

CONNYLACROSSE

2018 SENIOR & JUNIOR BOYS RULES of PLAY

These rules are based on the 2018 US Lacrosse Youth Boys Rulebook and NFHS Boys Lacrosse Rules Book, as modified for CONNY play. In the event a situation arises that an Authorized Ruling (AR) in these rules does not address, a relevant AR in the 2018 NFHS Rules Book shall apply.

Overarching Principle

The game is to be played with emphasis on player fun and the proper development of individual stick skills, team play, player safety, and sportsmanship.

2018 Points of Emphasis

VIOLENT COLLISIONS – Some body contact is permitted at all but the youngest level of boys' youth lacrosse, with progressively more age-appropriate contact permitted as players become more physically mature and learn proper checking techniques. However, sports medicine research indicates that the severity of certain injuries may be reduced if a player can anticipate and prepare himself for an oncoming hit, and other sports medicine research indicates that peripheral vision may not be fully developed in many boys before approximately age fifteen.

Therefore, there is no justification for deliberate and violent collision by any player at any youth level, especially intentional player-to-player collisions with defenseless players (so-called "blind side" and "buddy-pass" checks), checks involving the head and/or neck, and excessive body-checks ("take-out checks").

Therefore, US Lacrosse urges that:

- **officials apply these violent collision rules and utilize the more severe penalty options.**
- **coaches teach players to avoid delivering uncontrolled, excessive, or illegal body checks, and support the officials when they penalize such checks.**

NOTE: US Lacrosse 3-Yard Rule requires that all legal body checks, holds, pushes, and stick checks must be on a player in possession of the ball or within 3 yards of a loose ball or ball in flight. This is a change from the 5 yards specified in the NFHS and NCAA Rules. This rule further protects against violent, unnecessary, and unexpected collisions.

SLASHING –The ONLY permissible check with the crosse is on the opponent's crosse or his gloved hand on his own crosse. Thus, *any blow with the crosse anywhere else on an opponent is SLASHING*, and must be called. In particular, ***beginning in 2018 any contact of any degree by the crosse to an opponents head while actively making a stick check is a slash.*** An excessive, violent, or uncontrolled slash to the head or neck incurs a two- or three-minute non-releasable penalty.

CONNYP urges coaches to teach proper and legal checking techniques with the crosse, and officials to strictly enforce the slashing rules.

SPORTSMANSHIP – **Players, coaches, and spectators should exhibit the highest level of sportsmanship at all times.** Coaches and officials should be partners in providing the best possible lacrosse experience for youth players. Unsportsmanlike conduct by coaches and/or players and/or spectators degrades the experience of youth players, discourages people from becoming or continuing as officials, and erodes the integrity and appeal of the sport. Therefore, unsportsmanlike conduct will not be tolerated. Obscenities need not be used in order for language to draw a penalty. Tone, intent, and body language can all contribute to unsportsmanlike conduct.

CONNYP expects officials to enforce the Unsportsmanlike Conduct rules without hesitation.

Coaches must model appropriate sportsmanlike behavior and promote good sportsmanship among players and anybody associated with the team, including spectators. In particular, coaches must support officials in maintaining an environment of civility and sportsmanship.

HELMETS DURING PRE-GAME AND PRACTICE TIME – It is important that players properly wear the mandatory protective helmet when engaging in drills that involve passing, shooting or scrimmaging. Coaches are urged to educate players on the need to be properly equipped at all times.

ELIGIBILITY

CONNY Division	Grade	Date of Birth	Corresponding US Lacrosse Age Group
Senior	8th	Born 3/1/2003 through 8/31/2004	14U
	7th	Born 9/1/2004 through 8/31/2005	13U
Junior	6th	Born 9/1/2005 through 8/31/2006	12U
	5th	Born 9/1/2006 through 8/31/2007	11U

CONNY strongly recommends single-grade teams, but if a member program needs to group two grades together, it may do so within an age division. If so, it should strive at scheduling to limit the maximum age difference between players in any game to no more than twenty-four (24) months. CONNY Regulations further require that Senior players be students in the eighth grade or lower.

RESPONSIBILITIES OF THE HOME TEAM

- a. The home team has the responsibility to provide two certified US Lacrosse; Connecticut, New York, or Massachusetts high school; or college officials at each CONNY Senior and Junior game. If one of the two assigned certified officials is late or does not appear for a game, and both head coaches agree, the game still may be started and played with one certified official. In the event that no certified officials are available, the head coaches of the teams scheduled to play may agree on non-certified officials such as high school coaches in the states of Connecticut, New York, or Massachusetts, or other qualified persons. Each team shall select one official. In the event both teams elect to play without certified officials, the game will be a binding league game. NOTE: If both teams do not agree to play without certified officials, or with only one, failure to provide the required certified official(s) is not grounds for a forfeit; member programs should make every effort to reschedule the game.
- b. Junior Officials: High school students aged 16 and older may serve as officials provided they (1) complete a US Lacrosse or CONNY-approved apprentice officials clinic, (2) pass the 2018 CONNY Boys Online Rules Test, and (3) are properly equipped. Such Junior Officials may serve as officials for CONNY Senior and Junior games, especially as a third official, so long as they work with certified adult officials. *Under no circumstances will high school students under age 18 be the only officials working a CONNY Senior or Junior game.*
- c. Unless both head coaches agree otherwise before the game, no game official may be a parent or sibling of a player or coach in the contest, even if that parent or sibling is in other respects qualified (e.g., is a certified official).

Rule 1 *The Game, Field and Equipment*

SECTION 1 THE GAME

CONNY Senior and Junior boys youth lacrosse is played by two teams with 10 players per side on the field.

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 for CONNY Senior and Junior play shall be rectangular, 110 yards in length and between 53¹/₃ and 60 yards in width to accommodate play on existing fields. The boundaries of the field shall be marked with white or contrasting-colored lines. The long sides of the field shall be designated sidelines; the short sides shall be designated end lines. A bold white line shall

be marked through the center of the field perpendicular to the sidelines. This line shall be known as the center line.

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

NOTE: If the field of play has a logo in the center or at any other part of the field of play, that logo should not obstruct the visibility of the required marks. A solid or shadow-bordered line is permissible. A shadow line is a line that designates the continuation of the required line by use of a border or outline lines, at least ¼-inch wide.

NOTE: Alternatively, the US Lacrosse Authorized 120 yard Unified Field may be used.

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

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

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

ART. 3 . . . Goal areas shall have a line 40 yards long at each end of the field, centered on goal and parallel to and 20 yards from the goal line. Lines shall be drawn at right angles to the terminal points of these lines to connect them with the end lines.

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

ART. 5 . . . Wing area lines parallel to the sidelines shall be marked on each side of the field 20 yards from the center of the field and extending 10 yards on each side of the center line. The areas between these line segments and the sidelines and confined within the extremities of those line segments shall be designated as wing areas.

ART. 6 . . . A point on the center line, equidistant from each side, shall be marked with an "X" 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 15 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 15 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 5 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

- a. Spectators and media, including photographers, are not allowed behind the end lines except in stadium structures where permanent seats exist which are also protected by a fence or netting.
- b. Spectators must be on the side of the field opposite the table and bench areas or in permanent stands separated from the bench area by a barrier and/or a buffer distance such as a track.
- c. Where possible, limit lines will be used. Spectators and media, including photographers, are not allowed within the limit lines at any time during a contest.

If the field is laid out in a manner that does not allow spectators and media to be located as prescribed by paragraphs a, b and c of this rule, as modified here, the game official can waive one or more of these requirements.

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.

AR 1.2: 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, an illegal procedure penalty is assessed.

AR 1.2.9: 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.

AR 1.2.11 : 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 following goals are acceptable:

- a. Flat-iron goal. Each vertical post shall be 6 feet long and shall be attached to a piece of flat iron at the bottom. The two flat irons, each attached to a vertical post, shall meet at a point 7 feet back from the center of the goal. The maximum thickness of the flat iron shall be ½ inch, with no part of the flat iron extending into the goal line. If a flat-iron goal is used on a grass field, it shall be attached to the ground with ground anchors.
- b. Obtuse-angle goal and 90-degree angle goal. Each vertical post shall be 6 feet long and shall be attached to a ground pipe at the bottom. The ground pipe shall form an obtuse angle or a 90-degree angle with the goal line immediately behind the vertical post and then bend to extend to a point 7 feet back from the center of the goal.

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

- a. A line shall be drawn between the goal posts to indicate the plane of the goal, and it shall be designated the goal line. The goals shall be centered between the sidelines and placed 15 yards from each end line.
- b. Goal creases around each goal shall be a plainly marked circle. The area within the crease shall not be painted. This circle shall be marked by using the midpoint of the goal line as the center and drawing a circle with a radius of 9 feet. The goal-crease area is the circular surface about each goal within and including the goal-crease line itself.

SECTION 4 GOAL NETS

Each goal shall be fitted with a pyramidal-shaped cord netting that shall extend and be fastened on the ground at a point 7 feet back of the center of the goal line. The net shall be considered part of the goal. The mesh of the net shall not exceed 1½ inches, and the net shall be fastened to the goal posts, crossbar, and the ground pipe or flat-iron so as to prevent the passage of the ball. Nets shall be adjusted so the ball may pass completely through the imaginary plane of the goal at any place. Goal nets may be of any solid color.

SECTION 5 THE BALL

The ball shall be white, yellow, orange, or lime green and meet the NOCSAE lacrosse ball standard at the time of manufacture. White balls shall be used unless both coaches agree prior to or during the game to use a yellow, orange or lime green ball.

Game balls shall be supplied by the home team. **NOTE:** All game balls must include labeling which states "Meets NOCSAE Standard."

AR 1.5 A: Prior to the start of the game, it is determined that the balls the home team has provided for the game do not include the labeling "Meets NOCSAE Standard." They advise they do 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 CONNY. (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 CONNY. The standards are established to minimize risk and if no such balls are available, the game cannot be played.

AR 1.5 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 include the labeling "Meets 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.

AR 1.5 C: At some point after the start of the game, the officials determine that there are no balls available with the label "Meets NOCSAE Standard." **RULING:** The game is suspended and the officials shall notify CONNY. The sponsoring authority shall determine the result of the game or, if the game will be continued.

SECTION 6 CROSSE DIMENSIONS

ART. 1 . . . Both NFHS and NCAA crosse specifications are legal for CONNY Senior and Junior lacrosse. The crosse shall be an overall fixed length of either 40 to 42 inches (short crosse) or 52 to 72 inches (long crosse), except for the goalkeeper's crosse, which may be 40 to 72 inches long. The circumference of the crosse handle shall be no more than 3½ inches. The head of the crosse at its widest point shall measure between 6½ and 10 inches, inside measurement, at the top and the bottom of the wall (NFHS crosse). Or the head minimum stick specifications may be as follows: The head of the crosse at its widest point shall measure between 6 and 10 inches and at 1.25 inches and 3 inches from the throat a minimum of 3 Inches, and at 5 inches from the throat a minimum of 3.5-4 inches on front and 3.5 inches on back (NCAA crosse).

There shall be one crosse 10 to 12 inches, inside measurement at its widest point, at the top and bottom of the wall. This crosse shall be used by the required designated goalkeeper.

The walls of any crosse shall not be more than 2 inches high. **EXCEPTION:** The gut wall.

ART. 2 . . . A ball stop is not required. 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, 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.

AR 1.6.1 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. The stop shall be constructed so that the ball shall rest on the stop. The net of the crosse shall be constructed of gut, rawhide, linen or synthetic material and shall be roughly triangular in shape. The longitudinal weaving shall be attached at the back of the throat of the crosse.

ART. 2 . . . Any crosse in which the net is woven to the head in such a manner that a lip or hook is formed that might ensnare the ball is illegal.

ART. 3 . . . 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.

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. (See Figure 8)

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

NOTE: CONNY and US Lacrosse modify RULE 1.7.3 CROSSE CONSTRUCTION and RULE 1.8 CROSSE PROHIBITIONS to reduce the penalty for shooting string and side string violations to a 1-minute non-releasable penalty at all age levels. The crosse may be returned to play once corrected (treated the same as "deep pocket").

SECTION 8 CROSSE PROHIBITIONS

No player shall use a crosse that does not meet the specifications of Sections 6 and 7. Furthermore, crosses in which the pocket has sagged to such a depth that it has become difficult for an opponent to dislodge the ball and crosses in which the construction or stringing at the bottom is designed to withhold the ball from play also are prohibited. Additionally, no player may use a crosse that has stringing that retards the normal and free dislodgment of the ball by an opponent. The pocket shall be deemed to have sagged too deeply if the top surface of a lacrosse ball, when placed therein, is below the bottom edge of the side wall (this prohibition does not apply to the goalkeeper's crosse). A crosse that has been altered in such a way as to give an advantage to an individual is illegal. 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.

AR 1.8: During an equipment inspection, the following conditions are discovered: (a) A1's crosse pocket does not meet depth requirements. (b) A2's crosse is measured to be 39¾ inches long. (c) Strings on A3's crosse hang longer than 2 inches. (d) A4's shaft has been cambered. **RULING:** In (a), personal foul; one-minute nonreleasable penalty; crosse removed from game until it meets specifications. In (b), personal foul; three-minute nonreleasable penalty; illegal crosse will remain at the table area for remainder of game. In (c), A3 is instructed by official to cut strings to proper length. If A3 fails to comply, a one-minute nonreleasable penalty shall be issued. In (d), personal foul; three-minute nonreleasable penalty; illegal crosse will remain at the table area.

SECTION 9 PLAYER EQUIPMENT

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

- a. A protective helmet, designed for lacrosse, which met the NOCSAE test at the time of manufacture and has a visible, exterior warning label regarding the risk of injury. Both the chin pad and chin strap shall be firmly attached to the mask as designed. All helmet decals and external markings shall be school-issued. All players of a team shall wear helmets of the same color or colors.
- b. A face mask with a center bar from top to bottom and the lateral (horizontal) openings shall not exceed 1½ inches. No foreign material may extend below the base of the helmet.
- c. While participating, each player shall 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 1: Failure to wear a required mouthpiece is now a Technical Foul, Rule 6.2.5.x, instead of a non-releasable Personal Foul under Rule 5.6, as in the past.

NOTE 2: 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 his upper teeth and a player who has an under-bite should wear one on his lower teeth.

- d. Protective gloves.
- e. Shoulder pads (optional for goalkeeper), which shall be professionally manufactured for lacrosse and not altered. They must be designed and worn to cover and protect the shoulder.
- f. Shoes shall be those typically worn for field sports (e.g., soccer, football, or lacrosse), which may be cleatless or may have cleats, with the following restrictions:
 1. Removable cleats shall conform to the following specifications:
 - (a) Constructed of a material which does not have and will not develop a cutting edge.
 - (b) The overall length shall not be more than ½ inch measured from the tip of the cleat to the shoe.

- (c) The sides of the cleat shall taper uniformly from a minimum base of $\frac{3}{4}$ inch in diameter to a minimum tip of $\frac{3}{16}$ inch in diameter.
- (d) An effective locking device that prevents the exposure of metal posts shall be incorporated.
2. Nonremovable cleats are limited to studs or projections which do not exceed $\frac{1}{2}$ inch in length and which are made with nonabrasive material that does not have and will not develop a cutting edge.
- g. Jerseys shall be of a single, solid color with the following trim specifications permitted:
1. Collar, cuffs and waistband may be of contrasting colors, but not more than 2 inches wide.
 2. Side inserts may be of contrasting color(s), but no more than 3 inches wide, and extending vertically no more than the armpit to waistband.
 3. Numbers shall be centered vertically and horizontally and at least 8 inches tall on the front and at least 12 inches tall on the back.
 4. Numbers may contain contrasting color trim(s) not to exceed 2 inches (the number shall contrast with the body of the jersey).
 5. Unless shoulder pads have no loose elements that can move in such a way as to expose the protected area, a jersey, pinnie, or under jersey should completely cover the shoulder pads to help hold them in place.
 6. Duplicate numbers on jerseys shall not be permitted on the same team. Legal numbers are 0-99. **NOTE:** Double-zero, 01, 02, 03, etc. are not legal numbers.
 7. Contrasting colored piping not to exceed $\frac{1}{8}$ -inch wide is allowed.
 8. Jerseys shall be of contrasting colors for opposing teams. It is suggested that the home team wear light jerseys and the visiting team wear dark-color jerseys. Home teams are responsible for contrasting jersey colors and will provide and wear contrasting color numbered pinnies or pinnies that allow jersey numbers to be clearly seen, if needed. If there is doubt, the referee may require the home team to change jerseys.
- h. Uniforms shorts: All players on the same team shall wear uniform shorts of the same dominant color.
- i. A visible manufacturer's logo/trademark may not exceed $2\frac{1}{4}$ square inches and $2\frac{1}{4}$ inches in any direction on the jersey and/or pant/short. No more than one manufacturer's logo/trademark or reference on the outside of each item. (The same size restriction shall apply to either the manufacturer's logo/trademark or reference).
- NOTE:** One American flag, not to exceed 2 inches by 3 inches, may be worn or occupy space on each item of uniform apparel. By CONNY 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.
- NOTE:** The color provisions of RULE 1, SECTION 9, ARTICLES 1 and 2 for helmets, uniform shorts, under-jerseys, compression shorts, and sweatpants need not be strictly enforced at the youth level.
- j. Arm pads, which shall be professionally manufactured for lacrosse and not altered (optional for goalkeeper).
- k. Goalkeepers shall wear:
1. Throat protector designed for lacrosse.
 2. Chest protector.
- l. Goalkeepers may wear:
1. Shin guards.
 2. Football pants with or without pads.
- NOTE:** Many coaches believe youth level goalkeepers benefit from wearing shin, knee, and thigh pads. Such pads are authorized for youth play, so long as they do not significantly increase the size of the limb protected (e.g., no ice hockey, field hockey, or box lacrosse goalie pads).
- m. A protective cup is required for all players.
- NOTE:** The officials are not required to inspect the wearing of a protective cup, and may rely on the coach's certification and/or a player's statement regarding satisfaction of this requirement.
- ART. 2 . . . Optional items**
- a. Under-jerseys, if visible, shall:
1. Be a solid color which is white, gray or one of the team's official colors.
 2. Be the same color for those who choose to wear them.
 3. Be tucked into the pants if longer than belt length.
- b. Compression shorts, if visible, shall be the same color for all those team members who choose to wear them.
- c. Sweatpants may be worn and if worn, teammates are required to wear the same solid color.
- d. A player may wear a clear, molded and non-rigid helmet eye shield. A player may wear eye glasses, either tinted or clear. A player may not wear both a clear, molded and non-rigid helmet eye shield and tinted eye glasses.
- e. Rib pads are recommended for all players.

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

AR 1.9.1 A : B1 is not wearing shoulder pads, arm pads, or other mandatory protective equipment.

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

NOTE: mouthpiece exception, technical, not personal foul.

AR 1.9.1 B : A1, while driving to the goal has no mouthpiece, the mouthpiece is hanging from his face mask, or it is in his mouth but not worn properly. **RULING:** Stop play, technical foul, award ball to Team B, unless the official knows the mouthpiece came out as a result of play.

AR 1.9.1 C : A6 is discovered wearing shoes that have cleats longer than ½ inch or cleats with metal spikes. The official calls an official's timeout and assesses a one-minute, non-releasable penalty on A6. **RULING:** This is the correct procedure. The safety of all participants is paramount.

AR 1.9.2 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.

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

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

SECTION 10 PROHIBITED EQUIPMENT AND RELATED ITEMS

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

a. Jewelry

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

b. Items that, in the opinion of the officials, endanger that individual or other players. Hard and unyielding items (guards, casts, braces, splints, etc.) on the hand, wrist, forearm, elbow or upper arm are prohibited unless they are necessary to protect an injury. If worn, they must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. Knee and ankle braces which are unaltered from the manufacturer's original design/production do not require any additional padding.

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

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

e. Ice hockey goalkeeper's gloves.

f. Football shoulder pads or football helmets.

g. Any item that obscures the view of the uniform numbers on the front or back.

h. Eye shade (grease or non-glare strips or stickers) or other markings that include offensive words, shapes, images, logos, or other symbols.

ART. 2 . . . Electronic equipment may be used during play by coaches, non-playing team members, athletic trainers and/or other individuals officially connected to the team; however, electronic audio equipment shall not be used to communicate with 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 becomes illegal through play during the game.

- e. Having had their crosses, uniforms and all other equipment inspected by the head coach for meeting specifications.

NOTE: "a" through "e" can be covered by the referee asking the head coach: "Coach, are all your players legally equipped by rule?"

ART 2. . . CONNY may, in keeping with applicable laws, authorize exceptions to these 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

ART 1. . . 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 scoreboard). 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.

ART 2. . . Each team should provide a designated Sideline Manager (one adult per team, on site, per game-day contest) to help encourage, maintain, and manage the sportsmanlike behavior of spectators and fans and assist the coaches and officials in keeping spectators and media an appropriate distance from the sideline. If used, it is the responsibility of each team administration to ensure that the Sideline Manager is present and in place to perform his/her duties; however, this is not a game day rule to be enforced by the officials.

SECTION 13 OFFICIALS' CERTIFICATION (CONNY RULE)

Before the start of the game, the referee shall certify to both head coaches that s/he understands and will enforce these CONNY 2018 Senior and Junior Boys Rules of Play.

Rule 2 *Game Personnel*

SECTION 1 NUMBER AND DESIGNATION OF PLAYERS

ART. 1 . . . Ten players shall constitute a full team. They shall be designated as follows: Goalkeeper, and three each 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 CONNY.

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.

SECTION 2 CAPTAINS

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

SECTION 3 COACHES

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

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

ART. 3 . . . Coaches shall assist the officials in keeping the game under control at all times. It shall be their duty, upon the request of an official, to control effectively actions of spectators not in conformity with standards of proper conduct.

SECTION 4 HOME COACH'S RESPONSIBILITY

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

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

SECTION 5 GAME OFFICIALS

NFHS officials' uniform and equipment requirements shall apply.

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 shall be equal in all respects, except that, in the settlement of all disputes, the decision of the referee shall supersede that of the other official(s) 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.

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

ART. 3 . . . An official may suspend the play of the game for any reason deemed necessary for the proper enforcement of the rules or conduct of the game.

ART. 4 . . . The officials shall keep a record of the number of goals scored by each team, the number of the player scoring each goal and the number of team time-outs. They shall check with the official scorer at the end of each period, and the officials' score shall be the official score of the game. Before the game, the name of each official shall be printed by that individual in both teams' scorebooks.

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

ART. 6 . . . When any 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.

AR 2.6.1 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 they have not left the immediate playing facility.

AR 2.6.1 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

NOTE: CONNY does not employ a Chief Bench Officials.

SECTION 8 TIMEKEEPER

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

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

- a. Keep an accurate account of the time of each period; keep an -accurate account of penalty time and inform the penalized player(s) when the penalty time has expired. Where there is an accurate visible game clock with an automatic horn, the sounding of that horn will mark the end of each -period.
- b. At sites where there is no accurate visible game clock with an automatic horn, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each -period. For the fourth period, the timekeeper shall notify the nearest official two minutes and 10 seconds before the end of the period and follow the same procedure.
- c. Start and stop the time clock when an official sounds the whistle and at the end of each period. When available and functioning, an electronic clock shall be the official timepiece.
- d. Keep an accurate record of the time of intermission between halves and notify each team four minutes before the start of the second half.
- e. Sound a horn, which shall be provided by the home team. A horn may be sounded during a dead-ball situation or stoppage of play only. When alleged violations occur, the timekeeper shall wait to sound the horn until play is suspended by the game officials. When alleged violations occur, the timer and scorer shall confirm the status of the ball when the alleged -violation took place. The timekeeper will sound the horn twice at the next dead ball when:
 1. A player enters the field of play from the penalty area before being permitted by the rules.
 2. A player not legally in the game enters the field of play.
 3. A player legally in the game leaves the field of play and does not make an immediate effort to return.
 4. A player substituting for another deliberately delays his entry onto the field.
 5. A player entering the game as a substitute under the conditions of Rule 4-21 fails to comply with the rules for entering the field of play.
 6. The head coach requests a count of long crosses.
 7. A player illegally exchanges his crosse.
- d. In the absence of an official timekeeper, the referee shall assume all timing duties.

SECTION 9 SCORER

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

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

- a. Keep a record of the number of goals scored and assists made by each team, the name and number of the player making the score or the assist, and check the score with the referee at the end of each period.
- b. Keep an accurate record of the number of time-outs taken by each team and notify the nearest official immediately if either team exceeds the number allowed during each half or during a sudden-victory period.
- c. Keep a record of the name and number of each player to whom a penalty is assessed, the type of the violation, the time of the period when the foul occurred and the duration of the penalty.
- d. Notify the nearest official immediately should any player accumulate five 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 their uniform colors do not blend with those of

participating teams and 3) not be permitted to stand directly behind the goal. In addition, the home school is required to train, protect, and provide for the safety of the ball retrievers.

Rule 3 *Time Factors*

All timing and overtime rules must be determined prior to the start of game, preferably by the governing league or association. If a league/association mandates, or if in non-league contests both coaches agree, shorter time periods, stop time, or running time may be used. If running time is to be used, the clock will stop for all timeouts.

SECTION 1 LENGTH OF GAME

ART. 1 . . . The regulation playing time of a Senior and Junior game shall be four periods of 10 minutes stopping time.

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 teams. 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. A team that is ahead by four goals or less will be warned to "keep it in" once the ball has been brought into its respective goal area.

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

SECTION 4 SUDDEN-VICTORY OVERTIME

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

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

NOTE: CONNY strongly discourages the use of a "braveheart" competition—or any other means which requires, for example, one or a few players to compete against another such individual or group—to determine the winner of a game. Such "braveheart" competitions encourage reliance on, and put potentially excessive physical and emotional pressure on, the most physically precocious or skilled children and contradict the concepts of team play we seek to instill.

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. 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.

AR 3.5: 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 8-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

ART. 1 . . . 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.

ART. 2 . . . Before the lineup, CONNY strongly encourages game officials to meet with both teams, separately or together, near the team areas to explain any special ground rules, emphasize safety and fair play, and remind players that they must be properly equipped with mouthpieces in place at all times on the playing field.

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

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

3. If a player at any faceoff delays resumption of play by any action or maneuver, such as backing out or standing up after the crosses are placed on the ground, the ball will be awarded to the offended team in its offensive side of the field at the Center.

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

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

ART. 3 . . . The official conducting the faceoff will start the procedure by holding the ball and bringing the players together.

- a. The official shall indicate to the players the spot on which the faceoff will take place and 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 may kneel or stand as they get into position for the faceoff.
- 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.
- d. The official shall make certain that the reverse surfaces of the crosses match evenly and are perpendicular to the ground. Each player must have both hands wrapped around the handle of his own crosse, touching the ground. The right hand may not touch any part of the head of the crosse. The player's feet may not touch his crosse. Both hands and feet of each player must be to the left of the throat of his crosse. Each player must be positioned so his entire body is to the left of the throat of his 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 place the ball on the ground, in between the head of each crosse, paying close attention to placing the ball in the middle of the head of each crosse.
- g. Once the official is satisfied with the placement of the ball and the positioning of the players' crosses, he shall instruct the players to remain motionless by saying "Set." The official will still

have his hand on or near the ball or crosses when the command "Set" is given. 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 he blows the whistle to start play. The whistle cadence will vary with every faceoff.
- i. A violation will be called if a player picks up and carries the ball on the back of his stick. It is legal to clamp the ball with the back of the stick, but it must be moved, raked or directed immediately. Immediately is defined as within one step.
- j. A player may not lie on the ball or trap it with his crosse longer than necessary for him to control the ball and pick it up with one continuous motion, or withhold the ball from play in any other manner.
- k. It is illegal to kick, step on or place any other body part to his crosse or the crosse of the opponent. It is illegal for a faceoff player to use his crosse to hold or pin down a player's crosse.
- l. It is illegal for a player to use his 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.
- m. 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.
- n. **NOTE:** CONNY and US Lacrosse do not require contrasting color tape on the handle of the crosse of any player taking a faceoff.

ART. 4 . . . CONNY Rule. Any time the goal differential reaches six (6) or more goals, in lieu of a face-off after a score (but not at the start of a quarter), the trailing team will be awarded possession of the ball at the center of the field, unless the head coach of the trailing team elects to continue facing off.

NOTE: In CONNY Tournament games this Article will not apply.

SECTION 4 POSITIONING OF OTHER PLAYERS BEFORE A FACEOFF

ART. 1 . . . When a team has all of its players on the field, it shall confine its goalkeeper and three other players behind the defensive-area line, three players behind the defensive-area line in their offensive half of the field area and one player in each of the wing areas.

ART. 2 . . . When the whistle sounds to start play, the players in the wing areas shall be released. All other players are confined to their areas until a player of either team has gained possession of the ball, the ball goes out of bounds, the ball crosses the defensive-area line, 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 his defensive area to take the faceoff but must remain outside.

SECTION 5 PLAY OF THE BALL DEFINITIONS

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

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

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

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

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

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

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

NOTE: When a pass is in flight as the period ends during an extra-man situation, the team that threw the pass is ruled to have not been in possession during the flight of the ball, regardless of whether the ball is caught by a teammate.

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

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

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

ART. 10 . . . 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.

AR 4.5.7 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, slow whistle.

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

SECTION 6 OUT OF BOUNDS

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

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

ART. 3 . . . Loose ball – When a loose ball touches a boundary line or the ground outside a boundary line, or when it touches anything on the boundary line or outside a boundary line, it is out of bounds, and the following rules apply:

- a. Except on a shot or deflected shot at the goal, the ball shall be -awarded at the point where it was declared out of bounds to any player on the team opposing that of the player who last touched the ball, who is ready immediately to make the 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. If two inbound players of opposite teams are equidistant from the ball when it goes out of bounds, play shall resume according to the alternate-possession rule. In determining which player is nearest, the ball is considered out of bounds when it crosses the plane of the end line or sideline.

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

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

AR. 4.6.2 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.

AR 4.6.3 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.

AR 4.6.3 SITUATION B: Team A shoots at goal. The ball hits the pipe and goes out of bounds near the center line in Team A’s offensive side of the field. B1, in his defensive half of the field, is nearer to the out-of-bounds spot than any Team A player. Who gets the ball? **RULING:** Team B.

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 his 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 his crosse, play shall be suspended immediately, and the ball shall be awarded according to the alternate-possession rule.

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

AR 4.7.1 A: Player A1 has the ball in the back of his 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 his own

stick with his hand or arm in order to dislodge the ball; (d) A1 kicks his 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).

AR 4.7.1 B: A1's crosse is dropped or checked out of his 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.

ART. 1 . . . A goal shall be counted as long as the ball has been released from the players stick prior to the expiration of a period.

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

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

AR 4.8 C: Goalkeeper or any player in possession of the ball (a) brings his crosse back through the plane of his goal, or (b) brings his crosse back through the plane of his goal and the ball drops to the ground across the goal line. **RULING:** (a) Legal play, no goal scored. (b) A goal is awarded to the opposing team. **COMMENT:** When the player drops the ball in the goal, it is a loose ball beyond the plane of the goal.

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

SECTION 9 GOAL NOT COUNTED

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

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

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

AR 4.9.2 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.

AR 4.9.2 B: A2 shoots on goal. The ball gets stuck on the outside of the net or is loose in the crease when the official blows his whistle, thinking that a goal was scored. **RULING:** Play shall be stopped and the ball awarded to the defense.

SECTION 10 OFFSIDE

ART. 1 . . . A team is considered offside when it has:

- 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.

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

AR 4.10 B: 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.

AR 4.10 SITUATION C: 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.

AR 4.10 SITUATION D: 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, he is considered to still be onside even though his 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.

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.

AR 4.11: 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.

RULE 4-13, ADVANCING THE BALL BEYOND THE CENTER LINE, and
RULE 4-14, ADVANCING THE BALL INTO GOAL AREA, ARTICLES 1 & 2, shall not be enforced in CONNY Junior play, or in CONNY Senior play unless both head coaches agree before the game that they should apply.

NOTE 1: At the CONNY Tournaments, these rules shall apply in Senior Tier 1 games only.

NOTE 2-to OFFICIALS: Bring your timers to Senior games.

RULE 4-14, ARTICLE 3, "OVER & BACK" shall be enforced in CONNY Junior and Senior play, after the offense possesses the ball in the goal area.

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 midfield 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.

AR 4.13 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).

AR 4.13 B: Team A is clearing the ball when the ball becomes loose in the defensive half of the field. Team B commits a technical violation. **RULING:** A play on situation. If Team A regains possession of the ball, the play on is over and a new 20-second count starts.

AR 4.13 C: 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.

AR 4.13 D: Team A goalkeeper is in his 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.

AR 4.13 E: 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 a shot), the result will be an immediate turnover or play-on.

If the ball does not touch or go over the center line, no infraction has occurred. Defensive players may legally bat the ball to keep it in the offensive half of the field; but if it is possessed and their feet are in the defensive half, it shall be a turnover.

AR 4.14.1 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.

AR 4.14.1 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.

AR 4.14.1 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.

AR 4.14.1 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.

AR 4.14.1 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.

CONNY STALLING RULE (Applies in all games in which Rules 4-13 and 4-14 are not enforced): If a game official detects an effort to stall the advancement of the ball in either the defensive clearing area or the offensive zone outside the goal area, the official will give a verbal command to "advance the ball" followed by a visual 5-second hand count. If the team so warned does not attempt to advance

the ball to within five yards of an opposing player within the 5-second count, a turnover will occur with restart at the point of the stalling infraction (or laterally outside the goal area).

SECTION 15 BODY CHECKING

Body checking of an opponent in possession of the ball or within three yards of a loose ball or when the ball in flight is within three 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.

At the Junior level, no Body Checking is allowed. Any overt (obvious) collision must be enforced as an illegal body check (see Rule 5.3). Examples of permitted body contact are:

- a. Legal holds
- b. Legal pushes
- c. Positioning oneself against an opponent to gain possession of a loose ball (boxing out)
- d. Defensive positioning to redirect an opponent in possession of the ball
- e. Incidental contact

AR 4.15 SITUATION: A1 takes a shot from midfield. While the ball is within three yards of A2, B1 legally checks A2, causing him to be in the air above the crease area. Ball then enters goal, then A2 lands in the crease. **RULING:** Legal goal. If A2 lands in the crease before the ball enters goal, no goal would be allowed.

SECTION 16 CHECKING WITH CROSSE

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

At the Junior level, only the checks with the crosse listed below are legal.

- a. Lift the bottom hand, when it is on the crosse, or the head of the crosse, whichever is below the chest area.
- b. Poke the bottom hand, when it is on the crosse, or the head of the crosse, whichever is below the chest area.
- c. Downward check initiated from below the shoulders of both players.

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

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

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

ART. 4 . . . No defensive player, other than a properly equipped goalkeeper, can enter his 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 player will be enforced as releasable unsportsmanlike conduct.

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 its normal conclusion before the whistle blows to stop play.

AR 4.18.1 A: A loose ball is resting in or is in the air above the crease. Team A goalkeeper who also is in the crease, uses his hand to bat the ball into his crosse or out of the crease. **RULING:** Legal.

AR 4.18.1 B: Loose ball in the crease. Team B goalkeeper picks up the ball with his hand and puts the ball in his crosse. **RULING:** Technical foul. Ball is awarded to Team A.

AR 4.18.1 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.

AR 4.18.1 D: Can the goalkeeper be called for a personal foul if his crosse -slashes an opposing player after an outlet pass? **RULING:** Yes. The privileges and protections of the goalkeeper do not permit him to gain an unfair advantage.

AR 4.18.1 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:** Conduct foul on Team B. If Team A was in possession, Team B in-home serves a 30-second penalty. A second violation by Team B should be enforced as unsportsmanlike conduct.

AR 4.18.2 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.

AR 4.18.2 B: There is a loose ball in the crease. Goalkeeper B1 has his crosse over the ball and is about to draw back for a tennis pickup. A1 checks through B1's crosse from the front, claiming he was playing a loose ball. **RULING:** Interference by A1, play-on. Play continues or ball is awarded to a defensive -player at the spot where the ball was when play was suspended.

AR 4.18.2 C: There is a loose ball in the crease. Goalkeeper B1 has his crosse over the ball and is about to draw for tennis pickup. From the side of the crease, A1 pokes his crosse at the loose ball, and, as B1 draws the goalkeeper's crosse back, contact is made with A1's crosse. **RULING:** Interference by A1, play-on. Play continues or ball is awarded to a defensive player at the spot where the ball was when play was suspended.

AR 4.18.2 D: There is a loose ball in the crease. A1 bats the ball with his crosse, the ball enters goal and then contact is made with goalkeeper's crosse. **RULING:** Legal goal, no interference. Contact occurs after play has ended.

AR 4.18.2 E: There is a loose ball in the crease. A1 bats the ball with his crosse, but the ball is still loose in the crease. Contact is made with goalkeeper's crosse. **RULING:** Interference, play-on.

AR 4.18.2 F: A1 is in possession of the ball on the edge of the crease. A1 breaks the plane of the goal with his shot and then contact is made with goalkeeper's crosse. **RULING:** Legal goal. Contact occurs after play has ended.

AR 4.18.2 G: B1 (not the goalkeeper) picks up a loose ball or receives a pass from a teammate in the crease. As he is coming out of crease, A1 checks B1's crosse, causing the ball to enter goal. **RULING:** Legal goal. Interference may be called only when the designated goalkeeper is involved.

AR 4.18.3 A: Goalkeeper B1 with possession of the ball extends his crosse outside of the crease and still has one or both feet in the crease when A1 checks his crosse. **RULING:** Interference, play-on. Play continues or award ball to Team B at center of field.

AR 4.18.3 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.

AR 4.18.3 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.

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

AR 4.18.3 E: The goalkeeper makes a save, but the ball bounces out of his crosse and is in the air in front of goal. A1 bats at ball while goalkeeper is making an attempt to gain possession of ball, and the two crosses collide. Is this interference with (a) ball within crease area? (b) ball outside crease area? **RULING:** In (a), interference by A1, play-on. Play continues or ball awarded to a defensive player at the spot where the ball was when play was suspended. In (b), no interference.

AR 4.18.4: A1 takes a shot while B1 Goalkeeper is away from the crease area. While the shot is in flight, B2 non-goalkeeper-defender steps in the crease to block the shot. **RULING:** Play-on until the shot comes to its normal conclusion.

If it is B2's first violation of this type, (a) if the ball did not enter the goal, stop play and award ball to Team A laterally outside of the Goal Area. 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, B2 would serve a 1-minute releasable unsportsmanlike conduct foul for each subsequent violation.

If it is B2's second or any subsequent violation of this type, (a) if the ball did not enter the goal, stop play. B2 will serve a 1-minute releasable unsportsmanlike conduct foul. Award the ball to Team A laterally outside of the Goal Area. (b) If the ball entered the goal as a result of the shot, B2 will serve a 1-minute releasable unsportsmanlike conduct foul. 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 his 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 his 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, with the ball in his possession, may not enter the goal-crease area, nor may he remain within the goal-crease area in possession of the ball longer than four seconds.

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

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

AR 4.19.1 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.

AR 4.19.1 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.

AR 4.19.1 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.

AR 4.19.1 D: A1 jumps and is over the crease. The goalkeeper is in the crease and contacts A1 while he is in the air. **RULING:** No goal. Award the ball to Team B.

AR 4.19.1 E: A1, with his feet grounded prior to, during and after the shot, shoots and the ball enters the goal. During the play, he (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.

AR 4.19.1 F: A1 dodges B1 and continues towards the goal crease. He shoots and scores. After the ball enters the goal, A1 runs through the crease area. **RULING:** The goal counts. A1 did not deliberately launch himself 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.

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

AR 4.19.2 B: Defensive team with possession outside of crease area and offensive team steps into crease or interferes with goalkeeper who is in his crease. **RULING:** Flag-down, technical foul.

AR 4.19.2 C: The goalkeeper leaves the crease with possession of the ball and loses it as the 20-second count winds down. He inadvertently kicks the ball back in the crease. Does the goalkeeper get a new four-second count? **RULING:** Yes, but the 20-second count continues.

AR 4.19.3 A: B1 makes a save. As he is coming out of the crease, the ball drops out of his crosse and lands in the crease, where B1 picks it up again. **RULING:** A new four-second count is started, but the 20-second count continues uninterrupted.

AR 4.19.3 B: Goalkeeper B1, in the crease, makes a save. After three seconds, he 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).

AR 4.19.3 C: The goalkeeper sees A1 wide open coming toward goal with the ball in his possession. To avert a potential goal, B1 succeeds in pulling the goal over his head or swings the goal around, thus preventing a potential goal. **RULING:** Unsportsmanlike-conduct foul. (A three-minute nonreleasable penalty is -recommended.)

AR 4.19.3 D: Goalkeeper B1 makes a save. After leaving the crease, B1 deliberately throws or tosses the ball back into the crease. **RULING:** Loss of the ball to Team A.

AR 4.19.5 A: The goalkeeper makes a save, takes one step out of the crease, raises his rear foot off the ground in the crease area and then places his rear foot down to the ground in the crease area. **RULING:** Ball is awarded to Team A. Goalkeeper is considered to have left and re-entered the crease while ball was in his possession.

AR 4.19.5 B: The goalkeeper makes a save. When out of the crease, A1 -legally checks B1 back into the crease, while he is still in possession of the ball. **RULING:** Ball awarded to Team A.

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 his stick with the ball in it within his goal crease, the whistle shall be blown and the ball shall be awarded to the defensive team.

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 his 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 his entry onto the field.
- e. The substitute must always yield his 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-f 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.

g. CONNY further authorizes substitutions when the officials have suspended play after the ball has gone out of bounds on the sidelines or end lines. For such substitutions, the timekeeper shall sound a horn upon the request of a head coach indicating to the officials that a substitution is desired. All other rules with respect to substitutions during suspension of play shall apply.

NOTE: For CONNY Tournament games such "horn substitutions" are not allowed after the ball has gone out of bounds on the end lines.

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 his 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-f for method of enforcement.

AR 4.21: During a substitution, A1 delays his entrance onto the field. The trailing official sees the delay. **RULING:** 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.

SECTION 22 RESTARTS

ART. 1 . . . Once the official has signaled the ball ready for play, the official shall resume play within five seconds. Play may be resumed immediately after the ball is signaled ready for play if a player of the team awarded the ball is in position outside the goal area (see Articles 2 and 3) and the officials are in position to officiate the restart. (See Rule 4-6-3a)

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.

ART. 4 . . . No restart shall take place with any player within 5 yards of the ball carrier.

ART. 5 . . . The goalkeeper shall be given a maximum of five seconds to re-enter the crease on any restart.

AR 4.22.3 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 his position? **RULING:** Yes.

AR 4.22.3 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 a maximum of five seconds to re-enter the goal crease.

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 his discretion. If a player loses any of his mandatory personal equipment in a scrimmage area or a player is apparently injured, play shall be suspended immediately. If the official discovers a player who is apparently bleeding, has an open wound, or has any blood on his uniform, such player shall be considered an injured player.

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

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

ART. 3 . . . Officials will restart play as soon as the injured player has been removed from the field. The injured player shall be replaced but can substitute back into the game after 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 . . . 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 the player in possession of the ball loses any piece of required equipment the official should stop play immediately regardless of proximity of opposing players.

A loss of equipment during the play of the game triggers an official's time-out and should not be confused with a player entering the game without some item(s) of mandatory equipment, which is a personal foul.

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

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

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

AR 4.24.1 A: In a scrimmage area, A1 is legally checked, falls to the ground and appears to be injured. Play is continuing around him. **RULING:** Whistle is blown immediately. Any time that an injured player may be subject to further injury if play continues, play shall be stopped immediately and the ball awarded to the team in possession at the time of the whistle. If the ball was loose at the time of the whistle, award the ball by alternate possession, unless it was in the crease. If so, the ball will be awarded to the defensive team.

AR 4.24.1 B: In a scrimmage area, B1 (not the goalkeeper) breaks his crosse and continues to play A1. **RULING:** Flag is dropped, slow whistle. However, if B1's play creates a -dangerous situation, then play is stopped. Technical foul against B1.

AR 4.24.1 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.

AR 4.24.3: 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.

AR 4.24.8 A: An electrical storm develops during the game. **RULING:** The official shall suspend play until such time as it is safe according to US Lacrosse lightning interruption guidelines to resume play.

AR 4.24.8 B: The referee is aware of the possibility of high heat and humidity at the start of the game. He informs both coaches that he may call an officials' time-out to permit extra water and cooling down of players. **RULING:** This is the proper procedure anytime there are extreme weather conditions.

SECTION 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 Senior team shall be limited to four nonconsecutive team time-outs per regulation game, with no more than two to be taken in any half. A Junior team shall be limited to six nonconsecutive team time-outs per regulation game, with no more than three to be taken in any half.

NOTE: For CONNY Tournament Junior games, only four nonconsecutive team time-outs are permitted per regulation game, with no more than two to be taken in any half.

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

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

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

AR 4.25.2: During a sudden victory, Team A is in possession of the ball in its defensive end of the field when Team A head coach calls for a time-out and the official blows his whistle, stopping play.

RULING: Legal. Time-out -is granted.

AR 4.25.4 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.

AR 4.25.4 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.

AR 4.25.4 C: During play the coach of Team A yells -urgently for a time-out. The official blows his whistle, stopping play when he realizes that Team A has no time-outs remaining. **RULING:** No time-out granted; technical foul assessed against Team A.

AR 4.25.7: 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 organizing authority determines and defines "appropriate health-care professional."

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.

AR 4.26: (a) The ball goes out-of-bounds on the end line. (b) The ball goes out-of-bounds on the end line following a violation. Either team calls a time-out. **RULING:** In (a), the ball should be re-started at the spot where the ball crossed the end line. In (b), the ball should be re-started.

SECTION 27 ILLEGAL EQUIPMENT – REQUEST FOR OFFICIAL'S INSPECTION

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

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

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

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

ART. 3 . . . A crosse found to be illegal shall be penalized according to Rule 5-5. Any other equipment found to be illegal shall be penalized according to Rule 5-6.

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

ART. 2 . . . All sudden-victory overtime periods shall be started with a faceoff. (See Rule 4-3 for special situations.) Play will proceed for a four-minute period or until a goal is scored. At the end of the four-minute period, there will be a two-minute intermission, and the teams shall change goals. Four-minute periods shall be -continued in this manner until a goal is scored. Each team is entitled to one time-out per -sudden-victory period.

AR 4.29.2 : Team A scores the game-winning goal in sudden victory. The head coach of Team B requests an equipment inspection after the sudden-victory goal has been scored to determine the legality of the crosse. **RULING:** The game is over. No inspection is permitted.

SECTION 30 ALTERNATE POSSESSION

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

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 (See Rule 3-3);
 2. Stalling (See Rule 6-10).

Rule 5 *Personal and Ejection Fouls*

In keeping with the overarching emphasis on player safety and sportsmanship at the youth level, **CONNYS and US Lacrosse expect strict enforcement of the Cross Check, Illegal Body Check, Checks Involving The Head/Neck, Slashing, Unnecessary Roughness, and Unsportsmanlike Conduct rules.**

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 his opponent with his crosse in a cross-check position. That is, a check with that part of the handle of the crosse that is between the -player's hands, either by thrusting away from the body or by holding it extended from the body.

SECTION 3 ILLEGAL BODY-CHECK

ART. 1 . . . Body-checking of an opponent who is not in possession of the ball or within three 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 his body other than his feet on the ground.

ART. 4 . . . If a player who is about to be body-checked turns his back, jumps or moves in such a manner to make what started out to be a legal check appear illegal, no foul is committed by the player applying the body-check.

ART. 5 . . . A body check that targets a player in a defenseless position. This includes but is not limited to: (i) body checking a player from his "blind side"; (ii) body checking a player who has his head down in an attempt to play a loose ball; and (iii) 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.

PENALTY: Two- or three-minute, non-releasable foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.

NOTE: Sports medicine research indicates that the severity of certain injuries may be reduced if a player can anticipate and prepare himself for an oncoming hit. Other sports medicine research indicates that peripheral vision may not be fully developed in many boys before approximately age fifteen. Game officials should be especially alert to blind side checks at all youth levels.

ART. 6 ... EXCESSIVE BODY-CHECK (TAKE-OUT CHECK). Excessive Body-Checks (Take-Out Checks) are prohibited. An Excessive Body-Check is defined as:

- a) Any body-check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground.
- b) Any body-check considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or move a player away from a loose ball. This includes but is not limited to: (i) any check in which a player makes contact with sufficient force and intent to knock down the opposing player; (ii) any check in which a player makes contact with sufficient force and intent to injure the opposing player; and (iii) any check made in a reckless or intimidating manner.

PENALTY: Two- or three-minute non-releasable foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.

ART. 7 ... LATE HIT. An avoidable body-check of an opponent after he has passed or shot the ball is an illegal body check.

ART. 8 ... CONNY JUNIORS ONLY. Any body contact not permitted for Juniors under Rule 4.15.

SECTION 4 CHECKS INVOLVING THE HEAD/NECK

ART. 1 . . . A player shall not initiate contact to an opponent's head or neck with a cross check or any part of his body (head, elbow, shoulder, etc.). Any follow-through from these actions that contacts the head or neck shall also be considered a violation of this rule.

ART. 2 . . . A player shall not initiate an excessive, violent, or uncontrolled slash to the head/neck.

ART. 3 . . . 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).

PENALTY: Two- or three-minute, non-releasable foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.

AR 5.4.1 A: A1 attempts to check B1's stick but instead A1's stick (a) makes slight and incidental 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-to-three minute, non-releasable foul shall be called.

AR 5.4.1 B: A1 posts-up in front of the goalkeeper with his 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 minimum of a two-to-three minute, non-releasable penalty for a check to the head/neck area.

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 one- or three-minute, non-releasable penalty. A crosse found illegal due to a deep pocket will carry a one-minute, non-releasable penalty. A player using a crosse found illegal for not meeting any required specification other than a deep pocket will receive a three-minute, non-releasable penalty (exception: hanging string length and end caps as in Rule 1-7-3). A player using a crosse found illegal because it was altered to gain an advantage will receive a three-minute, non-releasable penalty. Any crosse ruled illegal and resulting in a three-minute penalty will remain in the table area for the remainder of the game.

Every crosse on a team is subject to inspection, and the crosse need not have been in the game to be inspected.

AR 5.5 A: During the game, an official inspects a player's equipment and finds that his crosse is of illegal length. **RULING:** Crosse is out of the game, and a three-minute, non-releasable penalty shall be served.

AR 5.5 B: During the game, an official asks a player for his crosse so the official can check it. Before the player hands the crosse to the official, he adjusts the strings or jams the crosse. **RULING:** A one-minute, 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 1-3 minutes if violations are found.

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

AR 5.5 D: Team B is a man down and A1 scores. Before the next whistle, it is discovered A1 was playing with an illegal crosse. **RULING:** Goal does not count. A1 serves a one- or three-minute, non-releasable penalty. Team B player returns to serve his remaining penalty time. The ball is awarded to Team B in its offensive half of the field at the Center.

AR 5.5 E: A3 scores a goal by kicking the ball into goal. Before the next whistle, the opposing head coach requests an equipment inspection on A3. **RULING:** If the crosse is found to be illegal, the goal will not count, and the player will serve a one- or three-minute, non-releasable penalty.

AR 5.5 F: A1 scores. Before the next whistle, Team B head coach requests an equipment inspection on A2, the player who fed A1 for the score. **RULING:** Even if the crosse is found to be illegal, the goal counts. A2 serves a one- or three-minute, non-releasable penalty.

AR 5.5 G: 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:** Three-minute, non-releasable penalty and the stick is removed from the game whether the ball is being held by the head or by the stringing.

COMMENT: If the pocket is too deep and the officials feel that the pocket depth is the reason the ball will not release, a one-minute, non-releasable penalty may be assessed and the crosse may return if adjusted.

AR 5.5 H: During an equipment check or at any other time, the officials discover that A1 has a hole in his mesh designed to snare the ball on a faceoff. **RULING:** Three-minute, non-releasable penalty and the crosse is removed from the game.

SECTION 6 USE OF ILLEGAL EQUIPMENT

A player may not use equipment that does not conform to specifications. The fingers/palms of a player's hands must be completely covered by his gloves and the gloves may not be altered in a way

that compromises their protective features. Use of illegal equipment or failure to properly wear mandatory equipment will be penalized as a non-releasable foul.

EXCEPTION: Mouthpiece violation (6.5.3x)

AR 5.6 A: Team A, which already has called for an equipment check that proved to be legal, calls for another equipment check. Team B equipment is found to be legal. **RULING:** If no time-outs remain, technical foul.

AR 5.6 B: B1 (not the goalkeeper) is not wearing shoulder pads or arm pads. **RULING:** One-minute nonreleasable personal foul even if multiple equipment violations are found.

AR 5.6 C: B1's crosse is too short and he is not wearing arm pads. **RULING:** A player with both an illegal crosse and an equipment violation will only be penalized for the most severe of the violations. B1 will serve a 3-minute, non-releasable penalty.

SECTION 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 his crosse, unless the player in possession, in an attempt to protect his crosse, uses some part of his body other than his head or neck to ward off the thrust of the defensive player's crosse and, as a result, the defensive player's crosse strikes some part of the attacking player's body other than his head or neck.

NOTE: Contact of any degree made to an opponent's head while actively making a stick check is a slashing penalty

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.

NOTE: Contact of any degree made to an opponent's head while actively making a stick check is a slashing penalty.

ART. 4 ... Any one-handed check shall be considered a slash, whether or not it makes contact with the opposing player.

NOTE: If the defensive player's hand comes off his stick in his legitimate follow-through motion after, or during his recovery from, a controlled poke check, this need not be considered a slash solely because his hand came off the stick.

ART. 5 ... CONNY JUNIORS ONLY. Any checks with the crosse not permitted for Juniors under Rule 4.16.

AR 5.7.1: B1, while playing A1, makes contact on A1's head with his crosse. **RULING:** Personal Foul, Slashing. Contact of any degree made to an opponent's head while actively making a stick check is a slashing penalty.

AR 5.7.3 A: A1, in the act of shooting or passing, strikes B1 on the head because of his legitimate follow-through motion. Has A1 committed a foul for striking an opponent on the head? **RULING:** No. A1 was in the act of shooting or passing.

AR 5.7.3 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.

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

AR 5.7.3 D: A3 has beaten B2, who swings his stick in a check and strikes A3 on the shoulder or across the back in an attempt to get at A3's stick. **RULING:** Slashing. This is an illegal back check.

SECTION 8 TRIPPING

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

Tripping is obstructing an opponent at or below the waist with the crosse, hands, arms, feet or legs, by any positive primary action if the obstructing -player is on his feet or by any secondary action when the obstructing player is not on his feet. When a player legally checks the crosse of a opponent and the result is to cause the opponent to trip over his own crosse, no foul is committed. Similarly, if an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.

AR 5.8 A: A1, while dodging B1, trips over B1's stationary leg. **RULING:** Legal; this is not tripping.

AR 5.9 B: B1, while playing A1, swings his leg around as A1 is dodging him, 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.

PENALTY: Any penalty for Unnecessary Roughness shall be non-releasable.

AR 5.9.2: 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.

AR 5.9.3 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 body-check is part of continuous motion or unnecessary roughness if the body-check is late or avoidable.

AR 5.9.3 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 two-to-three minute, non-releasable. (See Rule 5-3-5)

AR 5.9.3 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 two-to-three minute, non-releasable. (See Rule 5-3-5)

AR 5.9.3 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 two-to-three minute, non-releasable. (See Rule 5-3-5)

AR 5.9.3 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

Unsportsmanlike conduct by coaches and/or players will not be tolerated. Obscenities need not be used for language to draw a penalty. Tone, intent, and body language can all contribute to unsportsmanlike conduct. Players and coaches will exhibit the highest level of sportsmanship at all times.

No player, substitute, nonplaying member of a squad, coach or anyone officially connected with a competing team shall:

- a. Enter into an argument with an official as to any decision that has been made or in any way attempt to influence the decision of an official.
- b. Use threatening, profane or obscene language or gestures at any time -during the game.
- c. Bait or call undue attention to oneself, or any other act considered unsportsmanlike by the officials.
- d. Deliberately use his 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.

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

- e. Repeatedly commit the same technical foul.
- f. As a player, deliberately fail to return immediately to the field after leaving the field of play while legally in the game.
- g. As a substitute, deliberately fail to comply with the rules for -entering the field of play.
- h. The second and subsequent violations by a team when their defensive player enters the crease and assumes the position of a goalie shall result in a releasable unsportsmanlike penalty served by the offending player.

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

Note: Spectators in addition to players, coaches, and team personnel can cause a time-serving unsportsmanlike conduct penalty.

AR 5.10.1 A: B1 fouls A1. The official assesses a one-minute penalty. B1 then maligns the official and receives an additional two-minute unsportsmanlike -conduct penalty. Does a goal by A1 wipe out B1's personal foul (non-maligning)? **RULING:** No. B1's penalty time for the first two minutes is nonreleasable. The -additional one-minute penalty is releasable.

AR 5.10.1 B: B1 slashes A1 and receives a two-minute personal foul. During the same play, B2 maligns the official and receives a one-minute unsportsmanlike penalty. **RULING:** The penalty on B1 is releasable at any time; B2's penalty is nonreleasable.

AR 5.10.1 C: A1 takes a position in front of crease area and as A2 takes a shot (a) A1 is facing toward A2 or (b) A1 is facing goalkeeper. A1 waves his hands and crosse back and forth. **RULING:** In (a), goal counts and in (b), goal does not count. Unsportsmanlike conduct on A1.

AR 5.10.1 D: B1 drops his crosse, then secures an opponent's crosse and continues to play. **RULING:** Personal foul, unsportsmanlike conduct.

SECTION 11 FOULING OUT

Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out.

NOTE: Timekeepers are reminded to track personal fouls and to notify the nearest official should any player accumulate 3 personal fouls or 5 minutes in personal foul penalty time.

AR 5.11 : A1 receives a three-minute illegal crosse penalty 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: CONNY and US Lacrosse disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

PENALTY: Three-minute, non-releasable penalty and ejection for the remainder of the game.

AR 5.12.1 A: A1 commits a flagrant unsportsmanlike act after the game has ended and the officials observe the violation. **RULING:** A1 is assessed a penalty by the officials as the jurisdiction of the officials includes the entire time that they are on the field of play and while they 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.

AR 5.12.1 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.

AR 5.12.1 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

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

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

EXCEPTION: 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.

SECTION 2 CREASE VIOLATIONS/GOALKEEPER INTERFERENCE

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

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

AR 6.2.1 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.

AR 6.2.1 B: Ball is loose outside the crease when an attack player falls in the crease. **RULING:** Play on. If the defense gains possession, allow them to maintain the advantage. If it does not gain possession, blow the whistle and award the ball to a defensive player at the spot where the ball was when play was suspended.

AR 6.2.1 C: A1 has the ball in his goal area. B2 illegally checks A2, causing A2 to enter crease. **RULING:** The whistle is blown immediately when A2 is in crease, foul by B2, and B2 serves penalty time.

AR 6.2.1 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.

AR 6.2.1 E: A1 interferes with goalkeeper B1 who has possession of the ball in the crease. Is this a slow whistle or a play-on? **RULING:** Play on. If there is already a flag down for a Team A infraction, then a second flag is thrown and the slow whistle continues.

AR 6.2.1 F: A1 slashes the goalkeeper, who has possession of the ball. **RULING:** Slow whistle.

AR 6.2.1 G: During a slow whistle with the goalkeeper in possession of the ball in the crease, the pass is not complete and the goalkeeper maligns the official. Where is the ball put in play? **RULING:** The goalkeeper serves a one-minute nonreleasable penalty and the ball is put in play at the spot where it was when the whistle was blown.

AR 6.2.1 H: While ball is loose in the crease, A1 interferes with the goalkeeper. **RULING:** Play-on. If goalkeeper fails to gain possession of the ball, ball is awarded to Team B at the spot where the ball was when play was suspended.

AR 6.2.1 I: While the goalkeeper is in the crease and is in possession of the ball, A1 interferes with goalkeeper. **RULING:** Play-on. If goalkeeper fails to run the ball out of the crease or successfully completes an outlet pass and the ball is awarded to Team B to be put in play in its offensive side of the field at the Center.

SECTION 3 HOLDING

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

ART. 2 . . . A player may not:

- a. Use the portion of the handle that is between his hands to hold an opponent ("Cross-Check Hold").
- b. Step on the crosse of an opponent.
- c. Hold an opponent with his crosse.
- d. Hold or pin an opponent's crosse against the body of the opponent with his crosse.
- e. Hold an opponent with his free hand that is off the crosse.
- f. Hold the crosse of the opponent using any part of his body.
- g. Use his 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 3 yards of a loose ball may be held from the front or side.
- b. An opponent in possession of the ball may be played with a hold check from the rear if the hold exerts no more than equal pressure. For (a) and (b), a hold check shall be done with either closed hand, shoulder or forearm; and both hands shall be on the crosse.
- c. A player may hold the crosse of an opponent with his crosse when that opponent has possession of the ball.
- d. A player within 3 yards of a loose ball may hold the crosse of his -opponent with his own crosse.

AR 6.3.1: On the faceoff, A1 clamps the ball to the ground with his stick. B1 then pins A1's stick to the ground with his stick. **RULING:** Illegal. The ball shall be awarded to Team A in its offensive half of the field at the Center.

AR6.3.2 A: B1, with gloved hand over end of the crosse, is exerting pressure from the rear against A1, who has possession of the ball. B1 exerts enough -pressure to force A1 to move away from goal. **RULING:** Technical foul against B1. Only equal pressure may be used.

AR 6.3.2 B: A1 has the ball in his possession. B1 holds A1's crosse against A1's body, restraining A1's movement. **RULING:** Holding by B1.

AR 6.3.2 C: A1, with the ball in his possession, locks down his free arm (or arm pit) over B1's crosse. **RULING:** Technical foul against A1.

AR 6.3.3 A: A1 is within three yards of a loose ball. B1 holds A1's crosse with his crosse, preventing A1 from participating in the play. **RULING:** Legal hold.

AR 6.3.3 B: A1, with the ball in his possession, has his crosse held by B1's crosse which prevents him from performing his normal function. **RULING:** Legal hold.

AR 6.3.3 C: B2, with gloved hand over end of the crosse, is exerting equal -pressure from the rear against A1, who has possession of the ball, thus -preventing A1 from advancing toward the goal. **RULING:** Legal play.

SECTION 4 ILLEGAL OFFENSIVE SCREENING

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

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

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

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

SECTION 5 ILLEGAL PROCEDURE

ART. 1 . . . Any action on the part of players or substitutes of a technical nature that is not in conformity with the rules and regulations governing the play of the game shall be termed illegal procedure.

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

- a. Touching the ball – A player shall not touch the ball with his hands while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease.
- b. Illegal actions with crosse – A player shall not:
 1. Throw his crosse under any circumstances.
 2. Take part in the play of the game in any manner without his crosse.
 - (a) -Should a player lose his crosse in any legal way, so that repos-session of the crosse would cause him to violate a rule, the slow whistle shall be employed by an official.
 - (b) Should the crosse be in the crease so as to possibly interfere with the goalkeeper's play of an attempted shot at the goal, play shall be -suspended immediately.
 3. Intentionally kick an opponent's crosse.
- c. Crosse in face of opponent – A player shall not push at, thrust or flick his crosse in the face of an opponent.
- d. Avoidable lateness of team – When a team fails to appear on the field ready to play at the appointed time for the start of a contest, and this -tardiness is avoidable.
- e. Entering the game from the penalty area before authorized to do so by the timekeeper. The player shall be returned to the penalty area to serve his remaining time, plus 30 seconds. If the ball is loose or in possession of the player's own team, it shall be awarded to the opposing team and the -player leaving the penalty area early does not have to serve an additional 30 seconds. In the event that a goal is scored by the opponent, the unexpired penalty time is nullified, 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 his restraining area at the time the whistle is blown to start play at the time of a faceoff.
 - i. Failure to remain 5 yards from a player awarded the ball for a restart.
 - j. Any violation of the rules for substituting players.
 - k. Any violation of the rules relating to the goal-crease area. Repeated -violations shall be penalized as unsportsmanlike conduct.
 - l. Any violation of the rules for time-outs.
 - m. Having more than 10 players in the game at any time, including a player or players in the penalty area.
 - n. Violation of the rules on positioning for a faceoff. Award the ball to the offended team in its offensive side of the field at the Center. (See Rule 7-3)
 - o. If a head coach makes two or more requests in which no violations are found for either counting of long crosses or inspecting any opponents' equipment, a time-out will be charged. If no time-outs remain for that half or overtime period, a technical foul will be called.
 - p. Having more than four long crosses in the game.
 - q. Failure of the player in possession of the ball to place the ball directly on the field or hand it to the nearest official on a change of possession. An example is if the player rolls the ball away or creates a delay or disadvantage to the team being awarded the ball.
 - r. Failure to advance the ball beyond the center line into the goal area 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 wear required mouthpiece (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.

AR 6.5.2 B: Goalkeeper B1 leaves the field to serve a penalty, taking his crosse with him. Substitute B2 enters the crease. He chooses to: (a) use a midfielder's stick, (b) play without a throat protector, (c) play without a chest protector. **RULING:** Illegal. In all three cases, the replacement is not properly equipped. (See Rule 1-9-1)

AR 6.5.2 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.

AR 6.5.2 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.

AR 6.5.2 E: The goalkeeper's cross becomes broken while the goalkeeper is within his goal crease. Should play be suspended? **RULING:** Yes, and award the ball to the same team that had possession

when play was stopped, outside the defensive/goal area. If the ball is loose outside the crease, award by alternate possession. If the ball is loose inside the crease, award it to the defensive team.

AR 6.5.2 F: The goalkeeper's throat protector becomes broken and falls down below his chest while he is within the goal crease. Should play be suspended? **RULING:** Yes, and award the ball to the same team that had possession when play was stopped, laterally outside of the goal area. If the ball is loose outside the crease, award by alternate possession. If the ball is loose inside the crease, award it to the defensive team.

AR 6.5.2 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.

AR 6.5.2 K: A1, with possession of the ball in his attack half of the field, is checked by B1, whose crosse breaks. A1 continues toward goal and shoots, -scoring a goal. **RULING:** Legal goal. If B1 pursues A1, slow-whistle technique and flag is dropped. If B1's play creates a potentially dangerous injury situation, play is stopped and technical foul is called against B1. Once B1 breaks his crosse, he shall either get a new crosse from the bench or table area or substitute out of the game. He may carry the broken crosse off the field or leave it on the field, but the officials will stop play immediately if they feel either creates a dangerous situation. There is no penalty assessed unless B1 participates in the play in some manner.

AR 6.5.2 L: B1, covering Player A1, holds his crosse steadily in front of A1's face **RULING:** Legal (provided there is no flicking or thrusting motion).

AR 6.5.2 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.

AR 6.5.2 P: A1 drops his crosse, which is not broken, and B1 (a) accidentally steps on or kicks A1's crosse; (b) intentionally steps on, kicks or otherwise moves A1's crosse to try to prevent A1 from recovering it. **RULING:** (a) No foul for kicking the crosse because the crosse is not in possession. (b) Unsportsmanlike conduct on B1.

SECTION 6 CONDUCT FOUL

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

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

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

- Use artificial audio enhancement aids (e.g., electronic devices, megaphones) in communicating with players on the field.
- Leave the bench area and/or coaches area on his/her side of the field. Players shall be within the confines of the bench area while the clock is running and the ball is in play, except when reporting to the table area for 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.
- Object by arguing or gesturing to a decision by an official, timekeeper or scorekeeper.
- Commit any act considered misconduct by an official.
- Situate school bands or other organized groups that use artificial means to create noise on the opponent's side of the field.

AR 6.6.1: 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.

AR 6.6.3 A: A player or a coach from Team A intentionally tries to interrupt or confuse B1's play by unnecessary yelling or gestures. **RULING:** Technical foul (conduct).

SECTION 7 INTERFERENCE

A player shall not interfere in any manner with the free movement of an -opponent, except when that opponent has possession of the ball, the ball is in flight and within 5 yards of the players, or both players are within 3 yards of a loose ball.

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

AR 6.7 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.

AR 6.7 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.

AR 6.7 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 3 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 stalling warning remains in effect until a goal is scored, the defensive team gains possession of the ball or the period ends resulting in a faceoff. After the team has been warned, stalling shall be called if the ball leaves the goal area in any manner other than as a result of a shot on goal or a touch by the defensive team.

ART. 3 . . . During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead 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.

ART. 4 . . . When stalling rules are applied, they will remain in effect until a shot hits the goal pipe, goalie, or the goalie’s equipment in addition to the existing rules for stopping a stall warning.

AR 6.10.1 A: Team A is playing man-down and appears to be trying to keep the ball from play. Can Team A be warned for stalling? **RULING:** Yes. Team A shall try to create a scoring opportunity even when a man-down.

AR 6.10.1 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.

AR 6.10.1 C: A3 throws ball toward goal, and ball goes out of bounds. A3 claims it was a shot. **RULING:** If official feels it was a shot, ball awarded according to rules. If official feels it was a pass or deliberate “throw out,” award ball to Team B.

AR 6.10.2 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.

AR 6.10.2 B: Team A brings ball into goal area. However, after getting ball into goal area, it is obvious to the officials that Team A is keeping the ball from play by standing in the corners of the goal area. **RULING:** Team A is warned to “keep it in.”

AR 6.10.2 C: 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.

AR 6.10.2 D: Team A has been warned to “keep it in.” Attacker 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.

AR 6.10.2 F: Team A has been warned to “keep it in.” After recovering a shot or pass deflected by the defense outside the goal area, does Team A have a full 10 seconds before it shall bring the ball back into the goal area? **RULING:** Yes.

AR 6.10.2 G: 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.”

AR 6.10.3 A: Team A, which is ahead, throws ball into its goal area during the last two minutes of regulation and before either team has possession in the goal area, the offensive team kicks the ball out of the goal area or the ball rolls out with no one touching it while it was in the goal area. Is this stalling? **RULING:** Yes.

AR 6.10.3 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.

SECTION 11 WARDING OFF

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

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

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

SECTION 12 WITHHOLDING BALL FROM PLAY

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

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

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

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

Rule 7 *Penalty Enforcement*

SECTION 1 PROCEDURE

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

- a. Leave the field of play at once.
- b. Report immediately to the scorer's table and remain in the penalty area until informed by the timekeeper that he may re-enter the game. When re-entering the game, the player shall enter the field of play through the table area.
- c. Player serving penalty time shall sit or kneel in front of scorer's table.
- d. Wait until the faceoff has ended before entering the field through the table area even when his 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 his warm-up. If a dressed goalkeeper is not available, reasonable time to dress one shall be afforded prior to the one-minute warm-up.
- f. If either team does not have a second dressed goalkeeper, a goalkeeper for either team need not serve their own penalties unless the penalty time is for Unsportsmanlike Conduct or 2 minutes or more of Personal Foul time is assessed against the goalkeeper during a single play or stop situation. Except in these situations, the In-Home shall serve the goalkeeper's penalty.

AR 7.1: 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 his penalty time has expired, except as described in Rule 7-2-1-b.
- d. For the purpose of determining when a player or players may be released from a penalty, for all time-serving penalties called on players of -opposing teams from the time the flag is dropped or the whistle sounds -stopping play (whichever occurs first), until the sounding of the whistle -resuming play, the longest common penalty time between players of opposing teams is nonreleasable, 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) 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 scorer's table but not in the table area. A player's penalty cannot be released by a goal until he is in the penalty area and the time on his penalty has started to elapse.

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

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

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

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

AR 7.2 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.

AR 7.2 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 nonreleasable). (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.

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

AR 7.2 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 his 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 his 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 his penalty. Team A continues play with 9 on-field players.

AR 7.2 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)

AR 7.2 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, they 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. **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.

AR 7.2 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 his 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.

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 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.

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

SECTION 4 TEAM PENALTIES

ART. 1 . . . If a penalty is called against a team when no definite player is involved or when the penalty is against someone other than a player in the game, the official shall select the in-home and assess the penalty time.

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

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

SECTION 5 DEAD-BALL FOULS

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

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

AR 7.5 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

nonreleasable. Ball is awarded to Team B in its offensive half of the field at the Center, with no faceoff to begin the second half.

AR 7.5 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 (nonmaligning) 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.

AR 7.5 D: The first half ends with B1 in the penalty area with 20 seconds remaining on his penalty time and Team B in possession of the ball in its -defensive-goal area. Immediately after the whistle blows ending the first half, A1 argues with the official (non-maligning). During half time, A2 and B2 are -penalized for unsportsmanlike conduct (simultaneous fouls). Before the -resumption of play, Team B delays the game. **RULING:** A1 serves 30-second -penalty (conduct foul). A1's penalty is nonreleasable. A2 and B2 serve one minute each for unsportsmanlike conduct. A2 and B2s' penalties occurred simultaneously and also are nonreleasable. The ball is awarded to Team A in its offensive half of the field at the Center.

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. 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.

AR 7.6.1 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.

AR 7.6.1 B: 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.

AR 7.6.4 A: 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.

AR 7.6.4 B: B1 commits a personal foul, creating a slow whistle. B2 then -slashes A1 (second flag down), who retaliates and slashes B2. **RULING:** Official blows whistle, ending the flag-down situation, when A1 slashes B2. B1, B2 and A1 each serve one-minute penalties, which are simultaneous. B1, B2 and A1's penalties are nonreleasable. Team with lesser time is awarded the ball.

AR 7.6.4 C: 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.

AR 7.6.4 D: 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, and if the act of fouling does not cause the -player in possession of the ball to lose possession, the official shall drop a signal flag, make the verbal signal 'flag down.'

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

- a. 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. A shot is taken that does not result in a goal.
- e. The ball enters the goal area or is in the goal area at the time the foul occurs and thereafter moves out of the goal area.
- f. An injury occurs to a player on either team and is deemed by the official to be serious enough for an immediate whistle.
- g. A player loses any of the mandatory equipment in a scrimmage area, and the official is required under the rules to blow the whistle.
- h. A player on the attacking team commits a foul.
- i. The ball is in the defensive half of the field, and the team in -possession fails to clear the ball into its goal area.
- j. When the ball hits the ground (not on a shot), the slow whistle is -terminated.
- k. A defensive foul is committed during the final two minutes of regulation play with the team that is ahead possessing the ball in the goal/attack area, unless a scoring play is imminent.

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

SECTION 9 ENFORCEMENT AFTER SLOW WHISTLE

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

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

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

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

AR 7.9.1 A: B1 and B2 are offside, chasing A1 across center line. A1 shoots and scores goal, whereupon A3 turns and commits a personal foul against B3, who is guarding him closely. **RULING:** Slow whistle. Goal by A1 wipes out technical fouls against B1 and B2. A3 serves penalty time, and it is B's ball at the center line (dead-ball foul).

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

AR 7.9.2 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.

AR 7.9.2 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 his crosse at ball. Should official blow the whistle, stopping play? **RULING:** No. If ball enters goal, legal goal but unsportsmanlike conduct regardless of whether goal is scored.

AR 7.9.2 C: A1 has possession of the ball in his offensive half of the field and is running toward the goal. A1 shoots at the goal, and B1, who was chasing him, throws his crosse at the ball. The ball goes past the goalkeeper into the goal. A1, after scoring goal, commits a personal foul. **RULING:** Slow whistle until goal is scored. B1 is penalized one minute for unsportsmanlike conduct. A1 serves one minute for his personal foul. Ball is awarded to Team B in its offensive half of the field at the Center, no faceoff.

AR 7.9.2 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 his crosse at the ball in the air. **RULING:** Slow whistle. If the ball enters goal, goal counts, and official assesses penalty against Team B's

goalkeeper. (If foul was technical, then goal wipes it out. If foul was personal, then Team B's goalkeeper serves penalty time.)

AR 7.9.4 : During a slow whistle in the defensive area, the clearing player throws the ball to his goalkeeper to start the clear. The goalkeeper misses the ball and it enters the goal. **RULING:** No goal, slow whistle ends.

SECTION 10 PLAY-ON TECHNIQUE

ART. 1 . . . If a player commits a loose-ball or line violation technical foul, 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.

AR 7.10.2: 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.

AR 7.11.1 A: 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.

AR 7.11.1 B: 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 three yards from the play. **RULING:** Play-on. Holding against B1 if A2 fails to gain possession of the ball.

AR 7.11.1 C: 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).

AR 7.11.1 D: During a man-down at the close of a period, there is a loose ball, play-on push. The period ends as the whistle is to sound for the play-on. **RULING:** The play-on signifies possession, so when the period ends, the offended team gets possession of the ball to start the next period.

AR 7.11.2 A: While ball is loose in the crease, A1 interferes with goalkeeper B1. **RULING:** Play-on situation. If B1 fails to gain possession of the ball, ball is awarded to Team B, at the spot where the ball was at the time of the violation.

AR 7.11.2 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

An ejected coach shall be removed from the premises (bench and field area). An ejected player, substitute, or non-playing team member shall be removed from the premises if appropriate personnel are present to supervise the ejected player. If no appropriate personnel are available, the player shall be confined to the bench area and the team shall be responsible for controlling his behavior. The officiating assigning authority or Referee is responsible for notifying CONNY of the ejection. Any player or coach ejected from a game by a game official (Note: this does not include fouling out per Rule 5-11) shall be suspended for his next regularly scheduled game (at the time of the ejection). The second time a player or coach is ejected in the same season or tournament he will be suspended for the next two regularly scheduled games (at the time of the ejection). A third ejection in the same season or tournament will result in a suspension for the remainder of the season or tournament.

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.

AR 7.13.1 A: A1 is assessed a one-minute foul for offsides. Team A head coach requests a time-out for an explanation. He believes that the proper call should be a 30 second foul. **RULING:** Officials confer. They agree that the penalty time is incorrect and make the necessary changes with the score keeper. The time-out is charged to the officials and the game resumes within 20 seconds.

AR 7.13.1 B: A1 is assessed a two-minute foul for slashing. Team A head coach requests a time-out for an explanation. He believes that the proper call should be a one-minute foul. **RULING:** 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. Head Coach A has the time remaining from the original one minute and 40 seconds allotted to confer with his team. (7-13)

AR 7.13.1 C: The situation is the same as above. A1 is correctly assessed a two-minute foul by the officials. At this point, they determine that the time-out is over, as more than one minute and 40 seconds has elapsed. Team A head coach refuses to take the field, arguing that he is now entitled to a time-out to confer with his players. **RULING:** Team A is now guilty of delay of game. The In Home shall be placed in the penalty box for 30 seconds and Team A is two men down. Team A head coach is instructed that he has 20 seconds to make the necessary substitutions, at which time play shall commence. (7-13)

AR 7.13.1 D: A1 is assessed a one-minute foul for slashing. Team A's head coach calls time-out and requests an explanation. He uses the opportunity to abuse the officials. **RULING:** A1 is in the box for one minute. The Team A head coach is assessed a one-minute foul for unsportsmanlike conduct. A2 (the In Home) is placed in the penalty box and Team A is two men down. The time-out is charged to Team A. (7-13)

AR 7.13.1 E: A1 is called for a foul. Team A head coach wants an explanation. He is out of time-outs. **RULING:** He may still request a time-out but, if no change is made, it is a 30-second technical violation. (7-13)

AR 7.13.2 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 his penalty. In (b), B1 returns to the penalty area to serve the remaining 30 seconds of penalty time.

AR 7.13.2 B: B1 is in penalty area for one minute. After 30 seconds of play, he is released by the official timekeeper and B2 scores a goal. Team A notifies officials of timekeeper's mistake. **RULING:** Goal does not count, and B1 returns to penalty area to serve his remaining 30 seconds. Ball is awarded to the team in possession or entitled to possession at the time of the error, or if the ball was loose outside the crease at the time of the error, by alternate possession.

AR 7.13.2 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.

AR 7.13.2 D: B1 receives a 30-second penalty. After 30 seconds of play, B1 remains in penalty area and A1 scores a goal. **RULING:** Goal counts. It is the responsibility of the player in the penalty area to return to field of play when his penalty time has expired.

AR 7.13.2 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.

RULE 8 Game Termination

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

Lightning and Concussions Policies:

Policies in the US Lacrosse 2018 Youth Boys Rulebook for managing lightning (Appendix III) and concussions (Appendix G) have the force of rules in CONNY play.