

## **Appendix A – 2024 THSLL RULE MODIFICATIONS AND WAIVERS**

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The current valid NCAA Lacrosse Rulebook will be used unless a specific modification is listed on this sheet. Parentheses indicate the section of the NCAA Rulebook, which pertains to the modification.

### **PLAYING FIELD (1-2)**

- Home Teams will make all possible efforts to provide a field which meets NCAA specifications as outlined in the section entitled “The Field”, (Rule 1-2 through 1-15). Local conditions may require field size modifications.
- A Unified field can be an alternative to NCAA field requirements. The Unified Field is defined as follows: Field Length- 120 yards, Midfield Area- 40 yards, Restraining Line to Goal Line- 25 yards, Goal Line to End Line – 15 yards, Goal Circle/Crease Radius- 9 feet, Width- 53 1/3 to 60 yards.
- Required field markings shall be the responsibility of the home team and every possible effort should be made to mark the field accordingly.
- Acceptable markings can be in the form of but not limited to paint, chalk, washable paint/chalk, tape, or any other removable material (ex: portable crease).
- No penalty shall be assessed for a home team unable to mark a turf playing field, as long as there are existing football markings, due to school or city guidelines.
- Additionally, it is the responsibility of the home team to notify the visiting team of any known field issues within three days of the scheduled game date. Both coaches must agree on the field before the game can be played. If the visiting coach does not agree on the modified playing surface, it is the responsibility of both the home and away coaches to come to a compromise, reschedule, or change home/away status with the home team being responsible for official and venue expenses. Failure to do so should be reported in the game report to the local coordinator for escalation.

### **LIMIT LINES, SPECTATOR & MEDIA RESTRICTIONS**

- Limit lines are not required; however, spectators and media are not allowed behind the end lines or immediately behind the bench or table areas.
- The Team benches and table are to be on the opposite side of the field from the spectators.
- If the home Team does not move the spectators or team benches to comply with this rule in a reasonable time (as determined by the officials), the home Team receives a non-releasable 3-minute penalty at the start of the game to be served by the in-home player.

### **TEAM SIDELINE POLICY**

- The team box should contain a maximum of 5 coaches in the coaching box in front of the players.
- 1 equipment manager and 1 team trainer may be on the team side, but not in the team box.
- Only players in uniform may be on the sidelines, non-participating players must wear game jerseys.
- The score table shall not contain more than 5-people, including 3 from the home Team and 2 from the visitors’ team. If the shot clock is run at the table, an additional home team person may sit at the score table to operate the shot clock.
- The Home Team is the official scorekeeper, spotter, game timer, and penalty timer. The Home Team site administrator has full access to the facility and should have communication with the score table.
- All spectators shall be on the opposite side of the field from the team benches.
- It is the responsibility of the home Team and home Team site administrator to manage the team sideline policy. It is at the discretion of the officials to assess any game-time penalties resulting from this policy.

### **LENGTH OF GAME (3-1)**

The regulation playing time of a game shall be 48 minutes, divided into (4) 12-minute periods, JV games are (4) 10 minute periods.

## **2024 NCAA RULE WAIVERS**

### Section 4: Goal Crease/Goal Mouth Area Waived

4-33 Established a video review criteria to review goals and certain timing situations page 55

4-34 Established a video review criteria to review contact to the head and/or neck area page 56

4-35 Established a coach's challenge page 56

### Section 15: Shot Clock- The rule is modified as follows:

A. The home team should endeavor to maintain a visible shot clock(s) in accordance with Rule 15. A single shot clock is permissible. In the absence of a shot clock or functioning shot clock, the shot clock shall be managed in accordance with Rule 15(b) utilizing the procedures in Rules 2-12 and 4-15-a;

B. All references to a 60 second reset of the shot clock shall be read as an 80 second reset of the shot clock. See Rule 4-15-a(1), (3), (5), (6), (7), 15-d. All shot clock resets will be to 80 seconds.

Section 6: Game Officials- 3 officials are not required for JV games.

## **TRAINER**

- THSLL games will not be played without a licensed athletic trainer, team physician or health care professional (hereinafter referred to as "Trainer") on the sidelines.
- Prior to the start of any contest, the Home Team Trainer shall be identified in person to the Table personnel. If the Home Team fails to provide a Trainer due to extenuating circumstances, the game may be rescheduled.
- If the Home Team trainer is delayed, this will result in a 30 second conduct foul, delay of game.
- If the Home Team trainer is not present within 5 minutes of game start, the Home Team will be assessed an additional 30 second conduct foul.
- If the Home Team trainer is not present within 15 minutes of game start, the game may be canceled, and the Home Team is responsible for payment of the officials. If the game is rescheduled, the conduct penalties will carry over to the rescheduled game.

## **SITE ADMINISTRATOR**

- The Home Team Site Administrator shall be identified, in person, to the Officials as part of field preparations.
- The delayed start of a game due to the field not being ready for play, at the contracted starting time or failure of the home Team Site Administrator to introduce himself/herself to the Officials, will subject the Home Team to a technical foul (6-6q) with the in-home serving 30 seconds and the ball awarded to the visitor to start the game.
- The Home Team and Away Team site administrator must check in with the score table, officials and wear the site administrator identifying badge.
- It is the responsibility of the Home Team and Home Team site administrator to manage the team sideline policy.

## **GAME BEHAVIOR PROBLEMS**

- If the game is stopped by officials for improper behavior on the field or in the stands, the officials will ask the on-site administrator or head coach to control or eject the offending fan from the premises.
- If the fan is not controlled, or does not leave the premises, the game will be stopped, and the offending team will lose the game.
- If player (s) is ejected from a THSLL game, the player must leave the site of the THSLL game. The player may not remain on the sideline or in the stands. It is up to the Head Coach to comply with these rules, or his team will forfeit the game. (The team of the ejected player is responsible for supervising that player when needed.)
- A player ejected from a game due to Unsportsmanlike Conduct, Targeting the Head/Neck, or Unnecessary Roughness, and/or any combination of these fouls that lead to Fouling Out, will serve a one game suspension. The game suspension served will be the next scheduled game on the THSLL website at the time of the ejection.
- A currently suspended or ejected player or coach cannot be in the team's bench area, anywhere on the sideline,

sightline or anywhere in the spectator area and must be supervised by the Member Team Program's leadership. A player who plays on both JV and Varsity will serve the THSLL game suspension in the next THSLL Varsity game he is eligible to play in on the schedule. If the ejection or a personal foul defined as expulsion fouls occurs at the end of the last game of the THSLL season, so that the player incurring the foul does not serve penalty time, the penalty will carry over to the Team's next THSLL season game. If the player has graduated, the in-home shall serve the penalty.

- If a player or coach receives 2 unsportsmanlike penalties in a game, the player or coach is automatically ejected from the current game and suspended from the next League game.

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#### **UNIFORM LOGO**

- A team's uniform may include one visible sponsorship mark or logo (the "Sponsorship Mark"). The Sponsorship Mark may be no larger than 9 square inches (3" x 3"). The Sponsorship Mark may be located on either (i) the front shoulder; or (ii) the sleeve of the jersey, or in the case of a sleeveless jersey or pinnie, on the sleeve of a shooter shirt. The Sponsorship Mark must be consistent for all players.
- The Sponsorship Mark is in addition to any jersey manufacturer trademark/logo (Nike Swoosh, Adidas stripes, etc.) made as part of the uniform. The Sponsorship Mark is in addition to any commemorative patch or stickers and in addition to the US or Texas flag made part of the uniform.
- The Sponsorship Mark may not promote an adult-oriented business or alcohol or tobacco.
- Any sponsor information or logo that is not visible during gameplay (such as on a shooter shirt covered by pads or a jersey) is permissible. The THSLL District Coordinator will approve the logo.