

# Maryland Masters Lacrosse League – Rules of Play for 2017 (Short Version)

The MMLL 2017 Rules of Play for its Masters and Grand Masters divisions are based on the 2016-2017 NCAA Rules and Interpretations. All of their rules and interpretations apply unless they are **specifically** modified or clarified by these rules.

**Age Rules:** Masters players must turn **35** by the end of the calendar year in which the season is played; Grand Masters (GM) players must turn **45** by the end of the calendar year in which the season is played

Masters Age Exception: A Masters team may have no more than two (2) players who are 33-yrs old prior to the start of the season.

GM Age Exception: A GM team may have no more than two (2) players who are 43-yrs old prior to the start of the season.

**One Team, One Player Rule:** A Masters or GM Division player may only participate on **one (1) team** during a given season within their age Division and therefore can only be registered on **one (1)** roster.

Exception #1: A Masters Division player *may* participate for a team in the Grand Masters Division.

Exception #2: A Grand Masters Division player *may* participate for a team in the Masters Division.

## **Game Play Rules Modifications/Clarifications:**

- RULE1 Cones and Pylons:** These are not required, but are recommended for the changing area, if available.
- RULE1 Balls:** NCAA/NOCSAE balls are not required, but encouraged for use during gameplay.
- RULE1 Ball Retrievers:** Not required, but each team should make every effort to supply game balls.
- RULE1 Restraining Area:** The offensive attack area or “**box**” **does NOT extend** from sideline to sideline. **The box is the box.**
- RULE1 Sticks:** NCAA regulation sticks are **not** required. The pre-2010 regulation (NFHS) will be enforced, though heads measuring **6”** in width **are acceptable**. Random stick checks are not enforced, but captains may request them if it is believed an illegal stick is being used (per Rule 4). Shooting strings may be **at any height** or length.
- RULE1 Helmet, Face Mask, and Mouthpiece:** Helmets can be of any color and need not match. NOCSAE approved lacrosse helmets are strongly recommended, but not required.
- RULE1 Coaches Certification:** This rule is not used.
- RULE1 Equipment:** *Players assume all risk of injury associated with playing with equipment that is not NCAA/NOCSAE approved or illegal.*
- RULE1 Game Administration—Timer’s Horn:** Substitution horns are **not** required.
- RULE2 Number of Players:** A maximum of **five (5)** long sticks (“poles”) are permitted on the field at any time.
- RULE2 Teams:** Designated Team Captains are responsible for the conduct of their teams and should be the primary point-of-contact with the game officials for issues that occur during each game.
- RULE3 Length of Game:** Regulation playing time shall be **72** minutes, divided into four periods of **18 minutes** each and running time is used.
- RULE3 Sudden Victory Overtime:** Periods of **four (4)** minutes in length are played until a winner is determined; clock shall stop during all stoppages in play.
- RULE4 Facing Off:** The new NCAA face-off mechanic will be used. Face Off violations (false-start, etc.) will result in change-of-possession only. **Contrasting-color tape is not required** on the shaft of stick used for the face-off.
- RULE4 Advancing the Ball into the Attack Area:** Clearing timers such as the 30-second count **will be** used.
- RULE4 Rules Once the Attack Area is Gained:** A modified “backcourt violation” rule **will be** used, where the offensive team will have 30 seconds to “**get it back in**” to its attack goal area where they will be forced to “**keep it in.**”
- RULE4 Goalkeeper Privileges:** Goalies are granted **5-second** grace period to return to the crease after **running after a shot out-of-bounds.**
- RULE4 Goal-Crease Prohibitions:** Players **are not permitted** to project themselves (“dive”) into the crease at any point during the act of shooting. These rules are strictly enforced for the protection of MMLL goalies.
- RULE4 Substitution:** Substitutions must be on-the-fly. Substitution horns are **not** used.
- RULE4 Team Timeouts:** Each is limited to **two (2) timeouts per half**, and **no** timeouts will be permitted in any overtime periods. **Any** player is permitted to call timeout from the bench or anywhere on the field.
- RULE4 Illegal Equipment-Captains Request:** 1 stick check per half is permitted by team captain request. This will only determine if the crosse is too short, long or if the pocket or sidewalls are illegal (per NFHS regulation).
- RULE5 Maligning an official:** Anyone officially connected with a team or any player who maligns an official, shall receive an unsportsmanlike conduct foul for which the penalty time is non-releasable.
- RULE6 Stalling / Shot Clock:** The 30-second “shot clock” is **not** used in MMLL games.
- RULE6 Stalling:** A team may be ordered to “**get it in**” and “**keep it in**” at any time of game if believed to be **STALLING**.
- RULE6 Automatic Stall Warning at the End of the Fourth Period:** The MMLL observes the Club “**get it in**” and “**keep it in**” rule in the final 2-minutes of the fourth period of a game.

All questions and issues regarding or associated with these rules should be directed to the Maryland Masters Lacrosse League at [mml@mdmasterslax.org](mailto:mml@mdmasterslax.org).