



2011 NFHS

BOYS LACROSSE RULES BOOK

ROBERT B. GARDNER, Publisher

Kent Summers, Editor

NFHS Publications



To maintain the sound traditions of this sport, encourage sportsmanship and minimize the inherent risk of injury, the National Federation of State High School Associations writes playing rules for varsity competition among student-athletes of high school age. High school coaches, officials and administrators who have knowledge and experience regarding this particular sport and age group volunteer their time to serve on the rules committee. Member associations of the NFHS independently make decisions regarding compliance with or modification of these playing rules for the student-athletes in their respective states.

NFHS rules are used by education-based and non-education-based organizations serving children of varying skill levels who are of high school age and younger. In order to make NFHS rules skill-level and age-level appropriate, the rules may be modified by any organization that chooses to use them. Except as may be specifically noted in this rules book, the NFHS makes no recommendation about the nature or extent of the modifications that may be appropriate for children who are younger or less skilled than high school varsity athletes.

Every individual using these rules is responsible for prudent judgment with respect to each contest, athlete and facility, and each athlete is responsible for exercising caution and good sportsmanship. These rules should be interpreted and applied so as to make reasonable accommodations for disabled athletes, coaches and officials.

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2011 Lacrosse Rules Changes

- 1-2-1** The addition of this note makes it clear that, if the field of play has a logo in the center or at any other part of the field of play, the logo should not obstruct the visibility of the lines and other required field markings.
- 1-9-1-g-7** This revision to the jersey rule specifies that contrasting colored piping not to exceed 1/8 inch wide is allowed.
- 4-28-7** This revision redefines the proper procedure in situations when a player has potentially suffered a concussion.
- 5-3-4,5,6** This revision redefines the rule regarding head-to-head contact and specifies a more severe penalty for this violation.

2011 Major Editorial Changes

- 1-9-1-g-2** This revision to the jersey rule brings the wording of the rule regarding the side inserts in line with the interpretation previously in place.
- 1-10-1b** This revision more specifically defines required padding for guards, casts, braces, splints, etc.
- 1-11-1** This revision stipulates that the referee can verify that players are properly equipped by simply asking the head coach of both teams: "Coach, are all your players legally equipped by rule?"
- 2-7-2f** This revision now specifies that the chief bench official has the authority to call a violation if a team has either too many or too few players on the field.
- 4-3-5** This revision states that a reasonable accommodation will be provided for hearing-impaired players participating in the face-off.
- 4-21-2** This revision defines procedure if the goalkeeper loses his stick with the ball in it within his goal crease.
- 5-6-3** This revision specifies that it is a violation to strike an opponent on any part of the body with the crosse.
- 6-5-2-b3** This revision specifies that it is a violation to intentionally kick an opponent's crosse.

Points of Emphasis

(See page 80)

1. Restart Procedure
2. Properly Marked Fields
3. Sportsmanship
4. Bench Area Protocol
5. Coach's Equipment Certification

Note: Situations and Rulings immediately follow the corresponding rule/section. New or revised Situations and Rulings are preceded by an asterisk (*).

2010 NFHS BOYS LACROSSE RULES COMMITTEE



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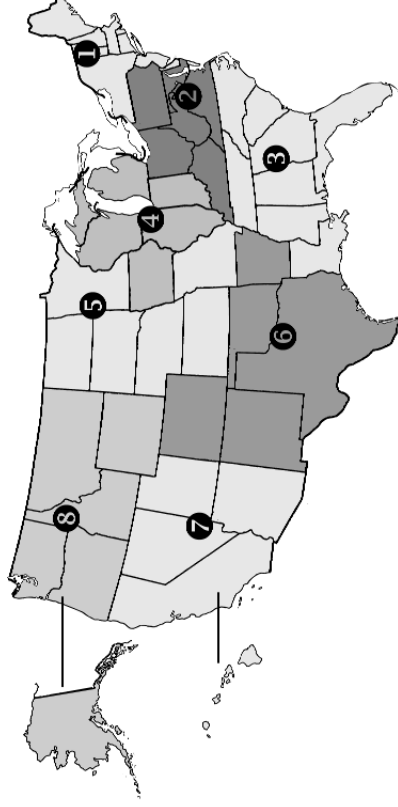
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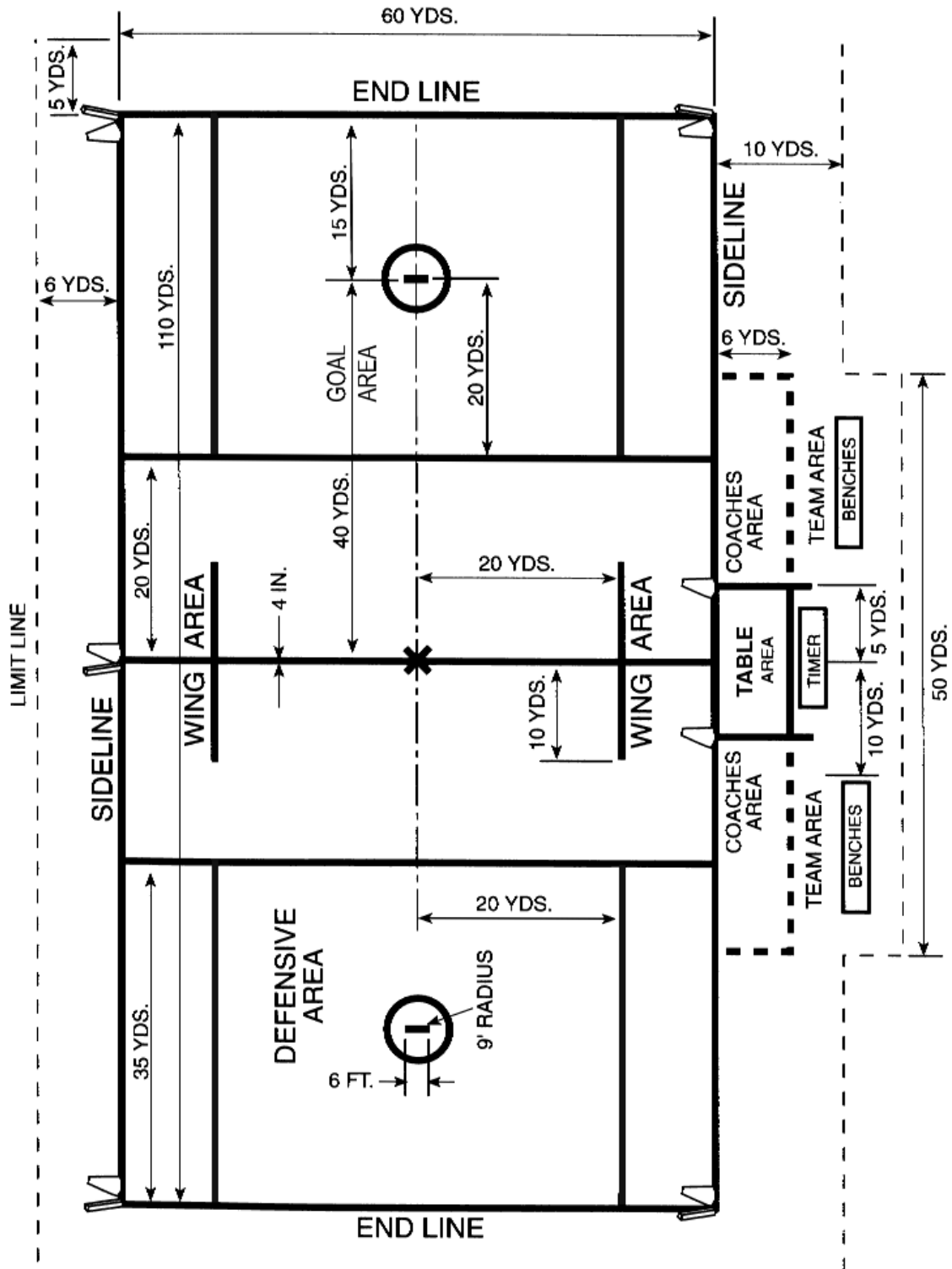
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Requests for lacrosse rule interpretations or explanations should be directed to the state association responsible for the high school lacrosse program in your state. The NFHS will assist in answering rules questions from state associations whenever called upon.

U.S. Lacrosse has developed 2- and 3-man mechanics manuals for lacrosse officials. To access those manuals online, use the following link:
<http://www.uslacrosse.org/Microsite/MensDivisionOfficialsCouncil/MDOCResources.aspx>



Rule *The Game, Field and Equipment*

SECTION 1 THE GAME

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

SECTION 2 THE FIELD

ART. 1 . . . The playing field shall be rectangular, 110 yards in length and between 53 $\frac{1}{3}$ and 60 yards in width to accommodate play on existing fields. 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 line shall be marked through the center of the field perpendicular to the sidelines. This line shall be known as the center line.

All lines shall be no less than 2 inches wide nor more than 4 inches wide. Exceptions are the goal line, which shall be 2 inches wide, and the center line, which shall be 4 inches wide.

NOTE: If the field of play has a logo in the center or at any other part of the field of play, that logo should not obstruct the visibility of the required marks. A solid or shadow-bordered line is permissible. A shadow line is a line that designates the continuation of the required line by use of a border or outline lines, at least $\frac{1}{4}$ -inch wide.

ART. 2 . . . Lines shall be marked with a noncaustic material. Neither lime, hydrated lime or other chemical derivatives of lime, nor caustic material of any kind may be used.

NOTE: Powdered gypsum, calcium carbonate and liquid aerosol paint designed for marking playing fields and containing only nontoxic material, meet the specifications or qualifications for marking fields.

ART. 3 . . . Goal areas shall have a line 40 yards long at each end of the field, 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.

ART. 4 . . . Defensive area lines shall be parallel to the end line and marked on each side of the field 20 yards from the goal line and extend from sideline to sideline. The defensive-area line shall coincide with the 40-yard portion of the goal-area line.

ART. 5 . . . Wing area 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.

ART. 6 . . . A point on the center line, equidistant from each side, shall be marked with an “X” and shall be designated the Center Faceoff X.

ART. 7 . . . Where physically possible, the scorer’s table should be placed at least 6 yards from the sideline at the center line. 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. The area bounded by the sideline, the two lines perpendicular to the sideline and the scorer’s table shall be referred to as the table area. Only players serving penalty time, players ready to substitute on the fly, the chief bench official, and official scorers and timers are allowed in the table area.

ART. 8 . . . The coaches’ areas shall be located on either side of the table area. Each coaches’ area shall extend from the table 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 table-area line.

ART. 9 . . . The bench areas shall be on either side of the table area. Each bench area shall extend from the table area 20 yards parallel to the sideline. Each bench area shall be bounded on the field side by the coaches area. Benches for the competing teams shall be placed on either side of the scorer’s table at least 10 yards from the table and, where physically possible, at least 10 yards from the sideline, parallel to the sideline.

ART. 10 . . . The penalty area shall be located within the table area immediately in front of the scorer’s table.

ART. 11 . . . Spectator and media areas shall be restricted as follows:

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

ART. 12 . . . Soft flexible cones or pylons of red or orange color should be placed at the outside edge of each of the four corners of the field and at the outside edge of the intersection of the center line and the sideline opposite the table area. Only cones should be placed at the intersections of the table-area line and sideline, directly in front of the table area.

RULE 1, SECTION 2 – PLAY RULINGS

1.2 SITUATION: Officials arrive at game site and notice that the field markings (a) do not conform to the “Lacrosse Field of Play” diagram or (b) do not meet requirements as specified in the rules i.e. lines missing or are of incorrect dimen-

sions. **RULING:** Officials notify the home team's head coach. If unable to make corrections to markings or add missing lines, the game is played and the official shall notify the sponsoring authority.

1.2.9 SITUATION: With the obstruction caused by a track long-jump runway, the head coach of Team A requests that both teams' benches be moved to the opposite side of the field. **RULING:** Proper, if deemed acceptable by the referee.

1.2.11 SITUATION: A spectator crosses into the roped-off limits area. **RULING:** Officials warn the home team's head coach that spectators shall be relocated behind the limit area. If home management fails to correct the situation, the head coach will be issued a technical foul (Delay of Game). Should the situation continue, a personal foul for unsportsmanlike conduct would be issued.

SECTION 3 GOALS AND GOAL LINES

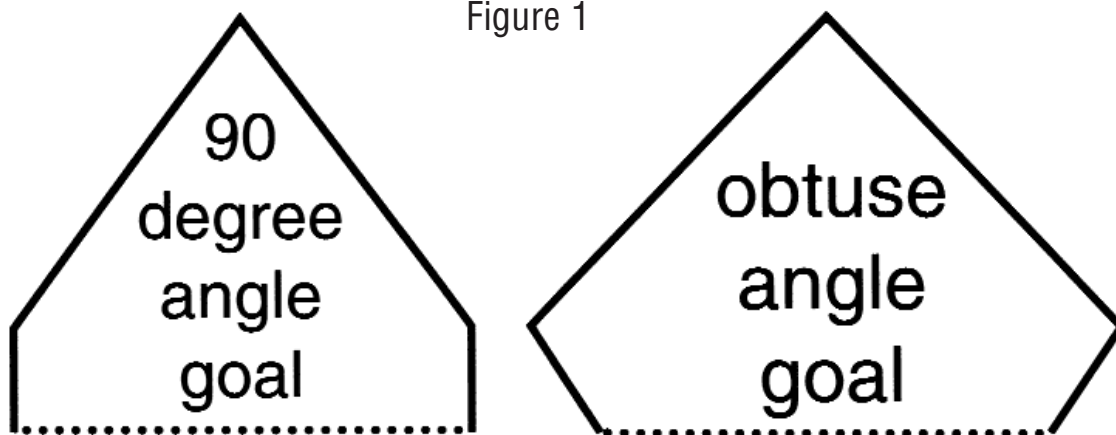
ART. 1 . . . Goals shall form an opening or goal mouth that is 6 feet wide and 6 feet high (inside measurements). Goals shall be constructed of 1½-inch inside diameter metal pipe and shall be painted orange. All goals shall consist of two vertical posts joined by a rigid top crossbar. These posts shall be 6 feet apart and the top crossbar shall be 6 feet from the ground.

ART. 2 . . . Goals should be constructed in a manner such that when a ball enters the goal mouth and is a goal, it shall not re-enter the field of play. The recommended goal for natural-surface fields is an in-ground goal. The vertical posts shall be 7½ feet in overall length and shall be inserted into 1½-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 cannot be used or on artificial-surface fields, the following goals are acceptable:

- 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 ½ inch, with no part of the flat iron extending into the goal line. If a flat-iron goal is used on a grass field, it shall be attached to the ground with ground anchors.
- b. Obtuse-angle goal and 90-degree angle goal. Each vertical post shall be 6 feet long and shall be attached to a ground pipe at the bottom. The ground pipe 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.

ART. 3 . . . The home team is responsible for having legal goals. If, before the start of the game, either goal is found to be illegal, a reasonable length of time shall be granted to make it legal. Failure to make the goals legal shall result in a three minute non-releasable penalty against the home team.

Figure 1



- a. A line shall be drawn between the goal posts to indicate the plane of the goal, and it shall be designated the goal line. The goals shall be centered between the sidelines and placed 15 yards from each end line.
- b. Goal creases around each goal shall be a plainly marked circle. The area within the crease 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. The goal-crease area is the circular surface about each goal within and including the goal-crease line itself.

SECTION 4 GOAL NETS

Each goal shall be fitted with a pyramidal-shaped cord netting that shall extend and be fastened on the ground at a point 7 feet back of the center of the goal line. The net shall be considered part of the goal. The mesh of the net shall not exceed 1½ inches, and the net shall be fastened to the goal posts, crossbar and the ground so as 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 place. It is recommended that the net be attached to the ground with ground anchors. Goal nets may be of any solid color.

SECTION 5 THE BALL

The ball shall be of white, yellow or orange solid rubber and meet the current NOCSAE lacrosse ball standard. The ball shall include the NFHS Authenticating Mark.



Figure 2

Game balls shall be supplied by the home team.

RULE 1, SECTION 5 – PLAY RULING

1.5 SITUATION: During the course of a game, both coaches notify the referee of their desire to change the color of the ball. **RULING:** Legal, providing the new balls meet approved specifications.

SECTION 6 CROSSE DIMENSIONS

ART. 1 . . . The crosse shall be an overall fixed length of either 40 to 42 inches (short crosse) or 52 to 72 inches (long crosse), except for the goalkeeper's crosse, which may be 40 to 72 inches long. The circumference of the crosse handle shall be no more than 3½ inches. The head of the crosse at its widest point shall measure between 6½ and 10 inches, inside measurement, at the top and the bottom of the wall. There shall be one crosse 10 to 12 inches, inside measurement at its widest point, at the top and bottom of the wall. This crosse shall be used by the required designated goalkeeper. The walls of any crosse shall not be more than 2 inches high.

EXCEPTION: The gut wall.

ART. 2 . . . A ball stop is not required. 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, regardless of whether a ball stop is used. The goalkeeper's crosse shall have a maximum of 16½ inches measured in the same way. If a ball stop is used, it shall be perpendicular to the handle of the crosse and wide enough to permit the ball to rest loosely on the stop. (See diagrams on page 14.)

The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

RULE 1, SECTION 6 – PLAY RULING

1.6.2 SITUATION: During an equipment inspection, the following situations are discovered: (a) the crosse has two ball stops, (b) the crosse has a ball stop from another manufacturer, (c) the crosse has no ball stop. **RULING:** (a) Illegal. Assess a three-minute, non-releasable penalty. In (a), the intent of the player was to make it more difficult for the defender to check the ball free. As a result, the three-minute penalty is assessed and the stick may not be used again for the remainder of the game. (b) No foul. (c) No foul. It is not a requirement for a crosse to have a ball stop.

SECTION 7 CROSSE CONSTRUCTION

ART. 1 . . . The crosse shall be made of wood, laminated wood or synthetic material, with the head approximately perpendicular to the handle. The side wall opposite the wood wall may be made by weaving gut lacing from the tip of the head to the handle, strung in such a manner as to prevent the tip from catching on an opponent's crosse; or both walls may be of wood, laminated wood or synthetic material. The stop shall be constructed so that the ball shall rest on the stop. The net of the crosse shall be constructed of gut, rawhide, linen or synthetic

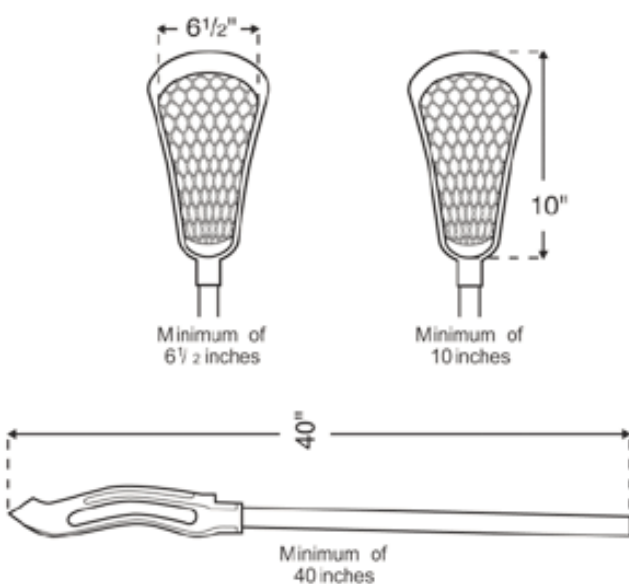


Figure 3

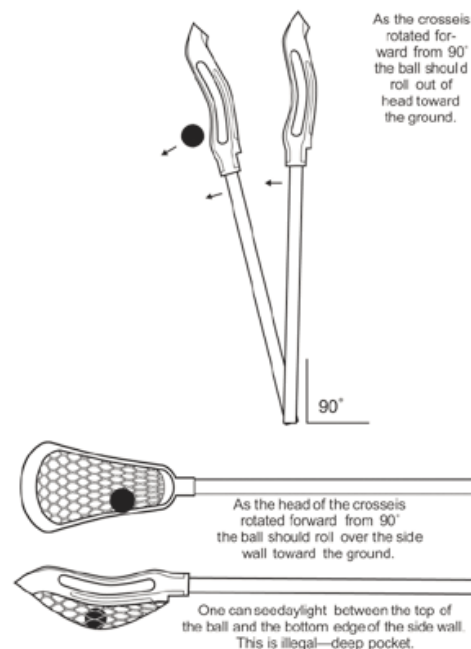


Figure 4

material and shall be roughly triangular in shape. The longitudinal weaving shall be attached at the back of the throat of the crosse.

ART. 2 . . . 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.

ART. 3 . . . All hollow crosse handles made of metal or synthetic material shall have a plastic or wood plug on the end or be adequately taped to prevent injury. A metal handle that does not have an end cap shall not be considered illegal; however, at the next whistle, it shall be removed from the game until corrected.

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

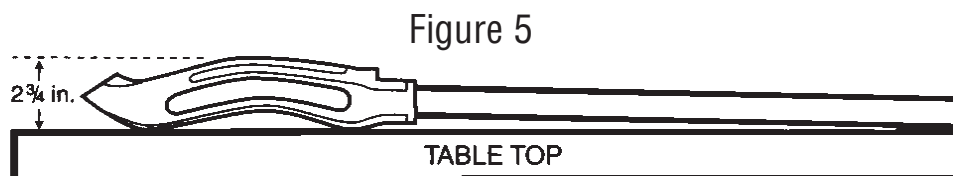


Figure 5

SECTION 8 CROSSE PROHIBITIONS

No player shall use a crosse that does not meet the specifications of Sections 6 and 7. Furthermore, crosses in which the pocket has sagged to such a depth that it has become difficult for an opponent to dislodge the ball and crosses in which the construction or stringing at the bottom is designed to withhold the ball

from play also are prohibited. Additionally, no player may use a crosse that has stringing that retards the normal and free dislodgment of the ball by an opponent. The pocket shall be deemed to have sagged too deeply if the top surface of a lacrosse ball, when placed therein, is below the bottom edge of the side wall (this prohibition does not apply to the goalkeeper's crosse). A crosse that has been altered in such a way as to give an advantage to an individual is illegal. Any strings or leathers are limited to a hanging length of 6 inches. Adjustable-length handles are illegal. Handles that have been altered in any fashion other than taping or adding another covering designed to improve the grip are illegal. A broken crosse is considered as no crosse.

RULE 1, SECTION 8 – PLAY RULING

1.8 SITUATION: During an equipment inspection, the following conditions are discovered: (a) A1's crosse pocket does not meet depth requirements. (b) A2's crosse is measured to be 39¾ inches long. (c) Strings on A3's crosse hang longer than 6 inches. (d) A4's shaft has been cambered. **RULING:** In (a), personal foul; one-minute nonreleasable penalty; crosse removed from game until it meets specifications. In (b), personal foul; three-minute nonreleasable penalty; illegal crosse will remain at the table area for remainder of game. In (c), A3 is instructed by official to cut strings to proper length. If A3 fails to comply, a one-minute nonreleasable penalty shall be issued. In (d), personal foul; three-minute nonreleasable penalty; illegal crosse will remain at the table area.

SECTION 9 PLAYER EQUIPMENT

ART. 1 . . . Mandatory equipment. Each player shall wear the following pieces of equipment which shall be professionally manufactured and not altered:

- a. A protective helmet, designed for lacrosse, which met the NOCSAE test at the time of manufacture and has a visible, exterior warning label regarding the risk of injury. Both the chin pad and chin strap shall be firmly attached to the mask as designed. All helmet decals and external markings shall be school-issued. All players of a team shall wear helmets of the same color or colors.
- b. A face mask with a center bar from top to bottom and the lateral (horizontal) openings shall not exceed 1½ inches. No foreign material may extend below the base of the helmet.
- c. While participating, each player shall wear a professionally manufactured (not altered) tooth and mouth protector (intraoral) which shall include an occlusal (protecting and separating the biting surfaces) and a labial (protecting the teeth and supporting structures) portion that covers the posterior teeth with adequate thickness. It is recommended the protector be properly fitted and:
 1. Constructed from a model made from an impression of the individual's teeth.

2. Constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself.

NOTE: The tooth and mouth protector shall be of any readily visible color other than white or clear and shall cover all of either the upper or lower teeth with adequate thickness.

- d. Protective gloves.
- e. Shoulder pads (optional for goalkeeper).
- f. Shoes shall be made of a material which covers the foot (canvas, leather or synthetic) attached to a firm sole of leather, rubber or composition material which may have cleats or which may be cleatless. Among the items which do not meet these requirements are gymnastic slippers, tennis shoes cut so protection is reduced, ski and logger boots and other apparel not intended for lacrosse use:

1. Removable cleats shall conform to the following specifications:

- (a) Constructed of a material which does not chip or develop a cutting edge. Legal material includes leather, nylon, certain plastics and rubber. Cleats may be tipped with low carbon steel of 1006 material, case-hardened to .005-.008 depth and drawn to Rockwell hardness of approximately C55; the use of aluminum or ceramics is not permissible.

- (b) The base and the tip of the cleat shall be parallel. The free end may be rounded in an arc with a radius of not less than $\frac{7}{16}$ inch provided the overall length is not more than $\frac{1}{2}$ inch measured from the tip of the cleat to the shoe. The cleat may be attached to a raised platform which is molded to the shoe. The platform may be no more than $\frac{5}{32}$ inch in height and shall be wider than the base of the cleat. The widest part of the cleat shall be in direct contact with the platform.

The $\frac{5}{32}$ -inch raised platform shall be wider than the base of the cleat and shall extend across the width of the sole to within $\frac{1}{4}$ inch or less of the outer edges of the sole. A single toe cleat does not require a raised platform that extends across the width of the sole. The raised platform of the toe cleat is limited to $\frac{5}{32}$ inch or less. The $\frac{5}{32}$ -inch platform is measured from the lowest part of the shoe's sole.

- (c) An effective locking device which prevents the exposure of metal posts shall be incorporated.

- (d) The cleat wall shall be at least $\frac{3}{16}$ inch in diameter.

- (e) The sides of the cleat shall taper uniformly from a minimum base of $\frac{3}{4}$ inch in diameter to a minimum tip of $\frac{3}{16}$ inch in diameter.

2. Nonremovable cleats are limited to studs or projections which do not exceed $\frac{1}{2}$ inch in length and which are made with nonabrasive rubber or rubber-type synthetic material which does not have and will not develop a cutting edge.

- g. Jerseys shall be of a single, solid color with the following trim specifications permitted:

1. Collar, cuffs and waistband may be of contrasting colors, but not more than 2 inches wide.
 2. Side inserts may be of contrasting color(s), but no more than 3 inches wide, and extending vertically no more than the armpit to waistband.
 3. Numbers shall be centered vertically and horizontally and at least 8 inches tall on the front and at least 12 inches tall on the back.
 4. Numbers may contain contrasting color trim(s) not to exceed 2 inches (the number shall contrast with the body of the jersey).
 5. The jersey shall completely cover the shoulder pads.
 6. Duplicate numbers on jerseys shall not be permitted on the same team.
 7. Contrasting colored piping not to exceed $\frac{1}{8}$ -inch wide is allowed.
 8. Jerseys shall be of contrasting colors for opposing teams. The home team shall wear light jerseys and the visiting team shall wear its dark-color jerseys. The visiting team is responsible for avoidance of similarity of colors, but, if there is doubt, the referee may require the home team to change jerseys.
- h. Uniforms shorts: All players on the same team shall wear uniform shorts of the same dominant color.
- i. A visible manufacturer's logo/trademark may not exceed $2\frac{1}{4}$ square inches and $2\frac{1}{4}$ inches in any direction on the jersey and/or pant/short. No more than one manufacturer's logo/trademark or reference on the outside of each item. (The same size restriction shall apply to either the manufacturer's logo/trademark or reference).
- NOTE:** An American flag, not to exceed 2 by 3 inches, and either a commemorative or a memorial patch, not to exceed 4 square inches and with written state association approval, may be worn on the jersey provided neither the flag, nor the patch, interferes with the visibility of the number.
- j. Arm pads (optional for goalkeeper).
- k. Goalkeepers shall wear:
1. Throat protection.
 2. Chest protection.
- l. Goalkeepers may wear:
1. Shin guards.
 2. Football pants with or without pads.

ART. 2 . . . Optional items

- a. Under-jerseys, if visible, shall:
1. Be a solid color which is white, gray or one of the team's official colors.
 2. Be the same color for those who choose to wear them.
 3. Be tucked into the pants if longer than belt length.
- b. Compression shorts, if visible, shall be the same color for all those team members who choose to wear them.
- c. Sweatpants may be worn and if worn, teammates are required to wear the same solid color.
- d. A player may wear a clear, molded and non-rigid helmet eye shield. A player may wear eye glasses, either tinted or clear. A player may not wear both a clear, molded and non-rigid helmet eye shield and tinted eye glasses.

ART. 3 . . . Play shall be suspended immediately if a player loses any of the required equipment in a scrimmage area. Otherwise, the official shall delay the whistle but not drop a flag, in the same manner as set forth in Rule 7-8.

RULE 1, SECTION 9 – PLAY RULINGS

1.9.1 SITUATION A: B1 is not wearing shoulder pads, arm pads, mouthpiece or other required protective equipment. **RULING:** One-minute nonreleasable personal foul, even if multiple equipment violations are found.

1.9.1 SITUATION B: A1, while driving to the goal, has no mouthpiece or the mouthpiece is hanging from his face mask. **RULING:** Stop play, one-minute non-releasable foul unless the official knows the mouthpiece came out as a result of the play.

1.9.1 SITUATION C: A6 is discovered wearing shoes that have cleats longer than one-half inch or cleats with metal spikes. The referee calls an official's time-out and assesses a one-minute non-releasable penalty on A6. **RULING:** This is the correct procedure. The safety of all participants is paramount.

1.9.1 SITUATION D: Team A is wearing jerseys that include the team name, mascot and/or individual players' names. **RULING:** Legal. The uniform may include the school name, school mascot and individual players' names.

1.9.1 SITUATION E: A1 scores a goal. Before the next faceoff, it is noticed that (a) A1 is not wearing a legal uniform; (b) A1 is not wearing one or more required pieces of protective equipment. **RULING:** (a) Goal counts with no penalty. (b) Goal counts and A1 serves a 1-minute non-releasable penalty for illegal equipment. The game restarts with the ball awarded to Team B in its offensive half of the field at the Center Faceoff X.

1.9.1 SITUATION F: Team A purchased new shoulder pads for the team. Parts of the shoulder pads came from the manufacturer with parts attached with Velcro. In addition to the parts attached with Velcro, there were two additional parts in the box that could be added to the pads with Velcro. Is it a requirement that all parts of the pad be worn to be in compliance with the rules? **RULING:** Players are not required to wear pieces of the pads and other protective equipment that the manufacturer intended to be optional. Thus, pieces that came with the pads that are attached with Velcro or loose in the box and could be added with Velcro attachment are considered optional and players are not required to wear them.

1.9.2 SITUATION A: Prior to the beginning of the game (a) Team A is wearing jerseys that do not meet specifications; (b) A2 is wearing multicolored sweatpants. **RULING:** Illegal in both (a) and (b). In (a), the official should instruct Team A to correct the problem prior to the beginning of the game. If it cannot, the team would be penalized for illegal procedure and the ball would be awarded to the opposing team in its offensive half of the field at the Center Faceoff X. In (b), the official would instruct the player to remove the multicolored sweatpants prior to

the beginning of the game. Sweatpants worn by teammates shall be of a single, solid color.

1.9.2 SITUATION B: During the pregame visit, the referee notices that some squad members have helmet eye shields, which are (a) dark, or (b) clear. The coach of Team A has a letter from a physician indicating that the dark shield is a necessity for the player. **RULING:** In (a), the referee indicates to the coach only helmet eye shields which permit 100% light transmission may be worn. A physician's statement cannot supersede this rule. In (b), the helmet eye shield is legal if, in addition to being clear, it is also molded and non-rigid, and attached firmly to the helmet.

1.9.2 SITUATION C: During the game: (a) A1 is discovered to be wearing a helmet eye shield, which is reflective, or (b) an entering substitute of Team B has a dark helmet eye shield. **RULING:** In (a), A1 is assessed a one-minute non-releasable foul for illegal equipment. He may not re-enter the game until he is legally equipped. In (b), the Team B substitute will not be allowed to become a player, and he will be ordered to leave the field and not re-enter until he is legally equipped.

1.9.2 SITUATION D: During the game, A1 is discovered to be wearing a helmet eye shield which is clear and eye glasses which are (a) tinted or (b) clear. **RULING:** In (a), A1 is assessed a one-minute non-releasable foul for illegal equipment. In (b), no penalty. Wearing a clear, molded and non-rigid helmet eye shield and clear eyeglasses is legal.

SECTION 10 PROHIBITED EQUIPMENT AND RELATED ITEMS

ART. 1 . . . No player shall participate while wearing illegal equipment. Such equipment shall always include but is not limited to:

a. Jewelry

NOTE: Medical-alert medals are not considered jewelry. The alert shall be taped to the body and may be visible. Religious medals are not considered jewelry. They shall be worn under the uniform and taped to the body.

b. Items that, in the opinion of the officials, endanger that individual or other players. Hard and unyielding items (guards, casts, braces, splints, etc.) on the hand, wrist, forearm, elbow or upper arm are prohibited unless they are necessary to protect an injury. If worn, they must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. Knee and ankle braces which are unaltered from the manufacturer's original design/production do require any additional padding.

c. Electronic Communication equipment of any kind.

d. Equipment worn by the goalkeeper that exceeds the normal equipment worn by field players except for a chest protector, throat protector or shin guards.

e. Ice hockey goalkeeper's gloves.

- f. Football shoulder pads or football helmets.
- g. Any item that obscures the view of the uniform numbers on the front or back.

ART. 2 . . . Electronic communication equipment, other than an audio tape recorder, including but not limited to computer, film, television and videotape or a type of still or moving pictures, shall not be used for coaching purposes during the game or between periods. Phones and headsets may be used by coaches and other non-players, but not by players.

RULE 1, SECTION 10 – PLAY RULINGS

1.10.1 SITUATION: Prior to the game, the Team B coach requests the referee to examine a cast/splint on the forearm of one of his players. The protective item has "hard" material, but is covered with at least ½-inch thick, high-density, closed cell polyurethane. The coach: (a) provides; or (b) does not provide, a written authorization from a licensed medical physician directing the use of the cast/splint as necessary to protect an injury. **RULING:** In (a), the cast/splint may be worn during the game; however, in (b), the cast/splint may not be worn. Unless proper authorization is provided by a licensed medical physician, no hard material may be worn on the hand, wrist, forearm or elbow, regardless of how well it is padded.

1.10.2 SITUATION A: A2 is wearing a leather choker. Does this constitute jewelry? **RULING:** Yes. This would be a non-releasable foul.

1.10.2 SITUATION B: A9 is wearing a medical/religious bracelet. Should he be permitted to continue wearing it? **RULING:** Yes, provided the medal is taped to the body in such a fashion that it is not dangerous to the wearer or opponent. Medical medals may be visible; however, religious medals may not be visible.

1.10.5 SITUATION: A1 is wearing football shoulder pads. **RULING:** Personal foul; one-minute nonreleasable foul.

SECTION 11 EQUIPMENT CERTIFICATION

ART. 1 . . . 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 are properly equipped and that all required equipment will be worn properly, including:

- a. Having been informed what equipment is mandatory and what constitutes illegal equipment.
- b. Having been provided the equipment mandated by rule.
- c. Having been instructed to wear and how to wear mandatory equipment during the game.
- d. Having been instructed to notify the coaching staff when equipment becomes illegal through play during the game.

- e. Having 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: "Coach, are all your players legally equipped by rule?"

ART. 2 . . . Each state association may authorize the use of artificial limbs which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage.

ART. 3 . . . Each state association may authorize the use of a hearing instrument to enhance the efficiency of a required hearing aid prescribed by a licensed medical physician, provided it is not dangerous to the wearer or any other player.

SECTION 12 GAME ADMINISTRATION

At the beginning of the game, the home team is required to provide a working horn (hand-held or as part of the scoreboard) to be used at the table to signify substitutions and the end of periods. Failing to provide such a horn is penalized by illegal procedure.

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.

Rule 2

Game Personnel

SECTION 1 NUMBER AND DESIGNATION OF PLAYERS

ART. 1 . . . Ten players shall constitute a full team. They shall be designated as follows: Goalkeeper, Defense, Midfield, Attack. A team shall begin the game with at least 10 players, and must have a legally equipped goalkeeper on the field at all times, or it forfeits the game.

ART. 2 . . . A team may have a maximum of four players using long crosses (52-72 inches in length), not counting the goalkeeper's crosse, in the game at any time.

ART. 3 . . . If, because of injuries or players out on ejection fouls, a team cannot keep 10 players in the game, that team may continue the game with fewer than 10 players, with onside and stalling rules remaining in effect.

ART. 4 . . . In the official scorebook lineups, the players shall be listed from top to bottom as "Attack," "Midfield," "Defense" and "Goalkeeper." The first attack player listed is officially the in-home. All players shall be listed by name, position and number in the official scorebook and shall be listed before the start of the game.

The In-Home shall be a starter in the game.

RULE 2, SECTION 1 – PLAY RULINGS

***2.1 SITUATION A:** Team A coach adds (a) an additional player to the team ros-

ter after the game has begun. (b) The coach adds several additional players to the roster after the game has begun. **RULING:** Illegal. In both cases, Team A will be assessed a technical foul when the first player enters the game. Team A will not be penalized for subsequent substitutions.

2.1 SITUATION B: Goalkeeper B1 must leave the game due to an injury, expulsion or penalty. Team B refuses to send in another player to play that position. **RULING:** Team B must put a legally equipped goalkeeper on the field or it forfeits the game. The official will allow a full one-minute delay for replacing the goalie on the field beginning with his warm-up.

SECTION 2 CAPTAINS

Each team shall designate a captain, who shall act as that team's sole representative on the field of play during the game. The captain's privilege does not grant a captain the right to enter into an argument with or criticize any decision of an official. Should the captain leave the field of play, either he or his coach shall designate to an official the name and number of the replacing captain. If a team is without a designated captain at any time during the play of the game, an official may designate an acting captain. When a team has co-captains, before the game one of them shall be designated as the official representative of that team on the field.

SECTION 3 COACHES

ART. 1 . . . One of a team's coaches shall be designated the head coach. The head coach shall be responsible for making all decisions for that team not delegated specifically to the team's game captain. Additionally, it shall be the head coach's responsibility to see that players and substitutes are properly equipped to play. Only the head coach will communicate with the officials.

ART. 2 . . . The head coach shall act in a courteous manner and also shall endeavor in every way to achieve the same from players and substitutes. Head coaches also shall be in control of and responsible for the actions of all non-playing members of their squad, and any and all persons officially connected with their school.

ART. 3 . . . Coaches shall assist the officials in keeping the game under control at all times. 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.

SECTION 4 HOME COACH'S RESPONSIBILITY

ART. 1 . . . It shall be the responsibility of the home coach to see that the playing field is in proper condition for play; that a timekeeper and scorer are on hand with all equipment required by these rules to carry out their respective functions; that balls and ball retrievers are provided; and that the assigning authority has

received timely, accurate and adequate information so that officials will be on hand for the game.

ART. 2 . . . When a contest is played at a neutral site, one team shall be designated as the home team. The sponsoring authority will assume all the responsibilities of the home team as outlined in the rules.

SECTION 5 GAME OFFICIALS

ART. 1 . . . It is recommended that a minimum of two officials be used to control the game (a referee and an umpire). A third official, field judge, or fourth official, chief bench official, may be used.

ART. 2 . . . The recommended uniform for officials shall include: (a) a black baseball-style cap with white piping; (b) a black-and-white 1 inch vertically striped long or short-sleeved shirt with Byron collar (any undergarments, if visible, should be black); (c) white shorts (minimum 6 inch inseam) or full-length solid black nylon wind pants in lieu of white shorts; (d) a black belt (1¼ — 2 inches in width); (e) black stirrup socks with white over-the-calf crew socks on top or knee length one piece white with 4 inch black top; (f) solid black shoes with black laces; (g) jacket (if worn) black-and-white 1 inch vertically striped; (h) gloves, if worn, shall be solid black. The uniform should fit properly and be clean and neat.

ART. 3 . . . Officials shall have the proper equipment; essentials are whistle (2), penalty marker (2), scorecard and pencil, coin, tape measure, and 20-second timing device. The penalty marker shall be a light yellow gold flag (15 inches x 15 inches) weighted with sand or beans.

SECTION 6 DUTIES OF GAME OFFICIALS

ART. 1 . . . The officials' authority begins when they arrive on the field and ends when they leave the field of play. It is recommended that officials be on the field at least 20 minutes before the scheduled starting time. The duties of the officials, other than the chief bench official, 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.

ART. 2 . . . The officials shall have authority over the play of the game, with control and jurisdiction over the timekeeper, scorer, players, substitutes, coaches and anyone officially connected with either team, and spectators.

ART. 3 . . . 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.

ART. 4 . . . The officials shall keep a record of the number of goals scored by each team, the number of the player scoring each goal and the number of team time-outs. 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.

ART. 5 . . . The officials shall ensure that each team has 10 players, including those in the penalty area, at the beginning of the game.

ART. 6 . . . When any required player equipment is missing or when illegal equipment is found, correction shall be made before participation. An official's time-out shall be declared to permit prompt repair of equipment which becomes illegal or defective through use.

ART. 7 . . . At the end of each half, the referee shall check and approve the score. The referee's approval at the end of the game terminates the jurisdiction of the officials. When the referee leaves the field of play at the end of the game, the officials' jurisdiction has ended; and the score has been approved.

ART. 8 . . . Jurisdiction includes the periods when the game may be stopped momentarily for any reason.

SECTION 7 CHIEF BENCH OFFICIAL

ART. 1 . . . When assigned by an assigning authority, an official acting as the chief bench official shall have supervision over the timer's table and complete jurisdiction over the timer, scorer, coaches area and both benches. The chief bench official shall have a whistle, flag and horn. The horn shall be provided by the home team.

ART. 2 . . . The assigned chief bench official also shall be empowered to call the following:

- a. Violations of the coaches-, bench- and table-area rules.
- b. Any unsportsmanlike acts that occur within the coaches, bench and table areas.
- c. Any illegal-crosse exchange.
- d. A player who has been substituted for not leaving the field of play at the table area or bench area.
- e. Offsides.
- f. Too many or too few players on the field.
- g. Delayed substitutions.
- h. Time-outs.
- i. Count crosses when requested.
- j. Violations related to special substitution.

SECTION 8 TIMEKEEPER

ART. 1 . . . In the absence of a chief bench official, the official timekeeper will assume all timing duties.

ART. 2 . . . The duties of the official timekeeper shall include:

- a. Keep an accurate account of the time of each period; keep an accurate account of penalty time and inform the penalized player(s) when the penalty time has expired. Where there is an accurate visible game clock with an automatic horn, the sounding of that horn will mark the end of each period.
- b. At sites where there is no accurate visible game clock with an automatic

horn, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each period. For the fourth period, the timekeeper shall notify the nearest official two minutes and 10 seconds before the end of the period and follow the same procedure.

- c. 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.
- d. Keep an accurate record of the time of intermission between halves and notify each team four minutes before the start of the second half.
- e. Sound a horn, which shall be provided by the home team. A horn may be sounded during a dead-ball situation or stoppage of play only. 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 timer and scorer shall confirm the status of the ball when the alleged violation took place. The timekeeper will sound the horn once when a horn is requested by either team's coach for a regular substitution. 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.
 - 2. A player not legally in the game enters the field of play.
 - 3. A player legally in the game leaves the field of play and does not make an immediate effort to return.
 - 4. A player substituting for another deliberately delays his entry onto the field.
 - 5. A player entering the game as a substitute under the conditions of Rule 4-24 fails to comply with the rules for entering the field of play.
 - 6. The head coach requests a count of long crosses.
 - 7. A player illegally exchanges his crosse.

SECTION 9 SCORER

ART. 1 . . . Unless otherwise designated by the referee, the home-team scorer shall be the official scorer.

ART. 2 . . . The scorer will assume the following duties:

- a. Keep a record of the number of goals scored and assists made by each team, 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 time-outs taken by each team and notify the nearest official immediately if either team exceeds the number allowed during each half or during a sudden-victory period.
- c. Keep a record of the name and number of each player to whom a penalty is assessed, the type of the violation, the time of the period when the foul occurred and the duration of the penalty.
- d. Notify the nearest official immediately should any player accumulate five personal fouls.

- e. Notify the timekeeper to sound the horn at any time when, under Rule 2-8, it is the duty of the timekeeper to sound the horn.
- f. Assume full duties of the timekeeper if the timekeeper is on the sideline.

SECTION 10 BALL RETRIEVAL

ART. 1 . . . The home team shall supply an adequate number of balls on each end line. At the start of each period a minimum of four balls should be spaced equidistant from each other five yards beyond the end lines.

ART. 2 . . . If the home team chooses to provide ball retrievers on the end line, the ball retrievers shall: 1) wear a lacrosse helmet, 2) be dressed so their uniform colors do not blend with those of participating teams and 3) not be permitted to stand directly behind the goal. In addition, the home school is required to train, protect, and provide for the safety of the ball retrievers.

RULE 2, SECTION 10 – PLAY RULING

2.10 SITUATION: The home management does not have someone to be a ball retriever on the end line. **RULING:** The home management is only required to supply an adequate number of game balls placed five yards beyond each end line at the beginning of each period.

Rule **3**

Time Factors

SECTION 1 LENGTH OF GAME

ART. 1 . . . The regulation playing time of a game shall be four periods of 12 minutes.

ART. 2 . . . After the first half, any time the score differential reaches 12 goals or more, the clock will only be stopped for a team time-out, official's time-out or an injury time-out. Should the score differential be reduced to fewer than 12 goals, then normal play will resume. All penalties that occur during a score differential situation will be running time. In this situation running penalty time begins with the next whistle resuming play.

RULE 3, SECTION 1 – PLAY RULINGS

3.1 SITUATION: Team B requests that the game time be reduced to 10-minute periods to accommodate a lengthy return trip home on a school night. **RULING:** The rules do not provide authority to agree to play anything other than 12-minute periods prior to or during the game. (Exception: 3.5 Situation)

3.1.2 SITUATION A: After four minutes have elapsed in the third period, Team B scores a goal to go ahead by 12 goals. The referee invokes the point differen-

tial rule. **RULING:** Correct. The clock will only be stopped for a team time-out, an officials' time-out or an injury time-out. If the score falls below the 12-goal differential, normal time would again take place.

3.1.2 SITUATION B: With three minutes remaining in the second period, Team A scores a goal, which causes a 12-point differential. The referee invokes the running-clock procedure. **RULING:** Incorrect. The running clock does not apply until the second half. If the 12-point differential exists at the start of the second half, then the running-clock procedure would be in effect at the start.

SECTION 2 INTERVALS

There shall be two-minute intervals between the first and second periods and between the third and fourth periods of a game. During these intermissions, all rules governing play of the game remain in force. The intermission between the second and third periods shall be 10 minutes, unless another time is mutually agreed upon by the coaches, conference, league or state association. The teams may leave the field, and all rules governing play of the game remain in force.

SECTION 3 FINAL TWO MINUTES OF REGULATION PLAY

During the final two minutes of regulation play, stalling rules will be in effect. The team that is ahead will be warned to “keep it in” once the ball has been brought into its respective goal area.

RULE 3, SECTION 3 – PLAY RULING

3.3 SITUATION: Team A is leading by one goal and has a player serving a non-releasable foul during the last two minutes of the game. Is A required to “keep it in” the goal area? **RULING:** Yes.

SECTION 4 SUDDEN-VICTORY OVERTIME

ART. 1 . . . In the event of a tie at the end of the regulation game, play shall be continued, after a two-minute intermission, with sudden-victory overtime.

ART. 2 . . . In sudden-victory overtime, the teams shall play periods of four minutes each until a goal is scored. The game ends upon the scoring of the first goal. There will be a two-minute intermission between sudden-victory periods.

SECTION 5 INTERRUPTION OF GAME

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 there are conference, league or state association rules to cover the situation. Both teams are permitted to make roster changes. By mutual agreement of the opposing coaches and approval of the referee, any period may be shortened or the game terminated.

RULE 3, SECTION 5 – PLAY RULING

3.5 SITUATION: Because of a situation beyond the control of the responsible authorities (weather, etc.), a game is interrupted. Prior to resuming play, the head coach of Team A requests that the remainder of the game be played with 10-minute quarters. **RULING:** Provided both head coaches and the referee agree, this would be allowed due to the unusual circumstances.

SECTION 6 FORFEITS

If the offended team is ahead the score stands; if the offended team is behind or tied, the official score shall be Offended Team 1, Opponent 0.

Rule

Play of the Game

SECTION 1 COIN TOSS

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

ART. 2 . . . The referee shall address coaches and captains, prior to the contest, concerning the expectations of good sportsmanship.

SECTION 2 LINEUP

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

RULE 4, SECTION 2 – PLAY RULING

4.2 SITUATION: 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.

SECTION 3 FACING OFF

ART. 1 . . . Play shall be started at the beginning of each period and after each goal by facing the ball at the Center Faceoff X.

EXCEPTIONS:

1. In the event of an extra-man situation or a flag-down creating an extra-man situation

at the conclusion of any period, the next period shall be commenced by awarding possession of the ball in the same relative position on the field to the team that had possession of the ball (or is entitled to possession by a play-on) at the conclusion of the prior period. However, if the period ends with no team in possession, except in the previously mentioned flag-down situation, the ball shall be faced with all the normal restrictions.

2. If a player or team commits a foul before or during any faceoff, the ball will be awarded to the offended team in its offensive side of the field at the Center Faceoff X.

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 will be awarded to the offended team in its offensive side of the field at the Center Faceoff X.

4. If a player moves his crosse or any part of his body after “set” is said and thereby gains an advantage, the ball shall be awarded to the offended team. All previous restrictions behind the defensive-area lines are still in force. This applies to all periods, including sudden-victory periods.

ART. 2 . . . The faceoff is considered to have ended when the ball crosses the defensive-area line or it has gone out of bounds in the center-field area and the officials cannot determine who was responsible. If the officials cannot determine who was responsible for the ball going out of bounds, the ball shall be awarded by alternate possession if it has crossed the defensive area line or refaced if it went out of bounds in the center-field area.

ART. 3 . . . The official first shall place the ball on the ground at the Center Faceoff X. The players shall stand on the same side of the field as the goal each is defending. The official shall indicate to both players to assume their respective positions at the same time. On a faceoff, the crosses and ball should be within the 4-inch-wide center stripe or as close as the equipment (ball and crosses) will permit. The crosses shall rest on the ground along the center line and be placed parallel to each other, up to, but not touching, the ball. Players may not back out and reset their positions once the official has initiated the faceoff positioning.

ART. 4 . . . The official shall make certain that the reverse surfaces of the crosses match evenly, and are perpendicular to the ground. Each player shall have both hands and the fingers wrapped around the handle of his own crosse, touching the ground but not touching any strings of the crosse. The right hand may not touch any part of the head of the crosse. The player’s feet may not touch his crosse. Both hands and both feet of each player shall be to the left of the throat of his crosse. The handle may touch the center line but not cross it completely. The feet shall be behind the line and not touching it. No portion of either crosse may touch, and each player shall be positioned so that his entire body is to the left of the throat of his crosse. It is legal to lean over the center line.

ART. 5 . . . Once the players facing have assumed their positions, the official shall say “set.” For hearing-impaired players, a reasonable accommodation for the “set” command and whistle sound will be provided. Once this signal is given, both players shall remain motionless until the official sounds the whistle to start play. The official will sound the whistle promptly after readying the ball for play

and stating the word “set.” At the sound of the whistle, each player may attempt to direct the course of the ball by the movement of his crosse in any manner he desires. It is illegal to kick or step on the opponent’s crosse.

RULE 4, SECTION 3 – PLAY RULINGS

4.3 SITUATION A: Before the start of the game or while time is out between periods, including sudden-victory periods, B1 commits a personal foul. The official awards the ball to Team A in its offensive half of the field at the Center Faceoff X to start next period. **RULING:** Legal.

4.3 SITUATION B: A1 has possession of ball and B1 commits a personal foul as the period ends. The next period starts with Team A in possession of ball. **RULING:** Legal. However, if the foul occurs between periods, the ball is awarded to A in its offensive half of the field at the Center Faceoff X.

4.3 SITUATION C: A1 has possession of the ball in his defensive half of the field and B1 commits a technical foul as the third period ends. The fourth period shall begin with A in possession of the ball and B1 serving a 30-second penalty. However, between periods A2 commits (a) a technical foul or (b) a personal foul. **RULING:** In (a), award the ball to Team B in its offensive half of the field at the Center Faceoff X. In (b), award the ball to Team B in its offensive half of the field at the Center Faceoff X. (B1 and A2 in penalty box with first 30 seconds of penalty time treated as nonreleasable).

4.3 SITUATION D: Team A has possession of the ball, B1 is in penalty area with 25 seconds remaining on his penalty time as period ends. Next period starts with Team A in possession of the ball. However, between periods, A1 commits a technical foul or a personal foul. **RULING:** Next period starts with Team B in possession of ball. Locate ball according to 7-3. A1 does not serve any penalty time. If A1 commits a personal foul, A1 serves penalty time.

4.3 SITUATION E: (a) Team A has a one man advantage or (b) both teams are even strength. B1 has possession and A1 commits a penalty; a flag is down, ball becomes loose as period ends. **RULING:** (a) Next period begins with a faceoff as both teams are down one man, (b) Team B retains possession to begin the next period.

4.3 SITUATION F: If an injury occurs on a faceoff, before possession is gained, what procedure would be implemented? **RULING:** Reface with original restrictions in force, except when the ball has crossed the defensive-area line. In that case, the ball is awarded according to the alternate-possession rule.

4.3 SITUATION G: On a faceoff, A2 clamps the ball, pivots and rakes the ball, which goes out of bounds. **RULING:** B’s ball. When A “controls” the faceoff and causes the ball to go out of bounds, it is ruled a turnover.

4.3 SITUATION H: A1 and B1 have assumed legal faceoff positions. After the official blows the whistle to initiate play, (a) A1 strikes B1 in the head or above

the shoulders or (b) A1 and B1 strike each other in the head or above the shoulders. **RULING:** In (a), illegal body check. If the player speared the opponent, the penalty time is nonreleasable. In (b), simultaneous fouls.

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

4.3 SITUATION J: On a faceoff, A1 meets all requirements. However, when the official blows the whistle, A1 “kicks” through the crosse rather than drawing his crosse. **RULING:** Illegal faceoff. Ball awarded to Team B.

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

4.3 SITUATION L: On a faceoff and before possession has been declared, B1 touches or crosses the defensive-area line. **RULING:** Play on in accordance with 7-10-1. If no advantage to be gained, technical foul. Ball awarded to Team A. Repeated abuse of this rule can be a personal foul. (5-9-1d)

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

4.3 SITUATION N: After a faceoff and before possession has been declared, a player loses any of the required equipment in the scrimmage area. **RULING:** Reface if the whistle is blown while the ball is in the area between the defensive-area lines. Award the ball according to the alternate-possession rule if the ball crosses the defensive-area line.

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

4.3 SITUATION P: On a faceoff, the ball crosses the defensive-area line when the official inadvertently blows the whistle. **RULING:** Award the ball according to alternate possession.

4.3 SITUATION Q: On a faceoff, a Team A faceoff player moves as the official blows the whistle. Wing player A2 or B2 is across the restraining line as the whistle blows. **RULING:** Because Team A had a faceoff violation, the faceoff has not taken place. Award the ball to Team B. Ignore the wing-area violation.

SECTION 4 POSITIONING OF OTHER PLAYERS BEFORE A FACEOFF

ART. 1 . . . 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, three players behind the defensive-area line in their offensive half of the field area and one player in each of the wing areas.

ART. 2 . . . When the whistle sounds to start play, the players in the wing areas shall be released. All other players are confined to their areas until a player of either team has gained possession of the ball, the ball goes out of bounds, the ball crosses the defensive-area line or a whistle stops play for a time-serving foul. Players designated in the midfield area and players designated within the defensive area may not interchange positions before possession has been called.

ART. 3 . . . If a team has one or more players out of the game on a penalty, that team shall be exempt from confining its players behind the defensive area lines and in the wing areas to the extent of its players in the penalty area. It also shall have the right to choose in which confining area or areas it shall exercise its exemption, but the team shall obey the provisions of the offside rule (4-10). A player or players out of the game on penalties and whose penalties have expired shall re-enter the game if the wing area is vacant or, if wing areas are filled, the player(s) shall wait until possession is gained prior to entering the field before the requirements of Rule 4-4 have been met.

RULE 4, SECTION 4 – PLAY RULINGS

4.4 SITUATION A: After a faceoff and before possession has been declared or the ball crosses the defensive-area line, A1 wing player runs across his defensive-area line and A2, who was behind the defensive-area line at the beginning of the faceoff, comes across the defensive-area line to play the loose ball. **RULING:** Technical foul against A2. Ball awarded to Team B. If the ball was in team B's defensive half of the field, restart play at the center of the field just over the midfield line in Team B's offensive half of the field. All players confined behind the defensive area line on the faceoff are released only upon the restart of play.

4.4 SITUATION B: Team A goalkeeper goes to center of field for faceoff. (a) Team A has player in penalty area or (b) Team B has player in penalty area. **RULING:** In (a), legal. In (b), illegal.

4.4 SITUATION C: If both A and B have a player in the penalty box, can the opposing goalkeepers faceoff? **RULING:** Yes.

4.4 SITUATION D: A1's penalty time expires just after the faceoff whistle is blown. (a) Team A has exercised its option and has brought up a player "to fill wing area." (b) Team A did not bring a player up and left wing area vacant. **RULING:** In (a), the penalized player shall wait for possession before entering the game. In (b), the penalized player shall enter the game immediately.

SECTION 5 PLAY OF THE BALL DEFINITIONS

ART. 1 . . . Free play – Whenever a player has been awarded the ball for any reason. Under such conditions, no player may take a position closer to him than five yards.

ART. 2 . . . Player possession – A player who can perform any of the normal functions of control, such as carrying, cradling, passing or shooting.

ART. 3 . . . Team possession – When a player of that team meets the definition in paragraph Art. 2 or Art. 7 of this rule.

ART. 4 . . . Loose ball – A ball not in the possession of a player.

ART. 5 . . . Pass – Movement of the ball caused by a player in possession throwing or bouncing the ball to a teammate.

ART. 6 . . . Completed pass – When a pass is caught by a teammate.

ART. 7 . . . Ball in flight – A ball in flight from one teammate to another is a ball in possession if the ball is caught by a teammate.

NOTE: When a pass is in flight as the 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.

ART. 8 . . . Clear – An attempt by a team to move the ball from its defensive half of the field to its offensive half.

ART. 9 . . . Shot – A shot is considered a ball propelled toward the goal by an offensive player, either by being thrown from a crosse, kicked or otherwise physically directed.

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

RULE 4, SECTION 5 – PLAY RULINGS

4.5 SITUATION: During normal play, A1 makes a pass to A2. While the ball is in flight, B1 commits a) a technical foul or b) a personal foul. **RULING:** In a), the official calls out “play on” and the “play on” is over if the pass is completed. If the pass is not completed, award the ball to Team A. In b), Flag down, slow whistle.

4.5.7 SITUATION: Team A has the man-advantage with time running out at the end of the period. A1 passes the ball to A2 as time is running out. A2 catches the ball after time expires. **RULING:** No possession as the ball is in flight.

SECTION 6 OUT OF BOUNDS

ART. 1 . . . Play shall be suspended at any time when the ball is out of bounds.

ART. 2 . . . Player in possession – When a player with the ball in his possession steps on or beyond a boundary line, or any part of his body or crosse touches the ground on or beyond a boundary line, the ball is out of bounds, and the player shall lose possession. The ball shall be awarded to any player of the opposing team who is ready immediately to resume at the point where the ball was declared out of bounds. On any restart, no player may be within five yards of the player with the ball.

ART. 3 . . . Loose ball – When a loose ball touches a boundary line or the

ground outside a boundary line, or when it touches anything on the boundary line or outside a boundary line, it is out of bounds, and the following rules apply:

- a. Except on a shot or deflected shot at the goal, the ball shall be awarded at the point where it was declared out of bounds to any player on the team opposing that of the player who last touched the ball, who is ready immediately to make the free play. In the case of a loose ball declared out of bounds, the location of the restart is determined by the point where the ball broke the plane of the boundary line.
- b. Should a ball that has not crossed the defensive-area line go directly out of bounds on a faceoff, it shall be refaced under the following conditions:
 1. It is not known which team caused the ball to go out of bounds.
 2. It is not known who last touched the ball prior to going out of bounds.
- c. 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 inbound players of opposite teams are equidistant from the ball when it goes out of bounds, play shall resume according to the alternate-possession rule. In determining which player is nearest, the ball is considered out of bounds when it crosses the plane of the end line or sideline.

NOTE: For the purpose of this rule, the stick is not considered a part of a player's body.

- d. The goalkeeper shall be given a maximum of five seconds to re-enter the crease on any restart.

RULE 4, SECTION 6 – PLAY RULINGS

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

4.6 SITUATION B: 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:** Ball awarded to Team B.

4.6 SITUATION C: Team A shoots at goal. The ball hits the pipe and goes out of bounds near the center line in Team A's offensive side of the field. B1, in his defensive half of the field, is nearer to the out-of-bounds spot than any Team A player. Who gets the ball? **RULING:** Team B.

4.6 SITUATION D: 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).

4.6 SITUATION E: 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:** The official has the responsibility of determining if a thrown ball is a shot.

4.6 SITUATION F: There is a deflected shot at goal that 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:** Ball awarded to Team A.

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

4.6 SITUATION H: A1 throws the ball far downfield where it is declared out of bounds. **RULING:** Team B awarded the ball at the spot where the ball broke the plane of the boundary line.

SECTION 7 BALL CAUGHT IN CROSSE OR EQUIPMENT

ART. 1 . . . 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 awarded to the opposing team.

ART. 2 . . . If the ball is caught in a player's uniform or equipment other than his crosse, play shall be suspended immediately, and the ball shall be awarded according to the alternate-possession rule.

NOTE: Neither situation above applies to a designated goalkeeper if he is within his goalcrease area at the time the ball becomes stuck. In this case, a defensive player shall be awarded the ball laterally outside the goal area.

SECTION 8 GOAL SCORED

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.

RULE 4, SECTION 8 – PLAY RULINGS

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

4.8 SITUATION B: A1, in his attack half of the field, is fouled by B1, whereupon the official blows the whistle and A1 shoots, scoring a goal. **RULING:** No goal. Sounding of whistle terminates play. The official should have employed a slow whistle.

4.8 SITUATION C: Ball goes off the foot or any other part of the body of a player and into the goal. **RULING:** Goal counts.

4.8 SITUATION D: Goalkeeper, in possession of the ball, brings his crosse back through the plane of his goal. **RULING:** Legal play, no goal scored. (Only a loose ball that is beyond the plane of the goal counts.)

4.8 SITUATION E: A1 throws his crosse with the ball in it, deliberately or accidentally, into the goal. **RULING:** No goal.

SECTION 9 GOAL NOT COUNTED

ART. 1 . . . Under specified conditions, a goal shall be disallowed when the ball passes through the plane of the goal.

ART. 2 . . . A goal shall be disallowed:

- a. After the game horn sounds to indicate the end of a period.
- b. After the period has ended, regardless of whether the official's whistle may have sounded.
- c. When any part of the body of a player of the attacking team is in the goal-crease area at the time.
- d. When the attacking team has more than 10 players (including in the penalty area) on the field of play at the time.
- e. When the attacking team or both teams are offside at the time.
- f. After one of the officials has sounded the whistle for any reason, even if the sounding of the whistle was inadvertent.
- g. If the head comes off the stick on a successful shot, the goal shall be disallowed and the ball awarded to the defensive team.
- h. When there is a flag down for a foul by the scoring team.
- i. When there is a play on for a foul by the scoring team.
- j. After a player from the attacking team has released early from the penalty area.
- k. When the scoring player's crosse is found to be illegal, or if the scoring player adjusts the strings before the official requests it, or adjusts the crosse in any way after the official asks for it.
- l. After a player in the act of shooting or his teammate touches the goalkeeper in the crease or touches any part of the goal or netting prior to the ball entering the goal.
- m. If an official recognizes a request for a timeout from the team in possession or a foul by that team before the ball breaks the plane of the goal, regardless of whether the official has had time to blow the whistle.
- n. If an attacking player deliberately leaves his feet by jumping or diving and his momentum carries him into the crease area, regardless of where he lands in the crease, before or after the ball enters the goal.

RULE 4, SECTION 9 – PLAY RULINGS

4.9 SITUATION A: A1 shoots the ball. Before the ball enters the goal, A1's crosse makes contact with the goal post or net or the goalkeeper in the crease. **RULING:** No goal.

4.9 SITUATION B: A2 shoots on goal. The ball gets stuck on the outside of the net or is loose in the crease when the official blows his whistle, thinking that a goal was scored. **RULING:** Play shall be stopped and the ball awarded to the defense.

SECTION 10 OFFSIDE

ART. 1 . . . A team is considered offside when it has fewer than three players in its offensive half of the field (between the center line and the end line).

ART. 2 . . . A team is considered offside when it has fewer than four players in its defensive half of the field (between the center line and end line).

RULE 4, SECTION 10 – PLAY RULINGS

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

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

4.10 SITUATION C: B1 and B2 are offside chasing A1, who has possession of the ball, flag down. A2 then commits a technical foul. **RULING:** A2's foul ends the slow whistle. B1 and B2 serve 30 seconds each, A2 stays in the game, and the ball is awarded to Team A.

4.10 SITUATION D: B1 and B2 are offside chasing A1, who has possession of the ball. A2 commits personal foul. **RULING:** Slow whistle until A2 commits foul. B1 and B2 serve 30 seconds each, and A2 serves one minute (or more). Penalty time is to be served in accordance with 7-2-1d (all serve the first 30 seconds time). Team A gets possession of the ball at the spot of the foul unless Team A has more penalty time, in which case Team B would get possession.

4.10 SITUATION E: B1 is chasing A1. As A1 crosses center line, B1 stops with both of his feet in his defensive half of the field. However, he falls over center line with both his hands wrapped around his crosse and the crosse rests in the offensive side of center line. **RULING:** B1 is offside. (Also applies to crease.)

4.10 SITUATION F: 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.

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

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

4.10 SITUATION I: Team A 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 special substitution area. **RULING:** This is not considered to be an offside violation.

4.10 SITUATION J: Team A delays their substitution which causes them to have too few players on either end of the field. **RULING:** They may be called for offside.

4.10 SITUATION K: Team A has three or more players serving penalties when a faceoff occurs. **RULING:** Team A's faceoff player's gloved hands grasping the crosse may touch the center line during the faceoff. This is not considered an off-sides violation.

SECTION 11 NOT OFFSIDE

ART. 1 . . . A team is not considered offside when a player, seeing that he is going to be offside before he can stop, instead runs out of bounds. No penalty shall result from the failure of that player's team to have the required number of players in either end of the field as long as the player returns immediately to the field.

ART 2 . . . A team is not considered to be offside when four players or more of the same team are in the penalty area. That team is required to have three players in the offensive half of the field and the remainder of its players in the defensive half of the field at all times. No penalty shall result from the failure of the team to have the required number of players in the defensive half of the field when this situation exists.

SECTION 12 OFFSIDE ENFORCEMENT

ART. 1 . . . If only one team is offside, a technical foul shall be called against the offending team.

ART. 2 . . . If both teams are offside and one of the teams has possession of the ball, the players shall be placed onside and play resumed with the team in possession of the ball retaining possession.

ART. 3 . . . If both teams are offside and neither team has possession of the ball, the players shall be placed onside, and the ball shall be awarded according to alternate-possession rule.

ART. 4 . . . If the team in possession of the ball is offside and has either started play or advanced the ball into its offensive half of the field, the ball shall be awarded to the offending team in its offensive side of the field at the Center Faceoff X.

ART. 5 . . . If the team not in possession of the ball is offside, the ball shall be awarded to the offending team at the spot where the ball was when play was suspended. If the ball was in the goal area when play was suspended, it shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle.

RULE 4, SECTION 12 – PLAY RULINGS

4.12 SITUATION A: Team A is in possession of the ball in its offensive half of the field. Team A goes offside. **RULING:** Team B is awarded the ball in its offensive side of the field at the Center Faceoff X.

***4.12 SITUATION B:** Team A is in possession of the ball in its offensive half of the field and Team B goes offside. **RULING:** Slow whistle, Team A is awarded the ball at the spot where the ball was when play was suspended or laterally outside the goal area.

SECTION 13 OFFSIDE, GOAL SCORED

When the attacking team is offside and a goal is scored, the goal shall not count, and the ball shall be awarded to the offended team in its offensive side of the field at the Center Faceoff X. If the defensive team is offside, the goal counts, and no penalty shall be assessed. If both teams are offside, the goal shall not count, and the ball shall be awarded according to the alternate-possession rule.

SECTION 14 ADVANCING THE BALL BEYOND CENTER LINE

Upon gaining possession of the ball inside the defensive half of the field, a team shall advance the ball beyond the center line within 20 seconds. Failure to do so will result in a turnover, and the ball will be awarded to the opposing team at the spot of the violation or 20 yards laterally from the goal. Once started, the 20-second count will continue until:

- a. The opposing team gains possession.
 - b. A clearing team player in possession of the ball steps on or over the mid-field line.
 - c. A loose ball breaks the plane of the midfield.
 - d. The officials sound the whistle to stop play for any reason.
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RULE 4, SECTION 14 – PLAY RULINGS

4.14 SITUATION A: Team A is in possession in its defensive half of the field and the 20-second count has started. Team A head coach calls a time-out. On the restart, does Team A have a new 20-second count to clear the ball? **RULING:** Yes. On any restart, ball location determines the count to be used and the team with the ball is allowed a full 20 (or 10 seconds if the restart is in its offensive half of the field).

4.14 SITUATION B: Team A is clearing the ball when the ball becomes loose in the defensive half of the field. Team B commits a technical violation. **RULING:** A play on situation. If Team A regains possession of the ball, the play on is over and a new 20-second count starts.

SECTION 15 ADVANCING THE BALL INTO GOAL AREA

ART. 1 . . . A team in possession of the ball shall bring the ball into the goal area within 10 seconds of crossing the center line. Once a team advances the ball inside its goal area, the ball may be brought outside the goal area unless the team has been warned to “keep it in.” A new 10-second count is started when the offensive team takes the ball out of the goal area.

ART. 2 . . . The requirement for advancing the ball into the goal area is met when the ball touches anything within that area. A player shall be in contact with the ground in the goal area to satisfy this requirement. An airborne player not in contact with the ground is not interpreted to be in this area.

RULE 4, SECTION 15 – PLAY RULINGS

4.15 SITUATION A: Team A has possession in the offensive half of the field and a 10 second count has started. The ball becomes loose and team B commits a technical violation. **RULING:** A play-on situation. If Team A regains possession of the ball, the play on is over and a new 10 second count starts.

4.15 SITUATION B: Team A has possession of the ball in its goal area. The ball becomes loose and Team A gains possession of the ball in the defensive half of the field. **RULING:** A 10-second count starts for Team A unless Team B had an intervening possession.

SECTION 16 BODY CHECKING

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

RULE 4, SECTION 16 – PLAY RULING

4.16 SITUATION: A1 takes a shot from midfield. While the ball is within five yards of A2, B1 legally checks A2, causing him to be in the air above the crease area. Ball then enters goal, then A2 lands in the crease. **RULING:** Legal goal. If A2 lands in the crease before the ball enters goal, no goal would be allowed.

SECTION 17 CHECKING WITH CROSSE

Checking an opponent’s crosse with his own crosse when that opponent has possession of the ball or is within five yards of a loose ball or when the ball in flight is within five yards of the player, is legal.

SECTION 18 OFFENSIVE SCREENING

Stationary and motionless offensive screening of an opponent is legal.

SECTION 19 GOAL-CREASE PRIVILEGES

ART. 1 . . . The goalkeeper may stop or block the ball in any manner with his crosse or body. He may block the ball or bat it away with his hand, but he may not catch the ball with his hand. However, if the ball is outside the crease, the goalkeeper may not touch it with his hand even if he is within his crease. He or any player of the defending team may receive a pass while in the crease area.

ART. 2 . . . No opposing player shall make contact with the goalkeeper or his crosse while the goalkeeper is within the goal-crease area, regardless of whether the goalkeeper has the ball in his possession. An attacking player may reach within the crease area to play a loose ball as long as he does not make contact with the goalkeeper or the goalkeeper's crosse.

ART. 3 . . . The crosse of the goalkeeper, not his body, when extended outside the cylinder above the crease area, is subject to being checked under the same circumstances as the crosse of any other player, except when the ball is in the crosse.

RULE 4, SECTION 19 – PLAY RULINGS

4.19 SITUATION A: A loose ball is resting in or is in the air above the crease. Team A goalkeeper who also is in the crease, uses his hand to bat the ball into his crosse or out of the crease. **RULING:** Legal.

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

4.19 SITUATION C: Goalkeeper B1, after making a save, passes the ball to B2, who is being ridden by A2. B2 passes back to B1 in crease. **RULING:** Legal.

4.19 SITUATION D: Goalkeeper B1 with possession of the ball extends his crosse outside of the crease and still has one or both feet in crease when A1 checks his crosse. **RULING:** Interference, play-on. Play continues or award ball to Team B at center of field.

***4.19 SITUATION E:** There is a loose ball in the crease. Goalkeeper B1 has his crosse over the ball and is about to draw back for a tennis pickup. A1 checks through B1's crosse from the front, claiming he was playing a loose ball. **RULING:** Interference by A1, play-on. Play continues or ball is awarded to a defensive player laterally outside the goal area.

***4.19 SITUATION F:** There is a loose ball in the crease. Goalkeeper B1 has his crosse over the ball and is about to draw for tennis pickup. From the side of the crease, A1 pokes his crosse at the loose ball, and, as B1 draws the goalkeeper's crosse back, contact is made with A1's crosse. **RULING:** Interference by A1, play-on. Play continues or ball is awarded to a defensive player laterally outside the goal area.

4.19 SITUATION G: There is a loose ball in front of the crease. Goalkeeper B1 reaches out to pick up ball, and A1 checks B1's crosse. **RULING:** Legal.

Goalkeeper does not have possession of the ball.

4.19 SITUATION H: There is a loose ball in front of the crease. B1 goalkeeper reaches out and gains possession of the ball. A1 checks B1's crosse while it is still outside of the crease. **RULING:** Interference, play-on. Play continues or award ball to Team B at center of field.

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

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

4.19 SITUATION K: There is a loose ball in the crease. A1 covers the ball to rake it back. Goalkeeper checks A1's crosse. **RULING:** No interference.

4.19 SITUATION L: There is a loose ball in the crease. A1 bats the ball with his crosse, the ball enters goal and then contact is made with goalkeeper's crosse. **RULING:** Legal goal, no interference. Contact occurs after play has ended.

4.19 SITUATION M: There is a loose ball in the crease. A1 bats the ball with his crosse, but the ball is still loose in the crease. Contact is made with goalkeeper's crosse. **RULING:** Interference, play-on.

4.19 SITUATION N: A1 is in possession of the ball on the edge of the crease. A1 breaks the plane of the goal with his shot and then contact is made with goalkeeper's crosse. **RULING:** Legal goal. Contact occurs after play has ended.

SECTION 20 GOAL-CREASE PROHIBITIONS

ART. 1 . . . If an offensive player deliberately leaves his feet by diving or jumping and his own momentum carries him into the crease and the shot goes into the goal, the goal is disallowed.

ART. 2 . . . An attacking player may not be in the opponent's goal-crease area at any time.

ART. 3 . . . A defending player, including the goalkeeper, with the ball in his possession, may not enter the goal-crease area, nor may he remain within the goal-crease area in possession of the ball longer than four seconds.

ART. 4 . . . A player is considered to have entered the goal-crease area when any part of his body touches the goal-crease area.

ART. 5 . . . The goalkeeper is considered to be outside the goal-crease area when no part of his body touches the goal-crease area and part of his body is touching an area outside of the goal-crease area.

RULE 4, SECTION 20 – PLAY RULINGS

4.20 SITUATION A: A1 drives toward goal and dives into the crease and the ball goes into the goal. **RULING:** No goal, award ball to Team B.

4.20 SITUATION B: A1 dives or jumps into the crease and while in the air gets illegally pushed and (a) the ball goes into goal or (b) ball does not go into goal.. **RULING:** In (a), flag down, no goal, assess penalty. In (b), flag down, assess penalty.

4.20 SITUATION C: A1 dives or jumps into the crease and while in the air gets legally pushed or checked and (a) ball goes into the goal or (b) ball does not go into the goal. **RULING:** In (a), no goal, award ball to the defense. In (b), play-on or whistle.

4.20 SITUATION D: A1 dives or jumps through the air space of the crease with the potential to land outside the crease and (a) ball goes into the goal or (b) goalie contacts A1. **RULING:** In (a), goal counts. In (b), no goal, award ball to the defense.

4.20 SITUATION E: A1 dives or jumps outside the crease and the ball goes into the goal. **RULING:** Goal counts.

4.20 SITUATION F: A1 dives or jumps outside the crease and gets (a) legally pushed into the crease or (b) illegally pushed. **RULING:** In (a), no goal (providing contact inside the crease is prior to the ball going into the goal). In (b), flag down, goal counts if the ball goes into the goal prior to contact with the ground. No goal if contact with the ground inside the crease is prior to the ball going into the goal.

4.20 SITUATION G: A1 is playing loose ball in the crease. Neither of his feet is inside or touching the crease line. He subsequently falls over the crease line with both hands wrapped around his crosses which come to rest inside the crease. **RULING:** A1 is in the crease.

4.20 SITUATION H: B1 makes a save. As he is coming out of the crease, the ball drops out of his crosse and lands in the crease, where B1 picks it up again. **RULING:** A new four-second count is started, but the 20-second count continues uninterrupted.

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

4.20 SITUATION J: Defensive team with possession outside of crease area and offensive team steps into crease or interferes with goalkeeper who is in his crease. **RULING:** Flag-down, technical foul.

4.20 SITUATION K: The goalkeeper leaves the crease with possession of the ball and loses it as the 20-second count winds down. He inadvertently kicks the

ball back in the crease. Does the goalkeeper get a new four-second count? **RULING:** Yes, but the 20-second count continues.

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

***4.20 SITUATION M:** The goalkeeper makes a save. When out of the crease, A1 legally checks B1 back into the crease, while he is still in possession of the ball. **RULING:** Ball awarded to Team A laterally outside the goal area.

***4.20 SITUATION N:** The goalkeeper makes a save, but the ball bounces out of his crosse and is in the air in front of goal. A1 bats at ball while goalkeeper is making an attempt to gain possession of ball, and the two crosses collide. Is this interference with (a) ball within crease area? (b) ball outside crease area? **RULING:** In (a), interference by A1, play-on. Play continues or ball awarded to defense laterally outside the goal area. In (b), no interference.

4.20 SITUATION O: B1 (not the goalkeeper) makes a save in the crease. As he is coming out of crease, A1 checks B1's crosse, causing the ball to enter goal. **RULING:** Legal goal. Interference may be called only when the designated goalkeeper is involved.

4.20 SITUATION P: The goalkeeper sees A1 wide open coming toward goal with the ball in his possession. To avert a potential goal, B1 succeeds in pulling the goal over his head or swings the goal around, thus preventing a potential goal. **RULING:** Unsportsmanlike-conduct foul. (A three-minute nonreleasable penalty is recommended.)

SECTION 21 BALL OUT OF PLAY IN GOAL-CREASE AREA

ART. 1 . . . If the ball becomes mired in the mud within the goal-crease area or ensnared in the goal netting, time shall be suspended by the officials, and the ball shall be awarded to a defensive player laterally outside the goal area.

ART. 2 . . . If the goalkeeper loses his stick with the ball in it within his goal crease, the whistle shall be blown and the ball shall be awarded to the defensive team laterally outside the goal area.

SECTION 22 REGULAR SUBSTITUTION

ART. 1 . . . Substitution of players may be made when play has been suspended by the officials, except as stated in Rule 4-23.

ART. 2 . . . Before being eligible to enter the field of play, a substitute shall:

- a. Wait for the timekeeper to sound the horn, indicating to the officials that a substitution is desired. Regular substitutions after a goal, time-serving penalty or time-out are allowed and there is no need for a horn to indicate an impending regular substitution.

-
- b. Enter the field of play immediately, equipped and ready to play. A player who has been substituted for shall leave the field of play at the table area or his bench area. This shall not apply to an injured player.
-

RULE 4, SECTION 22 – PLAY RULINGS

4.22 SITUATION A: When is a player considered legally in the game? **RULING:** When the substituting player has complied with substitution requirements and when he has entered the field of play.

4.22 SITUATION B: Team A has been assessed a time-serving penalty and substitutions may occur. After 20 seconds, the official's beeper goes off and (a) Team A has either too few or too many players on the field or (b) Team B has either too few or too many players on the field. **RULING:** Illegal procedure, delay of game. In (a), a flag is thrown before the start of play and Team A is assessed a technical foul. In (b), the ball is awarded to Team A. This procedure would be followed for any implementation of the 20-second timer by the official.

SECTION 23 REGULAR SUBSTITUTION PROHIBITIONS

ART. 1 . . . The substitution of players when play has been suspended is restricted.

ART. 2 . . . Regular substitutions may not take place after the ball has gone out of bounds at any point along either end line.

ART. 3 . . . Regular substitutions may not take place after play has been suspended for non-time-serving violations or inadvertent whistles.

ART. 4 . . . Except for the player in violation or player with blood on his uniform, skin or personal equipment, there may be no regular substitution when play is suspended as a result of an equipment (e.g., chin strap, mouthpiece) violation.

SECTION 24 SPECIAL SUBSTITUTION

ART. 1 . . . Substitution may take place without the necessity of waiting for suspension of play by an official.

ART. 2 . . . One player at a time may enter the field of play from the table area under the following conditions:

- a. The player shall be equipped and ready to play.
 - b. The player shall not enter the table area until his substitution is imminent.
 - c. The player leaving the field of play shall exit via the table area.
 - d. The substitute shall wait until such player is off the field of play, and the substitute shall not delay his entry onto the field.
 - e. The substitute shall always yield his position in the table area to any player exiting the field.
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RULE 4, SECTION 24 – PLAY RULINGS

4.24 SITUATION: During a special substitution (during play), player A1 exits the

field and A2 delays his entry onto the field. **RULING:** Illegal procedure on A2. If it was deliberate, this could be an unsportsmanlike conduct with a one-minute releasable penalty.

4.24.2 SITUATION: Play has been suspended for an official's timeout. A2 substitutes for A1 through the box. **RULING:** Legal. Special substitution may take place during an official's timeout.

SECTION 25 RESTARTS WHERE REGULAR SUBSTITUTION IS PROHIBITED

ART. 1 . . . Once the referee has signaled the ball ready for play, the official shall resume play within five seconds. Play may be resumed immediately after the ball is signaled ready for play if a player of the team awarded the ball is outside the goal area and officials are in position to officiate the restart. (See Rule 4-6-3a)

ART. 2 . . . Any violation that occurs while the ball is in the goal area will result in the ball being awarded to the offended team laterally outside the goal area.

ART. 3 . . . The goalkeeper shall be given a maximum of five seconds to re-enter the crease on any restart.

RULE 4, SECTION 25 – PLAY RULINGS

4.25 SITUATION A: Team A shoots on goal and the ball goes out of bounds along the end line with a player from Team B closest to the ball as it goes out of bounds. Team B coach asks for a horn in order to make substitution. **RULING:** Substitution request disallowed.

4.25 SITUATION B: A7 shoots at the goal and goalkeeper B1 blocks the shot and forces the ball out of bounds. The ball is awarded to Team A. Should the official allow B1 a maximum of five seconds to resume his position? **RULING:** Yes.

4.25 SITUATION C: A6 takes a shot at the goal. Goalkeeper B1 makes the save and with possession, runs out of the goal crease toward midfield. B1 is checked by A8 who dislodges the ball. In B1's attempt to secure the ball, B1 commits a loose ball push. The official awards the ball to Team A and restarts immediately. Is this a correct restart? **RULING:** No. The referee should have restricted play and given the goalkeeper a maximum of five seconds to re-enter the goal crease.

SECTION 26 CHANGE OF GOALS

At the conclusion of each period, the teams shall change goals, except for the first sudden-victory period.

SECTION 27 OFFICIAL'S TIME-OUTS

ART. 1 . . . An official may suspend play at his discretion. If a player loses any of his required personal equipment in a scrimmage area or a player is apparently injured, play shall be suspended immediately. If the official discovers a player

who is apparently bleeding, has an open wound, or has an excessive amount of blood on his uniform, such player shall be considered an injured player.

ART. 2 . . . The official shall delay the sounding of the whistle as follows:

- a. If the attacking team is in possession of the ball in the goal half of the field, until the play is completed.
- b. If the ball is not in the possession of either team, until possession is secured and the play is completed.

ART. 3 . . . Officials will restart play as soon as the injured player has been removed from the field. The injured player shall be replaced but can substitute back into the game after play has resumed at the next allowable point of substitution.

ART. 4 . . . During an injury time-out, teams are permitted to go to the sideline to talk to their coaches, provided none of the coaches comes on the field. Free substitution is permitted.

ART. 5 . . . Play shall be suspended immediately if an official deems an injury to a player is severe or if the injured player is located in the scrimmage area.

***ART. 6 . . .** Play shall be suspended immediately if any player, in a legal way, loses any mandatory equipment in the scrimmage area. If there is possession of the ball, the team in possession will maintain possession on the restart. If the ball is loose outside the crease, the ball will be awarded using the alternate-possession rule. If the ball is loose inside the crease, award the ball to the defensive team laterally outside the goal area. If A1 loses mandatory equipment in a legal way and no other players are in the immediate vicinity, then the play may continue until A1 enters the scrimmage area or until the play is completed. A loss of equipment during the play of the game triggers an official's time-out and should not be confused with a player entering the game without some item(s) of mandatory equipment which is a personal foul.

ART. 7 . . . Play shall be suspended immediately if the goalie's stick or any other required goalie's equipment becomes broken.

ART. 8 . . . In the event of harsh weather conditions, officials may call for additional time-outs during a dead ball. These time-outs will not be charged to either team.

ART. 9 . . . The signal flag is not dropped for an official's time-out.

RULE 4, SECTION 27 – PLAY RULINGS

4.27 SITUATION A: In a scrimmage area, A1 is legally checked, falls to the ground and appears to be injured. Play is continuing around him. **RULING:** Whistle is blown immediately. Any time that an injured player may be subject to further injury if play continues, play shall be stopped immediately and the ball awarded to the team in possession at the time of the whistle. If the ball was loose at the time of the whistle, award the ball by alternate possession, unless it was in the crease. If so, the ball will be awarded to the defensive team laterally outside the goal area.

4.27 SITUATION B: In a scrimmage area, B1 (not the goalie) breaks his crosse and continues to play A1. **RULING:** Flag is dropped, slow whistle. However, if B1's play creates a dangerous situation, then play is stopped. Technical foul against B1.

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

4.27 SITUATION D: A1 is running down the field in his attack half of the field with no player from Team B near him; he loses any required equipment and then shoots at goal, scoring a goal. **RULING:** Legal goal. Official should be ready to stop play to prevent a potential injury if any player of Team B is close enough to play A1.

4.27 SITUATION E: An electrical storm develops during the game. **RULING:** The official shall suspend play until such time as it is safe according to local or state association guidelines to resume play.

4.27.3 SITUATION: Player A1 is apparently injured. The official sounds the whistle to stop play and beckons Coach A and/or medical personnel onto the field. The coach is advised by the official that player A1 shall leave the game until the next opportunity to substitute. Team A asks for a time-out in an attempt to leave A1 in the game. **RULING:** No. A1 shall wait to re-enter the game until the next opportunity to substitute following the next restart of play.

4.27.4 SITUATION: The referee is aware of the possibility of high heat and humidity at the start of the game. He informs both coaches that he may call an officials' time-out to permit extra water and cooling down of players. **RULING:** This is the proper procedure anytime there are extreme weather conditions.

SECTION 28 TEAM TIME-OUTS

ART. 1 . . . 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 time-out.

ART. 2 . . . During play, team time-outs may be called from anywhere on the field only by a member of a team in possession or by that team's head coach.

ART. 3 . . . During time-outs and between periods (except for half time), coaches shall remain in their respective coaching areas.

EXCEPTION: Rule 6-6-1

ART. 4 . . . A team shall be limited to four team nonconsecutive time-outs per regulation game, with no more than two to be taken in any half.

ART. 5 . . . Each time-out may not exceed two minutes.

ART. 6 . . . If a team has requested a team time-out and is ready to play in less than one minute and 40 seconds, the official will so inform the opponents, and both teams shall then be ready to play in 20 seconds.

ART. 7 . . . Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. This time-out, if not charged, is an official's time-out. (See NFHS Suggested Guidelines for Management of Concussion, in Appendix B on page 96.)

RULE 4, SECTION 28 – PLAY RULINGS

4.28 SITUATION A: Team A calls time-out. Referee informs the team that this is its third time-out in the half, and a time-out cannot be granted. Official scorer agrees with Team A and says it is the team's second time-out. **RULING:** Referee's decision shall stand. The referee keeps the official record of team time-outs. The referee shall charge the offending team with a technical foul and resume play immediately.

4.28 SITUATION B: When a team takes a time-out between periods or at half time, how is it charged? **RULING:** The time-out is charged to the preceding period.

4.28 SITUATION C: During play the coach of Team A yells urgently for a time-out. The official blows his whistle, stopping play when he realizes that Team A has no time-outs remaining. **RULING:** No time-out granted; technical foul assessed against Team A.

4.28 SITUATION D: During a sudden victory, Team A is in possession of the ball in its defensive end of the field when Team A head coach calls for a time-out and the official blows his whistle, stopping play. **RULING:** Legal. Time-out is granted.

***4.28.7 SITUATION:** Play is suspended because of an injured player. The official determined the player exhibited symptoms consistent with a concussion. Can the player return to the game? **RULING:** Once the official determines that a player was possibly concussed, he may not return to play without written authorization from an appropriate health-care professional.

SECTION 29 RESTARTS FOLLOWING A TIME-OUT

Restarts following a time-out shall be nearest the spot where the ball was at the time the whistle was blown. If the ball was in the goal area when play was suspended, it shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle. A ball that has crossed the end line shall be restarted at that spot.

RULE 4, SECTION 29 – PLAY RULINGS

4.29 SITUATION: (a) The ball goes out-of-bounds on the end line. (b) The ball goes out-of-bounds on the end line following a violation. Either team calls a time-out. **RULING:** In (a), the ball should be re-started at the spot where the ball

crossed the end line. In (b), the ball should be re-started laterally outside the goal area.

SECTION 30 ILLEGAL EQUIPMENT – REQUEST FOR OFFICIAL’S INSPECTION

ART. 1 . . . Any player is subject to having his equipment inspected by an official upon request. Once the game has commenced, a head coach may request the inspection of the equipment of any player on the opposing team. All requests must take place during a dead-ball situation and must refer to a specific player on the opposing team.

- a. Only one player’s equipment may be inspected per team in a particular dead-ball situation. All aspects of the equipment construction and dimensions will be inspected.
- b. Assuming no violations were found in a previous request, if a head coach makes a subsequent equipment check request in which no violations are found, that head coach’s team will be penalized by the loss of a time-out or with a technical foul if no time-outs remain as stated in Rule 6-5-2o.

ART. 2 . . . Each half, officials shall conduct at least one random inspection of a player’s equipment per team. These inspections shall take place in dead-ball situations. Players in violation will be penalized the same as if the equipment inspection were requested by the opposing head coach. The following procedures apply:

- a. Officials shall select players whom they suspect may be using illegal equipment, who are involved in the scoring or who frequently are involved in ball-handling situations.
- b. A player need not be on the field in order to have his equipment inspected.
- c. Players or coaches may not attempt to influence the officials decision to which player’s equipment shall be inspected.
- d. The official shall inspect all of the player’s equipment.

ART. 3 . . . A crosse found to be illegal shall be penalized according to Rule 5-4. Any other equipment found to be illegal shall be penalized according to Rule 5-5.

SECTION 31 ILLEGAL NUMBER OF LONG CROSSES – REQUEST FOR A COUNT

A head coach may request a count of the number of long crosses any time during the contest. The head coach may request a double horn at the next dead-ball whistle so that a count may be taken once play has been suspended. If a head coach makes a second or subsequent request and the correct number of long crosses are in the game, that team will be penalized as provided for in Rule 6-5-2-o, assuming no violations were found in the previous request.

SECTION 32 SUDDEN-VICTORY OVERTIME PLAY

ART. 1 . . . In the event of a tie at the end of the regulation game, a coin shall be flipped by the referee, with the captain who wins the toss selecting the goal

his team wishes to defend. Play shall be continued after an intermission of two minutes.

ART. 2 . . . All sudden-victory overtime periods shall be started with a faceoff. (See Rule 4-3 for special situations.) Play will proceed for a four-minute period or until a goal is scored. At the end of the four-minute period, there will 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 time-out per sudden-victory period.

RULE 4, SECTION 32 – PLAY RULING

4.32 SITUATION: Team A scores the game-winning goal in sudden victory. The head coach of Team B requests an equipment inspection after the sudden-victory goal has been scored to determine the legality of the crosse. **RULING:** The game is over. No inspection is permitted.

SECTION 33 ALTERNATE POSSESSION

When the officials cannot determine which team should be awarded the ball, possession shall alternate. The referee shall keep track of the alternating possessions.

Rule 5 ***Personal and Ejection Fouls***

SECTION 1 PERSONAL FOULS

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.

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

SECTION 2 CROSS-CHECK

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

SECTION 3 ILLEGAL BODY-CHECK

ART. 1 . . . Body-checking of an opponent who is not in possession of the ball or within five yards of a loose ball.

ART. 2 . . . Avoidable body check of an opponent after he has passed or shot the ball.

ART. 3 . . . Body-checking of an opponent from the rear or at or below the waist.

ART. 4 . . . Blocking of an opponent with the head or initiating contact with the head against an opponent, initiating contact directly to an opponent's head or initiating contact to an opponent's body that then follows through to the head. A one-to-three minute non-releasable penalty will be assessed.

ART. 5 . . . Body-checking of an opponent who has any part of his body other than his feet on the ground.

ART. 6 . . . If a player who is about to be body-checked turns his back, jumps or moves in such a manner to make what started out to be a legal check appear illegal, no foul is committed by the player applying the body-check.

RULE 5, SECTION 3 – PLAY RULING

***5.3 SITUATION:** A1 posts-up in front of the goalie with his back to the goalie. Before or as a pass arrives to the player, the goalie jumps out and illegally body-checks or cross-checks A1 in the back of the neck or head area. **RULING:** A one-to-three minute non-releasable penalty for a check to the head/neck area.

SECTION 4 ILLEGAL CROSSE

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 non-releasable penalty. A crosse found illegal due to a deep pocket will carry a one-minute non-releasable penalty. A player using a crosse found illegal because it was altered to gain an advantage will receive a three-minute non-releasable 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.

RULE 5, SECTION 4 – PLAY RULINGS

5.4 SITUATION A: During the game, an official inspects a player's equipment and finds that his crosse is of illegal length. **RULING:** Crosse is out of the game, and a three-minute nonreleasable penalty shall be served.

5.4 SITUATION B: During the game, an official inspects the equipment of a player and finds the head of the player's crosse is less than 6½ inches (inside measurement), and the pocket is deeper than allowed. **RULING:** Crosse is out of

the game, and three-minute nonreleasable penalty shall be served.

5.4 SITUATION C: During the game, an official inspects the equipment of a player and finds that the longitudinal weaving of the crosse is not firmly attached to bottom edge of the throat-stop construction. **RULING:** Crosse, if adjusted, may return to the game, and one-minute nonreleasable penalty shall be served.

5.4 SITUATION D: During the game, an official asks a player for his crosse so the official can check it. Before the player hands the crosse to the official, he adjusts the strings or jams the crosse. **RULING:** A one-minute nonreleasable unsportsmanlike conduct penalty shall be served. If the player with the adjusted crosse scored a goal just before the crosse inspection (“stick check”), the goal is disallowed. The crosse is then inspected and penalized an additional 1-3 minutes if violations are found.

5.4 SITUATION E: A1 scores a goal. The official sees him adjust the strings before the official is able to ask him for his stick. **RULING:** A one-minute nonreleasable unsportsmanlike conduct penalty shall be served and the goal will be disallowed. The equipment check will continue.

5.4 SITUATION F: Team B is a man down and A1 scores. Before the next whistle, it is discovered A1 was playing with an illegal crosse. **RULING:** Goal does not count. A1 serves a one- or three-minute nonreleasable penalty. Team B player returns to serve his remaining penalty time. The ball is awarded to Team B in its offensive half of the field at the Center Faceoff X.

5.4 SITUATION G: A3 scores a goal by kicking the ball into goal. Before the next whistle, the opposing head coach requests an equipment inspection on A3. **RULING:** If the crosse is found to be illegal, the goal will not count, and the player will serve a one- or three-minute nonreleasable penalty.

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

5.4 SITUATION I: 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 or the ball sticking momentarily before rolling out. **RULING:** 3:00 nonreleasable penalty and the stick is removed from the game whether the ball is being held by the head or by the stringing. **COMMENT:** If the pocket is too deep and the officials feel that the pocket depth is the reason the ball will not release, a 1:00 nonreleasable penalty may be assessed and the crosse may return if adjusted.

5.4 SITUATION J: During an equipment check or at any other time, the officials discover that A1 has a hole in his mesh designed to snare the ball on a faceoff. **RULING:** 3:00 nonreleasable penalty and the crosse is removed from the game.

SECTION 5 USE OF ILLEGAL EQUIPMENT

A player may not use equipment that does not conform to specifications. The fingers/palms of a player's hands must be completely covered by his gloves and the gloves may not be altered in a way that compromises their protective features. Use of illegal equipment other than the crosse is a non-releasable foul.

RULE 5, SECTION 5 – PLAY RULINGS

5.5 SITUATION A: Team A, which already has called for an equipment check that proved to be legal, calls for another equipment check. Team B equipment is found to be legal. **RULING:** If no time-outs remain, technical foul.

5.5 SITUATION B: B1 (not the goalie) is not wearing shoulder pads or arm pads. **RULING:** One-minute nonreleasable personal foul even if multiple equipment violations are found.

5.5 SITUATION C: B1's crosse is too short and he is not wearing arm pads. **RULING:** A player with both an illegal crosse and an equipment violation will only be penalized for the most severe of the violations. B1 will serve a 3-minute non-releasable penalty.

SECTION 6 SLASHING

ART. 1 . . . 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.

ART. 2 . . . Striking an opponent in an attempt to dislodge the ball from his crosse, unless the player in possession, in an attempt to protect his crosses, uses some part of his body other than his head or neck to ward off the thrust of the defensive player's crosse and, as a result, the defensive player's crosse strikes some part of the attacking player's body other than his head or neck.

ART. 3 . . . Striking an opponent in any part of the body with the crosse (including its end cap), except when done by a player in the act of passing, shooting or attempting to scoop the ball. In all situations, the player's gloved hand shall be considered part of the crosse, except when in contact with a line marking.

RULE 5, SECTION 6 – PLAY RULINGS

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

5.6 SITUATION B: B1, while playing A1, makes contact on A1's head with his crosse. **RULING:** Contact itself does not constitute a foul. The contact shall be a definite blow or strike. Otherwise, it is considered a brush.

5.6 SITUATION C: 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? **RULING:** No; slashing, personal foul.

5.6 SITUATION D: A1, advancing toward B1, holds his crosse back with one hand and protects his crosse with the other arm. B1 then swings his crosse and strikes A1's protecting arm. **RULING:** Personal foul; slashing against B1.

5.6 SITUATION E: A3 has beaten B2, who swings his stick in a check and strikes A3 on the shoulder or across the back in an attempt to get at A3's stick. **RULING:** Slashing. This is an illegal back check.

SECTION 7 TRIPPING

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

Tripping is obstructing an opponent at or below the waist with the crosse, hands, arms, feet or legs, by any positive primary action if the obstructing player is on his feet or by any secondary action when the obstructing player is not on his feet. When a player legally checks the crosse of an opponent and the result is to cause the opponent to trip over his own crosse, no foul is 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.

RULE 5, SECTION 7 – PLAY RULINGS

5.7 SITUATION A: A1, while dodging B1, falls over B1's stationary leg. **RULING:** Legal; this is not tripping.

5.7 SITUATION B: B1, while playing A1, swings his leg around as A1 is dodging him, causing A1 to fall to the ground. **RULING:** Personal foul for tripping.

SECTION 8 UNNECESSARY ROUGHNESS

ART. 1 . . . An excessively violent infraction of the rules against holding and pushing.

ART. 2 . . . Deliberate and excessively violent contact made by a defensive player against an offensive player who has established a screening position.

ART. 3 . . . Any avoidable act on the part of a player that is deliberate and excessively violent, whether it be with the body or crosse. This may include a legal body check.

ART. 4 . . . A check delivered with the gloved hand or hands may not be delivered with a punching blow.

RULE 5, SECTION 8 – PLAY RULINGS

5.8 SITUATION A: B1 is playing A1. A1, running at full speed, cuts around A2,

who had set up a screening position. B1, while playing A1, contacts A2 violently. **RULING:** Legal, if B1 was concentrating on A1. Illegal, if B1 deliberately ran into A2, which would be a personal foul.

5.8 SITUATION B: 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:** Legal, if the body check is part of continuous motion or unnecessary roughness if the body check is late or avoidable.

5.8 SITUATION C: A1 is receiving a pass and is in a vulnerable position, "Buddy Pass." B1 body checks A1. **RULING:** Unnecessary roughness if the check was avoidable.

5.8 SITUATION D: A1 is playing. B1 is serving a penalty. B1's penalty time is over, and B1 enters the field of play and immediately body checks A1, who is vulnerable. **RULING:** Unnecessary roughness if the check was avoidable.

5.8 SITUATION E: B1 is substituting on the fly. B2 enters the field of play correctly under the special substitution rule and immediately body checks A1, who is vulnerable. **RULING:** Unnecessary roughness if the check was avoidable.

5.8 SITUATION F: A1 with possession of the ball advances toward stationary defender B1 and with a bull-dodge runs over B1. **RULING:** Unnecessary roughness if A1's actions were deliberate and excessively violent.

SECTION 9 UNSPORTSMANLIKE CONDUCT

ART. 1 . . . 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 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 during the game.
- c. Bait or call undue attention to oneself, or any other act considered unsportsmanlike by the officials.

PENALTY: Items above are one- to three-minute non-releasable penalties in all cases.

- d. Repeatedly commit the same technical foul.
- e. As a player, deliberately fail to return immediately to the field after leaving the field of play while legally in the game.
- f. As a substitute, deliberately fail to comply with the rules for entering the field of play.

PENALTY: Items above are one- to three-minute releasable penalties in all cases.

RULE 5, SECTION 9 – PLAY RULINGS

5.9 SITUATION A: B1 fouls A1. The official assesses a one-minute penalty. B1 then maligns the official and receives an additional two-minute unsportsmanlike

conduct penalty. Does a goal by A1 wipe out B1's personal foul (non-maligning)? **RULING:** No. B1's penalty time for the first two minutes is nonreleasable. The additional one-minute penalty is releasable.

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

5.9 SITUATION C: A1 takes a position in front of crease area and as A2 takes shot (a) A1 is facing toward A2 or (b) A1 is facing goalkeeper. A1 waves his hands and crosse back and forth. **RULING:** In (a), goal counts and in (b), goal does not count. Unsportsmanlike conduct on A1.

5.9 SITUATION D: B1 drops his crosse, then secures an opponent's crosse and continues to play. **RULING:** Personal foul, unsportsmanlike conduct.

SECTION 10 FOULING OUT

Any player who accumulates five personal fouls, regardless of the penalty time accrued, shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out.

SECTION 11 EJECTION

ART. 1 . . . A player, substitute, coach, nonplaying member of a team or anyone officially connected with the team shall be ejected for:

- Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation.
- Use of tobacco or smokeless tobacco.
- Second non-releasable, unsportsmanlike foul.
- Any action deemed by the officials to be flagrant misconduct.

NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

PENALTY: Three-minute non-releasable penalty and ejection for the remainder of the game. The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member shall be removed from the premises if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student shall be confined to the bench area. The officiating assigning authority is responsible for notifying the appropriate school of the ejection.

RULE 5, SECTION 11 – PLAY RULINGS

5.11 SITUATION A: A1 commits a flagrant unsportsmanlike act after the game

has ended and the officials observe the violation. **RULING:** A1 is assessed a penalty by the officials as the jurisdiction of the officials includes the entire time that they are on the field of play. Even though the game has ended, any player, coach or game personnel can still be ejected and noted in the scorebook.

***5.11 SITUATION B:** A2 receives a second unsportsmanlike penalty for repeatedly committing the same technical foul. **RULING:** This is a one-minute releasable unsportsmanlike conduct penalty — no ejection involved.

Rule 6

Technical Fouls

SECTION 1 TECHNICAL FOULS

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 ejection fouls.

PENALTY: The penalty for a technical foul shall be either a 30-second suspension of the offending player from the game (if the team fouled had possession of the ball at the time the foul was committed) or simply the awarding of the ball to the team fouled (if the team fouled did not have possession of the ball at the time the foul was committed).

SECTION 2 CREASE VIOLATIONS/GOALKEEPER INTERFERENCE

ART. 1 . . . When the defensive team has possession of the ball, infringements of the rules involving the crease shall be penalized as follows (rather than under the general rules for technical fouls):

- a. Any crease violation or 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 situation.
- b. Any crease violation or interference with the goalkeeper while he and the ball are in the crease, whether or not he has possession of the ball, shall be a play-on. If the goalkeeper has possession and fails to run the ball out of the crease or successfully complete an outlet pass, the ball is awarded to his team in its offensive side of the field at the Center Faceoff X. If the ball is loose in the crease and the goalkeeper gains possession, the play-on is over.

RULE 6, SECTION 2 – PLAY RULINGS

6.2 SITUATION A: B3 is clearing the ball between the defensive-area line and the midfield line when an attack player runs through the crease, hoping to stop play. **RULING:** Flag down, technical foul.

***6.2 SITUATION B:** Ball is loose outside the crease when an attack player falls in the crease. **RULING:** Play on. If the defense gains possession, allow them to

maintain the advantage. If it does not gain possession, blow the whistle and award the ball as outlined in Rule 4. If the ball is outside the goal area, restart at that point. If the ball is inside the goal area, award to the offended team laterally outside the goal area.

6.2 SITUATION C: A1 has the ball in his goal area. B2 illegally checks A2, causing A2 to enter crease. **RULING:** The whistle is blown immediately when A2 is in crease, foul by B2, and B2 serves penalty time.

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

6.2 SITUATION E: A1 interferes with goalkeeper B1 who has possession of the ball in the crease. Is this a slow whistle or a play-on? **RULING:** Play on. If there is already a flag down for a Team A infraction, then a second flag is thrown and the slow whistle continues.

6.2 SITUATION F: A1 slashes the goalkeeper, who has possession of the ball. **RULING:** Slow whistle.

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

6.2 SITUATION H: While ball is loose in the crease, A1 interferes with the goalkeeper. **RULING:** Play-on. If goalkeeper fails to gain possession of the ball, ball is awarded to Team B, 20 yards lateral from the goal.

6.2 SITUATION I: While the goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper. **RULING:** Play-on. If goalkeeper fails to run the ball out of the crease or successfully completes an outlet pass and the ball is awarded to Team B to be put in play in its offensive side of the field at the Center Faceoff X.

SECTION 3 HOLDING

ART. 1 . . . A player shall not impede the movement of an opponent or his crosse.

ART. 2 . . . A player may not:

- Use the portion of the handle that is between his hands to hold an opponent.
- Step on the crosse of an opponent.
- Hold an opponent with his crosse.
- Hold or pin an opponent's crosse against the body of the opponent with his crosse.

- e. Hold an opponent with his free hand that is off the crosse.
- f. Hold the crosse of the opponent using any part of his body.

ART. 3 . . . Holding is permitted under the following conditions:

- a. An opponent with possession of the ball or within 5 yards of a loose ball may be held from the front or side.
- b. An opponent in possession of the ball may be played with a hold check from the rear if the hold exerts no more than equal pressure. For (a) and (b), a hold check shall be done with either closed hand, shoulder or forearm; and both hands shall be on the crosse.
- c. A player may hold the crosse of an opponent with his crosse when that opponent has possession of the ball.
- d. A player within 5 yards of a loose ball may hold the crosse of his opponent with his own crosse.

RULE 6, SECTION 3 – PLAY RULINGS

6.3 SITUATION A: A1 is within five yards of a loose ball. B1 holds A1's crosse with his crosse, preventing A1 from participating in the play. **RULING:** Legal hold.

6.3 SITUATION B: A1, with the ball in his possession, has his crosse held by B1's crosse which prevents him from performing his normal function. **RULING:** Legal hold.

6.3 SITUATION C: A1 has the ball in his possession. B1 holds A1's crosse against A1's body, restraining A1's movement. **RULING:** Holding by B1.

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

6.3 SITUATION E: B1, with gloved hand over 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 to move away from goal. **RULING:** Technical foul against B1. Only equal pressure may be used.

6.3 SITUATION F: A1, with the ball in his possession, locks down his free arm (or arm pit) over B1's crosse. **RULING:** Technical foul against A1.

SECTION 4 ILLEGAL OFFENSIVE SCREENING

No offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the man he is playing, nor shall the offensive player hold his crosse rigid or extend his crosse rigid to impede the normal movements of the defensive man. If contact is made between offensive and defensive players as a result of the offensive player's setting a screen, the offensive player shall be stationary before the contact occurs.

RULE 6, SECTION 4 – PLAY RULINGS

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

NOTE: There has to be contact to be called illegal offensive screening.

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

SECTION 5 ILLEGAL PROCEDURE

ART. 1 . . . 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.

ART. 2 . . . The following are examples of illegal procedure:

- a. Touching the ball – A player shall not touch the ball with his hands while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease.
- b. Illegal actions with crosse – A player shall not:
 1. Throw his crosse under any circumstances.
 2. Take part in the play of the game in any manner without his crosse.
 - (a) Should a player lose his crosse in any legal way, so that repossession of the crosse would cause him to violate a rule, the slow whistle shall be employed by an official.
 - (b) 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.
 3. Intentionally kick an opponent's crosse.
- c. Crosse in face of opponent – A player shall not push at, thrust or flick his crosse in the face of an opponent.
- d. Avoidable lateness of team – When a team fails to appear on the field ready to play at the appointed time for the start of a contest, and this tardiness is avoidable.
- e. Entering the game from the penalty area before authorized to do so by the timekeeper. The player shall be returned to the penalty area to serve his remaining time, plus 30 seconds. If the ball is loose or in possession of the player's own team, it shall be awarded to the opposing team and the player leaving the penalty area early does not have to serve an additional 30 seconds. In the event that a goal is scored by the opponent, the unexpired penalty time is nullified, but the player still shall serve 30 seconds for illegal entry into the game.
- f. Delaying the game – When it is a team delay, the penalty shall be assigned

to the in-home. Delaying the game shall be the consuming of more than 20 seconds:

1. At the start of the game or a period, 20 seconds to begin when the official blows the whistle to summon the players to position 20 seconds before the official game time, or after one minute and 40 seconds have elapsed between the first and second or third and fourth periods, or after nine minutes and 40 seconds have elapsed between the second and third periods.
 2. After the expiration of a time-out, 20 seconds to begin when the official blows the whistle to summon the players to position after one minute and 40 seconds of a team's charged time-out; or after an injured player has been removed from the game, or whenever play is ready to be resumed after an official's suspension of play.
 3. After a goal has been scored, 20 seconds to begin when the official at the center line has possession of the ball.
 4. After a time-serving penalty has been assessed, 20 seconds to begin when the official assessing the penalty has notified the scorer.
 5. After a sideline out-of-bounds ball, 20 seconds to begin when the ball is in possession of a player or official at the out-of-bounds spot.
 6. For adjusting of equipment, 20 seconds to begin when the adjusting of equipment begins.
- g. Participation in the play of the game by a player out of bounds.
- h. Any player not in his restraining area at the time the whistle is blown to start play at the time of a faceoff.
- i. Failure to remain 5 yards from a player having a free play.
- j. Any violation of the rules for substituting players.
- k. Any violation of the rules relating to the goal-crease area. Repeated violations shall be penalized as unsportsmanlike conduct.
- l. Any violation of the rules for time-outs.
- m. Having more than 10 players in the game at any time, including a player or players in the penalty area.
- n. Violation of the rules on positioning for a faceoff. Award the ball to the offended team in its offensive side of the field at the Center Faceoff X. (See Rule 7-3)
- o. If a head coach makes two or more requests in which no violations are found for either counting of long crosses or inspecting any opponents' equipment, a time-out will be charged. If no time-outs remain for that half or overtime period, a technical foul will be called.
- p. Having more than four long crosses in the game.
- q. Failure of the player in possession of the ball to place the ball directly on the field or hand it to the nearest official on a change of possession. An example is if the player rolls the ball away or creates a delay or disadvantage to the team being awarded the ball.
- r. Failure to advance the ball beyond the center line into the goal area in 10 seconds.
- s. Failure to provide an acceptable horn.

- t. Failure to have a properly equipped designated goalkeeper on the field of play.

ART. 3 . . . All players shall be properly attired in legal uniforms prior to the beginning of the contest. Violation of the uniform requirements (e.g., jerseys, compression shorts, etc.) is considered illegal procedure. If a team/player cannot correct all uniform violations prior to the start of the contest, a technical foul is assessed and the ball is awarded to the opposing team in its offensive half of the field at the Center Faceoff X at the start of the game.

NOTE: Once the game begins, uniform violations will not be penalized.

RULE 6, SECTION 5 – PLAY RULINGS

6.5 SITUATION A: The goalkeeper pursues a loose ball outside of the crease and trips. A1 gains possession and takes a shot. B1 jumps into the crease and bats the ball away with his hand. **RULING:** Technical foul. The ball shall be awarded to Team A outside the goal area.

6.5 SITUATION B: Goalkeeper B1 leaves the field to serve a penalty, taking his crosse with him. Substitute B2 enters the crease. He chooses to: (a) use a midfielder's stick, (b) play without a throat protector, (c) play without a chest protector. **RULING:** Illegal. In all three cases, the replacement is not properly equipped. (See Rule 1-9-1)

6.5 SITUATION C: During the course of the game, the handle of a crosse becomes bent. **RULING:** The official shall instruct the player in question to correct the situation immediately. No penalty is assessed unless the player participates or attempts to participate in the play.

6.5 SITUATION D: During the course of play, goalie B1's stick becomes broken or any other required equipment becomes broken or dislodged. **RULING:** The officials will stop play as soon as they notice the problem, regardless of whether the goalie is in or out of the crease. However, if a shot is already in flight when the equipment becomes broken or dislodged, the shot will be allowed to come to its normal conclusion before the whistle blows to stop play.

6.5 SITUATION E: The goalkeeper's cross becomes broken while the goalkeeper is within his goal crease. Should play be suspended? **RULING:** Yes, and award the ball to the same team that had possession when play was stopped, outside the defensive/goal area. If the ball is loose outside the crease, award by alternate possession. If the ball is loose inside the crease, award it to the defensive team laterally outside the goal area.

***6.5 SITUATION F:** The goalkeeper's throat protector becomes broken and falls down below his chest while he is within the goal crease. Should play be suspended? **RULING:** Yes, and award the ball to the same team that had possession when play was stopped, laterally outside of the goal area. If the ball is loose outside the crease, award by alternate possession. If the ball is loose inside the

crease, award it to the defensive team laterally outside the goal area.

***6.5 SITUATION G:** A1's shot deflects off goalkeeper B1's stick, breaking the head and deflecting into the goal. **RULING:** Legal goal.

***6.5 SITUATION H:** The goalkeeper B1 is outside the crease and the follow-through from A1's shot breaks the head of B1's stick before it enters the goal. **RULING:** Legal goal.

6.5 SITUATION I: During play, A1 runs to the bench to exchange his crosse, which is not broken. This is not noticed by an official. The timer/scorer blows the horn twice at the next dead-ball whistle and notifies officials. **RULING:** The horn should not have sounded as this is a legal exchange.

6.5 SITUATION J: B1 participates or attempts to participate in a play without a crosse. **RULING:** Technical foul. This also applies to goalkeeper while in or out of the crease.

6.5 SITUATION K: A1, with possession of the ball in his attack half of the field, is checked by B1, whose crosse breaks. A1 continues toward goal and shoots, scoring a goal. **RULING:** Legal goal. If B1 pursues A1, slow-whistle technique and flag is dropped. If B1's play creates a potentially dangerous injury situation, play is stopped and technical foul is called against B1. Once B1 breaks his crosse, he shall either get a new crosse from the bench or table area or substitute out of the game. He may carry the broken crosse off the field or leave it on the field, but the officials will stop play immediately if they feel either creates a dangerous situation. There is no penalty assessed unless B1 participates in the play in some manner.

6.5 SITUATION L: A1, serving a penalty, has two crosses in the penalty area so he can bring the proper crosse on the field when his penalty time expires. By mistake he runs on the field carrying both crosses and when he realizes it, he drops one. **RULING:** Technical foul.

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

6.5 SITUATION N: Team A has used its request to have a stick-check in the first period. How are subsequent stick-checks handled? **RULING:** If time-outs remain and the stick was (a) legal or (b) illegal. A time-out is allowed in (a) (if no time-outs are available, Team A is charged with a technical foul) and in (b), no charged time-out. B1 is charged with a personal foul for an illegal stick.

6.5 SITUATION O: As the referee is administering the faceoff by sounding his whistle, B1 violates the wing area line by entering early. **RULING:** A play-on is called. If Team A gains possession, play continues. If Team A does not gain possession, the whistle is blown and Team A is awarded possession in its offensive half of the field at the Center Faceoff X.

6.5 SITUATION P: During the faceoff, but before possession is gained, A1 push-

es B1 who is attempting to secure the groundball, in B's defensive side of the field. Official awards the ball to B at the spot of the infraction. **RULING:** Ball should have been awarded to Team B in its offensive side at the field at the Center Faceoff X.

6.5 SITUATION Q: A1 drops his crosse with the ball in it. (a) A1 tries to retrieve his crosse. (b) A2 or B1 kicks the crosse on the ground to try to gain access to the ball. (c) A2 or B1 uses his crosse to try to gain access to the ball. **RULING:** If the ball is stuck in the crosse, immediate whistle and award the ball to team B. Otherwise, (a) Illegal procedure for participating in the play without a crosse. (b) No foul. (c) No foul.

***6.5 SITUATION R:** A1 drops his crosse, which is not broken, and B1 (a) accidentally steps on or kicks A1's crosse; (b) intentionally steps on, kicks or otherwise moves A1's crosse to try to prevent A1 from recovering it. **RULING:** (a) No foul for kicking the crosse because the crosse is not in possession. (b) Unsportsmanlike conduct on B1.

SECTION 6 CONDUCT FOUL

ART. 1 . . . A coach shall not enter the field of play without the permission of an official, except to attend to an injured player, to warm up a goalkeeper, or during half time.

ART. 2 . . . During play, the coaches area is restricted to coaches. All other personnel shall stay behind the restraining line.

ART. 3 . . . A player, coach, athletic trainer or other person officially connected with a team shall not:

- a. Use artificial aids (i.e., electronic devices, megaphones) in communicating with players on the field.
- b. Leave the bench area and/or coaches area on his/her side of the field. Players 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 special substitution or for serving penalty time. A coach or player may leave the bench/coaches area while play is suspended and enter the table area for the sole and distinct purpose of seeking information from the timer, scorekeeper or chief bench official.
- c. Object by arguing or gesturing to a decision by an official, timekeeper or scorekeeper.
- d. Situate school bands or other organized groups that use artificial means to create noise on the opponent's side of the field.

RULE 6, SECTION 6 – PLAY RULING

6.6 SITUATION: During a dead or live ball, a coach runs on the field toward the official, questioning the decision of the official. **RULING:** Technical foul (conduct) or personal foul (unsportsmanlike conduct), depending on the severity of the foul.

SECTION 7 INTERFERENCE

A player shall 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.

RULE 6, SECTION 7 – PLAY RULINGS

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

6.7 SITUATION B: A1 is running away from B2, who is playing A2 and B2 establishes contact with A1 while pursuing A2. Is this interference? **RULING:** Yes, provided A1 was moving at time of contact by B2.

6.7 SITUATION C: A1 runs interference 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.

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

SECTION 8 OFFSIDE

Any violation of the offside rule is a technical foul.

SECTION 9 PUSHING

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.

SECTION 10 STALLING

ART. 1 . . . It shall be the initial responsibility of the team in possession to move the ball into its goal area. A team in possession of the ball in its goal area cannot be penalized for stalling.

ART. 2 . . . A team in possession of the ball in its goal area may be warned to "keep it in." This warning shall be made when it is obvious that a team is keeping the ball from play. The stalling warning remains in effect until a goal is scored, the defensive team gains possession of the ball or the period ends resulting in a faceoff. After the team has been warned, stalling shall be called if the ball leaves the goal area in any manner other than as a result of a shot on goal or a touch by

the defensive team.

ART. 3 . . . During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead. When the score is tied, neither team is forced to keep the ball in the goal area unless warned to “keep it in.”

RULE 6, SECTION 10 – PLAY RULINGS

6.10 SITUATION A: Team A is playing man-down and appears to be trying to keep the ball from play. Can Team A be warned for stalling? **RULING:** Yes. Team A shall try to create a scoring opportunity even when a man-down.

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

6.10 SITUATION C: Team A, which is ahead, throws ball into its goal area during the last two minutes of regulation and before either team has possession in the goal area, the offensive team kicks the ball out of the goal area or the ball rolls out with no one touching it while it was in the goal area. Is this stalling? **RULING:** Yes.

6.10 SITUATION D: Two players, standing outside the corner of the box during the last two minutes of regulation, bounce the ball into the goal area to end the 10-second count. Is this stalling? **RULING:** Yes, when the ball goes out of the goal area.

6.10 SITUATION E: Team A brings ball into its goal area (without warning), and Team B is aggressively playing the ball. Can Team A be warned to “keep it in?” **RULING:** Yes. If it is obvious to the officials that Team A is not attempting to attack the goal or execute a scoring play.

6.10 SITUATION F: Team A brings ball into goal area. However, after getting ball into goal area, it is obvious to the officials that Team A is keeping the ball from play by standing in the corners of the goal area. **RULING:** Team A is warned to “keep it in.”

6.10 SITUATION G: Team A brings the ball into its goal area and during play A4 with ball runs, passes or is checked or forced out of goal area. **RULING:** Legal play: However, official should give the warning to “keep it in” when a team is stalling by taking advantage of the goal-area lines.

6.10 SITUATION H: Team A is given the warning to “keep it in” the goal area. After doing so, A2 with ball runs, passes, is checked or is forced out of goal area. **RULING:** Ball awarded to Team B at spot of infraction. If loose ball and Team B recovers ball, allow play to continue.

6.10 SITUATION I: A3 throws ball toward goal, and ball goes out of bounds. A3 claims it was a shot. **RULING:** If official feels it was a shot, ball awarded according to rules. If official feels it was a pass or deliberate “throw out,” award ball to Team B.

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

6.10 SITUATION K: Team A has been warned to “keep it in.” After recovering a shot or pass deflected by the defense outside the goal area, does Team A have a full 10 seconds before it shall bring the ball back into the goal area? **RULING:** Yes.

6.10 SITUATION L: Team A has been warned to “keep it in.” (a) Team A then calls a time-out. (b) Team B commits a penalty. Is the stall warning still in effect when play resumes? **RULING:** (a) Yes. In (b), the stalling warning is still in effect since Team A maintains possession as a result of the Team B penalty. After the flag down slow whistle, the stalling warning is still in effect after the penalty is assessed unless Team A scores. Upon the restart of play, Team A has 10 seconds to move the ball into the goal area where it will again be warned to “keep it in.”

SECTION 11 WARDING OFF

A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check. A player in possession of the ball may protect his crosse with his hand, arm or other part of his body when his opponent makes a play to check his crosse.

RULE 6, SECTION 11 – PLAY RULINGS

6.11 SITUATION A: B1 swings at A1’s crosse. A1 pulls his crosse back with one hand and with the other arm absorbs blow by B1. A1 continues around B1, holding off B1’s crosse with his protecting arm. **RULING:** Technical foul against A1. A1 may not use his arm to hold, push or control the crosse or body of the player applying the check.

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

SECTION 12 WITHHOLDING BALL FROM PLAY

When a loose ball is on the ground, a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.

RULE 6, SECTION 12 – PLAY RULINGS

6.12 SITUATION A: There is a loose ball in crease and the goalkeeper covers it with his crosse and draws back to scoop it all in a continuous motion (tennis pickup). **RULING:** Legal.

6.12 SITUATION B: There is a loose ball in crease. Team B goalkeeper covers ball with his crosse and makes no apparent effort to draw back and pick it up. **RULING:** Withholding ball from play. Ball awarded to Team A.

6.12 SITUATION C: A1, with possession of ball, is dodging B1, and he slides his upper glove hand above handle and onto the head of the crosse so that the thumb of the glove is touching the frame of the stop. **RULING:** Withholding ball from play, technical foul.

Rule 7

Penalty Enforcement

SECTION 1 PROCEDURE

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

- a. Leave the field of play at once.
- b. Report immediately to the scorer's table and remain in the penalty area until informed by the timekeeper that he may re-enter the game. When re-entering the game, the player shall enter the field of play through the table area.
- c. Player serving penalty time shall sit or kneel in front of scorer's table.
- d. If the goalkeeper is penalized or injured, the official will allow a full one-minute delay for replacing the goalie on the field beginning with his warm-up.

SECTION 2 PENALTY TIME

ART. 1 . . . The following rules shall apply in determining the beginning and ending of penalty time:

- a. Penalty time begins at such time as play is resumed after the calling of the penalty.
- b. Penalty time ends when the time of the penalty has expired, except if a goal is scored against a team having one or more players serving penalty time. If a goal is scored against the team serving penalty time:
 1. All releasable penalties will end for that team.
 2. All non-releasable penalties remain in place until the full time is served.
- c. A player receiving a penalty for a period of time in excess of that remaining in any period shall remain out of the game in the subsequent period (including sudden-victory periods) until the full length of his penalty time has expired, except as described in Rule 7-2-1-b.
- d. For the purpose of determining when a player or players may be released from a penalty, for all time-serving penalties called on players of opposing

teams from the time the flag is dropped or the whistle sounds stopping play (whichever occurs first), until the sounding of the whistle resuming play, the lesser amount of penalty time shall be treated as non-releasable. When two or more players from opposing teams are sent out of the game, and the penalty time for each player is the same, the players shall not be released from the penalty area until their full penalty time has been served. If the penalty time of a player(s) on one team is longer than the penalty time of a player(s) on the other team, then no one shall be released from the penalty area until the shorter penalty time has elapsed. At that time, the player(s) with the shorter penalty time shall be released from the penalty area. The other player(s) shall remain until such time as his penalty time has elapsed, or his team has been scored upon.

- e. Players serving multiple simultaneous penalties shall serve the full time of all non-releasable penalties first. After the non-releasable time has been served, should a goal be scored during the releasable penalty time, the player could return to the game, but not if a goal is scored during the non-releasable penalty time.

RULE 7, SECTION 2 – PLAY RULINGS

7.2 SITUATION A: B1 is in penalty area for one minute. After 40 seconds of play, he enters field of play, and B2 scores a goal. **RULING:** Goal counts, unless official was notified of illegal entry prior to the next face-off.

7.2 SITUATION B: B1 leaves the penalty area before his time has elapsed. (a) Team A has possession, or (b) Team A does not have possession. **RULING:** In (a), B1 shall return to the penalty area to serve the remaining time, plus an additional 30 seconds. In (b), B1 shall return to the penalty area to serve the remaining time, and Team A gains possession.

7.2 SITUATION C: A1 has possession of the ball. B1, on his way to penalty area, is given another penalty, and this is followed by another personal foul (none of the fouls is declared a nonreleasable foul). A1 scores a goal. **RULING:** Unexpired penalty time for B1 is wiped out with the scoring of the goal.

7.2 SITUATION D: A1 has possession of the ball. B1 commits a technical foul. On way to penalty area, B1 is assessed an additional one-minute personal foul for maligning the official. During the first minute of B1's 1½-minute penalty, A1 scores a goal. **RULING:** B1 shall serve the full one minute of nonreleasable time first. The final 30 seconds of penalty time can be released only by a goal scored during the releasable time.

7.2 SITUATION E: B1's penalty time expires just after faceoff whistle is blown. May B1 enter the field and initiate contact with an unsuspecting player? **RULING:** No. B1 shall enter the field in the normal manner from the substitution box and prevent hitting an unsuspecting player.

7.2 SITUATION F: B1 commits personal foul; while that penalty is being served, a foul is called against a Team B non-player on the bench (neither foul is nonre-

leasable). (a) Who serves bench foul? (b) What happens if Team A scores a goal? **RULING:** In (a), B2 (in-home) serves penalty time. In (b), both B1 and B2 are released from penalty area when Team A scores goal.

7.2 SITUATION G: B1 commits a personal foul. While in the penalty area and before whistle for resuming play, B1 receives an additional penalty of one minute (not a nonreleasable penalty). (a) Does B2 (in-home) serve additional minute penalty? (b) What happens if Team A scores goal? **RULING:** In (a), no. B1 has minute added to original penalty. In (b), B1's unexpired penalty time is wiped out when Team A scores goal.

SECTION 3 RESUMING PLAY AFTER PENALTY

When a penalty 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. If the ball was in the goal area when play was suspended, it shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle. If the ball has crossed the end line prior to the penalty occurring, the ball shall be restarted at that spot.

When a penalty occurs and the ball is in the offended team's defensive half of the field and a penalty is to be served, the ball shall be awarded to any player of the offended team in its offensive side of the field at the Center Faceoff X. When no penalty time is to be served, the ball will be put in play at the spot the ball was when the whistle blew. If the ball was in the goal area when play was suspended, play shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle.

EXCEPTION: For live-ball simultaneous fouls where 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 outside the goal area nearest to the spot of the ball at the time of the whistle. For any violations of the rules on positioning for a faceoff, the ball will be awarded to the offended team in its offensive side of the field at the Center Faceoff X.

RULE 7, SECTION 3 – PLAY RULINGS

7.3 SITUATION A: There is a loose ball in Team A's defensive half of the field, and B1 commits a violation: (a) a technical foul or (b) a personal foul. **RULING:** In (a), possible play-on. If Team A fails to gain possession, ball awarded to Team A at the spot where the ball was when whistle blew. In (b), ball awarded to Team A in its offensive half of the field at the Center Faceoff X.

7.3 SITUATION B: A1 gains possession in his defensive end and is fouled by B1, flag down. A1 passes to goalkeeper A2 who is in his crease. B2 (a) interferes with A2 or (b) checks the ball out of A2's crosse while he is still in the crease. **RULING:** Since there is a flag down in (a) a second flag would be thrown and the slow whistle would continue or (b) the whistle must sound as soon as the ball

touches the ground. B2 serves 30 seconds for the goalie interference foul.

7.3 SITUATION C: Ball crosses the end line in Team A goal area, Team A awarded possession. Either team calls a time-out. Before restart, Team B commits a foul. **RULING:** Team B penalty is assessed; ball is restarted at the same spot on the end line and is not moved laterally outside the goal area.

SECTION 4 TEAM PENALTIES

ART. 1 . . . If a penalty 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 and assess the penalty time.

ART. 2 . . . When the person committing the foul is a substitute, the foul shall be assessed against him insofar as the record is concerned and he only may re-enter the game subject to the same restrictions he would be under if he were a legal player on the field at the time the foul was committed.

ART. 3 . . . If multiple fouls of this type occur, the referee shall assess the penalty time against an additional attack player who shall be the one whose name appears closest to that of the in-home in the official scorer's scorebook.

SECTION 5 DEAD-BALL FOULS

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 7-2-1-d. Fouls occurring at the same time during a dead ball (when sequence cannot be determined) shall be considered simultaneous.

RULE 7, SECTION 5 – PLAY RULINGS

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

7.5 SITUATION B: After the whistle to suspend play to end the first half, B1 slashes A1. B1 then maligns the official. Before the start of the second half, Team A delays the game. **RULING:** B1 serves a two-minute penalty. The first minute is nonreleasable. Ball is awarded to Team B in its offensive half of the field at the Center Faceoff X, with no faceoff to begin the second half.

7.5 SITUATION C: A dead ball foul occurs with Team A in possession of the ball in its defensive half of the field. B1 argues with the official (nonmaligning) and ball is awarded to Team A at center. Then Team A delays the game. **RULING:** B1 serves 30 seconds, conduct foul. Ball is awarded to Team B in its offensive half of the field at the Center Faceoff X.

7.5 SITUATION D: The first half ends with B1 in the penalty area with 20 sec-

onds remaining on his penalty time and Team B in possession of the ball in its defensive-goal area. Immediately after the whistle blows ending the first half, A1 argues with the official (non-maligning). During half time, A2 and B2 are penalized for unsportsmanlike conduct (simultaneous fouls). Before the resumption of play, Team B delays the game. **RULING:** A1 serves 30-second penalty (conduct foul). A1's penalty is nonreleasable. A2 and B2 serve one minute each for unsportsmanlike conduct. A2 and B2s' penalties occurred simultaneously and also are nonreleasable. The ball is awarded to Team A in its offensive half of the field at the Center Faceoff X.

SECTION 6 SIMULTANEOUS FOULS

ART. 1 . . . Simultaneous fouls are fouls called on players of opposing teams during:

- a. a live ball; or
- b. a dead ball when sequence cannot be determined.

ART. 2 . . . 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.

ART. 3 . . . Penalty time:

- a. If there is no play-on or flag down in effect and if all fouls are technical, the fouls cancel.
- b. If the team in possession (or entitled to possession) commits:
 1. Only technical fouls, no penalty time will be served by that team.
 2. Any personal foul, all players involved will serve penalty time.

ART. 4 . . . Award the ball:

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

RULE 7, SECTION 6 – PLAY RULINGS

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

7.6 SITUATION B: B1 commits a live-ball technical foul (30 seconds to be served). Before ball is put back into play, A1 commits a technical foul. **RULING:**

B1 serves 30 seconds. Ball is awarded to Team B. This is not a simultaneous-foul situation.

7.6 SITUATION C: Team B commits technical foul (slow whistle), Team A scores. Technical foul canceled by goal. Then A1 commits a personal foul. **RULING:** A1's penalty is enforced. Ball is awarded to Team B in its offensive half of the field at the Center Faceoff X. These are not to be considered simultaneous fouls. Team B's foul is canceled by goal.

7.6 SITUATION D: Team B delays the game before the 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 situation.

7.6 SITUATION E: Team B delays the game before a faceoff. Ball is awarded to Team A. Before the whistle resuming play, Team A delays game. **RULING:** Ball is awarded to Team B. This is not a simultaneous-foul situation.

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

7.6 SITUATION G: At the faceoff, B1 moves. Ball is awarded to Team A. Team A then calls a time-out, but the team already has used its allotment. **RULING:** This is not a simultaneous foul. Award the ball to Team B.

7.6 SITUATION H: Team A's goalkeeper is interfered with while he has possession of the ball during the play-on situation. A free clear is allowed at the center line, but before the ball is put into play, Team A commits (a) a personal foul or (b) a technical foul. **RULING:** This is not a simultaneous foul. In (a), Team B possession at the center line, and Team A is penalized for a personal foul. In (b), Team B possession at the center line.

7.6 SITUATION I: B1 commits a technical foul with Team A in possession of the ball in Team A's defensive half of the field, flag down. Before the whistle resuming play, Team A commits two technical fouls (delay of game and conduct foul). **RULING:** This is not a simultaneous foul. First award ball to Team A at center and B1 serves 30 seconds. Then for Team A's delay of game, award the ball to Team B in its offensive half of the field at the Center Faceoff X and penalize Team A 30 seconds for a conduct foul. The penalties on Teams A and B are nonreleasable.

7.6 SITUATION J: B1 slashes A1, slow whistle. Team A scores. Immediately after whistle, an official realizes that A2 was offside. **RULING:** The goal is disallowed. B1 serves one-minute penalty. Ball is awarded to Team A.

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

7.6 SITUATION L: B1 commits a personal foul, creating a slow whistle. B2 then

slashes A1 (second flag down), who retaliates and slashes B2. **RULING:** Official blows whistle, ending the flag-down situation, when A1 slashes B2. B1, B2 and A1 each serve one-minute penalties, which are simultaneous. B1, B2 and A1's penalties are nonreleasable. Team with lesser time is awarded the ball.

7.6 SITUATION M: B1 slashes A1, flag down. A2 then slashes B2, stopping play. **RULING:** Simultaneous fouls. Both B1 and A2 serve one-minute fouls. Ball awarded to Team A since penalty time is equal and Team A was in possession of the ball.

7.6 SITUATION N: While A1 is about to scoop the ball, B1 goes offside. At the same time, A2 pushes B2. **RULING:** Simultaneous fouls. Whistle is blown immediately, fouls cancel and ball is awarded according to the alternate-possession rule.

7.6 SITUATION O: During a loose ball, B1 pushes A1 from behind and a play-on is called. While the ball is live, A1 turns and slashes B1. **RULING:** These are simultaneous fouls. Since Team A was entitled to possession, both players serve penalty time. B1 serves 30 seconds (non-releasable) and A1 serves one minute, with the first 30 seconds being non-releasable.

7.6 SITUATION P: Goalkeeper B1 has possession of the ball within his crease, at which time A1 checks B1's crosse. Official signals play-on. In retaliation, B1 goalkeeper intentionally slashes A1 on the follow through of his outlet pass. **RULING:** SIMULTANEOUS FOULS: Both A1 and B1 serve penalty time, with the first 30 seconds non-releasable. Ball is awarded to team A1, 20 yards lateral from the goal.

***7.6 SITUATION Q:** A1 has possession of the ball. B1 slashes A1. During the flag down, A2 interferes with B2. The official blows the play dead and assesses a personal foul to B1. **RULING:** These are simultaneous fouls. B1 serves a one-minute personal foul; A2 serves no penalty. Team A retains possession of the ball.

SECTION 7 FOULS AFTER END OF PERIOD

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

SECTION 8 SLOW-WHISTLE TECHNIQUE

ART. 1 . . . If a defending player commits a foul against an attacking player and an attacking player has possession of the ball, and if the act of fouling does not cause the player in possession of the ball to lose possession, the official shall drop a signal flag, make the verbal signal 'flag down.'

ART. 2 . . . The official shall withhold the whistle until:

- A goal is scored by the attacking team.
- The ball goes out of bounds.

- c. A player on the defending team gains possession of the ball.
- d. A shot is taken that does not result in a goal.
- e. The ball enters the goal area or is in the goal area at the time the foul occurs and thereafter moves out of the goal area.
- f. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- g. A player loses any of the required equipment in a scrimmage area, and the official is required under the rules to blow the whistle.
- h. A player on the attacking team commits a foul.
- i. The ball is in the defensive half of the field, and the team in possession fails to clear the ball into its goal area.
- j. When the ball hits the ground (not on a shot), the slow whistle is terminated.

ART. 3 . . . The slow whistle shall be used whether the foul is committed against the player in possession of the ball or some other member of the attacking team. During a slow whistle, a shot remains a shot until: (a) it is obvious that a goal will not be scored; (b) added impetus is given the ball by any member of the attacking team; (c) possession is gained by any member of the defensive team; or (d) after hitting the goalkeeper, goal posts or crossbar, the ball is touched by any player of either team other than the defending goalkeeper, or an official.

SECTION 9 ENFORCEMENT AFTER SLOW WHISTLE

ART. 1 . . . A player or substitute committing a personal foul shall be suspended from the game for the designated penalty time, regardless of whether a goal is scored during the slow whistle.

ART. 2 . . . If a goal is scored after a slow whistle on a technical foul, no penalty is given; if a goal is not scored, the penalty is suspension from the game for 30 seconds for each foul.

ART. 3 . . . In all cases when a goal is not scored, the ball is awarded to the team fouled (the attacking team), at the spot where the ball was when play was suspended. If the ball was in the goal area when play was suspended, it shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle.

ART. 4 . . . If a goal is scored after the slow-whistle technique and it is found that simultaneous fouls were committed before the whistle was blown signaling the scoring of a goal, the goal shall be disallowed, regardless of the nature of the foul on the attacking team.

RULE 7, SECTION 9 – PLAY RULINGS

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

7.9 SITUATION B: A1 takes a shot from midfield. B2 illegally checks A2, and the ball enters the goal. **RULING:** Slow whistle, goal counts. B2's violation, if technical, is wiped out; if personal foul, B2 serves penalty time. Faceoff.

7.9 SITUATION C: Team A's goalkeeper is out of the crease with the ball and makes a pass up field for clear, which is intercepted by B2, who shoots at open goal. Goalkeeper A1, or any defensive player seeing loose ball going toward goal, throws his crosse at ball. Should official blow the whistle, stopping play? **RULING:** No. If ball enters goal, legal goal but unsportsmanlike conduct regardless of whether goal is scored.

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

7.9 SITUATION E: A1 is wide open in front of goal. As pass from A2 is in flight toward A1, Team B's goalkeeper runs out of crease and fouls A1 or throws his crosse at the ball in the air. **RULING:** Slow whistle. If the ball enters goal, goal counts, and official assesses penalty against Team B's goalkeeper. (If foul was technical, then goal wipes it out. If foul was personal, then Team B's goalkeeper serves penalty time.)

7.9 SITUATION F: B1 and B2 are offside, chasing A1 across center line. A1 shoots and scores goal, whereupon A3 turns and commits a personal foul against B3, who is guarding him closely. **RULING:** Slow whistle. Goal by A1 wipes out technical fouls against B1 and B2. A3 serves penalty time, and it is B's ball at the center line (dead-ball foul).

7.9 SITUATION G: A1 is fouled in his attack half of the field; flag is dropped, and A1 passes to A2, who dodges B2 and then passes to A3, who shoots and scores goal. **RULING:** Goal.

7.9 SITUATION H: During slow whistle, A1 completes pass to A2, who shoots at goal. A3, who is cutting in front of goal, is hit on some part of his body by the ball, and the ball enters goal. **RULING:** Legal goal. (No positive impetus given to ball by A3.)

7.9 SITUATION I: During a slow whistle, A1 shoots the ball toward goal. A2 catches ball either in front of or in back of the goal and shoots it into the goal. **RULING:** Legal goal. What appeared to be a shot turned out to be a pass.

7.9 SITUATION J: A1 interferes with Team B's goalkeeper who has possession of the ball in the crease. Is this a slow whistle or a play-on? **RULING:** Play-on.

7.9 SITUATION K: A1 slashes Team B's goalkeeper who has possession of the ball. **RULING:** Slow whistle.

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

SECTION 10 PLAY-ON TECHNIQUE

ART. 1 . . . If a player commits a loose-ball or line violation technical foul, goalie interference or crease violation and an offended player may be disadvantaged by the immediate suspension of play, the official shall visually and verbally signal play-on, and withhold the whistle until such time as the situation of advantage gained or lost has been completed.

ART. 2 . . . The play-on shall have elapsed and the official shall cease to signal when:

- a. In the case of a loose-ball technical-foul situation, the offended team gains possession.
 - b. In the case of a crease violation in which the goalkeeper has possession, play shall continue until the offended team is disadvantaged.
 - c. When the offended team commits a violation or penalty.
-

RULE 7, SECTION 10 – PLAY RULING

7.10.2 SITUATION: Goalkeeper A's outlet pass bounces past midfield and the ground ball picked up by Attack A. Is the Play-on over when the ball contacts the ground? **RULING:** No. Advantage has not been lost. Play continues.

SECTION 11 ENFORCEMENT OF PLAY-ON TECHNIQUE

ART. 1 . . . If the offended player gains possession of the ball, the whistle is not blown and no penalty is given. If the offended player fails to gain possession of the ball, then the whistle is blown; and the ball is awarded to the team fouled.

ART. 2 . . . If, in the case of the crease violation, the goalkeeper, who has possession of the ball, continues to play on, the whistle is not blown. No penalty is called if the offended team maintains advantage of the ball. 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 in its offensive half of the field at the Center Faceoff X, with no penalty to be served.

RULE 7, SECTION 11 – PLAY RULINGS

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

7.11 SITUATION B: While A1 is about to scoop the ball, B2 interferes with A2. **RULING:** Play-on.

7.11 SITUATION C: While A1 is about to scoop the ball, coach of Team B argues with an official. **RULING:** Official may suspend play immediately – unsportsman-like conduct (personal foul) or signal play-on – conduct foul (technical foul). Official's call would depend on the seriousness of the infraction.

7.11 SITUATION D: 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 five yards from the play. **RULING:** Play-on. Holding against B1 if A2 fails to gain possession of the ball.

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

7.11 SITUATION F: While ball is loose in the crease, A1 interferes with goalkeeper B1. **RULING:** Play-on situation. If B1 fails to gain possession of the ball, ball is awarded to Team B, outside the goal area.

7.11 SITUATION G: While goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper B1. **RULING:** Play-on situation. If B1 fails to run the ball out of the crease or successfully complete an outlet pass, ball is awarded to Team B in its offensive half of the field at the Center Faceoff X.

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

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

SECTION 12 EJECTION

The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member shall be removed from the premises if there is authorized school personnel present to supervise the student. If no authorized school personnel is available, the student shall be confined to the bench area.

RULE 7, SECTION 12 – PLAY RULING

7.12 SITUATION: A1 has been ejected from the game for fighting. Would A1 be allowed to remain in the bench area? **RULING:** Only if no authorized school person was available to accompany A1 from the premises.

SECTION 13 CORRECTION OF ERRORS

ART. 1. . . Misapplication of a rule – When a head coach believes an official (game official, bench official, timekeeper or scorer) has misapplied a rule, the head coach may approach the scorer's table to request a coach/official time-out for the purpose of discussing a possible misapplication of a rule. This request shall be made prior to the next live ball. The timekeeper shall sound the double horn at the request of the head coach and the discussion shall take place in the Table Area in the presence of both coaches.

If the official has misapplied a rule, necessary adjustments will be made and an explanation given to both head coaches. No time-out will be charged and play will immediately be resumed. If there was no error in the application of the rule, the time-out will be charged to the requesting team. If there is time remaining for the charged time-out, the head coach may utilize the amount remaining.

The head coach may not debate a judgment call. The coach/official time-out is limited to the discussion of the possible misapplication of a rule. Decisions based on the judgment of the official(s) are final and not subject to review. The use of video monitoring, replay equipment or personal wireless communication devices by the officials in making any decision relating to the game is prohibited.

ART. 2. . . Inadvertent Whistles – In the event of an inadvertent whistle, play shall be suspended immediately. The team with possession when the whistle was blown shall retain possession. If the ball was loose outside the crease, possession shall be awarded by alternate possession. If the ball was loose inside the crease, award to the defensive team laterally outside the goal area.

ART 3. . . Inadvertent Flags – In the event of an inadvertent flag, play shall be suspended at the earliest opportunity that does not interfere with an imminent scoring opportunity. The team with possession when the flag was thrown shall retain possession. If the ball was loose outside the crease, possession shall be awarded by alternate possession. If the ball was loose inside the crease, award to the defensive team laterally outside the goal area.

RULE 7, SECTION 13 – PLAY RULINGS

7.13 SITUATION A: B1 is in penalty area for one minute. After 30 seconds of play, official timer tells B1 to return to game. A1 scores a goal. **RULING:** Goal counts, and B1 remains in game as the goal wipes out his remaining 30 seconds.

7.13 SITUATION B: B1 is in penalty area for one minute. After 30 seconds of play, he is released by the official timekeeper and B2 scores a goal. Team A notifies officials of timekeeper's mistake. **RULING:** Goal does not count, and B1 returns to penalty area to serve his remaining 30 seconds. Ball is awarded to the team in possession or entitled to possession at the time of the error, or if the ball was loose outside the crease at the time of the error, by alternate possession.

7.13 SITUATION C: B1 in penalty area for one minute. After 30 seconds of play, B1 is released from penalty area by the official timer or goes into game without being released and B2 scores goal. Following the faceoff after the goal, Team A protests to the officials. **RULING:** Goal counts. B1 remains in the game.

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

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

7.13 SITUATION F: A1 is assessed a one minute foul for offsides. Team A head coach requests a time out for an explanation. He believes that the proper call should be a 30 second foul. **RULING:** Referees confer. They agree that the penalty time is incorrect and make the necessary changes with the score keeper. The time out is charged to the officials and the game resumes within 20 seconds.

7.13 SITUATION G: A1 is assessed a two-minute foul for slashing. Team A head coach requests a time-out for an explanation. He believes that the proper call should be a one-minute foul. **RULING:** Referees confer noting that A1 was assessed a two- minute penalty based upon the official's "judgment of the severity and perceived intent of the personal foul." Team A is assessed a time-out. Head Coach A has the time remaining from the original one minute and 40 seconds allotted to confer with his team. (7-13)

7.13 SITUATION H: The situation is the same as above. A1 is correctly assessed a two-minute foul by the officials. At this point, they determine that the time-out is over, as more than one minute and 40 seconds has elapsed. Team A head coach refuses to take the field, arguing that he is now entitled to a time-out to confer with his players. **RULING:** Team A is now guilty of delay of game. The In Home shall be placed in the penalty box for 30 seconds and Team A is two men down. Team A head coach is instructed that he has 20 seconds to make the necessary substitutions, at which time play shall commence. (7-13)

7.13 SITUATION I: A1 is assessed a one-minute foul for slashing. Team A's head coach calls time-out and requests an explanation. He uses the opportunity to abuse the officials. **RULING:** A1 is in the box for one minute. The Team A head coach is assessed a one-minute foul for unsportsmanlike conduct. A2 (the In Home) is placed in the penalty box and Team A is two men down. The time-out is charged to Team A. (7-13)

7.13 SITUATION J: A1 is called for a foul. Team A head coach wants an explanation. He is out of time-outs. **RULING:** He may still request a time-out but, if no change is made, it is a 30-second technical violation. (7-13)

COMMENTS ON THE 2011 RULES REVISIONS

Major Rule Revisions

- 1-2-1** Officials need to be able to easily determine exactly where the center line is, even if the field has a large logo. Thus, at a minimum, there must a shadow line through the logo, if one exists.
- 1-9-1g-7** The original problem that necessitated the uniform rule change in 2008 was the contrasting color of the yoke. Contrasting-colored piping does not cause a problem for officials.
- 4-28-7** This change stipulates that any player who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed for the game. The rule also requires that the clearance to return to play be issued by an appropriate health-care professional. See “Suggested Guidelines for the Management of Concussion” on page 96 of this NFHS Boys Lacrosse Rules Book.
- 5-3-4,5,6** Given recent information regarding the significant consequences of concussion, the rules have been revised to minimize contact with and to the head from the game.

Major Editorial Rule Revisions

- 1-9-1-g-2** The previous wording of the rule simply specified that the side trim extended from armpit to waistband. Some were interpreting this to mean that the trim must extend the full length allowed, from armpit to waistband. This revision should make it clear that the trim could be less than armpit to waistband.
- 1-10-1b** The NFHS Sports Medicine Advisory Committee developed this rule revision to more clearly define padding requirements for braces, etc.
- 1-11-1** The present coach’s certification is cumbersome for officials and difficult for them to recite exactly. With this revision, officials can simply ask the coach if all players are properly equipped by rule which refers to the five items listed in the rule – a through e. It is the responsibility of the coaches to know what is included in that rule.
- 2-7-2f** Based on Situation 4-22 B, the chief bench official has the authority to call too few players on the field. This revision simply brings the rule in line with that situation.
- 4-3-5** Players unable to hear the “set” command and/or the whistle sound are

at a decided disadvantage on the faceoff. With this revision, officials can determine the best procedure to provide a visual command to go along with the audible command.

4-21-2 This rule change defines a specific procedure if the goalkeeper loses his stick with the ball in it.

5-6-3 In the previous list of body parts not to be slashed, there is no mention of leg, arm or foot. “Any part of the body” is a simpler, shorter, cleaner way of stating this while also adding what is missing. A player’s gloved hand is already covered in the last sentence of the article.

6-5-2-b3 The rules did not previously include a statement which specifically prohibited a player from intentionally kicking an opponent’s crosse, although in most situations it was considered illegal to do so. The addition of this statement makes it clear that this is a violation.

POINTS OF EMPHASIS

Restart Procedures – It is the responsibility of the game administration, coaches and officials to see that the contest moves along promptly. If each of the aforementioned carries out their responsibilities, it will provide for a much more enjoyable contest. When the ball is ready for play, play should resume within five seconds.

Field Size and Markings – The first criterion in providing equitable conditions is to provide proper field conditions. Concerns have been raised regarding improper field size and/or markings. It is the responsibility of the home administration to provide a legal size playing field that is marked correctly (see field diagram on page 5) including, but not limited to:

1. Proper length and width
2. Complete and correct field markings
3. Coaches area
4. Bench area
5. Penalty area
6. Limit lines
7. Placement of pylons

Sportsmanship – Taunting and baiting an opponent is contrary to the basic concept of fair play and honorable competition. Profane language and taunting is

exactly opposite of the type of conduct and behavior which interscholastic athletic participation is intended to teach. The game provides countless opportunities for players to show good sportsmanship. Officials must strictly enforce the rules which prohibit unsportsmanlike conduct. If everyone involved in the game does their job, these undesirable acts will no longer be a part of interscholastic sports.

Coaches must take a visible leadership role in positive sportsmanship efforts. Since coaches are the most important component of modeling and teaching good sportsmanship, it is imperative that they inspire players to conduct themselves in a manner which best represents the values of high school sports. Coaches must stress respect for opposing players and tolerate no conduct which demeans or embarrasses the opponent.

Bench Area Protocol – Coaches are reminded to remain in the coaches' area at all times during the game. All coaches should remain off the playing field, including during time-outs. In order to achieve optimal field coverage, officials are encouraged to run the sideline during transition play. Coaches standing on or beyond the sideline create a dangerous situation for both the coach and the official.

The rules call for team benches to be positioned 10 yards from the sideline and substitutes to be stationed a minimum of six yards from the sideline. Game administrators are strongly encouraged to provide this six-yard minimum wherever possible. Where not possible, team substitutes should be stationed as far from the sideline as conditions allow. It is the coaches' responsibility to ensure that substitutes do not stand in the coaches' area or encroach on the sidelines.

Coach's Equipment Certification – Equipment certification can be handled by the referee asking the head coach, "Coach, are all of your players legally equipped by rule?" Head coaches are reminded that by responding "yes," they are certifying that they have fulfilled all of the requirements of Article 1, "Equipment Certification" (p. 17-18).

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OFFICIAL NFHS LACROSSE SIGNALS



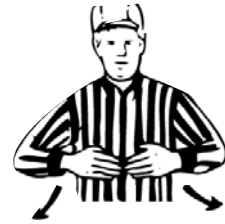
1. Timeout for Discretionary or Injury Timeout. Follow Signal Above with Tapping of Hands on Chest



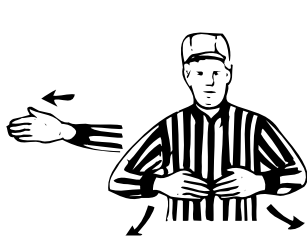
2. Score



3. No Score or Technical Foul Wiped Out by Goal



4. Faceoff



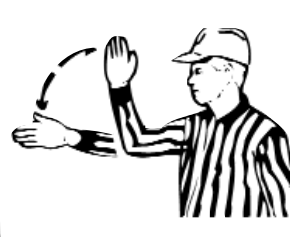
5. Alternate Possession



6. Ball in Possession on Faceoff



7. Ball has entered attack area



8. Out of Bounds Direction of Play



9. Failure to Advance the Ball



10. Loose Ball



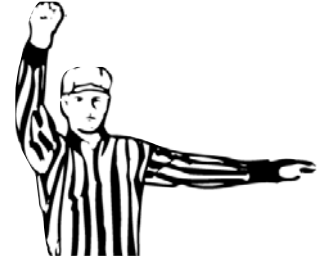
11. Simultaneous Fouls



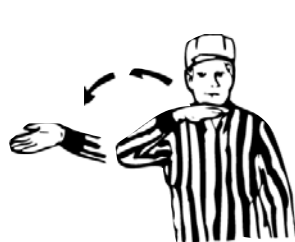
12. Nonreleasable Penalty



13. Counts



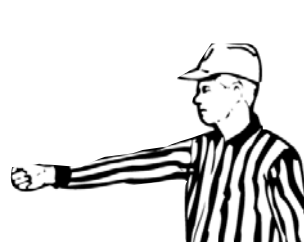
14. Stalling Warning



15. Re-entry of the Crease



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



17. Inadvertent Whistle



18. Inadvertent Flag

PROCEDURAL SIGNALS

OFFICIAL NFHS LACROSSE SIGNALS



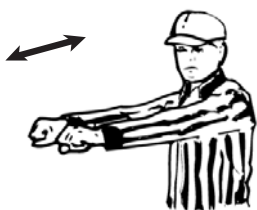
19. Personal Foul



20. Illegal Body Check



21. Slashing



22. Cross Checking



23. Tripping



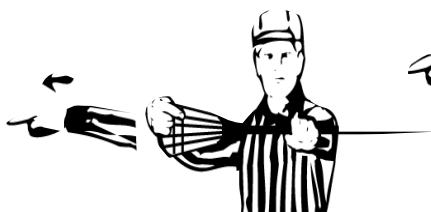
24. Unnecessary Roughness



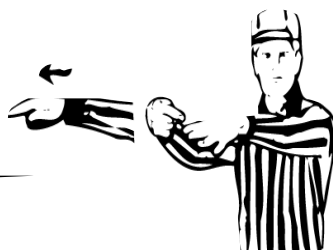
25. Unsportsmanlike Conduct



26. Illegal Equipment
(Crosse)



27. Deep Pockets



28. Illegal Equipment
(Gloves)



29. Ejection Foul

PERSONAL FOULS

OFFICIAL NFHS LACROSSE SIGNALS



30. Technical Foul
(Time Served)



31. Interference



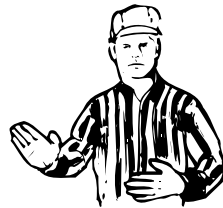
32. Illegal Offensive
Screening



33. Holding



34. Warding Off



35. Pushing



36. Withholding
Ball from Play



37. Stalling or
Delay of Game



38. Offside



39. Crease Violation



40. Conduct Foul



41. Illegal Procedure



42. Substitution
Infraction



43. Illegal Touching
of the Ball

TECHNICAL FOULS

US Lacrosse Point of Emphasis

Through responsive and effective leadership, US Lacrosse, the national governing body for men's, women's and youth lacrosse, strives to provide programs and services to inspire participation while protecting the integrity of the game. US Lacrosse envisions a future which offers people everywhere the opportunity to discover, learn, participate in, enjoy and ultimately embrace the shared passion of the lacrosse experience. US Lacrosse encourages all lacrosse players, coaches, officials and spectators to honor the game by adhering to the spirit and strictest interpretations of the rules, especially those that minimize risk for players and those that pertain to participant sportsmanship.

2011 Rules for Youth Lacrosse

The following rules are written by the US Lacrosse Youth Council as exceptions to the National Federation of State High School Associations' (NFHS) 2011 Boys' Lacrosse Rules. All rules not modified below are to be considered standard Youth rules for the 2011 lacrosse season. Those with questions about the US Lacrosse Rules for Boys' Youth Lacrosse should contact the chairman of the US Lacrosse Youth Council Boys' Youth Rules Committee, Chase Howse, at boysyouthrules@aol.com. Please do not contact NFHS about the following rules.

Age and Eligibility Guidelines

US Lacrosse establishes eligibility guidelines in order to promote the game of lacrosse among the youth of America in a safe and sportsmanlike environment. US Lacrosse believes that this goal can be best achieved by facilitating playing opportunities that seek to establish a "level playing field" among players of similar age, size and ability.

Age and Eligibility Guidelines are not considered "game-day rules" and are not enforced as game-day rules by officials. Specific age and eligibility requirements are established by the lacrosse league or association in which a team participates.

League and Association Play. US Lacrosse recommends that leagues should be organized by age. Existing leagues or associations may maintain their current groupings. Physical and cognitive maturity should be considered when grouping players. If your program has enough players, physically disparate groups should play separately, if possible. US Lacrosse also recommends that players that have participated in any high-school level program as a member of a high school

freshman, JV-B, junior varsity, or varsity team should not be considered eligible for U-15 competition.

The following are suggested groupings, with ages determined as of December 31st in the year preceding competition:

Middle School:

Senior Division: 15 and Under. May have competitive divisions grouped by ability.

Junior Division: 13 and Under. May have competitive divisions grouped by ability.

Note: Players 13 years old may have difficulty playing with 15 year old players.

Elementary School:

Lightning Division: 11 and Under. Non-competitive. It is recommended that when multiple teams exist within a program, teams should be balanced as to physical size.

Bantam Division: 9 and Under. Non-competitive. It is recommended that when multiple teams exist within a program, teams should be balanced as to physical size.

Examples, using the U-13 category:

- 1) A player is 12 years old on 12/31/10 and turns 13 on May 15, 2011. This player is qualified to participate.
- 2) A player is 13 years old on 12/31/10 and turns 14 on May 15, 2011. This player is NOT qualified to participate.

Format of the following Section: *Existing NFHS Rule Section reference*, **followed by the corresponding USLYC rule section modification.**

Rule 1 — The Game, Field & Equipment

NFHS Rule 1, Section 1 — The Game

Lacrosse is played by two teams of 10 players each.

Number of Players

RULE 1 SECTION 1.

10 players per side on the field; however, games can be played with as few as seven per side on the field if coaches agree. All USLYC sponsored events will be

played with the regulation 10 players per side.

NFHS Rule 1, Section 2 — The Field

The lacrosse playing field shall be rectangular, 110 yards long and between 53 1/3 and 60 yards wide.

Field

RULE 1 SECTION 2.

Play on regulation size field is preferred; however the coaches and officials can agree to play on any size field available. USLYC sponsored events will be played on regulation size fields for all groups.

NFHS Rule 1, Section 6 — Equipment: Crosse - Dimensions

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

NFHS Rule 1, Section 9 — Player Equipment

All players are required to wear protective gloves, arm pads, shoulder pads, shoes, and jerseys.

Equipment

RULE 1 SECTIONS 6 & 9. Equipment will conform to NFHS crosse dimensions and equipment requirements, including NOCSAE — approved helmets, with the following modifications:

- a. The length of the short crosse may be 37 to 40 inches for offensive players in the Lightning and Bantam Divisions and defensive players in such divisions may use a stick with a length of 37 to 72 inches.
- b. Rib pads are strongly recommended.

RULE 1 SECTION 9 ARTICLE 1.g Game Jerseys

The provisions of the referenced rule subsection need not be strictly enforced at the youth level. A team's game jerseys should be of a single, dominant color with numbers on the front and back of sufficient size to be clearly visible by game officials anywhere on the field.

NFHS Rule 1, Section 12 — Game Administration

Game Administration – Spectators and Teams on Opposite Sides of Field
RULE 1 SECTION 12.

Spectators and fans will be placed on the opposite side of the field from the table and bench areas. If the field is laid out in a manner that does not allow spectators and fans to be located on the far side of the field, the referee can waive this requirement. When stands or seating facilities are not provided on the opposite side of the field, spectators, fans, and parents will observe the 6-yard spectator limit line on the far side of the field.

Rule 2 — Game Personnel

NFHS Rule 2, Section 4 — Home Team's Responsibility

Responsibilities of the home team

RULE 2 SECTION 4.2

- a. Home teams are responsible for contrasting jersey colors and will wear pennies if needed.
- b. Sideline Managers - Each team will be asked to provide a designated Sideline Manager (one adult per team, on site, per game-day contest) to help encourage, maintain and manage the sportsmanlike behavior of spectators and fans. See the "Boys' Youth Rules Addendum", below, for further information.

Rule 3 — Time Factors

NFHS Rule 3 – Sections 1, 3 and 4 – Time Factors and Overtime

Length of Game

RULE 3 SECTION 1.

- a. Senior and Junior Division — Four 10-minute stop-time quarters. In the event of a tie, two 4-minute sudden-victory overtime periods will be played. If after two overtime periods the score is still tied, additional sudden-victory overtime periods may be played until a winner is determined (provided time permits and coaches and officials are in agreement).
- b. Lightning and Bantam Divisions — Four 12-minute running-time quarters. In the event of a tie, one 15-minute running-time overtime period will be played, with the team in the lead at the end of the overtime declared the winner. This is

not a sudden victory period. If the score is still tied at the end of the overtime period, the game will end as a tie.

Stalling – Final Two Minutes of Regulation Play

RULE 3 SECTION 3.

This stalling rule shall be enforced for the Junior and Senior Divisions; however this rule will be waived for Lightning and Bantam Divisions.

Rule 4 — Play of the Game

The game is to be played with emphasis on the proper development of stick, team and sportsmanship skills. All divisions will follow NFHS “Play of Game” rules with the following modifications:

NFHS Rule 4, Section 3 — Facing off

Facing Off

RULE 4 SECTION 3

In any game, at any point during a game when there is a four-point lead, the team that is behind will be given the ball at the midfield line in lieu of a face-off as long as the four-point lead is maintained, unless waived by the coach of the trailing team.

NFHS Rule 4, Section 14 — Advancing the ball beyond the midfield line

NFHS Rule 4, Section 15 — Advancing the ball into Goal Area

Advancing the Ball

RULE 4 SECTION 14 & 15

- No offensive 10-second count will be used.
- No defensive 20-second count will be used.

If a game official detects an effort to stall the advancement of the ball in either the defensive clearing area or the offensive zone outside the offensive box, the official will give a verbal command to “*advance the ball*” followed by a visual 5-second hand count. If the team so warned does not attempt to advance the ball within the 5-second count, a turnover will occur with restart at the point of the stalling infraction.

*NFHS Rule 4, Section 28 — Team Timeouts***Time Out**

RULE 4 SECTION 28

Timeouts — two (2) timeouts are permitted per half. The number and length of team timeouts will be agreed upon before the game starts by the coaches and officials, particularly in running-time game situations, and will not exceed 2 minutes.

Rule 5 — Personal and Ejection Fouls*NFHS Rule 5, Section 3 — Illegal body check NOTE: Spearing**NFHS Rule 5, Section 3.1 — Body checking within 5 yards of a loose ball***Body Checking**

RULE 5 SECTION 3

Body checking is permitted in Senior and Junior Divisions; however, no take-out checks are permitted by any player. **A take out check is defined as any check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground.**

Players in the Junior and Senior divisions may make contact in an upright position within five yards of the ball. No body checking of any kind (including man/ball “clear the body” type pushing) is permitted in the Lightning and Bantam Division. If a loose ball is not moving, the referee may re-start play following the alternate possession rule.

*NFHS Rule 5, Section 6 — Slashing***Slashing**

RULE 5 SECTION 6

Personal Foul/Slashing - For Lightning and Bantam Divisions: Any poke check making contact with an opponent (other than the gloved hand while holding the stick) will be considered a slash. Also, any one-handed check will be considered a slash for the Bantam Division.

NFHS Rule 5, Section 9 — Unsportsmanlike conduct

Unsportsmanlike Conduct

RULE 5 SECTION 9

Personal fouls are to be taken seriously. In addition to the NFHS rules, any player or coach who uses derogatory or profane language (starting with “damn”) on the field or bench, whether addressing a player, coach or referee may receive: first offense, 1 to 3-minute non-releasable unsportsmanlike conduct penalty; second offense a 3-minute non-releasable expulsion foul.

*NFHS Rule 5, Section 11 — Ejection***Ejection Fouls**

RULE 5 SECTION 11

Players illegally playing down to any division will be ejected for the season and the team will be eliminated from any playoffs and ineligible for any titles or awards.

Rule 6 — Technical Fouls*NFHS Rule 6, Section 10 – Stalling***Stalling**

RULE 6 SECTION 10

Senior and Junior Divisions: the team with the lead must keep the ball in the goal area during the last two minutes of the game. Lightning and Bantam Divisions are excused from this rule.

Rule 7 — Penalty Enforcement*NFHS Rule 7, Sections 1, 2 & 3***Time Serving Penalties**

RULE 7 SECTIONS 1, 2 & 3

Time serving penalties are enforced and man up situations are permitted in all divisions except the Bantam Division, where there are no time-serving penalties; instead the player must be substituted for and the ball awarded to the other team at the point of the infraction.

Game Termination

Officials will have authority to terminate a boys' youth game in response to flagrant acts of unsportsmanlike behavior by coaches, athletes, spectators, or fans. A game termination will be the last resort in insuring the players' safety and preserving the integrity of the game. **If possible**, game officials will issue at least one strong warning that the game is in danger of being terminated. However, it is conceivable that games may be terminated on the first instance of a flagrant unsportsmanlike act. Every effort should be taken to avoid game termination, including the enforcement of existing rules for team-conduct penalties, unsportsmanlike-conduct penalties, and ejection fouls. Mechanics for terminating a game for flagrant unsportsmanlike behavior can be found at the US Lacrosse webpage referenced above. All games terminated by a US Lacrosse Official, will result in a 1-0 victory for the team that is innocent of the terminal offense(s). It is recommended that the game should count in league statistics as a full game, and all goals, assists, saves, and other team statistics should count toward team and league records.

Rules Changes and Modification

- a. NFHS rules and the supplemental rules are reviewed annually by USLYC Rules Committee, which may adopt any of the changes or modifications deemed necessary to ensure the safe play at all levels.
- b. Any comments or suggestions by coaches or officials regarding the Rules for Boys' Youth Lacrosse must be submitted in writing before June 1 for consideration by the USLYC Boys' Youth Rules Committee. Any changes or modifications that are approved by the committee will be effective for the Boys' Youth Rules in the 2011 NFHS rules book.
- c. Please send all comments or suggestions regarding the Rules for Boys' Youth Lacrosse to: Chase Howse, USLYC Boys' Youth Rules Committee – at boysyouthrules@aol.com, or to:

USLYC Boys' Youth Rules Committee

c/o US Lacrosse

113 W. University Parkway, Baltimore, MD 21210-3300

410-366-6735 (fax) 410-235-6882 (phone); www.uslacrosse.org

National Federation of State
High School Associations



Mission Statement

The National Federation of State High School Associations serves its members, related professional organizations and students by providing leadership for the administration of education-based interscholastic activities, which support academic achievement, good citizenship and equitable opportunities.

We believe:

- the NFHS is the recognized national authority on interscholastic activity programs.
- interscholastic activity programs enrich each student's educational experience.
- participation in education-based activity programs promotes student academic achievement.
- student participation in interscholastic activity programs is a privilege.
- interscholastic participation develops good citizenship and healthy lifestyles.
- interscholastic activity programs foster involvement of a diverse population.
- interscholastic activity programs promote positive school/community relations.
- the NFHS is the pre-eminent authority on competition rules for interscholastic activity programs.
- national competition rules promote fair play and minimize risks for student participants.
- cooperation among state associations advances their individual and collective well-being.
- properly trained administrators/coaches/directors promote the educational mission of the interscholastic experience.
- properly trained officials/judges enhance interscholastic competition.

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Suggested Guidelines for Management of Concussion

A concussion is a traumatic brain injury that interferes with normal brain function. An athlete does not have to lose consciousness (be “knocked out”) to have suffered a concussion.

Common Symptoms of Concussion Include:

- headache
- fogginess
- difficulty concentrating
- easily confused
- slowed thought processes
- difficulty with memory
- nausea
- lack of energy, tiredness
- dizziness, poor balance
- blurred vision
- sensitive to light and sounds
- mood changes- irritable, anxious, or tearful

Suggested Concussion Management:

1. No athlete should return to play (RTP) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional that day.
3. Any athlete with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or competition.
4. After medical clearance, RTP should follow a step-wise protocol with provisions for delayed RTP based upon return of any signs or symptoms.

For further details please see the “NFHS Suggested Guidelines for Management of Concussion” at www.nfhs.org.

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Equipment Guidelines

1. Each NFHS sports rules committee is responsible for recommending the official playing rules to the NFHS Board of Directors for adoption. The committee is not responsible for testing or approving playing equipment for use in interscholastic sports. Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the specifications established by the committee. The NFHS urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NFHS nor the applicable NFHS sport rules committee certifies the safety of any sport equipment. Only equipment that meets the dimensions and specifications in the NFHS sport rules may be used in interscholastic competition. While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment, the committee may, from time to time, provide manufacturers with guidance 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.

2. Each NFHS sport rules committee suggests that manufacturers planning innovative changes in sports equipment submit the equipment to the applicable NFHS sport rules committee for review before production.

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Guidelines on Handling Contests During Lightning Disturbances

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning. The preferred sources from which to request such a policy for your facility would include your state high school association and the nearest office of the National Weather Service.

Proactive Planning

1. Assign staff to monitor local weather conditions before and during events.
2. Develop an evacuation plan, including identification of appropriate nearby shelters.
3. Develop criteria for suspension and resumption of play:
 - a. When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
 - b. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
 - c. Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.
4. Hold periodic reviews for appropriate personnel.

For more detailed information, refer to the "Guidelines for Lightning Safety" contained in the NFHS Sports Medicine Handbook.

Revised October 2007

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Communicable Disease and Skin Infection Procedures

The risk for blood-borne infectious diseases, such as HIV and Hepatitis B, remains low in sports and too date has not been reported. However, proper precautions are needed to minimize the potential risk of spreading these diseases. In addition to these diseases that can be spread through transmission of bodily fluids only, skin infections that occur due to skin contact with competitors and equipment deserve close oversight, especially considering the emergence of the potentially more serious infection with Methicillin-Resistant *Staphylococcus aureus* (MRSA). (See position statement on this on NFHS web site and in the third edition of the NFHS Sports Medicine Handbook)

Universal Hygiene Protocol for All Sports

- Shower immediately after all competition and practice
- Wash all workout clothing after practice
- Wash personal gear, such as knee pads, periodically
- Don't share towels or personal hygiene products with others
- Refrain from (full body) cosmetic shaving

Infectious Skin Diseases

Means of reducing the potential exposure to these agents include:

- Notify guardian, athletic trainer and coach of any lesion before competition or practice. Athlete must have a health-care provider evaluate lesion before returning to competition.
- If an outbreak occurs on a team, especially in a contact sport, consider evaluating other team members for potential spread of the infectious agent.
- Follow NFHS or state/local guidelines on "time until return to competition." Allowance of participation with a covered lesion can occur if in accordance with NFHS, state or local guidelines and is no longer considered contagious.

Blood-Borne Infectious Diseases

Means of reducing the potential exposure to these agents include:

- An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition.
- Certified Athletic trainers or caregivers need to wear gloves and take other precautions to prevent blood-splash from contaminating themselves or others.
- Immediately wash contaminated skin or mucous membranes with soap and water.
- Clean all contaminated surfaces and equipment with disinfectant before returning to competition. Be sure to use gloves with cleaning.
- Any blood exposure or bites to the skin that break the surface must be reported and evaluated by a medical provider immediately.

For more detailed information, refer to the "Infectious Disease and Blood-borne Pathogens" and "Skin Disorders" sections contained in the NFHS Sports Medicine Handbook.

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Coaches Code of Ethics

The function of a coach is to educate students through participation in interscholastic competition. An interscholastic program should be designed to enhance academic achievement and should never interfere with opportunities for academic success. Each student should be treated with the utmost respect and his or her welfare should be considered in decisions by the coach at all times. Accordingly, the following guidelines for coaches have been adopted by the NFHS Board of Directors.

The coach shall be aware that he or she has a tremendous influence, for either good or ill, on the education of the student and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

The coach shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators, the state high school athletic association, the media, and the public, the coach shall strive to set an example of the highest ethical and moral conduct.

The coach shall take an active role in the prevention of drug, alcohol and tobacco abuse.

The coach shall avoid the use of alcohol and tobacco products when in contact with players.

The coach shall promote the entire interscholastic program of the school and direct the program in harmony with the total school program.

The coach shall master the contest rules and shall teach them to his or her team members. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

The coach shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with cheerleaders, pep club sponsors, booster clubs, and administrators.

The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical.

The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.

The coach shall not exert pressure on faculty members to give students special consideration.

The coach shall not scout opponents by any means other than those adopted by the league and/or state high school athletic association.

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Officials Code of Ethics

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

Officials shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.

Officials shall work with each other and their state associations in a constructive and cooperative manner.

Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

Officials shall be punctual and professional in the fulfillment of all contractual obligations.

Officials shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.

Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.

Officials shall maintain an ethical approach while participating in forums, chat rooms and all forms of social media.



As the national governing body of men's and women's lacrosse, US Lacrosse provides a leadership role in virtually every aspect of the sport throughout the United States, and offers a wide range of programs and services to its national membership.

US Lacrosse is represented on the NFHS Boys Lacrosse Rules Committee, and endorses the use of NFHS rules for boys high school competition.

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