



2012 Women's Lacrosse Rules

How to Keep Time and Score according to 2012 US Lacrosse rules for Women's and Girls' Lacrosse Games

The role of timekeeper and scorekeeper are extremely important in a lacrosse game. The procedures are outlined throughout various parts of the 2012 US Lacrosse Rule Book for Women's and Girls' Lacrosse Games. They are summarized below; use the field diagram for a point of reference.

In general,

JV Games: 25 min, running clock. DO NOT STOP THE CLOCK ON out of bounds or after a goal. The clock stops ONLY for time outs from coaches, players, or umpires. Two time outs/team, one additional in overtime. Give closest umpire a verbal warning when clock hits 2:00, 1:30, 1:00, and 30 sec remaining in each half. Count down the last 10 sec loudly on the side of the field. The timer's horn will indicate the end of each half and overtime.

Varsity games: 25 min, stop clock. The clock stops after each goal, redraw, and time outs from coaches, players, or umpires. THE CLOCK DOES NOT STOP ON OUT OF BOUNDS whistles.

For both JV and Varsity games: During the last 2 minutes of each half of the game, stop the clock on every whistle, then restart the clock on the umpire's whistle unless there is a 10 or more goal differential.

If there is a 10 or more goal differential, switch to running clock: clock will continue to run after goals and within the last 2 minutes of play in each half (no stop clock). If the difference becomes less than 10 goals, the stop clock procedure is reinstated. There is also no time out on a redraw during running clock.

Two time outs/team, one additional in overtime. Give closest umpire a verbal warning when clock hits 2:00, 1:30, 1:00, and 30 sec remaining in each half. Count down the last 10 sec loudly on the side of the field. The timer's horn will indicate the end of each half and overtime.

Here are the specifics from the rule book:

Substitution Area

Section 9. The substitution area shall be in front of the scorer's table and centered at the midfield line. The area will be sectioned off by two hash marks, 2m-4m in length.

The hash marks will be placed perpendicular to and touching the sideline with each one placed 5 yards from the centerline of the field.

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Team Bench Area

Section 10. The team bench area is defined as the area from the end of the substitution area to the team's restraining line, and behind the level of the scorer's

table extended. Non-playing team personnel must remain in their team bench area. Violation of this rule will be assessed as a misconduct foul.

Scorer's/Timer's Table

Section 11. A scorer's/timer's table will be set up at midfield, at least 4m from the designated playing boundaries on the team's bench side. An accurate visible score must be continuously displayed. A visible clock is recommended.

Section 5. Only the head coach or captain(s) will communicate with the umpires during the play of the game. Umpires shall address questions during timeouts and halftime.

AR 3-1 An assistant coach approaches the umpires for a time-out. The umpire grants one. RULING: INCORRECT. Only the Head coach or a player on the field may request a time out. No foul, however repeated offenses by assistant coach(es) may be considered misconduct and a card issued.

Rule 2 Equipment and Uniforms

Section 13. All players must wear numbers, differing from others on the team, on the front and back of the uniform shirt. Numbers on the back must be a minimum of eight inches tall; numbers on the front must be a minimum of six inches tall and must be centered at chest level. If a number appears elsewhere on a player's uniform (such as on a kilt, shorts, or pants or on the sleeves of the shirt), it must match the number on the player's shirt. Numbers must be in a color clearly contrasting to that of the top (i.e. dark shirts must have light numbers and light shirts must have dark numbers). Non-solid colored shirts must have the numbers superimposed on a solid color block background or outlined with a contrasting color. A player's uniform number must be the same as that recorded in the score book. A player not listed on the roster and/or in the score book by name and correct uniform number is an illegal substitute.

AR 2-13 A red player #00 plays goalkeeper the first half of the game. The second half she plays on the field as number 32. RULING: LEGAL, if both numbers were recorded on the roster that is placed at the scorer's table prior to the start of the game; but it must be noted in the scorebook. All warnings and cards must be carried with her name and recorded in the scorebook.

Game Administrator

Section 7. It is strongly recommended that the host team assign a representative to handle game management issues. When a contest is played at a neutral site, one team must be designated as the home team. The game administrator will ensure that a time keeper and scorer are on hand with all equipment required by these rules to carry out their respective functions, and that the playing field is in proper condition for safe play and meets the specifications outlined in these rules. In the event that an administrator is unavailable these duties will be the responsibility of the home team coach.

Section 11. Other umpire responsibilities include:

- a. ensuring that the timers and scorers understand their responsibilities.
- b. informing the timer about the length of half time.
- c. being available for questions from captains or the head coach.

d. after consultation with the game administrator and coaches from each team, make the final decision on whether to continue a game due to weather conditions or any other extenuating circumstances.

e. make the game official by signing the scorebook.

Official Scorer

Section 12. The official scorer will be from the home team and will sit at the scorer's/ timer's table opposite the center circle. If the official scorer is not seated at field level, the home team is responsible for ensuring that the scorer's table is manned.

Section 13. The official scorer will assume the following duties:

a. record the starting line-ups of both teams in the score book 10 minutes prior to the game and make sure the numbers of the players on the field correspond to the numbers in the book. Changes to the line-up cannot be made until the game starts. A roster with names and numbers of all players must be at the score table prior to the start of the game.

b. keep an accurate record of the goals scored in the official home team score book. It is recommended that the visitors have a scorer and book at the table.

c. display continuously an accurate score, for the players, coaches and umpires.

d. accept substitutes and enter their names and numbers prior to their entering the game.

e. notify the umpire on the first ensuing stoppage of play if there has been an illegal substitution.

f. record any cards next to the player's name in the score book: delay of game (green-"g", green/yellow-"gy", green/red-"gr"); warning (yellow-"y"); ejection (red "r"). Any card issued to a coach or other team personnel must also be recorded in the score book.

g. notify the umpire immediately when a second warning is given to the same player.

h. record the delay of game suspensions including the time on the game clock when a player is suspended.

i. record the time on the game clock when a player or coach is given a yellow or red card.

j. notify the umpire immediately if a team receives a fourth card

k. notify the umpire when a 10 goal differential exists.

AR 3-2 A coach attempts to change his/her line-up after it has been given to the scorer and 5 minutes prior to game time. RULING: No changes to the line-up will be allowed 10 minutes prior to the game. The only exception is a change due to injury.

Official Timer

Section 14. The official timer will be from the home team and will sit at the scorer's/ timer's table opposite the center circle.

Section 15. If the official timer is not seated at field level, the home team is responsible for ensuring the following duties are performed:

a. stop the clock at the whistle and arm signal after each goal. If there is a 10 or more goal differential, the clock will continue to run after goals and within the

- last 2 minutes of play in each half (no stop clock). If the difference becomes less than 10 goals, the stop clock procedure is reinstated.
- b. start the clock on the whistle at each draw.
 - c. sound a horn at the first stoppage of play
 - 1. to notify the umpire of an illegal substitute.
 - 2. if a clock has malfunctioned
 - 3. when a 10 goal differential occurs.
 - d. sound a horn for substitution after goals.
 - e. notify the umpire when there are 2 minutes remaining in each half of the game.
 - f. during the last 2 minutes of each half of the game, stop the clock on every whistle, then restart the clock on the umpire's whistle unless there is a 10 or more goal differential. If the difference becomes less than 10 goals, the stop clock procedure is reinstated.
 - g. indicate to the nearest umpire when there are 30 seconds remaining in each half.
 - h. sound a horn to indicate the end of the half and the end of the game.

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- i. stop the clock for any other circumstances only upon the time-out signal and whistle from the umpire.
- j. notify the umpire when a team requests a time-out and use a separate clock to time the time-out.
 - 1. time 2 minutes
 - 2. blow the horn at 1 minute, 45 seconds
 - 3. blow the horn at 2 minutes
- k. note the time on the clock when a player is issued a green/red card for delay of game and time the 2-minute elapsed playing time penalty, and notify the coach when the 2-minute penalty time has ended.
- l. note the time on the clock when a player or coach is issued a yellow or red card and time the 2-minute elapsed playing time penalty, and notify the coach when the 2-minute penalty time has ended.

NOTE: The home team must ensure that direct two-way communication is available at all times between the press box and the scorer's table if official scoring and/or timing functions are not handled at field level.

RULE 4 TIME FACTORS and SCORING

Time Factors

Duration of Play

Section 1. The maximum regulation playing time is 50 minutes for high school or 60 minutes for adults, divided into two halves, or such time as agreed upon by the coaches. Halftime will be 10 minutes, but may be less than 10 minutes if agreed upon by the coaches prior to the start of the game. Players must change ends to begin the second half. Play should be continuous, but at the discretion of the umpire time-out is taken for unusual circumstances, e.g., a broken crosse, animal on the field, lost ball, a

ball that has gone too far out-of-bounds, spectator interference, delay of game. Time out must be taken in case of illness, accident, or injury, for the issuance of a card, to check a crosse, and anytime the draw must be retaken. EXCEPTION: When the 10 goal rule is in effect (See Rule 4-3) no time out should be called for a redraw.

Section 2. In all games, the clock is to be stopped on the umpire's whistle and arm signal after each goal during the entire game, and on every whistle (to stop play) in the last 2 minutes of each half.

Section 3. If a team is leading by 10 or more goals, the clock will continue to run after goals and within the last 2 minutes of play in each half (no stop clock). If the difference becomes less than 10 goals, the stop clock is reinstated.

AR 4-1 A foul is called with 2:03 remaining on the clock. Play is not resumed until the clock reads 1:57. A coach argues that the timer should have stopped the clock at 2:00. RULING: The timer was correct to let the clock run. The clock stops for every whistle to stop play that occurs within the last 2 minutes of each half.

AR 4-2 At halftime of the game, Coach A decides she wants only 5 minutes instead of the ten minutes agreed upon before the game began. RULING: ILLEGAL. The halftime will remain as 10 minutes since this was agreed upon before the start of the game.

Team Timeouts

Section 4. Each team shall be permitted two timeouts during regulation game time that do not carry over into overtime. Each team is permitted one timeout during the entire duration of overtime. Timeout may be requested by the head coach or any player on the field after a goal is scored or during a dead ball situation by the team in possession. If a dead ball possession timeout is called, players must leave their crosses in place on the field and return to that same place for the restart of play.

No substitutions will be allowed during this stoppage of play. The timeout shall be 2 minutes in duration commencing at the time the umpire calls the timeout. It is the responsibility of the coaches to gather their teams and to disperse them back onto the playing field. After 1 minute, 45 seconds, a warning horn/whistle will sound. At 2 minutes the horn/whistle will sound again. A minor foul will be called if a team is not ready to start after 2 minutes. Successive timeouts will not be allowed.

NOTE: If a dead ball timeout is requested and play will resume with a free position, the umpire should set up the free position, signal for the timeout and then allow the teams to leave the field.

Suspended/Interrupted Game

Section 5. Once play begins the umpires shall have the authority to interrupt or suspend the game due to dangerous weather or field conditions. The umpire's decision is final. A game is considered legal and complete if 80% of playing time has elapsed. An interrupted game continued on the same day shall be restarted from its point of interruption.

If a suspended game (one in which less than 80 % of playing time has elapsed) is replayed on another day, it must be played from the beginning. A suspended game may be terminated and considered complete by mutual agreement of the opposing coaches. The score at the point of termination will be the official score of the game.

NOTE: If 80% of the playing time has elapsed and the game is tied, leagues should determine their own tie-breaking procedures.

Forfeited Game

Section 6. If a team leaves the field and refuses to play, the score of the game shall stand if the team remaining on the field was ahead at the time. Otherwise, the score of the game will be 1-0 in favor of the team remaining on the field.

If a suspended/ejected coach or non-student team personnel refuses to leave the area, the official may declare a forfeit. The score of a forfeited game will be 1-0 in favor of the non-offending team. If the suspended/ejected individual is a student that individual may remain in the team bench area.

Overtime Procedures

Section 7. When the score is tied at the end of regular playing time and overtime is to be played, both teams will have a 5-minute rest and toss a coin (visiting captain calls) for choice of ends. Two 3-minute periods of stop clock overtime will be played. The clock will be stopped after 3 minutes of play in order for teams to change ends with no delay for coaching. The game will be restarted by a center draw. The team which is ahead at the end of six minutes wins the game.

If the teams are still tied after six minutes have elapsed, the teams will have a 3-minute rest and change ends. The winner will then be decided on a "sudden victory" stop-clock overtime of no more than six minutes in length with the teams changing ends after 3 minutes. The game will be restarted by a center draw. The team scoring the first goal wins the game.

Play will continue with "sudden victory" stop-clock overtime periods of six minutes in length with 3 minutes in between and change of ends until a winning goal is scored. It is recommended that for a one-day tournament the first six minute overtime be omitted and the teams go immediately into "sudden victory". To eliminate playing off games during the season a scoring system for league standings could be devised, i.e., 2 points for a win, 1 point for a tie, 0 points for a loss. Tournament committees may use any system for deciding a champion.

Scoring

Section 8. The team scoring the greater number of goals is the winner. In the event of the scores being equal, the result is a draw/tie. A goal is scored by the whole ball passing completely over the goal line, between the posts, and under the cross-bar from in front, having been propelled by the legal crosse of an attacking player, or the crosse or person of a defending player. If violation of jewelry, eye protection, or mouth guard is discovered immediately after a goal, the goal counts and the free position is taken at the center circle.

Section 9. A goal is not scored when:

- a. the ball is put through the goal by a non-player.
- b. the ball comes off the person of an attacking player.
- c. the ball enters the goal after the whistle has blown or the horn has sounded.
- d. the player shooting has stepped on or into the goal circle or any other attacking player has entered the goal circle.
- e. the goalkeeper, while within the goal circle, is interfered with in any way by an attacking player.
- f. the field umpire has ruled that the shot or follow through is dangerous.
- g. the ball enters the goal while the attacking team has an illegal player on the field.
- h. the ball enters the goal when the attacking team is offside.
- i. the ball enters the goal from a crosse that does not meet specifications. If the player who shot the goal adjusts her crosse after an umpire's request for a crosse inspection, the goal will not count, and the crosse will be removed from the game.

NOTE: The goalkeeper's crosse must meet field crosse specifications in order to score a goal.

j. the ball enters the goal when a shot is taken from an indirect free position.

AR 4-3 During the game a goalkeeper with the goalkeeper's crosse, outside her goal circle, tosses the ball back into her circle. In doing so the ball goes into the goal.

RULING: GOAL. A goal may score off the crosse or person of a defending player.

AR 4-4 The attack shoots and scores a goal. The umpire immediately realizes that the attack is offside. RULING: NO GOAL. The umpire should sound her whistle, have everyone stand, and indicate no goal. The goalkeeper will be awarded a free position. The attack player who shot the ball will go 4m behind; the attack player closest to the restraining line will move back onside.

AR 4-5 A goalkeeper, with a goalkeeper's crosse, throws the ball from her goal circle, the length of the field and it goes in her opponent's goal. RULING: ILLEGAL, no goal. She may not score, for her team, with the large goalkeeper's crosse. A minor foul is called and a free position is awarded to the opposing goalkeeper in her goal circle. The goalkeeper who shot the ball is allowed to remain in her goal circle.

RULE 5

PLAY of the GAME

Start/Restart of the Game

Section 1. Each half of the game and overtime period, and after each goal, the game is started by a draw except when a free position or a throw at the center line has been awarded. There must be twelve players on the field before the start unless a team does not have twelve eligible players in uniform or they are playing with fewer than twelve as a result of a card or cards being given. A maximum of five players from each team may be between the restraining lines during the draw until the whistle blows. All other players must be below either restraining line. Players must not enter the circle or cross the restraining lines until the whistle blows.

NOTE: When the game starts/re-starts with a free position or throw at the center line rather than with a draw, player positioning for the draw will apply.

NOTE: Players entering the circle or crossing the restraining line before the whistle blows have committed a draw violation.

AR 5-1 As A1 scored a goal, B1 roughly checks the player to the ground. The umpire signals goal and then requests a time out. She issues a card for dangerous play, either yellow or red, to B1 and sends B1 from the field. How is play restarted? RULING:

Player B1 is out of the game for two minutes of elapsed playing time and no substitute may take her place. The game is restarted with a free position for Team A's center at the center line. Player positioning for the draw will apply. Allow players to take their legal positions, blow the whistle and have everyone stand; administer the free position at the center line. The center for Team B is placed 4m away from Team A's center at a 45 degree angle. No player from Team B is placed 4m behind.

AR 5-2 As time expires in the half, B1 checks A1 in the head. The umpire blows her whistle and issues a card to B1. How is play restarted? RULING: Player B1 is out of the game for two minutes of elapsed playing time and no substitute may take her place. The game is restarted with a free position for Team A's center at the centerline. Player positioning for the draw will apply. Allow players to take their legal positions, blow the whistle and have everyone stand; administer the free position at the center line. The center for Team B is placed 4m away from Team A's center at a 45 degree angle. No player from Team B is placed 4m behind. Team B sends 6 players to its defensive end. RULING: LEGAL. Player positioning for the draw will apply. Since Team B does not have more than 5 players between the restraining lines and does not have too many players below the restraining line, they have met the conditions for the draw and playing short in the defensive end.

Section 3. An illegal draw results in a free position for the opponent at the center line.

For the free position, a player from the offending team is placed 4m away to either side at an angle of 45 degrees to the center line towards the goal she is defending.

If both players draw illegally or it cannot be determined why the draw was illegal the umpire will call time out and a re-draw will occur. EXCEPTION: When the 10 goal rule is in effect (See Rule 4-3) no time out should be called for a redraw.

Start/Restart of Play

Section 4. The whistle is used to stop and start play. When starting play, the umpire

will also give a visual arm signal by raising the arm above the head and moving it down to the side as the whistle is blown. The only exception to this is in the case of a "throw" where the visual arm signal is the actual arm movement forward on the toss of the ball as the umpire blows the whistle. The timer's horn will indicate the end of each half and overtime.

Section 14. When the ball goes directly out of bounds from a legal draw, the umpire will call time out and the draw will be retaken. EXCEPTION: When the 10 goal rule is in effect (See Rule 4-3) no time out should be called for a redraw.

Substitution

Section 21. Each team may substitute an unlimited number of players at any time during play (including overtime), after every goal and at halftime. During a substitution because of injury, or if a player is sent from the field for any reason, no other players may substitute or exchange positions on the field. In these situations the umpire will make sure that any substitute assumes the same location as the player she is replacing and that no advantage is gained. Timeout is not taken for substitution during the normal course of play. Re-entry is permitted.

Substitution Procedures

Section 22. All substitutions must be made through the substitution area, and during play, all players, including the goalkeeper, must come off the field and exit between the cones/markers before a substitute may go on to the field.

a. During Play: the player must enter the game through the substitution area and not enter this area until her substitution is imminent. A substitute must not go onto the field until the player she is replacing has entered the substitution area (this includes the goalkeeper). The player exiting the field has the right of way and any players in the substitution area must yield their position and allow her to exit. No other players shall be in this area except those involved in the imminent substitution. Substitutes must not block the view of scorer's table personnel.

NOTE: A guideline to follow when judging "imminent": When the player wishing to sub has called the name of the player to come off and that player is in the act of running to the substitution area, then a substitution is imminent.

b. After a Goal: Players substituting after a goal is scored may immediately enter the game and do not have to wait for the teammates they are replacing to come completely off the field. All players must enter and exit the field through the substitution area. Substitutions may not take place after the umpire's hand is in contact with both centers' sticks at the draw. The umpires will ensure that all replaced players leave the field before the game restarts. No other players or coaches are permitted in the substitution area except those players waiting to immediately enter the game. When an illegal substitution occurs, the scorer/timer will immediately notify the nearest umpire. .

c. Injury: substitution, not to exceed 30 seconds, must be made in case of injury. EXCEPTION: In the event of an injured goalkeeper, if the backup goalkeeper is in the game as a field player she will be permitted time to put on the goalkeeper equipment and replace the injured goalkeeper. A player from the bench may replace that field player. If a free position is to be taken and a team has no substitute available, the umpire may move the nearest player to assume the

position of the player who left the field.

d. Player Suspension/Ejection: No substitution will be allowed. EXCEPTION: if the player receiving a yellow card is the goalkeeper and there is no other “dressed” goalkeeper for her team, the goalkeeper may remain in the game and the team’s coach must designate another player who must leave the field for two minutes of elapsed playing time. If the goalkeeper receives a second yellow card or a red card, she may not return to the game. The team may substitute another goalkeeper and the team’s coach must designate another player who must leave the field for two minutes of elapsed playing time.

Illegal Substitution

Section 23. Should an illegal substitution occur, the umpire will call a timeout and remove the illegal player. The penalty for illegal substitution is a free position for the opposing team at the spot where play was to resume before the illegal substitution occurred. For breach of this rule simultaneously, the umpire will award a throw at the spot where play was to resume. If, before a goal is scored, a team is discovered to have an illegal player(s) on the field, the player(s) will be removed, a free position awarded to the opposing team at the spot where play was to resume before discovery of the illegal player(s). If the spot cannot be determined, play will resume at the spot where the ball was when the error was discovered.

If an illegal player is discovered on the attacking team after a goal is scored and before play is restarted, the goal shall not count, the illegal player shall be removed, and a free position shall be awarded to the opposing goalkeeper.

NOTE: An extra player, suspended player, or a player not listed or incorrectly listed on the roster and/or in the score book at the start of the game is considered an illegal substitute. A player not listed by name and uniform number before the game may be added to the roster and/or scorebook when the error is discovered and a penalty imposed against her team.

AR 5-20 Player A is running toward her team substitution area when the whistle blows to stop play. She continues moving and attempts to complete the substitution. RULING: ILLLEGAL. She must be directed to return to her original position when the whistle blew. After the whistle is blown to restart play she may move to complete the substitution. Continued violation should be penalized as an intentional delay of game.

Section 25. Timeout is called at the discretion of the umpire. If play must be stopped due to player injury or suspected injury, whether or not medical personnel or a coach comes onto the field to attend to a player, that player(s) must leave the field. A substitute must take her place. No one from the sideline may come onto the field without the permission of the umpire. No sideline personnel may come onto the field for the purpose of coaching. No player may leave her area of the field for the purpose of being coached. If a free position is to be taken and a team has no substitute available, the umpire may move the nearest player to assume the position of the player who left the field. If the injured player is the goalkeeper and there is no other “dressed” goalkeeper for her team, the goalkeeper may remain in the game.

Ball Lodged in Clothing or Crosse

Section 26. When the ball lodges:

- a. in the clothing of a field player, a throw is taken with the nearest opponent.
- b. in the crosse of a field player, the crosse no longer meets specifications and must be removed from the game immediately. A minor foul is called, and the umpire will take time-out to remove the crosse.

Equipment Inspection

Section 27. The head coach is required to verbally certify that all her team's equipment is legal under these rules. At any time before or during the game, the umpires may inspect any equipment in use. All the crosses that might be used in the game must be inspected by the umpires before the game begins. At any time during the game, at the umpire's discretion, time out may be called to re-inspect any crosse in use.

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- a. Should the crosse meet specifications, the game shall be re-started by the ball being given to the player who was in possession of the ball, or closest to the ball if there was no possession, when time out was called.
- b. Should the crosse not meet specifications, it shall be removed from the game by the umpire and placed at the scorer's table for the remainder of the half. Any crosse not meeting specifications may be re-inspected (at half time or before any overtime period) by the umpire for use in the second half or overtime period. After the removal of a crosse not meeting specifications, the game shall be re-started with a free position to the opponent nearest the ball when play was stopped.
- c. In the event that a goal was scored with a crosse that does not meet specifications, the goal shall not count, the crosse shall be removed, and play shall be resumed with a free position for the opposing goalkeeper. Once the game is restarted with the draw, the goal shall stand. If after a goal is scored and before the game is restarted with the draw, any player other than the shooter is found to have a crosse not meeting specifications, a free position will be taken at the center by the opposing team.

Rule 6 Fouls

Minor Field Fouls

Section 2. The following are minor field fouls:

- p. **Illegal Timeout:** a team requesting more than two timeouts.

Misconduct

Section 8. The following are misconduct fouls:

- h. re-entering the game before yellow card or green/red card penalty time has elapsed

Rule 7 Penalty Administration

Issuance of Cards

Delay of Game

Section 27. Timeout must be called to administer a delay of game card. The first violation should be followed by a green card given to the team captain. A change of possession takes place if applicable for the minor foul.

On the next delay of game the umpire will show a green and yellow card to the offending player and award the appropriate penalty (major foul). The offending player may remain in the game.

Any subsequent delay of game offenses will result in a green and red card being given to the offending player and award the appropriate penalty (major foul). The player receiving the green/red card must leave the field for 2 minutes of elapsed playing time, which will carry over to the second half or overtime if necessary. A substitute must take her place. The official timer will be responsible for timing the 2 minutes and indicating to the scorer when the player may return. If the player receiving

the green/red card attempts to return before the penalty time has elapsed, it will be considered misconduct.

Misconduct and Suspension

Section 28. The penalty for misconduct shall be the same as for all major fouls.

In addition to awarding a free position, the umpire will issue a yellow or red card.

Issuance of cards should be considered a warning to all players.

AR 7-10 The umpires have carded the green team a number of times for excessively rough fouls (check to the head, cross-check, etc.). A player who has not previously been issued a yellow card then commits a slash. The umpire calls time out and issues a red card to the offending player. RULING: CORRECT. The umpires are not required to issue a verbal caution before issuing a yellow card or a yellow card before issuing a red card. Issuance of a card is considered a warning to all players.

Administration

Section 29. Timeout must be called to administer warnings, suspensions, and ejections. The player receiving a yellow or red card must leave the field for two minutes of elapsed playing time. She will serve the penalty time in her team bench area and no substitute may take her place. No player on the penalized team must be moved 4m behind. (Exception: See Goalkeeper Misconduct). If a goal is scored, the free position will take place at the draw with the opposing center 4m away at a 45-degree angle.

Her team must play short-handed below the restraining line in both its offensive and defensive ends of the field for the entire two-minute penalty. A player receiving a yellow card may return to play after the two-minute penalty. If the carded player or any player replacing her enters the game before the penalty time has elapsed, it will be considered misconduct.

Goalkeeper Misconduct

Section 30. If the player receiving the yellow card is the goalkeeper and there is no other "dressed" goalkeeper for her team, the goalkeeper may remain in the game and the team's coach must designate another player who must leave the field for the twominute period.

Team Cards

Section 31. Should a team receive its fourth card (yellow or red) of the game they will play short for the remainder of that game, including overtime, and an additional player will be removed from the game for **each** subsequent card received. The carded player will serve the entire two-minute penalty time. When the penalty time expires, she may return to the game only if she has not been suspended (second yellow card) or ejected (red card) and only if another player leaves the field using normal substitution procedures.

AR 7-11 Blue #21 receives her first yellow card. The official scorer informs the umpires that this is the Blue team's fourth card. Blue #21 leaves the field and no substitute takes her place. After serving her two-minute penalty, Blue #21 re-enters the game as a substitute, replacing a player on the field. RULING: CORRECT. Blue #21 may return to the game since she has received only one yellow card. She may only return if another player leaves the field because the Blue team has received its fourth card and must play short for the remainder of the game and any overtime periods.

AR 7-12 Later in the same game Blue #7 receives the team's fifth card, a red card, and is ejected. She leaves the game, may not reenter, and no substitute may take her place for the remainder of the game. RULING: CORRECT. The blue team has received a fifth card and will now play with ten players on the field for the remainder of the game and any overtime periods. If they receive a sixth card they will play with nine players for the remainder of the game and any overtime period. Any subsequent cards will result in

additional players being removed.

AR 7-13 While Green #5 is receiving a Yellow card for a slash (mandatory card), she verbally complains (using derogatory language) and the umpire now issues her a second card, a Red card. RULING: CORRECT. Green #5 has been removed (card #1) and the head coach will remove another player from the playing field (card #2). The team shall be short two (2) players for 2-minutes of elapsed playing time. If one or both of these cards cause the Green team's card count to reach or exceed 4 team cards, then once the 2 minute penalty is up, her team will continue to play down the appropriate number of players for the total number of cards issued for her team to that point. Green #5 has been ejected from the game and may not return to the game and will serve a next game suspension for the Red card. All other players removed from the playing field to serve the penalty may substitute back onto the field of play following the 2-minutes of elapsed playing time.

Early Re-entry

Section 32. If a carded player or any player enters the game before the penalty time has elapsed, it will be considered misconduct and the head coach will be assessed a yellow card. If the player entering early is the player who received the original card she will be removed from the field of play for the remainder of the penalty time. If the player entering is not the player who received the original card the umpires will send a player from the offending team who is closest to her team bench area off the field for the remainder of the penalty time. The coach will also designate an additional player to leave the field for two minutes of elapsed playing time for the misconduct card. A change of possession will take place at the spot of the ball if warranted, and any free position will be awarded at the spot of the ball with no player moved 4m behind. The awarded card will count toward the team's cumulative total.

Ejection/Suspension

Section 33. The umpire has the power to eject without any previous warning any player guilty of flagrant or repeated violation of the rules, dissent, misconduct, or abusive language. This immediate ejection will be noted by issuing a red card and no substitute for the carded player is allowed for two minutes of elapsed playing time. Anyone receiving two yellow cards (suspended) or a red card (ejected) in the game will not be eligible for further participation in that game.

Any ejected player receiving a red card will be prohibited from participating in the team's next game. An ejected player must serve her next-game suspension in her team's bench area for the entire game including on-field pre-game, game or postgame activities. The ejected player may not be dressed in her game uniform.

AR 7-14 Following a goal, a timeout has been taken. As the teams are walking to their benches, B1 in Team B's bench area verbally abuses the umpire. The umpire issues a red card to B1. How is play restarted?

Scenario 1: B1 is ejected from the game. No substitute may take her place for 2 minutes of elapsed playing time. Play is restarted with a free position for team A's center at the centerline. Player positioning for the draw will apply. Allow players to take their legal positions, blow the whistle and have everyone stand; administer the free position. The center for team B is placed four meters away on a 45 degree angle from team A's center. No player from team B is placed 4m behind.

Scenario 2: If B1 was not participating in the game when the timeout was called and a red card is issued, then the coach will remove a player from the field for 2 minutes of elapsed playing time. No substitute will take her place for 2 minutes of elapsed playing time. Player positioning for the draw will apply. The center for team B will be placed 4 meters away on a 45 degree angle from team A's center. No player from team B is placed 4m behind.

Scenario 3: If the umpire is unable to determine which player was verbally abusive, then the head coach shall receive the card (yellow or red) as they are responsible for bench decorum. The coach will designate a player who must leave the field for 2 minutes of elapsed playing time. No substitute can take her place for 2 minutes of elapsed playing time. Player positioning for the draw will apply. The center for team B will be placed 4 meters away on a 45 degree angle from team A's center. No player from team B is placed 4m behind. The awarded card will count toward the team's cumulative total. Should this be the team's 4th card they will play short for the remainder of that game, including overtime or if this was a subsequent card (i.e. card 4 or 5), then an additional player will

be removed from the game.

NOTE: If the incident occurs during a possession time-out, the play shall be restarted at the spot of the ball. The penalty administration for a Major foul shall apply. No player from team B is placed 4m behind.

Coach Misconduct

Section 34. The head coach is responsible for the actions of any and all persons officially connected with his or her institution, including assistant coaches, and shall receive any card assessed related to bench decorum. In the event the head coach does not effectively control the actions of her team's spectators, the head coach may be assessed a card.

Any card given to a head coach will count toward their team's cumulative total. If the coach is carded she/he must designate a player who must leave the field to serve the entire two minutes of elapsed playing time. In the event the head coach is warned, suspended or ejected, play is restarted within one minute with a free position to the opponent nearest the ball when play was stopped.

AR 7-15 A team follower has become unruly and abusive. The umpire approaches the appropriate head coach and asks to have this person warned and/or removed. RULING: Allow the coach and/or game administrator the time necessary to handle the problem. If possible, continue with the game while the situation is being resolved. If the problem persists the coach may be carded.

Section 35. Any head coach who is suspended (two yellow cards) or ejected (red card) must leave the area, including the spectator area, of the game, and an interim head coach must be specifically designated. In the case of a coach being removed from the field and an assistant coach or other authorized team personnel is not available, the team shall forfeit the game. Any ejected coach receiving a red card will be prohibited from participating in the team's next game.

NOTE: Any coach serving any game suspension shall not be allowed in attendance at the site of the game, either on the field, in the team bench area, or in the spectator areas of the site. Violation of this policy will result in the game being forfeited and a red card being issued to the offending coach.

AR 7-16 Definition of a team's next game:

The ejected player/coach shall be ineligible for all contests at all levels until one regular season/tournament contest is played at the same level and team (school or club) as the ejection. The suspension shall be served at the next game as scheduled at the time of the suspension.

If the ejection occurs in a high school contest (Varsity/JV/Third Squad-Freshman level), the player/coach must sit out the next scheduled high school game at the same level.

If the ejection is in the 'club' contest, the player/coach must sit out the next scheduled 'club' game.

Example #1: If a player is playing in a JV contest and is ejected, she is ineligible for all contests (Varsity/JV/Third Squad-Freshman Level) until the JV team plays one additional contest that was scheduled at the time of the ejection. The player becomes eligible again after the additional contest. If this same player is a member of a 'club' team, she would be eligible to participate in her club's game.

Example #2: If the player/coach is ejected in the last club game at a tournament, she would be ineligible for her club game until the penalty is served at the next game at the time of the ejection. She is eligible to participate in her school team's game.

Post-Game Misconduct

Section 36. If a situation occurs after the game ends and before the umpires leave the playing venue where conduct occurs that would warrant a red card during play, the umpire(s) can issue a post-game ejection to the offending player or coach to be served in the team's next game.

Duration of Suspension

Section 37. If a team's season ends before any next game suspension has been served the suspension will carry over to the teams next regular season game.

Exhibition or scrimmage games do not satisfy the next game suspension requirement.

Umpire Responsibility

Section 38. The umpires retain clerical authority over the contest through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the umpires had jurisdiction. State associations may intercede in the event of unusual incidents after the umpire's jurisdiction has ended or in the event that a contest is terminated prior to the conclusion of regulation play.

Girls Youth Rules

TIME FACTORS AND SCORING (See US Lacrosse Women's Rule 4)

Scoring

A goal is scored when the ball passes completely over the goal line and into the goal cage. Scoring must be by an attacker's crosse, and not off the body of an attack player. A goal may be scored off the defender's body or crosse.

Duration of play

The home team will designate a timer.

All time is running time unless tournament rules dictate otherwise

U-15/U-13: 25 minute halves (maximum)

U-11/U-9: 20 minute halves (maximum)

All timeouts stop the game clock.

*No team timeouts may be called in the last 5 minutes of the game if the game clock cannot be stopped during the "timeout" (central clock at event).

Games may end in a tie.

Overtime:

No overtime for U-11 and below.

U-15/U-13: Overtime procedures:

When the score is tied at the end of regular play and overtime is to be played, both teams will have a 5 minute rest and a coin toss (visitor calls) will occur for choice of ends. A maximum of two 3-minute sudden victory periods of running clock overtime will be played. The clock will be stopped after 3 minutes of play in order for teams to change ends with no delay for coaching. The game will be restarted with a center draw. The team scoring the first goal wins the game.

