



LACROSSE

***2023 and 2024
Men's Lacrosse
Rules Book***

*PDF VERSION ONLY NOT IN PRINT
Updated October 13, 2023*



IF

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NCAA

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2023 and 2024 NCAA MEN'S LACROSSE RULES AND INTERPRETATIONS

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



[ISSN 0736-7775]

THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

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NCAA.ORG

AUGUST 3, 2023

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REPRINTED: 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989,

1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007,

2008, 2010, 2012, 2014, 2016, 2018, 2020, 2022

PRINTED IN THE UNITED STATES OF AMERICA

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NCAA Men's Lacrosse Rules Committee

The chart below lists the members of the committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

Name	Institution	Term Expiration
Andrew Fink	University of Saint Joseph (Connecticut)	8-31-24
James Greene	Big East Conference	8-31-26
Alec Jernstedt	Grove City College	8-31-25
Dana Lindstrom	Gwynedd Mercy University	8-31-26
Jerry Price	Princeton University	8-31-26
James Purpura	Virginia Military Institute	8-31-25
Willie Scroggs*	Secretary-Rules Editor	8-31-26*
Alex Smith	Saint Michael's College	8-31-23
John Tillman, Chair	University of Maryland, College Park	8-31-24

**Non-voting member*

***Eligible for reappointment*

For a complete and current listing of the NCAA Men's Lacrosse Rules Committee, please go to: ncaa.org/ncaa-playing-rules.

The committee invites NCAA head coaches or other interested parties to submit rules-change proposals for the committee to consider at its annual meeting. Proposals may be submitted online at www.ncaa.org/sb_output.aspx?form=15. All rules-change proposals are at the discretion of the committee.

Those seeking interpretations of rules may contact:

Willie Scroggs
Secretary-Rules Editor
williescroggs@unc.edu

Interpretations and other rules information are available at: www.ncaa.org/ncaa-playing-rules.

The Rules

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

Major Rules Changes for 2024

Each change or altered segment is identified in the rules by a **screened background**. The figures below refer to rule and section, respectively. In all Approved Rulings (A.R.), Team A is the offensive team and the home team, and Team B is the defensive and visiting team.

Major Rules Changes

Rule	Description	Page(s)
4-33	Established a video review criteria to review goals and certain timing situations.....	<u>55</u>
4-34	Established a video review criteria to review contact to the head and/or neck area.....	<u>56</u>
4-35	Established a coach's challenge.....	<u>56</u>
6-6-aa	Players are required to leave the field of play should their helmet come off during live play	<u>74</u>

Points of Emphasis

Head Coach Pregame Meeting and Equipment Certification

- Head coach is required to meet with officials 30 minutes before the scheduled start of the game. (See Rule 2-7.)
- Coaches certify that all players are properly equipped. The pregame equipment certification by the head coach shall act as the team warning.
- Players are required to wear their equipment properly. There is zero tolerance for helmets coming off during live play. In addition, other equipment including shoulder pads, chest protectors, gloves and arm pads must be worn as designed.

Sportsmanship Team Conduct/Decorum Pregame and Postgame

- Coaches are asked to monitor and discuss sportsmanship issues with their teams; image of the sport is at risk.
- Player behavior during pregame warmups is a concern in some cases.
- Coaches and officials are to be respectful of the 5-yard buffer on either side of the midline that the committee previously established as a neutral area during pregame.
- Coaches are reminded to remain on the sidelines during live-ball play.
- The substitution area is only for coaches and for players who are about to substitute. The exiting player has the right of way.
- Postgame, coaches shall be cognizant of teams crossing at the end of the game, which can create issues.

Uniforms

- Rule 1-21-b states that a white or light-colored uniform shall have dark-colored numbers; a dark-colored uniform shall have light-colored numbers. Uniforms and specifically uniform numbers serve a purpose and when numbers do not clearly contrast, it makes it challenging for officials, fans, broadcast partners and coaches to clearly identify a player. The Men's Lacrosse Rules Committee may look at future rules changes if this is not addressed.

Goal Nets

- The Men's Lacrosse Rules Committee was asked to clarify the rules around goal nets as historically they have been largely silent. Provided that the mesh of the net does not exceed 1½ inches it may be of varying shapes (square, hexagon, octagon, etc.). In addition, advertising on goal nets has become a challenge for officials to see if the ball has crossed the goal line or entered the goal. **Only institutional, commercial and memorial logos are permitted to be affixed to the back center of the goal nets no higher than three feet.**

RULE 1

The Game, Field and Equipment

The Game

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

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

The Field

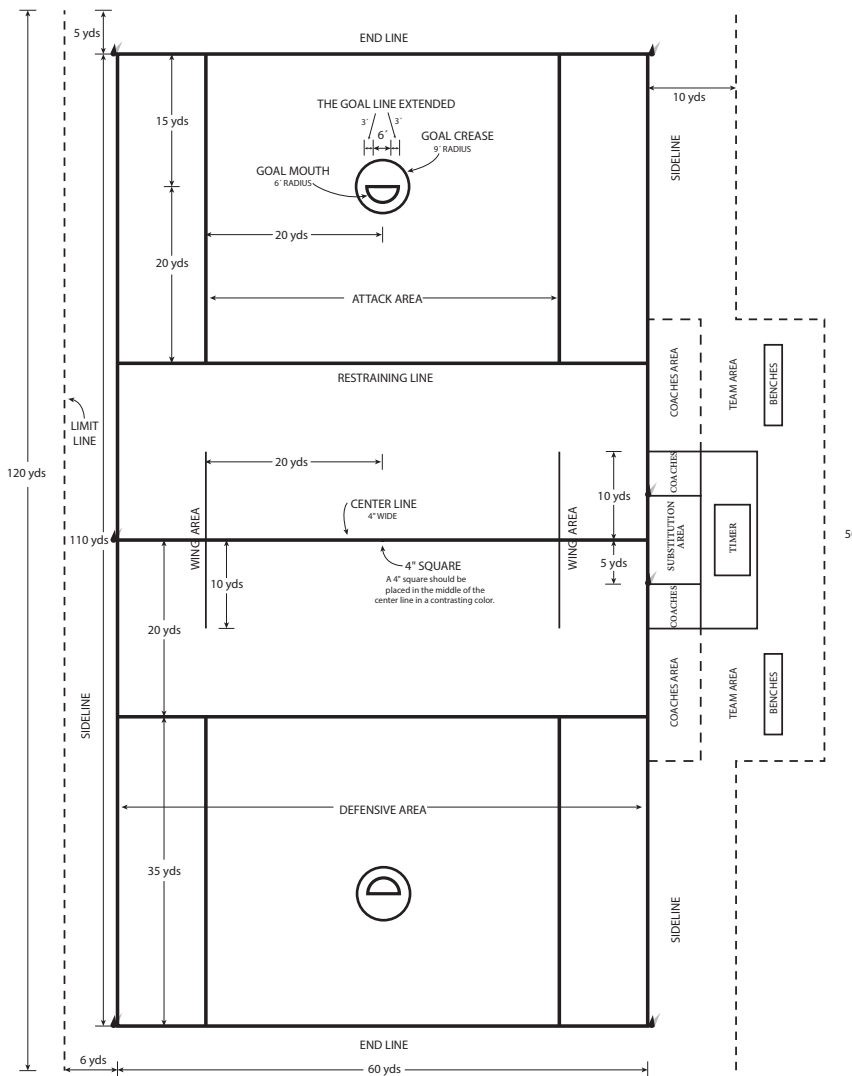
Playing Field

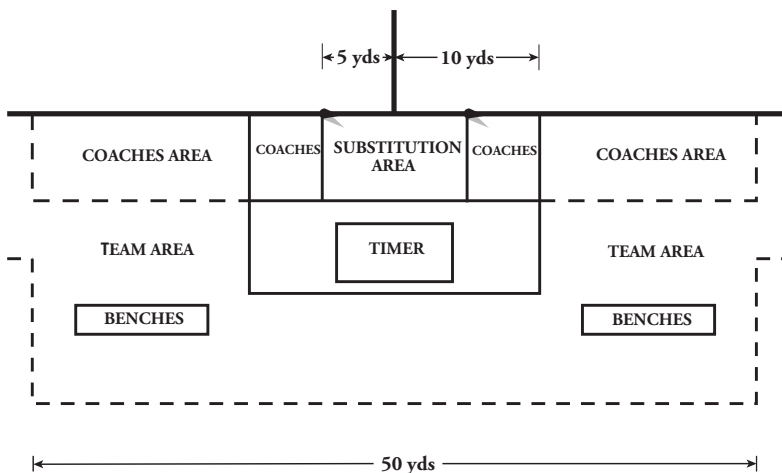
SECTION 2. The playing field shall be rectangular, 110 yards long and 60 yards wide. The boundaries of the field shall be marked with white or contrasting-colored lines. The long sides of the field shall be designated sidelines; the short sides shall be designated end lines. A bold white or contrasting-colored line shall be marked through the center of the field perpendicular to the sidelines. This line shall be known as the center line and shall continue through any logos or other markings (including a shadow line through any logos or other markings). *All lines shall be not less than 2 inches wide nor more than 4 inches wide.* The goal line and the goal mouth arc shall be 2 inches wide. *The center line shall be 4 inches wide.*

Out of bounds lines shall be measured from the inside edge of the line; field lines (e.g., midfield line, etc.) shall be measured from the center of the line.

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

Men's Lacrosse Field of Play





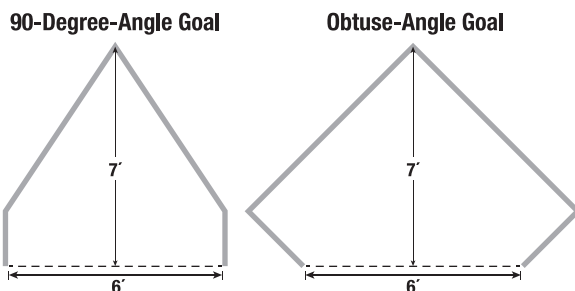
A.R. 3. Officials arrive at the game site and notice that field markings in Rule 1-2 do not conform to the “Lacrosse Field of Play” diagram or are of incorrect dimensions. **RULING:** Officials notify Team A head coach. 1. No penalty will be assessed if corrections are made before designated game time; 2. Technical foul (visiting team awarded ball) will be assessed if corrections delay the start of the game; 3. Three-minute full-time penalty (no faceoff) if Team A coach is unable or refuses to make corrections. Officials should notify their district assigner.

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

Goals and Goal Lines

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

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



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

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

A 2-inch line shall be drawn between the goal posts to indicate the plane of the goal, and it shall be designated as the goal line. The net shall be considered part of the goal. The goals shall be centered between the sidelines and placed 15 yards from each end line.

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

Goal Crease/Goal Mouth

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

Within the goal crease, the “goal mouth” is the 2-inch-wide line that forms a half circle from the center of the goal line with a 6-foot radius extending to each goal line extended, where the goalkeeper is located and plays their position.

Goal Nets

SECTION 5. Each goal shall be fitted with cord netting that shall extend and be fastened on the ground at a point 7 feet back of the center of the goal. The net shall be considered part of the goal. The mesh of the net shall not exceed

1-1/2 inches, and the net shall be fastened to the goal posts, crossbar and the ground to prevent the passage of the ball. Nets shall be adjusted so the ball may pass completely through the imaginary plane of the goal at any location inside the border of the goal posts. It is recommended that the net be attached to the ground with ground anchors every 12 inches or by a 1-inch-by-7-foot flat iron secured firmly to the ground. Goal nets may be of any solid color. Logos (memorial, institutional or commercial) are only permitted to face outward centered on the back of the goal net, no higher than three feet from the ground.

Defensive and Offensive Areas

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

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

Defensive-Area Lines (or Restraining Lines)

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

Wing Areas

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

Center of the Field

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

Table Area, Team Benches, Substitution Area

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

Benches for the competing teams shall be placed in the team area at least 5 yards from the substitution area and, where physically possible, at least 10 yards from the sideline, parallel to the sideline.

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

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

Coaches Areas

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

Team Areas

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

Penalty Area

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

Limit Lines, Spectator and Media Restrictions

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

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

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

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

A.R. 8. Officials warn the Team A head coach (home team) that spectators shall be behind the limit lines and/or moved from behind the end lines. Can Team A be penalized? **RULING:** Yes. Rule 6-6-f, delaying the game. Were the situation to continue, Team A shall be penalized according to Rule 5-4-e.

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

Cones and Pylons

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

Equipment

The Ball

SECTION 16. The ball shall be white, yellow, orange, lime green or pink and shall have a surface of smooth or slightly textured solid rubber. The ball shall meet the current NOCSAE lacrosse ball standard. See Appendix IV for additional dimensions.

Balls shall be supplied by the home team. The ball in use at the end of the game shall become the property of the winning team. The home team shall supply an adequate number of balls. A minimum of six balls and a maximum of 10 balls shall be available at each end line and sideline. The number of balls in each area shall be equal in each area. On the bench side, balls shall be placed at the scorer's table and outside each bench area. These balls shall be replenished by the home team and game management staff.

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

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

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

A.R. 13. A white ball is in use during the game. On a restart, A1 picks up an orange ball, and Team A scores with the orange ball. **RULING:** No goal. If an official becomes aware of the unauthorized color change during play, he should stop play and restart with a ball of the correct color. The ball shall be awarded to the team that had possession at the time of the referee's whistle to stop play.

Crosse—Dimensions

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

The circumference of the crosse handle shall be not more than 3-1/2 inches and the handle shall be relatively straight. The head of the crosse at its widest point shall measure between 6 and 10 inches, inside measurement, at the front of the side wall. There shall be one crosse that is 10 to 12 inches, inside measurement at its widest point, at the front of the side wall. This crosse shall be used by the designated goalkeeper. The side walls of the crosse shall not be more than 2 inches high and shall not have protrusions or sharp edges. The crosse shall not be able to hook on any part of the player's body, equipment or helmet. The crosse shall not penetrate the lacrosse helmet face protector that has been certified to meet the NOCSAE standard at the time of manufacture.

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

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

Note: Goalkeeper's equipment (and any substitute) shall meet requirements listed in Rule 6-6, A.R.s 20-22.

A.R. 14. Any crosse with an inside measurement from 10 to 12 inches shall be considered a goalkeeper's crosse and shall be used only by the designated goalkeeper.

Crosse—Construction

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

Traditional wooden crosses are still legal if meeting all existing specifications, including stringing. The net/pocket of the crosse may be constructed of gut, rawhide, linen or synthetic material and shall be roughly triangular in shape. The longitudinal weaving shall be attached to the frame of the throat below the stop. The stop shall be of separate construction. Both side walls may be made of synthetic material, wood or laminate. The pocket/net shall be completely attached to the side walls, leaving no **knots or** gaps large enough for a ball to pass through.

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

Note 2: All hollow crosse handles shall have their open end adequately covered with a plastic or rubber manufactured end cap. Tape alone is not sufficient. The use of metal caps (e.g., bottle caps) is prohibited. Officials will instruct the player to correct the violation before continuing to play. If a player does not correct the issue, a one-minute unsportsmanlike penalty shall be called.

Note 3: Sawing the head of the crosse near the throat to get the hand closer to the ball is illegal altering. A three-minute nonreleasable penalty will result, and the crosse shall be removed from the game.

Crosse—Prohibitions

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

Any strings or leathers used to attach the pocket to the crosse are limited to a hanging length of 2 inches. The use of pull strings to alter the depth of the pocket is illegal. Any additional strings or laces (e.g., shooting strings) shall be located within 4 inches of top of the crosse (this prohibition does not apply to the goalkeeper's crosse). Not more than one sidewall string on each side is allowed.

No crosse may have any tape affixed to the plastic. This does not include the crosse of a goalkeeper. Otherwise, players may tape the handles of their crosse in the same traditional manner (including "donuts") as they have in the past.

For the rules dealing with faceoff crosses. (See Rule 4-3-b-15.)

Adjustable-length handles are permitted, but may not be adjusted during play. Handles that have been altered in any fashion other than taping or adding another covering designed to improve the grip are illegal. (See Rule 5-9.)

A.R. 15. A1 has strings on the crosse that have a hanging length greater than 2 inches. **RULING:** Hanging strings longer than 2 inches, a missing ball stop on a wooden head crosse, or a missing manufactured end cap on the butt end of a hollow shaft are not allowed. There is no time-serving penalty for such items, but the crosse shall be corrected before it is permitted to be used. Officials shall instruct A1 to cut the strings to the proper length. If A1 does not, a one-minute, nonreleasable penalty shall be assessed for unsportsmanlike conduct.

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

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



A.R. 16. May a player shave or sand the wall of the crosse to make it more flexible or thinner? **RULING:** No.

A.R. 17. The mesh weaving of a crosse may be of more than one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving, is illegal. **RULING:** Unsportsmanlike conduct, three-minute nonreleasable penalty.

A.R. 18. The longitudinal weaving (net) shall be attached firmly to the bottom edge of the throat construction and completely along the sidewalls, with no gaps large enough for a ball to pass through. This can be accomplished easily by running a piece of leather, gut, nylon, linen, etc., from one side wall tightly interwoven, through the longitudinal weaving (net) along the front of the bottom edge of the throat construction and

securely fastened to the opposite side wall. No other interpretations are to be construed from Rules 1-18 and 1-19.

A.R. 19. May a player use an altered or cambered handle? **RULING:** No. Three-minute nonreleasable penalty. Crosse removed for the duration of the game.

Helmet, Face Mask and Mouthpiece

SECTION 20. All players shall wear a protective helmet designed for lacrosse. Both the chin pad and the chin strap shall be firmly attached to the mask, as designed. If any snaps are hanging, proper officiating technique is to request that the player fix the snaps. Repeated offenses shall be penalized. All players on a team shall wear helmets of the same dominant team color or colors. Refer to Rule 6-6-aa for helmets coming off during live play.

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

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

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

Personal Equipment

SECTION 21. a. *Protective Equipment.* All players shall wear protective gloves, shoes and jerseys. All players except the designated goalkeeper shall wear shoulder pads and arm pads. The designated goalkeeper shall wear protective goalkeeper equipment. (See Rule 1-23-c.) The altering of equipment is prohibited. All players on a team shall wear gloves of the same dominant official team colors unless safety reasons require a different color glove to be worn. Specialized goalkeeper gloves may be of any color. The fingers and/or palms may not be cut out of the gloves by the player or during the manufacturing process, nor may the gloves be altered in a way that compromises their protective features. The throat protector and chest protector are required pieces of equipment for the goalkeeper, but the goalkeeper is not required to wear shoulder pads or arm pads. Goalkeepers shall use chest protectors designed for lacrosse certified to the NOCSAE lacrosse commotio cordis protective device standard at the time of manufacture, or they shall wear an alternative protective device certified to the NOCSAE lacrosse commotio cordis protective device standard at the time of manufacture. Field players shall wear shoulder pads protectors certified to the NOCSAE lacrosse commotio cordis protective device standard at the time of manufacture, or they shall wear an alternative protective device certified to the NOCSAE lacrosse commotio cordis protective device standard at the time of manufacture.

- b. *Jerseys.* The jerseys shall have numbers that are at least 10 inches high and centered on the front. Jersey numbers of at least 12 inches in height also shall be centered on the back. It is recommended to use numbers 0-99. As authorized by the institution or conference, an additional commemorative or memorial patch (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes) to be worn by a team is allowed as long as no safety hazard is created. The patch shall be contained within a four-sided geometrical space (i.e., rectangle) with an area that does not exceed 4 square inches and must be placed on the front or sleeve of the jersey and may not interfere with any required markings. While not all team members are required to wear the patch, the patch must be identical for those who choose to wear the patch.

The home team shall wear white or light-colored jerseys; however, this rule may be waived if both coaches agree to do so before the game. When jersey colors are not sufficiently contrasting, the home team shall change its jerseys. All uniform numbers shall clearly contrast the color of the uniform. A white or light-colored uniform shall have dark-colored numbers; a dark-colored uniform shall have light-colored numbers.

- c. *Shorts.* All players on the same team shall wear uniform shorts of the same dominant official team color.
- d. *Other clothing.* Under-jerseys, compression shorts or sweatpants may be worn, but if visible to others, shall be of a solid color that is limited to white, gray or one of that team's official colors. If some players on a team choose to wear under-jerseys, all of the players who choose to wear under-jerseys for that team shall wear the same color of under-jersey. Under-jerseys also shall be tucked in if they extend below the game jersey. If some players on a team choose to wear compression shorts, all of those players on that team shall wear the same color of compression shorts. Also, if some players on a team choose to wear sweatpants, those players on that team shall wear the same color of sweatpants.

A.R. 20. A team's official colors are orange and black. All of its players who are wearing compression shorts are wearing orange compression shorts that extend below black game shorts. All of its players who are wearing under-jerseys that are visible are wearing black under-jerseys. Some of its players are wearing gray sweatpants. **RULING:** Legal. Teammates' under-jerseys shall match; teammates' compression shorts shall match; and teammates' sweatpants shall match.

A.R. 21. An official notices that A1, with possession of the ball, is wearing compression shorts, sweatpants, under-jersey, jersey, helmet or gloves that do not conform to the color provisions in this rules book. **RULING:** Technical foul, award possession to Team B. A1 shall change illegal piece of clothing to correct color to continue participation. Officials should observe players before the start of the game to prevent this foul from being assessed.

- e. *Cleats.* Shoe cleats shall be not longer than 1/2 inch and no metal cleats shall be permitted.

Coaches Certification

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

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

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

Prohibited Equipment

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

- a. No player shall wear or carry equipment that, in the opinion of the officials, endangers that individual or other players.
- b. No player shall wear anything on the outside of the jersey or alter the jersey in any other way that might obstruct the view of the number.
- c. The special equipment worn by the goalkeeper shall not exceed that of a field player, plus standard goalkeeper equipment, i.e., shin guards, chest protectors and throat protectors. Throat protectors shall be specifically designed for lacrosse.
- d. Duplicate jersey numbers shall not be permitted on the same team.

New Equipment

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

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

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

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

Game Administration

SECTION 25. At the beginning of the game, the home team is required to provide a visible game clock, a visible shot clock, a working horn (hand-held or as part of the scoreboard) to be used at the scorer's table, a scorebook and timing devices for penalties and as a backup for the shot clock. The two visible shot clocks shall have the ability to be set and reset to two different times. Failing to provide a horn that can be actuated from the table area to get the attention of the officials (e.g., for requests by head coaches or to discuss other table/penalty issues), a shot clock horn, a period ending horn or working clocks shall be penalized by illegal procedure. When there is a discrepancy between the penalty clock at the table and the game clock, the game clock shall be the official clock. If the scoreboard clock malfunctions, the referee shall designate the clock at the sideline table as the official game clock.

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

Before the beginning of the game, it is the responsibility of the host institution to determine whether the condition of the field is adequate for competition. Once the game begins, the referee takes responsibility for this determination and should consult with game management for assistance (e.g., weather tracking).

RULE 2

Game Personnel

Teams

Number, Designation of Players

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

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

If, because of injuries, expulsions, fouling out or any other reason a team cannot keep 10 players in the game, including players in the penalty area, that team may continue the game with fewer than 10 players, with onside and stalling rules remaining in effect.

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

A.R. 2. The In-Home shall be a starter at the attack position.

A.R. 3. During live action, each team shall have a designated goalkeeper on the field at all times, except as allowed during live-ball substitution of goalkeepers.

Squad Size

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

Captains

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

Coaches

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

The head coach shall act in a courteous manner and also shall endeavor in every way to achieve the same from team members. The head coach also shall

be in control of and be responsible for the actions of any and all people officially connected with their institution.

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

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

Note 1: Nonplaying personnel (excluding coaches) and team members not in the game shall confine themselves to their respective bench areas. (Exceptions: Rules 6-6-b-2 and 6-7-b.)

Note 2: The use of technology on the sideline is permitted for coaching purposes. Such technology shall not be used to dispute officiating decisions.

Home Coach's Responsibility

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

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

Officials

Game Officials

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

Duties of Game Officials

SECTION 7. The authority of the officials begins when they arrive on the field and ends when they leave the playing facility. Officials shall be on the field at least 30 minutes before the scheduled starting time to meet with both head coaches and captains. The duties of the officials shall be equal in all respects, except that, in the settlement of all disputes, the decision of the referee shall supersede that of the umpire or the field judge and shall be final.

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

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

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

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

Officials are permitted to utilize a communication device, if available, for in-game officiating.

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

Approval of Score

SECTION 8. At the end of each period, the referee shall check and approve the score. When the officials leave the playing facility, the officials' jurisdiction has ended and the score has been approved.

Time and Place of Jurisdiction of Officials

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

Officials Failing to Appear

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

Timekeeper

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

- a. Keep an accurate account of the time of each period; to keep an accurate account of penalty time; and to inform the penalized player(s) when the penalty time has expired. When the game clock expires, a horn shall be sounded. The officials' whistle signifies the end of play.

Where there is no visible game clock, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each period.

- b. Start and stop the time clock when an official sounds the whistle and at the end of each period. When available and functioning, an electronic clock shall be the official timepiece.

- c. Keep an accurate record of the time of intermission between halves, and notify each team four minutes before the start of the second half by sounding the horn.
- d. A horn shall be provided by the home team. The timekeeper shall not sound the horn while the ball is in play, except at the end of periods or at the end of a shot clock. When alleged violations occur, the timekeeper shall wait to sound the horn until play is suspended by the game officials. When alleged violations occur, the timekeeper and scorer shall confirm the status of the ball when the alleged violation took place.

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

1. A player enters the field of play from the penalty area before being permitted by the rules to do so.
2. A player, not legally in the game, enters the field of play.
3. A player legally in the game leaves the field of play and does not make an immediate effort to return.
4. A player substituting for another deliberately delays entry onto the field.
5. A player entering the game as a substitute under the conditions of Rule 4-23 fails to comply with the rules for entering the field of play.
6. A player illegally exchanges their crosse.
7. The head coach requests a count of crosses.
8. The head coach requests an equipment inspection.

Shot Clock Operator

SECTION 12. A shot clock operator shall be used in all games. It is recommended that the shot clock operator have this duty as the main function in the game. However, it is permissible for the shot clock operator to have other duties (e.g., timekeeper). (See Rule 4-15.)

If the shot clock malfunctions, the shot clock operator shall use a timing device and communicate to the game officials the time at 10-second intervals.

The shot clock operator's duties will be to:

- a. Start and stop the shot clock on the officials' whistle and reset the shot clock on the officials' signal. (See Rule 4-15 and Official Lacrosse Signals.)
- b. If the shot clock expires without the team in possession satisfying the requirements of a shot, the shot clock operator shall sound a horn alerting the game officials.
- c. In cases when the shot clock does not start within five (5) seconds of the officials signaling the start of play, game officials are instructed to stop play and reset the shot clock. (See Rules 4-15 and 7-12.) *Note: In the event of an imminent scoring opportunity, officials shall allow the scoring opportunity to continue and stop play to reset the shot clock when complete.*
- d. The shot clock shall remain in effect regardless of the time on the game clock.

Scorer

SECTION 13. Unless otherwise designated by the referee or an assigning authority, the home-team scorer shall be the official scorer. The scorer should be

on site at least 20 minutes before the game. The scorer will assume the following duties:

- a. Keep a record of the number of goals scored, assists made by each team, and the name and number of the player making the score or the assist and check the score with the referee at the end of each period.
- b. Keep an accurate record of the number of timeouts taken by each team and notify the nearest official immediately if either team exceeds the number allowed during each half or during an overtime period.
- c. Keep a record of the name and number of each player to whom a penalty is assessed, the type of the violation, the time of the quarter when the foul occurred, and the duration of the penalty.
- d. Notify the nearest official immediately should any player accumulate five minutes of personal fouls.
- e. Notify the timekeeper to sound the horn at any time when, under Section 11 of this rule, it is the duty of the timekeeper to sound the horn.
- f. Assume full duties of the timekeeper if the timekeeper becomes unavailable for any reason.

RULE 3

Time Factors and Scoring

Time Factors

Length of Game

SECTION 1. The regulation playing time of a game shall be 60 minutes, divided into four periods of 15 minutes each. By mutual consent of both head coaches, a game may be declared official if the contest has progressed to a “reasonable point of conclusion” (three periods completed).

Variations in Playing Time

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

Intervals

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

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

Overtime

SECTION 4. In the event of a tie at the end of regulation, play shall be continued, after a two-minute intermission, with overtime.

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

For procedures governing play in overtime periods, see Rule 4-31.

Interruption of Game

SECTION 5. If a game is interrupted because of events beyond the control of the responsible authorities, it shall be continued from the point of interruption unless the teams agree otherwise, or there are conference, league or association rules to cover the situation.

Scoring

Goal Value, Winning Team

SECTION 6. A goal counts one point. The winning team is the team that has scored more goals during the course of the game.

Forfeited Game vs. No Contest

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

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

RULE 4

Play of the Game

Pregame Procedures

Coin Toss

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

Lineup

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

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

Facing Off – Procedure

SECTION 3.

a. **Definition.** Absent any penalty considerations or extra-man opportunities with possession at the end of a period (including overtime periods), play shall be started at the beginning of each period and after each goal by facing off at the center of the field.

Exceptions: (1) In the event of an extra-man or flag-down that creates an extra man at the conclusion of any period, the next period shall begin with the offended team in possession at the same relative position on the field when the period ended. However, if the period ends with neither team in possession, except in the previously mentioned flag-down situation, the ball shall be faced off with all the normal restrictions. (2) If a player or team commits a foul before any faceoff, the ball shall be awarded to the offended team. (3) If a player at any faceoff delays resumption of play by any action or maneuver, such as backing out or standing up after the crosses are placed on the ground, the ball shall be awarded to the offended team. (See Rule 6-6-n.) (4) If a player moves the crosse or any part of their body after assuming the “down” position, the ball shall be awarded to the offended team with all previous restrictions behind the defensive-area lines remaining in force. The faceoff is considered to have started when the official conducting the faceoff has placed the ball on the ground at the spot where the faceoff shall be conducted and stated to the players “down.”

The faceoff is considered to have ended when a player of either team has gained possession of the ball, the ball goes out of bounds anywhere other than in the midfield area, the ball crosses either defensive-area line, a whistle stops play for a time-serving penalty, a whistle restarts play after a non-time-serving foul, or a whistle restarts play after the ball goes out of bounds in the midfield area when officials know which team touched the ball last.

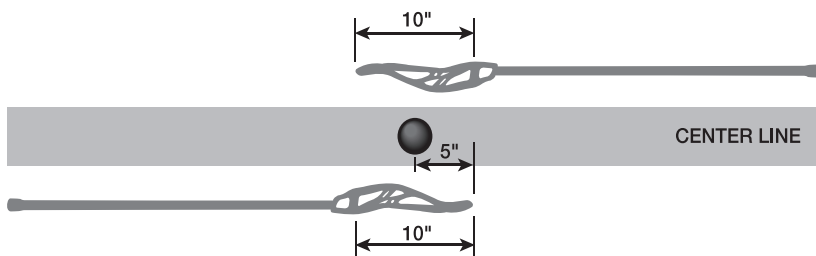
The ball shall be refaced in the following instances: 1) If the ball goes out of bounds in the midfield area and the officials cannot determine the last player to touch the ball; 2) An inadvertent whistle is blown while the ball is in the midfield area; 3) An injury occurs in the midfield area; 4) Simultaneous fouls of equal duration that occur while the ball is loose; 5) The official calls timeout before possession is awarded; or 6) the ball becomes stuck in a player's uniform or equipment other than the crosse.

Before a faceoff, if there are simultaneous technical fouls or if there are simultaneous personal fouls with equal penalty time, the ball shall be faced off.

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

b. **Mechanic.** Two officials will be part of the faceoff mechanic.

1. Players shall stand prior to and as they get into position for the faceoff.
2. The official conducting the faceoff will start the procedure by placing the ball on the ground and instructing the players to prepare for the faceoff by saying "down."
3. As the official says "down," the players shall move into their faceoff positions quickly and together.
4. The official shall make certain that the reverse surfaces of the crosses match evenly, are perpendicular to the ground, and the ball is positioned in the middle of the head of the crosse as shown in the diagram below. This alignment has been referred to as "top to stop."



5. Each player shall have both hands and fingers wrapped around the handle of their own crosse and touching the ground. The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching, the center line. The hand closer to the throat shall be in a palm-up position and shall not touch any part of the head of the crosse. The player's feet may not touch their crosse. Both hands and feet of each player shall be to the left of the throat of their crosse. Each player shall be positioned so their entire body is to the left of the throat of their crosse. It is legal to lean over the center line.

6. If a player is not positioned properly the official shall call that player for a violation and award the ball to the opponent. There is zero tolerance for a player not positioned properly to begin the faceoff.
7. Once the official is satisfied with the placement of the ball and the positioning of the players' crosses, the official shall remain motionless and by saying "set" instructs the players to remain motionless and whistles play to begin.
8. The entire procedure listed above shall be completed quickly and the whistle cadence will vary with every faceoff.
9. Violations, if they occur, may be called by any official and shall be recorded by all officials. Three or more violations on a team in one half or during the entirety of overtime will result in a time-served technical foul on the violating team and shall be served by the violator.
10. A violation will be called if a player picks up and carries the ball on the back of the crosse. The ball shall be moved, raked or directed immediately within one step.
11. A player may not trap the ball with their crosse longer than necessary to control the ball and pick it up with one continuous motion. A player may not withhold the ball from play in any other manner.
12. It is illegal to kick, step on, or place any other body part to their own crosse or the crosse of the opponent. It is illegal for a faceoff player to use their crosse to hold or pin down an opponent's crosse.
13. It is illegal for a player to use their hand or fingers to play the ball. This shall be enforced immediately as an unsportsmanlike conduct penalty. Inadvertent touching of the ball when the hand is grasping the crosse should not be called as an unsportsmanlike conduct foul.
14. It is illegal for a player to grab the ball or an opponent's crosse with the open hand or fingers. This shall be enforced immediately as an unsportsmanlike conduct penalty.
15. Paint or a single wrap of thin tape shall be applied to the handle of the crosse for any player taking a faceoff. The tape or paint is to begin (but not touch) the plastic at the throat of the crosse and continue 6 inches down the handle. The tape or paint shall be of contrasting color to the head, gloves and shaft. Thick or sticky material is prohibited.

A.R. 2. Before the start of the game or while time is out between periods, including overtime, B1 commits a personal foul. Should the official award the ball to Team A on the offensive side of the field? **RULING:** Yes.

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

A.R. 4. With teams at even strength, A1 has possession of the ball and B1 commits any foul as period ends. Flag-down. **RULING:** Next period starts with Team A in possession of the ball in Team A's offensive end of the field.

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

A.R. 5. With teams at even strength, A1 has possession of the ball and B1 commits any foul as the period ends. Flag-down. However, between periods, A2 and B2 commit (1) simultaneous technical fouls; or (2) simultaneous personal fouls with equal penalty time. **RULING:** In either case, the ball is awarded to Team A on the offensive side of the field.

A.R. 6. With teams at even strength, A1 has possession of the ball in the defensive half of the field, and B1 commits any foul as the period ends. Flag-down. The next period should begin with Team A in possession of the ball and B1 serving penalty time. However, between periods, A2 commits (1) a technical foul; or (2) a personal foul. **RULING:** The foul by player A2 would be considered a dead-ball foul. In (1) award the ball to Team B on the offensive side of the field, and A2 does not serve penalty time. For (2) award the ball to Team B on the offensive side of the field. Player A2 will serve penalty time. Penalty times for both B1 and A2 will be started at the same time and adjudicated as per Rule 7-2-d.

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

A.R. 8. A1 has possession and B1 commits a foul; a flag is down. The ball becomes loose in the offensive half of the field as the period ends. (1) The flag creates an uneven penalty situation; or (2) the flag creates an even penalty situation. **RULING:** (1) The next period starts with the ball awarded to Team A at the same relative position at the other end of the field and B1 serving penalty time. Faceoff restrictions do not apply. (2) Faceoff.

A.R. 9. There is an injury on a faceoff before possession is obtained. **RULING:** Reface with original restrictions in force, except when the ball has crossed the defensive-area line; in that case, the ball shall be awarded according to the alternate-possession rule.

Facing Off – Violations

SECTION 4.

- a. After two faceoff violations by a team in one half or during the entirety of overtime, the third and subsequent violations result in a 30-second technical penalty served by the violator. This applies to both pre- and post-whistle violations that directly relate to the faceoff.
- b. Violations by the wing, defense or attack players before the faceoff will count toward the three per half. Only the faceoff players may be penalized for a post-whistle faceoff violation.
- c. During the faceoff in all penalty situations, there shall be four players in the defensive area and three players in the offensive area. **Exception:** When a team has seven or fewer on-field players for any reason (e.g., three players in

the penalty area, injuries, expulsions, lack of available substitutes), a player may come out of the defensive area to take the faceoff, but the player must adhere to the rules for offsides as soon as practicable once the player leaves the faceoff spot.

- d. Post-whistle pertains to faceoff activities only. This is meant for violations like pinning an opponent's crosse, etc., immediately after the whistle, while the faceoff players are still contesting; once the ball is free from the faceoff players, normal rules apply. A push or a hold after the ball has left the faceoff spot would not constitute a faceoff violation.
- e. The violation count resets for overtime and accumulates through the entirety of overtime.
- f. Delay of game prior to a faceoff is never a faceoff violation, even if committed by the faceoff player.

A.R. 10. On a faceoff, A2 uses a hand to grab the ball. It is Team A's third violation of a half. **RULING:** A2 will serve two penalties (unsportsmanlike conduct and technical foul for the third faceoff violation). Award possession to Team B. Play will resume with Team A having one fewer player due to these two penalties.

A.R. 11. On a faceoff, the ball becomes stuck in A1's crosse so that the ball is withheld from play. **RULING:** Immediate whistle; award the ball to Team B as this is a faceoff violation.

A.R. 12. A1 and B1 have assumed legal faceoff positions. After the official blows the whistle to initiate play and prior to possession, (1) either A1 or B1 strikes the opponent in the head or above the shoulders; or (2) both A1 and B1 strike each other in the head or above the shoulders. **RULING:** (1) Illegal body check. If the player speared or targeted the head of the opponent, the penalty time is nonreleasable. (2) Simultaneous fouls. If the penalty time is equal, reface the ball.

A.R. 13. On a faceoff, A1's hand or thumb closer to the throat of the crosse is in an improper position at or after "down" but before the faceoff whistle has sounded. **RULING:** Illegal faceoff position. All fingers, including the thumb, of both hands shall be gloved and wrapped around the crosse and shall be resting on the ground. Award ball to Team B. This counts as a faceoff violation.

A.R. 14. On a faceoff, A1 meets all requirements. However, when the official blows the whistle, A1 "kicks" through the crosse rather than drawing the crosse. **RULING:** Illegal procedure and a counted faceoff violation. The ball is awarded to Team B.

A.R. 15. On a faceoff, A1 makes a sound meant to cause B1 to move before the whistle is blown to initiate play. **RULING:** Unsportsmanlike conduct a one-minute nonreleasable, and a counted faceoff violation.

A.R. 16. After the faceoff whistle but before possession has been declared, attack player or defense player B1 touches or crosses the defensive-area line with anything other than the crosse. **RULING:** Play-on. This is not a faceoff violation since the foul occurred after the whistle and does not involve the faceoff players at the faceoff spot.

A.R. 17. On a faceoff, A1 meets all requirements of the faceoff. However, A1 has one or both of A1's elbows braced against A1's thighs or legs. **RULING:** Legal position.

A.R. 18. After the faceoff whistle has sounded, but before the faceoff has ended, a player loses any of the required equipment in the scrimmage area, and the player (1) continues to play; (2) leaves the scrimmage area; or (3) is, in the opinion of an official, in danger of injury. **RULING:** (1) Technical foul, possible play-on. (2) Play continues since the player is neither violating a rule nor is in danger. (3) The official shall blow the whistle immediately. Award the ball according to Rule 6-6-z (playing without equipment).

A.R. 19. After a faceoff, the ball touches a player or players and goes out of bounds in the area between the defensive-area lines. Officials do not know who touched it last. **RULING:** Reface.

A.R. 20. On a faceoff, a loose ball crosses the defensive-area line when the official inadvertently blows the whistle. **RULING:** Award the ball according to the alternate-possession rule.

A.R. 21. On a faceoff, the Team A faceoff player moves before the official blows the whistle. (1) Wing player A2 or B2 is across the wing line as the whistle blows. (2) Attack or defense player A3 or B3 is across the restraining line as the whistle blows. **RULING:** In all cases, because Team A had a faceoff violation, the faceoff has not taken place. Award the ball to Team B. Ignore the wing-area or restraining-line violation.

A.R. 22. During a faceoff, A1 covers the ball to draw it back. B1 clamps on top of A1's stick and does not allow A1 to play the ball. **RULING:** Holding by B1. Team A is awarded the ball.

A.R. 23. During a faceoff, A1 quickly directs the ball to A2. **RULING:** Legal play. The intent of this rule is to have the faceoff be a play that is in continuous motion.

A.R. 24. During a faceoff, A1 clamps on the ball and withholds the ball from play while battling for control of the ball on the faceoff spot. **RULING:** Withholding by A1; the ball is awarded to Team B. This is counted as a faceoff violation.

A.R. 25. A1 prepares to take a faceoff with a crosse that does not conform to faceoff requirements (no single layer of contrasting color tape on the shaft), but is otherwise legal for play. **RULING:** This is counted as a faceoff violation. However, A1 and the crosse may remain in the game and participate in play.

A.R. 26. A1 pinches the ball in the back of the crosse and (1) immediately flips the ball into the front of the crosse; (2) immediately flips the ball onto the ground and directs the ball to a teammate; or (3) takes more than one step away from the faceoff spot and flips the ball into the front of the crosse. **RULING:** In (1) and (2), these are legal plays. In (3), this is a counted faceoff violation for withholding. Award the ball to Team B.

Positioning of Other Players

SECTION 5. The positions of the other players on the field before the start of a faceoff shall be as follows:

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

If a team is down three players due to fouling out, expulsions, injuries, etc., one defender may come forward to take the faceoff but shall remain onside.

When the whistle sounds to start play, the players in the wing areas shall be released. All other players are confined to their areas until the faceoff has ended.

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

A.R. 27. After a faceoff and before possession has been declared or the ball crosses the defensive-area line, A1 wing player runs across A1's defensive-area line, and A2, who was behind the defensive-area line at the beginning of the faceoff, comes across the defensive-area line to play the loose ball. **RULING:** Technical foul against A2. Award possession to Team B.

A.R. 28. If a non-time-serving foul is committed before, during or after a faceoff (but before possession and before the ball crosses the defensive-area line), wing players are released immediately, but players behind the defensive-area line are not released until the whistle blows to resume play.

Play of the Ball

Play of the Ball

SECTION 6. The following definitions shall prevail in play of the ball:

- a. **Player possession.** The ball shall be considered in player possession when that player can perform any of the normal functions of control, such as carrying, cradling, passing or shooting.
- b. **Team possession.** The ball shall be considered to be in team possession when it meets the definition in paragraph a. or f. of this rule.
- c. **Loose ball.** A ball not in player possession is a loose ball.
- d. **Pass.** A pass is the movement of the ball caused by a player in possession throwing the ball to a teammate.
- e. **Completed pass.** A completed pass is a pass caught by a teammate.
- f. **Ball in flight.** A ball in flight from one teammate to another is a ball in team possession if the ball is caught by a teammate.

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

- g. **Scrimmage area.** The area within 5 yards of the ball or part of active play.
- h. **Clear.** A clear is an attempt by a team to advance the ball, either loose or in possession, from its defensive half to its offensive half of the field when the shot clock strikes 60 seconds. A ball in flight from the defensive half of the field to the offensive half of the field that passes through the plane of the midline as the shot clock strikes 60 seconds satisfies the clear. (See Rule 4-16-a.)

A.R. 29. A1 gains possession of the ball with time remaining to clear the ball. The ball becomes loose, B1 commits a technical foul, and a play-on is signaled by the officials. A1 regains possession. **RULING:** Play on. A new 80-second count starts.

A.R. 30. Team B is man-down as the period ends. A1 passes to A2. While the ball is in flight, the horn sounds to end the period. A2 then catches the ball. **RULING:** The next period starts with a faceoff, as the ball was loose and not in player possession.

- i. **Shot.** A ball thrown or kicked at the goal with the intent of scoring and released at or above the goal line extended, as judged by an official. A shot or deflected shot remains a shot until the ball comes to rest on the field of play, a player gains possession of the ball, the ball goes out of bounds or a player causes the ball to go out of bounds. (See Rule 4-15.)

Out of Bounds

SECTION 7. Play shall be suspended when the ball is out of bounds.

- a. **Player in possession.** When a player with the ball in possession steps on or outside an end line or sideline, or any part of the player's body or crosse touches the ground or any object on or outside an end line or sideline, the ball is out of bounds, and the player's team shall lose possession.

The ball shall be awarded to any player of the opposing team who is ready immediately to resume at the point where the ball was declared out of bounds.

- b. **Loose ball.** When a loose ball touches a boundary line, the ground or any object outside a boundary line (including a player who is out of bounds), or when a shot crosses the plane of the end line or sideline (when determining which player is closest only), it is out of bounds; and the following rules apply:

1. Except on a shot or deflected shot at the goal, the ball shall be awarded at the point where it was declared out of bounds to any player on the opposing team.
2. Should a ball that has not crossed the defensive-area line go directly out of bounds on a faceoff, when it is not known which team caused the ball to go out of bounds, or who touched it last before going out of bounds, it shall be faced off again.
3. When a loose ball goes out of bounds as a result of a shot or deflected shot at the goal, it shall be awarded to the team that had an inbounds player's body nearest to the ball when it became an out-of-bounds ball, at the point where it was declared out of bounds.

If two inbounds players of opposite teams are equidistant from the ball when it goes out of bounds, play shall resume according to the alternate-possession rule. (See Rule 4-32.)

4. A player who is not out of bounds may catch a shot or pass after the ball has crossed the plane of the end line or sideline.
- c. **Out of bounds or out of specific areas.**
 1. When a player moves from the defensive end of the field to the offensive end of the field, and touches or steps on or across the center line, the player is considered to be in the offensive end of the field.

2. When a player touches or steps on or outside a sideline or end line, the player is considered out of bounds.
 3. When determining whether a team is offside, a player whose body (including a gloved hand on the crosse but not including the crosse itself) touches or steps on or across the center line is considered to be in that half of the field.
- d. **An airborne player.** A player in midair, when playing a ball, is considered to be where the player last was in contact with the field.
- A.R. 31.** Goalkeeper A1 is out of the crease without the ball, and A1's teammate throws A1 a high pass. A1 jumps in the air to catch the ball and lands in the crease. **RULING:** This is an illegal reentry violation. The ball shall be awarded to Team B.
- A.R. 32.** A1 is out of bounds and a teammate throws A1 a pass. While the ball is in the air, A1 jumps from out of bounds, catches the ball and lands inbounds. **RULING:** The ball is out of bounds and shall be awarded to Team B. Either team may request a timeout, if available, prior to the restart.

Restarts

SECTION 8. Once the referee has signaled that the ball is ready for play, the restart shall occur in the same relative position where the ball was when play was stopped. The official shall resume play as quickly as possible. If an opposing player is within five yards of the player that has been awarded the ball and the official blows the whistle to restart play, the opposing player is not allowed to defend the ball until the player reaches a distance of five yards from the opponent. A violation will be a flag down (slow whistle) for delay of game. On any restart, no offensive player may be within five yards of the player with the ball.

Officials are also instructed to get the ball in play quickly and not be as deliberate with the exact location of the violation. An unfair distance advantage gained by the team with the ball shall occur to delay the restart. If officials confer on a play (e.g., goal/no goal, too many players), communication to the teams should take place before the restart.

On restarts when the ball goes out of bounds, the player who is awarded the ball cannot get a running start while out of bounds; the player shall be established in bounds prior to the official blowing the whistle.

After a ball goes out of bounds, players not in the game, coaches or other personnel shall not toss the ball to the restart player. The ball shall be placed on the ground where the ball went out of bounds.

Any stoppage of play that occurs while the ball is in the attack area will result in a quick restart. (**Exception:** When the offensive team is awarded possession in the attack area and no time serving penalty is involved, play will be restarted anywhere outside of the attack area. The offensive team is responsible for moving the ball outside the attack area for the restart. Only one pass is permitted.)

- a. When play is to be restarted after a loose ball goes out of bounds or a player in possession steps out of bounds on the sideline or end line, the restart spot will be on the field of play one yard laterally from the out-of-bounds spot but at least 5 yards from the substitution area.

- b. In the case of a player in possession stepping out of bounds (or of an out-of-bounds player touching an in-bounds loose ball), the point of the restart is determined by the location of the ball when the ball was declared out of bounds.
- c. In the case of a loose ball going out of bounds, the point of the restart is determined by the location where the ball last broke the plane of the boundary line before becoming an out-of-bounds ball.
- d. If there is a technical or personal foul by the defense while the ball is inside the attack area, the ball shall be moved outside the attack area before play is restarted. This applies to all live-ball and dead-ball fouls whether they are time serving or not.
- e. A live-ball timeout taken while the ball is in the attack area will result in the restart being at the closest point laterally outside the attack area. A dead-ball timeout does not change the location of the restart.
- f. When a period ends with possession carrying over, the restart location is in the same relative position on the field. If the ball was inside the attack area, it shall be moved outside the attack area upon the restart.
- g. During a dead ball that is within the field of play and with a quick restart pending, only the team entitled to possession is allowed to request a timeout, an equipment inspection or a count of long crosses. Such requests by the team not entitled to possession can be made only if the ball is out of bounds.
- h. There shall be no grace period for the goalkeeper to return to the crease regardless of where the ball is restarted.

A.R. 33. The ball is out of bounds on the sideline area within the confines of the table area or 5 yards on either side of the table area and awarded to A1. **RULING:** The official should move the ball off the sideline and into the field of play 5 yards before play is resumed.

A.R. 34. A shot misses the goal, and the ball comes to rest on the ground behind the goal. A2 tries to scoop the ball, but it goes out of bounds. **RULING:** The ball is awarded to Team B.

A.R. 35. Team A shoots at the goal. The ball hits the goal post and goes out of bounds near the center line in Team A's offensive side of the field. A Team B player in the defensive half of the field is nearer to the out-of-bounds spot than any Team A player. **RULING:** Team B is awarded the ball.

A.R. 36. A1, in possession of the ball, is forced out of bounds illegally by B1. **RULING:** Technical foul. B1 serves 30 seconds. (If violent or excessive—personal foul.)

A.R. 37. A player throws the ball the length of the field, from midfield or from any place on the field, and yells, "I am taking a shot," and the ball goes out of bounds. **RULING:** Only the official has the responsibility of determining if a thrown ball is a shot.

A.R. 38. After a deflected shot at goal, the ball rolls toward the boundary line. A1, in trying to pick up the ball, does not gain possession, and the ball goes out of bounds. A1 is nearest to the out-of-bounds spot. **RULING:** The ball is awarded to Team A.

A.R. 39. A1 shoots at goal, and the ball goes over the goal toward the end line. A2 tries to catch the ball in flight, and the ball hits A2's crosse and goes out of bounds. A2 is nearest to the out-of-bounds spot. **RULING:** The ball is awarded to Team A.

A.R. 40. Player A1 runs or falls out of bounds. When is A1 legally back inbounds? **RULING:** When any part of A1's body touches the ground inbounds and no part of A1's body touches the sideline, end line, or anything else out of bounds.

A.R. 41. Player A1 falls so that half of A1's body is inbounds and half is out of bounds. The ball deflects off B1, who is inbounds, and then the ball touches a part of A1 or A1's crosse which is (1) inbounds; or (2) out of bounds. **RULING:** In both cases, the ball is considered to have gone out of bounds off of A1. Award the ball to Team B.

Ball Stuck in Crosse or Equipment

SECTION 9.

- a. If the ball becomes stuck in a player's uniform or equipment other than the crosse, play shall be suspended immediately, and the ball shall be awarded according to the alternate-possession rule. **Exception:** If this happens during a faceoff and the faceoff has not yet ended, then reface the ball. (See Rules 4-3-a.)
- b. If at any point the ball becomes stuck in the front or back of the crosse, there shall be an immediate whistle, and the ball shall be awarded to the opposing team. This rule applies when a player loses the player's crosse and the ball remains in the crosse after the crosse strikes the ground.

Neither situation applies to the designated goalkeeper if within the goal-crease area at the time the ball becomes stuck.

Scoring

Goal Scored

SECTION 10. A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.

A.R. 42. A1 takes a shot. When the ball is within five yards of B2, A2 legally body checks B2 into the goalkeeper. The ball enters the goal. **RULING:** Legal goal.

A.R. 43. The ball goes off the foot or any other part of the body of a player and into the goal. **RULING:** Goal counts, with the exception of a shot that deflects off of an offensive player or the player's equipment after time has expired in a period or shot clock.

A.R. 44. Goalkeeper A1, who is in possession of the ball in the crease, brings the crosse back through the plane of the goal and the ball becomes loose across the goal line. **RULING:** A goal is awarded to the opposing team.

A.R. 45. If the goal cage is accidentally dislodged during play, officials shall let a scoring play continue and allow the goal if the ball enters the goal cage. Officials should stop play if/when no scoring play exists and replace the goal cage.

Goal Not Counted

SECTION 11. Under the following conditions, a goal shall be disallowed:

- a. When the ball is released after time has expired in a period or shot clock.
- b. When the ball passes through the plane of the goal and any part of the body of a player of the attacking team is in the goal-crease area.
- c. When the ball passes through the plane of the goal and the attacking team has more than 10 members (including those in the penalty area) on the field of play.
- d. When the ball passes through the plane of the goal and either the attacking team or both teams are offside at the time.
- e. When the ball passes through the plane of the goal after one of the officials has sounded the whistle for any reason, even if the sounding of the whistle was inadvertent.
- f. When there is a play-on or a slow whistle for a foul by the scoring team.
- g. After a player from the attacking team has released early from the penalty area, either on the player's own or due to a timekeeper's error. (1) If the attacking player left illegally, the ball shall be awarded to the defense. (2) In the case of a timekeeper's error, the ball shall be awarded to the team in possession at the time of the error or, if the ball was loose, by alternate-possession rule. In all cases, the player shall return to serve the remaining penalty time.
- h. When the scoring player's crosse is found to be illegal, after the goal but before the next live ball.
- i. After a player in the act of shooting or a teammate makes contact with the goalkeeper in the crease or touches any part of the goal or netting before the ball enters the goal.
- j. If an official recognizes a request for a timeout from the team in possession or a foul by the team in possession before the ball breaks the plane of the goal, regardless of whether the official has had time to blow the whistle.
- k. Should an offensive player's momentum carry the offensive player into the goal mouth, even after scoring, the goal shall be disallowed.
- l. If the head of the shooter's crosse comes off during the shot or the follow-through. In this case, award the ball to the defensive team.
- m. When the officials notice before a shot is in flight that the goalkeeper has an equipment issue requiring play to be stopped. If a shot is already in flight when the officials notice the equipment problem, the officials shall withhold the whistle until the shot comes to a completion. (See Rule 4-20-f.)
- n. When a player who scored a goal adjusts the crosse after an official asks to inspect it, provided play has not restarted since the goal was scored.
- o. When a player pulls the strings on the crosse after scoring a goal and before the official has requested that player's crosse for inspection.

A.R. 46. A goalkeeper, in possession of the ball, brings the crosse back through the plane of the goal. **RULING:** Legal play, no goal scored. (Only a loose ball beyond the plane of the goal counts.)

A.R. 47. A1 throws the crosse with the ball in it, deliberately or accidentally, into the goal. **RULING:** Unsportsmanlike conduct nonreleasable penalty. No goal.

A.R. 48. A2 shoots on goal. The ball gets stuck on the outside of the net or is loose in the crease when the official blows the whistle, thinking that a goal was scored. **RULING:** Stop play and award the ball to Team B.

A.R. 49. A2 shoots on goal. The ball is loose (1) outside the crease; (2) inside the crease when the official blows the whistle to suspend play, thinking that a goal was scored. **RULING:** (1) Award the ball using the alternate-possession rule. (2) Award the ball to the defensive team where the ball was when play was suspended.

- p. If an official recognizes before the ball breaks the plane of the goal that the goal scorer is not wearing a piece of required protective equipment, regardless of whether the official has had time to blow the whistle.
- q. When a goal is scored after a slow whistle and it is found that simultaneous fouls were committed before the whistle was blown signifying the scoring of the goal, regardless of the nature of the foul on the attacking team.

Offside

When Offside

SECTION 12. A team is considered offside when it has during live action not more than 10 players on the field (including players in the penalty area), and:

- a. It has more than six players in its offensive half of the field (between the centerline and the end line) including players in the penalty area, or
- b. It has more than seven players in its defensive half of the field (between the centerline and the end line) including players in the penalty area.

Note 1: If a player, seeing that the player is going to be offside before the player can stop, instead runs out of bounds, no foul has been committed, as long as the player returns immediately to the field.

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

A.R. 50. B1, while chasing ball carrier, goes offside. B2 also goes offside. A1 takes a shot, and the goalkeeper makes the save. **RULING:** Slow whistle until goalkeeper makes the save. B1 and B2 serve 30-second penalties. The ball is awarded to Team A, 20 yards laterally from the goal.

A.R. 51. B1, while chasing ball carrier, goes offside. B2 also goes offside. A1 takes a shot and scores a goal. **RULING:** Slow whistle. Goal counts. B1's and B2's technical fouls are canceled by the goal.

A.R. 52. B1 and B2 are offside chasing ball carrier A1, who has possession of the ball, two flags down. A2 then commits a technical foul. **RULING:** A2's

foul ends the slow whistle. B1 and B2 serve 30 seconds each; A2 serves no penalty time, and the ball is awarded to Team A. (See Rule 7-6.)

A.R. 53. B1 and B2 are offside chasing A1, who has possession of the ball. A2 commits a personal foul. **RULING:** Slow whistle until A2 commits foul. Simultaneous fouls. B1 and B2 serve 30 seconds each, and A2 serves one minute (or more). Penalty time is to be served in accordance with Rule 7-2-d. The first 30 seconds of all penalty time is nonreleasable. Team A is awarded possession. If Team A has more total penalty time, then Team B is awarded possession. In either case, the ball is restarted where it was when play was suspended.

A.R. 54. B1 is chasing A1. As A1 crosses the center line, B1 stops with both feet still in the defensive half of the field. However, B1 falls over the center line with both hands wrapped around the crosse and B1's hands land on or across the center line. **RULING:** B1 is offside. (This also applies to the crease.)

A.R. 55. B1 goes offside and returns to the proper half of the field, and then goes offside again and continues to play during a slow whistle. **RULING:** The same player going offside twice is one technical foul.

A.R. 56. The ball is rolling toward the center line. A1 is legally checked by B1, causing A1 to go offside. **RULING:** The ball is awarded to Team B.

A.R. 57. The ball is rolling toward the center line. A1 is pushed illegally over the center line by B1, causing A1 to be offside. **RULING:** The ball is awarded to Team A. B1 remains in the game, unless pushing was violent or excessive, in which case B1 would serve a personal-foul penalty.

Offside Enforcement

SECTION 13. When play has been suspended as a result of an offside infraction, and:

- a. Only one team is offside, a technical foul shall be called against the offending team.
- b. Both teams are offside, it is unknown which team went offside first, and one of the teams has possession of the ball, the offending players shall be placed onside and play resumed with the team that was in possession of the ball before the offside call retaining possession.
- c. Both teams are offside, it is unknown which team went offside first, and neither team has possession of the ball, the offending players shall be placed onside, and the ball shall be awarded according to the alternate-possession rule. (See Rule 4-32.)
- d. Both teams are offside but officials recognize which team went offside first, then the technical foul is enforced only on the team that went offside first, with possession awarded. (See Rule 7-6-c.)

Offside, Goal Scored

SECTION 14. When the attacking team is offside and a goal is scored, the goal shall not count, and the ball shall be awarded to a defensive player at the spot where the ball was when the whistle blew (i.e., no free clear).

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

If both teams are offside, the goal shall not count, and the ball shall be awarded according to the alternate-possession rule. (See Rule 4-13.)

All-Possession Shot Clock

Shot Clock

SECTION 15. Two visible shot clocks with the ability to be set and reset to two different times (60 and 80 seconds) are required for use in all games. The shot clock shall be located at each end of the field visible to players, coaches and the game officials.

Exception: If only one shot clock is available, it shall be located at midfield. However, if not possible to relocate the operable shot clock to midfield, and both coaches agree to continue with only one shot clock at either end of the field, the game may continue with only the one shot clock with assistance from the shot clock operator verbally communicating the time remaining in 10-second intervals to game officials. Otherwise, the remaining functioning shot clock shall be turned off and the shot clock operator shall verbally communicate the time as in Rule 2-12.

The time on the game clock cannot be used as a method of timing the shot clock.

A valid shot is defined as an attempt to score that is taken above the goal line extended (GLE) that makes contact with the goalkeeper, goalkeepers equipment, hits the goal pipe or scores a goal. A shot that hits a defensive team player other than the goalkeeper does not satisfy the criteria for a valid shot on goal unless it results in a goal.

If the shot clock expires without a valid shot on goal, the ball is awarded to the defensive team. A shot shall be taken at or above the goal line extended to reset the shot clock. A ball thrown from behind the goal line extended is classified as a pass and does not reset the shot clock, unless that pass results in a goal.

a. **Reset Procedures.** During the shot clock, the shot clock shall start and stop with the official's whistle and be reset on the official's signal (see Official Lacrosse Signals). The following conditions will start or reset the shot clock to 80 or 60 seconds:

1. Possession gained or awarded after a faceoff (80 seconds).
2. Change of possession (80 seconds).
3. A valid shot retained in the offensive half of the field by the offense (60 seconds).
4. A valid shot that returns to the defensive half of the field and is possessed by either team (80 seconds).
5. A loose ball technical foul where possession is retained by the offense in the offensive half, and when adjudicated the shot clock is at or below 60 seconds, the shot clock shall be reset to 60 seconds; if the shot clock is above 60 seconds, the shot clock shall be reset to 80 seconds.
6. In a flag-down slow-whistle situation, the shot clock does not reset. However, once adjudicated, if the shot clock is at or below 60 seconds the

reset shall be 60 seconds; if the shot clock is above 60 seconds the shot clock shall reset to 80 seconds. (See Rules 7-3, 7-4, 7-5, 7-6 and 7-7.)

7. If there is a stoppage of play for a defensive injury, the shot clock shall be reset to 60 seconds if the shot clock is at or below 60 seconds at the time of the stoppage. If the shot clock is above 60 seconds, the reset shall be 80 seconds.
 8. If the period ends, the shot clock is no longer in effect, unless the shot clock time carries over to the next period due to an extra man opportunity with one team in possession. (See Rules 4-3 Exception and 7-3.)
- b. **Visible shot clock malfunction.** In situations when the visible shot clock has malfunctioned, the shot clock operator shall manage the shot clock as outlined in Rules 2-12 and 4-15-a.
 - c. **Timeout situations.** If either team calls a timeout when the shot clock is engaged, and the timeout is granted, the shot clock will continue from the point of the timeout.
 - d. **Injuries.** Injury timeouts will be handled as follows: Stoppage of play for injury involving only an offensive player, the shot clock will continue from the point of the stoppage of play. Stoppage of play involving a defensive injury, the shot clock shall be reset to 60 seconds if the shot clock is at or below 60 seconds at the time of the stoppage. If the shot clock is above 60 seconds at the time of the stoppage, the shot clock reset shall be 80 seconds.
 - e. **Equipment situations.** Offensive equipment problems during shot clock: Stop play, possession stays with the offensive team. The shot clock period will continue at the restart. Defensive equipment problems during shot clock: If a defensive player continues to participate in the play after losing equipment, a flag-down shall result. The shot clock will not reset and play shall continue. If there is a safety issue, officials shall stop play immediately.
 - f. **Inadvertent flags and whistles.** If there is an inadvertent flag or whistle, the shot clock will restart at the point of the stoppage.

Advancing the Ball into the Offensive Half of the Field

SECTION 16.a. Upon a team gaining possession of the ball, an 80-second visible shot clock shall start. The team in possession shall have the ball in its offensive half of the field when the shot clock strikes 60 seconds. Failing to do so will result in a turnover, and possession will be awarded to the opposing team at the spot where the ball was when play was suspended. A ball in flight from the defensive half of the field to the offensive half of the field that passes through the plane of the midline as the shot clock strikes 60 seconds satisfies the rule. The officials will enforce this rule by using the visible shot clock. (For rules on clearing see Rule 4-6-g.)

Over and Back

SECTION 16.b. **Description.** Once the ball has been advanced (cleared) over the midfield line and the shot clock is at or under 60 seconds, the ball shall not return to the defensive half of the field through actions of the offensive team except on a valid offensive shot. If this occurs, it is an over-and-back violation. The result is an immediate turnover and a quick restart for the offended team.

If the ball does not touch or go over the midline, no infraction has occurred. Defensive players may legally bat the ball to keep it in the offensive half of the field, but if it is possessed and their feet are in the defensive half, it shall be a turnover.

Exceptions. An over-and-back violation does not occur in the following situations:

1. A valid shot that leaves the offensive half of the field.
2. A loose ball that leaves the offensive half of the field caused by the defense.

Note: In 2 above, the offensive team does not have any obligation to re-clear the ball within 20 seconds and may use the entire field of play for the remaining time on the shot clock. Should the offensive team re-enter the offensive half of the field in the time remaining, the over and back rules apply until the end of the current shot clock.

A.R. 58. With possession of the ball in the offensive half of the field, A1 attempts a pass to A2 that is not caught, and the ball rolls toward the midline. A3, who is standing on the defensive half, bats the ball preventing it from crossing the midline without gaining possession. A2 picks up the ball, which never touches or crosses the midfield line. **RULING:** Play continues.

A.R. 59. A1 has possession of the ball in the offensive half of the field, and the shot clock is under 60 seconds. B1 deflects a pass by A1, and the ball touches or crosses the midfield line. A2 picks up the ball. **RULING:** The shot clock is not reset and shall continue. Since Team A has already advanced the ball as outlined in Rule 4-16-a, Team A is under no obligation to clear the ball in 20 seconds and may use all of the remaining time on its original shot clock to return the ball to the offensive half, but once the ball returns to the offensive half, then over and back is in force with no reset of the shot clock.

A.R. 60. Team A has possession of the ball in its offensive half of the field with time remaining on the shot clock. The ball goes out of bounds and timeout is called by either team or an official. **RULING:** The shot clock does not reset.

Legal Player Actions

Body Checking

SECTION 17. Body checking of an opponent in possession of the ball or within five yards of a loose ball, from the front or side above the waist and below the neck, is legal.

A.R. 61. A1 takes a shot from midfield. While the ball is within 5 yards of A2, B1 legally checks A2, causing A2 to be in the air above the crease area. The ball enters the goal, then A2 lands in the crease. **RULING:** Legal goal, unless A2 lands in the crease before the ball enters the goal, then no goal.

Checking With Crosse

SECTION 18. A player may check an opponent's crosse with the player's own crosse when that opponent has possession of the ball, when an opponent is within 5 yards of a loose ball or when the ball in flight is within 5 yards of the player. **Exception:** Rule 4-20.

Offensive Screening

SECTION 19. Motionless offensive screening of an opponent is legal. (See Rules 6-5-b-1 and 6-5-b-2)

Goal-Crease Privileges

Goalkeeper Privileges

SECTION 20. The designated goalkeeper has the following privileges and protections:

- a. The designated goalkeeper may stop, block or bat the ball in any manner with the goalkeeper's crosse or body. The goalkeeper may not catch the ball with a free hand. However, if the ball is outside the crease, the goalkeeper may not touch the ball with a free hand even if the goalkeeper is within the crease. (See Rule 6-6-a.)
- b. The designated goalkeeper is allowed to cover, clamp and rake a loose ball inside or outside the crease. If a loose ball is outside the crease and not in the goalkeeper's possession, the **goalkeeper's crosse** may be checked. (See Rule 6-12.)
- c. No opposing player may make contact with the designated goalkeeper or the goalkeeper's crosse while the goalkeeper is within the goal-crease area, regardless of whether the goalkeeper has possession. An attacking player may reach within the crease area to play a loose ball as long as no contact is made with the goalkeeper or the goalkeeper's crosse.
- d. When the designated goalkeeper is in the crease area, any portion of the goalkeeper's crosse extended outside the cylinder of the crease area, but not the goalkeeper's body, is subject to being checked under the same circumstances as the crosse of any other player, except when the ball is in the goalkeeper's crosse.
- e. The designated goalkeeper or any other player of the defending team may receive a pass while in the crease area. The goalkeeper or another player on the same team, upon gaining possession, may remain within the goal-crease area with possession of the ball not longer than four seconds.
- f. The designated goalkeeper can be called for a personal foul if the goalkeeper's crosse slashes/fouls an opponent on an outlet pass or on an opponent in possession outside the crease area. The privileges and protections of the goalkeeper do not permit the goalkeeper to gain an unfair advantage.

A.R. 62. A loose ball is on the ground in the crease or is in the air above the crease. Team B's goalkeeper, who also is in the crease, uses a free hand to bat the ball into the crosse or out of the crease. **RULING:** Legal play.

A.R. 63. A loose ball is in the crease. The Team B goalkeeper picks up the ball with a free hand and puts the ball in the crosse. **RULING:** Technical foul. The ball is awarded to Team A outside the attack area.

A.R. 64. Goalkeeper B1, after making a save, passes the ball to B2. B2 passes back to B1 in the crease. **RULING:** Legal play.

A.R. 65. Goalkeeper B1, with possession of the ball, extends the crosse outside the crease and still has one or both feet in the crease when A1 checks

B1's crosse. **RULING:** Interference, play-on. Play continues or award the ball to Team B at the center of the field. (See Rules 7-10 and 7-11.)

A.R. 66. A loose ball is in the crease. Goalkeeper B1 has the crosse over the ball and is about to rake the ball. A1 checks through B1's crosse from the front, claiming A1 was playing a loose ball. **RULING:** Interference by A1, play-on. Play continues or the ball is awarded to a Team B player at the spot of the violation.

A.R. 67. A loose ball is in the crease. Goalkeeper B1 has the crosse over the ball and is about to rake the ball. From the side of the crease, A1 pokes the crosse at the ball; as B1 draws the goalkeeper's crosse back, contact is made with A1's crosse. **RULING:** Interference by A1, play-on. Play continues or the ball is awarded to a Team B player at the spot.

A.R. 68. A loose ball is in front of the crease. Goalkeeper B1 reaches out to pick up the ball, and A1 checks B1's crosse. **RULING:** Legal play. The goalkeeper does not have possession of the ball.

A.R. 69. Loose ball in front of the crease. Goalkeeper B1 reaches out and gains possession of the ball. A1 checks B1's crosse while it is still outside the crease. **RULING:** Interference, play-on. Play continues or award the ball to Team B on its offensive side of the field.

A.R. 70. The goalkeeper is in the crease, making a pass to begin the clear. The goalkeeper's crosse collides with the crosse of A1, who is standing on the edge of the crease with A1's crosse in a covering position, thus causing the ball to drop to the ground. **RULING:** Interference by A1, play-on. The goalkeeper, while clearing from the crease, has protection on passes for a clear, regardless of whether the attack player moves their crosse. Play continues or award the ball to Team B on its offensive side of the field.

A.R. 71. A loose ball is in the crease. A1 covers the ball to rake it back. Goalkeeper B1 checks A1's crosse. **RULING:** No interference. Play continues.

A.R. 72. A loose ball is in the crease. A1 bats the ball with the crosse, the ball enters the goal and then contact is made with goalkeeper B1's crosse. **RULING:** Legal goal—no interference. Contact occurs after play has ended.

A.R. 73. A loose ball is in the crease. A1 bats the ball with the crosse, but the ball is still loose in the crease. Contact is then made with goalkeeper B1's crosse. **RULING:** Interference, play-on.

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

When play is stopped for this reason, the ball is awarded to the team that was in possession when play was stopped or, if the ball was loose, by the alternate-possession rule. (**Exception:** If the ball is in the crease when play is stopped, possession is awarded to the defensive team.)

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

A.R. 74. A1 shoots and scores. When the official goes to get the ball out of the goal, the goalkeeper shows that the crosse or any other piece of required equipment is broken. **RULING:** The goal stands since the problem was not noticed by the officials nor acknowledged by the goalkeeper before the shot was in flight.

A.R. 75. Goalkeeper B1, seeking to stop play in an unsettled situation, (1) intentionally breaks required equipment or drops a glove; or (2) yells to the officials that he has broken equipment when he does not to get them to stop play. **RULING:** The officials stop play and assess a two-minute nonreleasable unsportsmanlike conduct penalty on B1.

A.R. 76. While team A is in possession, goalkeeper B1 drops the crosse. **RULING:** Play does not stop for a dropped goalkeeper crosse, only a broken one, so B1 shall retrieve the crosse. If B1 plays on without a crosse, B1 is guilty of illegal procedure.

Goal-Crease Prohibitions

SECTION 21. The movement of players into and out of the goal-crease area is restricted. A player is considered to have entered the goal-crease area when any part of the body touches the goal-crease area.

- a. Defensive players, including the goalkeeper, with possession of the ball, may not enter the goal-crease area. The goalkeeper or a defensive player, gaining possession of the ball within the goal-crease area, may not remain in the goal-crease area longer than four seconds.
- b. Offensive players may not be in the opponent's goal-crease area during live play. An offensive player is considered to be outside the goal-crease area when no part of the body touches the goal-crease area or when the offensive player is airborne and last ground contact was outside the goal-crease area.
- c. If an offensive player in possession of the ball and outside the crease area dives, jumps or runs and the momentum of that player carries the offensive player into the crease, but not into the goal mouth, then a goal, if scored, shall be allowed provided the ball enters the goal before contact with the crease, goalkeeper or the goal.
 1. If an offensive player in possession of the ball and outside the crease area, dives, jumps or runs and the momentum of that player carries the offensive player into the goal mouth, even after scoring a goal, then the goal shall be disallowed. An offensive player, on their own or by legal defensive contact, shall not enter the opposing team's goal mouth at any time.
 2. If any offensive player initiates direct or deliberate contact with the goalkeeper while the goalkeeper is within the goal mouth, the offensive player shall be penalized with a minimum of a one-minute foul. The penalty may be releasable or non-releasable at the discretion of the official. In addition, if any offensive player initiates excessive or flagrant contact with the goalkeeper, while the goalkeeper is in the goal mouth, the offensive player is subject to more penalty time being served including expulsion.

- d. Legal or illegal defensive contact influences the way this play shall be officiated.
1. Legal defensive contact, (when no foul is called), that propels the offensive player into the goal mouth, shall disallow a goal scored.
 2. Illegal defensive contact (when a foul has been called), shall result in the goal being allowed, provided the ball enters the goal before contact with the crease, goalkeeper or the goal. If the penalty called is assessed as a technical foul, the foul shall be wiped out by the goal. If the penalty is a personal foul, the defensive player shall be assessed penalty time.
 3. Excessive or flagrant illegal defensive contact shall be considered a multiple-minute personal foul with possible expulsion. In addition, the goal scored shall be allowed, provided the ball enters the goal before contact with the crease, goalkeeper or the goal.
 4. Lastly, if illegal defensive contact comes late enough in the play, the officials shall rule the illegal contact as a dead ball foul. In this case, the goal, if scored, will count, a non-releasable multiple minute foul shall be assessed to the defender, the ball shall be awarded to the offensive team at midfield and no faceoff shall take place.

Note: The "goal mouth" is defined in Rule 1-4.

A.R. 77. A1, in possession of the ball, dives or jumps and, while in the air, is **legally** checked by B1 into (1) the crease outside the goal mouth or (2) the goal mouth, and the ball goes into the goal prior to contact with the crease, goalkeeper or goal. **RULING:** (1) Goal is allowed. (2) No goal and a crease violation on A1. In both cases, the defender shall not receive a penalty.

A.R. 78. A1, in possession of the ball, dives or jumps and, while in the air, is **illegally** checked by B1 into (1) the crease outside the goal mouth or (2) the goal mouth, and the ball goes into the goal prior to contact with the crease, goalkeeper or goal. **RULING:** In both (1) and (2) the goal shall count. In addition, flag-down on B1, goal counts, assess a penalty on B1 if the foul is a personal foul. Wipe out the penalty if it is a technical foul.

A.R. 79. A1 dives or jumps and initiates direct or deliberate contact with the goalkeeper, while the goalkeeper is still within the goal mouth. **RULING:** If the ball enters the goal, it shall not count. Flag-down, assess penalty on A1 for initiating contact with the goalkeeper. The penalty time may be releasable or non-releasable at the discretion of the official.

A.R. 80. A1 dives or jumps and initiates direct or deliberate contact with the goalkeeper, while the goalkeeper is still within the goal mouth. During the play, A1 is illegally contacted by B1 and a flag is thrown for a foul on B1. **RULING:** If the ball enters the goal, it shall not count. These fouls are considered simultaneous. Possession is awarded according to Rule 7-6-c.

A.R. 81. A1 dives or jumps, and contact occurs with the goalkeeper, that is initiated by the goalkeeper, while the goalkeeper is within the crease. **RULING:** As per Rule 4-20-c, the goalkeeper is allowed the privileges of the goal-crease area. However, in this case, the goalkeeper initiated the contact with an airborne offensive player. Should any contact occur prior to the ball entering the goal, the goal shall be disallowed. Should the contact, initiated by the goalkeeper, be illegal in nature, the goalkeeper shall be penalized for

such an action. Otherwise, the play will result in a crease violation and a turnover.

Note: When the goalkeeper initiates contact, there is no differentiation between the goal-crease or the goal-mouth areas.

A.R. 82. A1 jumps and is over the crease. The goalkeeper is in the crease and contacts A1 while he is in the air. **RULING:** No goal. Award the ball to Team B.

A.R. 83. A1 dodges B1 and continues to the edge of the goal crease. A1 shoots and scores. After the ball enters the goal, A1 (1) runs through the crease area, or (2) runs through the goal mouth. **RULING:** (1) The goal counts. (2) The goal does not count.

A.R. 84. A1 dives from below the goal line extended and takes a one-handed wrap-around shot from behind the goal and while airborne, the ball scores with the crosse striking the goal pipes (1) before the shot scores; or (2) after the shot scores. In both cases, A1 avoids any other potential crease or goal-mouth infractions. **RULING:** (1) No goal. (2) Goal counts.

A.R. 85. Offensive player, A1, is playing a loose ball in the crease. Neither of A1's feet are inside or touching the crease line, i.e., A1 is completely outside of the crease line. A1 subsequently falls over the crease line with both hands wrapped around the crosse, which comes to rest (1) inside the crease, or (2) inside the goal mouth. **RULING:** In 1 and 2, technical foul, ball is awarded to Team B.

A.R. 86. The ball is inside the crease, and offensive player A1 makes contact with the goal or netting, but not the goalkeeper or the goalkeeper's crosse. **RULING:** Legal play, provided the contact with the goal does not occur before the ball entered the goal as part of a shot.

A.R. 87. Defensive player B1 makes a save. The ball accidentally drops out of B1's crosse and lands in the crease, whereupon B1 picks up the ball again. **RULING:** A new four-second count is started.

A.R. 88. B1, in the crease, makes a save. After three seconds, B1 deliberately flips the ball into the air and catches it again (while still in the crease). **RULING:** The original four-second count continues.

A.R. 89. B1, in the crease, makes a save. After leaving the crease, B1 deliberately rolls or tosses the ball back into the crease, hoping to get an additional four-second count. **RULING:** Technical foul on B1, ball is awarded to Team A.

A.R. 90. The defensive team has possession outside of the crease area. The offensive team steps into the crease or interferes with the goalkeeper, who is in the crease. **RULING:** Flag-down, technical foul.

A.R. 91. The goalkeeper leaves the crease with possession of the ball and loses it. The goalkeeper inadvertently kicks the ball back in the crease. Does the goalkeeper get a new four-second count? **RULING:** Yes, but the shot clock continues.

A.R. 92. Goalkeeper B1 makes a save, takes one step out of the crease, raises the other foot off the ground in the crease and then places that foot down to the ground in the crease. **RULING:** Illegal procedure. The goalkeeper

is considered to have left and reentered the crease while the ball was in possession. The ball is awarded to Team A outside the attack area.

A.R. 93. Goalkeeper B1 makes a save. When B1 is out of the crease, A1 legally checks B1 back into the crease, while B1 is still in possession of the ball. **RULING:** The ball is awarded to Team A outside the attack area.

A.R. 94. The ball is loose in the air or on the ground in front of the goal. A1 bats at the ball while goalkeeper B1 is making an attempt to gain possession of ball, and the two crosses collide. Is this goalkeeper interference if the stick contact occurs (1) within the crease; (2) outside the crease? **RULING:** (1) Goalkeeper interference by A1, play-on. Play continues or the ball is awarded to Team B at the spot of the violation. (2) No interference.

A.R. 95. Defensive player B2 (not the goalkeeper) makes a save in the crease. A1 checks B2's crosse, causing the ball to enter the goal. **RULING:** Legal goal. Interference may be called only when the designated goalkeeper is involved.

Ball Out of Play in Goal Crease

SECTION 22. Should the ball become mired in the mud within the crease or ensnared in the goal netting, play shall be suspended by the officials, and the ball shall be awarded to a defensive player and restarted at or near the spot of the stoppage.

Substitution Procedures

Regular (Live-Ball) Substitution

SECTION 23. Regular substitution takes place during live-ball play and without the necessity of waiting for suspension of play by an official. Players shall enter the field of play from the substitution area under the following conditions:

- a. The player shall be properly equipped.
- b. The player shall not enter the substitution area until the substitution is imminent. Substitution is imminent when a player leaving the field is within 10 yards and in front of the substitution area.
- c. The player leaving the field of play shall exit via the substitution area.
- d. The substitute shall wait until such player is off the field of play, and the substitute may not delay entry onto the field.

A.R. 96. During a regular substitution, A1 delays entrance onto the field. The trailing official sees the delay. **RULING:** Play-on with an official's arm in the air unless A1 participates in the play, technical foul. This does not remove the responsibility of a team to adhere to the offside rule.

- e. The substitute shall always yield their position in the substitution area to any player exiting the field.

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

A.R. 97. When is a team member considered legally in the game? **RULING:** When the substituting team member has complied with substitution requirements as provided by rule and when he has entered the field of play.

Free (Dead-Ball) Substitution

SECTION 24. Substitution of players may be made when play has been suspended by the officials. These dead-ball situations include, but are not limited to the following:

- a. Between periods.
- b. After scoring of a goal.
- c. Timeouts (injury, team, officials', etc.)
- d. Equipment adjustment.
- e. Penalty enforcement.

Note: During dead-ball substitution, players need not enter or exit the field of play through the substitution area. However, the players involved in substitution risk a technical foul for illegal substitution if play resumes while they are substituting other than through the substitution area.

Other Game Procedures

Change of Goals

SECTION 25. At the conclusion of each period, the teams shall change goals. (**Possible Exception:** First overtime period. (See Rule 4-31.)

Official Timeouts

SECTION 26. Any official may suspend play at their discretion. If a player is injured and, in the judgment of the official, the injury is serious, play shall be suspended immediately. Otherwise, the official shall delay the sounding of the whistle as follows:

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

Note: If a player is injured and the official calls a timeout to tend to the injury, teams are permitted to go to the sideline to talk to their coaches provided none of the coaches come on the field (other than to assist with the injured player). Officials will restart play as soon as the injured player has been removed from the field. Substitution is permitted.

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

The signal flag is not dropped under these conditions.

A.R. 98. In a scrimmage area, A1 is legally checked, falls to the ground and appears to be injured. Play is continuing around A1. **RULING:** The whistle is blown immediately. Any time that an injured player may be subject to further injury if play continues, play shall be stopped immediately. If possession is not clear, award the ball by the alternate-possession rule or reface. (See Rule 7-6-c-2-b.)

A.R. 99. In a scrimmage area, B1 breaks their crosse or loses a piece of required equipment when (1) Team A has possession or (2) the ball is loose. **RULING:** Technical foul against B1. In (1) a flag is dropped—slow whistle. In (2) play-on in favor of Team A. However, if B1's play creates a dangerous situation, then play is stopped immediately.

A.R. 100. B1, chasing A1 downfield, falls and appears to be injured. A1 continues toward the goal, and B1 is no longer in the scrimmage area. **RULING:** Play continues unless there is a player safety issue, which shall stop play immediately.

A.R. 101. An electrical storm develops during a game. Officials should suspend play for a minimum of 30 minutes or until such time as it is safe for all concerned to resume play. See Appendix VI.

c. Bleeding.

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

A.R. 102. An official notices bleeding during a play in which it is apparent that a scoring attempt is imminent. **RULING:** The official shall delay the whistle until the attempt is completed (similar to slow whistle).

2. When a player's uniform, other personal equipment or skin has blood on it (whether it is the player's own blood or someone else's), an official shall stop the game at the earliest appropriate time and make the player leave the game to have the uniform and/or personal equipment evaluated by medical personnel. The team's medical personnel shall determine if any piece of the uniform or personal equipment shall be changed before the player reenters the game. Any change in equipment shall comply with Rule 1-21.

3. A team can call a timeout to keep the player in the game; however, in order for that player to remain in the game, the bleeding shall be corrected before the timeout ends.

4. If an official stops the game for bleeding and either team calls a timeout, the player can remain in the game if the bleeding is corrected before the timeout ends.

5. In either Nos. 3 or 4 of this section, if the player involved is not ready to play at the end of the timeout, the player shall be replaced by a substitute.

6. If a change in uniform causes a jersey number change, the player shall report that change to the official scorer and both teams' head coaches before being permitted to reenter the game. It is recommended that teams travel with extra uniforms.

Team Timeouts

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

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

During dead-ball situations where the stoppage is within the field of play, only the team in possession or entitled to possession is allowed to request timeout,

equipment inspection, or a count of the opposing team's long crosses on the field of play. Timeouts are allowed for both teams during all other dead-ball situations.

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

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

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

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

During timeouts or between periods, a coach may enter the field for the purpose of warming up a goalkeeper or tending to an injured player.

A.R. 103. Team A calls timeout and the whistle is blown to suspend play. The referee informs the team that this is its third timeout in the half, and a timeout cannot be granted. The official scorer agrees with Team A, and says it is its second timeout. **RULING:** The referee's decision shall prevail. The referee keeps the official record of team timeouts. The referee shall charge the offending team with a technical foul and resume play immediately.

A.R. 104. When a team takes a timeout between periods, at halftime, or before the start of any overtime period, how is it charged? **RULING:** The timeout is charged to the preceding period.

A.R. 105. A ball goes out of bounds directly behind the goal and then either team calls a timeout and no time-serving foul occurs during the timeout. **RULING:** When play resumes, the ball shall be put in play at the spot where the ball went out of bounds.

A.R. 106. During the fourth quarter, Team A's coach yells urgently for a timeout. The official blows the whistle to stop play before realizing that Team A has no timeouts remaining. **RULING:** No timeout is granted. The ball is awarded to Team B.

A.R. 107. During play, Team A is in possession of the ball in its defensive end of the field when Team A's head coach calls for a timeout and the official blows the whistle, stopping play. **RULING:** No timeout is granted. The ball is awarded to Team B.

A.R. 108. A1 is clearing the ball within the field of play and commits a foul. Team B is awarded the ball. Before the restart, Team A asks for a timeout. **RULING:** Team A shall not be granted a timeout. Only Team B has the right to call timeout since the stoppage is within the field of play and Team B is entitled to possession.

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

SECTION 28. Any player is subject to having their equipment inspected by an official upon request by the head coach only. Once the game has commenced, a head coach may request the inspection of the equipment of any player on the opposing team. A head coach's request for an equipment inspection shall refer to a specific player and shall occur during a dead ball. However, when the restart location is interior of the field of play, a request for an equipment inspection can only be requested by the team entitled to possession on the restart.

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

- a. Only one player's equipment may be inspected per request, and only one request may be made by each head coach during each dead ball. All aspects of the equipment construction and dimensions will be considered.
- b. A head coach may make one request per game that fails to uncover an illegal crosse or other equipment violation (i.e., a "free" check). Further requests by that same team which fail to uncover illegal crosse or other equipment violations will be penalized as provided for in Rule 6-6-o.
- c. A player need not be on the field in order to have their equipment inspected.
- d. The official should inspect all of a player's equipment when asked to inspect their crosse or any other specific piece.
- e. A crosse found to be illegal shall be penalized according to Rule 5-9. Any other equipment found to be illegal shall be penalized according to Rules 5-10 or 6-6.

A.R. 109. Officials will be available 30 minutes before the start of the game to examine any player's equipment for legality. Once the game has started, any equipment that is examined and found to be illegal shall be dealt with according to the rules.

A.R. 110. Team A scores a goal as regulation time expires, and the goal that is scored (1) ties the game, (2) breaks the tie, or (3) neither. The head coach of Team B requests an equipment inspection to determine the legality of the goal scorer's crosse. **RULING:** (1) Inspection is permitted because a tied game is not complete. If the crosse is found to be illegal, the goal shall be disallowed, and the game is considered complete. (2) and (3) The game is not tied when regulation time expires, so the game is considered complete and no inspection is allowed.

Illegal Equipment—Official's Random Crosse Inspection

SECTION 29. Each half, officials shall conduct random inspections of players' crosses. These inspections shall take place in dead-ball situations. The following procedures apply:

- a. A player need not be on the field in order to have their crosse inspected.
- b. Team members or coaches may not attempt to influence the official's decision as to which player's crosse shall be inspected.
- c. A crosse found to be illegal shall be penalized according to Rule 5-9.

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

SECTION 30. A head coach may request a count of the number of long crosses at any time during the contest, except when a pending restart is interior to the field of play and the opposing team is entitled to possession. The head coach may request a double horn at the next dead-ball whistle so that a count may be taken once play has been suspended. If a head coach makes a second or subsequent request and an allowable number of long crosses is in the game, the requesting head coach's team will be penalized as provided for in Rule 6-6-o, assuming that no violations were found in any previous request by that head coach.

Overtime Play

SECTION 31. In the event of a tie at the end of the regulation game, a coin shall be flipped by the referee with the visiting-team representative making the call. The team who wins the toss shall select the goal their team wishes to defend in the first overtime period, which shall start after an intermission of two minutes.

All overtime periods shall be started with a faceoff. (*Exception:* Rules 4-3, 4-4, 7-5, 7-6 and 7-7.)

Play shall proceed for a four-minute period or until a goal is scored. If no goal has been scored by the end of the four-minute period, there shall be a two-minute intermission, and the teams shall change goals. Four-minute periods shall be continued in this manner until a goal is scored. Each team is entitled to one timeout per overtime period.

A.R. 111. Team A scores the game-winning goal in an overtime period (or at the end of regulation). The head coach of Team B requests an equipment inspection after the overtime goal has been scored to determine the legality of therosse. **RULING:** The game has ended. No inspection is permitted.

Alternate Possession

SECTION 32. When the officials cannot determine which team should be awarded the ball, possession shall alternate. The team that wins the pregame coin toss gets choice of goal or first alternate possession. The officials, not the scorer's table personnel, keeps track of the alternating possessions. For the start of overtime, alternate possession remains as it was at the end of regulation.

Video Review

SECTION 33. The use of video review is a permissive rule and not required. However, if used, the rules outlined in Rules 4-33, 4-34 and 4-35 must be followed. The Referee, and either the Umpire and/or Field Judge, may use the designated video monitor located at the table area to review the following:

1. To correct the game clock and/or shot clock when there is a malfunction or timing error;
2. To review the release of a shot at the end of a period in relation to the expiration of time for the game clock or the shot clock;
3. To review if a shot at the end of a period is deflected off of a defensive or offensive player before it enters the goal; and

4. To review if a shot hits the camera mounted inside the goal cage.
5. To determine if a loose ball crosses the goal line.
6. To determine if the ball crosses the goal line before the dislodgement of the goal cage.
7. To determine if an offensive player's body made contact with or landed in the crease prior to the ball crossing the goal line.
8. To determine if an offensive player landed in the goal mouth prior to or after the ball crossed the goal line as a result of illegal contact by the defense.
9. To determine if an offensive player landed in the goal mouth as a result of illegal contact by the defender.
10. To determine if a goal was scored as a result of the head of the shooter's crosse coming off during the shot or follow through.

The television provider may provide a burn-in view of the game clock, which is the official timing device. Any artificial device (e.g., television graphic) is not to be used for this purpose. Conclusive video evidence must be present for the call on the field to be overturned. Video review shall be provided by the home team, independent of the team bench areas. If available, video review shall be used.

Video Review: Contact to the Head and/or Neck Area

SECTION 34. Contact to the head and/or neck area may only be reviewed if the on-field official makes a call of contact to the head and/or neck area.

1. Officials may only use this procedure if a contact to the head and/or neck area is called on the field.
2. Officials will notify coaches before starting the review.
3. Officials have four penalty options to consider under this review:
 - a. Indirect contact to the head and/or neck area.
 - b. Direct contact to the head and/or neck area.
 - c. Excessive or flagrant contact to the head and/or neck area with possible expulsion.
 - d. May assess the appropriate releasable penalty (illegal body check, unnecessary roughness, etc.).

Officials are permitted to review a possible infraction that was not observed during play, however, only contact to the head and/or neck area may be considered. Should the officials determine that another infraction occurred, they may not assess that penalty by video review. However, if the officials determine that contact to the head and/or neck area did occur, they may enforce those penalties under this rule.

Video Review: Coach's Challenge

SECTION 35. A coach's challenge may only be requested for the reviewable items in Rule 4-33. A coach may use a challenge up until the last four minutes of regulation. Referee discretion may be used at any time during the game. A team will be permitted one coach's challenge each half. If a coach's challenge is unsuccessful, that team loses its challenge and will be charged a timeout. If the challenge is successful, they will retain that coach's challenge and timeout. Should a team no longer have any timeouts remaining a coach may not

challenge a call on the field. Challenges do not carry over from each half or into any overtime period. All reviews in the last four minutes of regulation or any overtime period shall be reviewed by Referee discretion.

If a team wishes to challenge a goal called on the field, the head coach must challenge prior to the start of the next faceoff by throwing the red challenge flag.

If a team wishes to challenge a non-goal call, the head coach must throw the red challenge flag within 30 seconds and have it seen by one of the officials. A non-goal is defined as a scoring opportunity unobserved as a goal by game officials. The officials will use the shot clock to time the 30 second allowable period for the head coach to challenge.

If within the 30-second time period, a goal is scored by either team and the challenge is affirmed, then the goal scored during the 30-second period of time will be disallowed. If within the 30-second time period, a penalty is called or a flag is thrown and even if the challenge is affirmed, the penalty(ies) will still be served.

If the challenge of a non-goal is affirmed, the time on the game clock shall be remain the same as when play was stopped for review. If the challenge of a non-goal is overturned, the game clock shall be adjusted to the time of when that disputed goal occurred.

RULE 5

Personal and Expulsion Fouls

Personal Fouls

Description

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

Penalty

SECTION 2. The penalty for a personal foul shall be suspension from the game of the offending player for one, two or three minutes, with a possible expulsion, depending on the official's judgment of the severity and perceived intent of the personal foul. The ball shall be given to the team fouled. (*Exceptions:* Rules 7-5 and 7-6.)

Contact to the Head/Neck

SECTION 3. A player shall not initiate direct or indirect contact to an opponent's head and/or neck with a cross-check, or any part of their body (head, elbow, shoulder, etc.) or crosse. Any follow-through that contacts the head and/or neck shall also be considered a violation of this rule.

Officials are to pay particular attention to these examples when applying this rule. These are intended as guidance and include, but are not limited to, the following:

- Contact with the head and/or neck in any manner from any direction;
- A player that delivers a late hit;
- A player that extends the arm, elbow, forearm or shoulder to initiate contact to the head and/or neck area of the opponent;
- A player that follows through with the body (head, elbow, shoulder, etc.) and makes contact with the opponent's head and/or neck area;
- A player that leaves their feet or launches in order to deliver a blow to the head and/or neck area of the opposing player; and
- A player that uses the crosse in any way to initiate contact to the head and/or neck area.

Players who make **indirect contact** to an opponent's head and/or neck shall receive a nonreleasable one-minute penalty. When the initial force of the contact is through the body of the opponent and then slides up to the head and/or neck area, the committee believes this type of indirect contact to the head action shall

be penalized. When officials penalize this type of infraction, the committee is requiring that officials assess this penalty as “indirect contact to the head.”

Players who make **direct contact** to an opponent’s head and/or neck shall receive a two-minute nonreleasable penalty. When officials penalize this type of infraction, the committee is requiring that officials assess this penalty as “direct contact to the head.”

Players who make **excessive or flagrant contact** to an opponent’s head and/or neck shall receive a three-minute nonreleasable penalty and possible expulsion from the game. When officials penalize this type of infraction, the committee is requiring that officials assess this penalty as “excessive or flagrant contact to the head.”

Unsportsmanlike Conduct

SECTION 4. No player, substitute, nonplaying member of a squad, coach or anyone officially connected with a competing team shall:

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

Note 1: If a player continues to be abusive after the penalty is assessed, the official may add additional nonreleasable fouls. Penalty time from these fouls counts toward the five-minute limit for fouling out. If a coach or bench players continue to be abusive after the penalty is assessed, the official may assess additional nonreleasable penalties that shall be served by an additional attack player. (See Rule 7-4.) Flagrant misconduct is an expulsion foul. (see Rules 5-13 and 5-14.) An expelled individual is barred from being in the competition area, including the spectator area.

- d. On a faceoff, deliberate use of the hand to play the ball, either by grasping it or directing it with fingers off the shaft or to grab an opponent’s crosse.
- e. Repeatedly commit the same technical foul.
- f. As a player, while legally in the game, deliberately delay returning to the field to gain an advantage.
- g. An offensive player in possession of the ball dives, jumps or runs and the momentum of that player carries the offensive player into the goal mouth and the player initiates direct or deliberate contact with the goalkeeper within the goal mouth.
- h. Throw the crosse at the ball, a player, the goal cage or game personnel.

Note 2: A nonreleasable (one- to three-minute) penalty will be imposed for a, b, c, d and h. Situations e and f are releasable. Situation g may be either releasable or nonreleasable per Rule 5 A.R. 8.

A.R. 1. During a dead or live ball, the coach runs onto the field toward an official, questioning the decision of the official, etc. **RULING:** Unsportsmanlike conduct.

A.R. 2. For any penalty time, coupled with any mandatory nonreleasable penalty on an individual player, the nonreleasable time shall be served first; the releasable time is served second, and the releasable penalty is released only if no more

nonreleasable time remains on that player when a goal is scored by the opposing team.

A.R. 3. B1 fouls A1 (personal foul). An official assesses a one-minute releasable penalty. B1 then maligns the official and receives an additional two-minute nonreleasable unsportsmanlike conduct penalty. After play resumes, does a goal by Team A erase B1's releasable personal foul? **RULING:** No, if the goal is scored and any nonreleasable penalty time remains on B1. Yes, if it occurs when B1 has no more nonreleasable penalty time remaining.

A.R. 4. B1 slashes A1 and receives a releasable two-minute personal foul. During the same play, B2 maligns an official and receives a one-minute unsportsmanlike conduct penalty. **RULING:** The penalty on B1 is releasable; B2's penalty is nonreleasable.

A.R. 5. A1 takes a position in front of the crease area. As A2 takes a shot, (1) A1 is facing toward A2; or (2) A1 is facing the goalkeeper. A1 waves their hands and crosse back and forth. **RULING:** (1) The goal counts. (2) The goal does not count. Unsportsmanlike conduct nonreleasable on A1.

A.R. 6. B1 drops the crosse, secures an opponent's crosse and continues to play. **RULING:** Personal foul — unsportsmanlike conduct nonreleasable on B1.

A.R. 7. An official expels the team physician or team athletic trainer for unsportsmanlike conduct, leaving Team B without qualified medical coverage. (1) Should play continue? (2) Can officials request medical personnel of Team A to act in the same role? **RULING:** (1) Yes. (2) Yes, but Team A is not obligated to comply with the request. The physician and/or athletic trainer of Team B should be allowed reasonable access back to the playing field if medical services are needed.

A.R. 8. A1 dives or jumps and initiates direct or deliberate contact with the goalkeeper, while the goalkeeper is still within the goal mouth. If the ball crosses the goal line, the goal shall not count. **RULING:** Flag-down, assess an unsportsmanlike conduct penalty on A1 for initiating contact with the goalkeeper. The penalty time may be releasable or nonreleasable.

Unnecessary Roughness

SECTION 5. Unnecessary roughness includes the following:

- a. An excessively violent infraction of the rules against holding and pushing. (See Rules 6-4 and 6-10.)
- b. Deliberate and excessively violent contact made by a defensive player against an offensive player who has established a screening position.
- c. Any act on the part of a player that is deliberate and excessively violent, whether it be with the body or crosse.
- d. A check delivered with the gloved hand or hands may not be a punching or thrusting motion. This should not be construed as pushing under Rule 6-10.

A.R. 9. B1 is playing A1. A1, running at full speed, cuts around A2, who has set up a legal screening position. B1, while playing A1, contacts A2 violently. Has a foul been committed by B1? **RULING:** No, if B1 was concentrating on A1. Yes, if B1 deliberately ran into A2 (personal foul).

A.R. 10. B1 is playing A1. A1 dodges B1 while driving to the goal and takes a shot. B2 slides and body checks A1 after the shot is taken. **RULING:** Unnecessary roughness, if the body check is late.

Illegal Body Check

SECTION 6. Illegal body checking includes the following actions:

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

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

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

Slashing

SECTION 7. Slashing includes the following actions:

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

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

A.R. 11. A1, in the act of shooting or passing, strikes B1 on the head because of a legitimate follow-through motion. Has A1 committed a foul for striking an opponent on the head? **RULING:** No.

A.R. 12. B1, while playing A1, makes contact on A1's head with their crosse. Has a foul been committed? **RULING:** Contact in and of itself does not constitute a foul. The contact shall be a definite blow or strike.

A.R. 13. Can a defensive player, who does not have reasonable access to an opponent's crosse and makes no apparent attempt to dislodge the ball or prevent

a feeder's pass, choose to strike repeatedly the lower gloved hand on the crosse with undue force to inflict physical damage? **RULING:** No. Slashing, personal foul.

A.R. 14. The one-hand wraparound check with the crosse is legal. The check shall be crosse-on-crosse, and no holding may be done with the free hand.

A.R. 15. A1, advancing toward B1, holds the crosse back with one hand and protects the crosse with the other arm. B1 then repeatedly swings and strikes A1's protecting arm. **RULING:** Personal foul(s), slashing against B1.

A.R. 16. A3 has beaten defender B2, who swings the crosse in a check attempt and strikes A3 on the shoulder or across the back in an attempt to contact A3's crosse. **RULING:** Personal foul for slashing against B2. This is an illegal back check.

Tripping

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

Tripping is obstructing an opponent at or below the waist with the crosse, hands, arms, feet, legs, or any other part of the body where the opponent, as a result of actions by the offending player, falls to the ground or stumbles. When a player legally checks the crosse of an opponent and the result is to cause the opponent to trip over their own crosse, no foul has been committed. Similarly, if an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.

A.R. 17. A1, while dodging B1, falls over B1's stationary leg. Is this tripping? **RULING:** No.

A.R. 18. B1, while playing A1, swings their leg as A1 is dodging, which causes A1 to fall to the ground or stumble. Is this tripping? **RULING:** Yes, personal foul.

Illegal Crosse

SECTION 9. A player may not use a crosse that does not conform to required specifications. Use of an illegal crosse carries a one- or three-minute nonreleasable penalty. A crosse found illegal due to a deep pocket will carry a one-minute nonreleasable penalty and the crosse may be returned if corrected. A player using a crosse found to be illegal for any other reason will receive a three-minute nonreleasable penalty, and the illegal crosse will remain in the table area for the remainder of the game. Every crosse on a team is subject to inspection, and the crosse need not have been in the game to be inspected. (See Rule 4-28.)

A.R. 19. Officials should make themselves available before the game to clarify questionable construction of any crosse. A crosse found to be illegal prior to the start of the game shall not be used in the game unless the necessary corrections are made to make the crosse legal. Crosse or equipment inspections prior to the start of the game shall not be penalized.

A.R. 20. During the game, an official inspects a player's equipment and finds that the crosse is of illegal length (i.e., it measures less than 40 inches; greater than 42 inches but less than 52 inches; or greater than 72 inches). **RULING:** The crosse is removed from the game. A three-minute nonreleasable penalty shall be served.

A.R. 21. During the game, an official inspects the equipment of a player and finds the head of the player's crosse is less than 6 inches (inside measurement) and the

pocket is deeper than that allowed by rule. **RULING:** The crosse is removed from the game. A three-minute nonreleasable penalty shall be served.

A.R. 22 During the game, an official asks A1 for their crosse so the official can inspect it. Before A1 hands the crosse to the official, he adjusts the strings or jams the crosse into the ground. **RULING:** A one-minute nonreleasable unsportsmanlike conduct penalty for pulling on the strings or jamming the head of the crosse into the ground shall be charged. If a goal was scored by A1 before the adjusting or jamming and play has not restarted, the goal does not count. The crosse inspection continues, and an additional penalty for an illegal crosse shall be imposed if penalizable infractions are subsequently found.

A.R. 23. During the crosse inspection, the officials discover that the ball does not roll freely from the pocket, with the ball either remaining in the pocket when the head is rotated toward the ground and held horizontally or the ball sticking momentarily before rolling out. **RULING:** Three-minute nonreleasable penalty and the crosse is removed from the game whether the ball is being held by the head or by the stringing. (**Exception:** If the pocket is too deep and the officials feel that the pocket depth is the reason the ball will not release, a one-minute nonreleasable penalty shall be assessed and the crosse, if corrected, may be returned to the game.)

A.R. 24. A1 scores. Before the next whistle, it is discovered that A1 was playing with an illegal crosse. **RULING:** The goal does not count. A1 serves a one- or three-minute nonreleasable penalty.

A.R. 25. A1 scores a goal by kicking the ball into the goal. Before the next whistle, Team B's head coach requests an equipment inspection on A1. **RULING:** If the crosse is found to be illegal, the goal does not count and A1 serves a one- or three-minute nonreleasable penalty. Any equipment (other than the crosse) that is missing and/or illegal on the goal scorer does not nullify the goal, although infractions found are still enforced.

A.R. 26. A1 scores. Before the next whistle, Team B's head coach requests an equipment inspection on A2, the player who fed A1 for the score. **RULING:** Even if the crosse is found to be illegal, the goal counts. A2 serves a one- or three-minute nonreleasable penalty if the crosse is found to be illegal.

A.R. 27. A1 scores a goal. After scoring, A1 pulls the strings on the crosse to alter the pocket. **RULING:** The goal does not count, one-minute nonreleasable penalty on A1. This action is clearly against the intent of the crosse rules. This is a penalty whether the crosse inspection is requested by an official or a head coach.

Use of Illegal Equipment

SECTION 10. A player may not use equipment that does not conform to specifications. The fingers and/or palms may not be cut out of the gloves by the player or during the manufacturing process, nor may the gloves or shoulder pads be altered in a way that compromises their protective features. Use of illegal equipment is a nonreleasable foul. (See Rule 5-9 for illegal crosse.)

A.R. 28. Before a game, officials should make themselves available to conduct equipment inspections and clarify any questions concerning the legality of any equipment. Once the game begins, all equipment inspections carry the risk of penalty, and officials shall not warn players.

A.R. 29. Team A, which already has called for an unsuccessful equipment inspection, requests another equipment inspection. Equipment is found to be legal. Team A has used all its timeouts. What is the penalty? **RULING:** Technical foul on Team A.

A.R. 30. B1, who is not the designated goalkeeper, is not wearing shoulder pads or arm pads. **RULING:** One-minute nonreleasable personal foul.

A.R. 31. A1 scores a goal. Before the resumption of play, it is noticed that A1 is not wearing a piece of required equipment or is using illegal equipment (other than the crosse). **RULING:** The goal counts. A1 is assessed the appropriate penalty, depending on whether the infraction is a technical foul (e.g., missing mouthpiece or failure to comply with required uniform provisions of Rule 6-6-v) or a nonreleasable personal foul (e.g., missing any other required equipment or the use of illegal equipment other than a crosse).

A.R. 32. A1 scores a goal. Before the faceoff, it is noticed that: (1) A1 was not wearing a mouthpiece; (2) A1 was not wearing a legal uniform; (3) A1 was not wearing legal shoulder pads, arm pads, gloves or helmet. **RULING:** In all cases, the goal counts, treat as dead-ball fouls, no faceoff, Team B is awarded possession of the ball at midfield in lieu of a faceoff. In (1) and (2), technical foul, no penalty time is served by A1; in (3), personal foul and A1 serves a one-minute nonreleasable personal foul penalty.

Note: A player with both an illegal crosse and any other equipment violation will be penalized for both violations.

Cross-Check

SECTION 11. A player may not check an opponent with that part of the handle of the crosse that is between the hands, either by thrusting it or by holding it extended from the body.

Fouling Out

SECTION 12. Any player who accumulates five minutes of personal fouls shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to reenter had the player not fouled out. An individual who accumulates five minutes of personal fouls and/or is disqualified is neither expelled from the competition or spectator areas nor suspended for a subsequent game(s).

Expulsion Fouls

Penalty

SECTION 13. The penalty for an expulsion foul shall be a three-minute nonreleasable penalty, expulsion for the remainder of the game in which the foul occurred and suspension from the next intercollegiate contest of that team. The officiating assigning authority shall be responsible for alerting the conference and/or institution when expulsion fouls occur.

Fighting and Flagrant Misconduct

SECTION 14. Fighting is defined as a player, substitute, nonplaying member of a squad, coach or anyone officially connected with a team deliberately striking or attempting to strike anyone in a malicious manner or leaving the bench or coaches area during an altercation.

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

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

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

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

Tobacco

SECTION 15. Team personnel shall be disqualified from a game for tobacco use that occurs between the time the officials take jurisdiction and the end of the game. Use of tobacco by game officials or table staff shall be addressed by the event administrator.

RULE 6

Technical Fouls

Description

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

Penalty

SECTION 2. The penalty for a technical foul shall be either a 30-second suspension of the offending player from the game (if the team fouled (1) has possession of the ball or (2) is entitled to possession due to an existing flag-down committed by the defending team at the time the foul is committed) or simply the awarding of the ball to the team fouled (if there is no existing flag-down against the team fouled and the team fouled does not have possession of the ball at the time the foul was committed). (Exceptions: Rules 6-3, 7-5, 7-6, 7-8 and 7-9.)

Crease Violations/Goalkeeper Interference

SECTION 3. When the defensive team has possession of the ball, infringements of the rules involving the crease set forth in Rules 4-20-b, 4-21, 7-10 and 7-11 shall be penalized as follows (rather than under the general rules for technical fouls):

- a. Any interference with the goalkeeper of a technical nature while the ball is in possession of the defensive team outside of the crease shall result in a slow whistle, flag-down.
- b. Any crease violation by an attacking player while the ball is in possession of the defensive team outside the crease shall result in a slow whistle, flag-down. Any crease violation by an attacking player while the ball is in the crease shall result in a play-on.
- c. Any crease violation or interference with the goalkeeper while the goalkeeper and the ball are in the crease, whether or not the goalkeeper has possession of the ball, shall be a play-on. If the goalkeeper has possession and fails to run the ball out of the crease or successfully complete an outlet pass, the ball shall be awarded to the goalkeeper's team on its offensive side of the field. If the ball is loose in the crease and the goalkeeper's team gains possession, the play-on has ended. If the ball is loose in the crease and the goalkeeper's team fails to gain possession, the goalkeeper's team shall be awarded possession where the ball is when play is suspended.

A.R. 1. The ball is loose outside the crease when an attack player falls in the crease. **RULING:** Play-on. If the defense does not gain possession of the ball, the ball is awarded to the defensive team where the ball is when play is suspended.

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

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

A.R. 4. A1 interferes with goalkeeper B1, who has possession of the ball in the crease. Is this a flag-down or a play-on? **RULING:** Play-on (with a shot clock reset), unless there is already an existing flag-down for a different defensive foul, and then it is a second flag-down (with no shot clock reset) and play continues.

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

A.R. 6. During a slow whistle for goalkeeper interference by A1 against the goalkeeper B1, who is in possession of the ball in the crease. The outlet pass is not complete, and B1 maligns the official (1) before play is suspended or (2) after play is suspended. Where is the ball put in play? **RULING:** In both cases, B1 serves a one-minute nonreleasable penalty. In (1), simultaneous fouls, A1 serves 30 seconds with the first 30 seconds of both penalties nonreleasable, and the ball is put in play closest to the spot where it was when the whistle was blown or 20 yards laterally from goal. In (2), the ball is restarted with Team A at midfield due to a free clear followed by a dead-ball change of possession; A1 serves no penalty time.

A.R. 7. While the ball is loose in the crease, A1 interferes with goalkeeper B1. **RULING:** Play-on. If Team B fails to gain possession of the ball, the ball is awarded to Team B where the ball is when play is suspended (i.e., no free clear).

A.R. 8. While the goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper B1. **RULING:** Play-on. If B1 fails to run the ball out of the crease or successfully complete an outlet pass, the ball is awarded to Team B on its offensive half of the field (i.e., free clear).

A.R. 9. Goalkeeper B1, who is in the crease with possession, throws an outlet pass while attack player A1 stands in front of the crease in a covering position. B1 releases the ball, and then after the ball is out of the crease, the natural follow-through carries B1's crosse into A1's. **RULING:** Goalkeeper interference by A1. Do not treat as loose-ball interference, even if the ball was out of the goalkeeper's crosse when contact was made, and treat as interference with possession. Play-on, and award the ball to Team B on its offensive half of the field if the pass is not completed.

Holding

SECTION 4. A player shall not impede the movement of an opponent or an opponent's crosse, except under certain conditions as follows:

a. A player may not:

1. Hold an opponent with the crosse.
 2. Step on the crosse of an opponent.
 3. Hold or pin an opponent's crosse against the body of the opponent with the crosse.
 4. Hold an opponent with the free hand that is off the crosse.
 5. Hold the crosse of the opponent using any part of their body.
 6. Lie on top of an opponent.
- b. Holding is permitted under the following conditions:
1. An opponent with possession of the ball or within 5 yards of a loose ball may be held from the front or side.
 2. An opponent in possession of the ball may be played with a hold check from the opponent's rear if the hold exerts not more than equal pressure.

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

3. A player may hold the crosse of an opponent with their own crosse when that opponent has possession of the ball.
4. A player within 5 yards of a loose ball may hold the crosse of an opponent with their own crosse.
5. A player may use the portion of the handle that is between their hands, which are not more than shoulder width apart, to hold an opponent on the torso with not more than equal pressure and no thrusting motion.

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

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

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

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

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

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

Illegal Offensive Screening

SECTION 5

- a. No offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the player being guarded. Nor may the offensive player hold their crosse rigid or extend

their crosse rigid to impede the normal movements of the defensive player. If contact is made between offensive and defensive players as a result of the offensive player's setting a screen, the offensive player shall be motionless before the contact occurs. Illegal contact shall not be made by the player setting the pick, which may include contact with the crosse.

- b. In establishing and maintaining legal screening tactics, the screener shall:
 1. Stay within the vertical plane (including the crosse) with a stance in which the inside of the screener's feet is not wider than shoulder width apart and shall not lean into the path of an opponent or extend hips into that path, even though the feet are stationary.
 2. Not be required to face in any particular direction at any time. No player, while moving, shall set a screen that causes contact and delays an opponent from reaching a desired position unless within 5 yards of a loose ball.

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

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

A.R. 18. Non-ball carrier A1 is moving away from B2, who is playing A2; B2 makes contact with A1 while pursuing A2. Is this an illegal screen on A1? **RULING:** Yes, provided that A1 was moving at the time of contact by B2.

Illegal Procedure

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

- a. **Touching the ball.** A player may not touch a live ball with their hands. The exception is the goalkeeper while both the goalkeeper and the ball are inside the crease, as provided in Rule 4-20-a.

A.R. 19. A1 takes a shot. Goalkeeper B1 trips. B2 jumps in the crease and bats the ball away with a free hand. **RULING:** Technical foul. The ball is awarded to Team A outside the attack area.

- b. **Illegal actions with crosse.** A player shall not:
 1. Participate in play without a crosse until the player regains a crosse. Exiting the field with a broken crosse or a no-crosse is legal if the player does not participate in any play while retrieving a legal crosse.

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

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

2. Exchange the crosse with the ball in it to any another player.

Exception: Throwing the crosse at the ball, the goal cage, a player or game personnel shall be deemed unsportsmanlike conduct. (See 5-4-h.)

A.R. 20. Whenever a goalkeeper's crosse is in the game, it shall be used by the designated goalkeeper. If the designated goalkeeper shall serve penalty time and gives the goalkeeper's crosse to a teammate (who shall be a properly equipped goalkeeper) before leaving the field, then that teammate is the designated goalkeeper until the goalkeeper's crosse has been returned to the penalized goalkeeper or a substitute, after either reenters the field of play.

A.R. 21. Goalkeeper B1 is out of game on penalty. Before leaving the game, B1 exchanges the goalkeeper's crosse with teammate B2. After serving penalty time, B1 returns to the field of play while B2 (still as goalkeeper), with possession, is out of the crease on a clear. B1 enters the crease and A1 intercepts B2's clearing pass and shoots at goal, whereupon B1 bats the ball away with a free hand. **RULING:** Technical foul against B1. The ball is awarded to Team A.

A.R. 22. Goalkeeper B1 is out of the game on penalty. Before leaving the game, B1 exchanges the goalkeeper's crosse with teammate B2, who shall be a properly equipped goalkeeper and who, while within the crease and having possession of the ball, has the crosse struck by A1. **RULING:** Play-on. If B2 fails to run the ball out of the crease or successfully complete an outlet pass to a teammate, the ball is awarded to Team B on its offensive half of the field.

A.R. 23. A broken crosse is considered as no crosse.

A.R. 24. Any metal or synthetic material handle that is bent, broken or split during normal play shall be treated the same as a broken crosse.

A.R. 25. During the course of a game, the handle of a crosse becomes bent. **RULING:** The official shall instruct the player in question to correct the situation immediately, no penalty assessed unless the player participates or attempts to participate in play.

A.R. 26. A1 and A2, neither of whom have possession of the ball, exchange crosses with each other on the field of play during (1) a live ball; or (2) a dead ball. **RULING:** (1) Legal exchange. (2) Legal exchange.

A.R. 27. During play, A1 runs to the bench to exchange a crosse, which is not broken, and this is not noticed by an official. Should the timekeeper or scorer blow the horn twice at the next dead-ball whistle and notify officials? **RULING:** No. This is a legal exchange (shall be at coaches area or substitution area).

A.R. 28. If the head of a player's crosse is broken so that the player is prevented from performing the normal functions of cradling, shooting or passing. **RULING:** The crosse is considered broken. This includes a head that is completely broken away from the handle of the crosse or any part of the head that is separated from the remainder of the head, even though it is still attached by the weaving. The player shall obtain another crosse prior to participation. Play continues. **Exception:** Rule 4-20-f.

A.R. 29. Any player with no crosse participates or attempts to participate in play. **RULING:** Technical foul. This applies to a goalkeeper without a crosse

while in or out of the crease, but not to a goalkeeper with a broken crosse since play is stopped immediately in that situation.

A.R. 30. A1, with possession of the ball in his attack half of the field, is checked by B1, and B1's crosse breaks. A1 continues toward goal and shoots, scoring a goal. **RULING:** Legal goal. If B1 continues to participate without required equipment, slow whistle and flag-down. If B1's play creates a dangerous potential-injury situation, play is stopped, and a technical foul is assessed on B1 for participation without required equipment.

A.R. 31. A player serving a penalty has two crosses in the penalty area so that the player can bring the proper crosse onto the field when the player's penalty time expires. By mistake, the player runs onto the field carrying both crosses, and when the player realizes it, the player drops one. **RULING:** Technical foul.

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

A.R. 32. B1, covering non-goalkeeper A1, keeps their crosse raised in front of A1's face mask or above A1's head. **RULING:** Legal (providing there is no flicking or thrusting motion) and providing B1 is not facing Team A's goalkeeper and waving B1's hands and crosse back and forth in front of that goalkeeper, which is unsportsmanlike conduct, per Rule 5-4 A.R. 5.

- d. **Avoidable lateness of team.** When a team fails to appear on the field ready to play at the appointed time for the start of a contest, and this tardiness is avoidable.

- e. **Entering the game from the penalty area before authorized to do so by the timekeeper.** The player shall be returned to the penalty area to serve his remaining time, plus 30 seconds. If the ball is loose or in the possession of the player's own team, it shall be awarded to the opposing team and the player leaving the penalty area early does not have to serve an additional 30 seconds.

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

- f. **Delaying the game.** When for a (known) player delay, the penalty shall be served by the violator. When for a team delay or when the violator is not known, the penalty shall be assigned to the in-home. Delaying the game shall be the consuming of more than 20 seconds:

1. At the start of the game or a period, the 20 seconds begins when the official blows the whistle to summon the players to position 20 seconds before the official game time, after nine minutes and 40 seconds have elapsed between the second and third periods, or after one minute and 40 seconds have elapsed between any other period.
2. After the expiration of a timeout, the 20 seconds begins when the official blows the whistle to summon the players to position (after one minute and 40 seconds of a team's charged timeout or after the team calling the timeout returns to the field ready to play), after an injured player has been removed from the game, or whenever play is ready to be resumed after an official's timeout.

3. After a goal has been scored, the 20 seconds begins when the official at the center line places the ball on the desired faceoff spot.
4. After a time-serving penalty has been assessed, the 20 seconds begins when the official assessing the penalty has notified the scorer's table personnel.
5. For adjusting of equipment authorized by officials, the 20 seconds begins when the adjusting of equipment begins.
6. For failure to have the required number of balls available in all areas. (See Rules 1-16 and 2-5.)

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

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

A.R. 33. Goalkeeper B1 leaves the field of play due to an injury or a penalty. Should the 20-second delay of game be strictly adhered to? **RULING:** No. When a substitute goalkeeper is involved, the officials shall be reasonably lenient. If Team B wishes to warm up the goalkeeper (other than between periods), it shall call a timeout.

A.R. 34. After the scoring of a goal, an official arrives at the faceoff spot with the ball and an official starts the 20-second timer. Team A sends in a new midfielder, taking 20 seconds to complete the substitution. Team B then decides to substitute a different midfielder, taking another 20 seconds to do so. **RULING:** Technical foul against Team B. All substitutions shall be completed during the prescribed time, and the team causing the delay is the violator.

Other Instances of Illegal Procedure

- g. Participation in the play of the game by a player out of bounds.
- h. Any player not being in the player's restraining area at the time the whistle is blown to start play at the time of a faceoff.
- i. Failure to establish 5 yards of separation from the player in possession on the restart.
- j. Any violation of the rules for substituting players as provided for in Rule 4-23.
- k. Any violation of the rules relating to the goal-crease area as provided for in Rules 4-20-c and 4-21. Repeated abuses to be penalized under Rule 5-4-e (unsportsmanlike conduct).
- l. Any violation of the rules for timeouts as provided for in Rule 4-27.
- m. A team having more than 10 players in the game at any time, including players serving penalty time in the penalty area.
- n. Violation of the rules on positioning for a faceoff.
- o. Any head coach making more than one request for the counting of any crosses or inspecting of any opponent's equipment for legality does so at the

risk of a charged timeout, or a technical foul if no timeouts remain in the half or overtime period, if no violations are found.

A.R. 35. A team is charged with a timeout as a result of requesting that more than one crosse be inspected. (1) Does the team get a full timeout? (2) During the timeout, may this team have additional crosses inspected?

RULING: (1) No. (2) No.

- p. Failure of the home team to notify its opponent at least 24 hours in advance of any activity that might affect the starting time of the game and to ensure that halftime does not exceed the agreed-upon or designated length of time.
- q. A team having more than four long crosses on the field of play during live action.
- r. Failure of the player in possession of the ball to place the ball directly on the field. An example is if the player rolls the ball away or creates a delay or disadvantage to the team being awarded the ball.
- s. Failure to have the ball (loose or in possession) advanced into the offensive half of the field when the shot clock strikes 60 seconds.
- t. Taking a dive or feigning a slash to the head or body in order to deceive the official and draw a penalty.
- u. Failure to have a properly equipped designated goalkeeper on the field of play during live action. Goalkeepers may substitute during live action if the player possessing the goalkeeper's crosse is a properly equipped goalkeeper while on the field of play.

A.R. 36. Goalkeeper B1 commits a personal or technical foul. Can the in-home serve the penalty? **RULING:** No. B1 shall serve the penalty, and a legally equipped substitute goalkeeper shall report into the game. If Team B has only one set of goalkeeper equipment, B1 will be given a reasonable amount of time to switch the equipment to another player; in this situation, if Team B wants to swap goalkeeper equipment to get its original goalkeeper back into the game, it shall do so during a timeout or between periods. If a team has more than one fully equipped goalkeeper, it may substitute during live action if both players are properly equipped whenever either player is on the field of play.

A.R. 37. Goalkeeper B1 shall leave the game due to an injury or expulsion. Team B refuses to send in another player to play that position. **RULING:** Team B shall put a legally equipped goalkeeper on the field or it forfeits the game.

- v. Failure to wear required mouthpiece (unless it comes out during play).
- w. Failure of the home team to provide a scorebook, timing device, table and working horn.
- x. Failure to comply with any rules for entering the field of play, either intentionally or unintentionally.
- y. Failure to comply with the uniform provisions covering jerseys, helmets, shorts, compression shorts, sweatpants and under-jerseys.
- z. Participating in the play after losing required equipment on the field other than a mouthpiece that comes out as a result of the play or participating in the play after being warned to re-snap the chin strap.

aa. During a live ball scenario within the scrimmage area, anytime a player's helmet comes off their head the officials will stop play immediately. That player is required to leave the field of play. Play is to be restarted once that player reaches the substitution area, and that player may not return until the next dead ball after the restart of play.

Note: Officials are instructed to differentiate between an offensive and a defensive player when it comes to the loss of equipment other than the helmet. If the offensive player, A1, in possession, loses equipment, other than the helmet, play should be stopped immediately, and the ball is awarded back to Team A. If the official judges that any player is in danger, play should be stopped immediately.

A.R. 38. A1, with possession, is attacking the goal, either with or without an imminent scoring opportunity, and (1) loses any required equipment, other than the helmet or (2) loses the helmet. A1 shoots at the goal and scores. **RULING:** (1) No goal, award the ball to Team A. This applies to any player in possession anywhere on the field. (2) No goal, play is stopped immediately. Award the ball to Team B unless the officials determine that the helmet came off as a result of illegal contact by the defender.

A.R. 39. Defensive player, B1, while playing A1 who has possession of the ball, (1) loses any required equipment, other than the helmet and continues to play or (2) loses the helmet. **RULING:** (1) Flag-down. Technical foul. (2) Immediate whistle. Flag-down. Technical foul. B1 is required to leave the field of play.

A.R. 40. During a loose ball, any player involved in the scrimmage area, (1) loses any required equipment, other than the helmet and continues to play or (2) loses the helmet. **RULING:** (1) A play-on or an immediate whistle and a technical foul. (2) Immediate whistle. Technical foul. Player losing the helmet must leave the field of play. Ball will be awarded to the opposing team unless the officials determine that the helmet came off as a result of illegal contact.

A.R. 41. A1 has the ball, and A2 or B1, neither of whom is in the scrimmage area, loses a piece of required equipment. **RULING:** If the player immediately goes to retrieve the player's equipment, no foul. If the player continues to play without retrieving the player's equipment, technical foul.

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

ac. Failure to comply with the rules for clearing the ball, the shot clock, or over and back.

ad. A team exceeds two faceoff violations in a half or during the entirety of overtime.

ae. Kicking the crosse of an opponent.

Interference

SECTION 7. A player may not interfere in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within 5 yards of the players, or both players are within 5 yards of a loose ball. **Exception:** Interference with the goalkeeper in the crease. (See Rules 6-3-a, c.)

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

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

A.R. 42. A1 attempts to pass to A2, cutting around the crease. Before the ball has left A1's crosse or is within 5 yards of A2, goalkeeper B1 checks A2's crosse. **RULING:** Interference by goalkeeper B1.

A.R. 43. A1 screens for A2, who has possession of the ball. A1 runs toward B2, who is playing A2, but does not establish contact with B2. Is this interference? **RULING:** No.

A.R. 44. With Team A in possession and attacking, defender B1 makes contact in any fashion with A1, who does not have possession of the ball and who is not setting a legal offensive screen. Is A1 guilty of a technical foul for interference? **RULING:** Yes, if B1 definitely was in pursuit of an opponent. No, if B1 was not in pursuit of an opponent.

A.R. 45. A1 loses the crosse, which is not broken, and B1 (1) accidentally steps on or kicks A1's crosse; or (2) intentionally steps on, kicks or otherwise moves A1's crosse to try to keep A1 from recovering it. **RULING:** (1) No foul for interference because the crosse is not in A1's possession. (2) Unsportsmanlike conduct on B1.

Offside

SECTION 8. Any violation of the offside rules (see Rules 4-12, 4-13 and 4-14) is a technical foul. Enforcement shall be in accordance with the provisions of the offside rules.

A.R. 46. A1 throws a clearing pass when B1 steps offside, creating a play-on situation. A2 gains possession of the ball with B1 still offside. **RULING:** If B1 comes back onside without participating in play, then the play-on is over. If B1 participates in the play while offside, flag-down, technical foul.

Pushing

SECTION 9. A player shall not thrust or shove an opponent from the rear. A push is exerting pressure after contact is made and is not a violent blow. Pushing is permitted from the front or side when an opponent has possession of the ball or is within 5 yards of a loose ball. In this case, pushing shall be done with either closed hand, shoulder, or forearm, and both hands shall be on the crosse.

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

Warding Off

SECTION 10. A player in possession of the ball may not use the player's free hand or the arm of their hand not on the crosse, to hold, push or control the direction of the movement of the crosse or body of an opponent.

A player with possession of the ball may hold, push or control the direction of movement of the crosse or body (not the head/neck) of an opponent if both hands of the player with possession of the ball are grasping the player's own crosse.

A player in possession of the ball may protect the crosse with the player's free hand, the arm of the player's hand not on the crosse or other part of the player's body when the opponent makes a play to check the crosse.

A.R. 47. B1 swings at A1's crosse. A1 pulls A1's crosse back with one hand and with the other arm absorbs the blow by B1. A1 continues around B1 while (1) holding off B1's crosse without moving the protecting arm toward B1; or (2) moving the protecting arm toward B1. **RULING:** (1) Legal play. (2) Technical foul against A1. A1 may not use the free arm to push or control the crosse or body of B1.

A.R. 48. A1, advancing toward B1, pulls the crosse back with one hand and protects the crosse with the other arm. A1 contacts B1's crosse with the protecting arm and continues to drive against B1 and the crosse. **RULING:** Technical foul against A1.

Withholding Ball from Play

SECTION 11. When a loose ball is on the ground, a player may not lie on the ball, trap it with their crosse longer than is necessary to control the ball and pick it up with one continuous motion, or withhold the ball from play in any other manner. No player may pick the ball up by jamming the reverse side of the crosse on top of the ball. All ground balls are to be picked up by scooping the ball with the front of the crosse. A player, players or team may not deliberately withhold the ball from play. Repeated actions of this nature may be ruled unsportsmanlike conduct. (See Rule 5-4-e.) A ball in a loose crosse (e.g., a successful stick check that separates the player with possession from the crosse and the ball stays in the crosse) is also withholding.

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

A.R. 49. The ball is loose in the crease and the goalkeeper covers it with the crosse and draws back to scoop it in one continuous motion. **RULING:** Legal.

A.R. 50. The ball is loose in the crease and the Team B goalkeeper (1) covers the ball with the crosse or (2) covers the ball and makes no effort to draw back and pick it up. **RULING:** (1) Legal play. The privileges of the goalkeeper allow the goalkeeper to protect the ball in this situation. The goalkeeper is permitted to cover, clamp and rake to protect the ball in the crease. (2) If the goalkeeper makes no effort to draw back and pick up the ball, technical foul withholding shall be assessed. The ball is awarded to Team A.

A.R. 51. A1, with possession of the ball, is dodging B1 and slides the upper gloved hand above the handle and on to the head of the crosse so that the thumb of the glove is touching the frame of the stop. **RULING:** Withholding the ball from play, technical foul.

A.R. 52. A1, with possession of the ball, B1 checks the crosse out of A1's hands. As the crosse hits the ground, (1) the ball does not come out of

A1's crosse; (2) the ball does come out of A1's crosse creating a loose ball.
RULING: (1) Whistle. Withholding by A1. Award possession to Team B.
(2) Play continues.

Conduct Foul

SECTION 12. A coach shall not enter the field of play without the permission of an official, except to attend to an injured player or to warm up a goalkeeper, or during halftime.

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

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

- a. Use devices to verbally communicate with players on the field of play (e.g., microphones, headsets, megaphones). Visual communication (e.g., signs) is permitted. (See Rule 2-4.)
- b. Leave the team area and/or coaches area on the coach's side of the field. Players not in the game shall be within the confines of the bench area while the clock is running and the ball is in play, except when reporting to the table area for substitution or to the penalty area for serving penalty time. A coach or player may leave the team/coaches area and enter the table area only (1) to exchange a crosse with a player on the field in the opposite end of the field from that team's bench during a live ball or dead ball; or (2) to seek information from the scorer's table personnel during a dead ball.
- c. Object to a decision of the officials or scorer's table personnel by arguing or gesturing (non-maligning). This includes actions between opposing team personnel.
- d. Situate school bands or other organized groups that use artificial means to create noise on the opponent's side of the field. (See Rule 1-25.)

RULE 7

Penalty Enforcement

Player Committing Foul

Procedure

SECTION 1.

- a. A player who has committed a violation of the rules and shall serve penalty time shall:
 1. Leave the field of play at once.
 2. Report immediately to the penalty area and remain in the penalty area until informed by the timekeeper that the player may reenter the game. When reentering the game, the player, or a substitute, shall enter the field of play through the substitution area.
 3. Sit or kneel in the penalty area, which is located directly in front of the scorer's table.
 4. Wait until "possession" or "play" is called by an official during a faceoff before entering the field through the substitution area, even when the penalty time has expired.
- b. When an official recognizes a violation of the rules, the official shall sound a whistle to stop play or delay the whistle, depending upon the situation:
 1. For a personal foul or technical foul committed by the team with possession, the whistle is sounded immediately.
 2. For any foul committed against the team in possession, the slow-whistle technique is employed. (See Rules 6-3-c, 6 A.R. 4 and 7-8.)
 3. For a technical foul during a loose ball when the offended team would be disadvantaged by an immediate whistle, the play-on technique is employed provided there is no existing flag-down (See Rule 7-10.) The whistle is sounded when stopping play will no longer disadvantage the offended team.
 4. For a personal foul during a loose ball, the whistle is blown immediately.
Exception: If there is a loose-ball personal foul while an existing flag is down, an additional flag is thrown and play continues. (See Rule 7-8, A.R. 34.)

Penalty Time

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

- a. Penalty time begins at such time as play is resumed after the calling of the penalty.

- b. Any player serving a releasable penalty shall be released when the penalty time ends or after the scoring of a goal against the penalized team. **Exceptions:** Simultaneous fouls, expulsion fouls, nonreleasable penalties and Rule 7-2-d).
Nonreleasable penalties remain nonreleasable until full time is served. A releasable penalty does not release if any nonreleasable penalty time remains on that player.
- c. A player receiving a penalty for a period of time in excess of that remaining in any period shall remain out of the game in the next period (including overtime periods) until the full length of the penalty time has expired, except as described in Rule 7-2-b).
- d. For the purpose of determining when a player or players may be released from a penalty, for all time-serving penalties called on players of opposing teams from the time a live-ball foul (play-on or flag down) occurs or the whistle sounds stopping play (whichever occurs first), until the sounding of the whistle resuming play, the longest common penalty time between players of opposing teams is nonreleasable, as is all penalty time of a shorter or equal duration.
- e. If a penalty is called on a player and the same player incurs other penalties before release occurs under Rule 7-2-b, the player penalized is not compelled to remain in the substitution area for consecutive penalty time if release occurs under Rule 7-2-b. However, if one of the penalties is designated nonreleasable, the nonreleasable time shall be served first and the releasable time next.
- f. A maximum of three players from the same team can be in the penalty area serving penalties at the same time. The penalty time of additional players will not start until the penalty time of one of the three players in the penalty area expires. A player's penalty cannot be released by an opposing team's goal until he is in the penalty area and the penalty time on the player has started to elapse.
- g. In situations when multiple fouls occur during an extended slow-whistle situation, the following principles shall apply to administering the penalties:
1. If multiple fouls occur during a live-ball slow-whistle situation, and sequence can be determined, the fouls will be administered, and served, in the order in which they occur.
 2. If sequence cannot be determined, the most severe penalties shall be served first.
 3. In determining which penalties are more severe for this situation, non-releasable penalties are considered more severe than releasable penalties.
 4. If nonreleasable fouls are involved, they will always be served first, regardless of sequence.

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

A2 may enter the field. A3 shall exit to the bench area, and A4 steps into the substitution area and begins serving the penalty. Team A is now playing with nine players on the field. A3 may now substitute into the game in the normal manner, if desired.

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

A.R. 3. B1 leaves the substitution area before time has elapsed and without being released by the timekeeper. An official or the timekeeper sees the early release, and (1) Team A has possession; or (2) Team A does not have possession. In both cases, no goal is scored. **RULING:** Technical foul for the early release. In (1), B1 shall return to the penalty area to serve the remaining time, plus an additional 30 seconds. In (2), B1 shall return to the substitution area to serve the remaining time. In both cases, Team A is awarded possession.

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

A.R. 5. A1 has possession of the ball. B1 commits a technical foul and is penalized. On the way to the penalty area, B1 is assessed an additional nonreleasable one-minute personal foul for unsportsmanlike conduct. B1's nonreleasable penalty is served first, regardless of the order of the fouls. A1 scores a goal with (1) nonreleasable time remaining on B1; or (2) with no nonreleasable time remaining on B1. **RULING:** In (1), both of B1's penalties remain intact, and the releasable penalty is not erased. In (2), B1 is released from the penalty area.

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

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

A.R. 8. Player B1 commits a personal foul. While in the substitution area and before the whistle resuming play, B1 receives an additional penalty of one minute (not a nonreleasable penalty). (1) Does B2 (in-home) serve the additional one-minute penalty? (2) What happens if Team A scores a goal?

RULING: (1) No. B1 has one minute added to the original penalty. (2) B1's unexpired penalty time is erased if Team A scores a goal.

A.R. 9. B1 is serving a penalty for a personal foul. During a dead ball, and with 23 seconds remaining in B1's penalty, B1 receives a one-minute nonreleasable unsportsmanlike conduct penalty. **RULING:** The one-minute nonreleasable penalty shall be served first. After that, the remaining 23 seconds of releasable penalty time from the first penalty shall be served. A goal scored by Team A does not release the 23 seconds of releasable penalty time if any nonreleasable time remains on B1 when the goal is scored.

Execution of Penalties

Resuming Play After Penalty

SECTION 3. After a time-serving penalty is reported to the scorer's table, play will be restarted with a new shot clock.

When no penalty time is to be served, the ball will be put in play at the spot where the ball was when the whistle blew or 20 yards laterally from the goal.

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

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

Exception: Rule 6-3. For simultaneous fouls for which time is to be served by each team, the ball will be put in play at the spot where the ball was when the whistle blew or laterally to the closest spot outside the attack area.

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

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

A.R. 12. B1 gains possession in the defensive end and is fouled by A1, flag-down. B1 passes to goalkeeper B2 who is in the crease. A2 checks the ball out of B2's crosse while B2 is still in the crease. **RULING:** A second flag is thrown for interference committed by A2. If Team B regains possession, play continues. If Team A gains possession, the whistle will sound stopping play. A1 and A2 will both serve penalty time.

Team Penalties

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

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

If multiple fouls of this type occur, or if the in-home is already serving a penalty, the referee shall assess the penalty time against an additional attack player. (See Rule 2-1, A.R. 1.)

Dead-Ball Fouls

SECTION 5. Dead-ball fouls are enforced in the sequence in which they occur. If penalty time is to be served by both teams, releasability is in accordance with Rule 7-2-d. Dead-ball fouls committed by players of opposing teams occurring either at the same time or when sequence cannot be determined shall be considered simultaneous.

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

A.R. 14. After the whistle suspending play to end the first half, B1 slashes A1. B1 then maligns the official. Before the start of the second half, Team A delays the game. **RULING:** B1 serves two one-minute penalties with the nonreleasable unsportsmanlike conduct penalty being served first. The first minute is nonreleasable. The ball is awarded to Team B at midfield, with no faceoff to begin the second half.

A.R. 15. There is a dead ball with Team A entitled to possession in its defensive half of the field. B1 argues with the official (nonmaligning), flag-down for a conduct foul and the ball is awarded to Team A at midfield. Then Team A delays the game. **RULING:** B1 serves 30 seconds. The ball is awarded to Team B at midfield.

A.R. 16. The first half ends with an extra man opportunity due to B1 in the penalty area with 20 releasable seconds remaining on the penalty time and Team B in possession of the ball in its defensive half of the field. Immediately after the whistle blows ending the first half, A1 argues with the official (nonmaligning). During halftime, A2 and B2 are penalized for unsportsmanlike conduct (simultaneous fouls). Before the resumption of play, Team B delays the game. **RULING:** Team B ends the first half entitled to possession because of having possession when the period ends with an extra man opportunity. A1 is assessed a 30-second penalty (conduct foul), and a free clear is granted to Team B on its offensive side of the field at midfield. A2 and B2 serve one minute each for unsportsmanlike conduct. The penalties for A1, A2, and B2 are all nonreleasable per Rule 7-2-d, but B1's penalty time is unaffected, so it remains releasable. A2's and B2's

penalties occurred simultaneously and are of equal duration, so possession remains with Team B, and the restart position remains unchanged. The delay by Team B grants possession to Team A with no change to the restart position. The ball is awarded to Team A at midfield. The game resumes with B1 serving 20 seconds releasable, A1 serving 30 seconds nonreleasable, and both A2 and B2 serving one minute nonreleasable.

Simultaneous Fouls

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

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

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

- c. Award the ball:
 1. When penalty time is assessed and one team incurs less total penalty time than its opponent, that team shall be awarded the ball.
 2. When penalty times are equal or when all fouls cancel:
 - a) If a team has possession or is entitled to possession at the time of the flag or whistle, that team shall retain possession.
 - b) If neither team has possession or is entitled to possession at the time of the fouls, the ball shall be awarded according to the alternate-possession rule. (See Rule 4-32.) **Exception:** When a faceoff is pending in this situation, a faceoff shall be held. (See Rule 4-3.)
- d. When play is resumed either by award or possession, field position of the ball shall be provided for as in Rule 7-3.

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

A.R. 19. B1 commits a live-ball technical foul (30 seconds to be served). Before the ball is put back into play, A1 commits a technical foul.

RULING: B1 serves 30 seconds. The ball is awarded to Team B in accordance with the provisions of Section 3 of this rule. This is not a simultaneous foul.

A.R. 20. Team B commits a technical foul (slow whistle). Team A scores. The technical foul is canceled by the goal. Before the next faceoff, A1 commits a personal foul. **RULING:** A1's penalty is enforced. The ball is awarded to Team B at midfield. These are not to be considered simultaneous fouls. Team B's foul is canceled by the goal.

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

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

A.R. 23. B1 commits a personal foul. Slow whistle, Team A scores. Before the next faceoff, A1 commits a technical foul. **RULING:** B1 serves penalty time. A1 serves no time. Team B is awarded the ball at midfield. This is not a simultaneous foul.

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

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

A.R. 26. B1 commits a technical foul with Team A in possession of the ball in Team A's defensive half of the field, flag-down, slow whistle. Play is suspended while the ball is still in Team A's defensive half of the field. Before the whistle resuming play, Team A commits two technical fouls (e.g., delay of game and a conduct foul). **RULING:** First award the ball to Team A on its offensive side of the field, and B1 serves 30 seconds. Then for Team A's delay of game, award the ball to Team B at midfield, and penalize Team A 30 seconds for a conduct foul. These are not simultaneous fouls, but the penalties on Teams A and B are nonreleasable because the longest common penalty time is 30 seconds.

A.R. 27. B1 slashes A1, slow whistle. Team A scores. Immediately after the whistle, an official realizes that A2 was offside. **RULING:** The goal is disallowed. B1 serves a one-minute penalty. The ball is awarded to Team A 20 yards laterally from the goal.

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

A.R. 29. B1 commits a personal foul, creating a slow whistle. B2 then commits a separate personal foul against A1 (second flag-down), who then retaliates with a personal foul against B2. **RULING:** The official suspends play when A1 retaliates against B2. B1, B2 and A1 each serve one-minute

penalties, which are simultaneous and nonreleasable. Team A, which incurs less total penalty time, is awarded the ball.

A.R. 30. B1 slashes A1, flag-down. A2 then slashes B2, stopping play. **RULING:** Simultaneous fouls. Both B1 and A2 serve one-minute fouls. The ball is awarded to Team A since penalty time is equal and the first flag-down indicates possession. Both fouls are nonreleasable in accordance with Rule 7-2-d.

A.R. 31. (1) A1 gets pushed while in possession of the ball by B1. Before the play is stopped, A1 slashes B1. A1 gets one minute for the slash, and B1 serves 30 seconds for the push. (2) A1 interferes with the goalkeeper, play-on. B1 then slashes A1, and the play is stopped. A1 serves 30 seconds for interference, and B1 serves one minute for the slash. **RULING:** In both cases the first 30 seconds of penalty time is nonreleasable; play shall be resumed with the ball being put back into play from the spot where the ball is when play is suspended, or 20 yards laterally from the goal.

Fouls Before/After Period

SECTION 7. When any foul occurs before the start of a period or after the period-ending horn or whistle has sounded, the penalty shall be assessed. If the game has not ended, play shall be resumed as provided for in Rules 4-3, 7-3 7-4, 7-5 or 7-6.

Slow-Whistle Technique

SECTION 8. If the defending team commits a live-ball foul while the attacking team (1) has possession of the ball or (2) is entitled to possession of the ball due to an existing flag-down committed by the defending team, the official shall drop a flag, make the verbal signal “flag-down,” and withhold the whistle until:

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. A player loses any of the required equipment in a scrimmage area, or a player is injured in a scrimmage area, and the official is required under the rules to blow the whistle.
- e. The attacking team commits a foul.
- f. The attacking team requests a team timeout.
- g. The shot clock expires.
- h. The period ends.

Exception #1: For a crease violation or goalkeeper interference when both the goalkeeper and the ball are in the crease and an existing flag-down is not in progress, a flag is not thrown. Instead, a play-on with a reset of the shot clock is used. (See Rule 6-3-c and Rule 6 A.R. 4.)

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

In such a flag-down situation, all technical fouls against the defensive team are time-serving. **Exception #2:** A goal scored by the offensive team during the

flag-down situation erases any time-serving technical fouls committed by the defensive team prior to, or concurrently with, the goal being scored.

A.R. 32. A1 is bringing the ball up the field from the defensive end and is fouled by B1, causing A1 to drop the ball. **RULING:** A flag is thrown for the foul by B1. Play continues.

A.R. 33. A1 is bringing the ball up the field from the defensive end and is fouled by B1, flag-down. A1 passes to A2, in the defensive end, who drops the ball and then picks it up. **RULING:** Play continues.

A.R. 34. B1 fouls A1 in the attack area, flag-down, and A1 drops the ball as a result of the personal foul. During the resulting loose ball, B2 illegally pushes A2. Then A1 scoops up the ball and (1) shoots the ball out of bounds; or (2) scores a goal. **RULING:** Play continues during the loose ball because of the slow whistle. A second flag is thrown on B2 for the loose-ball push since it occurs during an existing flag-down. (1) The whistle blows. Team A is awarded the ball where the ball went out of bounds or laterally 20 yards from the goal. B1 serves one minute and B2 serves 30 seconds. (2) The goal counts. B1 serves one minute, B2's foul is canceled by the goal.

Enforcement After Slow Whistle

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

If an offensive goal is scored during a slow whistle after, or concurrently with, one or more defensive technical fouls, all defensive technical fouls are canceled by the offensive goal scored. However, personal fouls are always enforced. If an offensive goal is not scored, the defensive penalties are all enforced.

All penalty time shall be served by the person committing the foul (**Exception:** Rule 7-4).

When a goal is not scored, play is resumed at the spot where the ball was when play was suspended or laterally to the closest spot outside the attack area.

Exception: A live-ball, flag-down at the end of the period that creates an even situation. (See Rule 4-3.)

Note: If a goal is scored after a slow whistle and it is found that simultaneous fouls were committed before the whistle was blown signifying the scoring of a goal, the goal shall be disallowed, regardless of the nature of the foul on the attacking team; and Rule 7-6 shall be followed.

A.R. 35. A1 takes a shot from the midfield area. B2 illegally checks A2, and the ball enters the goal. **RULING:** Slow whistle. The goal counts. B2's violation, if technical, is erased; if a personal foul, B2 serves penalty time.

A.R. 36. Goalkeeper A1, out of the crease with the ball, makes a pass upfield for a clear, and the ball is intercepted by B2, who shoots at the open goal. Goalkeeper A1 (or any defensive player) seeing the loose ball going toward the goal, throws the crosse at the ball. Should the official blow the whistle to stop play? **RULING:** No. If the ball enters the goal, the goal counts, but an unsportsmanlike conduct penalty is assessed regardless.

A.R. 37. A1 has possession of the ball in the offensive half of the field and is running toward the goal. A1 shoots at the goal and B1, who is chasing

A1, throws the crosse at the ball. The ball goes past the goalkeeper into the goal. A1, after scoring the goal, commits a personal foul. **RULING:** Slow whistle until the goal is scored. The goal counts. B1 is penalized one minute for unsportsmanlike conduct. A1 serves a one-minute personal foul. Both penalties are nonreleasable. The ball is awarded to Team B at midfield, no faceoff.

A.R. 38. A1 is wide open in front of the goal. As a pass from A2 is in flight toward A1, goalkeeper B1 runs out of the crease and (1) fouls A1; or (2) throws the crosse at the ball in the air. **RULING:** Slow whistle. In both cases, if the ball enters the goal, the goal counts. In (1), if B1's foul is a technical foul, then the goal erases the foul, but if B1's foul is a personal foul, then the penalty shall be enforced. In (2), B1 serves one minute nonreleasable for unsportsmanlike conduct.

A.R. 39. B1 and B2 are offside, chasing A1 across the center line while A1 has possession. Two flags-down; slow whistle. A1 shoots and scores a goal. A3 then commits a dead-ball personal foul. **RULING:** Play is suspended once the goal is scored. These are not simultaneous fouls. The goal by A1 erases technical fouls against B1 and B2. A3 serves penalty time. Award possession to Team B at midfield.

A.R. 40. A1 has the ball in the attack area. B2 checks A1 (1) legally or (2) illegally; causing A1 to enter the crease. Is this a slow whistle? **RULING:** No. The whistle is blown immediately when A1 is in the crease. (1) Foul by A1, and the ball is awarded to Team B. (2) Foul by B2, and B2 serves penalty time.

A.R. 41. During a slow whistle, A1 completes a pass to A2, who shoots at the goal. A3, who is cutting in front of the goal, is hit on some part of the body by the ball; and the ball enters the goal. **RULING:** The goal counts, unless time has expired at the end of a quarter or shot clock, and the release of the shot was after the expiration of time.

A.R. 42. A1 interferes with goalkeeper B1, who has possession of the ball in the crease. Is this a flag-down or a play-on? **RULING:** Play-on, unless there is already an existing play-on or flag-down for a previous defensive foul, and then it is an additional flag-down, and play continues.

A.R. 43. A1 slashes goalkeeper B1, who has possession of the ball. **RULING:** Flag-down, slow whistle.

A.R. 44. During a slow whistle with the goalkeeper in possession of the ball in the crease, the pass is not complete and the goalkeeper maligns the official. Where is the ball put in play? **RULING:** The goalkeeper serves a one-minute nonreleasable penalty, and the ball is put in play at the spot where it was when the whistle was blown or 20 yards laterally from the goal.

A.R. 45. During a slow whistle (flag down, slash on A1) in the defensive half of the field, the clearing player B1 throws the ball back to the goalkeeper B2 to continue the clear. The goalkeeper misses the ball and it enters the goal. **RULING:** The goal shall not count. Administer the penalty and award the ball to Team B at midfield.

Play-On Technique

SECTION 10. With no existing flag-down in progress, if a player commits a loose-ball technical foul or crease violation and the offended team may be disadvantaged by the immediate suspension of play, the official shall visually and verbally signal “play-on” and withhold the whistle until such time as the situation of advantage gained or lost has been completed.

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

- a. In the case of a loose-ball technical foul, the offended team gains possession with no disadvantage.
- b. In the case of a crease violation or interference with the goalkeeper while the goalkeeper and the ball are in the crease and the goalkeeper has possession of the ball, the offended team maintains possession of the ball with no disadvantage and continues to play on. (See Rule 6-3-c.)
- c. The offended team commits a foul.
- d. When the official deems the offended team would no longer be offended by the ending of the play-on.

In (a) and (b), play continues without interruption. The play-on ends by the official pointing the arm in the direction of play and announcing the team with possession. In (c) and (d), play shall be suspended, and the offended team shall be awarded possession.

Enforcement of Play-On Technique

SECTION 11. If the offended team gains possession of the ball without a disadvantage, the whistle is not blown, the foul is erased, and play continues. If the offended team fails to gain possession of the ball or if the offended team gains possession of the ball with a disadvantage, then the whistle is blown, and the ball is awarded to the offended team at the spot where the ball is when play is suspended or 20 yards laterally from the goal.

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

Note: A goalkeeper’s outlet pass can strike the ground with no stoppage of play, provided that the offensive team maintains possession by quickly picking up the ball and suffers no disadvantage in continuing the play.

A.R. 46. A1 controls the faceoff, moves the loose ball away from the faceoff spot and is about to scoop the ball. B1 illegally pushes A1 while the ball is loose. **RULING:** Play-on. If Team A gains possession and would not be disadvantaged by a whistle, the play-on elapses. If Team A fails to gain possession or is immediately disadvantaged while gaining possession, the whistle is blown, and the ball is awarded to Team A.

A.R. 47. While A1 is about to scoop the ball, B2 interferes with A2. **RULING:** Play-on.

A.R. 48. While A1 is about to scoop the ball, the coach of Team B argues with an official. **RULING:** The official may suspend play immediately—unsportsmanlike conduct (personal foul), or signal play-on—conduct foul (technical foul). An official's call depends on the seriousness of the infraction.

A.R. 49. A1 and B1 are playing a loose ball, with B1 legally holding A1's crosse. While A2 is about to scoop the ball, A1 and B1 have moved a distance greater than 5 yards from the play. **RULING:** Play-on. Technical foul against B1 if Team A fails to gain possession of the ball.

A.R. 50. While several players from both teams are playing a loose ball, B1 pushes A1. **RULING:** The official should suspend play immediately if there is no clear situation of advantage gained for Team A or if there is a potentially dangerous situation (e.g., ball mired in the mud).

A.R. 51. While the ball is loose in the crease, B1 interferes with goalkeeper A1. **RULING:** Play-on. If Team A fails to gain possession of the ball, the ball is awarded to Team A where the ball is when the whistle blows.

A.R. 52. While the goalkeeper is in the crease and is in possession of the ball, B1 interferes with goalkeeper A1. **RULING:** Play-on. If A1 fails to run the ball out of the crease or successfully complete an outlet pass in which a whistle would not disadvantage Team A, the ball is awarded to Team A on its offensive side of the field.

A.R. 53. At the close of a period, there is a loose-ball, play-on push. The period ends while the ball is loose. The teams end the period at (1) even strength; or (2) uneven strength. **RULING:** In (1), faceoff to start the next period since the teams are at even strength. In (2), with an extra-man situation, the play-on gives the offended team possession at the end of a period. The offended team is awarded the ball in the same relative location on the field to start the next period.

A.R. 54. While A1 is about to scoop the ball, B1 goes offside. At the same time, A2 pushes B2. **RULING:** Simultaneous fouls. The whistle is blown immediately. No penalty time is assessed. The teams shall be placed outside, and the ball is awarded according to the alternate-possession rule.

A.R. 55. B1 (not the goalkeeper) is in the crease and B1's free hand touches the ball. The loose ball crosses the goal line and enters the goal. **RULING:** Play-on. Goal counts.

A.R. 56. Team A is clearing the ball and the ball becomes loose. B1 pushes A1 from the rear (play-on). **RULING:** Play continues. The shot clock is reset and held until Team A obtains possession or a whistle is blown.

A.R. 57. A1 is attempting to gain possession of a loose ball and is pushed by B1. Play-on. Before A1 can pick up the ball, A2 pushes B2. **RULING:** Simultaneous fouls. The whistle shall be blown immediately, and the ball shall be awarded to Team A.

Mistakes by Officials

SECTION 12. When a timekeeper, scorer, shot clock operator or official makes a mistake that would result in a team or player being unfairly disadvantaged and an official becomes aware that a mistake is being made, that official shall promptly correct the mistake. If a goal is scored during the ensuing play and

the mistake is brought to the attention of the referee before the next live ball, the referee shall allow or disallow the goal, depending on the circumstances. In such situations:

- a. If all officials are fully aware of the ruling and have sufficient time to call attention to the mistake, the correction shall be made before the next live ball or else the mistake shall stand and shall not be corrected. **Exception:** If the officials or table personnel do not have sufficient time to call attention to the mistake prior to play restarting (e.g., a quick restart or an improper restart), the correction shall be made before the second live ball.
- b. Once the official's declaration of "set" on a faceoff is made, no prior goal may be disallowed.

A.R. 58. B1 is serving a one-minute penalty. After 30 seconds of play, the official timekeeper releases B1 to return to the game. Team A scores a goal. **RULING:** The goal counts and it erases the remaining 30 seconds.

A.R. 59. B1 is serving a one-minute penalty. After 30 seconds of play, B1 is released by the official timekeeper, and B2 scores a goal. Team A notifies officials of the timekeeper's mistake. **RULING:** The goal does not count, and B1 returns to the substitution area to serve the remaining 30 seconds. The ball is awarded to the team in possession at the time the player is released (or, if the ball was loose, by the alternate-possession rule). *Note: B1 is not assessed a penalty for the early release since B1 was released by the timekeeper; B1 is only assessed an additional penalty for an early release if he releases without the permission of the timekeeper.*

A.R. 60. B1 is serving a one-minute penalty. After 30 seconds of play, B1 is released from the substitution area by the official timekeeper or returns to the game without being released and during the ensuing play, Team B scores. Before the start of the ensuing faceoff, Team A protests. **RULING:** The goal does not count. The error is correctable because it was brought to the officials' attention before the second live ball or the start of the ensuing faceoff.

A.R. 61. B1 is serving a one-minute penalty. After 30 seconds of play, B1 is released from the substitution area by the official timekeeper or returns to the game without being released, and during the ensuing play, Team B scores a goal. A faceoff is conducted and play continues. After the next suspension of play, Team A protests to the officials. **RULING:** The goal counts. It is too late to correct the error or penalize Team B for the early release because the mistake was not brought to the attention of the officials before the start of the post-goal faceoff.

A.R. 62. B1 receives a 30-second penalty. After 30 seconds of play, B1 remains in the substitution area, and A1 scores a goal. **RULING:** The goal counts. It is the responsibility of the player in the substitution area to return to the field of play when the penalty time has expired.

A.R. 63. After the opening faceoff, an official notices that the game clock has not started. **RULING:** The official should wait for possession, blow the whistle to stop play, then go to the official timekeeper to have the correct time put on the clock.

Inadvertent Flags and/or Whistles

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

- a. For an inadvertent whistle, a team with, or entitled to, possession at the time of the whistle shall restart play with possession. If neither team has or is entitled to possession at the time of the whistle, the ball shall be awarded by the alternate-possession rule unless a faceoff is pending.
- b. If play continues after an inadvertent flag or horn and:
 1. If a goal is scored, the goal counts;
 2. If play is suspended with a team in possession or entitled to possession, that team retains possession;
 3. If play is suspended with neither team in possession nor entitled to possession, the ball shall be awarded by the alternate-possession rule unless a faceoff is pending or incomplete.

Except in the case of a faceoff pending, play shall be restarted with a settled restart at the spot where the ball is when play is suspended or 20 yards laterally from the goal.

Official Lacrosse Signals

Procedural Signals



Timeout

For discretionary or injury timeout, follow the signal above with tapping of hands on chest.



Goal Counts



No Goal or Penalty is Wiped Out

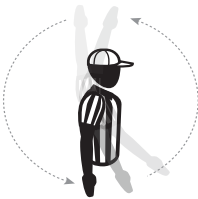


Faceoff



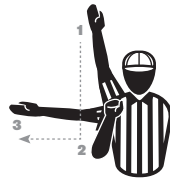
Alternate Possession

Arm points to the side of the team with the ball.



Possession Gained/Restart Play

Faceoff, restart play and start the clock for the halftime intermission.



Out of Bounds

Steps 2 and 3 point to the direction of play.



Failure to Advance Ball and/or Shot Clock Violation



Loose Ball



Simultaneous Fouls

Official Lacrosse Signals Procedural Signals



Nonreleasable Penalty



Counts



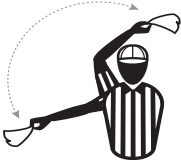
Reentry of the Crease



Play-On or Dead Ball
Followed by the
appropriate foul signal.



Inadvertent Whistle
Face table area.



Disregard Flag
Followed by the
appropriate foul signal.



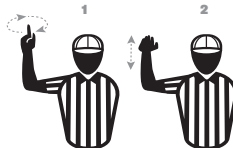
Free Clear



Tipped/Deflection



Reset of Shot Clock
(Reset to 60 seconds.)



Reset of Shot Clock
(Reset to 80 seconds.)



Video Review

Official Lacrosse Signals

Personal Fouls



Personal Foul



Illegal Body Check



Slashing



Cross-Checking



Tripping



**Unnecessary
Roughness**



Unsportsmanlike Conduct



**Illegal Equipment
(Crosse)**



Deep Pocket



**Contact to the
Head or Neck**



**Illegal Gloves
(or point to other
illegal equipment)**



Expulsion Foul

Official Lacrosse Signals

Technical Fouls



Technical Foul
(Time served)



Interference



**Illegal Offensive
Screening**



Holding



Warding Off



Pushing



**Withholding Ball
From Play**



**Stalling or
Delay of Game**



Offside



Crease Violation



Conduct Foul



Illegal Procedure



**Substitution
Infraction**

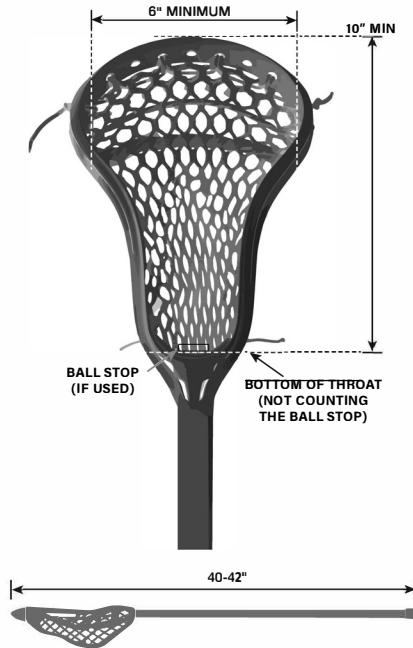


**Illegal Touching
of the Ball**

Appendix I

Crosse Inspection

The following illustrations show how officials conduct crosse inspections to determine the legality of crosse regarding dislodgment of the ball and allowable dimensions. Officials shall use a measuring device for crosse inspections.



Three field tests are required when conducting checks:

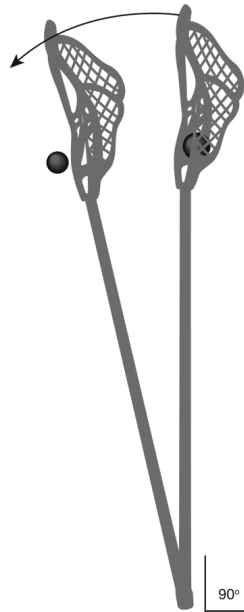
1. The ball is placed in the crosse (horizontal to the ground) at the deepest point of the pocket. Then the crosse is tipped forward 90 degrees, so the ball rolls out at the **throat** of the head.
2. The ball is placed in the crosse (perpendicular to the ground) at the deepest part of the pocket. If one can see daylight between the top of the ball and the bottom edge of the sidewall, the pocket is too deep. (See Figure A.)
3. The ball is placed in the crosse (horizontal to the ground) and tipped downward 90 degrees, so the ball rolls out at the tip of the head.

RULING—If the ball does not come out of the crosse in these tests, it is an illegal crosse. **PENALTY:** In (1), if one can see daylight between the top of the ball and the bottom edge of the sidewall, this is an illegal deep pocket. One-minute releasable foul on the offending player, and the crosse may return if corrected. In (2) and (3) as the crosse is rotated forward and downward from 90 degrees, the ball should roll out of the head. Three-minute nonreleasable foul on the offending player, and the crosse shall be kept at the scorer's table until the conclusion of the game.

A. If one can see daylight between the top of the ball and the bottom edge of the side wall, this is an illegal deep pocket.

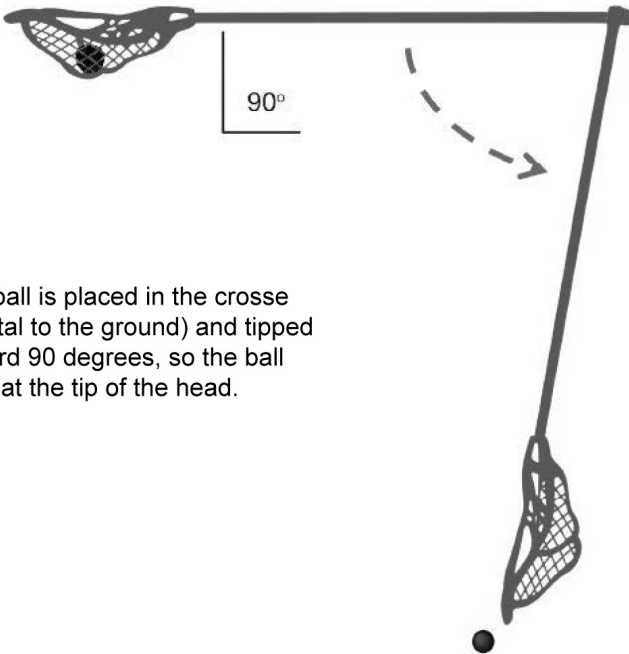


Figure B



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

Figure C



C. The ball is placed in the crosse (horizontal to the ground) and tipped downward 90 degrees, so the ball rolls out at the tip of the head.

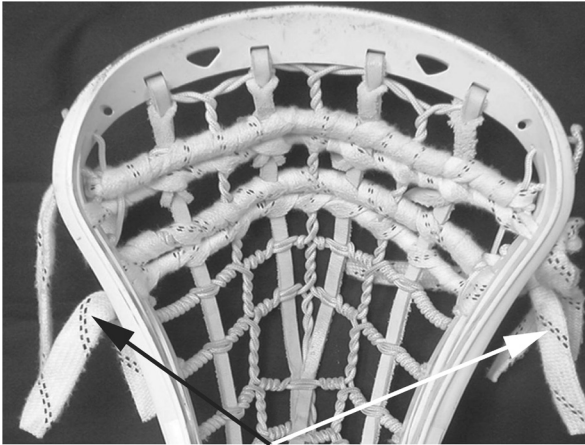
Shooting Strings Measurement

Additional strings or laces (e.g., shooting strings) must be located within 4 inches of top of the crosse.



Strings on Outside of Crosse

Any strings that are hanging from the crosse are not allowed to be longer than 2 inches.



Appendix II

Ball and Crosse Specifications

Crosse Specifications

The measurements for the crosse shall include the following (see Rule 1 for complete information):

Location of measurement (inches)	Minimum distance between narrowest point of head (inches)
1.25 from throat bottom	3 (all measurements)
3.0 from throat bottom	3 (all measurements)
5.0 from throat bottom	3.5 to 4 in front; 3.5 in back
Widest point of head (inside measurement)	6 (all measurements)
Crosse top to throat bottom	10 (front only)

NOTE: When measuring to the throat bottom, do not include the ball stop, if installed. Measure the distance to or from the throat bottom as if a ball stop is not there.

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

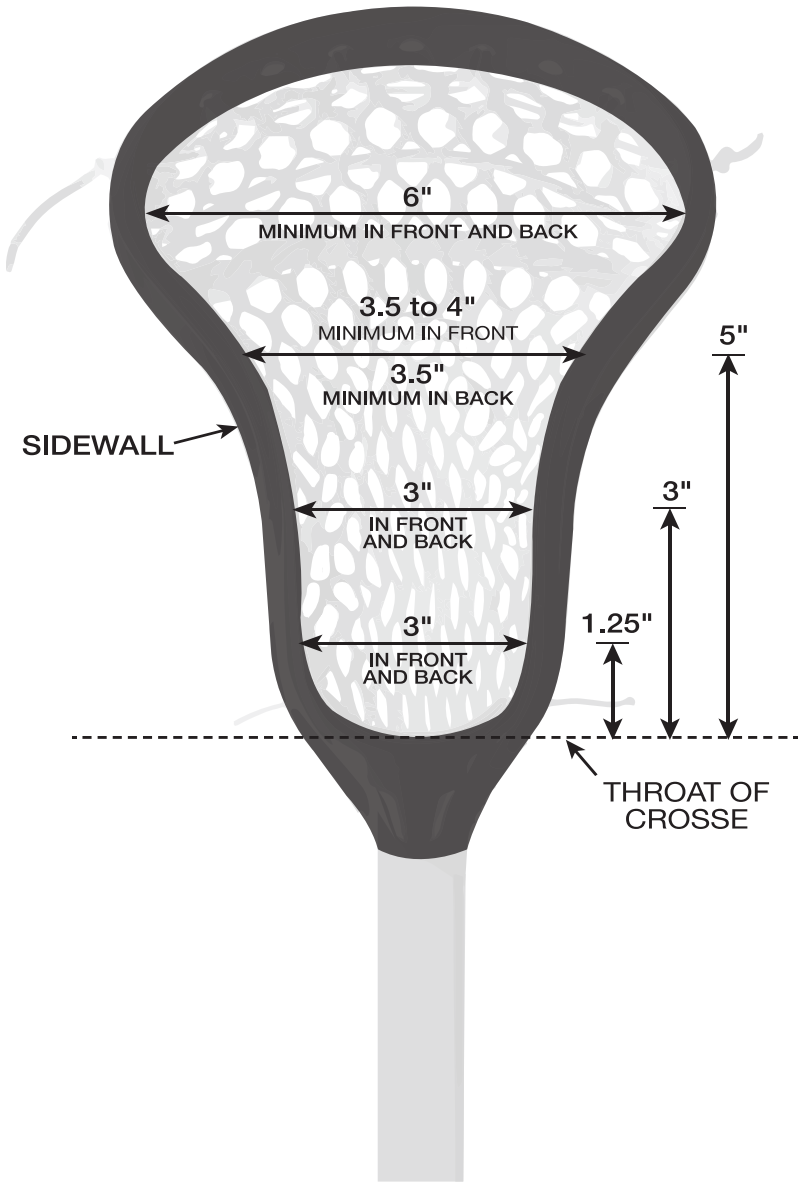
Ball Specifications

The measurements for the ball shall include the following:

The ball shall be white, yellow, orange, lime green or pink and shall have a surface of smooth or slightly textured solid rubber. The ball shall measure between 7-3/4 and 8 inches in circumference. The ball shall weigh between 5 and 5-1/4 ounces.

Crosse Construction

Note: Drawing not to scale



Appendix III

Concussions

Revised April 2023

Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities.

Game officials are often in the best position to observe student-athletes after they have had a blow to the head or body, and may be the first to notice the behaviors that indicate a concussion may be present. An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any behavior that suggests a concussion, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from practice or competition and may not return to sport activity on that day. The athlete must undergo medical evaluation and follow a return-to-learn/return-to-sport protocol under the supervision of the team physician, and may not return to sport until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. Remove the student-athlete from play. Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.

2. Ensure that the student-athlete is evaluated immediately by an appropriate health care professional. Do not try to judge the severity of the injury. Call an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.
3. Allow the student-athlete to return to play only if the primary athletics healthcare provider has determined that the student-athlete did not suffer a concussion. Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate management.

Additional information and details regarding concussions can be found at [ncaa.org/sport-science-institute](https://www.ncaa.org/sport-science-institute).



Appendix IV

Accommodations for Student-Athletes with Disabilities

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, the student-athlete with a disability or any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or their designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation; and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the [NCAA Sports Medicine Handbook](#) for further considerations regarding participation by student-athletes with impairment.

Appendix V

Records Keeping

NCAA Statistics

All official NCAA statistics policies must be utilized, in accordance with NCAA bylaws.

In the sport of men's lacrosse, a NCAA statisticians manual is produced and maintained on the NCAA's website in the "Statistics" section. A direct link to this section is below:

ncaa.org/championships/statistics/ncaa-statisticians-manual-and-resources

Appendix VI

Lightning Guidelines

The NCAA provides detailed guidance on lightning (and other environmental hazards) in the [NCAA Sports Medicine Handbook](#). Please consult the latest version of this handbook which is available at ncaa.org.

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