

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 for the boys la- crosse field or 120 yards in length for the boys and girls unified field and between 53 /3 and 60 yards in width to accommodate play on existing fields. The bound- 1 arise 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.

NOTES: 1. 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 ¼-inch wide.

2. If playing on a 120-yard Unified field, padding shall be used if a permanent goal post rests on the end line.

PENALTY: Failure to have a clearly marked center line that runs the entire width of the field, and continuous sidelines and end lines is illegal procedure assessed against the home team.

ART. 2 . . . Lines shall be marked with a non-caustic 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 (25 yards on Unified field) 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 (25 yards for Unified field) 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" or a 4-inch square that is a contrasting color and shall be designated the Center.

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 15 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.

SITUATIONS AND RULINGS RULE 1

SECTION 2 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, e.g., lines missing or are of incorrect dimensions.

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.

NOTE: If the center line does not run the entire width of the field, or sidelines and end lines are not continuous, an illegal procedure penalty is assessed.

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 may be attached to the ground with ground anchors.

SITUATIONS AND RULINGS RULE 1, SECTION 2 1.2

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SECTION 5 1.5

SITUATION A: Prior to the start of the game, it is determined that the balls the home team has provided for the game do not meet the NOCSAE standard. The home team does not have such balls available.

RULING: (a) If the visiting team has such balls which may be used, or such balls are otherwise available, the home team is assessed a Technical Foul (award the ball to the visiting team on the opening faceoff) and the game is played. The matter shall be reported to the sponsoring authority.

(b) If the visiting team does not have such balls which may be used, and such balls are not otherwise available, the game cannot be played, and the matter shall be referred to the sponsoring authority. The standards are established to minimize risk and if no such balls are available, the game cannot be played.

1.5 SITUATION B: During the course of the game, it is determined that a ball in play, or which has been used or is about to be used, does not meet the NOCSAE standard.

RULING: The ball shall be removed from the game and no penalty assessed. If a goal has been scored using the ball, the goal is allowed, but the ball is removed from the game. NOTE: Repeated violations of this provision will be penalized as Delay of Game.

1.5 SITUATION C: The officials arrive at a game and find that the balls supplied by the home team meet the NOCSAE standard, but the balls do not have the NFHS mark.

RULING: The officials begin the game using the balls supplied by the home team with no penalty to the home team and inform the state association or sponsoring authority after the conclusion of the game.

1.5 SITUATION D: At some point after the start of the game, the officials determine that there are no balls available that meet the NOCSAE standard.

RULING: The game is suspended, and the officials shall notify the sponsoring authority. The sponsoring authority shall determine the result of the game or, if the game will be continued.

SECTION 6 CROSSE DIMENSIONS:

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.

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). 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 6 and 10 inches, inside measurement, at the top and the bottom of the wall (Figure 2). The walls of any crosse shall not be more than 2 inches high.

ART. 2 . . . Goalkeepers Crosse: The measurements of the goalkeeper's crosse shall be: length 40-72 inches, head 10-12 inches wide, maximum 16½ inches long. Additionally, there are no restrictions on stringing, (other than a hanging length no longer than 2 inches) and no restrictions on pocket depth.

CROSSE CONSTRUCTION NOTE: Drawing not to scale. Figure 2 Minimum stick specifications shall be as follows: Measurement from throat (inches) Minimum distance between narrowest point of head (inches) 1.25 3 (all measurements) 3.0 3 (all measurements) 5.0 3.5 on front Widest point 6 (all measurements) NOTE: From the 1.25-inch measurement to the widest point of the crosse, the distance between the sidewalls of the crosse must be at least 3 inches.

ART. 2 . . . A ball stop is not required. If a ball stop is used, only one may be used, and the dimensions shall be a maximum of 2 inches in length, 1½ inches in width and ¼ inch in thickness. 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 as measured at the front (face) of the head, 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. With the ball in the crosse at the deepest point of the pocket, horizontal to the ground, tip the crosse forward 90 degrees to ensure that the ball rolls out of the top end of the head.

SITUATION AND RULING RULE 1:

SECTION 6 1.6.1 SITUATION: During an equipment inspection, A1's handle has a tape ring measuring more than 3.5 inches in circumference that is (a) within 3 inches or (b) more than 3 inches from the butt end of the handle.

RULING: (a) Legal (b) The stick is not considered illegal. The tape ring, which is more than 3 inches from the butt end of the handle, must be removed before the stick is returned to play. There is no penalty assessed.

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. A ball stop, if used, 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 material and shall be roughly triangular in shape. The longitudinal weaving shall be attached at the back of the throat of the crosse. The pocket/net shall be completely attached to the head and the side walls, leaving no gaps larger than 1.68 inches in diameter (i.e., an American golf ball).

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 . . . Any strings or leathers are limited to a hanging length of 2 inches. All hollow crosse handles must have their open end covered with an end cap manufactured for a lacrosse stick. In both cases, the crosse shall not be considered illegal; however, it shall be removed from the game until corrected. Any additional strings or laces (e.g., shooting strings, V channels) must be located within 4 inches of the top of the crosse. (Figure 3)

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 2¾ inches. (Figure 4)

ART. 5 . . . Any crosse used on a faceoff may not have tape on the plastic throat of the head.

NOTE: Pockets of nontraditional synthetic material manufactured for lacrosse are permitted. The pocket must meet the specifications of Rule 1-7. Figure 4

SECTION 8 CROSSE PROHIBITIONS No player shall use a crosse that does not meet the specifications of Sections 6 and 7. The crosse shall not have protrusions or sharp edges. 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 dislodgement 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). (Figure 3) A crosse that has been altered in such a way as to give an advantage to an individual is illegal. 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. The use of pull strings to alter the depth of the pocket is illegal. No more than one sidewall string on each side is allowed. A broken crosse is considered as no crosse.

SITUATION AND RULING RULE 1, SECTION 8 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 39 $\frac{3}{4}$ inches long;
- (c) A4's shaft has been cambered;
- (d) strings on A3's crosse hang longer than 2 inches.

RULING: In (a), (b) and (c), personal foul; two-minute non-releasable penalty; crosse removed from game until it meets specifications. In (d), A3 is instructed by an official to cut strings to the proper length. If A3 fails to comply, a two-minute non-releasable penalty shall be issued.

SECTION 9 PLAYER EQUIPMENT

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

- a. A protective helmet, designed for lacrosse, which met the NOCSAE standard at the time of manufacture and has a visible, exterior warning label regarding the risk of injury. The chinstrap shall be worn under the chin and shall be firmly attached at all the helmet's manufactured attachment points, securely enough so that the helmet is unable to be removed without detaching the chinstrap from the attachment point(s). 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. While participating, each player shall properly wear a professionally manufactured (not altered) tooth and mouth protector (intraoral) which shall:

1. include an occlusal (protecting and separating the biting surfaces) portion;
2. include a labial (protecting the teeth and supporting structures) portion;
3. cover the posterior teeth with adequate thickness;
4. be made of any readily visible color;
5. not be completely white; and 6. not be completely clear. It is recommended that the protector be properly fitted, protecting the anterior (leading) dental arch and:
 1. be constructed from a model made from an impression of the individual's teeth, or
 2. be constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself.

NOTE: The phrase "leading dental arch" refers to over-bite/under-bite and the tooth and mouth protector should protect the "leading dental arch." A player who has an over-bite should wear a tooth and mouth protector on the upper teeth and a player who has an under-bite should wear one on the lower teeth.

- c. Protective gloves designed for lacrosse.
- d. Shoulder pads designed for lacrosse (optional for goalkeeper) that meet the NOCSAE ND200 lacrosse standard at the time of manufacture and are certified by SEI.
- e. Arm pads designed for lacrosse (optional for goalkeeper).
- f. A protective cup or pelvic protector is required for all players. Each player is personally responsible for wearing this protective equipment and the equipment shall not be modified from the manufactured state and shall be worn in the manner the manufacturer intended.
- g. Shoes shall be worn which are designed for the sport of lacrosse. Metal spikes are not permitted.

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 body of the number shall be a single solid color that clearly contrasts with the body color of the jersey (beginning January 1, 2027).

5. The jersey shall completely cover the shoulder pads.

6. Duplicate numbers on jerseys shall not be permitted on the same team. Legal numbers are 0-99.

NOTE: 01, 02, 03, etc. are not legal numbers.

7. Contrasting colored piping not to exceed 1/8-inch wide is allowed.

8. Jerseys shall be of contrasting colors for opposing teams. The home team shall wear white jerseys and the visiting team shall wear non-white 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.

i. Uniforms shorts: All players on the same team shall wear uniform shorts of the same dominant color.

j. A visible manufacturer's logo/trademark may not exceed 2¼ square inches and 2¼ 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: One American flag, not to exceed 2 inches by 3 inches, may be worn or occupy space on each item of uniform apparel. By state association adoption, to allow for special occasions, commemorative or memorial patches, not to exceed 4 square inches, may be worn on the uniform without compromising its integrity.

k. Goalkeepers shall wear:

1. Throat protector designed for lacrosse.

2. Chest protector designed for lacrosse that meets the NOCSAE ND200 lacrosse standard at the time of manufacture and is certified by SEI.

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 eyeglasses, either tinted or clear. A player may not wear both a clear, molded and non-rigid helmet eye shield and tinted eyeglasses.

SITUATIONS AND RULINGS RULE 1, SECTION 9 1.9.1

SITUATION A: B1 is not wearing shoulder pads, arm pads or other mandatory protective equipment.

RULING: One-minute non-releasable personal foul, even if multiple equipment violations are found.

1.9.1 SITUATION B: A1, while driving to the goal, has no mouthpiece, the mouthpiece is hanging from A1's face mask or it is in A1's mouth but not worn properly.

RULING: Stop play, technical violation, award ball to Team B unless the official knows the mouthpiece came out as a result of play.

1.9.1 SITUATION C: Once the game has begun, A1 is discovered wearing non-conforming shoes with metal spikes.

RULING: One-minute, non-releasable penalty on A1.

1.9.1 SITUATION D: Team A is wearing jerseys that include the team's name, mascot and/or individual players' names.

RULING: Legal. The uniform may include the school's 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 one or more mandatory pieces of protective equipment other than a mouthpiece; (b) has no mouthpiece.

RULING: (a) Goal counts and A1 serves a one-minute non-releasable penalty for illegal equipment; (b) Goal counts, technical violation, no time served. In all cases the game restarts with the ball awarded to Team B on its offensive half of the field at the Center.

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.

1.9.1 SITUATION G: During the game, A1 is wearing a jersey with the number 2 and A2 is wearing a jersey with the number 02.

RULING: Illegal. 02 is not a legal number. A2 must leave the field at the next dead ball and may not return wearing that same number jersey. The official shall warn the coach about jersey numbers and subsequent violations shall be a conduct foul on Team A's head coach.

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 sweat- pants.

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. 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. A1 may not re-enter the game until legally equipped. In (b), the Team B substitute will not be allowed to become a player and will be ordered to leave the field and not re-enter until legally equipped.

1.9.2 SITUATION D: During the game, A1 is discovered to be wearing a helmet eye shield which is clear and eyeglasses 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 and 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/pro- duction do not require any additional padding.

c. electronic communication equipment worn during play by any of the 10 on-field players.

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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 op- posing team in its offensive half of the field at the Center. 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-re- leasable foul for illegal equipment. A1 may not re-enter the game until legally equipped. In (b), the Team B substitute will not be allowed to become a player, and will be ordered to leave the field and not re-enter until legally equipped.

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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.

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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 and 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/pro- duction do not require any additional padding.
- c. Electronic communication equipment worn during play by any of the 10 on-field players.

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 mandatory 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 be- comes 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, do you certify that all of your players are legally equipped by rule for the equipment for which you are responsible?"

ART. 2 . . . Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extenuating

circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.

SECTION 12 GAME ADMINISTRATION At the beginning of the game, the home team is required to provide a scorebook, a timing device, a table and a working horn (hand-held or as part of the score- board). Failing to provide any of these items 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 2-1 r Rule 2 Game Personnel SECTION 1 NUMBER AND DESIGNATION OF PLAYERS

ART. 1 . . . Ten players shall constitute a full team and 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. However, a game shall not continue if a team has fewer than seven on-field players. The result of the game shall be determined by the state association or appropriate sponsoring authority. **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.

SITUATIONS AND RULINGS RULE 2, SECTION 1

2.1.1 SITUATION: 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 goalkeeper- er on the field beginning with the replacement's warm-up.

2.1.3 SITUATION: Team B has fewer than seven players remaining due to penalties, injuries, ejections, etc.

RULING: Because Team B has fewer than seven players on the field, the game may not continue, and it shall be reported to the sponsoring authority.

2.1.4 SITUATION: Team A coach adds (a) an additional player to the team roster after the game has begun. (b) The coach adds several additional players to the roster after the game has begun.

RULING: Legal. **SECTION 2 CAPTAINS** Each team shall designate a captain(s), who shall act as that team's sole representative(s) 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.

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. SITUATION AND RULING RULE 2, SECTION 3 2.3.2 SITUATION: An assistant coach for Team A commits an unsportsman- like act. The official calls (a) a penalty for unsportsmanlike conduct on the head coach or (b) a penalty for unsportsmanlike conduct on the assistant coach who committed the unsportsmanlike act.

RULING: (a) incorrect call by the official; (b) correct call by the official. COMMENT: Although the head coach is responsible for the actions of all non-playing members of the squad, penalties shall be called on the individual(s) who commit the infractions.

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 three officials be used to control the game (a referee, an umpire and a field judge). A fourth official, chief bench official (CBO), 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) black or white shorts (minimum 6-inch inseam) or full- length solid black pants; (d) a black belt (1¼ – 2 inches in

width); (e) black stirrup socks with white over-the-calf crew socks on top, knee-length one-piece white with 4-inch black-top socks or short black socks that cover the ankle; (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. All officials working the game are to be dressed the same.

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 immediate playing facility. 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.

NOTE: The game officials maintain administrative responsibilities for the contest through the completion of any required reports or correspondence in response to any action occurring while the officials have jurisdiction. State associations may intercede in the event of unusual incidents that occur before, during or after the officials' jurisdiction has ended or in the event that a game is interrupted, suspended or terminated prior to the conclusion of regulation play.

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. The officials 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 mandatory 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. When the officials leave the immediate playing facility 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.

SITUATIONS AND RULINGS RULE 2, SECTION 6

2.6.1 SITUATION A: Officials are present on the edge of the field during the post-game handshake. A1 and B1 begin an altercation, with each exchanging blows. May A1 and B1 be ejected?

RULING: Yes. The officials' authority is still in effect as the officials have not left the immediate playing facility.

2.6.1 SITUATION B: The game officials arrive on the field 20 minutes prior to start of the game. (a) The officials have concerns whether the field is in playable condition; or (b) the head coach of the home or visiting team expresses concerns over whether the field is in playable condition and expresses these concerns to the officials.

RULING: In both (a) and (b), the referee approaches the home team's game administration and expresses these concerns. The home team's game administration, in consultation with the officials and both teams' head coaches, makes the decision as to whether the field is in playable condition. COMMENT: Prior to the start of the game, the home team's game administration has the authority to determine if the field conditions are adequate to play the game. After the game begins, the officials have the authority to determine if the game should be delayed, suspended or terminated.

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 (CBO) shall wear the same uniform as the other officials and shall have a whistle, flag and horn. The horn shall be provided by the home team.

ART. 2 . . . The CBO shall supervise and have complete jurisdiction over the timekeeper, penalty timekeepers, scorers, coaches, substitutes and any other persons within the bench areas, the substitution area and the penalty box. 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. Offside.
- f. Too many players on the field.

- g. Delayed substitutions.
- h. Time-outs.
- i. Too many long crosses on the field.
- j. Violations related to substitution.

If the CBO becomes aware of any of the above infringements, the CBO shall, depending on the circumstances, either throw a signal flag or blow the whistle, and apply the appropriate penalty. Additionally, when the CBO becomes aware of a player committing an act of flagrant misconduct, then, if the act is away from the current area of play and is unlikely to have been seen by the on-field officials, the CBO shall either throw a signal flag or blow the whistle, as appropriate. When a whistle has stopped the play, the CBO shall inform the referee of what has happened and the CBO shall make the appropriate call.

SECTION 8 TIMEKEEPER

ART. 1 . . . 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 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. The head coach requests a count of long crosses.

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. 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 minutes of 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 and on the sideline opposite the benches. On the bench side, a minimum of four balls should be placed at the scorer's table.

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 the 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.

SITUATION AND RULING RULE 2, SECTION 10

2.10.2 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 and sideline at the beginning of each period. r Rule 3 Time Factors

SECTION 1 LENGTH OF GAME ART. 1 . . . The regulation playing time of a high school varsity game shall be four periods of 12 minutes.

ART. 2 . . . After the first half, any time the score differential reaches 12 goals or more, starting with the whistle resuming play, the clock will only be stopped for a team time-out, official's

time-out or an injury time-out. 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.

3.1.1 SITUATION A: In a junior varsity or youth game, may both coaches agree to play: (a) 10-minute quarters (b) 12-minute running-time quarters? RULING: Legal in both cases.

3.1.1 SITUATION B: 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: In the second half, Team B scores a goal to go ahead by 12 goals.

RULING: The referee invokes the point differential rule. The clock will start upon the next whistle resuming play and only be stopped for a team time-out, an officials' time-out or an injury time-out.

3.1.2 SITUATION B: In the second half, Team A, trailing by 12 goals, scores a goal. The timekeeper reverts to a stopped time clock.

RULING: The officials notify the timekeeper that, once a 12-goal margin has been reached in the second half, a running clock will apply for the remainder of the game.

3.1.2 SITUATION C: 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 for a team that is ahead by four goals or less. Get it in/keep it in procedures will apply (see 4-31).

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SITUATION B: In the second half, Team A, trailing by 12 goals, scores a goal. The timekeeper reverts to a stopped time clock.

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SITUATION AND 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 over time, 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.

SITUATION AND RULING RULE 3, SECTION

5 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 4 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.

SITUATION AND RULING RULE 4, SECTION

2 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. EXCEPTIONS: 1. Player-advantage or a flag down creating a player-advantage. 2. Player or team commits a foul before any faceoff. 3. Player at any faceoff delays resumption of play. 4. Player moves the crosse or body after "set" is said gaining an advantage.

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. If the officials cannot determine who was responsible for the ball going out of bounds, the ball shall be refaced.

ART. 3 . . . The official conducting the faceoff will start the procedure by placing the ball on the midfield line at the spot on which the faceoff will take place.

- a. The official shall instruct the players to prepare for the faceoff by saying "down."

b. Once the players are down, they are to move into their faceoff position as quickly as possible. Players shall stand as they get into position for the faceoff and remain standing until the faceoff whistle.

c. The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching, the center line. All fingers of both hands shall be gloved and wrapped around the crosse. The crosse head and the gloved hands shall be touching the ground. The hand closer to the throat shall be in a palm-up position.

d. The official shall make certain that the reverse surfaces of the crosses match evenly in that the top of one head lines up with the throat of the other and are perpendicular to the ground. Players must have both hands wrapped around the handle of their own crosse, touching the ground. The right hand may not touch any part of the head of the crosse. Each player's feet may not touch the crosse. Both hands and feet of each player must be to the left of the throat of the crosse. Each player must be positioned so the player's entire body is to the left of the throat of the crosse. It is legal to lean over the center line.

e. If the players are not positioned properly, the official may adjust the players' positioning (including crosses) to ensure the faceoff will be conducted fairly for both players.

f. Once the players are in the proper position, the official shall ensure that the crosses are positioned such that the ball is in the middle of the head of each crosse.

g. Once the official is satisfied with the positioning of the players' crosses, the official shall instruct the players to remain motionless by saying "Set." For hearing-impaired players, a reasonable accommodation for the "set" command and whistle sound will be provided.

h. After the "Set" command, the official shall back out and blow the whistle when clear of the scrimmage area. The official does not have to be stationary, and may still be moving backwards, when the official blows the whistle to start play. The whistle cadence will vary with every faceoff.

i. Upon the whistle starting play, players shall not initiate a body check against their opponent; a body check against a crouched player is an illegal body check.

j. A violation will be called if a player picks up and carries the ball on the back of the stick. It is legal to clamp the ball with the back of the stick, but it must be moved, raked or directed within one step.

k. A player may not lie on the ball or trap it with the crosse longer than necessary for the player to control the ball and pick it up with one continuous motion, or withhold the ball from play in any other manner. It is illegal to kick, step on or place any other body part to the player's crosse or the crosse of the opponent. It is illegal for a faceoff player to use the crosse to hold or pin down a player's crosse.

m. It is illegal for a player to use the hand or fingers to play the ball. This shall be enforced immediately as an unsportsmanlike conduct penalty. Inadvertent touching of the ball when the hand is grasping the stick should not be called as an unsportsmanlike conduct foul.

n. It is illegal for a player to grab an opponent's crosse with the open hand or fingers. This shall be enforced immediately as an unsportsmanlike conduct penalty.

o. A contrasting color between the head and the top glove must be visible on the shaft at faceoffs. The circumference of the shaft shall not exceed 3.5 inches.

NOTE: This can be accomplished with the original shaft color, paint, a single wrap of tape or other material.

SITUATIONS AND RULINGS RULE 4, SECTION

3 4.3.1 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 to start next period.

RULING: Legal.

4.3.1 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.

4.3.1 SITUATION C: A1 has possession of the ball in Team A's 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. In (b), award the ball to Team B in its offensive half of the field at the Center. (B1 and A2 in penalty box with first 30 seconds of penalty time treated as nonreleasable).

4.3.1 SITUATION D: Team A has possession of the ball, B1 is in penalty area with 25 seconds remaining on B1's 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.

4.3.1 SITUATION E: (a) Team A has a one player 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 player, (b) Team B retains possession to begin the next period.

4.3.1 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.

4.3.1 SITUATION G: A1 and B1 have assumed legal faceoff positions. After the official blows the whistle to initiate play, (a) A1 strikes B1 on the head or above the shoulders or (b) A1 and B1 strike each other on 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.

4.3.1 SITUATION H: B1 slashes A1. Flag down. A1 shoots, and the period ends while the shot is in the air. The ball enters the goal. RULING: The goal counts and B1 serves one minute. The next period shall begin with a player-down faceoff.

4.3.2 SITUATION A: 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.

4.3.2 SITUATION B: After a faceoff and before possession has been declared, a player loses any of the mandatory equipment in the scrimmage area.

RULING: Re- face 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.

4.3.2 SITUATION C: 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.

4.3.2 SITUATION D: After the faceoff and before possession has been declared, the official inadvertently blows the whistle, stopping play.

RULING: Reface if the whistle is blown while the ball is in the area between the defensive area lines. Award the ball by alternate possession rule if the ball crosses the defensive area line.

4.3.3 SITUATION A: On a faceoff, A1's thumb is around the handle of the crosse with 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.

4.3.3 SITUATION B: On a faceoff, A1 meets all requirements of faceoff. However, A1 has one or both elbows braced against thighs or legs.

RULING: Legal position. 4.3.3 SITUATION C: A1 comes to center to take a faceoff with (a) no contrasting color on the shaft, or (b) tape on the plastic throat of the head.

RULING: In both cases, technical foul on Team A for delay of game. Award the ball to Team B. A1 does not serve penalty time and is not required to leave the field since A1's crosse is legal for play other than faceoffs.

4.3.3 SITUATION D: On a faceoff, A1 meets all requirements. However, when the official blows the whistle, A1 "kicks" through the crosse rather than drawing A1's crosse.

RULING: Illegal faceoff. Ball awarded to Team B.

4.3.3 SITUATION E: On a faceoff, A1 makes an audible comment meant to cause B1 to move before whistle is blown to initiate play. RULING: Unsportsman- like conduct, one minute non-releasable penalty.

4.3.3 SITUATION F: 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.

4.3.3 SITUATION G: During a faceoff, A1 covers the ball to draw it back. B1 clamps on top of A1's sticks disallowing A1 from playing the ball.

RULING: Holding by B1. Award the ball to Team A.

4.3.3 SITUATION H: During a faceoff, A1 clamps on the ball and withholds the ball from play. A1 does not have a teammate to direct the ball to and continues to clamp the ball.

RULING: Withholding the ball by A1. Award the ball to Team B.

4.3.3 SITUATION I: After the whistle, A1 intentionally places an elbow (or any body part) on A1's crosse or B1's crosse.

RULING: Holding. Award ball to Team B.

4.3.3 SITUATION J: On a faceoff, A1 is on the knees while setting the hands and stick.

RULING: Illegal faceoff position. Award the ball to Team B. A player may not have a knee on the ground at any time prior to the whistle.

4.3.3 SITUATION K: In the event of an extra-player situation or a flag-down creating an extra-player 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.

4.3.3 SITUATION L: If a player or team commits a foul before any faceoff, the ball will be awarded to the offended team in its offensive side of the field at the Center. EXCEPTION: If the offended team has three players in the penalty box, the ball will be awarded in its defensive half of the field. 4.3.3 SITUATION M: 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.

4.3.3 SITUATION N: If a player moves the crosse or any part of the 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. 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 but must avoid body-checking the faceoff players battling for control of the ball in the initial faceoff spot. 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, a whistle stops play for a time-serving foul or a whistle restarts play after a non-time-serving foul; when any of these events occur, the faceoff has ended. Players designated in the midfield area and players designated within the defensive area may not interchange positions before possession has been called and the faceoff has ended, but midfielders may substitute.

ART. 3 . . . During the faceoff in all penalty situations, there must be four players in the defensive area and three players in the offensive area. EXCEPTION: When a team has three players in the penalty area, a player may come out of the team's defensive area to take the faceoff but must remain onside. (4.10 SITUATION H)

SITUATIONS AND RULINGS RULE 4,

SECTION 4 4.4.2 SITUATION A: After a faceoff and before possession has been declared or the ball crosses the defensive-area line, A1 wing player runs across Team A's defensive-area line and A2, who was behind the defensive-area line at the beginning of the faceoff, comes across the defensive-area line to play the loose ball.

RULING: Technical foul against A2. Ball awarded to Team B at the spot where the ball was when play was suspended. All players confined behind the defensive-area line on the faceoff are released only upon the restart of play.

4.4.2 SITUATION B: Before or after the whistle, faceoff player A1 commits a violation of the faceoff rules. Faceoff player B1 runs off the field and (a) wing player B2 runs to the center of the field to pick up the ball to restart play or (b) B3 runs out of the defensive area to the center of the field to pick up the ball to restart play.

RULING: (a) Legal play by Team B; (b) Technical foul against B3. Ball awarded to Team A at the spot where the ball was when play was suspended. If a non-time-serving foul is committed before or during a faceoff (before possession is gained and before the ball crosses the defensive-area line), wing players will be released immediately, but players behind the defensive-area line will not be released until the whistle blows to resume play.

4.4.2 SITUATION C: On a faceoff and before possession has been declared, B1 touches or crosses the defensive-area line.

RULING: Technical foul against B1, possible play-on.

4.4.3 SITUATION A: 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: Illegal in both (a) and (b). 4.4.3 SITUATION B: If both A and B have a player in the penalty box, can the opposing goalkeeper's faceoff? RULING: No.

SECTION 5 PLAY OF THE BALL DEFINITIONS A

RT. 1 . . . Restart – Whenever a player has been awarded the ball for any reason.

ART. 2 . . . Possession – When a player can perform any of the normal functions of control, such as carrying, cradling, passing or shooting, the player and team have possession.

ART. 3 . . . Loose ball – A ball not in the possession of a player. NOTE: A ball in the air on a pass or a shot is a loose ball at all times, including after the horn sounds to end a period.

ART. 4 . . . Pass – Movement of the ball caused by a player in possession throwing or bouncing the ball to a teammate.

ART. 5 . . . Clear – An attempt by a team to move the ball from its defensive half of the field to its offensive half.

ART. 6 . . . Shot – A shot is considered a ball propelled toward the goal by an offensive player with the intent of scoring a goal. A shot can only be made when the ball is parallel to or above the goal line extended. Additionally, it can be either 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.

ART. 7 . . . Airborne player – The location of an airborne player is the same as at the time such player was last in contact with the field or an extension of the field.

SITUATIONS AND RULINGS RULE 4, SECTION 5

4.5.3 SITUATION A: 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, immediate whistle.

4.5.3 SITUATION B: Team A has the player-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.

4.5.4 SITUATION: A1 throws ball to teammate A2. When is the pass considered completed?

RULING: When A2 gains possession of the ball. 4.5.7 SITUATION A: A1 pushes B1 out of bounds. B2 passes to B1 who is air-borne while jumping back into the field of play. B1 catches the pass before landing in bounds. RULING: B1 is considered to be out of bounds. Award the ball to Team A. 4.5.7

SITUATION B: Team A has been warned to "keep it in" the goal area. A1 passes to airborne A2, who last touched the field outside the goal area. RULING: A2 is considered to be out of the goal area. Change of possession to Team B.

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 in possession of the ball steps on or beyond a boundary line, or any part of the player's 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.

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 restart. 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. 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.

Rule 4-6 SITUATIONS AND RULINGS RULE 4, SECTION

6 4.6.2 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.

4.6.2 SITUATION B: 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).

4.6.3 SITUATION A: 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.

4.6.3 SITUATION B: A player throws the ball the length of the field, from mid- field 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.

4.6.3 SITUATION C: 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.

4.6.3 SITUATION D: A1 shoots at goal, and the ball goes over the goal toward the end line. A2 tries to catch the ball in flight, and the ball hits A2's crosse and goes out of bounds. A2 is nearest to the out-of-bounds spot.

RULING: Ball awarded to Team A.

4.6.3 SITUATION E: 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.

4.6.3 SITUATION F: 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. Attacker B1, on the other side of the center line, in B1's offensive half of the field, is nearer to the out-of-bounds spot than any Team A player. Who gets the ball?

RULING: Team B. S

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. This rule also applies when a player loses the crosse and the ball remains in or under the head of the crosse.

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

NOTE: Neither situation above applies to a designated goalkeeper if the goalkeeper is within the team's goal-crease area at the time the ball becomes stuck. In this case, a defensive player shall be awarded the ball in the crease.

SITUATIONS AND RULINGS RULE 4, SECTION 7

4.7.1 SITUATION A: Player A1 has the ball in the back of A1's crosse. (a) A1 attempts to pass, shoot or flip the ball out of the crosse and the ball stays in the crosse head when it should come out; (b) the back of A1's crosse faces the ground, but the ball defies gravity and does not fall out; (c) A1 hits A1's own stick with the hand or arm in order to dislodge the ball; (d) A1 kicks A1's own stick in order to dislodge the ball; (e) A1 hits the ground with the stick in order to dislodge the ball.

RULING: In all five cases, officials will rule that the ball is stuck in the head of the crosse because it is not coming out of the head with a normal lacrosse move. Immediate whistle, with possession awarded to the opponent (withholding the ball from play).

4.7.1 SITUATION B: A1's crosse is dropped or checked out of A1's hands and onto the ground with the ball in or under it.

RULING: Withholding the ball from play. Award the ball to Team B.

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. A goal will be allowed if the shot is released prior to the end of a period.

SITUATIONS AND RULINGS RULE 4, SECTION 8 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 Team A's attack half of the field, is fouled by B1, where- upon 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 or any player in possession of the ball (a) brings the crosse back through the plane of the goal, or (b) brings the crosse back through the plane of the goal and the ball drops to the ground across the goal line.

RULING: (a) Legal play, no goal scored. (b) No goal. Award the ball to Team B.

4.8 SITUATION E: A1 throws the 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. If a shot is released 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 a 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 time-out 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, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of the player's own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and the player's feet are grounded prior to, during and after a shot.
- o. The ball is deflected or batted by the free hand of an offensive player. A

ART. 3 . . . A goal will be allowed if the shot is released prior to the end of the period. If any of the following occur between the end of the period and the shot entering the goal, the goal will be disallowed:

- a. The ball makes contact with any member of the attacking team or attacking team member's equipment; or
- b. The ball is touched by a player of either team other than the defending goalkeeper after hitting the goalkeeper or the goalkeeper's equipment, goal posts or crossbar.

SITUATIONS AND RULINGS RULE 4, SECTION 9

4.9.2 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.

4.9.2 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 the 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: a. More than six players in its offensive half of the field (between the centerline and the end line) including players in the penalty box, or b. More than seven players in its defensive half of the field (between the centerline and the end line) including players in the penalty box.

SITUATIONS AND RULINGS RULE 4, SECTION 10 4.10

SITUATION A: B1, while chasing A1, goes offside, and B2 also goes off- side. A1 takes a shot, and the goalkeeper makes the save.

RULING: Slow whistle continues after the second foul because a scoring play is in progress. The slow whistle ends when the 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 continues because a scoring play is in progress. Goal counts. B1 and B2 technical fouls canceled by the goal.

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

4.10 SITUATION D: 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 E: 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 F: 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 G: A1 is in the penalty box serving a penalty. Team A has either six players in its offensive half of the field or seven players in its defensive half of the field.

RULING: Team A is offside.

NOTE: For purposes of determining offside, player(s) serving penalties in the penalty box count as player(s) on the field.

4.10 SITUATION H: Team A has three players in the penalty box. During the faceoff, the glove, foot or body of Team A's faceoff player is on or over the center line.

RULING: If the faceoff player is down in the faceoff position, that player is considered to still be onside even though the player's glove, foot or body is on or over the center line. Once the faceoff player is no longer down in the faceoff position, normal offside rules apply.

4.10 SITUATION I: A1 is in the penalty box serving a penalty. Team A has either six players in its offensive half of the field or seven players in its defensive half of the field. The officials throw a flag. A1's penalty time expires and A1 or a substitute enters the half of the field where Team A has too many players. Is there a second offside penalty?

RULING: No. A1 was counted on that half of the field while serving the penalty so there is only one offside penalty on Team A.

4.10 SITUATION J: Due to injuries, Team A is playing with eight players. (a) While on offense, Team A brings six players into the offensive half of the field leaving the goalkeeper and one other player on the defensive half of the field. (b) While on defense, Team A has six players and the goalie on the defensive half of the field and a single player on the offensive half of the field. RULING: Legal in (a) and (b). 4.10

SITUATION K: During live-ball substitution, A1 runs off the field on the offensive side of midfield. A2 then crosses midfield from the defensive to offensive side of the field before A3 enters on the defensive side of the field. RULING: Legal play. Team A never has too many players on either half of the field.

SECTION 11 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.

SITUATION AND RULING RULE 4, SECTION 11

4.11 SITUATION: Team A has either started play or advanced the ball into its offensive half of the field when it is called for offside.

RULING: The ball shall be awarded to the offended team at the spot where the ball was when play was suspended.

SECTION 12 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. 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 13 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. 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 center line. d. The officials sound the whistle to stop play for any reason. e. Play-on.

SITUATIONS AND RULINGS RULE 4, SECTION 13 4.13 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).

4.13 SITUATION B: Team A is under a clearing 20-second count in the defensive half of the field when the ball becomes loose. Team B commits a technical violation and a play-on is called.

RULING: If Team A regains possession of the ball in the defensive end, the play-on is over and a new 20-second count starts.

4.13 SITUATION C: Team A goalkeeper is in Team A's own crease while a 20-second count is underway, when Team B commits a crease violation OR interferes with the goalkeeper.

RULING: A play-on situation. If Team A goalkeeper runs the ball out of the crease or completes an outlet pass, the play-on is over and a new 20-second count starts.

4.13 SITUATION D: Team A is clearing the ball in its defensive half of the field. The ball is loose when it crosses the center line. Before either team gains possession, the ball returns to Team A's defensive half of the field where Team A regains possession. RULING: Team A receives a new 20-second count.

SECTION 14 ADVANCING THE BALL INTO GOAL AREA

ART. 1 . . . A team shall bring the ball into the goal area within 10 seconds in each of the following situations:

- a. After crossing the center line with possession.
- b. After initially gaining possession in the offensive half of the field.
- c. After regaining possession in the offensive half of the field following a defensive possession.

ART. 2 . . . The requirement for advancing the ball into the goal area is met when the ball touches anything within that area or a player in possession of the ball touches the line or is inside the goal area.

ART. 3 . . . Once the ball has been successfully advanced into the goal area, a team is provided the opportunity to run its offense in its offensive half of the field. If the offensive team carries, passes or propels the ball to its defensive half of the field and the offensive team was last in possession, and last touched the ball (except on shot), the result will be an immediate turnover or play-on. If the ball does not touch the center line or something over the center line, no infraction has occurred. A defensive player may reach over the center line with the crosse and bat the ball to keep it in the team's offensive half and thus prevent an over-and-back violation. However, that player may NOT reach over the center line and bat the ball with a foot or any other part of the body excluding the gloved hand wrapped around the crosse. If that player does so, it shall be a turnover. SITUATIONS AND RULINGS RULE 4, SECTION 14

4.14.1 SITUATION A: A1 has possession in its offensive half of the field. A1's pass is intercepted by B1. During the clear, Team A regains possession outside the goal area in its offensive half of the field. RULING: 10-second count starts for Team A.

4.14.1 SITUATION B: Team A has possession of the ball in its offensive half of the field and (a) is or (b) is not under a 10-second count. A1 passes the ball to A2 who is in Team A's defensive half of the field or A1 carries the ball across midfield. RULING: In (a), the 10-second count continues. In (b), an immediate turnover.

4.14.1 SITUATION C: Team A has possession of the ball in its offensive half of the field and is not under a 10-second count or a stalling warning. The ball becomes loose and crosses the center line, having last been touched by Team B, and Team A regains possession in its defensive half of the field. RULING: Team A will have 20 seconds to advance the ball beyond the center line.

4.14.1 SITUATION D: Team A has complied with the requirement to bring the ball into the goal area within 10 seconds and is not under a stalling warning. Team B deflects A1's pass out-of-bounds in Team A's (a) offensive half of the field or (b) defensive half of the field. RULING: (a) There is no count. Team A may run its offense as long as, in the officials' judgment, it is fulfilling its responsibility to attack the goal. (b) Team A has 20 seconds to advance the ball beyond the center line.

4.14.1 SITUATION E: Team A is under a 10-second count when the ball becomes loose. Team B commits a technical violation and a play-on is called. RULING: If Team A regains possession of the ball in the offensive end, the play-on is over and a new 10-second count starts.

4.14.3 SITUATION: On a faceoff, the ball is propelled over a defensive area releasing the players confined behind the lines without either team having gained possession. The ball is now propelled back over the center line, still without either team having gained possession. Has either team violated the over-and-back rule?

RULING: No. There can be no over-and-back violation following a faceoff before the ball has been possessed by either team. Only a team that has possessed the ball and successfully advanced the ball into its offensive goal area or gained possession of the ball in its goal area can be called for over-and-back. SECTION 15 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. To be legal, a body check shall be below the neck, and both hands of the player applying the check shall remain in contact with the crosse.

SITUATION AND RULING RULE 4, SECTION 15 4.15 SITUATION: A1 takes a shot from midfield. While the ball is within five yards of A2, B1 legally checks A2, causing A2 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 16 CHECKING WITH CROSSE Checking an opponent's crosse with the opponent's 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 17 OFFENSIVE SCREENING Stationary and motionless offensive screening of an opponent is legal. SECTION 18 GOAL-CREASE PRIVILEGES

ART. 1 . . . The goalkeeper may stop or block the ball in any manner with the crosse or body. The goalkeeper may block the ball or bat it away with the hand, but the goalkeeper may not catch the ball with the hand. However, if the ball is outside the crease, the goalkeeper may not touch it with the hand even if the goalkeeper is within the team's crease. The goalkeeper 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 the goalkeeper's crosse while the goalkeeper is within the goal-crease area, regardless of whether the goalkeeper has possession of the ball. An attacking player may reach within the crease area to play a loose ball as long as the player does not make contact with the goalkeeper or the goalkeeper's crosse.

ART. 3 . . . The crosse of the goalkeeper, not the goalkeeper's 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.

ART. 4 . . . No defensive player, other than a properly equipped goalkeeper, can enter the player's own crease with the perceived intent on blocking a shot or acting as a goalkeeper. PENALTY:

Conduct foul on the defensive player. A second violation by the team will be enforced as releasable unsportsmanlike conduct served by the offending player.

NOTE: Officials will stop play as soon as they notice the situation. However, if a shot is already in flight when this is noticed, the shot will be allowed to come to its normal conclusion before the whistle blows to stop play.

SITUATIONS AND RULINGS RULE 4, SECTION 18

4.18.1 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 the hand to bat the ball into the goalkeeper's crosse or out of the crease.

RULING: Legal.

4.18.1 SITUATION B: Loose ball in the crease. Team B goalkeeper picks up the ball with the hand and puts the ball in the goalkeeper's crosse.

RULING: Technical foul. Ball is awarded to Team A.

4.18.1 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.

4.18.1 SITUATION D: Can the goalkeeper be called for a personal foul if the goalkeeper's crosse slashes an opposing player after an outlet pass?

RULING: Yes. The privileges and protections of the goalkeeper do not permit the goalkeeper to gain an unfair advantage.

4.18.1 SITUATION E: Two or more defenders from Team B are standing in the crease in front of the goal with a clear intention of blocking shots, not defending another player.

RULING: All offending Team B players will serve penalty time. One of the players is assessed a Conduct Foul and will serve a 30-second penalty. Each of the other players is assessed a one-minute releasable personal foul. If Team B had already been assessed a conduct foul under this rule, then all of the offending players are assessed a one-minute releasable personal foul.

4.18.2 SITUATION A: There is a loose ball in the crease. A1 covers the ball to rake it back. Goalkeeper checks A1's crosse.

RULING: No interference.

4.18.2 SITUATION B: There is a loose ball in the crease. Goalkeeper B1 has the crosse over the ball and is about to draw back for a tennis pickup. A1 checks through B1's crosse from the front, claiming A1 was playing a loose ball.

RULING: Interference by A1, play-on. Play continues or ball is awarded to a defensive player at the spot where the ball was when play was suspended.

4.18.2 SITUATION C: There is a loose ball in the crease. Goalkeeper B1 has the crosse over the ball and is about to draw for tennis pickup. From the side of the crease, A1 pokes the 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 at the spot where the ball was when play was suspended.

4.18.2 SITUATION D: There is a loose ball in the crease. A1 bats the ball with the 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.

4.18.2 SITUATION E: There is a loose ball in the crease. A1 bats the ball with the crosse, but the ball is still loose in the crease. Contact is made with goalkeeper's crosse.

RULING: Interference, play-on.

4.18.2 SITUATION F: A1 is in possession of the ball on the edge of the crease. A1 breaks the plane of the goal with the shot and then contact is made with goal- keeper's crosse.

RULING: Legal goal. Contact occurs after play has ended.

4.18.2 SITUATION G: B1 (not the goalkeeper) picks up a loose ball or catches a pass in the crease. As B1 is coming out of crease, A1 checks B1's crosse, causing the ball to enter the goal.

RULING: Legal goal. Interference may be called only when the designated goalkeeper is involved.

4.18.3 SITUATION A: Goalkeeper B1 with possession of the ball extends the crosse outside of the crease and still has one or both feet in the crease when A1 checks B1's crosse.

RULING: Interference, play-on. Play continues or award ball to Team B at center of field.

4.18.3 SITUATION B: 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.

4.18.3 SITUATION C: 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.

4.18.3 SITUATION D: The goalkeeper is in the crease, making a pass to begin the clear. Goalkeeper's crosse collides with crosse of A1, who is standing on the edge of the crease with the crosse in a covering position, thus causing the 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 the goalkeeper's crosse. Play continues or award ball to Team B in its offensive half of the field at the Center.

4.18.3 SITUATION E: The goalkeeper makes a save, but the ball bounces out of the crease 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 a defensive player at the spot where the ball was when play was suspended. In (b), no interference.

4.18.4 SITUATION: A1 takes a shot while B1 goalkeeper is away from the crease area. While the shot is in flight, B2 non-gokeeper-defender steps in the crease to block the shot.

RULING: Play-on until the shot comes to its normal conclusion. If it is Team B's first violation of this type, (a) if the ball did not enter the goal, stop play and award ball to Team A; B2 does not serve penalty time. (b) If the ball entered the goal as a result of the shot, B2's violation is wiped out by the goal. In either case, Team B would serve a one-minute releasable unsportsmanlike conduct foul for each subsequent violation. If it is Team B's second or any subsequent violation of this type, B1 serves a one-minute releasable unsportsmanlike penalty. If the ball did not enter the goal, award the ball to Team A laterally outside the goal area. If the ball entered the goal as the result of the shot, resume play with a faceoff.

SECTION 19 GOAL-CREASE PROHIBITIONS

ART. 1 . . . If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of the player's own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and the attacking player's feet are grounded prior to, during and after a shot.

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, in possession of the ball, may not enter the goal-crease area, nor may the player 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 the player's body touches the goal-crease area.

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

SITUATIONS AND RULINGS RULE 4, SECTION 19 4.19.1 SITUATION A: A1 drives toward the goal and jumps or dives into the crease. The ball (a) goes into the goal; (b) does not go into the goal.

RULING: (a) No goal. The ball is awarded to Team B; (b) play-on or whistle.

4.19.1 SITUATION B: A1 dives or jumps toward the crease and, while in the air, is illegally checked into the crease. The ball (a) goes into the goal; (b) does not go into the goal.

RULING: (a) Flag-down, no goal, assess penalty; (b) flag-down, assess penalty.

4.19.1 SITUATION C: A1 dives or jumps into the air space over the crease and, while in the air, is legally pushed or checked, landing in the crease. The ball (a) goes into the goal; (b) does not go into the goal.

RULING: (a) No goal. The ball is awarded to the defensive team; (b) play-on for the defense or whistle.

4.19.1 SITUATION D: A1 jumps and is over the crease. The goalkeeper is in the crease and contacts A1 while A1 is in the air.

RULING: No goal. Award the ball to Team B.

4.19.1 SITUATION E: A1, with feet grounded prior to, during and after the shot, shoots and the ball enters the goal. During the play, A1 (a) is legally pushed into the crease with the ball entering the goal before A1 lands in the crease; (b) is illegally pushed into the crease.

RULING: (a) The goal counts; (b) flag-down. The goal counts if the ball enters the goal before A1 lands in the crease.

4.19.1 SITUATION F: A1 dodges B1 and continues towards the goal crease. A1 shoots and scores. After the ball enters the goal, A1 runs through the crease area.

RULING: The goal counts. A1 did not deliberately launch or become airborne during the play. Running through the area of the crease is considered to be different than becoming airborne and landing in the crease.

4.19.2 SITUATION A: A1 is playing loose ball in the crease. Neither of A1's feet is inside or touching the crease line. A1 subsequently falls over the crease line with both hands wrapped around the crosse which comes to rest inside the crease.

RULING: A1 is in the crease.

4.19.2 SITUATION B: Defensive team with possession outside of crease area and offensive team steps into crease or interferes with goalkeeper who is in the crease.

RULING: Flag-down, technical foul.

4.19.2 SITUATION C: The goalkeeper leaves the crease with possession of the ball and loses it as the 20-second count winds down. The goalkeeper 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.

4.19.3 SITUATION A: B1 makes a save. As B1 is coming out of the crease, the ball drops out of B1's 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.

4.19.3 SITUATION B: Goalkeeper B1, in the crease, makes a save. After three seconds, B1 deliberately (a) drops the ball, (b) flips the ball into the air and catches it again, or (c) flips the ball to B2 who is also in the crease.

RULING: Original four-second count continues in (a), (b), and (c).

4.19.3 SITUATION C: The goalkeeper sees A1 wide open coming toward goal with possession of the ball. To avert a potential goal, B1 succeeds in pulling the goal over B1's head or swings the goal around, thus preventing a potential goal.

RULING: Unsportsmanlike-conduct foul. (A three-minute non-releasable penalty is recommended.)

4.19.3 SITUATION D: Goalkeeper B1 makes a save. After leaving the crease, B1 deliberately throws or tosses the ball (a) back into the empty crease or; (b) to a defender who is in the crease.

RULING: (a) Award the ball to Team A; (b) legal play.

4.19.5 SITUATION A: The goalkeeper makes a save, takes one step out of the crease, raises the rear foot off the ground in the crease area and then places the rear foot down to the ground in the crease area.

RULING: Ball is awarded to Team A. Goalkeeper is considered to have left and re-entered the crease with possession of the ball.

4.19.5 SITUATION B: The goalkeeper makes a save. When out of the crease, A1 legally checks B1 back into the crease, while A1 is still in possession of the ball.

RULING: Ball awarded to Team A. SECTION 20 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.

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

SECTION 21 SUBSTITUTION PROCEDURES

ART. 1 . . . Substitution may take place without the necessity of waiting for suspension of play by an official. Players may enter the field of play from the substitution area under the following conditions:

- a. The player must be properly equipped.
- b. The player may not enter the substitution area until the substitution is imminent.
- c. The player leaving the field of play must exit via the substitution area.

- d. The substitute must wait until such player is off the field of play, and the substitute may not delay entry onto the field.
- e. The substitute must always yield position in the substitution area to any player exiting the field.
- f. Substitution may take place while play is suspended.

NOTE: Any delay of the game is to be strictly enforced. See Rule 6-5-2f for method of enforcement.

ART. 2 . . . Substitution may take place while play is suspended under the following conditions:

- a. End of a period.
- b. Scoring of a goal.
- c. Injury time-out.
- d. Equipment adjustment.
- e. After a time-serving penalty.
- f. Team time-outs. The substitute(s) must 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 the player's bench area. This shall not apply to an injured player.

NOTE: Any delay of the game is to be strictly enforced. See Rule 6-5-2f for method of enforcement. 2024 N FHS Boys Lacrosse Rules

SITUATIONS AND RULINGS RULE 4, SECTION 21 4.21 SITUATION: During a substitution, A1 (a) unintentionally or (b) intentionally delays in entering the field. The trailing official sees the delay.

RULING: In (a), silent play-on, with an official's arm in the air. If Team A gains an advantage by delaying the substitution, technical foul on Team A. In (b), if Team A gains an advantage, flag down for one-minute releasable unsportsmanlike conduct.

4.21.2 SITUATION A: When is a player considered legally in the game?

RULING: When the substituting player has complied with substitution requirements and when the player has entered the field of play.

4.21.2 SITUATION B: Team A has been assessed a time-serving penalty and substitutions may occur. After 20 seconds, the official's timer goes off and (a) Team A has too many players on the field or (b) Team B has 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 22 RESTARTS

ART. 1 . . . For all restarts, the game shall resume as quickly as possible and nearest to the spot of the ball when play stopped. All offensive players shall be 5 yards or more away from the player in possession of the ball. On the official's whistle, play restarts. a. Play may be restarted when a defensive player is less than 5 yards from the player in possession of the ball if the defensive player:

1. allows the player in possession of the ball a direct path to the goal, and
2. does not defend the player in possession of the ball until that player reaches a distance of 5 yards from the defending player.

PENALTY:

- a. Illegal procedure technical foul.
- b. Play may not be restarted when an offensive player is less than 5 yards from the player in possession of the ball.
- c. The goalkeeper shall be given a maximum of five seconds to re-enter the crease on any restart.

ART. 2 . . . Any non time-serving violation on the defense that occurs while the ball is in the goal area will result in the ball being awarded to the offensive team laterally outside the goal area.

ART. 3 . . . Any non time-serving violation on the offense that occurs while the ball is in the goal area will result in the ball being awarded to the defensive team. The defense will restart play with the ball in the goal area or in the crease.

SITUATIONS AND RULINGS RULE 4, SECTION 22

4.22.1 SITUATION A: A1 wards off B1. B1 is at the spot of the foul and is awarded the ball. On the restart, A1 steps aside, giving B1 a clear path to the goal. A1 allows B1 a 5-yard distance.

RULING: Legal. COMMENT: A1 may not initiate contact with B1 unless a 5-yard separation has been gained. 4.22.1

SITUATION B: Inside of the 5-yard distance, A1 raises his stick and deflects B1's pass.

RULING: Technical foul on A1.

4.22.1 SITUATION C: A1 steps aside to allow B1 a path to the goal. B1 veers into A1 and initiates contact. RULING: No violation on A1 if A1 steps aside. Unnecessary roughness on B1 if B1's actions were deliberate and excessively violent.

4.22.3 SITUATION A: 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 position? RULING: Yes.

4.22.3 SITUATION B: 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 official should have restricted play and given the goalkeeper up to five seconds to re-enter the goal crease.

4.22.3 SITUATION C: A1 shoots at the goal and misses, and the ball goes out of bounds on the end line. A2 is on the end line near where the ball went out of bounds. Goalkeeper B1 leaves Team B's crease solely in an attempt to delay the restart by five seconds to allow Team B defense to regroup. Should the official allow B1 a maximum of five seconds to resume position?

RULING: No. The goal- keeper is given a maximum of five seconds to resume position only when the goalkeeper leaves the crease for a legitimate purpose. SECTION 23 CHANGE OF GOALS At the conclusion of each period, the teams shall change goals, except for the first sudden-victory period.

SECTION 24 OFFICIAL'S TIME-OUTS

ART. 1 . . . An official may suspend play at the official's discretion. If a player loses any mandatory personal equipment in a scrimmage area or a player is apparently injured, play shall be suspended immediately. A goalkeeper, when out- side the crease, is treated like a field player. If the official discovers a player who is apparently bleeding, has an open wound, or has any blood on the 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 se- cured and the play is completed. ART. 3 . . . Officials will restart play as soon as the injured player has been re- moved from the field. The injured player shall be replaced but can substitute back into the game after the next dead ball following the resumption of play.

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 . . . Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confu- sion 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 is an official's time-out. (NFHS Suggested Guidelines for Management of Concussion, Appendix B)

ART. 7 . . . 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. If a player not in possession of the ball accidentally loses mandatory equipment in a legal way and no other players are in the immediate vicinity, then the play may continue. If a player in possession of the ball loses mandatory equipment, play shall be suspended immediately, whether other players are in the immediate vicinity or not. 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 foul.

ART. 8 . . . Play shall be suspended immediately if the goalkeeper's stick or any other mandatory goalkeeper's equipment becomes broken in the crease.

ART. 9 . . . 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. 10 . . . The signal flag is not dropped for an official's time-out.

ART. 11. . . If a player has the helmet come off during play, play shall be suspended immediately, and the player shall leave the field until after the next dead ball following the resumption of play.

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SITUATIONS AND RULINGS RULE 4, SECTION 24

4.24.1 SITUATION A: In a scrimmage area, A1 is legally checked, falls to the ground and appears to be injured. Play is continuing around A1.

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. 4.24.1

SITUATION B: In a scrimmage area, B1's (not the goalkeeper) crosse breaks and B1 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.

4.24.1 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.

4.24.1 SITUATION D: Goalkeeper A1 is outside the crease and while throwing a pass the goalkeeper's crosse breaks. Pass is intercepted by B1 who heads toward the goal. B2 sets an illegal screen stopping play.

RULING: Ball will be awarded to Team A at the spot of the violation. Before the restart, Goalkeeper A1 will be given time to get a new crosse from the bench or be substituted for, allowing Team A to have a properly equipped goalkeeper on the field at the restart.

4.24.3 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: A1 shall wait to re-enter the game until the next dead ball situation following the resumption of play.

4.24.6 SITUATION: Play is suspended because of an injured player. The official determines that the player needs to be evaluated for that injury by an appropriate health-care professional. Can the player return to the game?

RULING: Once the official determines that a player is in need of evaluation by an appropriate health-care professional, then the responsibility to have that evaluation done rests with the head coach if the injury was a possible concussion. Only an appropriate health-care professional can evaluate the player and determine if a concussion has occurred and, if so, when it is appropriate for the player to return to play. It is the responsibility of the head coach (not the official) to verify with the appropriate health-care professional that the player has been cleared to return to play. After returning to play, however, should it become apparent to the official that the player needs further evaluation, the official can and should remove the player from the game for further evaluation. NOTE: Each individual state association determines and defines "appropriate health-care professional."

4.24.7 SITUATION: A1 is running down the field in Team A's attack half of the field with no player from Team B near A1 and loses any mandatory equipment.

RULING: The official should stop play immediately to prevent a potential injury even if a scoring play is in progress.

4.24.9 SITUATION A: 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. 4.24.9 SITUATION B: The referee is aware of the possibility of high heat and humidity at the start of the game. The referee informs both coaches that an officials' time-out may be called by the referee to permit extra water and cooling down of players. RULING: This is the proper procedure anytime there are extreme weather conditions.

SECTION 25 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. SITUATIONS AND RULINGS RULE 4, SECTION 25

4.25.2 SITUATION: 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 the whistle, stopping play.

RULING: Legal. Time-out is granted.

4.25.4 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.

4.25.4 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.

4.25.4 SITUATION C: During play the coach of Team A yells urgently for a time-out. The official blows the whistle, stopping play when the official realizes that Team A has no time-outs remaining.

RULING: No time-out granted; technical foul assessed against Team A. SECTION 26

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.

SITUATION AND RULING RULE 4, SECTION 26

4.26 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 flag down slow whistle. 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 outside the goal area.

SECTION 27 ILLEGAL EQUIPMENT – REQUEST FOR OFFICIAL'S INSPECTION

ART. 1 . . . Any player is subject to having equipment inspected by an official upon request. Once the game has commenced and before the game has officially ended, 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 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 5-5. Any other equipment found to be illegal shall be penalized according to Rule 5-6. SITUATION AND RULING RULE 4, SECTION 27

4.27.1 SITUATION A: Team A scores a goal as regulation time expires, and the goal that is scored (a) ties the game, (b) breaks the tie or (c) neither. The head coach of Team B requests an equipment inspection to determine the legality of the goal scorer's crosse.

RULING: In (a), inspection is permitted because a tied game is not complete. If the crosse is found to be illegal, the goal shall be disallowed, and the game is considered complete. In (b) and (c), the game is not tied when regulation time expires, so the game is considered complete and no inspection is allowed.

4.27.1 SITUATION B: Team A scores the game winning goal in sudden victory. The head coach of Team B requests an equipment inspection of the player who scored to determine the legality of the player's crosse.

RULING: The game is over. No inspection is permitted.

4.27.1 SITUATION C: During the game, coach asks for an equipment check on A1 specifically claiming the player is not wearing a cup.

RULING: Each player is personally responsible for wearing this piece of protective equipment and officials will not include as part of equipment check.

4.27.1 SITUATION D: 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: Time-out charged to Team A. If no time-outs remain, technical foul.

SECTION 28 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 6-5-2o, assuming no violations were found in the previous request.

SECTION 29 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 the 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. (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.

SECTION 30 ALTERNATE POSSESSION When the officials cannot determine which team should be awarded the ball, pos- session shall alternate. The referee shall keep track of the alternating possessions.

SECTION 31 GET IT IN/KEEP IT IN In certain situations, a "get it in/keep it in" command will be administered by game officials.

- a. "Get It In." This warning is used when the ball is outside the goal area. An official signals and verbally announces "get it in." The team in possession must advance the ball into the goal area within 10 seconds and keep it in the goal area.
- b. "Keep It In." This warning is used when the ball is inside the goal area. An official signals and verbally announces "keep it in." The team in possession must keep the ball in the goal area.
- c. "Get It In/Keep It In" situations are:
 1. Under two minutes remaining in the game when a team is ahead by four goals or less (3-3);
 2. Stalling. (6-10) Page 60 r 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, checks involving the head/neck, and the use of an illegal crosse and/or illegal equipment.

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

ART. 3 . . . Body-checking of an opponent who has any part of the body other than the feet on the ground or while crouched for a faceoff.

ART. 4 . . . If a player who is about to be body-checked turns, 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.

SECTION 4 CHECKS INVOLVING THE HEAD/NECK OR DEFENSELESS PLAYER

ART. 1 . . . A player shall not initiate contact to an opponent's head or neck with a cross-check, or with any part of the body (head, elbow, shoulder, etc.).

ART. 2 . . . A player shall not make indirect contact to an opponent's head and/ or neck. Indirect contact occurs when the initial force of the contact is to the body of the opponent then slides up to the head and/or neck area. PENALTY: A one-minute non-releasable foul. An excessively violent violation may result in a longer non-releasable penalty or an ejection.

ART. 3 . . . A player shall not initiate an excessive, violent or uncontrolled slash to the head/neck.

ART. 4 . . . A player, including an offensive player in possession of the ball, shall not block an opponent with the head or initiate contact with the head (known as spearing).

ART. 5 . . . A player shall not initiate a body check legally that slides up into or follows through to an opponent's head or neck.

ART. 6 . . . A player shall not body-check a player in a defenseless position. This includes but is not limited to: (a) body-checking a player from the "blind side;" (b) body-checking a player who has the head down in an attempt to play a loose ball; (c) body-checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check; and (d) body-checking a player laying on the ground. PENALTY: Items above are two- or three-minute non-releasable fouls at the official's discretion. An excessively violent violation may result in an ejection.

ART. 7 . . . A player shall not initiate targeting that intentionally takes aim at the head/neck of an opponent for the purpose of making violent contact. This could include a check with the crown of the helmet (spearing) that targets the head or neck of an opponent.

ART. 8 . . . A player shall not initiate targeting that intentionally takes aim at a player in a defenseless position. PENALTY: Intentional targeting shall result in a three-minute, non-releasable foul. An excessively violent violation of this rule may result in an ejection.

SITUATIONS AND RULINGS RULE 5, SECTION

4 5.4.2 SITUATION: A1 attempts to check B1's stick but instead A1's stick (a) makes slight contact with B1's head or neck or (b) strikes B1's head or neck area.

RULING: In (a), no foul. This is a brush. In (b), slashing, a one-minute releasable foul. If the slash was excessive, violent or uncontrolled, at least a two-minute non-releasable foul shall be called.

5.4.6 SITUATION: A1 posts-up in front of the goalkeeper with A1's back to the goalkeeper. Before or as a pass arrives to the player, the goalkeeper jumps out and illegally body-checks or cross-checks A1 in the back of the neck or head area.

RULING: A three minute, non-releasable penalty for a check to the head/neck area (may result in an ejection).

5.4.7 SITUATION: A1 passes the ball to A2. While the ball is in flight, B1 targets a body check on A2, who does not see the hit coming.

RULING: Three-minute non-releasable foul (may result in an ejection). SECTION 5 ILLEGAL CROSSE A player may not use a crosse that does not conform to required specifications. Use of an illegal crosse carries a two-minute, non-releasable penalty. Every crosse on a team is subject to inspection, and the crosse need not have been in the game to be inspected.

NOTE: A crosse that is found to be illegal can be corrected and allowed to be returned to the game.

SITUATIONS AND RULINGS RULE 5, SECTION 5 5.5 SITUATION A: During the game, an official inspects a player's equipment and finds that the player's crosse is of illegal length.

RULING: A two-minute, non-releasable penalty shall be served; the crosse may be returned to the game if corrected.

5.5 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 6 inches (inside measurement), and the pocket is deeper than allowed. RULING: A two-minute, non-releasable penalty shall be served; the crosse may be returned to the game if corrected.

5.5 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 two-minute, non-releasable penalty shall be served.

5.5 SITUATION D: During the game, an official asks a player for the player's crosse so the official can check it. Before the player hands the crosse to the official, the player adjusts the strings or jams the crosse.

RULING: A one-minute, non-releasable 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 two minutes if violations are found.

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

5.5 SITUATION F: Team B is a player 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 two-minute, non-releasable penalty. Team B player returns to serve the remaining penalty time. The ball is awarded to Team B in its offensive half of the field at the Center.

5.5 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 two-minute, non-releasable penalty.

5.5 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 two-minute, non-releasable penalty.

5.5 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: Two-minute, non-releasable penalty is served. The crosse may be returned to the game if corrected.

5.5 SITUATION J: During an equipment check or at any other time, the officials discover that A1 has a hole in the mesh designed to snare the ball on a faceoff. RULING: Two-minute, non-releasable penalty is served. The crosse may be returned to the game if corrected.

SECTION 6 USE OF ILLEGAL EQUIPMENT A player may not use equipment that does not conform to specifications. Use of illegal equipment or failure to properly wear mandatory equipment will be penalized as a non-releasable foul.

EXCEPTION: Mouthpiece violation. (6-5-2x) Page 64 SITUATIONS AND RULINGS RULE 5, SECTION 6

5.6 SITUATION A: B1 (not the goalkeeper) is not wearing shoulder pads or arm pads. RULING: One-minute non-releasable personal foul even if multiple equipment violations are found. 5.6 SITUATION B: B1's crosse is too short and B1 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 two-minute, non-releasable penalty.

SECTION 7 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 the opponent's crosse, unless the player in possession, in an attempt to protect the player's crosse, uses some part of the player's body other than the 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.

SITUATIONS AND RULINGS RULE 5, SECTION 7

5.7.1 SITUATION: B1, while playing A1, makes contact on A1's head with B1's crosse.

RULING: Contact itself does not constitute a foul. The contact shall be a definite blow or strike. Otherwise, it is considered a brush.

5.7.3 SITUATION A: A1, in the act of shooting or passing, strikes B1 on the head because of A1's 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.

5.7.3 SITUATION B: 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.

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

5.7.3 SITUATION D: A3 has beaten B2, who swings the 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 8 TRIPPING A player may not trip an opponent with any part of the player's 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 the feet or by any secondary action when the obstructing player is not on the feet. When a player legally checks the crosse of an opponent and the result is to cause the opponent to trip over the opponent's 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.

SITUATIONS AND RULINGS RULE 5, SECTION 8

5.8 SITUATION A: A1, while dodging B1, falls over B1's stationary leg.

RULING: Legal; this is not tripping.

5.8 SITUATION B: B1, while playing A1, swings B1's leg around as A1 is dodging B1, causing A1 to stumble or fall to the ground.

RULING: Personal foul for tripping.

SECTION 9 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.

SITUATIONS AND RULINGS RULE 5, SECTION 9

5.9.2 SITUATION: 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.

5.9.3 SITUATION A: 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 bodycheck is part of continuous motion; unnecessary roughness if the check was avoidable. Three-minute non-releasable penalty if targeting a defenseless player.

5.9.3 SITUATION B: 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. However, if in the official's judgment, B1 was targeting a defenseless player, the penalty shall be a three-minute, non-releasable.

5.9.3 SITUATION C: 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. However, if in the official's judgment, B1 was targeting a defenseless player, the penalty shall be a three-minute, non-releasable.

5.9.3 SITUATION D: B1 is substituting on the fly. B2 enters the field of play correctly under the substitution procedures and immediately body-checks A1, who is vulnerable.

RULING: Unnecessary roughness if the check was avoidable. However, if in the official's judgment, B2 was targeting a defenseless player, the penalty shall be a minimum of a three-minute, non-releasable.

5.9.3 SITUATION E: 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 10 UNSPORTSMANLIKE CONDUCT 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 un- sportsmanlike by the officials.
- d. Deliberately use a hand or fingers to play the ball or grab an opponent's crosse with the open hand or fingers on a faceoff.

NOTE: Inadvertent touching of the ball when the hand is grasping the stick on a faceoff should not be called as an unsportsmanlike conduct foul.

- e. Throw a crosse at the ball, at a player or other game personnel.

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

- f. Be a coach who is on the field and obstructs play.
- g. Repeatedly commit the same technical foul.
- h. As a player, deliberately fail to return immediately to the field after leaving the field of play while legally in the game.
- i. As a substitute, deliberately fail to comply with the rules for entering the field of play.

j. As a non-properly equipped goalkeeping defensive player, enter the player's own crease with the perceived intent on blocking a shot or acting as a goal- keeper as a second violation of Rule 4-18-4.

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

SITUATIONS AND RULINGS RULE 5, SECTION 10 5.10.1

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

5.10.1 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 unsports- manlike penalty. RULING: The penalty on B1 is releasable at any time; B2's penalty is non-releasable.

5.10.1 SITUATION C: B1 drops the crosse, then secures an opponent's crosse and continues to play.

RULING: Personal foul, unsportsmanlike conduct. SECTION 11 FOULING OUT Any player who accumulates five minutes of personal fouls shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had the player not fouled out. A player who accumulates five minutes of personal fouls has fouled out of the game but has not been ejected.

SITUATION AND RULING RULE 5, SECTION 11 5.11 SITUATION:

A1 receives a two-minute illegal crosse penalty and a one-minute penalty for slashing during the first quarter. In the second half, A1 receives a two-minute, non-releasable penalty. RULING: A1 has fouled out of the game, but has not been ejected.

SECTION 12 EJECTION

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

- a. Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation.
- b. Use of tobacco or smokeless tobacco.
- c. Second non-releasable, unsportsmanlike foul.
- d. 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 for a player, substitute or non-playing team member or a one-minute non-releasable penalty for a coach 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 sponsoring authority is responsible for notifying the appropriate school of the ejection.

SITUATIONS AND RULINGS RULE 5, SECTION 12 5.12.1

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 the officials are on the field of play and while the officials are in the immediate playing area. Even though the game has ended, any player, coach or game personnel can still be ejected and noted in the scorebook.

5.12.1 SITUATION B: After the final horn or with a few seconds left in the game, B1 deliberately and violently slashes A1 or commits any other act deemed by the officials to be flagrant misconduct.

RULING: B1 is ejected from the game.

5.12.1 SITUATION C: 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

ART. 1 . . . Technical fouls are those of a less serious nature than personal fouls and include all violations of the rules of the game except those specifically listed as personal or ejection fouls.

PENALTY: Awarding a technical foul:

- a. If the team fouled has possession of the ball or there is a flag down on the offending player's team, the penalty shall be 30-second suspension of the offending player.
- b. If the team fouled does not have possession of the ball (either the ball is loose or the offending team is in possession) and there is no flag down, award the ball to the team that was fouled.

EXCEPTIONS: 1. A loose-ball technical foul by Team B followed by a personal foul by Team A during the play-on will result in both players serving penalty time.

2. During a slow whistle, a loose-ball technical foul committed by the defensive team shall result in a time-serving penalty.

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. If there is no existing flag down, 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. If there is no existing flag down, any crease violation or interference with the goalkeeper while the goalkeeper and the ball are in the crease, whether or not the goalkeeper has possession of the ball, shall be a play-on. If the goalkeeper has possession and fails to run the ball out of the crease or successfully complete an outlet pass, the ball is awarded to the goalkeeper's team in its offensive side of the field at the Center. If the ball is loose in the crease and the goalkeeper gains possession, the play-on is over.
- c. If there is an existing flag down on a team that commits a crease violation or goalkeeper interference, it shall be an immediate whistle for the second foul whether there is possession or not and regardless of ball location. Both the initial foul and the crease violation or goalkeeper interference shall be time serving.

SITUATIONS AND RULINGS RULE 6, SECTION 2

6.2.1 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. 6.2.1 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 the defense to maintain the advantage. If it does not gain possession, blow the whistle and award the ball to a defensive player at the spot where the ball was when play was suspended.

6.2.1 SITUATION C: A1 has the ball in Team A's 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.

6.2.1 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.

6.2.1 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 no flag down. If there is already a flag down for Team A infraction, then a second flag is thrown and the whistle blows stopping play, play for the second flag.

6.2.1 SITUATION F: A1 slashes the goalkeeper, who has possession of the ball.

RULING: Personal foul on A1 for slashing. Slow whistle.

6.2.1 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 non-releasable penalty, and the ball is put in play at the spot where it was when the whistle was blown. If the ball was in the goal area, it shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle.

6.2.1 SITUATION H: While ball is loose in the crease, A1 interferes with the goalkeeper.

RULING: Play on if there is no flag down on Team A. If goalkeeper fails to gain possession of the ball, ball is awarded to Team B at the spot where the ball was when play was suspended.

6.2.1 SITUATION I: While the goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper.

RULING: Play on if there is no flag down on Team A. 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.

6.2.1 SITUATION J: Goalkeeper A1, who is in Team A's crease with possession, throws an outlet pass while attack player B1 stands in front of the crease in a covering position. A1 releases the ball, and then after the ball is out of A1's crosse, the natural follow-through carries A1's crosse into B1's.

RULING: Goalkeeper interference by B1. Play-on, and award the ball to Team A at center if the pass is not completed.

SECTION 3 HOLDING

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

ART. 2 . . . A player may not: a. Use the portion of the handle that is between the player's hands to hold an opponent, when the player's hands are more than shoulder-width apart. b. Step on the crosse of an opponent. c. Hold an opponent with the crosse. d. Hold or pin an opponent's crosse against the body of the opponent with the crosse. e. Hold an opponent with the free hand that is off the crosse. f. Hold the crosse of an opponent using any part of the player's body. g. Use one's own crosse to hold or pin an opponent's crosse to the ground on a face-off.

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 the player's own crosse when that opponent has possession of the ball.
- d. A player within 5 yards of a loose ball may hold the crosse of the opponent with the player's own crosse.
- e. A player uses the portion of the handle that is between the player's hands, which are no more than shoulder-width apart, to hold an opponent on the torso with no more than equal pressure and no thrusting motion.

SITUATIONS AND RULINGS RULE 6, SECTION 3

6.3.1 SITUATION: On the faceoff, A1 clamps the ball to the ground with the stick. B1 then pins A1's stick to the ground with B1's stick.

RULING: Illegal. The ball shall be awarded to Team A in its offensive half of the field at the Center.

6.3.2 SITUATION A: A1 has possession of the ball. B1 holds A1's crosse against A1's body, restraining A1's movement.

RULING: Holding by B1.

6.3.2 SITUATION B: A1, with possession of the ball, locks down A1's free arm (or arm pit) over B1's crosse.

RULING: Technical foul against A1.

6.3.3 SITUATION A: A1 is within five yards of a loose ball. B1 holds A1's crosse with B1's crosse, preventing A1 from participating in the play.

RULING: Legal hold.

6.3.3 SITUATION B: A1, with possession of the ball, has A1's crosse held by B1's crosse which prevents A1 from performing a normal function.

RULING: Legal hold.

6.3.3 SITUATION C: B1, with gloved hand over end of cross, is exerting pressure from the rear against A1, who has possession of the ball. B1 exerts enough pressure to (a) prevent A1 from advancing toward the goal; or (b) force A1 away from the goal.

RULING: In (a), legal play. In (b), technical foul against B1. Only equal pressure can be used on a hold from the rear.

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

offensive player the defensive player is playing, nor shall the offensive player hold the crosse rigid or extend the crosse rigid to impede the normal movements of the defensive player. If contact is made between offensive and defensive players as a result of the offensive player's setting a screen, the offensive player shall be stationary before the contact occurs, with the feet no wider than shoulder-width apart.

SITUATIONS AND RULINGS RULE 6, SECTION 4 6.4 SITUATION A: A1 takes a post position and holds the crosse in front of A1 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 the crosse extended in front of A1. 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 the hands while it is in play. The exception is the goalkeeper while both the goalkeeper and the ball are inside the crease. b. Illegal actions with crosse – A player shall not:

1. Throw the crosse other than at a ball, other player or game personnel.
2. Take part in the play of the game in any manner without the crosse. (a) If a player loses the crosse in any legal way, so that repos session of the crosse would cause the player to violate a rule, the slow whistle shall be employed by an official. (b) If the crosse is 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.
4. Exchange the crosse with that of a teammate during live play while the ball is in either crosse.

c. Crosse in face of opponent – A player shall not push at, thrust or flick the 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 the 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, and the 30-second penalty is erased.

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. 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 the team's restraining area at the time the whistle is blown to start play at the time of a faceoff.

i. Any technical violation of the rules relating to restarts.

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, or any technical violation of the faceoff. Award the ball to the offended team in its offensive side of the field at the Center. (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 within 10 seconds as required, or upon gaining possession of the ball inside the defensive half of the field, to advance the ball beyond the center line within 20 seconds.

s. Failure to provide a scorebook, timing device, table and working horn.

t. Failure to have a clearly marked center line that runs the entire width of the field.

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

v. When no player from the team awarded possession picks up the ball and moves to the position of the restart within five seconds after the officials are ready to restart play.

NOTE: This only applies to situations in which Rule 6-5-2f does not apply.

w. Take a dive or feign a slash to the head or body in order to deceive the official and draw a penalty.

x. Failure to have and properly wear a tooth and mouth protector (unless it comes out during 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 at the start of the game. NOTE: Once the game begins, uniform violations will not be penalized.

SITUATIONS AND RULINGS RULE 6, SECTION 5

6.5.1 SITUATION: A1, serving a penalty, has two crosses in the penalty area so A1 can bring the proper crosse on the field when A1's penalty time expires. By mistake A1 runs on the field carrying both crosses and when A1 realizes it, A1 drops one.

RULING: Technical foul.

6.5.2 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 the hand.

RULING: Flag down, slow whistle for a technical foul. The shot will be allowed to come to its normal conclusion before the whistle stops play. If a goal is scored then there will be no time-serving penalty. If this is the team's second violation the goal will count and the foul for releasable unsportsmanlike conduct will be served. If a goal is not scored, the ball shall be awarded to Team A and restart will occur outside the goal area.

6.5.2 SITUATION B: Goalkeeper B1 leaves the field to serve a penalty, taking the crosse. Substitute B2 enters the crease choosing 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. (1-9-1)

6.5.2 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.

6.5.2 SITUATION D: During the course of play, goalkeeper B1's stick becomes broken or any other mandatory equipment becomes broken or dislodged.

RULING: The officials will stop play as soon as they notice the problem, regardless of whether the goalkeeper 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.

6.5.2 SITUATION E: The goalkeeper's cross becomes broken while the goalkeeper is within the goalkeeper's 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.

6.5.2 SITUATION F: The goalkeeper's throat protector becomes broken and falls down below the chest while in the goal crease. Should play be suspended?

RULING: Yes, and award the ball to the same team that had possession when play was stopped. 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.

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

6.5.2 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.

6.5.2 SITUATION I: During play, A1 runs to Team A's coaching area to exchange the 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.

6.5.2 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.

6.5.2 SITUATION K: A1, with possession of the ball in Team A's 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's crosse breaks, B1 shall either get a new crosse from the Team B's coaching area 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.

6.5.2 SITUATION L: B1, covering A1, keeps the crosse raised in front of A1's face mask or above A1's head.

RULING: Legal (providing there is no flicking or thrusting motion).

6.5.2 SITUATION M: 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.

6.5.2 SITUATION N: As the official is administering the faceoff by sounding the 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.

6.5.2 SITUATION O: During the faceoff, but before possession is gained, A1 pushes B1 who is attempting to secure the ground ball in B's defensive side of the field. Official awards the ball to B at the spot of the infraction. RULING: Correct. The ball is moved to the offended team's offensive side of the field only on a pre-whistle violation.

6.5.2 SITUATION P: A1 drops the 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.

6.5.2 SITUATION Q: A1 shoots and scores. When the official goes to get the ball out of the goal, the goalkeeper shows the official that the goalkeeper's crosse or any other piece of required equipment is broken.

RULING: If the goalkeeper notices the broken equipment, the goalkeeper should verbally notify the officials immediately during the play so the officials can stop play to correct the problem. The goal stands since the problem was not noticed by the officials nor acknowledged by the goalkeeper before the shot was in flight.

6.5.2 SITUATION R: Goalkeeper B1, seeking to stop play in an unsettled situation, (a) intentionally breaks required equipment or drops a glove; or (b) yells to the officials that B1's equipment is broken when B1 broke it intentionally in order to stop play. RULING: The officials stop play and assess a two-minute non-releas- able unsportsmanlike conduct penalty 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 audio enhancement aids (e.g., electronic devices, mega- phones) in communicating with players on the field.
- b. Leave the bench area and/or coaches area on the team's 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 substitution or for serving penalty time. A coach or player may leave the bench/coaches area and enter the table area only (1) To exchange a crosse with a player on the field in the opposite end of the field from that team's bench during a live ball or dead ball; or (2) To seek information from the timer or scorekeeper during a dead ball.
- c. Object by arguing or gesturing to a decision by an official, timekeeper or scorekeeper.
- d. Commit any act considered misconduct by an official.
- e. Situate school bands or other organized groups that use artificial means to create noise on the opponent's side of the field.

ART. 4. . . First team violation of Rule 4-18-4: No defensive player, other than the properly equipped goalkeeper, can enter the player's own crease with the perceived intent on blocking a shot or acting as a goalkeeper.

SITUATIONS AND RULINGS RULE 6, SECTION 6

6.6.1 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.

6.6.3 SITUATION A: A player or a coach from Team A intentionally tries to interrupt or confuse B1's play by unnecessary yelling or gestures. R

ULING: Technical foul (conduct).

6.6.3 SITUATION B: The Team A coach is using an electronic display to visually communicate with players on or off the field.

RULING: Legal play.

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 with- in 5 yards of the players, or both players are within 5 yards of a loose ball. Page 78 SITUATIONS AND RULINGS RULE 6, SECTION 7

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 responsibility of the team in possession to attack the goal.

ART. 2 . . . A team in possession of the ball in its offensive half of the field may be warned to "get it in/keep it in." This warning shall be made when, in the judgment of the officials, that team is keeping the ball from play by not attacking the goal. A visual 10-second count will start when warning the team to "get it in." If the offensive team has the ball in the goal area, the defensive team must attempt to play the ball within the goal area in order for a stalling warning to be issued against the offensive team.

The stall warning remains in effect until a goal is scored; a shot taken above the goal-line extended hits the goal pipes, goalkeeper or the goalkeeper's equipment; 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 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 by four goals or less. When the score is tied or the score differential is five goals or more, neither team is forced to keep the ball in the goal area.

SITUATIONS AND RULINGS RULE 6, SECTION 10

6.10.1 SITUATION A: Team A is playing a player 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 player down.

6.10.1 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.

6.10.2 SITUATION A: 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.

6.10.2 SITUATION B: 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.

6.10.2 SITUATION C: 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.

6.10.2 SITUATION D: Team A has been warned to "keep it in." After recovering a shot (a) that hit the goal, goalkeeper or the goalkeeper's equipment, or (b) a 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: (a) Stall warning has ended; (b) yes, stall warning continued with a full 10 seconds.

6.10.2 SITUATION E: 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."

6.10.3 SITUATION A: Team A, which is ahead by four (4) goals or less, throws ball from its defensive half directly 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: No. After gaining possession, Team A has 10 seconds to move the ball into the goal area where it will be warned to "keep it in."

6.10.3 SITUATION B: 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.

6.10.3 SITUATION C: Team A, which is ahead by four goals or less, fulfills the initial 10-second count with 2:07 remaining in the fourth quarter. A1 passes to A2 who receives the pass outside the goal area with 2:02 remaining. At the two-minute mark, the official warns Team A to "get it in" and starts a visual 10-second count. RULING: Correct procedure. Automatic stalling is in effect for Team A. Team A must "get it in" and "keep it in" the goal area.

6.10.3 SITUATION D: Team A, which is ahead by four goals or less, fulfills the initial 10-second count with 2:07 remaining in the fourth quarter. A1 passes to A2 who drops the pass outside the goal area with 2:02 remaining. At the two-minute mark, the ball is loose outside the goal area. The official warns Team A to "get it in" and starts a visual 10-second count.

RULING: Incorrect procedure. When Team A regains possession, the official warns Team A to "get it in" and starts a visual 10-second count.

6.10.3 SITUATION E: Team A, which is ahead by four goals or less, fulfills the initial 10-second count with under two minutes to play. A1 shoots on goal and ball deflects off of goal pipe and comes to rest within the goal area. A2 causes the ball to leave the goal area before gaining possession.

RULING: Stalling. Award ball to Team B.

SECTION 11 WARDING OFF

ART. 1 . . . A player in possession of the ball shall not use the free hand or arm 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 the crosse with the hand, arm or other part of the body when the opponent makes a play to check the crosse.

ART. 2 . . . A player in possession of the ball with both hands on the crosse shall not use the hand or arm to push the body of the player applying the check.

NOTE: Illegal body checks (5-3), "spearing" (5-4-3) and unnecessary roughness (5-9-3 SITUATION E) shall be strictly enforced as personal fouls.

SITUATIONS AND RULINGS RULE 6, SECTION 11

6.11 SITUATION A: B1 swings at A1's crosse. A1 pulls the crosse back with one hand and with the other arm absorbs blow by B1. A1 continues around B1, holding off B1's crosse with A1's protecting arm.

RULING: Technical foul against A1. A1 may not use an 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 the crosse back with one hand and protects the crosse with the other arm. A1 contacts B1's crosse with protecting arm and continues to drive against B1 and B1's crosse.

RULING: Technical foul against A1.

6.11 SITUATION C: A1, with both hands on the crosse, raises a forearm and directs B1's (a) crosse or (b) body away from A1, creating space.

RULING: (a) legal play. (b) warding off; award the ball to Team B.

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 the crosse longer than is necessary for the player 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.

SITUATIONS AND RULINGS RULE 6, SECTION 12

6.12 SITUATION A: There is a loose ball in crease and the goalkeeper covers it with the 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 the 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 A1 slides the 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 the player 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. Wait until the faceoff has ended before entering the field through the table area even when the player's penalty time has expired.
- e. If the goalkeeper is penalized or injured, the official will allow a full one- minute delay for replacing the goalkeeper on the field beginning with the goalkeeper's warm-up.

SITUATION AND RULING RULE 7, SECTION 1

7.1 SITUATION: B1's penalty time expires just after the faceoff whistle has blown. B1 enters the field before possession is called.

RULING: Illegal procedure. Award ball to Team A.

SECTION 2 PENALTY TIME 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 the player's penalty time has expired, except as described in Rule 7-2-1b.
- 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 longest common penalty time between players of opposing teams is non-releasable, as is all penalty time of a shorter or equal duration.
- 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.

f. A maximum of three players from the same team can be in the penalty area serving penalties at the same time. The penalty time of any additional player(s) waiting to serve is stacked and shall not start until the penalty time of one of the three players in the penalty area expires. The additional penalized player(s) shall wait in the bench area immediately next to the table area. A player's penalty cannot be released by a goal until the player is in the penalty area and the time on the penalty has started to elapse.

g. In situations when multiple fouls occur during an extended slow-whistle situation, the following principles shall apply to administering the penalties:

1. Any player(s) already in the penalty box will remain there until released.
2. If the sequence of fouls can be determined, the fouls will be administered and served in the order in which the fouls occur, and non-releasable penalties will be served before releasable penalties. If a player has multiple penalties, the player will serve based on the sequence of the last foul.
3. If the sequence of fouls cannot be determined, the players with the most penalty time shall serve first, and non-releasable penalties will be served before releasable penalties.

h. During running time, penalty time will start with the whistle resuming play after the penalty is administered. If there is time remaining on a non-releasable penalty when a goal is scored, the earliest the penalty will release is when the ensuing faceoff has been completed.

SITUATIONS AND RULINGS RULE 7, SECTION 2 7.2

SITUATION A: B1 is in penalty area for one minute. After 40 seconds of play, B1 enters field of play, and B2 scores a goal.

RULING: Goal counts, unless official was notified of illegal entry prior to the next faceoff.

7.2 SITUATION B: B1 leaves the penalty area before B1's 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 the way to penalty area, is given another penalty, and this is followed by another personal foul (none of the fouls is declared a non-releasable 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 non-releasable 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 (a) before or (b) just after possession is called on a faceoff. May B1 enter the field and initiate contact with an unsuspecting player?

RULING: No. In (a), B1 must wait for possession to be called before re-entering the field of play. In both (a) and (b), when released, B1 shall enter the field in the normal manner from the substitution box and is not allowed to hit 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 non-releasable). (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 non-releasable 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.

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

RULING: (a) A1, A2 and A3 are released; however, A4 still must serve A4's one-minute penalty. (b) A1 and A2 may enter the field. A3 must exit to the bench area and A4 steps into the table area and begins serving A4's penalty. Team A is now playing with nine players on the field. A3 may now substitute into the game in the normal manner, if desired. In both (a) and (b), the penalties on A1, A2 and A3 are over. A4 enters the table area and begins serving A4's penalty. Team A continues play with 9 on-field players.

7.2 SITUATION I: Team A started the game with 11 players (the 10 on-field players and one player on the bench). During the course of play, A1 and A2 are injured and unable to return to play leaving Team A with only nine on-field players. Later in the game, A3, A4 and A5 receive one-minute, releasable penalties. All three players report to the table area to serve their penalties leaving the team with only six on-field players.

RULING: Illegal.

COMMENT: A game shall not continue if a team has fewer than seven on-field players. (2-1-3)

7.2 SITUATION J: During a live-ball situation, A1, A2, A3 and A4 or a coach from Team A are all called for releasable or non-releasable fouls.

RULING: If the officials can determine the order in which the fouls occurred, the fouls shall be enforced in that order. If the officials cannot determine the order in which the fouls occurred, the most severe penalties shall be enforced first (up to three non-releasable penalties) and the fourth penalty shall be stacked and not served until one of the first three penalized players is released. Play shall end after the second flag.

NOTE: In determining which penalties are more severe for this situation, non-releasable penalties are considered more severe than releasable penalties, regardless of length. If all penalties are of the same type, however, a longer penalty is considered more severe than a shorter one.

7.2 SITUATION K: During a live-ball situation, A1 and A2 are each assessed one-minute, non-releasable penalties, and A3 and A4 are each assessed one-minute, releasable penalties. The officials cannot determine the order in which the fouls occurred. A1, A2 and A3 begin serving their penalties immediately, which makes Team A three players down. A4 waits in the bench area as the stacked player. After 28 seconds of the penalty time has elapsed, a goal is scored by Team B.

RULING: A3 is released and A4 begins serving A4's penalty time with Team A still three players down. After 32 more seconds of penalty time has elapsed, A1 and A2 are both released and Team A is one player down. After 28 more seconds of penalty time has elapsed, A4 is released and Team A is again at full strength. Play shall end after the second flag.

7.2 SITUATION L: During running time, A1 is serving a non-releasable penalty. Team B scores a goal with time left in the penalty. A1 comes back on the field for the faceoff as penalty time expires (a) prior to the officials placing the ball at the faceoff spot, (b) after the ball is placed but before the whistle to start play, (c) after the whistle but before the faceoff is completed.

RULING: Illegal in all cases. The player must wait until the faceoff is completed before returning to the game.

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 nearest to the spot of the ball at the time of the whistle 20 yards laterally outside the goal area. 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. 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.

EXCEPTION: For 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 nearest to the spot of the ball at the time of the whistle.

SITUATIONS AND RULINGS RULE 7, SECTION 3

7.3 SITUATION A: There is a loose ball with no flag down 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), immediate whistle, ball awarded to Team A in its offensive half of the field at the Center.

7.3 SITUATION B: A1 gains possession in Team A's defensive end and is fouled by B1, flag down. A1 passes to goalkeeper A2 who is in the crease. B2 (a) interferes with A2 or (b) checks the ball out of A2's crosse while A2 is still in the crease.

RULING: In both cases B2's foul ends the slow whistle. The official should sound the whistle immediately. The ball is awarded to Team A in its offensive half at Center.

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.

7.3 SITUATION D: After a faceoff and before possession has been declared or the ball crosses the defensive-area line, B4, 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 B. Ball awarded to Team A at the spot where the ball was when play was suspended.

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 the person insofar as the record is concerned and the person only may re-enter the game subject to the same restrictions if the person was a legal player on the field at the time the foul was committed.

ART. 3 . . . If multiple fouls of this type occur, the official 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.

SITUATION AND RULING RULE 7, SECTION 4

7.4 SITUATION: B1 is ejected. Following the whistle ending play, B1 receives an additional penalty. The in-home serves the three-minute ejection foul on B1. How is the second foul on B1 assessed?

RULING: Since B1 was ejected, B1 is no longer a player in the game. The second foul is served by the Team B attack player whose name appears closest to the in-home in the official scorebook.

SECTION 5 DEAD-BALL FOULS Dead-ball fouls are enforced in the sequence in which the fouls occur. If penalty time is to be served by both teams, releasability is in accordance with Rule 7-2- 1d. Fouls occurring at the same time during a dead ball (when sequence cannot be determined) shall be considered simultaneous.

SITUATIONS AND RULINGS RULE 7, SECTION 5

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 non-releasable one-minute penalties. Ball is awarded to Team B in its offensive side of the field at the Center.

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 two one-minute penalties (or more). The first penalty to be served (the unsportsmanlike conduct penalty) is non-releasable. Ball is awarded to Team B in its offensive half of the field at the Center, with no faceoff to begin the second half.

7.5 SITUATION C: Team A is in possession of the ball in its defensive half of the field during a dead-ball situation. B1 argues with the official (non-maligning) and the 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.

7.5 SITUATION D: The first half ends with B1 in the penalty area with 20 seconds remaining on B1's 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 non-releasable. A2 and B2 serve one minute each for un-sportsman- like conduct. A2 and B2s' penalties occurred simultaneously and also are non-releasable. The ball is awarded to Team A in its offensive half of the field at the Center.

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.

NOTE: Most live-ball simultaneous fouls do not occur at the exact same time. ART.

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. Page 88 SITUATIONS AND RULINGS RULE 7, SECTION 6

7.6.1 SITUATION A: 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.

7.6.1 SITUATION B: 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.

7.6.1 SITUATION C: 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.

7.6.1 SITUATION D: 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.

7.6.1 SITUATION E: 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.

7.6.1 SITUATION F: Team A's goalkeeper is interfered with while having 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.

7.6.1 SITUATION G: 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 and penalize Team A 30 seconds for a conduct foul. The penalties on Teams A and B are nonreleasable.

7.6.3 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.

7.6.3 SITUATION B: 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. Award the ball to Team B as Team B has less penalty time.

7.6.3 SITUATION C: Goalkeeper B1 has possession of the ball within the 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 B1's 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.

7.6.3 SITUATION D: 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.

7.6.4 SITUATION A: 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. These are not to be considered simultaneous fouls. Team B's foul is canceled by goal.

7.6.4 SITUATION B: 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.

7.6.4 SITUATION C: 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.

7.6.4 SITUATION D: B1 commits a personal foul, creating a slow whistle. B2 then slashes A1 (second foul, ending the flag down), who retaliates and slashes B2.

RULING: Official blows whistle, ending the flag-down situation, when B2 slashes A1. B1, B2 and A1 each serve one-minute penalties, which are non-re-leasable. A1's foul is a dead-ball foul so Team B is awarded the ball where play was stopped if in Team B's offensive half or at Center in Team B's offensive half.

7.6.4 SITUATION E: 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.

7.6.4 SITUATION F: 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.

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, the official shall drop a signal flag, make the verbal signal 'flag down.'

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

- a. A goal is scored by the attacking team.
- b. The ball goes out of bounds.
- c. A player on the defending team gains possession of the ball.
- d. The attacking team commits a foul or violation.

- e. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- f. A player loses any of the required equipment in a scrimmage area, or a player is injured in a scrimmage area, and the official is required under the rules to blow the whistle.
- g. The attacking team requests a team time-out.
- h. The period ends.
- i. A second defensive foul is committed, unless scoring play is in progress.

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.

SITUATIONS AND RULINGS RULE 7, SECTION 8

7.8.2 SITUATION A: A1, in the attack area, is slashed by B1, flag-down, and A1 drops the ball as a result of the slash. During the resulting loose ball, B2 pushes A2.

RULING: The whistle is blown upon the second foul unless a scoring play is in progress. B1 serves one minute for slashing, and B2 serves 30 seconds for pushing.

7.8.2 SITUATION B: Team A has possession and officials throw two flags simultaneously. Play continues under the slow-whistle rule until (a) B3 commits another foul, (b) the period or game ends or (c) a goal is scored. After play is stopped the officials realize that the flags were for two different fouls on Team B which should have ended the slow whistle.

RULING: If unclear, the officials should allow the offended team to continue to play so there is no error to be corrected in this situation. In (a), B3 serves penalty time with the other Team B player(s). In (b), penalties are enforced. In (c), the goal counts and personal fouls will serve time and technical fouls will be waived off by the goal.

7.8.2 SITUATION C: Team A has possession, and there is an existing flag down for a foul by Team B. Team B commits a second foul under the slow whistle. Officials allow play to continue because a scoring play is in progress, provided Team A (1) has the ball in the offensive half of the field; (2) continuously advances the ball toward the goal; (3) does not bring the ball below goal line extended once the ball is above goal line extended; (4) has not taken a shot; (5) does not allow the ball to hit the ground, except on a shot; (6) a situation has not occurred that would stop a Slow-Whistle Technique (7-8-2 a – h).

RULING: Officials allow play to continue until 1-6 are no longer followed by Team A.

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.

SITUATIONS AND RULINGS RULE 7, SECTION 9

7.9.1 SITUATION: A1 slashes Team B's goalkeeper who has possession of the ball.

RULING: Slow whistle. 7.9.2 SITUATION A: 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.

7.9.2 SITUATION B: 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 the crosse at the ball. Should official blow the whistle, stopping play?

RULING: No. If ball enters the goal, legal goal but unsportsmanlike conduct regardless of whether goal is scored. 7.9

.2 SITUATION C: A1 has possession of the ball in Team A's offensive half of the field and is running toward the goal. A1 shoots at the goal, and B1, who was chasing A1, throws the 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 A1's personal foul. Ball is awarded to Team B in its offensive half of the field at the Center, no faceoff.

7.9.2 SITUATION D: 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 the 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.)

7.9.2 SITUATION E: A1 is fouled in Team A's 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.

7.9.2 SITUATION F: During a 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 the body by the ball, and the ball enters goal. RULING: If period ends prior to the ball hitting A3, no goal; otherwise legal goal.

7.9.2 SITUATION G: 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.

7.9.3 SITUATION: 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.

7.9.4 SITUATION: During a slow whistle in the defensive area, the clearing player throws the ball to the goalkeeper to start the clear. The goalkeeper misses the ball, and it enters the goal.

RULING: No goal, slow whistle ends.

(4-9-2h) SECTION 10 PLAY-ON TECHNIQUE

ART. 1 . . . If there is no flag down and a player commits a loose-ball or line violation technical foul, goalkeeper 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.

SITUATION AND RULING RULE 7, SECTION 10

7.10.2 SITUATION: Goalkeeper A1's outlet pass bounces past midfield and the ground ball is picked up by A2. 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, with no penalty to be served.

SITUATIONS AND RULINGS RULE 7, SECTION 11

7.11.1 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.

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

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

7.11.1 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.

7.11.1 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).

7.11.1 SITUATION F: During a player-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.

7.11.1 SITUATION G: B1 in the crease (not the goalkeeper), touches a ball with the hand. The ball crosses the goal line and enters the goal.

RULING: Play-on. Goal counts.

7.11.2 SITUATION A: While ball is loose in the crease, A1 interferes with goal-keeper B1.

RULING: Play-on situation. If B1 fails to gain possession of the ball, ball is awarded to Team B in the crease.

7.11.2 SITUATION B: 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.

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.

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 . . . Mistake by officials – When a timekeeper, scorer or official makes a mistake that would result in a team or player being disadvantaged and an official becomes aware that a mistake is being made, the official shall promptly correct the mistake. If a goal is scored during the ensuing play and the mistake is brought to the attention of the referee before the next live ball, the referee must allow or disallow the goal, depending on the circumstances in such situations: a. If all officials are fully aware of the ruling and have sufficient time to call attention to the mistake, the correction must be made before the next live ball. b. If the officials do not have sufficient time to call attention to the mistake prior to play restarting (e.g., when the mistake itself is an improper restart), the correction must be made before the second live ball. c. Once a faceoff occurs, no prior goal may be disallowed.

ART. 3 . . . Inadvertent Whistles – In the event of an inadvertent whistle, play shall be suspended immediately. The team with possession or entitled to 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.

ART. 4 . . . 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 or entitled to 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.

SITUATIONS AND RULINGS RULE 7, SECTION 13

7.13.1 SITUATION A: A1 is assessed a one-minute foul for offside. Team A's head coach requests a time-out for an explanation. The coach believes that the proper call should be a 30-second foul.

RULING: The officials confer and agree that the penalty time is incorrect and make the necessary changes with the scorekeeper. The time-out is charged to the officials and the game resumes within 20 seconds.

7.13.1 SITUATION B: A1 is assessed a two-minute foul for slashing. Team A's head coach requests a time-out for an explanation. The coach believes that the proper call should be a one-minute foul. RULING: Officials 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. Team A's head coach has the time remaining from the original one minute and 40 seconds allotted to confer with Team A. (7-13)

7.13.1 SITUATION C: The situation is the same as above. A1 is correctly assessed a two-minute foul by the officials. At this point, the officials determine that the time-out is over, as more than one minute and 40 seconds has elapsed. Team A's head coach refuses to take the field, arguing that Team A is now entitled to a time-out.

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 players down. Team A's head coach is instructed that Team A has 20 seconds to make the necessary substitutions, at which time play shall commence. (7-13)

7.13.1 SITUATION D: A1 is assessed a one-minute foul for slashing. Team A's head coach calls time-out and requests an explanation. The coach 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 players down. The time-out is charged to Team A. (7-13)

7.13.1 SITUATION E: A1 is called for a foul. Team A's head coach wants an explanation. Team A is out of time-outs.

RULING: Team A's head coach may still request a time-out but, if no change is made, it is a 30-second technical violation. (7-13)

7.13.2 SITUATION A: B1 is in penalty area serving (a) a one-minute personal foul or (b) a one-minute, non-releasable personal foul. After 30 seconds of play, official timer tells B1 to return to the game from the penalty area. A1 scores a goal.

RULING: Goal counts. In (a), B1 remains in the game as the goal "wipes out" the remaining time in B1's penalty. In (b), B1 returns to the penalty area to serve the remaining 30 seconds of penalty time.

7.13.2 SITUATION B: B1 is in penalty area for one minute. After 30 seconds of play, B1 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 the 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.

7.13.2 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.

7.13.2 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 the penalty time has expired.

7.13.2 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.

COMMENTS HANGES

1-6-2 — For clarity, distinguishes the field player crosse from the goalkeeper crosse specifications into a separate article in the rules book.

1-9-1 — Specifies that certain pieces of equipment shall be worn as the manufacturer intended and shall be specifically designed for lacrosse. Additionally, clarifies that the jersey numbers shall contrast from the body of the uniform and be of a single solid color.

1-9-3 — Deleted from the rules book as it is more clearly defined in 4-24-7. 2-2 — Adds language to allow for multiple captains to be designated before the start of the contest.

2-7-2 — Cleans up redundant language around the responsibilities of the CBO in counting crosses. Additionally, specifies that the CBO should be counting the number of long crosses on the field without the need for it to be requested by a coach.

2-8-1 — Deletes unnecessary language around the CBO responsibilities under Timekeeper in the rules book.

3-3 — Adds the language of “get it in,” which is used during play but not specified in the rules book.

4-3-3 — Defines what is considered an illegal body check during the faceoff and eliminates “immediately,” which was confusing language.

4-3-2, 4-6-3 — Reduces the number of instances that rely on alternate possession.

4-9-2, 4-9-3 — Moves language from 4-9-2 into 4-9-3, which is the more appropriate placement.

4-22-1 — Illegal Procedure is the more appropriate designation.

4-24-11 — Specifies that a player must leave the field if their helmet comes off during play and cannot return until the next dead ball after the resumption of play.

5-4-2 — Provides officials an additional option in penalizing contact to the head/neck that they deem to be indirect.

5-6 — The rules book specifies with all pieces of required equipment that it must be worn as the manufacturer intended. This eliminates unnecessarily specific language around gloves that did not need additional clarification. The altering of gloves in relation to the palms/fingers is not as the manufacturer intended and thus does not need clarifying language.

6-1 — Clarifying language around a penalty against a team not in possession of the ball.

6-6-4 — 4-18-4 is a conduct foul yet is not listed under that section of the rules book. This change adds the language to the appropriate spot in the book.

MISSION STATEMENT The National Federation of State High School Associations (NFHS) serves its members by providing leadership for the administration of education-based high school athletics and activities through the writing of playing rules that emphasize health and safety, educational programs that develop leaders, and administrative support to increase participation opportunities and promote sportsmanship.

CORE BELIEFS AND VALUES WE BELIEVE Student participation in education- based high school athletics and activities:

- Is a privilege.

- Enriches the educational experience.
- Encourages academic achievement.
- Promotes respect, integrity and sportsmanship.
- Prepares for the future in a global community.
- Develops leadership and life skills.
- Fosters the inclusion of diverse populations.
- Promotes healthy lifestyles and safe competition.
- Encourages positive school/community culture.
- Should be fun.

THE NFHS:

- Serves as the national authority that promotes and protects the defining values of education-based high school athletics and activities in collaboration with its member state associations.

- Serves as the national authority on competition rules while promoting fair play and seeking to minimize risk of injury for student participants in education-based high school athletics and activities.
- Promotes lifelong health and safety values through participation.
- Develops and delivers impactful, innovative and engaging educational programs to serve the changing needs of state associations, administrators, coaches, directors, officials, students and parents.
- Provides professional development opportunities for member state association staffs.
- Promotes cooperation, collaboration and communication with and among state associations.
- Collects and provides data analysis in order to allow its membership to make informed decisions.

SUGGESTED GUIDELINES FOR MANAGEMENT OF CONCUSSION IN SPORTS COMMON SIGNS AND SYMPTOMS OF CONCUSSION INCLUDE:

• Dazed or stunned appearance; • Headache or “pressure” in head; • Confusion about assignment or position; • Nausea; • Forgetfulness; • Balance problems or dizziness; • Uncertainty of game, score, or opponent; • Double or blurry vision; • Clumsy movements; • Sensitivity to light or noise; • Slow response to questions; • Feeling sluggish, hazy, foggy or groggy; • Mood, behavior or personality changes; • Concentration or memory problems; • Can’t recall events prior to or after hit or fall; • Emotions of “not feeling right” or “feeling down.” Activate the Emergency Medical System or Call 9-1-1 if, after a bump, blow, or jolt to the head or body, an athlete has one or more of these danger signs: • One pupil larger than the other; • Convulsions or seizures (shaking or twitching); • Drowsiness or inability to wake up; • Unusual behavior, increased confusion, • A headache that gets worse and does restlessness, or agitation; not go away; • Loss of consciousness (passed out/knocked out). • Slurred speech, weakness, numbness, or Even a brief loss of consciousness should be decreased coordination; taken seriously. • Repeated vomiting or nausea;

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 as soon as possible. 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 at rest, while doing school work or with physical activity. For further details, please see the “NFHS Suggested Guidelines for Management of Concussion in Sports” at www.nfhs.org.

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 are responsible for the development of playing equipment that meets the specifications established by the committee, and that is otherwise of good design and quality. 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. Non-compliant equipment is inappropriate for use in competition under NFHS sports rules. 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 editor and/or rules committee for review before production.

3. Protective headgear is required by NFHS rules in some sports and is permissive in others. Hard helmets can decrease the incidence of certain head trauma, such as skull fractures and subdural hematomas. Soft headgear may protect against cuts and bruises to the scalp and forehead. Coaches, athletes and parents/guardians should review the manufacturers' warnings about proper usage and performance limits of such products. No helmet or headgear can eliminate the risk of concussion and all sports should be played, coached and officiated in recognition of that fact.

GENERAL GUIDELINES FOR SPORTS HYGIENE, SKIN INFECTIONS AND

COMMUNICABLE DISEASES Proper precautions are needed to minimize the potential risk of the spread of communicable disease and skin infections during athletic competition. These conditions include skin infections that occur due to skin contact with competitors and equipment. The transmission of infections such as Methicillin-Resistant *Staphylococcus aureus* (MRSA) and Herpes Gladiatorum, blood-borne pathogens such as HIV and Hepatitis B, and other infectious diseases such as Influenza and COVID-19 can often be greatly reduced through proper hygiene. The NFHS SMAC has outlined and listed below some general guidelines for the prevention of the spread of these diseases. **UNIVERSAL HYGIENE PROTOCOL FOR ALL SPORTS:**

BLOOD-BORNE INFECTIOUS DISEASES • Shower immediately after every competition and practice, Strategies for reducing the potential exposure to these agents using liquid soap and not a shared bar soap; include following Universal Precautions such as: • Wash all workout clothing after each practice, washing in

- A student who is bleeding, has an open wound, has any hot water and drying on a high heat setting; amount of blood on a uniform, or has blood on their body,

- Clean and/or wash all personal gear (knee pads, head gear, shall be directed to leave the activity (game or practice) braces, etc.) and gym bags at least weekly; until the bleeding is stopped, the wound is covered, the
- Do not share towels or personal hygiene products (razors) uniform and/or body is appropriately cleaned, and/or the with others; uniform is changed before returning to activity;
- Refrain from full body and/or cosmetic shaving of head, • Athletic trainers or other caregivers must wear gloves chest, arms, legs, abdomen, and groin; and use Universal Precautions to prevent blood or body
- Students should clean hands with an alcohol-based gel or fluid-splash from contaminating themselves or others; soap and water before and after every practice and contest
- In the event of a blood or body fluid-splash, immediately to decrease bacterial load on the hands; wash contaminated skin or mucous membranes with soap
- Covering up coughs and sneezes in the bend of the elbow and water. Skin antiseptics (e.g., isopropyl alcohol) or moist instead of the hand; towelettes may be used if soap and water not available;
- Stay home from school and athletic participation if frequent
- Clean all contaminated surfaces and equipment with cough, diarrhea, vomiting or fever. disinfectant before returning to competition. Be sure to use gloves when cleaning; INFECTIOUS SKIN DISEASES • Blood on an opponent's uniform during competition or Strategies for reducing the potential exposure to these teammate's uniform during practice should be cleaned at infectious agents include: that time by wiping with a disinfectant such as isopropyl
- Students must notify a parent/guardian and coach of any alcohol; skin lesion prior to any competition or practice. An appro-
- Any blood exposure or bites to the skin that break the private health-care professional must evaluate all concerning surface must be reported and immediately evaluated by an skin lesions before returning to practices or competition; appropriate health-care professional.
- If an outbreak occurs on a team, especially in a contact sport, all team members should be evaluated to help OTHER COMMUNICABLE DISEASES prevent the potential spread of the infection. All shared Means of reducing the potential exposure to these agents' equipment shall be properly cleaned/disinfected prior to include: use;
- Make certain that students, coaching staff, and medical staff
- Coaches, officials, and appropriate health-care profession- are current on all required vaccinations (MMR, Hepatitis B, also must follow NFHS or state/local guidelines on "time Chickenpox, Meningitis, Hepatitis A). COVID-19 vaccine and until return to competition." Participation with a covered yearly influenza vaccine are strongly encouraged; lesion may be considered if in accordance with NFHS, state

- During times of outbreaks, follow the guidelines set forth or local guidelines and the lesion is no longer contagious. by the CDC as well as State and local Health Departments. For more detailed information, refer to the “Blood-Borne Pathogens,” “Infectious Mononucleosis” and “Skin Conditions and Infections” sections contained in the NFHS Sports Medicine Handbook.

GUIDELINES ON HANDLING PRACTICES AND CONTESTS DURING LIGHTNING OR THUNDER DISTURBANCES These guidelines provide a default policy to those responsible or sharing duties for making decisions concerning the suspension and restarting of practices and contests based on the presence of lightning or thunder. The preferred sources from which to request such a policy for your facility would include your state high school activities association and the nearest office of the National Weather Service. **PROACTIVE PLANNING**

1. Assign staff to monitor local weather conditions before and during practices and contests.
2. Develop an evacuation plan, including identification of appropriate nearby safer areas and determine the amount of time needed to get everyone to a designated safer area: a. A designated safer place is a substantial building with plumbing and wiring where people live or work, such as a school, gymnasium or library. An alternate safer place from the threat of lightning is a fully enclosed (not convertible or soft top) metal car or school bus.
3. Develop criteria for suspension and resumption of play:
 - a. When thunder is heard or lightning is seen*, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for at least 30 minutes and vacate the outdoor activity to the previously designated safer location immediately.
 - b. 30-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is witnessed* prior to resuming play.
 - c. Any subsequent thunder or lightning* after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.
 - d. When independently validated lightning-detection devices or mobile phone apps are available, this technology could be used to assist in making a decision to suspend play if a lightning strike is noted to be within 10 miles of the event location. However, you should never depend on the reliability of these devices and, thus, hearing thunder or seeing lightning* should always take precedence over information from a mobile app or lightning-detection device. * – At night, under certain atmospheric conditions, lightning flashes may be seen from distant storms. In these cases, it may be safe to continue an event. If no thunder can be heard and the flashes are low on the horizon, the storm may not pose a threat. Independently verified lightning detection information would help eliminate any uncertainty.
4. Review the lightning safety policy annually with all administrators, coaches and game personnel and train all personnel.
5. Inform student-athletes and their parents of the lightning policy at start of the season.

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 the student's 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:

- Coaches shall be aware that they have 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.
- Coaches shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators and staff, the state high school athletic association, the media, parents, and the public, coaches shall strive to set an example of the highest ethical and moral conduct. Communication with all parties should be wholesome, appropriate and positive.
- Coaches shall respect and support contest officials. Coaches shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical and inappropriate.
- Coaches shall take an active role in the prevention of drug, alcohol, tobacco and other substance abuse.
- Coaches shall avoid the use of alcohol and tobacco products when in contact with players.
- Coaches shall promote the entire interscholastic program of the school and direct the program in harmony with the total school program.
- Coaches shall master the contest rules and shall teach the rules to their team members.
- Coaches shall not seek an advantage by circumvention of the spirit or letter of the rules.
- Coaches shall utilize their positive influence to enhance sportsmanship by spectators, both directly and by working closely with cheerleaders, other school club sponsors, booster clubs and administrators.
- Coaches shall promote a culture that encourages diversity and inclusion.
- Coaches shall ensure they familiarize themselves and their teams with their schools' emergency action plans and, where applicable, with concussion and heat illness prevention plans.
- Coaches should meet and exchange cordial greetings with the opposing coach to set the positive example and correct tone for the event before and after the contest.
- Coaches shall not exert pressure on faculty members to give students special consideration.

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

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. This includes, but is not limited to, positive verbal and nonverbal communication with coaches, bench personnel and players.
- Officials shall avoid the use of alcohol and tobacco products beginning with the arrival at the competition site until departure following the completion of the contest.
- 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, officials 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.