - Where is the restart for an illegal draw? Where is the restart for a foul prior to possession?

### **Between the Restraining Lines**

- Substitutions:
  - Are players using the substitution box appropriately? (Be careful & time your runs past the substitution box.)
  - When can players leave the field? Return to the field?
  - How can players switch sticks legally?
- Out of bounds:
  - Are there balls along the sidelines and end lines? Are the balls equally accessible to both teams?
  - How long does it take to retrieve the balls? Should the game and possession clocks be stopped? Is a player delaying the game? Is there a high probability of bounce back that would result in an extra ball on the field? How will we handle two balls on the field?
  - Where is the player with the ball when they self-start? Did the player enter the field approximately where the ball went out of bounds? Who may start with the ball? What is the mechanic for a change of possession?
  - Was the player in-bounds when she passed the ball to her teammate?
- Transition play:
  - How many players are below the restraining line for each team? Are there cards? Are players subbing?
  - Where's the next pass? Anticipate!
  - Are you on ball? Off ball? How do you maintain awareness of both? If you don't have ball, do you have the count?
  - How do Lead and Trail work together to look for fouls and manage penalty administration? Are you closing the gap?
  - What are the shared areas in the midfield? Who has the angle on the play?
  - When and how does C adjust for the media angle?
- Defense fouls in transition / Breakdown Fouls:
  - Is the defender slowing or stopping a player's progress through dangerous or illegal usage of the stick or body?
  - Is the defender playing the body rather than the ball?

- Have the players violated the non-engagement area? Has the team already been warned?
- If the fouled player stops, i.e., does NOT play through the whistle, did the defense move 2 meters away?
- What constitutes a green card? Who gives the green card? Who communicates with the table? Who records? Who serves the penalty? When does a coach pick a player to leave the field?
- How will the crew manage physical fouls between the RL's and ensure we are quick and efficient in administering green cards.
- How will the crew support each other if a partner fails to recognize a physical foul or defensive offside that warrants a call and/or green card?
- Penalty administration:
  - Who takes the free position?
  - Are we prepared to manage the free positions inside the CSA, above the GLE, and within 8M from the GC knowing when any player may take the FP versus when the fouled player or player in possession must take the FP?
  - When do you bring a player with the ball back/move the player with the ball to restart? When is it a self-start? When do you use your whistle?
  - How do you manage the situation when the ball carrier goes before the whistle after a card?

### **Below the Restraining Lines**

- Responsibilities:
  - Who watches what? Where are your partners?
  - How many players are below the line?
  - How much time is on the possession clock? Game-clock? How could play change in relation to the time on the clock(s)?
  - How is the team playing defense? Are they applying pressure? Are they in a zone? Anticipate!
  - How is the attack playing offense? Are there patterns in their plays? Anticipate!

### **Inside the CSA**

- Who watches for what? Are you on ball or off ball? How do you maintain awareness of both?
- When do the clocks stop? When the clocks stop, give a foul signal. When does the possession clock reset? Who resets it? Who checks to ensure that the clock did reset? What are the possession clock mechanics for shots on goal?
- Shooting Space:
  - Who can make the call? Anyone *in position* to make the call should make it.
  - Must cover the middle and see the layers of defenders.
  - Does the player have an opportunity to shoot? Consider hand/feet position, the potential to release from a variety of angles.
  - Is there a defender in the goal circle? A defender in the goal circle may be in shooting space; watch the low defenders and defenders cutting across. Is the defender in the goal circle passing through or illegally staying inside? When do we want to call this? (Look for goal circle violations too)
- Simultaneous Whistle:
  - Did the goalie save the shot? Where did the ball end up? Is it a self-start or a whistle start?
  - Did the shot go off the crossbar or go wide of the goal? How is play administered?
  - How will I communicate to my partner that it is a 'play on' situation?

- Did the shot go in the goal?
- Did the shooter shoot dangerously? Consider a card for dangerous propelling. (No longer offsetting fouls)
- Penalty administration:
  - Big picture questions: What determines where play restarts? Who gets the ball? Who serves the penalty?
  - The setup for flags is at the 8-meter arc, even when the foul happened outside the CSA.
  - When the offender is a player in her attacking end (with or without the ball) in the CSA, the player in her defending end at the spot of the foul may self-start. Watch the NEA.
  - Where does the goalkeeper go?
  - Are there offsetting fouls? Who gets the alternate possession? Was one of the fouls a card?
  - Who records? Who communicates with the table? When does the possession clock reset? Where is the restart?
  - Who clears the penalty zone? How do you communicate with your partners?
  - Are sticks and feet out of the 8-meter?
- Shots:
  - When was the shot released in relation to the possession clock? Game-clock? Your whistle?
  - Did the shot go in? Did the goalie save the ball?
  - Was the shot deflected by the goalie? Did the ball hit the crossbar? If you are Trail and you think the goalie deflected the shot, are you waiting to see if Lead and C reset before resetting?
- False Start and Delay of Game in CSA:
  - Did a team already receive a green card for false starts during the same 8-meter free position? Once a green card is issued for 2 false starts in the same 8-meter free position, all subsequent false starts during the act of shooting?
- 8-meter Mechanics:
  - Be quick and efficient.
  - What are the mechanics for 8-meter free positions? What is each official's role?

## Carding

- Who records? What are you recording? Who communicates with the table? Always communicate the card to the table. Who is monitoring the activity on the field?
- How will the table personnel support the crew in managing multiple green cards?
- Are the penalties releasable or non-releasable? When a goal is scored, which players are permitted to come back on the field?
- How many yellow cards has each team had? The player/coach receiving the card?
- What constitutes a delay of game? Has a team and coach been verbally warned for violating the non-engagement area?
- Has the coach been warned for behavior that is disruptive to the officials? Communicate all warnings and cards to the table.

## Communication during game

- How will you communicate with each other during the game? When can you check in with each other?
- When can you catch up on cards and other recorded information? Consider 'walk and talk', if needed.

- Be responsive to coaches; acknowledge them when necessary with verbal and non-verbal cues.
- When can you communicate with the coaches during the game? Who leads the conversation with the coach during a time out? Halftime? Are coaches from both teams present?
- Is the crew wearing headsets? When might a play warrant the officials physically coming together to sort through a situation?
- How will we manage an official pointing in the wrong direction after a foul? Stop the clock and give the teams a chance to recover, so they aren't disadvantaged due to our mistake. As a partner, how can you help with this?
- How will the crew manage power play situations? Be sure the coaches are aware that a quarter, half or overtime period ended with a power play and inform them of where the restart will take place and the time on the possession clock.

### **Embellishment and Flopping**

- Was the player pushed to the ground or did they put themselves there? It may be an offensive or defensive action.
- Who initiated contact?
- Did the player choose to go into space that was not available to them?
- On a slow whistle, did the flagged foul put them in the goal circle or did they go in on their own? How will we communicate that scenario as a crew? Delete highlight
- Did the player put themselves into the air and into the goal circle? Did the player run through or over another player?
- Does the player have time to stop, or to run around the goal circle?
- Does the player go airborne, run out of space and run out of time? Does the player land in the goal circle?
- Does the player release the shot too close to the goal circle or as they enter the goal circle?
- Does the player lose control of their body as they go airborne into the goal circle or into a defender?
- How can you work as a crew to recognize and manage embellishment and flopping?

### **Stick Checks**

- What are you looking for when performing discretionary or team-requested stick checks? How many stick check requests does each team receive? Talk through the administration of stick checks and loss of time outs.
- Who gets the stick after a goal? Who checks the stick? What do you check? Be efficient in getting play started. Discuss with partners how to do that.
- Where is the tape measure and the stick check card for coach requested stick checks? Who completes the stick check? Who reads the card? What is the third official watching for? Can players leave the field? Can players be coached? Return to the field? Who records? If the stick is illegal, where does the stick go? Who administers the card?

### **Targeting / Face Guarding**

- Are one or more players being fouled repeatedly? Even different types of fouls? Communicate what you are seeing.

### **Field Awareness**

- Where are the clocks? Can the scoreboard show card penalties? How many?
- Is there a possession arrow or marker for alternate possession?
- Is there a change of surface?
- Are there holes in the goal nets? Who is available to fix them? To avoid a delay in starting the game, ensure nets are checked following warm-up and after the field has been cleared.

- Are the nets strung more tightly than normal? How could that factor into the game?
- Where do players with cards serve their penalties?
- Are there microphones on the field, e.g., in the goal cage?

### **Timing Efficiencies**

- Are you hustling to get back into position to restart play?
- What is each official responsible for after a goal is scored? Are we ensuring that teams are not huddling too long after a goal and prior to the administration of the draw so as not to delay the game?
- What is each official responsible for when setting up an 8-meter free position?

### **Signals**

- What are the new foul signals? mechanics?
- Use the signals and proper mechanics to communicate. Don't make up signals! Use the tools at our disposal.

### **Video Review**

- In what situations can we, as officials, call for video review?
- In what situations can a coach or player call for video review?
- What is the process for reviewing video?
- What signals are involved?

**2024 Pregame Outline: Preseason**

The season is about to begin. After reviewing the rulebook and required sessions, what do you think is the most important to discuss in pregame? Use this space to print/record your own list of topics to discuss in pregame.

**2024 Pregame Outline: Midseason**

The season is about half over. Reflect on the pregame list you created at the beginning of the season. Is there anything that no longer needs to be covered? Based on the games you have had thus far and based on any new guidance from the CWLOA and the NCAA, what should be included in your pregame? Use this space to print/record your own list of topics to discuss in pregame.

### **2024 Pregame Outline: Postseason**

Whether you are working conference playoffs or NCAA playoffs, it is important to reflect on how a playoff pregame should be different from a pregame discussion during the regular season. What would you include in your playoff pregame discussion? Use this space to print/record your own list of topics to discuss in pregame.





## 2024 HEAD OFFICIAL GUIDANCE FOR CLOCKS AND TABLE PERSONNEL

*These are suggestions/guidance for the Head Official and what can specifically be said to the clock and table personnel when reviewing their responsibilities.*

### PREGAME DETAILS

If possible, have all clock and table personnel present at the same time to review all details of managing these important jobs. If it is not possible to review with all personnel at the same time, make sure to meet individually with the possession clock (PC) operator, game clock operator and table personnel. Encourage all personnel to let you know if the signals are not clear or able to be seen, or if they need more information communicated about cards, AP, etc.

### INTRODUCTIONS

Introduce yourself and note that you are the Head Official. Introduce your partners. If there is a table official, make sure to introduce them as well and explain how all personnel will interact during the game.

### GAME CLOCK OPERATOR (Identify this person and review their tasks.) [Rule 3, Section 15]

Ensure that the time periods for quarter breaks (2:00), halftime (10:00) and rest periods (5:00, 3:00) prior to an overtime period are visible on the game clock.

- **STOP** the game clock when you see a **goal signal** (demonstrate for operator) and when you see a
- **Timeout Signal** (demonstrate for operator).
- **START** the game clock when you **hear/see a whistle and an arm drop** (demonstrate). The only time the game clock will be started without a whistle and arm drop is when there is an illegal draw and a self-start at the center by any player on the non-offending team.
- **RUN** the game clock when there is a **10-goal differential** beginning with the goal signal for the goal that establishes the 10-goal difference.
- **CHECK** the sound of the scoreboard horn if there is one on the scoreboard. Does the horn on the scoreboard sound automatically at 00:00? If there is no horn on the scoreboard it will be necessary to use an air horn at the end of each quarter and period. If the sound emanating from the scoreboard is weak, it may be necessary to use an air horn in addition to the horn on the scoreboard. If using an air horn, sound the horn once at the end of each quarter or period.

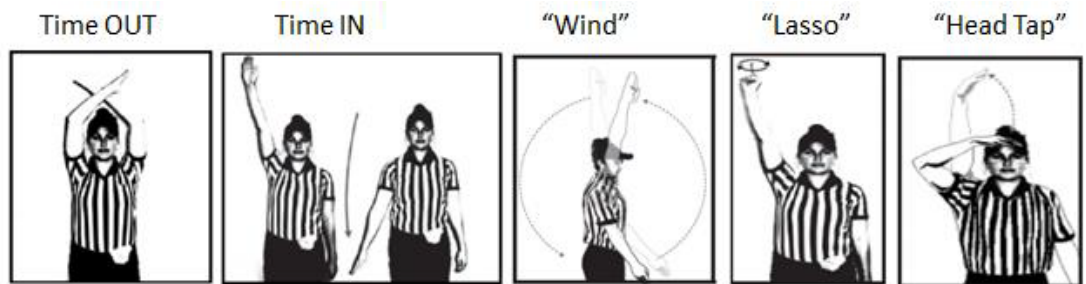
## POSSESSION CLOCK OPERATOR (Identify this person and review their tasks.) [Rule 3, Section 17]

- **RECALL** – Does the possession clock (PC) have a recall function? If not, how shall the possession clock be reset to a specific time, if needed?
- **HORN** – Listen to the PC horn and make sure that it is working when the PC is at :00.
- **DO NOT TURN OFF POSSESSION CLOCK** – Instruct the operator to continue PC operations regardless of the time on the game clock. Continue to stop, start, and reset per the officials' signals. If at the expiration of the quarter or overtime period, the ball is possessed by the team with the numerical advantage, ensure the PC time is noted for the restart of play in the next quarter or overtime period.
- **REVIEW** - There are 5 signals that must be reviewed with the PC operator - 2 signals for stopping, multiple indicators for starting/restarting, and 2 signals for resetting.
- **STOP** the PC when you see either a **timeout signal** (demonstrate) or when you see a **head tap** (demonstrate) for fouls in the CSA or when there is a 10-goal differential. There is a chance the official will fail to use the head tap signal and will instead use the timeout signal. In the case of a 10-goal differential, the game clock will only stop in case of illness, accident or injury, for the issuance of a card, to check a stick, or as a result of an unusual circumstance.
- **START/RESTART** the PC any time the game clock starts. Exception: Draw whistle. Start the PC when the official(s) signals the arm **wind** (demonstrate) once possession is established following a draw.
  - Following a shot that hits a pipe or deflects off the goalkeeper with 59 seconds or less on the PC:
    - Official will signal **Reset/Pump (60)** (demonstrate)
    - Official will **hold arm straight up** (demonstrate) until possession is established.
    - Once possession is established, official(s) will **drop the arm** (demonstrate) to indicate the start of the PC.
  - Following an out of bounds ball with a change of possession:
    - Official will signal **Reset/Lasso (90)**
    - Official will **hold arm straight up** until the player steps over the boundary line
    - Once the player is inbounds, official(s) will **drop the arm** to indicate the start of the PC.
- **RESET** the PC when you see the **Reset/Lasso (90)** (demonstrate) after a change of possession. The officials shall perform this signal more than one time, so the signal is clear. Note: Focus on the official nearest to the ball. Other officials shall mirror the reset signal.
- **RESET / RESTART NOTES:**
  - When the Goalkeeper gains possession, reset the PC to 90 and restart (arm drop) the PC, do not wait for the goalkeeper to clear the ball. When the ball is in the goal circle the goalkeeper has 10 seconds to clear the ball and the PC should be running during these 10 seconds.
  - When there is a deflection off the goalkeeper or the pipes with 59 seconds or less on the PC, the PC shall be **reset (60) ONLY when the official signals the**

**reset** and NOT **restarted** until possession is gained. Watch for the official to **drop the arm** when possession is gained.

- When the ball goes out of bounds after a deflection with 59 seconds or less and an official signals a PC reset (60), official should hold an **arm straight up**, do not restart the PC until the ball carrier commences play by stepping inbounds and/or the official signals the PC start with an **arm drop**.
- When a change of possession occurs on a boundary, officials will signal the **Reset/Lasso (90)**, do not start the PC until the player with the ball steps onto the field. Officials should hold an **arm straight up** to indicate that the PC should not be started yet. do not restart the PC until the ball carrier commences play by stepping inbounds and/or the official signals the PC start with an **arm drop**.

### 60-Second Reset “Pump”



**POSSESSION CLOCK MALFUNCTIONS** - What is the game plan should the PC malfunction?

**TABLE PERSONNEL** (Identify this person(s) and review their tasks.) [Rule 3, Section 13-14]

- **AIR HORN** – There must be an air horn at the table. Review when and how the air horn is used: Possession timeout requests (double horn), **end of each quarter or period (single horn)**, illegal substitutions and clock malfunctions (double horn), PC violation if not an automatic function of the clock (single horn). Practice use of the air horn.
- **AP** (Alternate Possession) – What object, light on the scoreboard, or arrow shall be used to indicate which team/bench will be awarded the next AP? Where is the AP indicator located? Keep track of APs. After an AP has been awarded and play has restarted with a self-start, change the AP indicator position/direction.

- **CARDS** – Record game clock time, player number, and team of when card was issued and when card is to be released. Notify the carded player when the penalty time has ended.
  - **Green Cards** – “Releasable” = 1 minute of elapsed game time.
  - **Yellow Cards** – “Releasable” = 2 minutes of elapsed game time or when a goal is scored by the opponent; OR “Non-Releasable” = 2 minutes of elapsed game time.
  - **Red Cards** – “Non-Releasable” = 5 minutes of elapsed game time.
  - A card not released before the end of a quarter or overtime period will carry over into the next quarter or overtime period.
  - Notify the officials immediately when a yellow card is a team’s fourth or subsequent card.
  - Notify the officials if it is a player’s second yellow card.
- **ROSTERS** – Printed team rosters should be at the table 15 minutes prior to game time. Starters should be noted by check mark, circle, star, etc., 10 minutes prior to game time.
- **COMMUNICATION** - The home team must ensure that direct two-way communication is available at all times between the press box and the scorer’s/timer’s table (if applicable).
- **TIMEOUTS**
  - Determine what type of timeout is being requested --- Media, Official, Possession?
  - Keep track of which team has requested/used timeouts. Record which team requested the timeout, at what time on the game clock and in which quarter or period.
  - Who will be timing the timeouts? Table personnel or game clock operator? Use a horn at 1 minute 45 seconds to signal to the teams that there are 15 seconds remaining in the timeout. Use a horn again at 2 minutes.



## **2024 Table Official Guidance**

### **Be equipped with:**

- Rulebook, manual, recent memos, NCAA Stick Check Instructions Card, and the NCAA Table Reference sheet for clock operators;
- Table official recording sheet/notecard/paper and pen to record penalties, timeout requests, and stick check requests;
- Team rosters 15 minutes prior to the start of the game, with starters identified (10 minutes prior to the start of the game);
- 2 Horns (one for table personnel, one for table official), and a whistle - keep a horn and whistle
- in hand the entire game;
- 2-way radio/communication with press box must be at the table if score/time is kept in press box;
- Cards, flag, stopwatch, coin, golf ball, tape measure, and sharpie.

### **Review with Crew:**

- Field officials should use "stadium" signals throughout the game. Table official must know what they are calling.
- How will you communicate NEA warnings, false start warnings, cards, simultaneous whistle, complex foul situations, power play restarts, etc.?
  - For NEA warnings, false start warnings, or a far side foul, closest official should repeat the warning or signal.
  - Be quick and efficient with a huddle and come out of the huddle with the decision
  - and signals, especially if changing the initial call. Closest official to the sideline/table should relay the information.
  - Carding after a goal: step away from the crowd and administer the card. Nearest official to the table should re-administer the card. If no card, but going back to center, be clear with coaches that there will be a free position at center in lieu of a draw.
  - Review how the crew will manage multiple cards in the penalty area.
  - Stick check following goals: step out and into view to conduct the stick check.
- Managing possession timeout requests when the ball becomes loose simultaneous with or just after the timeout request.
- Managing the illegal sticks that are brought to the table and distinguishing between illegal sticks and improper/broken equipment and how to handle each.

### **Violation of Pocket Depth (during the game; no other fouls):**

- **Placement of Stick:** Remove stick and place at scorer's/timer's table. Team personnel can fix the stick during the next break.
- **Penalty:** Free position to the opponent nearest the ball when play was stopped. If play was to commence with a draw then a FP is awarded at center line, draw positioning shall not apply. Play shall commence on the official's whistle.
- **Reinspection:** The stick can be reinspected at the next two-minute break between quarters, at halftime, or subsequent break prior to an overtime period.

### **Violation of Rule 2 / NCAA Stick Check Instructions (during the game; no other fouls):**

- **Placement of Stick:** Remove stick and place at scorer's/timer's table for the entire half (two quarters) or OT period, the stick is then eligible to be reinspected.
- **Penalty:** Player is issued a 2 minute non-releasable yellow card. Free position to the opponent nearest the ball when play was stopped (see Rule 2, Section 9 for penalty administration based on ball location). If play was to commence with a draw then a FP is awarded at center line, draw positioning shall not apply. Play shall commence on the official's whistle.
- **Reinspection:** The stick shall be reinspected following the half (two quarters) or OT period.

### **Improper / Broken Equipment - Bent or Broken Shaft (during the game; no other fouls):**

- **Placement of Stick:** Remove stick and place at scorer's/timer's table for the duration of the game.
- **Penalty:** Not applicable. The restart varies, refer to Rule 2, Section 13.
- **Reinspection:** Not applicable. The stick is removed for the duration of the game.

### **Improper / Broken Equipment - Stick Head Falls Off or Dislodges from Shaft (during the game; no other fouls):**

- **Placement of Stick:** Remove stick and place in the team's bench area until it can be fixed and returned to play.
- **Penalty:** Not applicable. The restart varies, refer to Rule 2, Section 13.
- **Reinspection:** Not applicable. Once the stick is fixed, it may be returned to play without further inspection.
- On-field scoreboard videos or electronic equipment on the sideline (TV; iPad) will not be used to review plays, to challenge a call, or to overturn a call. Coaches cannot protest any call on the field, unless the NCAA video review experimental rule is being utilized.
- Misapplication of rule - it is the duty of the Head Official (HO) to correct any misapplication of rule. [Rule 3, Section 10]

## Meet With:

- Game administrator:
  - Protocol for managing spectators; where is the backup PC? Is it wired or wireless? Are there one or two?
  - Who is assigned to escort the crew at half time and at the end of the game? (Security officer, police officer)
- Table Staff:
  - Back up reporting of timeout and stick check requests, and cards; 2-way communication with press box; who is timing the team timeouts? Will they blow a warning horn at 1:45 and again at 2:00?
- Clock Operators:
  - Review NCAA Table Reference sheet
  - Review 10-goal differential protocol
  - Review the Power Play rule and the need to continue to run the PC.
  - Review overtime protocol
- Ball Retrievers:
  - Review procedure for balls re-entering the field; do not toss balls back to a player in bounds; review the number of balls to maintain; review safe positioning behind end lines (do not stand behind goals).
  - Is there a wall or hard surface behind the goal that may cause a ball to bounce back onto the field?
  - Discuss how you will manage this and how ball retrievers can assist.
- “Red Cap”/TV Timeout Coordinator (“TOC”):
  - How long are the media timeouts? Review signals the red cap will give for 1 min remaining, 30 sec remaining, etc.; Will a team timeout replace a media timeout? What is the signal for team timeout vs media timeout that the table official will give to crew? Point to bench vs. point to self/center. If a media timeout is only 90 seconds, we'll need to whistle or horn the teams at 1:15 and again at 1:30.
- Coaches:
  - Have the pre-game chat with coaches on the role of the table official, they are not a sounding board, they have a job to do.
  - Table official cannot reset the Possession Clock, it must come from the field officials. Table official can repeat Possession Clock signals that the field crew has already given.
  - Head Official can consider telling coaches: *"Our table official for today's game is [name] and their primary duties are to oversee the efficiency of the scorer's and timer's duties, manage timeouts and stick check requests, and assist with proper substitution procedures. If you have questions during the game the 3 on field officials will attempt to answer them at an appropriate time". Table Official will need to prepare themselves for the appropriate level of attention they'll give each side as well as appropriate responses to coach comments/questions. Example, "Coach I will find out at the next timeout, or, coach, I will share that with the crew"*

## Pre-Game Duties:

- Adhere to any school or conference timing sheet that may be provided. Timelines in
- post-season conference play may deviate from the NCAA timing protocol in Appendix A of the rulebook.
- Ensure table, penalty area and chairs, corner pylons, and sub area are set up properly.
- Scoreboard and Clocks: Get to know the scoreboard, what is and isn't posted on the scoreboard (penalties; AP indicator; Timeouts remaining, etc.).
  - Note the location of possession clocks, test horns on both clocks. Are they separate? Do they sound different? Do they sound on zero or just after zero? If after zero, what implication will that have?
  - Find out if the game clock and possession clock are linked/synced. If a few seconds need to be added back onto the game clock, will that time automatically be added to the penalty time if a penalty was posted on the scoreboard?
  - Instruct the operator to continue PC operations regardless of the time on the game clock. Continue to stop, start, and reset per the officials' signals. If at the expiration of the quarter or overtime period, the ball is possessed by the team with the numerical advantage, ensure the PC time is noted for the restart of play in the next quarter or overtime period.
  - If horns are not built in, an air horn will be used, who will blow the horn for clock expiration?
- Decide if the table official will be used to help judge the amount of time that may have run off the clock in excess.
- Set out the NCAA Stick Check Instructions (Stick Card), tape measure and golf ball. Be prepared for a stick check request during the game. The Head Official and Table Official shall conduct stick checks.
- Review the protocol for team requested stick checks with the Head Official.
- AP Indicator - Arrow or object, on table or on scoreboard?
- Determine hand signals with field crew for: "even" (i.e., carded player is back in), raised arm = not ready, 1 min left in timeout, 30 seconds left in timeout, media timeout signal vs team timeout signal, stick check request by team, review the signals for yellow cards for unsportsmanlike conduct, misconduct, dangerous play.
- Review with HO and crew the use of horn vs. the use of whistle by the table official:
  - When to Use an Air Horn:
    - To notify officials of an illegal substitute;
    - If either the game clock or possession clock has malfunctioned or the possession clock operator resets the clock without a reset signal from the field officials. This is a clock error and shall be corrected by the table official; [Rule 3, Section 11, 1b]
    - To indicate a timeout request by the team in possession during a live-ball or dead ball situation.
  - When to Use a Whistle:
    - For the Issuance of a card (bench decorum; illegal substitute; illegal switching of sticks) - whistle at the next stoppage of play.



- For stick check requests (prior to a draw) - whistle immediately.
- Review lightning/weather delay procedures:
  - Officials will work with coaches and trainers (and Conference/NCAA staff during post- season) to make decisions during weather delays. A horn may be used to alert participants of a weather delay.
  - During the NCAA tournament, refer to the NCAA Host Championship manual for weather delay procedure



## NCAA Women's Lacrosse Table Reference Sheet

This document will be available on  
the CWLOA RefQuest member  
page under Educational Resources.



## NCAA Stick Check Instructions Card

This document will be available on  
the CWLOA RefQuest member  
page under Educational Resources.



## **PART III**

# **GAME MANAGEMENT, MECHANICS AND PROTOCOLS**



## **IMPORTANT NOTE REGARDING CWLOA DOCUMENTS**

### **FOR GAME MANAGEMENT, MECHANICS AND PROTOCOLS**

**Revised January 2024**

This document has been created by the CWLOA Mechanics and Protocols Committee based on the 2024-2025 NCAA Rules Book, interpretations, and applicable past memos.

Be advised that interpretations are made throughout the season which could affect the information in the Manual. When this occurs, the CWLOA will send the membership the changes and/or interpretations.

### **FOR POSSESSION CLOCK MECHANICS AND PROCEDURES**

**Revised January 2024**

This document has been created by the CWLOA Mechanics and Protocols Committee based on the 2024-2025 NCAA Rules Book, interpretations, and applicable past memos.

Be advised that interpretations are made throughout the season which could affect the information in the Manual. When this occurs, the CWLOA will send the membership the changes and/or interpretations.



## 2024 CWLOA FOCAL POINTS for CWLOA Officials

The CWLOA thanks its consulting officials in their work to develop focal points for CWLOA officials in preparation for the 2024 women's lacrosse season.

### Carding to Keep the Game Safe

The NCAA Rules Committee has placed a significant emphasis on keeping the game safe for the players. The new rules have given additional tools to the officials to enforce safety as well as better defined unsafe play. The preeminent job of an official is to manage safe play with the use of cards. Officials should be well versed in the following components:

- Distinction of fouls:  
The severity and type of foul as well as the rules determine what color card and subsequent penalty is to be given.
- Recognizing dangerous play on and off ball:  
The official must use judgment to determine if play constitutes a foul, the severity of the foul, the intent of the foul and if a card should be given.
- Mechanics of carding:  
Using the proper mechanics when issuing a card communicates to your partners, coaches, table personnel and media what the foul was and the penalty for that foul.

### Game Management

A well-managed game should be the primary focus of all officials. The most noticeable aspects of management that come to mind are making the right calls, proper penalty administration and managing your emotions on the field. The less prominent, but equally as important, components that will help the game run smoothly are:

- Management of clock and table personnel:  
As the rules have evolved, managing the game and possession clocks has become crucial for officials. Knowing the rules of when the game and possession clocks should be running or stopped is paramount as well as, monitoring both clocks during the game and correcting timing errors is a part of the officiating teams responsibilities. With the addition of the green card for mid-field fouls it is important that the officials work with the table to ensure that all cards are appropriately recorded and that the correct player is in the penalty area. The table personnel must be aware of the time the carded player is released. Officials need to make sure the correct number of players are on the field and onside prior to restarting play.
- Managing the coaches:  
Communication is the key to working with coaches. When communication breaks down the official has a verbal warning and then cards to utilize. The officials should always provide an explanation to both coaches and the media for unique situations. Whenever possible make it a point to answer the coaches' questions or just listen to their concerns.



## **CWLOA AND IWLCA EXPECTATIONS FOR COACHES AND OFFICIALS**

*Implementation began in Fall 2019 and continues for the 2024 season.*

CWLOA and IWLCA expectations for coaches and officials were derived through the work of a task force of college coaches and officials. These expectations are designed to improve communication between coaches and officials through focusing on heightened respect, clear communication from all parties, and accountability of both coaches and officials.

### **Coaches' behavior that does not follow IWLCA standards:**

- Abusive/foul language
- Persistent questioning of officials' judgment and decisions.
- Intimidation toward official(s)
- Coach coming onto the field to confront or intimidate an official (this does not include a step onto the field to ask a question or make a statement).
- Halftime attack or rant by coaching staff toward an official or crew.
- Postgame attack or rant by coaching staff toward an official.

### **Expectations for officials to communicate with coaches on the sidelines:**

- Foul Signals should be given during the game and officials must review signals for fouls listed in the 2024 and 2025 NCAA Rules Book.
- Communicate with coaches during the game using wording from the rules of the game. This is a critical, required component of the official's job.
- Acknowledge that the coach has been heard by giving a thumbs up signal, head nod, or saying "OK", or "I hear you".
- Respond with a concise response, whenever possible during the game. Examples of responses are:
  - "I'll find out and get back to you"
  - "I heard you"
- Official taking responsibility if a mistake was made – "I missed that"
- Officials follow up and communicate information to both coaches.

### **Possible steps for officials to manage coaches' (head, assistant, or bench personnel) behavior, escalating behavior, or behavior that is distracting to the official:**

- If the issue/behavior continues or escalates, the official warns the coach by saying "Coach, this is your warning".
- If the issue/behavior continues, the official issues a *Green Card*, for delay of game and a player is taken off the field for one minute.

- If the issue/behavior continues, the official issues an appropriate card for misconduct. At the official's discretion, a yellow, second yellow or a red card may be administered.

**Note:** *Without warning or the issuance of a green card, the official may issue a yellow or red card for sideline behavior. Examples of situations requiring the issuance of a yellow or red card are, personal attack, and vulgar language by a coach.*

**Official's Behavior that Does Not Follow CWLOA Standards:**

- Ignoring/not recognizing or engaging a coach for clarification.
- Abusive/foul language towards coach or player.
- Poor attitude, body language, or responses to players or coaches that further escalates intense situations.

**Steps for coaches/officials to address official's behaviors:**

- Official and head coach communicate concerns with the head official.
- Official and head coach communicate concerns with the assignor.
- If needed, file a grievance [here](#) with the Conflict Review Committee.

**Fan behavior that should be addressed:**

- Personal attack toward an official or player on the field.
- Foul language directed to a player, coach, or official.
- Stalking or harassing officials postgame.

**Possible steps to manage fan behavior:**

- Official stops the game and reports the issue to the table and game day manager.
- If the game must be stopped a second time, the head coach may be assessed a misconduct card.
- Host institutions must provide a safe and professional environment for officials to work. Having a "game day manager" on the sideline is essential. In the case of a physical attack, law enforcement should be contacted immediately.





## 2024 RED CARD PROTOCOL

If a Red Card is given during a game the head official must notify the Assignor who assigned that game immediately after the game. Please give complete details about the circumstance of the Red Card in addition to the name and number of the player receiving the red card, game date, and names of the teams playing the game. Once this has been completed, the Assignor will share the information by filling out and submitting a jot form. The Executive Director of the CWLOA will automatically receive a copy of the form and notify the Assignor of the Red Card team. The information will be shared with the team's next officiating crew, for communication purposes only.

If you are part of the next officiating crew you have no responsibilities in regards to the red card. For information purposes only, a player or coach serving a game suspension shall be restricted to the designated spectator areas and prohibited from any communication or contact, direct or indirect, with the team, coaches, bench personnel and/ or game officials from the start of the game to its completion, including any overtime periods. While the suspended coach or player is allowed on the field and in the bench area during pregame activities, the suspended player may not be dressed in the player's game uniform, and the suspended player may not take part in any warm-up activities. If there are any issues prior to or during the game, contact the home team's game day administrator and allow them to handle it.

To access the jot form, click this link: <https://form.jotform.com/83438031459156>

Red card ruling can be found in the 2024-2025 NCAA Rules Book, Rule 6, Section 33; Appendix E.

## 2024 Game Management, Mechanics, and Protocols



For the purposes of this document, the reference of “any player,” will refer to any player from the team awarded the free position who is on the field of play at the time of the whistle for the foul may take the free position.

Officials may reference the 2024 Casebook in Part IV of the Manual for additional game situations for each Rule.

### **RULE 1 THE PLAYING AREA AND GOALS**

Officials must arrive at the game site **at least 60 minutes** before the start of the game. Perform all pre-game checks of the field, lines, below goal markings, nets, clocks, etc. The final check of the game nets should be performed once both teams clear the field following their respective warm-up.

Refer to Rule 1 Casebook Situations.

### **RULE 2 EQUIPMENT AND UNIFORM**

While it is the officials’ responsibility to inspect all equipment that might be used in the game before the game begins, officials shall not physically inspect players for equipment that cannot be visibly seen such as undergarments and compression shirts. Officials must obtain a verbal confirmation from coaches that all equipment is legal under the rules.

#### **STICK CHECK [Rule 2, Section 6-13]**

**Three types of stick checks:** (1) Discretionary; (2) Team Requested; (3) Goal Scorer’s Stick.

##### **Discretionary Stick Check**

At any time during the game, an official may call a timeout to inspect any stick in use on the field. A stick “in use” is considered any stick in the bench area, on the sideline or on the field of play.

##### **Team Requested Stick Check**

Each team will be allowed two stick check requests per game for any stick in use.

Stick check by teams will consist of measurements of the overall length of the stick and the distance between the sidewalls as outlined in Rule 2, Sections 2-13, and a full examination of stringing pursuant to the NCAA Stick Check Instructions. A team is permitted to request a pocket-depth check only.

The NCAA Stick Check Instructions card will be available on the NCAA RefQuest+ website as well as the CWLOA RefQuest Member page under Educational Resources.

##### **A team may request a stick check during the following time periods:**

- At any point during a quarter break or halftime;
- During 5-minute or 3-minute rest before OT periods; and
- Prior to the start of the draw and before the official’s hands are on the drawers’ sticks.

**Summary of the procedures for stick checks when the stick is LEGAL (assumes all requests are made at a legal time to request a stick check):**

Stick is **LEGAL**, requesting team has timeouts remaining:

- First request - requesting team loses possession, and one of their two permitted stick check requests.
- Second request - (assuming first request resulted in a legal stick) - requesting team loses a timeout and one of their 2 permitted stick check requests.

Stick is **LEGAL**, requesting team has no timeouts remaining:

- First request - requesting team loses possession.  
***Exception:** If the request is made when possession is already established (start of a quarter with a foul at the end of the previous quarter), do not allow the request as no penalty could apply.*
- Second request (assuming first request resulted in a legal stick) - do not allow the stick check.

**Note:** The two allocated stick checks per team apply to the entire game, including overtime.

**Note:** Once regulation playing time ends, the new allocation of timeouts begins, each team has one timeout available during overtime.

**Summary of the procedures for stick checks when the stick is ILLEGAL:**

If the stick is **ILLEGAL**, the team requesting the stick check will **NOT** lose any of its two permitted stick check requests, possession, or a timeout.

**Violation of Pocket Depth (during the game; no other fouls):**

- Placement of Stick: Remove stick and place at scorer's/timer's table. Team personnel can fix the stick during the next break.
- Penalty: Free position to the opponent nearest the ball when play was stopped. If play was to commence with a draw then a FP is awarded at center line, draw positioning shall not apply. Whistle restart.
- Reinspection: The stick can be reinspected at the next two-minute break between quarters, at halftime, or subsequent break prior to an overtime period.

**Violation of Rule 2 / NCAA Stick Check Instructions (during the game; no other fouls):**

- Placement of Stick: Remove stick and place at scorer's/timer's table for the entire half (two quarters) or OT period, the stick is then eligible to be reinspected.
- Penalty: Player is issued a 2 minute non-releasable yellow card. Free position to the opponent nearest the ball when play was stopped (see Rule 2, Section 9 for penalty administration based on ball location). If play was to commence with a draw then a FP is awarded at center line, draw positioning shall not apply. Whistle restart.
- Reinspection: The stick shall be reinspected following the half (two quarters) or OT period.

### **Improper / Broken Equipment - Bent or Broken Shaft (during the game; no other fouls):**

- Placement of Stick: Remove stick and place at scorer's/timer's table for the duration of the game.
- Penalty: No penalty. The restart varies, refer to Rule 2, Section 13.
- Reinspection: Not required. The stick is removed for the duration of the game.

### **Improper / Broken Equipment - Stick Head Falls Off or Dislodges from Shaft (during the game; no other fouls):**

- Placement of Stick: Remove stick and place in the team's bench area until it can be fixed and returned to play.
- Penalty: No penalty. The restart varies, refer to Rule 2, Section 13.
- Reinspection: Not required. Once the stick is fixed, it may be returned to play without further inspection.

**Note:** If the requesting team requests a stick check when they have no stick check remaining, then they receive a Delay of Game green card. [Rule 6, Section 9, i]

**Note:** If the ball gets stuck in the pocket thereby not moving freely, it is not a pocket depth violation but rather a violation of Rule 2 or the NCAA Stick Check Instructions (Yellow Card).

### **Goal Scoring Stick Check**

- Once a goal is scored the official takes possession of the goal scoring stick and performs a pocket-depth check.
  - If an official suspects a violation of Rule 2 or the NCAA Stick Check Instructions, a closer examination of the stringing of the pocket and head of the stick shall be conducted.
- If the stick is **LEGAL**, return the stick to the goal scorer and prepare for a draw.
- If the stick is **ILLEGAL** (pocket depth), the goal shall not count (signal NO GOAL). The illegal stick shall be removed and placed at the scorer's/timer's table and may be reinspected at the next two-minute break between quarters, at halftime, or subsequent break prior to an overtime period. Commence play with a FP at center. Draw positioning shall not apply. Whistle restart.

**Note:** Following a goal, prior to the administration for the draw, and before the C official's hands are on the drawers' sticks, both teams are substituting, this is a permissible time for either team to request a stick check on any stick in use. [Rule 2, Section 8, 9, 12]

**Note:** The officials must manage both the requested stick check (find the player who has been identified by player number and their stick that has been identified and conduct the inspection) and the substitutions (making sure that there are not too many players on the field for the draw).

**Situation #1:** The Blue team has **no timeouts**. The White team has possession at the center in lieu of the draw following a yellow card issued to the Blue team for a foul following the goal scored by White. The Blue team requests a Stick Check, this is their second request of the game.

The officials do not permit the team requested stick check per Rule 2, Section 8, a, b, c. This is not a legal time to request a stick check because possession has already been established.

How to proceed:

- White team FP at the center line
- Draw positioning does not apply, all players 2M away, NEA.
- Whistle Restart

**Note:** If the team who requested the stick check has no timeouts remaining nor the option to lose possession, the stick check will not be permitted and no penalty imposed.

**Note:** A Delay of Game penalty for Illegal Stick Request is only imposed when a team is requesting additional stick inspection beyond the two they are allotted.

**Situation #2:** The Blue team has **no stick checks remaining**, i.e., they have used their 2 permitted team requested stick checks. The White team scores a goal. The Blue team requests a stick check after the goal and prior to the draw.

The officials do not permit the team requested stick check and issues a Delay of Game green card per Rule 6, Section 9, i.

- White team FP at the center line
- Blue coach must designate a player to serve the 1-minute releasable green card in the penalty area.
- Draw positioning does not apply, all players 2M away, NEA.
- Whistle Restart

### **Goal-Scoring Stick Broken Following a Goal Being Scored**

**Note:** If officials are able to determine that the improper/broken equipment is the result of a collision or dropping of the stick after the shot and the pocket can still be checked, officials may conduct the stick check.

**Situation #1:** Player shoots and scores and celebrates by pounding their stick on the ground. When the official picks up the goal-scoring stick, they notice the shaft of the stick is now

broken from the pounding. If the official is able to check the head of the stick and if the pocket is legal then the goal shall count.

**Situation #2:** Player shoots and scores and celebrates by pounding their stick on the ground. When

the official picks up the goal-scoring stick, they notice that the head of the stick is broken. If the official

is able to check the head of the stick and if the pocket is legal then the goal shall count.

**Situation #3:** Player shoots and scores. While their team is celebrating, a teammate jumps on the

goal scorer's stick and breaks either the shaft or the head. If the official is able to inspect the pocket and determine that it is legal then the goal shall count.

### **BALLS [Rule 2, Section 14]**

Teams must agree on ball color prior to the game, yellow or bright orange. The default color is yellow. It is recommended that the home team supply NOCSAE balls at each end line and sideline since the Possession Clock (PC) is running during boundary balls. On the bench side, balls should be placed at the scorer's/timer's table and outside the bench area so they are not a danger to players and team personnel moving along their sideline. The amount of balls must be equal and must be replenished throughout the game for both teams.

Refer to Rule 2 Casebook Situations.

## **RULE 3 GAME PERSONNEL**

It is the responsibility of the Head Official to ensure all table personnel and clock operators are aware of their duties for the game.

When a Table Official is used, they should review Rule 3, Section 11-12, as well as the Table Official Guidance in the manual.

Refer to Rule 3 Casebook Situations.

## **RULE 4 TIME FACTORS AND SCORING**

### **GAME CLOCK [Rule 3, Sections 1-3]**

The game clock must stop for:

- Illness, accident, or injury
- Issuance of a card
- Fouls committed by the defense in their defensive end that occur above the GLE and within 8M of and outside the GC.
- Offside
- Goal
- To check a stick
- Officials', Media, or Possession Timeouts

The game clock will continue to run for:

- Alternate possession (AP)
- A foul committed by the defense in the CSA of their defensive end and below the GLE
- A foul committed by the defense in the CSA of their defensive end, above the GLE, and more than 8M from the GC.
- Following a GC foul committed by the defense in their defensive end.
- Following a GC foul committed by the offense in their offensive end.

If there is a 10-goal differential the game clock will continue to run with the running clock commencing immediately following the official's signal for the tenth goal. During a 10-goal differential the game clock will be stopped for the following:

- Illness, accident, or injury
- Issuance of a card
- To check a stick (this does not include the mandatory pocket depth stick check conducted following a goal)
- Unusual circumstances
- Officials', Media, or Possession Timeouts

### **OVERTIME [Rule 3, Section 8]**

- Following a goal scored in sudden victory overtime, an official will perform the mandatory pocket-depth check on the goal scorer's stick.
- If the stick is legal and the goal is good, the official shall signal the goal again to affirm the win.
- Teams are not permitted to request a stick check on the goal scorer's stick during sudden victory overtime.

Refer to Rule 4 Casebook Situations.

## **RULE 5 PLAY OF THE GAME**

### **THE DRAW – NCAA Point of Emphasis [Rule 5, Sections 1-10]**

**Note:** The C official must be prepared and ready to set a legal draw. The sticks must already be in an upright draw position prior to placing the ball between the sticks in the upper third of each head at its widest point.

**Note:** Ensure that a player's hand/finger/thumb is not placed on any part of the head of the stick which includes the throat, ball stop, sidewall, and scoop. Player's hands should be on the shaft of the stick.

**Note:** Anticipate the possibility of players drawing too soon; players not attempting to draw up and away; movement of the players or sticks after the official says "ready" and before the whistle is blown.

**Note:** Once the official's hands are in contact with both draw sticks, no substitutes are allowed from the sideline. Players from below the restraining lines may not switch with players between the restraining lines. However, players between the RLs may exit below the RL thereby reducing the number of players in the midfield. Substitutes may not be in the substitution area until possession has been gained on the draw and their substitution is imminent.

**Note:** For any delay during the administration of the draw where fault cannot be determined (e.g., the flight of the ball does not attain a height higher than the heads of the players taking the draw; the ball goes directly out of bounds following the draw), alternate possession will be administered. [Rule 5, Section 5]

**Note:** The A and B officials must be ready to support the C official during AP situations. Following each goal, make a mental note of which team has AP. When the C official shows the offsetting fouls signal for the AP decision, A/B should signal the appropriate direction for AP. [Appendix B]

**Note:** Redraws have been eliminated with the exception of an unusual circumstance, for example, an official tripping while backing out of the draw. In this instance, a redraw may be administered.

**Note:** Once possession is determined, the nearest Official (A, B and/or C) will release the other players by WINDING the arm which will also start the PC (same arm-wind signal). The game clock will have already started on the whistle for the draw.

**Note:** There may be up to 12 eligible players on the field before the start of each draw unless a team does not have 12 eligible players in uniform or is playing with fewer than 12 as a result of a card or cards being issued.

**Note:** The first instance of a delay to set the draw prior to the C officials hands being on the draw sticks would warrant a warning to the offending team coach for a Delay of Game.

**Example 1:** When either the A or B officials have indicated to the C official that they have completed their count and the C official is stepping in to place their hands on the drawer's sticks and either team attempts to take off or put on a player(s).

**Example 2:** When the C official is ready to raise their arm for a whistle restart on a FP at center and either team attempts to take off or put on a player(s).

**Note:** When the C official is ready for the draw (already placed hands on sticks or already raised their arm for a whistle restart on a FP at center) and either team attempts to take off or put on a player(s) this would be a Green Card for a Delay of Game.

When an illegal draw or early entry occurs by one team: [Rule 5, Section 9, d; Rule 5, Section 10; Appendix B]

- Whistle (game clock continues to run)
- Signal Direction First and then the Foul Signal
- FP at the spot of the ball for any player on the non-offending team who was on the field of play at the time of the whistle for the foul.
- All other players 2M away, NEA; all players may move freely.
- Self-Start Permitted

When offsetting fouls occur during the draw (White team player draws illegally and a Blue team player crosses the RL early): [Rule 5, Section 11]

- Whistle
- Signal Offsetting Fouls First and then Signal Direction
- Signal Each Foul (Illegal Procedure and Early Entry)
- Award AP at the center line (or spot of the ball if there is a disadvantage to the team getting possession) for any player on the field at the time of the whistle for the foul.
- All other players 2M away, NEA.
- Self-Start Permitted

#### **SELF-STARTS PERMITTED: [Rule 5, Sections 13-17]**

- Following a whistle for fouls that do not necessitate an official's timeout.
- During sudden victory overtime (clock is running).
- Following a boundary ball, when a player with the ball in their crosse steps inbounds to commence play (end line and sideline).
- Following an illegal draw
- Following the administration of alternate possession. **Exception:** *when the game clock has stopped for the administration of AP, whistle restart.*

#### **SELF-STARTS NOT AN OPTION:**

- When the game clock and/or possession clock are stopped
- Following an Official's, Media, or Possession Timeout
- After a goal
- During free positions for a team within their offensive end of the CSA
- Following an offside violation

**Note:** When there is a change of possession on a boundary ball the official will signal the PC reset (90), official(s) will hold one arm straight up to hold the PC, once the team in possession commences play, official(s) will drop the arm to start the PC. This will help ensure that the PC does not begin prior to the team commencing play.

**Note:** The NEA is a 2-meter circle surrounding the ball carrier, sticks and bodies must be out. Defenders may engage when the ball carrier takes a step or passes the ball.

**Note:** The first NEA violation (for each team) is a verbal warning, this warning is considered a foul. The clock must be stopped to signal the NEA violation and communicate the information to partners and the sideline. Whistle restart. [Rule 6, Section 7; Appendix B]

**Note:** Following a whistle for fouls outside the CSA that do not require a stoppage of the clocks, the player awarded the FP may self-start. If the player chooses to stop and delays their start the official will quickly whistle to commence play (use discretion).



**Note:** Officials will blow the whistle for all fouls and **make every effort to signal the direction and the foul.** *Exception: in the CSA when a slow whistle (flag) may be warranted during a scoring play and the player(s) fouled need not slow down, stop, or pause.*

**Situation #1:** A whistle is blown for a push foul by the White team below the RL and the Blue team player loses possession as a result of the foul. The Blue team player runs beyond the 5 yards from the spot of the foul, picks up the ball, and continues running from a position where they have gained an advantage.

- Official whistles the player back to the spot of the foul and permits the Blue team player to self-start.
- Prior to the Blue team player's self-start, a horn is blown for a Blue team timeout.
- Whistle and Signal Timeout (stops both clocks)
- Place the ball on the spot of the FP
- Following the team timeout any player may take the FP Per Rule 4, Section 4 – Outside the CSA.
- Whistle Restart

### **POSSESSION CLOCK [Rule 5, Sections 18-21]**

For game management and mechanics related to the PC, refer to the Possession Clock Mechanics and Procedures section in the manual.

### **POWER PLAY – Retention of Possession for the Team with a Numerical Advantage at the Expiration of a Quarter, Overtime Half, or Period [Rule 5, Sections 22-23]**

**Note:** Retention of possession is defined as a ball being in a player's stick and they can perform any of the normal functions of control, such as cradle, carry, pass or shoot.

**Note:** During the Power Play, if the team with the numerical advantage loses possession of the ball at the expiration of the quarter, OT half or period due to a shot or pass and the ball is in the air or on the ground with no one in possession, the Power Play is no longer in effect. The subsequent quarter, OT half or period will commence with a draw.

**Note:** During the Power Play, if the team with the numerical advantage loses possession of the ball at the expiration of the quarter, OT half or period due to a foul or boundary decision where the team with the numerical advantage is maintaining possession, the Power Play remains in effect.

### **Communication with Coaches / Sideline / Clock Operators**

Immediately following the expiration of the quarter, OT half or period, the Head Official (HO) will ensure that both team benches are notified of the following:

- A power play is in effect
- Location of the FP for the start of the next quarter, OT half or period.
- Time remaining on the PC

**Note:** The HO shall ensure the clock operator sets the PC accurately.

**Power Play Administration** - Play will commence with a free position for the team with the numerical advantage at one of three possible positions on a flipped field:

- **Closest Dot** – If the ball was possessed within the CSA
  - Since teams switch ends, it will be the opposite dot on the other side of the field.
- **Center of the RL** – If the ball was possessed outside the CSA but below the RL
  - Be sure to restart with a legal field when the set up will be in the teams' offensive end - officials may instruct the player to take one step below the RL.
- **Center Line** – If the ball was possessed between the RLs

**Note:** If a penalty is administered during the break, between the quarter that ended with a power play and the quarter that would begin with a FP, to the team with the numerical advantage, the power play is no longer in effect. Play shall commence with the applicable penalty based on the subsequent foul.

**Situation #1:** With 00:20 left on the game clock in the first quarter, the White team is in their offensive end, inside the CSA and below the GLE, when White #15 is cross checked in the back by Blue #12.

- Whistle, Signal Timeout (stop both clocks, game clock is stopped at 00:20)
- Administer the Yellow card to Blue #12
- Signal Foul (Cross Check) and Direction
- Signal PC Reset (90)
- FP at the nearest dot to the spot of the foul
- Any player from the non-offending team may take the FP; no player behind; all other players 2M away, NEA.
- Whistle Restart
- Quarter ends with 00:00 on the game clock and 70 seconds on the PC

**Note:** Following the completion of the first quarter, the Head Official will ensure that both team benches and table personnel are notified of the following:

- A power play is in effect;
- The second quarter will start with a FP for any player on the White team at the nearest dot to the spot of the foul on a flipped field;
- And that the game clock will be set at 15:00 and the PC will be set to 70 seconds.

**Situation #1, Cont.:** During the break between the first and second quarter the White team is penalized for misconduct in the bench area.

- Administer the Yellow card to the White team coach, the coach must designate a player to serve the 2-minute penalty.
- Communicate with both team benches and table personnel that the **Power Play is no longer in effect**, the second quarter will start with a FP for Blue at the center in lieu of the draw.
- The second quarter should begin with a player from each team in the penalty area, Blue #12 Q1 cross check foul) and the player designated by the White team coach (misconduct).
- The game clock will be set to 15:00 and the PC set to 90 due to the misconduct card issued during the break.
- Whistle Restart

## **BOUNDARIES - SIDELINES AND END LINES [Rule 5, Sections 24-37]**

**Note:** When the ball goes out of bounds and there is a change of possession the official nearest to the spot where the ball went out will:

- Whistle the boundary
- Signal Direction
- Signal PC Reset (90) and hold a raised arm up, the PC clock should start once the player is inbounds and self-starts or on the arm drop by the official. If the player or operator delays the start, the official may wind the arm.

**Note:** Consider the following when managing boundary balls:

- Any player may bring the ball inbounds on the sideline or end line.
- Officials should keep their focus on where the ball went out of bounds and the ball position for the self-start of play; no self-start shall be permitted farther than 5 yards from the spot where the ball went out of bounds; no player may be within the 2M, NEA.
- If the player commencing play from out of bounds clearly gains an advantage from self-starting farther than 5 yards from the spot where the ball went out of bounds (e.g., closer to the goal they are attacking), the official shall whistle, the player and the ball must return to the relative spot from where the ball went out of bounds, the official will bring the player 2M inside the boundary line, and play will commence with a self-start.
- If the official must call timeout to reset the spot of the ball, play will begin on the official's whistle and arm drop; no player may be within 2M of the player awarded the FP. For example, a boundary ball that goes out of bounds above the RL should not be brought back in below the RL.
- It is not required that a player come to a stop prior to commencing play from out of bounds with a self-start.
- If the player commences play from out of bounds with a pass to a player inbounds, the official shall blow the whistle. The non-offending team shall be awarded a FP 2M inside the boundary line, and play will commence with a self-start. All players 2M away, NEA.
- A coach or team bench personnel should not be permitted to throw, toss, or kick the ball back into play. If the ball goes over the sideline in front of the bench, the coach, player, etc. may stop the ball but must leave it at the sideline for the field player to retrieve it.

**Note:** When possession cannot be determined for an out of bounds ball or two players are equidistant from where the ball went out of bounds, administer AP. If inside the CSA, at the nearest DOT. If outside the CSA, relative to the spot where the ball went out and at least 2M inside the boundary, the player taking the free position may self-start.

### **Boundary Violation without Delay:**

- Whistle (PC and Game Clock continue to run)
- Signal Direction for the appropriate team
- If there is a change of possession, signal PC reset (90), keep arm raised, and signal PC start (arm drop) upon player re-entry.
- Any player from the team awarded possession may commence play with a self-start relative to the spot from where the ball went out of bounds, all other players 2M away, NEA.

### **Boundary Violation with Delay (ball travels a great distance):**

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction for the appropriate team
- Any player may bring the ball inbounds from the sideline or end line. Officials should keep their focus on where the ball went out of bounds and the ball position for the restart of play. The position for the restart must be within 5 yards of the spot where the ball went out of bounds, all other players 2M away, NEA.
- Whistle Restart

### **ALTERNATE POSSESSION / OFFSETTING FOULS [Rule 5, Sections 38-41]**

**Note:** Free Positions for AP will either be at the spot of the incident/foul, at center line, or at a dot. The PC will reset (90) if there is a change of possession. A self-start is permitted unless the game clock has been stopped.

**Note:** Only the PC stops as the result of AP. However, an official may signal for the game clock to stop, if necessary, due to a prolonged administration of AP. [Rule 5, Section 41]

- Whistle and Signal Timeout (PC ONLY, game clock continues to run)
- Signal Offsetting Fouls and Signal Each Foul
- Signal Direction
- Signal PC Reset (90) only if it is a change of possession (\*see exception).
- Administer the penalty:
  - **Outside CSA** – Any player from the team awarded the FP shall take the FP; all other players 2M away, NEA.
  - **Inside CSA, above or below GLE** – Any player from the team awarded the FP shall take the FP on closest dot; all other players 2M away, NEA.
- Self-Start Permitted

**Situation #1:** During a slow whistle (flag), the offensive player in possession of the ball commits a foul.

- Whistle and Signal Timeout (PC ONLY, game clock continues to run)
- Signal Offsetting Fouls and Signal Each Foul
- Signal Direction
- FP at the closest DOT for any player from the team awarded possession.
- No player may be within 2M of the FP, NEA.
- Self-Start Permitted

**Reminder:** Officials may signal for the game clock to stop and then whistle the restart of play, if necessary, due to a prolonged administration of AP. [Rule 5, Section 41]

**\*Exception:** *Alternate possession (AP) does not necessitate a reset of the PC unless there is a change of possession; however, if the foul committed by the team not awarded possession is a foul that typically warrants a reset of the PC, the PC is reset (90). AP will apply if both offsetting fouls are cardable (yellow or red). AP will not apply if only one of the offsetting fouls are cardable (yellow or red).* [Rule 5, Section 38, f, g]

**Situation #2:** Offsetting fouls are called when the ball is inside the CSA. The offensive team is penalized with a charge and the defensive team is offside. The offensive team is awarded AP. There is no change of possession, however, due to the offside violation by the defensive team the PC will be reset (90) and the defensive team will be issued a green card. [Rule 5, Section 41; Rule 6, Section 15]

- Whistle and Signal Timeout (stop both clocks due to offside and green card)
- Signal Offsetting Fouls and Signal Each Foul (Charge and Offside)
- Signal Direction
- **Administer the green card to the last defensive player to cross the RL (if they can be identified), or the closest player to the RL.**
- Correct the offside
- Signal PC Reset (90)
- Any player may take the free position at the nearest dot; all players 2M away, NEA.
- Whistle Restart

### **Reminder Regarding Offsetting and Subsequent Fouls**

If fouls occur during the same play or during the same stoppage of play they are offsetting. If after the initial foul is called, a second foul occurs, this foul is subsequent. For example, fouls committed by both teams during the time between a goal being scored and the setting of the draw would be offsetting fouls. A foul that occurs after a goal is scored is subsequent to a foul that occurs during a scoring play that preceded the goal.

**Note:** Officials must use their best judgment to determine the timing of when fouls are called and apply the penalty administration accordingly.

**Note:** If after an initial foul is called, officials recognize that additional violations were occurring during the same play, such as a jewelry violation or offside, these fouls shall be treated as offsetting fouls.

**Situation:** Blue #2 cross checks White #4 who immediately retaliates by shoving Blue #2 and then the official whistles and stops clocks and penalizes both players – these fouls are offsetting.

**Situation:** Blue #2 cross checks White #4 to the ground, the official whistles the foul and stops the clocks to administer a yellow card to Blue #2. White #4 then gets up and shoves Blue #2 – The second foul is subsequent.

### **SUBSTITUTIONS [Rule 5, Sections 42-48]**

**Note:** Substitutions may begin immediately after the official's goal signal and before the inspection of the goal-scorer stick and continue until the officials are ready to start the draw before the official's hands are on the drawer's sticks, or before the official's arm is raised for a FP at center.

**Note:** Players may exit and enter the field at any time during play but must adhere to the substitution rules listed in Rule 5, Sections 48, a-e.

**Note:** Officials will need to do their best to manage substitutes who come onto the field and attempt to take a FP when they were not on the field at the time of the whistle for the foul.

**Note:** Substitutes may not be in the substitution area until possession has been gained on the draw and the substitution is imminent.

**Note:** If the injured player was in possession during a foul and was to take the FP, the substitute must take the FP.

## **Restarting Play Following a Possession Timeout**

### **After a foul by a player in their defensive end of the field with a free position - Inside the CSA:**

- Whistle and Signal Timeout (stop both the PC and the Game Clock)
- Set up the FP; officials may place the ball on the spot of the restart.
- Above the GLE; 8M or 12M from the goal circle depending on the spot of foul.
- Below the GLE; on the dot nearest to the spot of the foul.
- Any player may substitute with the exception of the player with the ball and the offender if the FP is on a hash. Note the jersey number of both players, the player getting the ball/FP and the player serving the penalty 4M behind.
- Whistle Restart

### **No foul - Inside the CSA:**

- Whistle and Signal Timeout (stop both the PC and the Game Clock)
- Place the ball at the closest dot. Any player on the team with possession (**including new substitutes**) may assume the restart at the conclusion of the team timeout.
- When commencing play after a timeout all other players must be 2M away, NEA.
- Whistle Restart

### **Foul or no foul - Outside the CSA:**

- Whistle and Signal Timeout (stop both the PC and the Game Clock)
- Officials may place the ball at the spot of the restart; Any player on the team with possession (**including new substitutes**) may assume the restart at the conclusion of the team timeout.
- All other players 2M away, NEA
- Whistle Restart

**Note:** If the ball carrier is double teamed near the sideline and their team calls a possession timeout, play must resume with the FP at least 2M in from the boundary and the player with the ball is given a full 2M, NEA.

### **Restarting Play Following an Injury Timeout (No Foul):**

- Whistle and Signal Timeout (stop both the PC and the Game Clock)
- Substitutions and coaching permitted
- Restart will be at the spot of the ball if outside the CSA; or at the nearest dot if inside the CSA.
- When commencing play after the injury timeout, the ball is given to the substitute for the injured player and no other players may be within 2M of the FP, NEA.
- Whistle Restart

Refer to Rule 5 Casebook Situations.

## **RULE 6 FOULS AND PENALTY ADMINISTRATION**

**Note:** Officials must ensure that players are given a full 2 meters or 4 meters of space (includes body and stick) when administering free positions.

### **GENERAL FOULS [Rule 6, Sections 1-2]**

#### **Fouls Outside the Critical Scoring Area:**

- Whistle, Signal Direction, Signal Foul
- FP for any player from the non-offending team; all other players 2M away, NEA.
- Defenders may engage when the ball carrier takes a step with their feet or passes the ball.

#### **Fouls Inside the Critical Scoring Area:**

Clock management will be critical for officials throughout the game and especially within the CSA.

- Be mindful of teams attempting to run out the game clock during CSA penalty administrations.
- Encourage players to hustle to their positions and clear the restricted area.
- Be quick and efficient to restart play.

When the offender is a player in their defensive end in the CSA, signal timeout, offender is placed 4M behind, and there is a whistle restart in each of the following situations:

- FPs for defensive fouls that occur **above the GLE and within 8M of goal** (timeout, both clocks)
- FPs for defensive fouls that occur **between the 8M and 12M** (timeout, PC only)
- FPs for defensive fouls that occur **below the GLE**, at the dot (timeout, PC Only)
- **Repeated false starts** by the defense during 8M FPs that warrant a green card (timeout, both clocks)

For all FPs on the 8M hashes to include the hanging hashes, the C and Trail officials must monitor the restricted area ensuring players clear out and players are not moving back into this area prior to the whistle to restart play.

When a team is awarded a FP in the CSA in their defending end, the FP shall be taken at the spot of the foul. The player awarded the FP may self-start. No player may be within 2M of the player awarded the FP. [Rule 6, Section 2, e]

If the GK, in their goal circle, self-starts when a self-start is not permitted, i.e., during a simultaneous whistle restart, or during a whistle restart following an offside on the offensive team, reset and play on per Rule 5, Section 17; Rule 6, Section 1, c. 1.

#### **Fouls committed by the defense inside the CSA and below the GLE:**

- Whistle and Signal Timeout (PC ONLY, game clock continues to run)
- Signal Direction and Foul
- FP at nearest dot for any player from the non-offending team; offender placed 4M behind the FP; all other players 2M away, NEA
- Whistle Restart

**Fouls committed by the offense inside the CSA and below the GLE:**

- Whistle
- Signal Direction and Foul
- Signal PC Reset (90) (change of possession)
- FP at the spot of the foul for any player from the non-offending team; offender and all other players 2M away, NEA.
- Self-Start Permitted

**Fouls committed by the defense inside the CSA, above the GLE, more than 8M from goal:**

- Whistle and Signal Timeout (PC ONLY, game clock continues to run)
- Signal Direction and Foul
- FP on 12M nearest to the spot of the foul for any player from the non-offending team; offender placed 4M behind the FP; all other players 2M away, NEA. No player may be directly in front of the FP obstructing the free space to goal.
- Whistle Restart

**Note:** If the game clock expires prior the administration of the penalty and ensuing free position, the penalty shall not be administered.

**Fouls committed by the offense inside the CSA, above the GLE, more than 8M from goal:**

- Whistle
- Signal Direction and Foul
- Signal PC Reset (90) (change of possession)
- FP at the spot of the foul for any player from the non-offending team; all other players 2M away, NEA.
- Self-Start Permitted

**Fouls committed by the defense inside the CSA, above the GLE, within 8M of the goal, including the “pie” area:**

- Whistle and Signal Timeout (immediately or at end of scoring play) (stop both clocks)
- Signal Direction and Foul
- Player fouled is awarded the FP at the nearest hash mark to the spot of the foul
- Offender placed 4M behind the FP; all others 4M away from FP; defenders entitled to the adjacent hashes; clear restricted area.
- Lead Official - check in with partners, once movement by players within the restricted area is complete, establish your restart position.
- Whistle Restart

**Fouls committed by the offense inside the CSA, above the GLE, within 8M of the goal, including the “pie” area:**

- Whistle
- Signal Direction and Foul (Charge)
- Signal PC Reset (90) (change of possession)
- FP at the spot of the foul for any player from the non-offending team; all other players 2M away, NEA.
- Self-Start Permitted



**Situation #1:** The GK while inside the GC and above the GLE, reaches out their stick and covers the ball preventing an opponent from playing the ball.

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction and Foul (Cover)
- Since no individual player is fouled during a cover violation the FP is awarded to any player from the non-offending team on the 8M hash nearest the spot of the foul.
- Goalkeeper placed 4M behind the FP
- No other players are permitted within 4M of the FP; defenders entitled to adjacent hashes; clear the restricted area.
- Whistle Restart

**Situation #2:** White team #7 shoots and scores, the C official observes a push foul (non-cardable foul) on the shooter following the release of the shot, when should the C official blow their whistle and how is this penalized?

- C and Trail will confirm the goal; Lead will signal the goal.
- C will Whistle and Signal Timeout (clocks should already be stopped following the goal signal)
- C will Signal Direction and Foul (Push)
- Conduct the goal scorer stick check as soon as possible.
- FP for any player from the non-offending team at the center line; all other players 2M away, NEA.
- Draw positioning shall not apply
- Whistle Restart

### **PHYSICAL FOULS - Between the Restraining Lines [Rule 6, Sections 3-4]**

While five fouls have been identified as GREEN card fouls between the RLs, officials must still prioritize the safety of players and administer a YELLOW or RED card when warranted for the following physical fouls:

- Blocking/Illegal Pick
- Charging
- Cross Check
- Illegal Use of the Stick
- Pushing

### **Mechanics for Physical Fouls Between the RLs that Warrant a Green Card**

- Whistle, Signal Timeout (stop both clocks)
- Administer the green card
- Signal Foul and Direction
- Signal PC Reset (90)
- FP at the spot of the foul unless the spot of the foul would disadvantage the non-offending team in which case the FP is awarded at the spot of the ball. No FP may be taken closer than 2M to a boundary.
- Any player from the non-offending team may take the FP; all other players 2M away, NEA.
- Whistle Restart

**Situation #1:** Following a legal draw, the flight of the ball leads to a ground ball between the RLs, as White attempts to pick up the ball between the RLs, they are pushed by Blue.

- Since possession is not yet established, administer this foul as a **General Foul** (unless the foul warrants a Yellow or Red card).
- Whistle, Signal Direction and Foul (Push)
- White may Self Start
- Signal (Arm Wind) the PC Start (90)

**Situation #2:** Following a draw, the ball is on the ground and rolls over the RL, White picks up the ball below the RL and returns to the midfield between the RLs (possession is established) when White is illegally blocked by Blue.

- Whistle and Signal Timeout (stop both clocks)
- Administer the Green card to Blue for the **Physical Foul**, 1-minute releasable penalty (unless the foul warrants a Yellow or Red)
- Signal Direction and Foul (Block)
- Signal PC Reset (90)
- Any player from the non-offending team may take the FP
- Whistle Restart

### **False Starts Management During CSA Free Positions** [Rule 6, Section 1, c, 1-4]

**Note:** A false start is a foul that happens during a timeout prior to the whistle of the official. Therefore, a false start cannot be simultaneous with a shot after the whistle start and cannot result in a self-start FP.

**Note:** During a FP within the CSA and after the official has backed out to get to their restart position, any movement by players into the restricted area is a false start.

**Note:** Once the defensive team commits two false starts within the administration of the same 8M FP and is issued a green card, all subsequent false starts on free positions within 8 meters of the goal circle and above the goal line extended will result in the issuance of a green card.

- **Communication:** The official will communicate to coaches, the table, and the team that is being carded that all subsequent false starts during an 8M FP will result in a green card for that team.

**Note:** It is possible that a team could false start only once on every 8M FP and a green card is not administered.

**Note:** False starts within the CSA shall be an immediate whistle (no hold, no flag).

**Situation #1:** False start by an offensive player taking a FP on the 8M arc.

- Immediate Whistle (both clocks should already be stopped)
- Signal Direction and Foul (Illegal Procedure)
- Signal PC Reset (90) (due to change of possession)
- FP to the non-offending team on the 8M arc (coming out of the CSA). No offender behind; all players 2M away, NEA.
- Whistle Restart

**Situation #2:** During the administration of an 8M FP for a cross check foul, a player from the defending team false starts.

- Whistle and Signal Timeout (clocks are already stopped)
- Signal Direction and Foul (Illegal Procedure)
- Official will verbally announce and show the Free Position Shot False Start Warning signal [Appendix B]
- Lead official will step in to administer the false start foul, allowing players to adjust. The official should avoid placing themselves between the goalkeeper and the FP.
- The FP remains the same
- The player who committed the cross check foul is already 4M behind. The player who committed the false start foul will join their teammate 4M behind (2 players will be placed 4M behind). Defenders are entitled to adjacent hashes; clear restricted area.
- Whistle Restart

**Situation #2, cont.-** During the reset of the 8M FP following the defensive false start, a different player from the defending team false starts.

- Whistle and Signal Timeout (clocks are already stopped)
- Signal Direction and Foul (Illegal Procedure and a Green card - Repetitive False Starts)
- Administer a green card to the player who committed the 2nd false start, 1-min releasable penalty.
- Signal PC Reset (90)
- The FP remains the same
- Original offender and the player who committed the first false start foul will remain 4M behind the FP. Defenders are entitled to adjacent hashes; clear restricted area.
- Whistle Restart

**Situation #3:** The GK commits a GC violation while within the GC (holding the ball for more than 10 seconds) and the offense is given a FP on the dot with no offender behind. The player awarded the FP false starts.

- Whistle and Signal Timeout (PC ONLY, the game clock continues to run)
- Since no opponent was placed 4M behind for this offensive free position, the false start will not be penalized.
- Reset the FP
- Whistle Restart

**Situation #4:** False start by a player in their offensive end in the CSA on the 12M fan with an opponent 4M behind.

- Whistle
- Signal Direction and Foul (Illegal Procedure)
- Signal PC Reset (90) (due to the change of possession).
- FP on the 12M fan to the team in their defending end, coming out. No offender behind.
- All players 2M away, NEA.
- Whistle Restart

**Situation #5:** Following the administration of a card (clock stoppage), the defensive team is given a FP in the CSA, above the GLE (coming out), no offender was placed behind. The player with the ball false starts.

- Whistle
- Reset the FP (no foul)
- All players 2M away, NEA.
- Whistle Restart

### **Off-Ball Foul Situations - Mechanics and Penalty Administration**

#### **Considerations when determining penalty administration for off-ball fouls:**

- Location of the foul and location of the ball
- Type of foul (cardable or non cardable)
- Clocks (running clock or stopped clock)

#### **Off-ball fouls (general / non-cardable) between the RLs against the team in possession when the ball is ahead of the spot of the foul and has not yet crossed the RL into their offensive end of the field.**

- Whistle, Signal Direction, Signal the Foul
- Allow the player in possession to maintain possession and play on from the spot of the ball as the spot of the foul would disadvantage the non-offending team.
- The team in possession may continue play without pausing, stopping or slowing down.

#### **Off-ball fouls (physical / cardable) between the RLs against the team in possession when the ball is ahead of the spot of the foul and has crossed the RL into their offensive end of the field but is outside the CSA.**

- Whistle Immediately, Signal Timeout (stop both clocks)
- Administer the appropriate card (Green for Physical Fouls, or Yellow or Red as judged by the official) to the offender - Signal Foul and Direction
- Any player may take the FP by moving up to the position of the ball.
- Correct any offside created by moving a player to a spot below the RL.
- Signal PC Reset (90)
- Official nearest the ball (the FP) shall ensure that all players are 2M away, NEA.
- Whistle Restart

#### **Off-ball fouls (general / non-cardable) between the RLs when the ball is in the CSA and the team in possession is not on a scoring play.**

Official making the call must be aware of the position of the ball carrier. When it is clear that the ball is in the CSA and there is not a scoring play the official shall:

- Whistle Immediately, Signal Timeout (stop both clocks as this may be a prolonged setup)
- Signal Direction and Foul
- The Lead official shall manage the FP set up in the CSA dependent on the spot of the ball.
- Any player may take the FP per Rule 6, Section 2, a.

**Off-ball fouls between the RLs when the ball is in CSA, below the GLE.**

- Signal Timeout (PC ONLY, game clock continues to run)
- FP at the nearest dot for any player from the non-offending team.
- Nearest defender to the dot shall be 4M behind the FP; all other players 2M away, NEA.
- Whistle Restart

**Off-ball fouls between the RLs when the ball is in CSA, above the GLE, more than 8M from the goal circle.**

- Signal Timeout (PC ONLY, game clock continues to run)
- FP on the 12M fan nearest the spot of the ball for any player from the non-offending team.
- Nearest defender to the spot of the FP shall be 4M behind; all other players 2M away, NEA.
- Whistle Restart

**Off-ball fouls between the RLs when the ball is in CSA, above the GLE, within 8M from the goal circle.**

- Signal Timeout (stop both clocks)
- FP on the hash mark nearest the spot of the ball on the 8M arc, or if outside the 8M arc, on the hanging hash mark for the player with possession or nearest to possession from the non-offending team.
- Nearest defender to the spot of the FP placed 4M behind; no player may be within 4M of the FP; defenders entitled to the adjacent hashes; clear the restricted area.
- Whistle Restart

**Situation #1:** White team player #12 commits a non-cardable foul while face guarding Blue team player #15 who is outside the CSA (around the 15M mark) while their teammate Blue #23 is in the CSA on a scoring play. How shall the officials manage the situation?

- Do not disadvantage the non-offending team. Do not whistle for the non-cardable foul during the scoring play.
- At the end of the scoring play, play-on without penalizing the non-cardable foul committed by White team player #12.

**Situation #2:** White team player #12 is face guarding Blue team player #15 and commits a cardable foul (cross check to the back) outside the CSA. Teammate Blue #23 is in the CSA on a scoring play. How shall the officials manage the situation?

Official calling the cardable foul shall raise the flag\* and penalize the cardable foul when the scoring play ends in order to not disadvantage the non-offending team.

**\*Note:** Even though the spot of the cardable foul is not in the CSA during the scoring play, a flag shall be raised to recognize the off-ball **cardable foul** that must be penalized at the end of the scoring play. [Rule 6, Section 46]

**Situation #2, Cont.:** Scoring play ends with a goal scored by Blue #23:

- Lead official signals goal
- Official making the cardable foul call shall administer a card to White #12 - Signal Direction and Foul
- Conduct the stick check as soon as possible.
- FP Blue at center; draw positioning does not apply; all other players 2M away, NEA.
- Whistle Restart

**Situation #2, Cont.:** Scoring play ends without a goal scored:

- Whistle, Signal Timeout (stop both clocks)
- Official making the call shall administer the card to White #12 - Signal Direction and Foul
- Signal PC Reset (90)
- Lead official shall administer the FP for Blue #15 on the 8M arc hash mark nearest to the spot of the ball at the end of the scoring play.
- No player 4M behind the FP due to the card; no player may be within 4M of the FP; defenders entitled to the adjacent hashes; clear the restricted area.
- Whistle Restart

**Situation #3:** White team player #12 commits a cardable or non-cardable foul against the Blue team GK who is in the goal circle or out of the goal circle, not in possession of the ball, and behind their teammate White #23 who is in the midfield and in possession of the ball. What is the proper PA?

**Non-cardable foul PA:**

- Whistle, Signal Direction, Signal the Foul
- Any player may take the FP at the spot of the ball

**Cardable foul PA:**

- Whistle, Signal Timeout (stop both clocks)
- Official making the call shall administer the card to White #12 - Signal Foul and Direction
- Signal PC Reset (90)
- Any player may take the FP at the spot of the ball; official nearest the ball shall ensure that all players are 2M away, NEA.
- Whistle Restart

**Situation #4:** After the Blue team GK has cleared or passed the ball, White team player #12 commits a cardable or non-cardable foul against the Blue team GK who is either in the goal circle or out of the goal circle. At the time of the whistle no player has possession of the ball. What is the proper PA?

**Non-cardable foul PA:**

- Whistle, Signal Direction, Signal the Foul
- Since no player has possession the FP shall be at the spot of the foul and the GK may self-start. **Note:** Since the ball may have traveled some distance, the officials may need to call timeout to administer the FP. If timeout has been called there shall be a whistle restart and no self-start for the GK at the spot of the foul.

**Cardable foul PA:**

- Whistle, Signal Timeout (stop both clocks)
- Official making the call shall administer a card to White #12 - Signal Foul and Direction
- Signal PC Reset (90)
- Any player from the non-offending team may take the FP
- Whistle Restart

### **THREE SECONDS – NCAA Point of Emphasis [Rule 6, Sections 5-6]**

Officials need to be consistent in identifying and calling three seconds and must enforce the rule in accordance with Rule 6, Section 5, b.

For the purposes of three seconds, within a stick's length is defined as the length of the defender's stick and arm who is being observed for the violation.

**Consistent Counting** - An official's mental count tempo is critical and must be consistent. Officials can use the game clocks as a reference and should establish a counting method as follows: one

thousand-ONE, one thousand-TWO, one thousand-ME before THREE.

- ME is your decision time:
  - Whistle if there is no scoring play
  - Raise the flag if the offense is on a scoring play
  - No Call (on the way out at THREE, not FOUR or FIVE)  
Note: There are times when you may miss the window on THREE; look for that same player in the future; they may likely be in violation again.

#### **Considerations:**

- Counting begins when the ball crosses the RL
- Marking directly behind (exempt from 3 seconds but not shooting space) - **Legal**
- Marking directly behind a player who is already marked by a teammate – **Illegal**
- Marking within a stick and arm's length – Legal, if truly within a stick and arm's length.
- Double or multiple-teaming a non-ball player – **Illegal**
- Double or multiple-teaming the ball – **Legal**
- Where is the floater in the backer defense? Find them; are they taking up space to which they are not entitled? – **Illegal**
- Officials must consider the impact (advantage or disadvantage) of the defender(s) occupying space to which they are not entitled. A defender may be denying the offense the ability to use the space to make cuts or to complete passes.
- Watch for defenders who may have one foot clearly inside the 8M arc and one foot clearly outside the 8M arc. – **Illegal**. The defender is occupying space to which they are not entitled.

#### **Penalty Administration for Three Seconds:**

- FP at the hash mark nearest to the spot of the ball on the 8M arc when the whistle is blown.
- Offensive player in possession of the ball or nearest to the ball (cannot be "any" player), when the whistle is blown, takes the FP.
- Offending player in three seconds placed 4M behind on the 12M fan; defenders entitled to adjacent hashes; clear restricted area.
- Whistle Restart

**Situation #1:** Blue team defender #1 is marking a White team off-ball attacker #6 in the arc. Blue team defender #2 joins Blue defender #1 to mark the same White team off-ball attacker #6.

- The defense is not exempt from three seconds by virtue of double-teaming/multiple-teaming off-ball attackers.
- The three seconds count will continue against the original non-marking defensive player (Blue #2) until there is only one defender on the off-ball attacker.

**Situation #2:** A Blue team defender moves from the 8M arc into and through the goal circle and then completely out of the goal circle to avoid committing a three seconds foul – **Legal**.

**Situation #3:** A Blue team defender moves from the 8M arc into the goal circle at “one thousand-two” and then a second later moves back into the 8M arc to double team a non-ball player - **Illegal**.

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction and Foul (Three Seconds)
- FP on an 8M hash mark nearest to the spot of the ball when the whistle is blown.
- Offender 4M behind the FP; no player may be within 4M of the FP; defenders entitled to the adjacent hashes; clear restricted area.
- Whistle Restart

**Situation #3, Cont:** If the Blue team defender who moved from the 8M arc into the goal circle at “one thousand-two” and then a second later moved back into the 8M arc to double team the ball carrier - **Legal**.

## **DELAY OF GAME [Rule 6, Sections 9-10]**

### **Delay Substituting after Goal and Prior to Draw**

**Situation:** The White team scored a goal and the shooter’s stick is legal. Both the White and Blue teams are subbing and when the C official is ready to begin the draw (ready to place their hands on the drawer’s sticks), the A/B officials see that the Blue team has too many eligible players on the field (13). What procedure shall the officials follow?

- The first offense is a warning.
  - Call timeout and communicate with the coach and the Scorer’s Table and remove the extra player from the field.
  - Do not use the Delay of Game signal when communicating a warning directly with the sideline.
- The second offense is a Delay of Game green card to the Head Coach, who then must remove two players from the field, both of whom must serve a 1-minute releasable penalty.
  - The White team will have possession of the ball at the center line.
  - Whistle Restart.

### **Timing Efficiencies Following Goals**

**Note:** Officials shall work to reduce the length of time it takes to resume play after a goal has been scored. Pace of play must be maintained.

**Note:** Officials are encouraged to provide a verbal warning to a team when any conduct amounts to a delay in restarting the game.

**Note:** The C official shall not delay putting their hands on the draw sticks for any conduct following a goal and prior to a draw (e.g., substituting, huddling on the field, huddling with coaches along the sideline, etc.).



**Note:** Officials must manage teams who attempt to huddle together, or with a coach, delaying the restart of play. If one or both teams are huddling after a goal and delaying the draw, the officials must encourage the teams to break their huddle and be ready for the draw. If, after the officials have spoken to the speaking captains and or team benches, there continues to be one or both teams delaying the draw because of huddling after the goal:

- The next delay for huddling shall result in a green card to the coach of the offending team who must remove a player from the field of play to serve a one-minute releasable penalty. Play shall resume with a FP at center for the non-offending team. Draw positioning shall not apply. Whistle Restart. [Rule 6, Section 9, f]

### **Exchanging Sticks During Play**

During play it is **LEGAL** for players who are legally on the field to exchange sticks-one stick for one stick.

During play each of the following is **ILLEGAL** and is penalized as a Delay of Game – Green card to the offender.

For a player to bring two sticks onto the field to exchange with a teammate on the field who has a stick in their possession as required by rule.

For anyone on the team bench to throw a stick to a player on the field of play.

For a player on the field of play to switch sticks with a stick from the bench area without the stick entering and exiting the field through the substitution area.

### **Exchanging Sticks During the Stoppage of Play after a Goal and Prior to a Draw**

It is **LEGAL** for a player(s) to bring more than one stick onto the field of play to exchange with a teammate(s). This situation is analogous to players subbing after a goal and before the draw when there can be more than 12 players on the field of play until the officials are ready to set the draw.

### **EMBELLISHMENT AND FLOPPING [Rule 6, Sections 11-12]**

Embellishment and flopping fouls during the course of a scoring play will always be administered with a green card regardless of whether a shot is taken or goal scored.

Embellishment and flopping fouls will not affect the determination of whether a goal counts.

Situations will be added following the 2024 season.

### **OFFSIDE FOULS [Rule 6, Sections 13-15]**

**There are four types of offside violations:**

- Offside by a team in their offensive end
- Offside by a team in their defensive end
- Offside by a team in their defensive end when in possession of the ball
- Offside by both teams

**Note:** An offside foul by the team **in their defensive end** will result in the issuance of a green card and a one-minute releasable penalty. The last player to cross over the RL will serve the penalty. If they cannot be identified, the closest player to the RL at the time of the whistle will serve the penalty.

**Note:** An offside foul by a team **in their defensive end when in possession of the ball** is administered as an offside foul and **does not warrant a green card.**

### **Mechanics for Offside Fouls (no green card):**

- Whistle & Signal Timeout (stop both clocks) (Immediately identify the ball position at the time of the whistle)
- Signal Direction and Foul (Offside)
- Signal PC Reset (90)
- Correct the offside by placing the nearest player(s) to the RL back onside.
- The penalty administration is dependent on ball position:
  - **Outside CSA:** FP at the spot of the ball for any player from the non-offending team; all other players 2M away, NEA.
  - **Inside CSA and Below GLE:** FP at the dot nearest to the spot of the ball for any player from the non-offending team; closest offender to the ball placed 4M behind; all other players 2M away, NEA.
    - If the offense was offside, no player is placed 4M behind, all other players 2M away, NEA.
  - **Inside CSA, above GLE, more than 8M from GC:** FP on the 12M fan nearest to the spot of the ball for any player from the non-offending team; closest offender to the ball placed 4M behind; all other players 2M away, NEA. When the FP is for the offensive team, no player may obstruct shooting space.
    - If the offense was offside, no player is placed 4M behind, all other players 2M away, NEA.
  - **Inside CSA, above GLE, within 8M from GC:** FP for player with the ball or closest player to the ball on the nearest hash mark to the spot of the ball; closest offender to the ball placed 4M behind; all other players 4M away, NEA. Defenders are entitled to adjacent hashes; clear the restricted area.
    - If the offense was offside, no player is placed 4M behind, all other players 2M away, NEA.
- Whistle Restart

**Note:** The 2024-2025 Rules Book allows for any player to take the FP for offside violations in their offensive end except for when the ball is in the CSA and within 8M from the goal at the time of the foul.

**Note:** While one official may be the “lead” on calling the foul, the other two officials must be supporting the clocks and movement of players for a most efficient and timely penalty administration. Be aware of teams subbing leading to less players behind the restraining line.

### **Mechanics for Offside Fouls that Warrant a Green Card:**

- Whistle & Signal Timeout (stop both clocks) (Immediately identify the ball position at the time of the whistle)
- Signal Direction (for the offensive team) and Foul (two-for-one Offside signal)
- Administer the green card to the last player to cross over the RL, if that player can be identified. Otherwise, closest player to the RL at the time of the whistle.
- Correct the offside by placing the nearest player(s) to the RL back onside.
- Signal PC Reset (90)

- The penalty administration is dependent on ball position:
  - **Outside CSA:** FP at the spot of the ball for any player from the non-offending team; all other players 2M away, NEA.
  - **Inside CSA and Below GLE:** FP at the dot nearest to the **spot of the ball** for any player from the non-offending team; **due to the card, no one is placed 4M behind**; all other players 2M away, NEA.
  - **Inside CSA, above GLE, more than 8M from GC:** FP on the 12M fan nearest to the **spot of the ball** for any player from the non-offending team; **due to the card, no one is placed 4M behind**; all other players 2M away, NEA. When the FP is for the offensive team, no player may obstruct shooting space.
  - **Inside CSA, above GLE, within 8M from GC:** FP for **player with the ball or closest player to the ball** on the nearest hash mark to the spot of the ball; **due to the card, no one is placed 4M behind**; all other players 4M away, NEA. Defenders are entitled to adjacent hashes; clear restricted area.
- Whistle Restart

**Note:** For offside violations within the CSA, if the GK did not foul they may clear back into the GC.

**Note:** For offside violations by the offense when the ball is in the CSA, no player goes behind to serve the penalty. [Rule 6 Section 2, e]

**Note:** If the GK has possession of the ball in the GC when the offense is called for offside, the FP will be administered in the GC.

**Note:** Call offside immediately. However, do not call defense offside when the offense is on a scoring play and about to shoot. This would disadvantage the non-offending team, officials shall hold whistle (flag). At the end of the scoring play, a Green card shall be administered. If the scoring play results in a goal, the Green card will be administered after the goal and a FP will be awarded at center, in lieu of the draw, for the non-offending team. [Rule 3, Section 7; Rule 6, Section 45, 46, 48].

**Note: When both teams are offside the defensive team is issued a green card and alternate possession is applied.**

**Situation #1:** White team is in possession of the ball in their offensive end of the field just outside the CSA when it is discovered that both the White team and the Blue team are offside. We now have alternate possession and the Blue team has AP.

- Whistle & Signal Timeout (stop both clocks) (Immediately identify the ball position at the time of the whistle, outside CSA)
- Signal Offsetting Fouls and Signal Offside
- Signal Direction (for the Blue team coming out)
- Administer the green card to the last defensive player from the Blue team to cross over the RL, if that player can be identified, otherwise, closest defensive player to the RL at the time of the whistle.
- Correct the offside - Partners are assisting with the correction of offside for both teams, the Blue carded player is likely the correction for the Blue team.
- Signal PC Reset (90) for the Blue team due to the change of possession.
- FP for any player from the team awarded possession; all others 2M away, NEA.
- Whistle restart

## **GOAL CIRCLE FOULS [Rule 6, Sections 21-25]**

**Note:** It is legal for the GK or a defender to reach into the goal circle with their stick to pick up the ball and resume play.

**Note:** It is legal for the GK to have one foot grounded outside the goal circle and then move into the goal circle with both feet.

**Note:** It is legal for the GK or a defender to carry the ball into the goal circle.

### **Goal circle fouls by the offense:**

- Whistle (clocks continue to run)
- Signal Direction and Foul (Goal Circle Foul)
- Signal PC Reset (90)
- FP for the non-offending team GK; All other players 2M away, NEA
- The GK may self-start (clear the ball within 10 seconds without waiting for an official's whistle).

### **Goal circle fouls by the defense:**

- Whistle
- Signal Timeout (PC ONLY, game clock continues to run)
- Signal Direction and Foul (Goal Circle)
- FP at the dot nearest to the ball for any player from the non-offending team. Offender, except the GK when the ball is within the goal circle at the time of the foul, is placed 4M behind; All other players 2M away, NEA.
- Whistle Restart

**Situation #1:** GK clears the ball from the goal circle by passing the ball to a teammate. The ball has been cleared and played and may **legally** be returned to inside the goal circle.

**Situation #2:** The GK clears the ball from the goal circle by walking out of the goal circle. The GK then passes the ball to a teammate who **legally** runs with the ball into the goal circle.

### **Goalkeeper Stopping a Shot After Dropping Their Stick**

The goalie, while in their goal circle, drops their stick and then defends a shot with their body, stopping a goal. This is a **LEGAL** play by the GK.

## **CARDING MECHANICS [Rule 6, Section 16, Sections 26-42]**

**Note:** Whistle immediately for cardable fouls unless there is a scoring play. If there is a scoring play, penalize the card at the end of the scoring play.

- Whistle and Signal Timeout (stop both clocks)
- Administer the appropriate card - Signal Foul and Direction
- Signal PC Reset (90)
- Administer the penalty:
  - **Outside the CSA;** FP at the spot of the foul that caused play to stop; any player may take the FP; no player behind; all other players 2M away, NEA.
  - **Inside the CSA, below GLE;** ball positioned on the closest DOT; all other players 2M away, NEA; No player behind.
  - **Inside the CSA, above GLE, more than 8M from the GC;** FP on the 12M fan nearest to the spot of the foul that caused play to stop; any player may take the FP; no player behind except for the false start warning or second green card for repetitive false starts; all other players 2M away, NEA.  
**Note:** For FPs on the 12M coming in, no player may be directly in front of the FP obstructing the free space to goal.
  - **Inside the CSA, above GLE, within 8M from the GC;** FP on the 8M hash mark nearest to the spot of the foul that caused play to stop; the player fouled must take the FP; no player behind except for the false start warning or second green card for repetitive false starts; all other players 4M away, NEA; defenders entitled to the adjacent hashes; clear the restricted area.  
**Note:** If the cardable foul was not committed against an opposing player (e.g. misconduct), any player may take the FP.
- Whistle Restart

**Situation #1:** White attacker #12 is driving to goal when they are checked in the head by Blue defender #2. Official raises a flag to allow the scoring play to continue. White #12 shoots and scores.

- Whistle and Signal the Goal
- Whistle and Signal Timeout (stop both clocks)
- Administer the yellow card to Blue #2 - Signal the Foul (check to the head)
- Signal Direction for the White team
- Conduct the goal scorer stick check as soon as possible.
- FP for any player at center in lieu of the draw; no player behind, all other players 2M NEA. Draw positioning does not apply.
- Whistle Restart

**Situation #2:** Blue team #12 directs profanity at the official.

- Whistle and Signal Timeout (stop both clocks)
- Administer the appropriate card (Yellow or Red; 2-minute or 5-minute releasable or non-releasable penalty) to Blue #12.
- Signal Foul (misconduct) and Direction.
- FP for any player from the non-offending team at the spot of the foul unless the spot of the foul would disadvantage the non-offending team in which case the FP shall be awarded at the spot of the ball.
- If the FP will be administered at the spot of the ball, administer the penalty according to Rule 6, Section 27.
- Whistle Restart

**Situation #3:** Blue team coach leaves their coaching area (this foul is considered outside the CSA).

- Whistle and Signal Timeout (stop both clocks)
- Administer the yellow card to the Blue coach
- Signal Foul (misconduct) and Direction
- The head coach must designate a player who must leave the field and enter the penalty area to serve the penalty time.
- FP for any player from the non-offending team at the spot of the foul unless the spot of the foul would disadvantage the non-offending team, in which case the FP will be at the spot of the ball.
- If the FP will be administered at the spot of the ball, administer the penalty according to Rule 6, Section 27.
- Whistle Restart

### **Green Card**

Officials must ensure that the carded player is completely off the field before restarting play. The Head Official must ensure that the table personnel are properly prepared to assist the crew with the overall management of cards.

**Situation #1:** The Blue team commits a delay of game violation (delayed return from possession timeout).

- Whistle and Signal Timeout (stop both clocks)
- Administer the green card to the head coach, 1-minute releasable penalty served by a player chosen by the head coach.
- Signal Foul (Delay of Game) and Direction
- Signal PC Reset (90)
- Any player from the non-offending team may take the FP
- Administer the penalty:
  - **Outside the CSA;** ball positioned where play was to resume following the timeout, no player behind, all other players 2M away, NEA.
  - **Inside the CSA, above GLE;** ball positioned appropriately (based on the spot of the foul) for ball coming in (8M hash or 12M) or ball going out (spot of the foul, no closer than 8M from the GC); all other players 2M or 4M away, NEA. No player behind except for the warning or green card for repetitive false starts. No player may be directly in front of the FP obstructing the free space to goal.
  - **Inside the CSA, below GLE;** ball positioned on the closest DOT; no player behind, all other players 2M away, NEA.
- Whistle Restart

**Situation #2:** The White team GK who is inside the CSA and outside the goal circle throws their stick in an attempt to stop a ball from rolling into the goal. Wait until the outcome of the shot so as not to disadvantage the non-offending team. Manage the foul as follows:

- Whistle and Signal Timeout (stop both clocks)
- Administer a green card to the GK - Signal Foul (Delay of Game) and Direction
- Signal PC Reset (90)
- If the team has a second dressed GK, they must enter the game and, by rule, the coach must remove a field player to serve the 1-minute releasable penalty. In this instance, both the carded GK and the field player who has been removed will enter the penalty area. They will both remain there until the penalty time is over, or they are released.

- Any player from the team awarded the FP that is on the field of play at the time of the whistle for the foul may take the FP. Set up the FP at the nearest hash to the spot of the foul.
- The second dressed GK will be 4M behind the FP (open net)
- Whistle Restart

**Note:** If there is no second dressed GK, the GK who was assessed the green card must remain in the game. The coach must remove a field player to serve the 1-minute releasable penalty. [Appendix E (Carding Procedures)]

### Yellow Card

**Note:** If a player serving a yellow card penalty enters the game before the penalty time has elapsed, the carded player will serve the remainder of the penalty time and an additional two-minute penalty, no additional card. The head coach will not be assessed a card. If the card was a non-releasable penalty, then the additional penalty shall also be non-releasable. [Rule 6, Section 29; Appendix E]

**Note:** If a player other than the player serving the original yellow card penalty enters the game before the penalty time has elapsed, that player will receive a green card for illegal substitution. Penalize this foul only. No additional penalty or added time to the player serving the original yellow card. The head coach will not be assessed a card.

**Situation #1:** Prior to the first draw of the game, Blue team #8 receives a 2-minute non-releasable yellow card for an illegal stick (violation of Rule 2 and NCAA Stick Check Instructions). The Blue team begins the game with one player in the penalty area. The game begins with a FP for the White team at center, draw positioning does not apply. During the first quarter at 14:30 on the clock, Blue team #12 receives a yellow card for a check to the head outside the CSA. This is the Blue team's second yellow card of the game.

- Signal Timeout (stop both clocks)
- Administer the yellow card to Blue team #12 - Signal Foul (Check to the Head) and Direction, 2-minute releasable penalty.
- Signal PC Reset (90)
- FP White team at the spot of the foul, no player behind, all other players 2M NEA.
- Whistle Restart
- Two Blue team players are now in the Penalty Area
- At 14:10 the White team scores a goal
- Blue team #12 is released; Blue team #8 remains in the penalty area to serve their full 2 minutes of the non-releasable yellow card.

**Situation #2:** White team #12 is issued a releasable yellow card at 11:37 on the game clock in the first quarter. Soon after, White team #20 is issued a releasable yellow card at 11:10. White team #12 and White team #20 are the only players in the penalty area. The Blue team scores a goal at 11:00 on the game clock.

- Official will check the goal scorers' stick, if deemed legal, #12 will be released from the penalty area.
- White team #20 remains in the penalty area for the remainder of their penalty time or until the next goal is scored by the Blue team.
- Releasable yellow cards are released based on the order in which the players enter the penalty area. [Rule 6, Section 30-31; Appendix E (Carding Procedures)]

## **Game Management when a Coach receives a second yellow card or a red card.**

[Rule 6, Section 40-41]

- Whistle and Signal Timeout (stop both clocks)
- Administer the appropriate card to the coach and instruct the coach to designate a player to leave the field and serve the penalty.
- Instruct the coach that they must leave the area, including the spectator area. Enlist the help of the Game Administrator to assist and ensure the coach leaves the area.
- There must be a coach present for the game to be continued.
- Play is to be restarted within one minute with a FP to the opponent nearest to the ball when play was stopped.
- Signal PC Reset (90)
- Whistle Restart

**Carding Note:** The 4th card (yellow or red) and all subsequent cards (yellow or red) issued to a team will result in a 2-minute (yellow) or 5-minute (red) non-releasable penalty for each offense.

**Carding Note:** Green cards are not included in the team's card count. Green cards are always releasable regardless of other carded players (yellow and/or red) in the penalty area.

**Carding Note:** Officials must become familiar with Appendix E (Carding Procedures) in the rulebook.

**Team Card Count Reminder:** Players may be individually ejected or suspended from the remainder of a game (two yellow cards, one red card), but a team will not play down a player except during the penalty time being served.

## **SIMULTANEOUS WHISTLE [Rule 6, Section 44]**

**Note:** If there is a whistle for a defensive foul / shooting space that is simultaneous with a shot, there are multiple outcomes. The outcomes must be managed by the officiating crew; communication to the Lead official (watching the ball and seeing the ball enter the goal, be saved, go out of bounds over the end line, etc.), by the Trail/C officials (making the shooting space call and determining the timing of the shot) will provide the information for Lead to manage what happens next in each of the situations below. Clock management is important in all scenarios.

**Note:** Fouls (cardable or non-cardable) committed after the release of the shot (not to be confused with simultaneous) are penalized at the center [Rule 6, Section 54]

**Note:** If the GK false starts, it is not a foul, they may play on per Rule 5, Section 17; and Rule 6, Section 1, c, 1.

**Note:** If there is a 10-goal differential the Trail or C shall signal direction; Lead shall give the ball to the GK, Signal PC Reset (90) and begin the GK 10-second count.

**Note: **SAVED**** is defined as the ball having been touched by the GK's body or stick whether inside or outside the goal circle.

**Situation #1:** Whistle blown for Shooting Space simultaneous with a shot and the shot results in a goal.

- The goal shall count. The penalty for shooting space shall not be administered.
- Signal Shooting Space plus Goal Signal [Appendix B]
- Lead official signals the goal



**Situation #2:** Whistle blown for a defensive foul simultaneous with a shot and the shot does not result in a goal.

- The penalty for the foul shall not be administered unless the foul was cardable or the foul affected the shot.
- The official who whistled should signal the foul for Shooting Space and then drop arms
- This is a play-on situation. Officials must manage the PC as needed.
  - If there is a deflection off the pipes:
    - With 59 seconds or less - Signal PC Reset (60, pump) and hold arm up
      - Offense retains possession - PC Reset (60)
      - Defense gains possession - PC Reset (90)
    - With 60 seconds or more - do nothing
  - If there is a deflection off a defender's stick, play continues unless the foul was cardable or the foul was on the shooter and affected the shot.

**Situation #3:** Whistle blown for Shooting Space simultaneous with a shot and the GK maintains possession either through a save inside or outside the GC, or the ball coming to rest inside the GC.

- The penalty for the foul shall not be administered
- Signal Direction and Simultaneous Whistle Goalkeeper Save [Appendix B]
- PC Reset (90)
- Lead Official – Begin 10-second count if GK is inside the GC
- Self-Start Permitted

**Note:** If the GK is waiting for a whistle to resume play, the official may commence play on the whistle per Rule 6, Section 44.

**Situation #4:** Whistle blown for Shooting Space simultaneous with a shot and the shot is saved by the GK, whether they are inside or outside the goal circle but the GK does not maintain possession.

- Whistle and Signal Timeout (stop both clocks)
- The penalty for the foul shall not be administered
- Signal Direction and Simultaneous Whistle Goalkeeper Save, PC Reset (90) [Appendix B]
- Lead – Ensure the GK has possession in the GC
- Whistle Restart

**Reminder:** If the GK false starts, it is not a foul, reset the FP and whistle restart.

**Situation #5:** Whistle blown for Shooting Space simultaneous with a shot and the GK does not save the shot or maintain possession of the ball.

- The penalty for the foul shall not be administered
- Play continues unless the foul was cardable or the foul was on the shooter and affected the shot.

**Situation #6:** Whistle blown for Shooting Space simultaneous with both a shot on goal that hits the pipe and an additional foul (cardable foul or the foul affected the shot) by the defense.

- Whistle and Signal Timeout (stop both clocks)
- Administer the appropriate penalty. If a card is issued, signal PC reset (90)
- If the foul was not cardable, DO NOT signal PC reset.
- FP for the fouled player on the 8M hash mark nearest to the spot of the foul; offender 4M behind (if carded, no player behind); all other players 4M away, NEA; defenders entitled to the adjacent hashes; clear the restricted area.
- Whistle Restart

**Situation #7:** Whistle blown for Shooting Space simultaneous with a shot and the shot is judged to be a Dangerous Propel against the player in the free space to goal and the shot goes in the goal; goes wide or high; rebounds off the pipes; or is saved by the GK (i.e., stays in the goal circle or rebounds out of the goal circle).

- Signal Timeout (stop both clocks), Signal No Goal, if applicable
- Signal Offsetting Fouls and Signal each foul – Shooting Space and Dangerous Propel.

**Note:** If only one team is penalized with a yellow or red card, AP does not apply.

- Administer the appropriate card to the player who committed the Dangerous Propel foul
- Signal PC Reset (90)
- Administer the penalty
- Ball on 8M coming out; no player behind; all other players 2M away, NEA.
- Whistle Restart

**Situation #8:** An official whistles for Shooting Space just prior to the shot. Be big and clear with the decision that the whistle was not simultaneous and we are administering the penalty: If the shot resulted in a goal:

- Signal No Goal immediately and follow the steps below

If the shot did not result in a goal:

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction and Foul (Shooting Space)
- Come in big and quick with the information for your partners; FP for the player fouled at the hash nearest to the spot of the foul; offender 4M behind the FP; all others 4M away, NEA; clear the restricted area.
- Whistle Restart

### **SLOW WHISTLE (FLAG) [Rule 6, Sections 45-51]**

**Note:** All flagged fouls are administered on a hash mark.

**Note:** At the end of the scoring play, a FP will be awarded at the nearest hash to the spot of the ball when the whistle was blown on the 8M arc, or if outside the 8M arc and within 8M from the goal circle, on the hanging hash.

**Exception:** *Per Rule 6, Section 6, b, three seconds will be administered at a hash on the 8M arc. If there are additional fouls by the defense, the penalty will be administered according to the most recent foul, with the exception of Three Seconds which shall be administered on the 8M arc.*

**Situation #1:** During a slow whistle for three seconds, the attacker carries the ball below the GLE and stops the continuous attempt to score. [Rule 6, Section 6, b; Rule 6, Section 50-51]

- Whistle and Signal Timeout (stop both clocks on a slow whistle)
- Signal Direction and Foul (Three Seconds)
- The offensive player with the ball or nearest to the ball when the whistle is blown will take the FP at the nearest hash to the spot of the ball on the 8M arc (first inside hash).
- Offending player placed 4M behind the FP
- No other players may be within 4M of the FP, clear penalty zone.
- Whistle Restart

**Situation #2:** A flag is pulled for a cross check between the 8M and 12M, the player drops the ball between the 8M and 12M.

- Whistle and Signal Timeout (stop both clocks on a slow whistle)
- Signal Direction and Foul (Cross Check)
- The player who was fouled will take the FP on the hash mark nearest to the spot of the ball when the whistle is blown on the 8M arc.
- Offending player placed 4M behind
- No other players may be within 4M of the FP, clear penalty zone.
- Whistle Restart

**Situation #3:** A flag is pulled for a cross check between the 8M and 12M, then a 3-seconds (additional foul) call is made which ends the scoring play, the ball is below the goal line extended. [Rule 6, Section 6, b; Rule 6, Section 50-51]

- Whistle and Signal Timeout (stop both clocks on a slow whistle)
- Signal Direction and Foul (Three Seconds)
- The offensive player with the ball or nearest to the ball when the whistle is blown will take the FP at the nearest hash to the spot of the ball on the 8M arc (first inside hash).
- Offending player (3-seconds foul) placed 4M behind
- No other players may be within 4M of the FP, clear restricted area.
- Whistle Restart

**Situation #4:** A flag is pulled for three seconds, the player continues their momentum toward goal and below GLE when they are pushed ending the scoring play, the ball is below the GLE.

- Whistle and Signal Timeout (stop both clocks on a slow whistle)
- Signal Direction and Foul (Cross Check)
- The offensive player with the ball or nearest to the ball when the whistle is blown will take the FP on the nearest hash mark to the spot of the ball on the 8M arc (hanging hash). [Rule 6 Section 6, b; Rule 6, Section 50; Exception]
- Offending player (push foul) placed 4M behind
- No other players may be within 4M of the FP, clear restricted area.
- Whistle Restart

**Situation #5:** A flag is pulled for off-ball detaining when a player with the ball from below the GLE rolls the goal circle, as they cross the GLE they're pushed in the back by an opponent within the "pie" area which ends the scoring play.

- Whistle and Signal Timeout (stop both clocks on a slow whistle)
- Signal Direction and Foul (Push)
- The offensive player who was fouled and in possession of the ball, or the offensive player nearest to the ball when the whistle is blown will take the FP on the nearest hash mark to the spot of the ball, i.e., hanging hash mark. The penalty will be administered according to the most recent foul. [Rule 6, Section 50]
- Offending player (push foul) placed 4M behind
- No other players may be within 4M of the FP, clear restricted area.
- Whistle Restart

**Situation #6:** A flag is pulled for a check to the head, a cardable foul on the White team. The Blue team player, who was checked in the head, continues to goal, shoots and scores. [Rule 6, Section 49]

- Whistle and Signal a Goal
- Whistle and Signal Timeout (stop both clocks on a slow whistle)
- Issue a card to the White team player for the check to the head.
- Signal Foul (Check to the Head) and Direction to indicate a FP for the Blue team at the center to resume play. Conduct the goal scorer stick check as soon as possible.
- Any player from the non-offending team may take the FP; draw positioning shall not apply.
- No players may be within 2M of the FP, NEA.
- Whistle Restart

Refer to Rule 6 Casebook Situations.



## 2024 POSSESSION CLOCK MECHANICS AND PROCEDURES

### NOTES:

- The officiating team must communicate with the Possession Clock (PC) Operator during pre-game. Review the arm signals that will be used for managing the possession clock; start, stop, reset (90 sec signal, 60 sec signal, arm straight up for hold, head tap, arm wind, arm drop).
- Depending on the situation (as indicated throughout this document), the PC operator will start the PC upon the whistle start and arm drop by an official, or the arm wind by an official, or the self-start by a player in possession of the ball.
- Self-starts are permitted following:
  - PC violations both inside and outside of the CSA, signal PC reset (90)
  - Fouls outside of the CSA causing a change of possession, signal PC reset (90)
  - Out of bounds:
    - When an out of bounds ball changes possession, the PC should reset (90). Operator must **WAIT** to start the time until the team newly in possession starts play. Following the reset signal, officials should keep an arm straight up until the player starts inside the field of play, once the player re-enters the field, the official shall **drop** the arm indicating to the PC operator to start the clock.
    - When an out of bounds ball is a result of a non-cardable foul, the possession clock continues to run.
- Officials will signal **ALL** possession clock resets. The PC operator should **NOT** be responsible for determining resets.
- With regards to the 60-second reset, the reset is based on the time of deflection.
- The PC will be reset to 60 seconds following all shots on goal that hit a pipe or rebounds off a save (GK) and **at the time of the deflection** the PC has 59 or fewer seconds remaining.
- For all shots on goal that hit a pipe or rebounds off a save (GK) and at the time of the deflection the PC has 60 or more seconds remaining, the clock continues to run, no reset is necessary.
- The PC will be reset to 90 for all cards, offside, and changes of possession. See Alternate Possession (AP) section for further explanation regarding PC resets during AP.
- 10-Goal Differential: Officials must use the PC stop signal (head tap) during a 10-goal difference when there is a defense foul in the CSA, an offside foul, or an alternate possession (AP). The game clock will only stop in case of illness, accident or injury, for the issuance of a card, to check a stick, or as a result of an unusual circumstance.
- **If the officials need to stop the game clock to make a correction to the possession clock while the ball is within the CSA, play shall commence from the dot. Whistle Restart.**

## **POWER PLAY**

Review with the crew and possession clock operator the procedures for power play situations at the end of a quarter, overtime half or period. The PC should continue to run until the end of each quarter or overtime period.

If a power play exists at the end of a quarter or overtime period, the clock operator may assist the crew in identifying the PC time that should be set for the start of the new quarter or OT period.

## **OUT OF BOUNDS**

**Note:** When the ball goes out of bounds over the sideline or end line and there is a change of possession, the official will signal the PC reset (90) and hold an arm straight up. Upon player re-entry, the official will drop the arm. The arm drop will be the indication to the PC operator to start the PC.

**Note:** When the ball goes out of bounds due to a non-cardable foul and the team that was in possession will retain possession, there are no PC signals and the PC will continue to run.

**Situation #1:** Ball goes out of bounds over the end line or sideline off the offense (change of possession).

- Whistle
- Signal Direction
- Signal PC Reset (90) - Hold Arm Straight Up
- Drop arm upon player re-entry
- All others 2M away, NEA
- Self-Start Permitted

**Situation #2:** Ball goes out of bounds over the end line off a wide shot and defense is nearest to the spot where the ball goes out.

- Whistle
- Signal Direction
- Signal PC Reset (90) - Hold Arm Straight Up
- Drop arm upon player re-entry
- All others 2M away, NEA
- Self-Start Permitted

**Situation #3:** Ball goes out of bounds over the end line or sideline off the defense (no change of possession).

- Whistle
- Signal Direction (no PC reset since the defense never had possession)
- All others 2M away, NEA
- Self-Start Permitted

**Situation #4:** Ball goes out of bounds over the end line off a wide shot and offense is nearest to the spot where the ball goes out.

- Whistle
- Signal Direction
- PC continues to run
- All others 2M away, NEA
- Self-Start Permitted

**Situation #5:** Ball goes out of bounds over the end line or side line off a deflected shot (pipe or GK save) and the Offensive team regains possession.

- Whistle
- Signal Direction
- If at the time of deflection the PC has 60 seconds or more, NO SIGNAL IS NECESSARY
- If at the time of deflection the PC has 59 seconds or less, Signal PC Reset (60) - Hold Arm Straight Up
- Drop arm upon player re-entry
- All others 2M away, NEA
- Self-Start Permitted

**Situation #6:** Ball goes out of bounds over the end line or side line off a deflected shot (pipe or GK save), the PC has 60 seconds or more, and the defensive team gets possession. Note: At the time of deflection, no reset signal is necessary.

- Whistle
- Signal Direction
- Signal PC Reset (90) - Hold Arm Straight Up
- Drop arm upon player re-entry
- All others 2M away, NEA
- Self-Start Permitted

**Situation #7:** Ball goes out of bounds over the sideline or end line (outside the CSA) as the result of a foul (no change of possession).

- Whistle
- Signal Direction and Foul
- PC continues to run
- FP at the spot of the foul at least 2M inside the boundary
- Offender and all others must be 2M away, NEA.
- Self-Start Permitted

**Situation #8:** Ball goes far out of bounds over the sideline (change of possession).

- Whistle and Signal Timeout (stop both clocks; official's judgment on delay)
- Signal Direction
- Signal PC Reset (90)
- FP 2M inside boundary; all others 2M away, NEA.
- Whistle Restart - Arm drop indicates PC start
- No Self-Start since timeout was called to stop the clocks

**Situation #9:** Ball goes far out of bounds over the sideline (no change of possession).

- Whistle and Signal Timeout (stop both clocks; official's judgment on delay)
- Signal Direction
- No PC Reset
- FP 2M inside boundary; all others 2M away, NEA.
- Whistle Restart - Arm drop indicates PC start
- No Self-Start since timeout was called to stop the clocks

## **SHOT OR PASS**

The official must determine whether or not there is a shot or pass. Determine during the pre-game discussion how the crew will look to each other for support.

## **PASS NEAR GOAL/GOAL CIRCLE**

**Situation #1:** Pass from above or below the GLE that is tipped by GK or another defender and offense retains possession.

- No PC Reset
- Play continues

**Situation #2:** Pass from above or below the GLE that is tipped by GK or another defender and goes directly out of bounds.

- Whistle (both clocks continue to run)
- Signal Direction for the appropriate team
- Player may return to play at the spot where the ball went out of bounds and self-start immediately
- All others 2M away; NEA

**Situation #3:** Pass from above or below the GLE that is intercepted by GK or defender outside the goal circle.

- Signal PC Reset (90)
- Play continues

**Situation #4:** Pass from above or below the GLE that is intercepted by the GK inside their goal circle.

- Signal PC Reset (90)
- Begin 10 second count



## **SHOT ON GOAL**

**Situation #1:** Shot on goal and GK makes a save maintaining possession of the ball in the GC.

- Signal PC Reset (90)
- Begin 10 second count

**Situation #2:** Shot on goal and GK saves the shot and gains possession of the ball outside the GC.

- Signal PC Reset (90)
- Play continues

**Note:** Ball may be immediately placed or taken into the GC; as soon as ball enters the GC, begin the 10-second count.

**Situation #3:** Shot on goal, wide or high (no deflection), and the ball stays in bounds.

- Offense retains possession – No signal, PC continues.
- Defense gains possession – Signal PC Reset (90)

**Situation #4:** Shot on goal, wide or high (no deflection), and the ball goes out of bounds.

- Whistle (both clocks continue to run)
- Once possession has been determined, signal direction.
- Any player from that team may self-start within 5 yards of the spot from where the ball went out of bounds; all others 2M away, NEA.
  - If Defense gains possession - Signal PC Reset (90) - Hold Arm Straight Up - Drop arm upon player re-entry
  - If Offense maintains possession - PC continues to run
- Self-Start Permitted

**Situation #5:** Shot on goal, wide or high (no deflection), and ball goes out of bounds (inside the CSA) Offensive team is nearest to the ball when it went out of bounds, but a **defensive team player** incorrectly retrieves the ball and runs up field.

- Whistle (official may signal timeout, if necessary, due to a prolonged administration of the reset)
- Signal Direction
- Position any player from the offensive team at least 2M inside of boundary near to where the ball went out of bounds; all others 2M away, NEA
- No PC Reset. If the clock was already reset incorrectly, request a recall of the PC.
- Whistle Restart

**Situation #6:** Shot on goal, wide or high, and the ball goes out of bounds (outside the CSA). The defending team was nearest to the ball when it went out of bounds, but an **offensive team player** incorrectly retrieves the ball and continues play.

- Whistle (official may signal timeout, if necessary, due to a prolonged administration of the reset)
- Signal Direction
- Signal PC Reset (90) - Hold Arm Straight Up
- Position a player from the defending team at least 2M inside of boundary near to where the ball went out of bounds; all others 2M away, NEA
- Whistle Restart - Arm drop indicates PC

### **SHOT ON GOAL and WAIT!**

**Note:** If the team in possession of the ball shoots and releases the ball prior to the expiration of the PC and the shot deflects off the pipe or GK, the deflected shot remains a deflection until possession is established. Either team is eligible to gain possession and a PC reset (90 or 60).

**Situation #1:** Shot on goal and ball deflects off pipe or GK who is inside or outside the goal circle and ball goes out of bounds.

- If at the time of deflection the PC had 60 seconds or more - No Reset Signal
- If at the time of deflection, the PC had 59 seconds or less - Signal PC Reset (60) - Hold Arm Straight Up
- Whistle (when ball goes out of bounds)
- Once possession has been determined, signal direction
- Any player from that team may self-start within 5 yards of the spot from where the ball went out of bounds; all others 2M away, NEA
  - If offense maintains possession and PC had 60 seconds or more - No PC Reset, play continues
  - If offense maintains possession and PC had 59 seconds or less - Drop arm to indicate PC start
  - If defense gains possession Signal PC reset (90) - Drop arm to indicate PC start
- Self-Start Permitted

**Situation #2:** Shot on goal with 59 seconds or less on the PC and ball deflects off the GK who is inside or outside the goal circle and the ball stays in bounds.

- Signal PC Reset (60) - Hold Arm Straight Up
- If offense gains possession - Drop arm indicating PC start
- If defense gains possessions - Signal PC Reset (90) - Drop arm indicating PC start

**Situation #3:** Shot on goal with 60 seconds or more on the PC, tipped or deflected by a defender (other than the GK).

- Offense retains possession – No signal, PC continues
- Defense gains possession – Signal PC Reset (90) - Drop arm indicating PC start

**Situation #4:** Shot on goal with 59 seconds or less on the PC, tipped by a defender's stick and then deflects off the pipe and the offense regains possession.

- Signal PC Reset (60) - Hold arm straight up
- When offense regains possession - Drop arm indicating PC start

**Situation #5:** Shot on goal and ball deflects off the pipe with 1 second on the PC, the ball is airborne when the horn sounds for the expiration of the PC.

- Signal PC Reset (60) - Hold arm straight up
- If offense regains possession - Drop arm indicating PC start
- If defense gains possession - Signal PC reset (90) - Drop arm indicating PC start

**Situation #6:** Shot on goal and the ball deflects off the pipe with 61 seconds on the PC and remains loose until the PC horn sounds (unlikely, but possible).

- WhistleSignal Alternate Possession
- Signal Direction for the appropriate team
- If offense regains possession - Signal PC reset (60) - Drop arm indicating PC start
- If defense gains possession - Signal PC reset (90) - Drop arm indicating PC start
- Self-Start Permitted

**Situation #7:** Bounce shot on goal – **WAIT** - Play does not end when the ball hits the ground: See Mechanics above for each of the following situations after a bounce shot.

- Deflected and stays in bounds
- Deflected and goes out of bounds
- GK save inside or outside the goal circle

### **POSSESSION CLOCK VIOLATION**

**Note:** Following the administration of a PC violation, the self-start by the player in possession shall be the indicator for the PC operator to start the PC.

**Situation #1:** The PC expires after the ball goes out of bounds from a pass over the sideline or endline outside the CSA.

- Whistle
- Signal Direction
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90) - Drop arm upon player re-entry
- Any player from the non-offending team may take the FP at least 2M in from the boundary relative to the spot where the ball went out of bounds.
- All others 2M away, NEA
- Self-Start Permitted

**Situation #2:** The PC expires when the ball is in the air as a result of a pass and is inside or outside the CSA.

- Whistle
- Signal Direction
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90)
- Possession administered relative to where the ball lands
- Any player from the non-offending team may take the FP at the spot of the ball; all others 2M away, NEA.
- Self-Start Permitted

**Situation #3:** The PC expires as the ball is rolled to the corner of the field.

- Whistle
- Signal Direction
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90)
- If the ball stays inbounds:
  - Any player from the team awarded possession may take the FP at the spot of the ball; all others 2M away, NEA
  - Self-Start by the player with the ball indicates PC start
- If the ball goes out of bounds:
  - Any player from the team awarded possession may self-start relative to the spot from where the ball went out of bounds; all others 2M away, NEA
  - Official will drop arm upon player reentry indicating PC start
- Self-Start Permitted

**Note:** If, after the PC horn sounds, the ball lands and rolls a great distance from the spot of the violation causing potential delay in the administration of the free position, the official shall whistle and signal timeout to stop both clocks. Position the player and the ball for the whistle restart.

**Situation #4:** The PC expires when the ball is inside or outside of the CSA.

- Whistle
- Signal Direction
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90)
- Any player from the non-offending team may take the FP at the spot of the ball; all others 2M away, NEA
- Self-Start Permitted

**Situation #5:** Shot on goal and ball deflects off the pipe with 45 seconds on the PC, officials will signal the PC reset (60) and hold arm straight up and wait. Offense regains possession and holds the ball until the expiration of the PC.

- Whistle
- Signal Direction
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90)
- Any player from the non-offending team may take the FP at the spot of the ball; all others 2M away, NEA.
- Self-Start Permitted

**Situation #6:** Offense is in possession of the ball outside the CSA when they are fouled by the defense (non cardable), the PC expires simultaneous with the officials whistle for the foul.

- Whistle
- Signal Direction
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90)
- 2M away, NEA
- Self-Start Permitted

**Note:** Due to the expiration of the PC, the foul is not adjudicated in this instance.

**Situation #7:** The shooter is fouled in the act of shooting and the foul affects the shot. The PC expires after the shooter releases the ball.

**If the foul is cardable:**

- Whistle and Signal Timeout (stop both clocks)
- Administer the Card and Signal Foul and Direction
- Signal PC Reset (90) for the card
- Offense retains possession:
  - **Inside CSA, above GLE, within 8M from the GC**, the FP will be awarded to the player who was fouled on a hash nearest to the foul (hash on arc or hanging hash); all others 4M away, NEA; clear the restricted area.
  - **Inside CSA, above GLE, more than 8M from the GC**, Any player may take the FP on the 12M nearest the spot of the foul; all others 2M away, NEA; no other players may obstruct the free space to goal.
- No offender behind (carded player off and team playing short)
- Whistle Restart

**If the foul is not cardable** and the officials determine that there were a couple seconds between the foul committed by the defense and the release of the shot and the sound of the PC horn:

- Whistle and Signal Timeout (stop both clocks)
- Officials huddle and determine time to put back on both the Game Clock and the PC.
  - Communicate with both coaches about the results of the discussion.
- Signal Direction (Offense will have possession)
- Administer the penalty: Most likely an 8M hash free position; clear the restricted area; all others must be 4M away, NEA.
- Whistle Restart

**Situation #8:** If the PC expires after the release of a shot, WAIT, then manage according to the action/situation that follows the shot.

**Shot Wide or High (No Deflection)** – Whistle when the ball lands; defense gains possession according to where the ball lands.

If the ball is out of bounds at the time of the PC violation:

- Whistle
- Signal PC Reset (90)
- Any player may bring the ball in-bounds relative to the spot where it went out; 2M NEA.
- Self-Start Permitted

If inside or outside the CSA:

- Whistle
- Signal PC Reset (90)
- Any player may take the FP at the spot where the ball lands, 2M NEA.
- Self-Start Permitted

**Deflected Shot** –

- If the ball stays in the field of play - Signal PC Reset (60), keep arm straight up and wait, either team is eligible for possession.
  - If offense regains possession, drop arm to indicate PC start
  - If defense gains possession - Signal PC Reset (90) and drop arm to indicate PC start.
- If the ball goes out of bounds - Whistle; Signal PC Reset (60), keep arm straight up and wait until any player from the team awarded possession commences play with a self-start relative to the spot from where the ball went out of bounds;
  - If offense regains possession - Drop arm upon player reentry
  - If defense gains possession - Signal PC Reset (90) and drop arm upon player reentry.

**Bounce Shot – WAIT** – The play does not end when a bounce shot hits the ground.

- Bounce Shot Wide or High - See above for wide or high shot
- Bounce Shot deflected – See above for Deflected Shot
- Bounce Shot Saved by GK in Goal Circle
  - Signal PC Reset (90)
  - Begin 10-second count
- Bounce Shot Possessed by GK outside Goal Circle
  - Signal PC Reset (90)
  - Play Continues

**Situation #9:** If, after the PC horn sounds, the player in possession at that time **deliberately throws the ball some distance away from the spot of the violation** and resulting free position, the official shall penalize such action with a card. Considering the circumstance, the distance the ball traveled, and any other relevant factors, a GREEN (delay of game) or YELLOW (misconduct) card may be warranted. [Rule 6, Section 9, f; Rule 6, Section 10; Rule 6, Section 27-28]

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction
- Signal PC Reset (90)
- Administer the Card (1-minute releasable green or 2-minute releasable yellow) to the offending player.
- Any player from the non-offending team may take the FP at the spot of the foul (where the player threw the ball) and no closer than 8M from the goal and at least 2M in from the boundary; no offender behind; all others 2M away, NEA
- Whistle Restart

### **ALTERNATE POSSESSION / OFFSETTING FOULS**

**Note:** Following the administration of AP, the self-start by the player shall be the indicator for the PC operator to start the PC.

**Note:** Only the PC stops as the result of AP. However, an official may signal for the game clock to stop, if necessary, due to a prolonged administration of AP. [Rule 5, Section 41]

- Whistle and Signal Timeout (PC ONLY, game clock continues to run)
- Signal Offsetting Fouls and Signal Each Foul
- Signal Direction
- Signal PC Reset (90) **\*only if there is a change of possession**
- Administer the penalty:
  - **Outside CSA;** ball positioned closest to where foul/incident occurs that caused play to stop; all others 2M away, NEA.
  - **Inside CSA; above or below GLE;** ball positioned on closest dot; all others 2M away, NEA.
- Self-Start permitted if outside the CSA; No Self-Start permitted if inside the CSA

**\*Exception:** AP does not necessitate a reset of the PC unless there is a change of possession; however, if the foul committed by the team not awarded possession is a foul that typically warrants a reset of the PC (e.g., offside), the PC is reset.

**Situation #1:** Offense is in possession of the ball in their offensive end when they charge into their opponent at which time it is discovered that the defense is offside. We now have alternate possession and offense has AP. There is no change of possession, but due to the offside violation by defense, a green card is administered and the PC will be reset (90).

**Situation #2:** Offense is in possession of the ball in their offensive end when they charge into their opponent at which time it is discovered that the defense is offside. We now have alternate possession and defense has AP. A green card is administered to the defensive team for the offside violation and due to the change of possession the PC will be reset (90).

**Note:** If one of the offsetting fouls is cardable (Yellow or Red), Alternate Possession will not apply and the PC will be reset (90). If both of the offsetting fouls are cardable (Yellow or Red), then Alternate Possession will apply and the PC will be reset (90)

## **OFFSIDE**

**Note:** Following the administration of offside, the whistle restart and arm drop by the official shall be the indicator for the PC operator to start the PC.

**Note:** Call offside immediately. However, do not call defense offside when the offense is on a scoring play and about to shoot. This would disadvantage the non-offending team, officials shall hold whistle (flag). At the end of the scoring play, a Green card shall be administered. If the scoring play results in a goal, the Green card will be administered after the goal and a FP will be awarded at center, in lieu of the draw, for the non-offending team. [Rule 3, Section 7; Rule 6, Section 45, 46, 48].

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction and Foul (Offside) (Two-For-One Signal)
- If both teams are offside - Signal AP + Direction of Possession
- The administration of the penalty is dependent on whether the offense is offside, the defense is offside (green card), or both teams are offside (green card defensive team). Refer to Rule 6, Sections 13-15 for the various penalty administrations.
- In all cases the PC is reset (90)
- Whistle Restart

## **SLOW WHISTLE (Flag)**

The Penalty Administration at the conclusion of a slow whistle (flag) is according to Rule 6, Sections 49-51.

**Situation #1:** Flag is raised and the PC expires before the offensive team shoots and while the ball carrier is inside the CSA, above or below the GLE.

- Whistle
- Signal Direction (defense going out)
- Signal PC Violation (Illegal Procedure)
- Signal PC Reset (90)
- Any player from the non-offending team may take the FP at the spot of the ball when the whistle is blown; all others 2M away, NEA
- Self-Start Permitted



**Situation #2:** Flag is raised for three seconds. The ball carrier is then pushed, causing them to drop the ball to the ground, ending the scoring play with 27 seconds on the PC. The push occurs between the 8M and 12M.

- Whistle and Signal Timeout (stop both clocks)
- Signal Direction and Foul (Push)
- FP to the player who was pushed on the nearest hash mark on the 8M arc to the spot of the ball at the time the whistle was blown; clear the restricted area.
- Offender (player who pushed) is placed 4M behind the free position
- No other players may be within 4M of the free position, NEA
- No PC Reset
- Whistle Restart

### **SIMULTANEOUS WHISTLE**

**Note:** A ball on the ground or in the air within the goal circle constitutes possession for the defending team.

**Note:** When a shot has been released prior to the expiration of the possession clock and the ball crosses the goal line, the goal shall count.

**Note:** If the GK false starts, it is not a foul, they may play on per Rule 5, Section 18; and Rule 6, Section 1, g, 1.

**Note:** When a whistle is blown for a defensive foul simultaneous with a shot on goal, the official making the call must be quick, clear, and decisive when delivering the outcome of the call.

**Situation #1:** Whistle blown for Shooting Space simultaneous with a shot and the shot results in a goal.

- The goal shall count. The penalty for shooting space shall not be administered.
- Signal Shooting Space plus Goal Signal [Appendix B]
- Lead official signals the goal

**Situation #2:** Whistle blown for Shooting Space simultaneous with a shot and the shot does not result in a goal.

- The penalty for the foul shall not be administered unless the foul was cardable or the foul affected the shot.
- The official who whistled shall signal the foul for Shooting Space and then drop arms, this is a play-on situation.
- Officials must manage the PC as needed.
  - If there is a deflection off the pipes:
    - With 59 seconds or less - Signal PC Reset (60) and hold arm up
      - Offense retains possession - PC Reset (60)
      - Defense gains possession - PC Reset (90)
    - With 60 seconds or more - do nothing
  - If there is a deflection off a defender's stick, play continues unless the foul was cardable or the foul was on the shooter and affected the shot.

**Situation #3:** Whistle blown for Shooting Space simultaneous with a shot and the GK maintains possession either through a save inside or outside the GC, or the ball coming to rest inside the GC.

- The penalty for the foul shall not be administered
- Signal Direction and Foul (Shooting Space + PC Reset (90) [Appendix B])
- Lead Official – Begin 10-second count if GK is inside the GC
- Self-Start Permitted

**Note:** If the GK is waiting for a whistle to resume play, the official may commence play on the whistle per Rule 6, Section 44.

**Situation #4:** Whistle blown for Shooting Space simultaneous with a shot and the shot is saved by the GK, whether they are inside or outside the goal circle but the GK does not maintain possession.

- Whistle and Signal Timeout (stop both clocks)
- The penalty for the foul shall not be administered
- Signal Direction and Foul (Shooting Space + PC Reset (90) [Appendix B])
- Lead – Ensure the GK has possession in the GC
- Whistle Restart

**Reminder:** If the GK false starts, it is not a foul, reset the FP and whistle restart

**Situation #5:** Simultaneous Whistle and Dangerous Propel or Dangerous Follow-Through resulting in offsetting fouls. Because one of the fouls is a card (Yellow or Red), AP does not apply.

- Whistle and Signal Timeout (stop both clocks)
- FP to any player on the non-offending team
  - If spot of foul is inside CSA and inside the 8M arc – FP on the 8M arc hash nearest the spot of the foul; going out
  - If spot of foul is inside CSA within 8M of the goal outside the 8M arc – FP on the hanging hash nearest the spot of the foul; going out
  - If spot of foul is inside CSA and more than 8M from the goal circle – FP at a spot on the 12M fan nearest the spot of the foul; going out
- PC Reset (90)
- All players 2M away, NEA
- Whistle Restart

**Situation #6:** Whistle blown for Shooting Space simultaneous with both a shot on goal that hits the pipe and an additional foul (cardable foul or the foul affected the shot) by the defense.

- Whistle and Signal Timeout (stop both clocks)
- Administer the appropriate penalty for the additional foul. If a card is issued, signal PC reset (90). If the foul was not cardable, DO NOT signal PC reset.
- FP for the fouled player on the 8M hash mark nearest to the spot of the foul; offender 4M behind (if carded, no player behind); all other players 4M away, NEA; defenders entitled to the adjacent hashes; clear the restricted area.
- Whistle Restart

**Note:** When a flag is raised prior to a simultaneous whistle for a foul that affects the shot and the shot hits the pipes or crossbar, both clocks stop and the penalty that ended the scoring play is administered. **The PC is not reset unless a card is administered.**



# **PART IV**

# **CASEBOOK**

## 2024 Casebook

Please direct all questions and/or feedback regarding this Casebook to Dave Shiffman at [alexanderhouse@hotmail.com](mailto:alexanderhouse@hotmail.com).

Certain phrases recur constantly and to save space, the following abbreviations are sometimes used:

<b>Any Player</b>	Any player from the team awarded the free position who is on the field of play at the time of the whistle for the foul.
<b>AP</b>	Alternate Possession
<b>CSA</b>	Critical Scoring Area
<b>FP</b>	Free Position
<b>PC</b>	Possession Clock
<b>4 Behind</b>	4 meters directly behind the player taking the free position
<b>The draw is set</b>	The C official has their hands on the center's sticks

### **RULE 1**

#### **Rule 1, Section 1**

Situation: The home team has a field that meets optimal field dimensions. The scorer's/timer's table is set up 2 meters from the sideline.

This is not legal. There must be a minimum of 4 meters (4.4 yards) of space between the sideline boundary and the scorer's/timer's table.

#### **Rule 1, Section 2**

Situation: Team A arrives at the home field of Team B. The field meets minimum field dimensions, but does not meet optimal field dimensions. Team A was not notified in writing before the day of the game and does not agree to play.

Team A is within their rights to not agree to play as they were not notified in writing at least one day in advance. Should the teams agree to play, the game will be a legal game.

#### **Rule 1, Section 3**

Situation: The home team's field has hash marks that are painted white at one end of the field, and yellow at the other end of the field.

This is a legal field. While it is recommended that all lines be painted white or a single contrasting color, it is not required.

#### **Rule 1, Section 4**

Situation: The home team has a field that meets minimum dimensions (60 yards x 110 yards). To maintain a full midfield space, the restraining lines are 25 yards upfield from each goal line. This is not a legal field. The restraining lines must be 27 meters (30 yards) upfield from each goal line.

#### **Rule 1, Section 5**

Situation: The home team has a field with a center circle that has a radius of 8 meters. This is not a legal field. The center circle must be 9 meters.

### **Rule 1, Section 11**

Situation A: Team A arrives at the home field of Team B. The Team A head coach notices that there are no chairs in the Penalty Area.

This is allowed. A player serving a penalty must sit or kneel in the penalty area. While chairs are often provided, they are not required.

Situation B: Red #2 has received a yellow card and has been placed in the Penalty Area where there are no chairs. Red #2 is standing in the Penalty Area. The Red team coach insists she should be allowed to stand. The officials direct Red #2 to kneel.

This is the correct action by the officials. A player serving a penalty must sit or kneel in the Penalty area. Standing players can be confused with substitutes.

### **Rule 1, Section 13**

Situation: The home team is using a flexible pylon at the scorer's table as a possession indicator instead of an arrow.

This is legal. The indicator shall be placed on the side of the scorer's table closest to the team's bench who has the next possession.

### **Rule 1, Section 14**

Situation: The Blue team coach is standing in the substitution area while giving directions to her team at the far end of the field.

This is not allowed. Coaches must remain within their own coaching area which extends from their side of the substitution area to their end line, and up to the sideline. The penalty for this foul is a yellow card issued to the coach for misconduct (see Rule 6, Section 26, f, 6).

### **Rule 1, Section 15 (also Rule 6, Section 40)**

Situation: Spectators are standing behind the end line and heckling the Blue team's goalkeeper. The Blue team head coach asks the officials to remove the spectators from behind the end line.

Spectators are not allowed behind the end lines except in permanent stadium seating positioned behind protective netting or fencing. Officials should speak with the game administrator to handle the situation. If the problem persists, a yellow card shall be issued to the team's head coach.

### **Rule 1, Section 16**

Situation: Upon inspecting the field, officials notice the goal posts have the name of the home team painted on their otherwise solid white color.

This is allowed provided the view of the goal posts constitutes a solid white, orange, or silver color.

### **Rule 1, Directions for 8-Meter Arc/12-Meter Fan**

Situation: When walking the field during pregame inspection, the officials see the goals are set so that the front of the goalposts are just behind the back of the goal line.

This is incorrect. The back of the goal post must align with the back of the goal line.

## **RULE 2**

### **Rule 2, Section 1**

Situation: At the coaches meeting, the Red team's response to the question "Is all of your team's equipment legal?" is "To the best of my knowledge."

This response does not satisfy the requirement. The coach must verbally assert in the affirmative.

### **Rule 2, Section 2**

Situation A: Red #4 is playing with a stick that has a mesh pocket and no shooting strings.

This is allowed. Mesh pockets are allowed and shooting strings are not required. The stick may be illegal if it violates other criteria for a legal stick.

Situation B: White #6 is using a stick that has two shooting strings that are tied directly to the sidewalls, but not through the designated stringing holes.

This is allowed. Shooting strings do not need to be attached through stringing holes.

Situation C: Blue #8 is using a stick that has two shooting strings. The top shooting string is attached in the top 1/3 of the head of the stick. The lower shooting string is an inverted U-shaped shooting string and is attached to the sidewalls just above the ball stop.

This is not legal. An inverted U-shaped lower shooting string must be attached in the top 2/3 of the head.

Penalty Administration: If the illegal stick is found pre-game, it can be fixed before the playing of the national anthem with no penalty. If it is found during the game, a two-minute non-releasable penalty shall be issued to Blue #8. If Blue #8 scored a goal, the goal shall not be allowed and a two-minute non-releasable penalty shall be assessed.

Situation D: Green #12 is using a stick that has tape on the sidewall (and/or stringing) of the head.

This is not legal. Tape is not allowed on the head of a stick.

Penalty Administration: If the illegal stick is found pre-game, it can be fixed before the playing of the national anthem with no penalty. If it is found during the game, a two-minute non-releasable penalty shall be issued to Green #12. If Green #12 scored a goal, the goal shall not be allowed and a two-minute non-releasable penalty shall be assessed.

### **Rule 2, Section 3**

Situation: An official is performing a stick check on the goal scorer's stick. When checking both the front and back sides of the pocket, the official tilts the stick to 90 degrees.

This is the correct procedure.

### **Rule 2, Section 7**

Situation A: The officials have stopped the game to perform a discretionary stick check on White #14. The stick violates the pocket depth rule and is removed from the game and placed at the scorer's/timer's table.

The stick may be rechecked at the next two-minute break in between quarters, halftime, or subsequent break prior to an overtime period.

Penalty Administration: The game shall be restarted with a free possession (at the appropriate spot based on the spot of the ball) awarded to any player on the opposing team. Commence play with a whistle.

Situation B: The officials have stopped the game to perform a discretionary stick check request on White # 14. The stick violates Rule 2 (not pocket depth) and a two-minute non-releasable yellow card is issued to White #14.

The stick may be re-inspected at halftime or subsequent break prior to an overtime period.

Penalty Administration: The game shall be restarted with a free possession (at the appropriate spot based on the spot of the ball) awarded to any player on the opposing team. Commence play with a whistle.

### **Rule 2 Section 8**

Situation A: The Blue team requests their first stick check on the White team after the first goal of the game and before the draw is set. The stick is found to be legal.

Penalty Administration: The Blue team will lose possession and one of their 2 permitted stick check requests. Free position at the center line for the White team, all players 2 meters away, draw positioning does not apply.

What is the proper administration if the stick is illegal due to a pocket depth violation?

Penalty Administration: The illegal stick will be placed at the scorer's/timer's table, the White team will lose possession. Free position at the center line for the Blue team, all players 2 meters away, draw positioning does not apply. If the stick belonged to the goal scorer- the goal shall not count.

What is the proper administration if the stick is found to be illegal due to a violation of this rule excluding pocket depth?

Penalty Administration: The illegal stick will be placed at the scorer's/timer's table. Issue a 2-minute non-releasable yellow card to the player whose stick was illegal. The White team will lose possession, free position at the center line for the Blue team, all players 2 meters away, draw positioning does not apply. If the stick belonged to the goal scorer- the goal shall not count.

Situation B: After a goal in the third quarter by the White team, the Blue team requests a stick check. The Blue team has made a stick check request earlier in the game where the stick was found to be legal. The Blue team has timeouts remaining.

Penalty Administration: The Blue team will lose one of its remaining timeouts. Play will commence with a draw. The Blue team can no longer make a stick check request.

What is the proper penalty administration if the stick is found to be illegal due to a pocket depth violation?

Penalty Administration: The illegal stick will be placed at the scorer's/timer's table, the White team will lose possession, free position at the center line for the Blue team, all players 2 meters away, draw positioning does not apply. If the stick belonged to the goal scorer- the goal shall not count.

What is the proper administration if the stick is found to be illegal due to a violation of this rule excluding pocket depth?

Penalty Administration: The illegal stick will be placed at the scorer's/timer's table. Issue a 2-minute non-releasable yellow card to the player whose stick was illegal. The White team will lose possession, free position at the center line for the Blue team, all players 2 meters away, draw positioning does not apply. If the stick belonged to the goal scorer- the goal shall not count.

Situation C: Red #12 scores a goal. After releasing her shot, she is shoved to the ground by White #6. The officials allow the goal, call a foul (card or non-card) on White #12. Neither team may make a stick check request. Stick check requests are allowed prior to the start of the draw. In this situation there is no draw.

Situation D: The White team has used all three timeouts during the game and has not requested a stick check.

The White team is allowed to make a stick check request at the appropriate times.

Penalty Administration: The first penalty for requesting a stick check when the stick is legal is loss of possession. This penalty will apply to the team who requested the stick check regardless of whether or not they have timeouts remaining.

Situation E: The Blue team has both stick check requests available. The Blue team has timeouts available. The fourth quarter begins with a free position awarded at the center for the White team. The Blue team makes a stick check request.

This is allowed. Teams may request a stick check at a quarter break.

Penalty Administration: Since possession has already been determined, the penalty assessed to the Blue team should the stick pass the stick check request will be the loss of a timeout. If the stick is illegal, a free position at the center will be awarded to the Blue team. Player positioning for the draw shall not apply.

Situation F: The Blue team has used all three timeouts during the game. The fourth quarter is beginning with a free position awarded at the center for the White team. The Blue team makes a stick check request.

This is not allowed. While it is legal to request a stick check during a quarter break, possession for the White team has already been established, and the Blue team has no timeouts remaining. Thus, there would be no penalty available to assess should the stick pass the stick check request.

Situation G: A game is going into overtime. The Red team used all three of their allotted timeouts during regulation and made a stick check request which resulted in a legal stick and loss of possession for the Red team. The Red team makes a stick check request.

This is allowed. Each team is allotted one timeout for use during the entire overtime. They may use it once the teams take the field for the start of overtime play.

Penalty Administration: If the stick is found to be legal, the Red team will lose its timeout. Play will commence with a draw. If the stick is illegal, a free position at the center will be awarded to the requesting team. Player positioning for the draw shall not apply.

## **Rule 2 Section 9**

Situation A: The Blue team coach has requested a stick check on White #10. The stick violates the pocket depth rule and is removed from the game and placed at the scorer's/timer's table. The stick is eligible to be re-inspected at the next two-minute break in between quarters, halftime, or subsequent break prior to an overtime period.

Penalty Administration: The game shall be restarted with a free possession (at the appropriate spot based on the spot of the ball) awarded to any player on the opposing team. Commence play with a whistle.



Situation B: The Blue team coach has requested a stick check on White #10. The stick violates Rule 2 (not pocket depth) and a two-minute non-releasable yellow card is issued to White #14. A: The stick may be re-inspected at halftime or subsequent break prior to an overtime period. Penalty Administration: The game shall be restarted with a free possession (at the appropriate spot based on the spot of the ball) awarded to any player on the opposing team. Commence play with a whistle.

Situation C: The players from both teams have taken the field to start the second half. The White team coach has requested a stick check for a stick that is in the Red team's bench area and the player to whom it belongs cannot be identified (often a team draw stick). The stick is illegal.

If the illegal stick violation is not pocket depth, a two-minute non-releasable yellow card will be issued to the team's head coach.

Penalty Administration: The head coach will designate a player from the field to serve the penalty. The game shall be restarted with a free position at the center for the White team. Player positioning for the draw shall not apply. (If the stick violation is for pocket depth only, a free position will be administered at the center line to the non-offending team.)

### **Rule 2, Section 10**

Situation: White #12 has scored a goal. After the officials perform the required stick check and before the draw, the Blue team coach has requested another stick check be performed for White #12. The stick is found to be illegal due to a pocket depth violation.

This is allowed.

Penalty Administration: The goal shall not count. The illegal stick is removed from the game by the official and placed at the scorer's/timer's table. A free position is awarded to the Blue team at the center line. Player positioning for the draw shall not apply.

### **Rule 2, Section 11**

Situation: The Red team has requested a stick check on White #6. The stick is deemed to be illegal.

The Red team will not lose any of its two allowable requests, possession, or a timeout.

### **Rule 2 Section 12**

Situation A: During a stick check, the ball does not roll out of the stick when held at a ninety-degree angle.

As the ball does not move freely in the pocket, a two-minute non-releasable yellow card shall be issued.

Situation B: White #12 has scored a goal. She does not drop her stick or hand it to the nearest official in a timely fashion, or she or a teammate adjusts the goal scoring stick in any way before dropping it or handing it to the official.

The goal shall not count.

Penalty Administration: Remove the illegal stick. Start the game with a free position at the center line for the opposing team.

Situation B: White #12 has scored a goal. Before the draw, the Blue team coach has requested a stick check for White #5. The stick is illegal due to a pocket depth violation.

The goal shall count as White #5 was not the goal scorer.

Penalty Administration: The illegal stick is removed from the game by the official and placed at the scorer's/timer's table. A free position is awarded to the Blue team at the center line. Player positioning for the draw shall not apply. (If the stick violation was not pocket depth, issue a two-minute non-releasable yellow card to White #5.)

Situation C: (See Rule 4 Section 11) White #20 has scored a goal and immediately dropped her stick. The official, sees White #4 also drop her stick in celebration at the same time. The official clearly identifies and gets the goal-scoring stick belonging to White #20. The goal shall count provided the goal-scoring stick passes the stick check. It is not an automatic “no goal” situation if another player drops their stick. White # 4 should be reminded to maintain possession of her stick.

Situation D: A goal is scored during sudden-victory overtime. Officials must perform a stick check on the goal scorer’s stick. Do not confuse this rule with the inability of a team to request a goal scorer’s stick in overtime.

### **Rule 2, Sections 7, 9, and 12**

Situation A: The stick belonging to Red #9 has been deemed illegal as it violates a section of Rule 2 or the NCAA Stick Check Instructions excluding pocket depth.

Penalty Administration: Red #9 will be issued a two-minute non-releasable yellow card. Red #9 will serve the penalty time in the penalty area. The stick will be placed at the scorer’s/timer’s table for the entire half or overtime period after which point the stick is then eligible to be re-inspected. The game shall be re-started with a free position to the opponent nearest the ball when play was stopped. In the event a goal was scored with the illegal stick, the goal shall not be allowed, play shall commence with a free position at the center line for the opposing team. Player positioning for the draw shall not apply.

Situation B: Player shoots and scores and celebrates by pounding their stick on the ground. When the official picks up the goal-scoring stick, they notice the shaft of the stick is now broken from the pounding. The official can check the head of the stick and if the pocket is legal then the goal shall count.

Situation C: Player shoots and scores. While their team is celebrating, a teammate jumps on the goal scorer’s stick and breaks either the shaft or the head. Provided the official can inspect the pocket and determine that it is legal the goal shall count.

Situation D: Attack #10 shoots, defense #4 deflects the shot and the ball goes into the goal. Officials must check the stick belonging to attack #10.

Situation E: Attack #10 loses the ball, defense #4 picks it up and passes it back to their goalkeeper who misses it and it goes in the goal. Officials will not check any stick. The goal shall count..

### **Rule 2, Section 13**

Situation A: Blue #15 shoots and the ball enters the goal. While in the act of shooting, either the head of her stick falls off, or the shaft of the stick breaks.

The goal shall not count (unless it is clear that the improper/broken equipment is the result of a collision or dropping the stick after the shot. In this case, the goal will be allowed if the head passes inspection.)

Penalty Administration: Play shall commence by AP.

Situation B: Red #32 is running through midfield with the ball. While passing to a teammate, either the head of her stick falls off, or the shaft of her stick breaks.

In either case the stick is improper/broken equipment.

Penalty Administration: Time-out must be taken. The stick is placed at the scorer's/timer's table. Red #32 is allowed to enter the bench area, obtain another stick, and immediately return to the field. Play shall commence by AP at the spot where play stopped due to the illegal stick.

Situation C: While taking the draw, the head of the shaft belonging to the White team center falls off (or the shaft breaks).

In either case the stick is improper/broken equipment.

Penalty Administration: Time out should be taken. The stick is placed at the scorer's/timer's table. The White team center is allowed to enter the bench area, obtain another stick, and immediately return to the field. Play shall commence by AP at the center line. Player positioning for the draw shall not apply. Self-start is allowed if the clock was not stopped.

Situation D: Blue #24 is running with the ball along the far sideline between the restraining lines. White # 3, who is standing in the center circle, holds up her broken stick which is now in two pieces.

The officials should not stop the game. If a malfunction or breakage of equipment occurs between the restraining line and the ball is positioned between the restraining lines, play will not be stopped unless the player with the broken stick is positioned within 2 meters of the ball.

Situation E: Red #13 is running with the ball through the center circle. White #22 checks her legally and the shaft of the stick belonging to White #22 breaks.

Officials shall blow the whistle immediately and call time out as White #22 was within 2 meters of the ball.

Penalty Administration: White #22 must exchange the broken stick for a legal stick or exit the field and allow a substitute to enter the field of play. Any player on the Red team will commence play at the spot of the ball when the timeout was taken on the official's whistle.

Situation F: White #3 has possession of the ball in the CSA of her team's offensive end of the field between the arc and the fan. She is not on a scoring play. Red # 12 is defending her and while making a legal check, the shaft of her stick breaks in half. Red #12 immediately runs off the field to replace her stick.

The officials must blow the whistle immediately and call time out. The broken shaft occurred below the restraining line when the ball was also below the restraining line.

Penalty Administration: Play will restart with a free position for White #3 on the dot. No one goes behind. Whistle start.

Situation G: White #12 has shot and scored. Immediately after the shot Red #4, who was defending White #12, turns to the officials holding each piece of her broken shaft in the air. The goal shall count.

Situation H: The shaft belonging to White #8 is bent or broken.

The bent or broken shaft is considered to be improper/broken equipment and must remain at the scorer's/timer's table for the duration of the game. The head of the stick may be attached to a different shaft in the team's bench area. It is not required that the fixed stick be re-inspected prior to its renewed use in the game.

### **Rule 2, Section 14**

Situation: The teams do not agree on the color of the ball being used for a game. The home team wishes to use bright orange while the visiting team wishes to use yellow. The home team says they do not have enough yellow balls to supply them at each end line and along the sidelines.

Yellow balls must be used. If no agreement can be reached, the default is a yellow ball. It is recommended, but not required, that the home team supply balls at each end line and sideline.

### **Rule 2, Section 15**

Situation A: The Green team goalkeeper is wearing a protective helmet, designed for lacrosse, that meets NOCSAE standards. It does not have a chin strap (or it does, but the chin strap is not securely fastened).

This is not legal. The chin strap must be securely fastened

Situation B: The Green team goalkeeper is wearing a protective helmet, designed for lacrosse, that meets NOCSAE standards. She wishes to wear the “guardian” protective covering on the helmet.

This is not allowed.

### **Rule 2, Section 16**

Situation A: The Blue team goalkeeper is not wearing shin guards.

This is legal. While it is recommended that the goalkeeper wear shin guards, it is not required.

Situation B: The White team goalkeeper is wearing gloves that have webbing between the fingers.

This is not allowed.

### **Rule 2, Section 19**

Situation A: The White team has players wearing many different colored socks.

This is allowed. Socks are not required to be identical for team members.

Situation B: Players on the home team are wearing shoes with aluminum cleats.

This is allowed provided the officials do not consider them dangerous.

### **Rule 2, Section 20**

Situation A: The Red team coach asks the officials to allow Red #6 to play wearing a hard cast on her forearm. The cast is not padded, but the coach provides a doctor’s note saying the athlete can wear it.

This is not legal. Hard casts are prohibited unless padded with a closed-cell slow-recovery foam padding no less than 1/2” thick.

Situation B: White #5 is wearing a medic-alert bracelet.

This is allowed provided it is securely taped with the information visible.

Situation C: Red #24 is wearing gauges and spacers.

Spacers and gauges are considered jewelry and are illegal.

Penalty Administration: A green card shall be issued for this Delay-of-Game foul.

Situation D: Three players on the visiting team are wearing religious headwear. This is allowed provided the head wear is securely fastened to the head and is not considered to be dangerous.

Situation E: A field player on the Red team is wearing a padded shirt under the game jersey. This is allowed provided it is the ND 200 compression shirt that is certified to the NOCSAE commotio cordis protective device standard. This equipment will be covered by the coach certification during the pre-game coach meeting.

### **Rule 2, Section 22 (also Rule 4, Section 10)**

Situation: White #8 has scored a goal. Before the draw, the officials are notified that White #8 is wearing jewelry. The officials have White #8 remove the jewelry.

Penalty Administration: The goal shall count. A green card for the delay-of-game foul will be issued to White #8 and a free position will be awarded to the opposing team at the center line.

### **Rule 2, Section 23**

Situation A: The Red team has some players wearing red kilts and some wearing red shorts. This is allowed provided the uniform bottoms are of the same color and similar design, trim, and cut.

Situation B: The White team goalkeeper is wearing a blue goalkeeper shirt. Blue is one of the school's official colors.

This is not allowed. The goalkeeper's shirt must be of the same color as the goalkeeper's team.

Situation C: The White team goalkeeper is wearing red shorts while the White team field players are wearing white uniform bottoms. Red is one of the school's predominant colors. This is allowed. The goalkeeper's uniform bottom must be predominantly a solid school color, white, black, or gray.

### **Rule 2, Section 24 (also Rule 5, Section 47)**

Situation A: During the second quarter, the White team coach alerts the officials that Red # 22 is listed incorrectly in the scorebook. Her number in the score book is #23.

A player not listed in the scorebook by name and correct number is an illegal substitute.

Penalty Administration: The score book shall be changed at this time. A green card will be issued for the illegal substitute foul. A free position will be awarded to the opposing team at the spot where play was to resume before the illegal substitute was discovered. (If a goal was scored while Red #22 was on the field, the goal shall not count per Rule 4, Section 11, h.)

Situation B: The Red team GK is wearing number "00" while a Red team field player is wearing number "0".

These numbers are allowed.

**Note**: No other numbers starting with a "0" (e.g., 01, 02) are allowed

### **Rule 2, Section 25**

Situation: Both the visiting team and the home team have the same color uniform shirts on. The home team is obligated to change or to wear numbered pinnies of contrasting color.

### **Rule 2, Section 26**

Situation: The players on the White team have words such as "End Racism" and "Stop Hate" written on their uniform where a player's name is traditionally placed.

This is allowed.

## **Rule 2, Section 28**

Situation: All of the players on the White team are wearing white long sleeve visible undergarments under their uniform shirt. The Blue team also has all their players wearing white long sleeve visible undergarments under their uniform shirt.

Each team is allowed to wear visible undergarments under their shirts or shorts provided they are a solid color, and they are either white, gray, black, or one of the team's uniform colors. All team members choosing to wear visible undergarments must wear the same color. There is nothing that prevents opposing teams from wearing the same color.

## **Rule 2, Section 29**

Situation: During the second quarter, the White team coach alerts the officials that the size of the numbers on the front of the Red team's jerseys is not legal.

Penalty Administration: There is no penalty. The penalty for an illegal uniform may only be administered at the start of the game.

## **RULE 3**

### **Rule 3, Section 1**

Situation: The visiting team has taken the field to start the game. They have 12 field players and no goalkeeper.

This is allowed. The team is not required to have a dressed goalkeeper on the field (with the exception of certain carding situations involving the goalkeeper. See Rule 6, Sections 36-39.)

### **Rule 3, Section 2 (also Rule 6, Section 9, b)**

Situation: With 10 minutes showing on the pre-game clock, the visiting team head coach and all three officials are at the pre-game meeting. The home team head coach is not on the field.

Penalty Administration: Green card to the head coach for the delay-of-game foul. The head coach must select a player to serve the penalty and the team will start the game with one less player on the field. The game will start with a free position at the center line for the non-offending team. Player positioning for the draw will not apply. Officials should use game management skills to assess the timeliness involved before carding.

### **Rule 3, Section 3 (also Rule 6, Section 41)**

Situation: The red team assistant coach has committed a misconduct foul (abusive language). The head coach is responsible for the actions of all bench personnel and will be issued the yellow (or red) card.

### **Rule 3, Section 4**

Situation: At the end of the first quarter, the Red team head coach approaches the officials with a question for clarification of a rule.

This is not a designated time for coach questions. Coaches can approach officials pregame, at halftime, or during timeouts for clarification of rules. Officials are encouraged to use game management skills in these situations.

### **Rule 3, Section 5**

Situation: The home team does not have a designated game administrator on site. These duties will be the responsibility of the home team coaching staff.

### **Rule 3, Section 6**

Situation: The visiting team has designated an injured, non-dressed player as the team's speaking captain.

This is not allowed. The speaking captain must be a player who will likely play in at least half of the game.

**Rule 3, Section 7 (also Rule 6, Section 15, c & d)**

Situation: The White team is on a scoring play when the Trail official notices that the Red team is offside.

A flag shall be raised for the foul by the defense when the attack is on a scoring play. Penalize with a green card at the conclusion of the scoring play. If a goal is scored, play will start with a free position for the non-offending team at the center line.

**Rule 3, Section 9**

Situation: The Blue team head coach has approached the officials at the start of halftime with a question.

A coach from the opposing team (does not have to be the head coach) must be given the opportunity to be present. Officials may answer the question after this invitation has been extended to the opposing coach.

**Rule 3, Section 10**

Situation A: The game has been interrupted due to dangerous weather.

After consultation with both coaches and appropriate site administrators, the head official shall make the final decision on whether to continue the game.

Situation B: During the third quarter, a shot has gone out of bounds and players from the White and Blue team are equidistant from the spot of the ball where it crossed the boundary. The officials award possession to the White team. The Blue team coach questions this decision and points to the table where the possession indicator says the AP belongs to the Blue team. When there is a discrepancy between the head official and table personnel, the head official's record governs.

**RULE 4****Rule 4, Section 1**

Situation A: Both coaches agree that they want to keep playing in the same direction for an entire half and only switch directions at half time.

This is not allowed. Players must change ends following each quarter.

Situation B: The White team has been awarded a free position on the dot with 15 seconds left in the fourth quarter. The officials have stopped the possession clock only and let the game clock continue to run.

This is the correct procedure. The game clock will not stop unless the foul was committed in the CSA above the goal line extended and within 8 meters of and outside the goal circle.

Situation C: The Red team has been awarded a free position on the 12-meter fan with 10 seconds left in the game with the score tied. The Red team coach says that the opponent is delaying the game by not moving 2-meters away quickly enough.

Officials are encouraged to take timeout for any type of behavior that amounts to a delay during the administration of this foul. A delay-of-game card could be issued.

Situation D: (See Rule 5 Section 41) AP has been awarded to the attacking team in the CSA as a result of offsetting fouls. Play will commence at the dot.

A self-start is allowed provided the game clock has not been stopped.

### **Rule 4, Section 3**

Situation: The Blue team has scored a goal which changed the score from 15-6 to 16-6. The official has signaled the goal. The clock operator has stopped the clock and is waiting for the stick check to be performed before starting it.

This is not the correct procedure. The running clock will commence immediately following the official's signal for the goal.

### **Rule 4, Section 4**

Situation A: Blue # 4 has been awarded a free position on the center hash with White #11 four meters behind. The Blue team coach requests a timeout. As the team's return to the field, the White team coach asks for the free position to be at the dot as the Blue team called a possession timeout.

The free position will be administered at the center hash. If the team timeout was called prior to the administration of a foul in the critical scoring area, the penalty administration for the applicable foul pursuant to Rule 6 applies. In addition, Blue #4 and White # 11 must return to the field on the center hash and 4 behind.

Situation B: The White team has scored a goal and has been awarded a free position at the center line due to a foul after the shot by a Red team player. The Red team head coach requests a time out.

This is allowed. A timeout may be requested at any time the requestor's team is in clear possession of the ball, or, as in this case, after a goal is scored.

Situation C: After a goal, the draw has been set.

Neither team may request a timeout.

### **Rule 4, Section 5**

Situation A: The table horn has sounded for a Media Timeout with the Red team in possession of the ball in the critical scoring area.

While this should rarely happen, in the event it does, play will start at the dot with the team in possession at the time of the horn.

Situation B: The officials arrive at a game and are informed that there will be media timeouts in the game.

All media timeouts shall be two minutes in length. They should occur at the first "natural break" below 10:00 minutes in each quarter unless a television agreement requires a different format. It is important to clarify this at the pre-game coaches meeting.

### **Rule 4, Section 6**

Situation A: Dangerous weather conditions have required the officials to suspend play just after the fourth quarter has begun. The coach of the team who was trailing at the time insists that the game is not complete as 80% (48 minutes) has not been played.

This is a complete game. A game is legal and complete if 75% (45 minutes or three quarters) of playing time has elapsed.

### **Rule 4, Section 7**

Situation: The Green team head coach has been ejected from the game (red card) and refuses to leave the area, including the spectator area, of the game.

The officials may declare a forfeit with the score of the forfeited game being 1-0 for the non-offending team.

**Note:** Officials should make every effort to manage the situation and allow for an assistant coach (if available) to take over the head coach responsibilities.



### **Rule 4, Section 8**

Situation A: After the first three minutes of overtime play where neither team has scored, the teams are changing ends and one team makes substitutions.  
This is allowed.

Situation B: During the first three minutes of overtime play, the stick for White #24 has been ruled illegal due to a pocket depth violation (discretionary stick check by the official). The White team coach asks the officials to reinspect it during the break for changing ends.  
A stick may only be re-inspected prior to the start of a six-minute overtime period; a stick may not be re-inspected after the first three-minute half of an overtime period.

### **Rule 4, Section 9**

Situation A: Red #16 releases a shot with .3 seconds on the game clock. The horn sounds as the ball is in the air. The ball enters the goal after the horn sounds.  
The goal shall count.

Situation B: Blue # 30 releases a shot just after the horn for the possession clock has sounded. The ball enters the goal.  
The goal shall not count. The shot must be released prior to the expiration of the possession clock.

Penalty Administration: Play will restart based on the possession clock violation. If the game clock was stopped (as it would be in most cases), play will commence on the official's whistle.

Situation C: White # 15 releases a shot after the whistle has blown. The ball enters the goal. The goal shall not count unless there is a whistle blown for a defensive foul simultaneous with a shot that results in a goal (Rule 6 Section 44) or if there is a whistle blown for shooting space that is simultaneous with or immediately following the release of the shot (Rule 6 Section 44).

### **Rule 4, Section 10 (also Rule 2, Section 22)**

Situation: Blue #26 scores a goal. Immediately after the stick check it is discovered that Blue #26 is wearing jewelry.  
The goal shall count.

Penalty administration: Issue a green card to Blue #26. A free position will be awarded at the center line for the opposing team.

### **Rule 4, Section 11, d**

Situation: A shot is released just prior to the expiration of the game or possession clock. The horn sounds as the ball is in the air. The ball deflects off the stick of another player (offense or defense). The deflection changes the trajectory of the ball and it goes into the goal.  
The goal shall count. The shot was released legally. The deflection does not change the result.

### **Rule 4, Section 11, k (also Rule 2, Section 12)**

Situation: White #22 has scored a goal and dropped her stick. White #6, who is on the other side of the CSA drops her stick and runs over to congratulate White #22.  
The goal shall count provided the officials can identify the goal-scorer's stick.

## **RULE 5**

### **Rule 5, Section 1**

Situation A: The second quarter is about to start with a draw. Both teams are at full strength (no cards). The officials have taken an appropriate amount of time and find that the White team has only 11 players on the field.

The officials should proceed with the draw. Teams are not required to have 12 eligible players on the field at the start of each quarter or overtime.

Situation B: The White team scored a goal and the shooter's stick is legal. Both the White and Blue teams are subbing and when the C official is ready to set the draw and prior to hands being on sticks, the A/B officials see that the Blue team has one too many eligible players on the field.

This is a delay in the administration of the draw. The first violation will result in a verbal warning. Remove the extra player from the field and proceed with the Draw. The second violation will result in a delay-of-game green card to the Blue team head coach who then must remove two players from the field, and a 1-minute releasable penalty will be administered. FP for the White team at the center line.

### **Rule 5, Section 2**

Situation A: At the draw, one center is bending low enough that the positioning of the draw sticks is below hip level. The opposing center asks for the draw to be raised.

The sticks (shafts and heads) shall be held above each player's hip level. Officials should be aware of the height differences between players and position the draw so that neither player gains an advantage. In this case, repositioning the sticks is allowed.

Situation B: At the draw, and after the official has said "ready", the Blue team center moves her thumb to a position along the sidewall of the stick (or hooks it into the pocket).

This is not legal. A player's top hand may not contact any part of the throat, sidewall, pocket, or other part of the head of the stick.

Penalty Administration: A free position is awarded to the non-offending team at the spot of the ball. Any player may take the free position. No player may be within 2 meters of the free position. Player positioning for the draw will not apply. The player taking the free position may self-start.

Situation C: The centers on the Blue team have persistently placed their fingers/thumb on the throat, sidewall, pocket, or other part of the head of the stick at the draw. Verbal warnings have been given.

A green card can be issued for delaying the administration of the draw per the NCAA 2024 Point of Emphasis.

Situation D: After the official has set the draw and said "ready", the center for the Red team turns her head to motion to her teammate on the circle. The official blows the whistle and signals a draw violation.

This action is not a foul. On the word "ready", the players taking the draw must remain motionless, except for head movement, until the whistle.

### **Rule 5, Section 3**

Situation A: The second quarter is starting with a draw. Each team has three players between the restraining lines. After the official has set the draw (hands on the drawer's sticks), Blue #22 moves from the center circle to a position below the restraining line.

This is a legal action. A player positioned between the restraining lines is permitted to cross over and position themselves below either restraining line.

Situation B: The fourth quarter is starting with a draw. Each team has three players between the restraining lines. After the official has set the draw, Blue #22 moves from the center circle to a position below the restraining line and Blue #5 moves from below the restraining line to a position on the center circle.

This is not legal. Blue #22 may move below the restraining line, but no Blue team player (Blue #5 in this case) may cross over from below either restraining line until possession has been determined or the ball has crossed over either restraining line.

Penalty Administration: A free position is awarded to the non-offending team at the spot of the ball (in this case the center line). Any player may take the free position. No player may be within 2 meters of the free position. The player taking the free position may self-start.

Situation C: As the ball goes up from a legal draw, and before possession is gained, Red #22 fouls (push) White #8 in the center circle. The official blows the whistle and signals the direction and foul. White #8 self-starts from the spot of the ball. Multiple Blue team players from below the restraining line cross over the restraining line.

This is a legal action. Even though the ball has not yet crossed the restraining line, possession has been established with the calling of the foul.

Situation D: Both teams have 12 players on the field as a draw is being administered. The draw is set and a player from the White team from below the restraining line crosses the restraining line and runs toward the substitution area.

This is an early entry foul. The player is not an illegal player or illegal substitute.

Penalty Administration: Free position for the opposing team at the center line.

#### **Rule 5, Section 4**

Situation: After a legal draw, players are attempting to gain possession of the ball as it rolls out of the center circle. As the ball deflects off the edge of a Blue team player's stick, a player from the White team, positioned below the restraining line, crosses over the restraining line.

Officials must judge (and signal if needed) if possession has been determined. Possession is defined as a player being able to cradle, carry, pass, or shoot. A deflection off the edge of a player's stick is not possession.

#### **Rule 5, Section 5**

Situation A: The centers from the Blue and White teams draw legally and the ball either goes directly out of bounds, or the flight of the ball does not go higher than the heads of the centers. AP is awarded to the Blue team.

Penalty Administration: Any player on the field at the time of the whistle may take the free position. The player may self-start (unless the game clock has been stopped). Substitutes are allowed. The free position will be administered at the center line, or, if the spot of the ball is far from the center, at the spot of the ball.

#### **Rule 5, Section 7**

Situation: After a legal draw, the ball is approaching the restraining line. Blue #12 reaches over the restraining line and plays the ball with their stick.

This is a legal action provided no part of Blue #12's body is on, or touching the ground over, the restraining line.

#### **Rule 5, Section 8**

Situation: As the official is setting the draw, a player from the White team, positioned on the center circle, grounds her stick inside the circle before the official's whistle.

This is a legal action. An early entry foul only occurs when a player steps on or over the center circle before the official's whistle. Grounding the stick is legal.

### **Rule 5, Section 9**

Situation A: After the draw is set and the official has said “ready”, the center for the Blue team bends at the knees.

This is an illegal draw foul.

Penalty Administration: A free position is awarded to the non-offending team at the spot of the ball. Any player may take the free position. No player may be within 2 meters of the free position. The player taking the free position may self-start.

### **Rule 5, Section 10**

Situation A: The White team center has been called for an illegal draw. When the whistle blows, the ball is three yards above the restraining line.

Penalty Administration: Any player may take the free position at the spot of the ball. The player may self-start. No player may be within 2 meters of the player taking the free position.

Situation B: After a legal draw, a player from the Red team commits an early entry violation by stepping over the restraining line while attempting to pick up the ball.

Penalty Administration: Any player may take the free position at the spot of the ball. The player may self-start. No player may be within 2 meters of the player taking the free position.

Situation C: After a legal draw the ball is rolling toward the restraining line near the A official. As a Blue team player is legally attempting to scoop up the ball, a White team player crosses the restraining line in front of the B official before possession is gained.

Even though the action is at the far restraining line, it is still an early entry foul.

Penalty administration: Any player may take the free position at the spot of the ball. The player may self-start. No player may be within 2 meters of the player taking the free position. (Officials are reminded to hold the whistle if calling the foul would disadvantage the non-offending team).

### **Rule 5, Section 11**

Situation: The White team center is whistled for an illegal draw and a Red team player is whistled for an early entry foul at the restraining line.

Penalty Administration: Offsetting fouls for Illegal Draw and Early Entry will result in alternate possession. Any player may take the free position at the spot of the ball (this could be at the center line). The player may self-start. No player may be within 2 meters of the player taking the free position.

### **Rule 5, Section 12 (also Rule 6, Sections 2, b and 2, c)**

Situation A: Red #4 has been awarded a free position for a foul by the opponent on the dot in their offensive end of the field. The official has stopped the possession clock. The game clock is running.

Play will commence on the official’s whistle. The stoppage of the possession clock for a free position (not AP) at the dot dictates a whistle start.

Situation B: Blue #25 has been awarded a free position for a foul by the opponent on the 12-meter fan in their offensive end of the field. The official has stopped the possession clock. The game clock is running.

Play will commence on the official’s whistle. The stoppage of the possession clock for a free position on the 12 dictates a whistle start.

### **Rule 5, Section 13**

Situation A: Red # 3 is fouled (no card) three meters above the restraining line. The ball rolls to a position 2 meters below the restraining line where Red #3 picks it up and self-starts. The free position must be brought back to the spot of the foul. Even though the position for the self-start is within 5 yards from the spot of the foul, a player may not self-start below the restraining line if the foul occurred above it.

Situation B: Blue #15 wins possession of the ball in the center circle after the draw. A player from the White team pushes her and the official calls the foul. Blue #15 puts the ball down and starts to leave the field for a substitute.

This is allowed. Blue #15 may leave the field. The free position is awarded to the Blue team and any Blue team player may take the free position. (In addition, as Pushing is a Physical foul per Rule 6 Section 3, a Green card must be issued as the foul occurred after possession had been established. See Rule 6, Section 4, a.)

Situation C: Red #21 has been fouled (not a card) by White #5 below the restraining line. Red #21 does not self-start in a timely manner.

The official shall blow the whistle to commence play. Repeated situations could result in a delay of game foul.

### **Rule 5, Section 14**

Situation: White #6 has been awarded a free position near the center circle. After the foul (not a card), the ball rolled 7 yards forward. White #6 self-starts from the spot of the ball.

If White #6 has clearly gained an advantage from self-starting at this spot more than 5 yards from the spot of the foul, the official shall not allow the self-start. The official shall blow the whistle and reset the free position at the spot of the foul. It is not required that the game clock be stopped, but if it is, the ensuing start will be a whistle start.

### **Rule 5, Section 15 (also Rule 6, Section 7, a)**

Situation A: Blue #4 fouls the ball carrier White #6 as both are running below the restraining line and not in the CSA. White #6 does not stop running or slow down. Blue #4 does not move 2 meters away, and continues to play defense with no additional foul.

There is no foul for non-engagement. Once the player awarded the free position self-starts, players may engage.

Situation B: Blue #4 fouls the ball carrier White #6 as both are running below the restraining line and not in the CSA. White #6 does not stop running or slow down. Blue #4 does not move 2 meters away, and then immediately checks White #6 illegally (illegal use of stick).

This is an illegal use of the stick foul. White #6 self-started, so Blue #4 has not violated the non-engagement area. While the timing of these actions may make it appear to be a non-engagement foul, the immediate self-start by White #6 eliminates this.

Penalty Administration: White #6 may self-start from the spot of the foul.

### **Rule 5, Section 16**

Situation: Green #8 fouls the ball carrier White #12 as both are running below the restraining lines and not in the CSA. White #12 stops and Green #8 makes no attempt to move 2 meters away. White #12, while not contacting or checking Green #8, is actively trying to block passing lanes with her stick.

White #12 is committing a Non-Engagement Violation.

Penalty Administration: If this is the first Non-Engagement Area violation for the White team, call timeout and provide a verbal warning to the offending player and the offending team's bench, including the offending team's head coach. All subsequent Non-Engagement Area violations by the White team will result in the issuance of a green card. Play will commence on the official's whistle. When a card is issued, the possession clock must be re-set to 90 seconds.

### **Rule 5, Section 17**

Situation A: White #7 has initiated a self-start from a possession well ahead of the spot of the foul and has gained a clear advantage. This has occurred many times in the game and has been addressed with a verbal warning.

The officials may issue a delay of game green card.

Situation B: Play has been stopped to issue a yellow card for a slash to Red #5 two meters below the restraining line. White #16 self-starts from the spot of the foul.

White #16 self-starts when not allowed, but it is only considered to be a false-start foul if the administration of the foul is within the critical scoring area of the player's offensive end and the official has set up a free position by placing the offender 4 meters behind.

Penalty Administration: Reset the free position. Whistle start.

### **Rule 5, Section 18**

Situation A: The attacking team has taken a shot on goal and the shot deflects off the goal post with 72 seconds showing on the PC.

No PC signal should be given. Continue with the game and let the PC continue to run.

Situation B: The attacking team has taken a shot on goal and the shot deflects off the goal post with 30 seconds showing on the PC. (The shot could also have deflected off a defender's stick before deflecting off the goal post).

The PC shall be reset to 60 using the "pump" signal. The official shall hold their arm up indicating the PC should not start until possession has been determined. If the attacking team maintains possession, the official shall drop their arm which tells the possession clock operator to start the clock. If the defending team gains possession, the official shall reset the PC to 90 seconds.

Situation C: The attacking team has taken a shot with 3 seconds showing on the PC. The shot has missed the goal and gone directly out of bounds over the end line. The attacking team has been awarded possession (their player was closest to the spot of the ball when it crossed the boundary). The PC expires and the horn sounds while the attacking team is self-starting from the boundary.

This is a possession clock violation as the shot did not deflect off the goalkeeper or the goal posts. The PC correctly continued to run.

Situation D: The attacking team has taken a shot on goal with 40 seconds remaining on the PC. The ball deflects off the goalkeeper into the arc where a defending team member gains possession and intentionally passes (without cradling or running with the ball) the ball back into the goal circle. The goalkeeper does not maintain possession and the ball rebounds into the arc where the attacking team picks it up.

At the time of the deflection (40 seconds), the PC should be reset to 60 seconds. The defense has gained possession (per Rule 5 Section 4) at which point the PC should be reset to 90. When the attack gains possession of the loose ball, the PC should be reset again to 90 seconds.

### **Rule 5, Section 19**

Situation: A 10 goal differential exists in the game. The Blue team is awarded a free position on the 8-meter arc in their attacking end.

The game clock will continue to run due to the 10-goal differential. The possession clock will stop.

### **Rule 5, Section 20**

Situation A: The home team has had difficulty with their possession clocks.

Play may not take place without a visible possession clock. One visible possession clock is required. It is recommended that it be placed at midfield opposite the team's benches for optimal visibility.

Situation B: The possession clocks are not working. The home team has no option other than to provide a cell phone or iPad with a visible clock at the table.

While this is not optimal, it meets the requirements specified in the rules for the game to continue.

### **Rule 5, Section 21**

Situation A: With two seconds remaining on the PC the attacking team rolls the ball towards the end line. The PC expires when the ball is in bounds directly behind the goal circle.

Penalty Administration: The PC expired with the ball in bounds. Any player may take the free position from the spot of the ball (at least 2 meters from the boundary). The player may self-start.

Situation B: (see Rule 6, section 44) The shooter is fouled in the act of shooting and the foul affects the shot. The PC expires after the release Q: How do we manage the clock and restart play?

If the foul was cardable, reset the PC to 90 and set up the appropriate free position based on the spot of the foul. If the foul was not cardable, the officials must determine if there was any time on the clock (for example, one second). Reset the PC to that amount of time and set up the appropriate free position based on the spot of the foul.

Situation C: The PC expires after the release of the shot.

This is not a PC violation. The shot was released legally. Officials now need to react to what happens to the shot.

If it goes in the goal, the goal is allowed.

If it misses wide or high with no deflection off the posts or the goalkeeper- PC violation.

If it deflects off the goal posts or the goalkeeper, reset the PC to 60 and wait to see who gains possession.

Situation D: After the PC horn sounds, the player in possession at that time deliberately throws the ball some distance away from the spot of the violation.

Officials will use game management judgment to determine if a foul has been committed.. The penalty could be a green card for delay or a yellow card for misconduct.

Penalty Administration: Issue the appropriate card to the offender. Any player may take the free position (not within 8 meters of the goal circle and at least 2 meters from the boundary).

Situation E: A flag is raised for a foul (not a card) on a scoring play and the PC expires before the scoring play ends.

This is a PC violation and a change of possession at the spot of the ball. The game clock does not stop. Reset the PC to 90 seconds.

## **Rule 5, Sections 22**

Situation A: The Red team is on a power play. With one second left in the first quarter, Red #2 passes the ball toward Red #5. While the ball is in the air, the horn sounds indicating the end of the quarter.

A ball in the air from a pass does not constitute possession. We cannot assume Red #5 will catch the pass. The next quarter will start with a draw.

Situation B: The Red team is on a power play. With one second left in the first quarter, Red #2 shoots on goal. The shot misses (no deflection) and goes over the end line where Red #5 is closest and is awarded possession.

The next quarter will start with Red possession. In this instance, possession has been awarded by the official before the quarter ended (the timing of the arm signal is not determinative).

Situation C: The Red team is on a power play. With five seconds left in the first quarter Red #2 (not in the arc) is fouled by White #8. The quarter ends before Red #2 can start play.

The next quarter will start with Red possession. In this instance, possession has been awarded by the official before the quarter ended.

Situation D: The Red team is on a power play due to a non-releasable yellow card issued to White #9 with 2:00 remaining in the first quarter. Red #2 has possession of the ball when the horn sounds to end the quarter.

The second quarter will start with a draw. The numerical advantage ended at the end of the quarter with the release of the penalty to White #9.

Situation E: The Red team is on a power play (one player advantage) and the first quarter ends with the Red team in possession of the ball. After the horn (as the teams are leaving the field), Red # 2 commits a misconduct foul and is issued a yellow card.

The misconduct foul is a subsequent foul, the second quarter will start with a free position for the opposing team.

## **Rule 5, Section 23**

Situation A: The Blue team is on a power play and has possession of the ball in the CSA of their offensive end of the field when the quarter ends.

The next quarter will start with a free position for the Blue team at the closest dot (at the opposite end of the field – make sure you are using the correct dot in relation to the goal circle).

Situation B: The Blue team is on a power play and has possession of the ball in the CSA of their defensive end of the field when the quarter ends.

The next quarter will start with a free position for the Blue team at the closest dot (at the opposite end of the field – make sure you are using the correct dot in relation to the goal circle). This will be the Blue team's defensive end of the field.

Situation C: The Blue team is on a power play and has possession of the ball below the restraining line and outside the CSA of their offensive end of the field when the quarter ends.

The next quarter will start with a free position for the Blue team at the center of the restraining line at the opposite end of the field.

Situation D: The Blue team is on a power play and has possession of the ball below the restraining line and outside the CSA of their defensive end of the field when the quarter ends.

The next quarter will start with a free position for the Blue team at the center of the restraining line at the opposite end of the field. This will be the Blue team's defensive end of the field.



Situation E: The Blue team is on a power play and has possession of the ball between the restraining lines when the quarter ends.

A: The next quarter will start with a free position for the Blue team at the center line.

Situation F: The Blue team is on a power play and has possession of the ball when the quarter ends. There are 23 seconds showing on the PC. The Blue team is starting the next quarter with the ball.

The PC will remain at the time showing at the end of the quarter (in this example that will be 23 seconds).

Situation G: The Blue team is on a power play and has possession of the ball. After a legal check by a player on the White team, the ball is loose on the field (no possession) and the PC is still running (this is correct PC management as no change of possession has occurred yet). The horn sounds to tend the quarter.

The next quarter will start with a draw. Reset the PC to 90 seconds.

### **Rule 5, Section 24**

Situation: Blue #22 is running along the sideline, and steps on the boundary.

This is not a foul. Carrying the ball out of bounds is simply a change of possession.

### **Rule 5, Section 25 (also Rule 6, Sections 1, k)**

Situation A: White #5 is running along the sideline where she is legally checked by Red #17. The ball has remained in play. While attempting to gain possession of the loose ball, White #5 steps on the sideline.

This is a violation of Rule 6, Section 1k. When a player's foot/feet are out of bounds, the player may not take an active part in the game.

Situation B: (see Rule 6, Section 9, h) Blue #2 is carrying the ball through midfield and along the sideline at full speed. White #6 is defending and also running at full speed with Blue #2. As White #6 approaches the restraining line, she runs out of bounds to avoid going over the restraining line.

This is not legal. White #6 has run out of bounds to avoid an offside foul. This is a delay-of-game foul and will be penalized with a green card issued to White #6.

### **Rule 5, Section 27**

Situation: Blue #3 is running along the sideline pressured by White #1. Blue #3 is holding her stick over (outside) the boundary to prevent White #1 from making a check.

Blue #3 is inbounds provided her feet (or any part of her body) do not step on or over the line. No foul should be called.

### **Rule 5, Section 29 (also Rule 6, Section 1, f, 4)**

Situation: Blue #4 and White #31 are pursuing a ball heading to the sideline boundary from an errant pass by Blue #12. Just before the ball crosses the boundary, Blue #4 bats it back in bounds off the body of White #31 and the ball then crosses the boundary.

The action by Blue #4 is illegal. A free position is awarded to the White team.

### **Rule 5, Section 31**

Situation A: The Blue team has a free position on the first hash. Players from the Blue and White teams are positioned near the end line. The player taking the free position shoots and misses the goal and the ball goes directly out of bounds. White #30, standing with one foot on the end line is closest to the ball when it crosses the boundary line. Blue #12, who is in bounds, is the next closest player.

Award possession to the Blue team as White #30 is out of bounds.

Situation B: A shot is taken that deflects off the crossbar and rolls toward the sideline near the restraining line. A player on the White team who is inbounds, onside, and above the restraining line is closest to the ball when it crosses the boundary.

Award possession to the SWhite team. The rule makes no distinction between players above or below the restraining line. The White team must abide by the offside rule when self-starting.

### **Rule 5 Section 32**

Situation A: The White team has thrown the ball out of bounds. Red # 15 retrieves the ball and self- starts by running onto the field without pausing at the spot the ball went out of bounds. This is a legal self-start. It is not required for a player to come to a stop prior to commencing play with a self-start.

Situation B: The Blue team has shot on goal and missed. The ball went over the end line near the sideline. Blue has been awarded possession. Blue #34 picks up a ball directly behind the goal and self-starts from there.

Blue #34 has self-started more than 5 yards from the spot the ball went out of bounds and has gained a clear advantage.

Penalty Administration: The official shall blow the whistle to stop play and re-set the self-start free position to the correct spot where any player may self-start. If the official stops the clock, then play will commence on the official's whistle 2 meters inside the boundary line.

### **Rule 5, Section 33**

Situation A: The Red team has thrown the ball out of bounds along the sideline. White #24 retrieves the ball and commences play by passing the ball from out of bounds.

Penalty Administration: This is not a legal play. Free position for the Red team. Any player may take the free position. The free position will be taken 2 meters inside the boundary relative to the spot of the foul. No player may be within 2 meters of the free position. The player taking the free position may self-start. Reset the PC to 90 (if needed).

Situation B: (See Rule 6, Section 1, j) The Blue team has thrown the ball out of bounds directly behind the White team's goal. The White team goalkeeper retrieves the ball and commences play by passing the ball from out of bounds.

Penalty Administration: This is not a legal play. Free position for the Blue team. Any player may take the free position. The free position will be on the closest dot as the foul was in the CSA below the goal line extended. The White team goalkeeper will go 4 meters behind. No player may be within 2 meters of the free position. The PC will be re-set to 90 seconds. Play will commence with a whistle. (Should the Blue team player taking the free position false start, a change of possession will occur.)

### **Rule 5, Section 34**

Situation: The White team has thrown the ball out of bounds over the sideline. Blue #14 has retrieved the ball. Players from the White team are standing one meter from the sideline at the spot where Blue #14 is attempting to enter the field and self-start.

This is not legal positioning. All players must be at least 2 meters from the boundary line and may not enter the 2-meter non-engagement area until the player self-starting with the ball commences play by stepping in bounds.

### **Rule 5, Section 35**

Situation A: The Blue team has taken a shot that deflected off the White team goalkeeper and rolled toward the end-line. Players from both the Blue and White teams are attempting to gain possession of the ball. During the scramble, Blue #10 deflects the ball back towards the goal circle. After more scramble, the ball deflects off the stick of White #6 and goes over the end-line.

Award possession will go to the Blue team. While neither team gained possession, the path of the ball was directed back into the field by Blue #10. A shot or deflected shot remains a shot until a player otherwise causes the ball to go out of bounds. As neither team gained possession during the scramble, the attacking team has retained possession. If the PC at the time of the deflected shot was 60 seconds or above, it will continue to run. If the PC was 59 seconds or below, it will be reset to 60 seconds.

### **Rule 5, Section 36**

Situation: The Green team has taken a shot that missed the goal. The shot deflects off the stick of Green #3 who is behind the goal. Green #3 is closest to the ball and in bounds when it crosses the boundary.

Award possession to the Green team. Green #3 did not possess the ball.

### **Rule 5, Section 38**

Situation A: Regulation has ended with the score tied 12-12. The White team has the AP. When the captains meet for the coin toss before overtime, the Blue captain, whose team won the toss, asks to have the first AP in overtime.

AP is not reestablished at the coin toss that takes place prior to the first overtime period. The Blue captain may only choose which end of the field they wish to defend.

Situation B: After offsetting fouls have occurred in the middle of the third quarter, the officials have awarded the ball to the visiting team as they held the AP "arrow". The home team coach questioned the decision and pointed to the scorer's table where the "arrow" pointed to the home team.

The officials should confirm amongst themselves that their information is accurate. In the event of a discrepancy between the head official and the table, the head official's record governs.

Situation C: With just a few seconds remaining in the first quarter, the draw goes directly out of bounds. The Red team, who has AP, does not self-start (nor delay) before the horn sounds ending the quarter.

The second quarter will start with a draw. AP will remain with the Red team as they had not yet put the ball in play.

### **Rule 5, Section 39**

Situation A: The Blue team has been awarded the ball as a result of offsetting fouls in the center circle. Before the Blue team starts play with a self-start from the spot of the foul, a Blue team player shoves a player from the White team to the ground. The officials stop the clock and issue a yellow card to the Blue team player. The Blue team coach requests a timeout. The subsequent foul committed by the Blue team results in a loss of possession for the Blue team, so the timeout shall not be granted.

### **Rule 5, Section 40**

Situation A: The Red team has been penalized for an empty stick check, and at the same time, the White team is being penalized for an illegal substitution (too many players on the field). A green card has been issued to the White team.

AP will result. The issuance of a Green Card (for the illegal substitution) does not change the alternate possession protocol. Each team has committed a foul and neither was a yellow or red card foul.

Penalty Administration: Two players from the White team must leave the field. Play will commence with a free position at the spot of the ball when play stopped for the team who had alternate possession. Only reset the possession clock if the administration results in a change of possession (see Rule 5 Section 18a) or the card was issued to the team not getting possession.

Situation B: The Red team is on a scoring play when White #2 commits a slash. The flag is raised, and before the scoring play ends, Red #4 commits an illegal pick. The official blows their whistle to end the play.

Penalty Administration: After issuing the card to White #2 (slash), the Red team will be awarded a free position at the appropriate place based on the spot of the foul committed by White #2. AP does not apply.

Situation C: During a slow whistle for three seconds, the attacking player charges into their opponent.

Penalty Administration: These are offsetting fouls in the CSA. Use the “arrow” to determine which team will get the ball. Administer a free position on the closest dot. Officials may signal for the game clock to stop.

Situation D: At the draw, both the Red team and White team centers draw illegally. At the same time, an early entry foul on the center circle is called against White #22.

Penalty Administration: Award possession based on the AP indicator. Two fouls do not outweigh one.

Situation E (see Rule 6, Section 15): The Blue team is in possession of the ball inside the CSA of their attacking end of the field when they charge into their opponent at which time it is discovered that the White team (in their defensive end of the field) is offside. The Blue team is being awarded AP.

Issue a green card to the White team player who was last to cross over the restraining line, or if that cannot be determined, to the closest player to the restraining line at the time of the whistle.

Penalty Administration: The Blue team will have a free position at the closest dot. Any player from the Blue team may take the free position. No one has to go behind. Reset the PC to 90 for the card issued to the White team.

Situation F (see Rule 6, Section 14): The Blue team is in possession of the ball below the restraining line in their attacking end of the field and outside of the CSA when White (in their defensive end of the field) is penalized for a push foul, at the same time the Blue team is offside. The Blue team is being awarded AP.

Offside by the attack does not require a card to be issued. Do not issue a green card to the Blue team.

Penalty Administration: After correcting for offsides, set up a free position for the Blue team at the spot of the ball when the whistle blew. The PC will not be reset as there is no change of possession and the foul by the defense was not a card.

Situation G: The Red team has possession of the ball 3 yards below the restraining line in their attacking end when White #15 commits a blocking foul. At the same time, it is determined that the Red team has 13 players on the field (the Red team is not offside). The Red team is being awarded AP. (see Rule 5, Section 18, a)

A green card is issued to the Red team.

Penalty Administration: Two players from the Red team must be removed from the field. Play will commence with a free position for the Red team at the spot of the ball when the whistle was blown to stop play. The PC will not reset as the green card was issued to the team with possession.

Situation H: Blue #4 has been awarded a free position on the center hash. As the foul is being administered, White #11 informs the official that Blue #4 is wearing earrings. The White team head coach asks if this should be a change of possession due to the subsequent foul.

The jewelry violation is a delay of game foul that occurred in the same time frame as the foul leading to the original free position and thus will be treated as an offsetting foul. Possession will be determined according to Alternate Possession.

### **Rule 5, Section 41**

Situation A: Blue # 8 charges into White #4 inside the arc. The White team is also called for a restraining line violation. A green card shall be issued to the White team player who was offside. The Blue team is awarded possession as they held the arrow.

Reset the PC. Even though there was no change of possession, the foul committed by the White team requires a PC reset.

Situation B: Blue #8 is fouled by White #10 (rough check, no card) while in the CSA and the ball drops to the ground. At the same time, the officials are penalizing the Blue team for a restraining line violation. The Blue team is awarded possession as they have the AP indicator. Do not reset the PC. There is no change of possession. The foul committed by the White team does not require a PC reset.

Situation C: (See Rule 4, Section 1) AP has been awarded to the attacking team in the CSA as a result of offsetting fouls. Play will commence at the dot.

The player taking the free position may self-start provided the game clock has not been stopped.

### **Rule 5, Section 42**

Situation: A player on the Red team has been substituted for injury during an injury timeout. Each team may substitute an unlimited number of players during an injury timeout.

### **Rule 5, Section 43, c**

Situation: The game has been stopped for the issuance of a card.

Players are allowed to substitute during the issuance of a card and they may enter the field before the carded player has left. However, substitutes must wait until the player for whom they are substituting has left the field, just as they need to do during play. **Note:** this is not what happens most of the time.

### **Rule 5, Section 43, e**

Situation: After a goal the draw has been set.

Substitutions are not allowed after the draw is set.

Penalty Administration: If the player who entered the field illegally was not an extra player, remove the player and issue a green card. If the player was an extra player, after removing the player, have the coach remove another player from the field and this is the player who will serve the green card. Only one player will serve the green card penalty.

### **Rule 5, Section 43, h**

Situation A: Following a goal, the Blue team is setting up for the draw with only 11 players on the field (permitted) while the White team has 12 and officials are ready to set the draw. Once the whistle is blown for the draw and prior to possession, the Blue team sends in their 12th player.

This is an illegal substitution.

Penalty Administration: The Blue team player who entered the field illegally will serve a one-minute green card penalty. Free position at the spot of the ball to any player on the White team who was on the field at the time of the whistle for the foul. All players 2 meters away. Whistle start.

Situation B: The Blue team has scored and the Blue team has a player in the penalty box for 3 more seconds when the officials administer the draw. Following the whistle for the draw, the Blue team player enters the playing field after the 3 seconds have elapsed and before possession has been determined.

This is an illegal substitution.

Penalty Administration: The Blue team player who entered the field illegally will serve a one-minute green card penalty. Free position at the spot of the ball to any player on the White team who was on the field at the time of the whistle for the foul. All players 2 meters away. Whistle start.

### **Rule 5, Section 44**

Situation: During play it is discovered that the Red team has an extra player on the field.

Penalty Administration: Remove the extra player from the field. Have the coach remove another player from the field and this is the player who will serve the green card. Only one player will serve the penalty.

### **Rule 5, Section 46**

Situation: The White team has possession of the ball in the critical scoring area of their attacking end of the field when the officials discover both teams have an extra player on the field.

Penalty Administration: Remove the extra player from each team. Both head coaches will choose another player from the field to serve the one-minute green card penalty. Start play at the dot based on AP. Reset the PC to 90 seconds as each team was issued a green card.

**Rule 5, Section 47 (also Rule 2, Section 24)**

Situation: Blue #4 has scored a goal. Before the draw it is discovered she is listed incorrectly in the scorebook (her number is listed as #8).

The goal shall not count. (See Rule 4, Section 11, h.)

Penalty Administration: Blue #4 is an illegal player. Issue a green card and commence play with a free position for the opposing goalkeeper in the goal circle. Change the number in the scorebook.

**Rule 5, Section 48, a**

Situation: The visiting team head coach asks for a penalty to be administered against the home team because their substitutes enter and remain in the substitution area well before substitution is imminent.

The rules do not define a penalty for this behavior. Officials should manage this (perhaps enlisting the help of the table personnel) with a reminder to both teams about proper substitution procedure. Should the problem persist, a yellow card could be issued for misconduct per Rule 6, Section 26, f, 2 and 9.

**Rule 5, Section 48, c**

Situation: The C official is ready to set the draw, however players from the White team are in the substitution area.

Players may not be in the substitution area until possession has been gained.

Penalty Administration: Remove the players. Use the delay of game guidance provided in the 2024 point of emphasis as needed.

**Rule 5, Section 48, e (also Rule 6, Sections 36-39)**

Situation A: The White team goalkeeper has been issued a green (or yellow) card. The White team has a second dressed goalkeeper.

The carded goalkeeper must leave the game and be replaced by the second dressed goalkeeper. The head coach must remove a field player and both players will serve the penalty time in the penalty area (see appendix E p.101)

Situation B: The White team goalkeeper has been issued a green (or yellow) card. The White team does not have a second dressed goalkeeper.

The goalkeeper must remain in the game. The head coach must remove a field player to serve the penalty (see Appendix E, p. 101).

Situation C: The White team goalkeeper has received a second yellow (or a red) card. The White team has a second dressed goalkeeper.

The carded goalkeeper must leave the game and be replaced by the second dressed goalkeeper. The head coach must remove a field player and both players will serve the penalty time in the penalty area (see Appendix E, p. 101).

Situation D: The White team goalkeeper has received a second yellow (or a red) card. The White team does not have a second dressed goalkeeper.

In this situation the game will continue without a dressed goalkeeper. The team is allowed to dress a goalkeeper while the game continues. She may substitute into the game using normal substitution procedure (see Appendix E, p.101).

## **RULE 6**

### **Rule 6, Section 1, a**

Situation: White #22 guards a loose ball on the ground with her stick while Blue #16 is within playing distance of the ball.

For this to be a covering foul, Blue #16 must be “contesting”. Officials must use this criterion to judge if there is a cover or not.

### **Rule 6, Section 1, b**

Situation A: Blue #25 is attempting to pick up a loose ball in the center circle. White #12 checks Blue #25's stick as the ball is touching the sidewall, but not in the pocket.

This is a legal check. The ball is in contact with the stick of Blue #25. The ball does not need to be possessed in the pocket.

Situation B: At the draw, Red #5 and White #6 draw legally and the ball goes straight up. While attempting to gain possession, their sticks contact each other before either contacts the ball. Officials shall allow play to continue as neither player has committed an empty stick foul.

Situation C: At the draw, Red #5 and White #6 draw legally and the ball goes straight up. White #6 has her stick straight up trying to catch the ball while Red #5 swings her stick at, and hits the stick of, White #6. The ball falls to the ground.

Red #5 has committed an empty stick foul. She was not playing the ball

### **Rule 6, Section 1, c, 1**

Situation A: The red team goalkeeper has committed a goal circle foul with White # 12 taking a free position on the dot and the Red team goalkeeper remaining in the goal circle. White #12 does not wait for a whistle before starting.

Penalty Administration: While a self-start by White #12 is not allowed in this situation, no player was placed 4 meters behind, so it will not result in a change of possession. Reset the free position and commence play on the whistle.

Situation B: The game clock has been stopped by the officials to discuss a complex game situation. Alternate Possession is awarded to the White team on the dot in their offensive end. White #12 does not wait for a whistle before starting.

Penalty Administration: While a self-start by White #12 is not allowed in this situation, no player was placed 4 meters behind, so it will not result in a change of possession. Reset the free position and commence play on the whistle.

Situation C: Blue #12 has been awarded a free position on the dot in the attacking end of the field. White #5 has been placed 4 meters behind the free position. Blue #12 self-starts.

The language of the rule states that this will be a change of possession if the official has set up the free position by placing the offender 4 meters behind. The officials must use judgment and game management skills to determine if the free position has been set up, or if the false start occurred before the free position was set up.

### **Rule 6, Section 1, c, 2**

Situation A: The White team is defending an 8-meter free position for the Blue team on the center hash after a foul (not a card) by #12. White #27, positioned on the adjacent hash, false starts. This is the first time in the game that White has false started.

Penalty Administration: Give a verbal warning to the White team that the next false start on this 8-meter free position will result in a green card. White #27 is put 4 meters behind. White # 12 stays 4 meters behind.



Situation B: The White team is defending an 8-meter free position for the Blue team on the center hash after a foul (not a card) by #12. After a false start by White #27 (this is the first time in the game that White has false started), White #9 also false starts.

Penalty Administration: This is the second false start during the same 8-meter penalty administration. Issue a green card to White #9. White #12 and White #27 remain 4 meters behind. Any further false starts during the game on 8-meter free positions committed by the White team will result in a green card.

#### **Rule 6, Section 1, f, 1**

Situation: Red #22 is in the arc and reaches out her leg to stop a shot on goal.

This action would be considered blatant per rule.

Penalty Administration: A free position for the opposing team will be administered on the hash on the 8-meter arc closest to the spot of the foul. Red #22 goes 4 behind.

#### **Rule 6, Section 1, g**

Situation: Green #17 is running through midfield cradling her stick in front of her face. White #10 is chasing her from behind.

There is no illegal cradle foul here as White #10 is not in a position to make a legal/safe check.

#### **Rule 6, Section 1, j & Section 2, b (also Rule 5, Section 33)**

Situation: The ball has gone out of bounds over the end line within the CSA and was last touched by the White team. The Blue team GK retrieves the ball and throws the ball in from out of bounds to a teammate.

Penalty Administration: Free position at the closest dot for any player on the White team. The Blue GK goes 4 meters behind. All other players 2 meters away. Game clock runs, possession clock is reset to 90 due to the change of possession. Whistle start.

#### **Rule 6, Section 1, k (also Rule 5, Section 25)**

Situation: White #5 is running along the sideline where she is legally checked by Red #17. The ball has remained in play. While attempting to gain possession of the loose ball, White #5 steps on the sideline.

This is a violation. When a player's foot/feet are out of bounds, the player may not take an active part in the game.

#### **Rule 6, Section 1, m**

Situation: Red #5 has possession of the ball between the restraining lines. While running through a crowd of players in the center circle she is unintentionally tripped by White #12 and loses the ball.

Unintentional tripping is a General foul, not a Physical foul. A card shall not be issued.

#### **Rule 6, Section 2, a**

Situation: The White team has committed a general foul with the Blue team being awarded a free position right in front of the substitution area. Blue #4 has entered the field as a substitute after the foul for the whistle and quickly takes the free position.

The free position can be taken by any player on the non-offending team who was on the field of play at the time of the whistle for the foul.

Penalty Administration: There is no foul against Blue #4. Officials should reset the free position at the spot of the foul. Should the Blue team continue this behavior, a green card delay foul or a yellow card misconduct foul could be issued.

### **Rule 6, Section 2, a, Section 4, b**

Situation A: White #12 commits a non-cardable foul on Blue #15 who is below the restraining line and not in the CSA and not in possession of the ball, and behind their teammate #23 who is also not in the CSA.

Penalty Administration: Allow Blue #23 to maintain possession and play on from the spot of the ball as the spot of the foul would disadvantage the non-offending team. Blue may continue play without pausing, stopping or slowing down.

Situation B: (See Rule 6, Section 27) White #12 commits a general foul (not a card) against Blue #15 who is in the midfield not below the RL, not in possession of the ball, and behind their teammate #23 who has the ball in the CSA and not on a scoring play. The whistle is blown immediately for the foul.

If the spot of the ball dictates the free position will be on an 8-meter hash, the player in possession (Blue #23) or nearest to possession must take the free position.

Penalty Administration (for FP on dot or 12): Any player from the opposing team who is on the field at the time of the whistle may take the free position.

Penalty Administration (ball in the arc or "pie"): Free position for the player in possession (Blue #23) or nearest to possession on the hash mark nearest to the spot of the ball. Closest defender to the spot of the free position is placed 4 meters behind.

### **Rule 6, Section 2, b & c, Section 4, b & c**

Situation: Blue #4 has been awarded a free position for a foul by the opponent on the dot (or on the 12) in their offensive end of the field. The official has stopped the possession clock. The game clock is running.

Penalty Administration: Any player from the Blue team who was on the field at the time of the whistle for the foul may take this free position.

**Note**: Officials are encouraged to take time-out (and possibly issue a delay-of-game foul) for any behavior that amounts to a delay by either team in the administration of these free positions. Rule 4, Section 1.

### **Rule 6, Section 2, b, Section 4 b (also Rule 5, Section 12)**

Situation: Red #4 has been awarded a free position for a foul by the opponent on the dot in their offensive end of the field. The official has stopped the possession clock. The game clock is running.

The FP may be taken by any player on the Red team. The stoppage of the PC for a free position (not AP) at the dot dictates a whistle start.

### **Rule 6, Section 2, c, Section 4, d (also Rule 5, Section 12)**

Situation A: Blue #25 has been awarded a free position for a foul by the opponent on the 12 in their offensive end of the field. The official has stopped the possession clock. The game clock is running.

The FP may be taken by any player on the Blue team. The stoppage of the PC for a free position on the 12 dictates a whistle start.

Situation B: White #16 has been awarded a free position on the 12-meter fan. Red #2, who has committed the foul, is standing 8- meters behind the free position.

Penalty administration: The player fouled must stand 4-meters behind the free position, not more. (This is also true for free positions at the dot.)

**Rule 6, Sections 2 d, 4 e, 12 d, 15 d, & 27 d**

Situation A: Blue #23 has a free position on the center hash. Before play is restarted, White #12 commits a foul (not a card) against Blue #15 outside the CSA.

Penalty Administration: The free position will be taken by Blue #23. White #12 will go 4 meters behind the free position. The defender who committed the foul against Blue #23 will remain 4 meters behind.

Situation B: Blue #23 has a free position on the center hash. Before play is restarted, White #12 commits a cardable foul against Blue #15 outside the CSA.

Penalty Administration: Issue a card to White #12. The free position will be taken by Blue #23. The defender who committed the foul against Blue #23 remains 4 meters behind.

**Rule 6 Section 2, e, Section 4, f**

Situation A: While inside the CSA and either below the GLE or above the GLE and more than 8 meters from the goal circle (i.e., between the 8M and 12M), an offensive player commits a foul.

Any player from the opposing team may take the free position.

Situation B: An attack player pushes their opponent in their attacking CSA.

The free position for this foul “coming out” may be taken by any player from the opposing team.

Situation C: After the Blue team GK has cleared or passed the ball, White team player #12 commits a foul (not a card) against the Blue team GK who is either in the goal circle or out of the goal circle. At the time of the whistle no player has possession of the ball.

Penalty Administration: Since no player was in possession of the ball, the free position is at the spot of the foul and the goalkeeper, or any player on the Blue team, may self-start.

**Note**: Since the ball may have traveled some distance, the officials may need to call timeout to administer the FP. If timeout has been called there shall be a whistle restart.

Situation D: White # 8 has fouled Red #12 in the arc (no card issued). Red #12 has been awarded a free position at the center hash in the offensive end of the field. Red #12 false starts.

Penalty Administration: Any player from the White team may take the free position at the spot of the foul (center hash). Play will commence on the whistle.

Situation E: The GK while inside the GC and above the GLE, reaches out their stick and covers the ball preventing an opponent from playing the ball.

For fouls such as covering, false start, etc. any player on the field at the time of the whistle may take the free position.

Penalty Administration: Free position on the closest hash (could be the hanging hash). The goalkeeper goes 4 meters behind.

**Rule 6, Section 2, f**

Situation: Red #6 has been awarded a free position on the center hash. Before the whistle, White #12 false starts. After White #12 has been moved 4-meters behind, the Red team coach switches Red #9 with Red #6 to take the free position.

While the foul of false start is not a foul against a specific player, Red #6 must be the player who takes the free position.

**Rule 6, Section 3, d, 2**

Situation A: Blue #22 is standing directly in front of White #3 who has the ball. Blue #22 is checking the stick of White #3 directly towards her body.

This is a legal play provided the check of White #3 is controlled, and does not cause the stick of Blue #22 to contact her body.

Situation B: Blue #12 checks the hands of White #5 which are on her stick while she is cradling.

This is an illegal use of the stick foul. The hands are considered part of the body.

**Rule 6, Section 4, a**

Situation A: White #12 has received a clearing pass from her goalkeeper. She is running 2 yards above the restraining line where she is cross-checked by Red #4 (not a yellow card). Cross-checking is a Physical Foul.

Penalty Administration: Stop the clock. Issue a green card to Red #4 who will serve the one-minute releasable penalty. Reset the PC to 90 seconds. Any player may take the free position at the spot of the foul. Check to make sure both teams are onside before starting play with a whistle.

Situation B: White #12 has received a clearing pass from her goalkeeper. She is running 2 yards above the restraining line when she charges into Red #4.

Charging is a Physical Foul.

Penalty Administration: Stop the clock. Issue a green card to White #12 who will serve the one-minute releasable penalty. Reset the PC to 90 seconds. Any player may take the free position at the spot of the foul. Check to make sure both teams are onside before starting play with a whistle.

Situation C: After a legal draw the ball is loose and rolling out of the center circle. Blue #5, in an attempt to gain possession, pushes White #17.

Penalty Administration: While pushing is a Physical foul, it has been committed during the administration of the draw before possession has been gained. Penalize with a free position at the spot of the foul for the White team.

**Rule 6, Section 4, b, Section 27, a**

Situation: White #12 commits a cardable foul against Blue #15 who is in the midfield, not in possession of the ball, and behind their teammate #23 who has crossed the RL into their attacking end of the field and is outside the CSA.

Move the free position up from the spot of the foul to the spot of the ball.

Penalty Administration: Move the free position up from the spot of the foul to the spot of the ball. Administer the card to White #12. Any player on the Blue team may take the free position at the spot of the ball.

**Rule 6, Section 5, a**

Situation: White #14 has dodged a Red team defender just inside the arc. When her stick is in front of her (not in a position where she could shoot), the official calls shooting space against an approaching defender.

Shooting space should not be called. White #14 had no opportunity to shoot. The official needs to wait until the attacker has her hands free, and has the opportunity to shoot safely. In this situation, the official must also determine if by the time the attacker does have the opportunity, the defender may have closed to a position within a stick's length, in which case no foul has been committed.

**Rule 6, Section 5, b**

Situation A: Red # 22 is guarding White #14 in the arc within a stick and arm's length for more than three seconds. White #14 does not have the ball.

This is legal defense. The criterion for three seconds is within a stick's and arm's length.

Situation B: Blue team defender #1 is marking White team off-ball attacker #6 in the arc within a stick length.. Blue team defender #2 joins Blue defender #1 to mark White #6, also within a stick length.

Blue #2 is not exempt from three-seconds (however she is now exempt from shooting space).

Situation C: A Blue team defender moves from the 8-meter arc into and through the goal circle and then completely out of the goal circle to avoid committing a three seconds foul.

This is legal provided that when the player exits the goal circle it is not back into the arc. If they return directly to the arc, the three-second count continues and a violation may occur.

Situation D: A Blue team defender moves from the 8M arc into the goal circle at "one thousand-two" and then a second later moves back into the 8M arc to double team a non-ball player.

The original count shall continue. A three-second violation will result in this situation. (If the defender is covering the ball carrier within a stick length, then there is no three-second violation.)

**Rule 6, Section 6, a**

Situation: Blue #3, positioned one meter above the center hash (between the 8M and 12M), is called for shooting space. The officials award a free position on the 12-meter fan.

This is incorrect.

Penalty Administration: The free position is awarded to the attack player with possession of the ball at the hash mark nearest to the spot of the foul on the 8-meter arc. Blue #3 goes 4 behind.

**Rule 6, Section 6, b**

Situation A: White # 14 has possession of the ball between the 8-meter arc and the 12-meter fan on the far side of the CSA. Blue #20 is whistled for a three-second foul just inside the first hash on the opposite side of the CSA. The officials award a free position on the hashmark on the 8-meter arc nearest to the spot of the ball when the whistle was blown. White #7 is closest to the spot of the free position.

Penalty Administration: Award the free position to White #14 who is the player in possession of the ball when the whistle was blown. Blue #20 goes 4 meters behind.

Situation B: White #14 has possession of the ball below the goal line extended when the whistle is blown for a three-second foul against Blue #20. The officials set up a free position on the hanging hash closest to the spot of the ball.

This is not correct.

Penalty Administration: The free position will be on the hash mark on the 8-meter arc nearest to the spot of the ball when the whistle was blown. This will most likely be the first inside hash.

**Rule 6, Section 7, a (also Rule 5, Section 15)**

Situation: Blue # 4 fouls White #2 just below the restraining line (no card). White #2 maintains possession of the ball and continues to run at full speed without any pause. Blue #4, who has not attempted to move 2 meters away, commits an illegal check foul (no card).

This is an illegal use of the stick foul. White #6 self-started, so Blue #4 has not violated the non-engagement area. While the timing of these actions may make it appear to be a non-engagement foul, the immediate self-start by White #6 eliminates this.

Penalty Administration: White #6 may self-start from the spot of the foul.

### **Rule 6, Section 8**

Situation A: During the first quarter, Blue #12 commits a non-engagement foul. The officials provide a verbal warning to the offending player, team bench, and team head coach. During the third quarter Blue #25 commits a non-engagement foul.

Penalty Administration: Issue a green card. This is the second Non-Engagement violation by the Blue team. The verbal warning applies to the entire team, not just to individual players.

Situation B: Red #21 is whistled for a non-engagement foul. This is the team's second non-engagement foul. Red #21 then uses abusive language towards the official.

Penalty Administration: Yellow card to Red #21 for the misconduct foul. The Red team head coach must select another player on the field to serve the one-minute releasable green card penalty for the non-engagement foul. The Red team will have two players in the penalty area. Reset PC to 90 seconds. Any player may take the free position.

### **Rule 6, Section 9, a**

Situation: The Red team has been awarded a free position on the dot in their attacking end of the field. The Red team head coach calls a timeout. The Red team delays returning to the field after the timeout. The officials deem a delay-of-game foul has occurred.

Penalty Administration: This is a subsequent foul. Issue a green card to the Red team head coach who must select a player to serve the penalty. Play will commence with a free position for the opposing team at the dot. No player has to be placed behind.

### **Rule 6, Section 9, b (also Rule 3, Section 2)**

Situation: With 10 minutes showing on the pre-game clock, the visiting team coach and all three officials are at the pre-game meeting. The home team head coach is not on the field.

Penalty Administration: Green card to the head coach for the delay-of-game foul. The head coach must select a player to serve the penalty and the team will start the game with one less player on the field. The game will start with a free position at the center line for the non-offending team. Player positioning for the draw will not apply. Officials should use game management skills to assess the timeliness involved before carding.

### **Rule 6, Section 9, d**

Situation: White #16 has been issued a yellow card. White #16 significantly delays the game by not leaving the field in a timely manner.

Penalty Administration: This is a Delay-of-Game foul. White #16 will serve the original yellow card penalty. The White team head coach must select another player on the field to serve the green card.

### **Rule 6, Section 9, e**

Situation A: After the draw has been legally conducted and the ball has traveled a few meters away from the center line, the center from the Blue team picks up her goggles from the ground (they had fallen off during the draw).

Goggles occasionally become dislodged (and/or fall off) during play. If no foul was initially called, and the player does not engage in play, officials should not penalize.

Situation B: (See Rule 4 Section 10) Blue #4 is on a scoring play legally running through a crowd of players in the arc. She shoots and scores. Immediately after the whistle for the goal the White team (players and/or coaches) tell the official that the goal scorer's goggles are off and ask that the goal be disallowed.

The goal shall be allowed. However, the timing is important. If the goggles became dislodged earlier and #4 ran through a crowd with no goggles on, officials should stop play at that point. If a flag was raised for a foul by the defense, play may be stopped at any time after the flag to halt dangerous play (Rule 6, Section 47.)

Situation C: The goggles of the center for the Red team fall off during the draw. The center continues to play and attempts to pick up the loose ball in a crowd of players.

This is a Delay-of-Game foul which results in a green card.

### **Rule 6, Section 9, f**

Situation A: After a goal either or both teams huddle. The officials judge the huddles to not be efficient (taking too long).

This is a Delay-of-Game foul which results in a green card. It is recommended, but not required, that officials provide a verbal warning before calling the Delay-of-Game foul. This ruling applies equally to lengthy substitutions after a goal.

### **Rule 6, Section 9, h (also Rule 5, Section 25)**

Situation: White #11 is running full speed along the sideline defending against Blue #4. As both players are approaching the restraining line, White #11 runs out of bounds to avoid committing an offside foul.

Running out of bounds to avoid an offside foul is a Delay-of-Game foul and will be penalized with a green card.

### **Rule 6, Section 9, k**

Situation A: During play, a player brings two sticks onto the field to exchange with a teammate who has a stick in her possession.

A green card shall be issued for this Delay-of-Game foul.

Situation B: After the draw, the White team center runs toward the bench area and without leaving the field switches sticks with one being held out to her by an assistant coach.

A green card shall be issued to the White team center for Delay-of-Game. Players must exit and re-enter the field through the substitution area when switching sticks.

Situation C: At the draw, the Red team places an extra stick on the ground in the substitution area.

This is not legal. The stick may be on the ground in the team bench area and an assistant coach, or player, may hand it to a field player who has exited the field into the substitution area. They should remain in the team bench area while making this exchange.

Situation D: After a goal, a player from the goal scoring team who is not in uniform comes onto the field to switch sticks with a field player.

This is legal. Any player may do this. The player may be injured and not in full uniform. The exchange must occur in a timely manner.

**Rule 6, Section 9, o**

Situation: The Red team goalkeeper, while within the goal circle, has dropped her stick and played a shot with her body, stopping a goal.

This is a legal play. The goalkeeper is allowed to take part in the game when not holding their stick when they are in the goal circle.

**Rule 6, Section 9, q**

Situation A: White # 5 has committed an illegal check foul and has been placed 4 meters behind the free position on the 8-meter arc. White #10, who is on the adjacent hash to the free position, is called for a false start. White #10 goes 4 meters behind and White #5 moves to replace White #10 on the adjacent hash.

This is not allowed. Both White #5 and White #10 must be 4 meters behind for the ensuing free position.

Situation B: White # 5 has committed an illegal check foul and has been placed 4 meters behind the free position on the 8-meter arc. White #10, who is on the adjacent hash to the free position, is called for a false start. After being placed 4 meters behind, White #10 false starts again.

Penalty Administration: White #5 (the original illegal check foul) remains behind. White #10 leaves the field to serve the green card penalty. Another defensive player must go behind the free position. There will be two players behind..

Situation C: On an 8-meter free position, both the attack and the defense false start simultaneously. The defense has already been issued a green card for false starts on an 8-meter free position.

Officials must make a judgment as to whether the false starts were simultaneous. If so, the fouls are offsetting. The green card does not affect the administration of Alternate Possession.

Penalty Administration: Issue a green card to the defender who false started. Start play using AP at the dot. The PC will reset due to either the green card false start or the change of possession.

**Rule 6, Section 9, s**

Situation: The White team GK who is inside the CSA and outside the goal circle throws their stick in an attempt to stop a ball from rolling into the goal.

Penalty Administration: If the shot results in a goal, issue a green card to the goalkeeper and commence play with a free position to the opposing team at the center line. Player positioning for the draw will not apply.

If the shot does not result in a goal, issue a green card to the goalkeeper. Commence play with a free position on the closest 8-meter hash mark to the spot of the foul.

If the team has a second dressed goalkeeper, they must enter the game and the coach must remove a field player to serve the 1-minute releasable penalty. In this instance, both the carded GK and the field player who has been removed will enter the penalty area. They will both remain there until the penalty time is over, or they are released.

If there is no second dressed goalkeeper, the GK who was assessed the green card must remain in the game. The coach must remove a field player to serve the 1-minute releasable penalty. (Appendix E)



### **Rule 6, Section 10, d**

Situation: Red #5 has been issued a green card for playing without her stick inside the arc of her team's defensive end of the field.

Any player may take the free position as this was a foul not against a particular player.

### **Rule 6, Section 12, f**

Situation A: Blue #8 is on a scoring play in the arc. White #20 commits a flopping foul and the official raises the flag. Blue #8 scores a goal. The stick is legal.

Penalty Administration: Issue a green card to White #20. Play will commence with a free position for any player from the Blue team at the center line.

Situation B: Blue #8 is on a scoring play in the arc. White #20 commits a flopping foul and the official raises the flag. The scoring play ends with a missed shot.

Penalty Administration: Issue a green card to White #20. A free position will be administered on the closest hash to the spot of the foul for any player from the non-offending team. No one is placed 4 behind.

Situation C: Blue #8 is on a scoring play in the arc. After shooting and scoring, she commits a flopping foul (see Rule 6, Section 11, b).

Penalty Administration: The goal shall count. Issue a green card to Blue #8. Play will commence with a free position for any player from the opposing team at the center line.

Situation D: Blue #8 is on a scoring play in the arc. After shooting and missing the goal, she commits a flopping foul while inside the arc (see Rule 6, Section 11, b).

Penalty Administration: Issue a green card to Blue #8. Play will commence with a free position for any player on the opposing team on the closest hash.

Situation E: Blue #8 is on a scoring play in the arc when she is fouled (not a card) by White #20. The official has raised the flag. After shooting and scoring, Blue #8 commits an embellishing foul (see Rule 6, Section 11, a).

Penalty Administration: The goal shall count. There is no penalty for the foul by White #20 as the scoring play ended with the release of the shot. Issue a green card to Blue #8. Play will commence with a free position for any player from the White team on the center line.

Situation F: Blue #8 is on a scoring play in the arc when she is fouled (slash – yellow card) by White #20. The official has raised the flag. After shooting and scoring, Blue #8 commits an embellishing foul (see Rule 6, Section 11, a).

Penalty Administration: The goal shall count. Issue a green card to Blue #8 and a yellow card to White #20. Play will commence with a free position for any player from the Blue team due to the slash by White #20 at the center line.

### **Rule 6, Section 13**

Situation: The Blue team is playing with 11 players on the field (not due to a card). They only have three field players behind the restraining line.

This is legal. An offside foul shall only be called against a team in its defensive end if they are playing with more than 8 players below the restraining line (this is usually 7 field players plus a GK). An offside foul shall only be called against a team in its offensive end if they are playing with more than 7 players below the restraining line.

### **Rule 6, Section 14, e**

Situation A: Both teams are offside.

Penalty Administration: Issue a green card to the offside player on the defensive team. Use AP to determine who gets the ball.

Situation B: The Red team has taken a shot and the White team goalkeeper has saved it. The goalkeeper attempts a clearing pass towards White #14 who steps over the restraining line (and is offside) while trying to catch the pass.

A green card shall not be issued. White #6 is in her defensive end and her team is in possession of the ball.

Penalty Administration: Correct the offside. Free position for the Red team at the spot of the ball. Reset the PC to 90 seconds.

### **Rule 6, Section 15, c & d (also Rule 3, Section 7)**

Situation A: The White team is on a scoring play when the Trail official notices that the Red team is offside.

A flag shall be raised if the foul by the defense occurs during a scoring play. (Must be called immediately if no scoring play exists). Penalize at the conclusion of the scoring play. If a goal is scored, play will start with a free position for the non-offending team at the center line.

Situation B: The Red team has taken a shot which deflects off the goal post and is rolling towards the restraining line. White #25 steps over the line in an attempt to gain possession of the ball.

A green card shall be issued. White #25 is defending in her defensive end of the field and her team does not have possession of the ball.

Penalty Administration: Issue a green card to White #25. Correct the offside. Award a free position to the Red team at the spot of the ball. Reset the PC to ninety seconds.

### **Rule 6, Section 17**

Situation: White # 10 received a releasable yellow card (her first of the game) at 12:10 of the second quarter. White #15 received a green card at 12:00 of the second quarter. The Blue team scores a goal at 11:50 of the second quarter.

Both penalties shall be released. White #10 and White #15 may return to the game.

### **Rule 6, Section 19**

Situation: The Blue team scores a goal at 8:49 on the clock in the third quarter. At that time the White team has two players serving green card penalties.

Both penalties are released.

### **Rule 6, Section 21, a**

Situation: An attack player is approaching goal and shoots legally. Contact by the defender after the release of the shot puts the attacker in the goal circle.

This contact may either be a foul by the defense (and thus administered at the center) or incidental contact. If the attacker did not enter the goal circle on her own volition (as judged by the officials), then a goal circle foul will also not be called. Think of this as a “meet and greet” where contact occurs but neither player committed a foul.

### **Rule 6, Section 21, c**

Situation: Blue #25 is standing in the 8-meter arc legally marking a White off-ball attack player who is directly behind the GC. Blue #25 then steps into the GC to continue marking the same player directly behind. Blue #25 remains in the GC in front of the GK and not within a stick's length of their opponent.

This is a goal circle Foul. Only the defensive player who is directly marking the ball carrier within a stick's length may remain in the goal circle while defending. It is not a three -seconds foul as Blue #25 was legally marking the attacker directly behind the goal before stepping into the goal circle.

### **Rule 6, Section 24**

Situation A: A player gains possession of the ball below the goal line extended in her team's defensive end of the field. She runs with the ball through the goal circle. As she enters the arc she is pressured by the opposing team and she passes the ball back to her goalkeeper in the goal circle.

This is a goal circle violation. Once a team gains possession of the ball in the goal circle and the ball is cleared, the team must not return the ball to its goal circle until the ball has been played by another player.

The defender initially gained possession of the ball outside the goal circle. It was a legal play to run into the goal circle with the ball. By doing so, she established possession of the ball in the goal circle. Before returning the ball to the goal circle it must be played (touched by another player, the player's stick is checked stick to stick by an opposing player, or play is stopped due to a foul by the defense).

Situation B: The Blue team Goalkeeper has made a save in the goal circle and then exited the goal circle with possession of the ball. The Blue team head coach calls for a timeout. Play resumes at the dot and a Blue team field player takes the free position and, on the whistle, passes to the goalkeeper in the goal circle.

This is a goal circle violation. The ball has not met the criteria of being played.

### **Rule 6, Section 25**

Situation: The attack has committed a goal circle violation. Blue #3 (on the defending team) quickly steps into the goal circle, retrieves the ball, and self-starts from within the goal circle. This is a legal self-start by Blue #3.

### **Rule 6, Section 26, c**

Situation: A defensive player is positioned in the goal circle (above the goal line and the GK) marking a player behind. The "feeder" from below the goal circle passes to her teammate in the center of the arc who shoots immediately ("quick stick"). The defender in the goal circle turns immediately to face the shooter and is in shooting space as well as in violation of the goal circle rule.

A Dangerous Propel foul must be called and a yellow card issued. The attack player has the responsibility to shoot safely regardless of the legal or illegal positioning of other field players. (Officials must be aware of the initial illegal positioning of the defender and call it quickly so as to prevent dangerous situations such as this one.)

### **Rule 6, Section 27**

Situation A: A yellow card has been issued as time expired at the end of the third quarter. The penalty has not been administered.

Penalty Administration: The fourth quarter will start with a free position at the center line for the non-offending team. Player positioning for the draw will not apply.

Situation B: (See Rule 6, Section 2, a) White #12 commits a cardable foul against Blue #15 who is in the midfield not below the RL, not in possession of the ball, and behind their teammate #23 who has the ball in the CSA and not on a scoring play.

Penalty Administration (ball in the arc or "pie"): Free position for Blue # 23 on the hash mark nearest the spot of the ball. Closest defender to the spot of the free position is placed 4 meters behind.

Penalty Administration (ball below the goal line extended, or between the 8M and 12M): Free position (on the dot or the 12) for any player on the Blue team who was on the field at the time of the whistle. Closest defender to the spot of the free position is placed 4 meters behind.

### **Rule 6, Section 27, d**

Situation: White #3 has possession of the ball in the arc of her offensive end of the field. Blue #6 is issued a yellow card for cursing loudly at the official (misconduct foul). The White team head coach instructs #9 (who is on the field) to take the free position.

This is allowed. In this case the misconduct foul was not against an opposing player.

### **Rule 6, Section 29**

Situation: Red #4 received a releasable yellow card penalty at 8:22 of the fourth quarter. At 7:22 (with no goals having been scored) Red #15 enters the game as an illegal player (early entry from the yellow card).

Penalty Administration: Red #4 will continue to serve the original yellow card penalty. Issue a green card to Red #15 and remove her from the field. The coach must select an additional player from the field to serve the one-minute releasable penalty. The Red team will be playing two players short.

### **Rule 6, Section 40 (also Rule 1, Section 15)**

Situation: Spectators are standing behind the end line and heckling the Blue team's goalkeeper. The Blue team head coach asks the officials to remove the spectators from behind the end line.

Spectators are not allowed behind the end lines except in permanent stadium seating positioned behind protective netting or fencing. Officials should speak with the game administrator to handle the situation. If the problem persists, a yellow card shall be issued to the team's head coach.

### **Rule 6, Section 40 (also Appendix E)**

Situation: Blue #25 receives a yellow card at 6:30 of the second quarter. This is the team's first yellow card of the game. While walking off the field, Blue #25 is issued a second yellow card for misconduct.

Penalty Administration: Blue #25 will serve the first penalty until it is released (either a goal scored by the opponent or the full two minutes if the card was non-releasable). Upon completion of the first penalty, Blue #25 will start serving the second penalty with the release for this being the same (goal scored or two-minutes).

### **Rule 6, Section 43**

Situation: White #6 has a free position on the center hash. The free position is correctly set and the official has backed out of the arc and is ready to blow their whistle. Red #7 cuts behind the free position only 2 meters from the hash.

This is a false start foul on the defense.

### **Rule 6, Section 44**

Situation A: Red #12 is in the act of shooting when the whistle blows (simultaneous with the shot, not shooting space) for a foul by White #7. The shot by Red #12 results in a goal.

Penalty Administration: If the foul was not a card, allow the goal and proceed with a draw. If the foul was a card, commence play with free position for the non-offending team at the center line.

Situation B: Red #12 is in the act of shooting when the whistle blows (simultaneous with the shot, not shooting space) for a foul by White #7. The shot by Red #12 does not result in a goal.

Penalty Administration: Award a free position if the foul was cardable or the foul was on the shooter and affected the shot. If neither of these two conditions are met, play will continue. (The official may need to manage this situation with a verbal indicator to the players to “play on”).

Situation C1: Simultaneous Shooting Space - Whistle blown for Shooting Space simultaneous with or immediately following a shot and the shot results in a goal,

Penalty Administration: The goal shall count. The penalty for shooting space will not be administered. Commence play with a draw.

Situation C2: Simultaneous Whistle for Shooting Space - the shot deflects off the pipes or goes wide or high, missing the goal (no save by the GK).

Penalty Administration: Allow play to continue, unless the foul was cardable (flagrant shooting space – misconduct per Rule 6 Section 27f9). If the shot deflects off the pipes, officials must also manage the PC.

Situation C3: Simultaneous Whistle for Shooting Space - Dangerous Propel.

Penalty Administration: The yellow card for Dangerous Propel will be administered.

Situation C4: Simultaneous Whistle for Shooting Space - the shot is saved by the GK inside or outside the goal circle and the ball stays in the goal circle or in the GK's stick, GK maintains possession.

Penalty Administration: The goalkeeper may continue to play without an additional whistle. (Officials may wish to manage this situation with a verbal “play” so players understand.)

Situation C5: Simultaneous Whistle for Shooting Space and the shot is saved by the GK, whether they are inside or outside the goal circle, and the ball rebounds off their stick or body to a spot outside of the goal circle, GK does not maintain possession.

Penalty Administration: As the goalkeeper does not have possession, the officials shall blow the whistle and stop the clock. Give the ball to the goalkeeper in the goal circle and start play on the whistle.

Situation D: Red #25 is called (whistle blown) for a dangerous check in the arc on White #4 just as White #4 releases a pass to her teammate who immediately quick-shots a shot on goal and scores.

Penalty Administration: The goal shall not count. The simultaneous whistle rule does not apply to passes. (If White #4 was on a scoring play, and a flag was raised as opposed to a whistle being blown, the goal would be allowed.)

### **Rule 6, Section 45**

Situation A: White #12 commits a foul (not a card) while face guarding Blue #15 who is outside the CSA while their teammate #23 is in the CSA on a scoring play. Allow play to continue. Blowing the whistle would penalize the non-offending team. The non-cardable foul is not in the CSA so we do not raise our flag.

Situation B: White #12 is face guarding Blue #15 and commits a cardable foul (cross check to the back) when Blue #15 attempts a cut while outside the CSA. Blue #23 is in the CSA on a scoring play.

The official making the cardable foul call shall raise the flag\* and penalize the cardable foul when the scoring play ends in order to not disadvantage the non-offending team.

\*Even though the spot of the cardable foul is not in the CSA during the scoring play, a flag shall be raised to recognize the off-ball cardable foul that must be penalized at the end of the scoring play (Rule 6, Section 42). The free position shall be at the hash mark closest to the spot of the ball.

### **Rule 6, Section 46**

Situation A: The Red team is on a "fast break". Red #4 has the ball a few meters outside the CSA (thus not on a scoring play by definition). Their teammate is unmarked near the center hash. White #6, the only defensive player in the area is tightly marking Red #4. As Red #4 is passing the ball to Red #10 (establishing a 1 v 1 with the White team goalkeeper), White #6 commits a cardable foul on Red #4.

Penalty Administration: The officials must blow the whistle and penalize this cardable foul. The free position will be taken at the center hash by Red #10 who was in possession of the ball when the whistle blew. A Red card could be considered for this flagrant breakdown foul.

Situation B: The Red team is on a "fast break". Red #4 has the ball a few meters outside the CSA (thus not on a scoring play by definition). Their teammate is unmarked near the center hash. White #6, the only defensive player in the area is tightly marking Red #4. After Red #4 passes the ball to Red #10 (establishing a 1 v 1 with the White team goalkeeper), White #6 commits a cardable foul on Red #4.

Penalty Administration: In this exception to the guidance, officials are allowed to raise a flag and administer the penalty at the conclusion of the scoring play.

### **Rule 6, Section 48**

Situation: Red # 2 is on a scoring play and is fouled (no card) by White #5. The flag is raised. Red #2 shoots and after the release of the shot Red #2 commits a goal circle violation.

Penalty Administration: The scoring play is ended on the release of the shot by Red #2. The flag "goes away" at this point. We are no longer in an Alternate Possession scenario. Penalize the goal circle foul by Red #2. If the shot resulted in a goal, the goal shall not count.

### **Rule 6, Section 49**

Situation A: A flag is raised for a cross check (no card) between the 8M and 12M, the player drops the ball between the 8M and 12M.

Penalty Administration: Award a free position to the player who was fouled on the nearest hash mark to the spot of the ball (could be a hanging hash).

Situation B: Red #2 is on a scoring play and is fouled (card foul) by White #5. The flag is raised. Red #2 shoots and scores.

Penalty Administration: Issue the card to White #5. Award a free position to the Red team at the center line. (While not spelled out in Section 49, the language in Section 44 applies.)

### **Rule 6, Section 50**

Situation A: A flag is raised for a cross check between the 8M and 12M (no card). Then a 3-seconds (second foul) call is made which ends the scoring play. The ball is below the goal line extended.

Penalty Administration: If either the original foul (flag raised) or the additional foul is a three-second foul, the penalty will be administered with a free position on the nearest hash on the arc to the spot of the ball when the whistle was blown to stop play. The attack player with the ball (or player nearest to it if no possession) will take the free position.

Situation B: A flag is raised for three seconds (first foul), the player continues their momentum toward goal and below GLE when they are cross checked ending the scoring play (second foul), the ball is below the GLE.

Penalty Administration: If either the original foul (flag raised) or the additional foul is a three-second foul, the penalty will be administered with a free position on the closest hash on the arc to the spot of the ball when the whistle was blown to stop play. The attack player with the ball (or player nearest to it if no possession) will take the free position.

Situation C: A flag is raised for off-ball detaining when a player with the ball from below the GLE rolls the goal circle, as they cross the GLE they're pushed in the back by an opponent within the "pie" area which ends the scoring play.

Penalty Administration: Award a free position on the hanging hash nearest to the spot of the ball when the whistle blew to stop play. The attack player with the ball (or nearest to it if no possession) will take the free position.

Situation D: Red #2 is on a scoring play and is fouled (card foul) by White #5. The flag is raised. Red #2 shoots and scores and after the release of the shot Red #2 commits a goal circle violation.

Penalty Administration: The goal shall not count due to the goal circle violation. The card foul eliminates the offsetting foul procedure (Rule 5 Section 40f). Issue the card to White #5 and administer the free position on the appropriate hash mark.

### **Rule 6, Section 51**

Situation: Red #15 is on a scoring play when a flag is raised for a check to the head by White #4. The scoring play ends when Red #15 is carded for a Dangerous Propel foul.

Penalty Administration: If the shot went in, the goal shall not count. As both fouls are yellow card fouls, AP will apply. Free position at the dot per the "arrow". Reset the PC to 90 seconds as each team committed a yellow card foul. No player needs to be 4 meters behind.

## **Rule 6, Section 54**

Situation: White #7 shoots and scores. The C official observes a push foul (not a card) on the shooter following the release of the shot.

Penalty Administration: Free position for the White team at the center line. Any player may take it. Draw positioning does not apply.

## **Appendix E**

Situation A: Prior to the game and prior to the first draw, Blue team #8 receives a 2-minute non-releasable yellow card for an illegal stick (violation of Rule 2 and NCAA Stick Check Instructions). The Blue team begins the game with one player in the penalty area. The game begins with a FP for the White team at center, draw positioning does not apply. During the first half at 29:30 on the clock, Blue team #12 receives a yellow card for a check to the head outside the CSA. At 29:10 the White team scores.

Penalty Administration: The penalty for Blue # 12 is released. Blue #8 must serve the remainder of the two-minute non-releasable penalty.

Situation B: White team #12 is issued a releasable yellow card at 11:37 on the game clock. At 11:10 White team #20 is issued a releasable yellow card. White team #12 and White team #20 are the only players in the penalty area. The Blue team scores a goal at 11:00.

Penalty Administration: The penalty for White #12 is released. Releasable yellow card penalties are released in the order in which the players enter the penalty area.