2012 SLOA ALL RULES TEST

All statements refer to rules and procedures used for the American Lacrosse League.

1. Prior to the start of a game, a coin toss shall be conducted with representatives from both teams for the purpose of determining alternate possession and questions regarding the rules. 2. A 30-second count to get the ball into the attack box begins as soon as a player with the ball crosses the center line into his offensive half of the field with 2 minutes left in the game. 3. When technical a foul has been committed during a face-off, the face-off man must leave the field immediately. 4. Mouthpieces and arm pads are mandatory for all players except the goalies. 5. The stick at its widest point shall not be less than 6 1/4 inches. 6. A team may have no more than six sticks, 52 to 72 inches in length, on the field at the same time. 7. An official who arrives after the start of a game, but before the end of the first period, will still be paid a "full-game" fee. 8. Any agreed upon field positioning and rotation of the officials is acceptable in ALL league games. 9. Officials are to wear timers (beepers) and enforce the 20-second NCAA rule for the ensuring face-off after a goal is scored as well as the 30 second rule for unforced regression of the ball across the center line. 10. Fields may be 53-60 yards wide. Lines on the sides of the attack areas are reguired but need not be dashes. The face off square is not required. 11. All 2012 NCAA rules apply unless otherwise specifically modified by the American Lacrosse League. 12. The game clock is to be stopped when there is an undue delay in retrieving an out-of-bounds ball. 13. There is no "horn" to allow regular substitution when a ball goes out-of-bounds. All substitutions on out-of-bounds situations are 'on the fly' through the special substitution area.

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14. A minimum of two random "stick-checks" are to be conducted by officials during a game.
15. Failure by the Home Team to have ball retrievers is permitted if the Home Team supplies at least four balls on each end line. A delay of game penalty should be assessed to the home team for repeated infractions for balls not being available for immediate restarts and at the start of each period.
16. A goal shall be <i>disallowed</i> if an offensive player jumps and enters the crease after the ball has crossed the goal line.
17. During a live-ball situation, the team in possession of the ball may call a timeout anywhere on the field. The player calling the timeout <i>does not</i> have to be in contact with the ground.
18. When obscene language is penalized, a minimum TWO minute penalty is to be assessed. The time is non-releasable.
19. A one minute non-releasable penalty is to be assessed to a player, whose crosse is illegal due to a deep pocket.
20. Goalies do not serve their own penalties UNLESS they are (severe) two or more minutes in duration. The in-home serves the goalies penalty in other circumstances.
21. It is the job of the trail official to "police" the substitution box during live play.
22. Officials must arrive 20 minutes prior to scheduled game times.
23. If a mouthpiece is attached to a helmet, it must be worn.
24. A quick whistle is used for all restarts, except when a goalie legitimately chases a shot that goes out-of-bounds or is legitimately involved in a clear attempt. He should be allowed time (5 seconds) to get back in the crease.
25. Except for the last two minutes of the fourth period a team with fewer players than its opponent cannot be given a stall warning and is not subject to the 30 second or 10 second counts.
26. Flag Down situation when the offended team has possession in its offensive attack area. Officials must whistle and stop play immediately upon the ball becoming loose on the ground.

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27. If the ball becomes caught in the goalie's uniform while he is in the crease, an official is to stop play immediately and award the ball to a defensive player, 20 yards laterally from the goal.
28. A coach may use a timeout to question an official's application of a rule after a personal foul is assessed. If the official agrees that application was incorrect, then the penalty is nullified and the timeout will not be charged to the coach.
29. An official will usually signal a "play-on" if he sees a loose-ball-push.
30. A coach can request a "stick check" after any dead ball. At that time, only the stick is checked.
31. When a "late hit" is penalized, a minimum of two or three minutes is to be assessed.
32. The game clock shall stop during stoppage of play during the last three minutes of the fourth period. The game clock then restarts when an official blows his whistle to resume play.
33. Penalty time shall not start until the penalized player reports to the penalty area and a whistle has been blown by an official to resume play. Penalty time is always stop/start.
34. Teams are required to clear the ball from their defensive half of the field within 30 seconds of gaining possession of the ball.
35. When a team has gained possession in their offensive half of the field and inadvertently, without being touched by the defense or because of a shot, the ball or player with the ball crosses the center line, that team must get it in and keep it in within 30 seconds.
36. A three minute non-releasable penalty and expulsion from the game is to be assessed to any player or anyone officially connected to a team who uses a racial epithet or makes a racial remark.
37. During the last two minutes of the fourth period, the attacking team shall be told to get it in as soon as they cross the center line and then must keep it in.

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38. As soon as a player has reported to the penalty area, a substitute may take his place in the box but the replaced player cannot enter the field of play until the penalty time has expired.54
39. Stalling may be called on a clearing team who, in the opinion of the officials, is not making a valid attempt to move the ball across the center line. They should be given a verbal "advance the ball" warning and have 30 seconds to get the ball into the offensive box and must then "keep it in".
40. The regulation playing time of a game shall be 80 minutes, divided into four periods of 20 minutes each. Running time is used for most of the game, but the clock is stopped after the scoring of a goal and restarts after the official blows his whistle to begin the next face-off.
41. Officials are required to wear black shorts or black long paints and standard officials striped shirts. If shorts are worn, short below the calf black socks must also be worn. All officials are to be dressed alike and decisions on the days dress are made by the designated referee.
42. It is the duty of the officials to confirm with the referee prior to game day of their participation in the game. Day of game confirmation with the teams should be made by the referee and relayed to the crew two hours prior to game time in situations of inclement weather.
43. When the score is tied at the end of the fourth period, except for playoff games, the game is ended. There are no sudden-victory overtimes.
44. Helmets used do not have to be the same dominant team color or colors.
45. Players may not wear indoor lacrosse helmets, even if the indoor helmet is NOCSAE approved and has the appropriate warning label.
46. For purposes of the ALL league, the offensive box is considered the entire offensive quadrant of the field.
47. ALL substitutions are to be made through the special substitution area. It is the responsibility of the trail official to maintain the integrity of the "box" as much as possible.
48. It is the responsibility of the referee to file a game report following an ALL contest on the Arbiter.

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49. A goal is disallowed when a player who scored adjusts his crosse after an official asks to inspect it and play has not restarted since the goal was scored.
50. When there is an incident requiring a game expulsion, the Referee must file a written report or e-mail with the assignor within 48 hours of the incident.