

Edmond Lacrosse

7th/8th Grade Boys

2012 Rules Modifications

We will be using the NFHS rulebook for the 2012 season. Coaches – please read the NFHS rulebook. There is no way we can cover every aspect in this packet.

Game Time: We will be playing four 15 minute running time quarters, with stop clock the last two minutes of each quarter. No horns in running time. Two minutes between quarters, with a five minute half time. The clock will only stop for injury. In the case of a tie, we will play unlimited four minute sudden death victory overtime periods, until a winner is decided. Each team will have one timeout per overtime period. In the case of bad weather, once $\frac{3}{4}$ of a game has been played, then the game will be considered a full game. If less than $\frac{3}{4}$ is played, the board will determine what shall be done.

Playing Field: Play on regulation size field is preferred. However, if not possible, any size field can be used, if both Head Coaches and club agree. Please make sure we set up cones for every game.

Limit Lines, Spectators: Players, coaches, officials and approved personnel ONLY will be allowed on the bench side of the field. No one will be permitted to stand behind the end lines, for safety purposes. Parents and fans must sit on the opposite side of the field from the teams.

Crosse Dimensions: Since we have switched from NCAA rules to NFHS rules, we will allow either stick to be legal according to either set of rules. The emphasis on referees for stick checks will be low pocket and does the ball freely roll out side to side and bottom to top.

Personal Equipment: All pads, including mouthpiece, and athletic cup are required. On any stick check, we will also be checking equipment. Baseball shoes (metal/hard plastic cleats) are not permitted. Gloves may be taped-up

if the fingers and or palms are not present, but none of the protective features may be altered in any way. Referees will try and do a minimum of two stick checks per game.

Play of the Game: The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills.

Facing Off: Face-offs shall consist of “down” and “set” and then a whistle. Officials shall assist players with learning proper face-off procedures. The faceoff man is not required to leave the field in the event of a face-off violation. If one team is dominating the play (with a lead of four goals) there will be no faceoff, and the ball will be awarded at mid-field to the team that is behind. There also must be an attempt to pass the ball three times, one time behind the X, for the team that is ahead. If a ball is deflected but still caught in the offensive half of the field before it hits the ground (by an offensive player) the three pass count continues. The 3 pass count is reset whenever the ball hits the ground or the defensive team gains possession. The referees are responsible to keep count of these passes with both a visual (by holding up the number of fingers to correspond with completed passes) and audible count.

Illegal Procedure on Faceoff: Offending player does not have to leave the field, and be substituted for. Possession is awarded to the other team.

Advancing the Ball: The four second goalie count, 20 count from goal to midfield, and 10 into attack area from midfield will be used. Stalling will be enforced. Referees will use signals and an audible “Get it in/ Keep it in.”

Scoring: A team scores when the ball passes completely beyond the plane of the goal.

Body Checking: “Limited” Body checking is permitted. ELC, wants to stipulate that “take out” checks will not be taught or tolerated on the field of play. These rules are to be properly taught and coached by the coaches and they are to be strictly enforced by the officials. Take-out checks, as defined by the ELC, are as follows:

(1) Definition: A Take-out check is when a player lowers his head or shoulder with the force and intent to take out (put the other player on the ground) the other player. Players may make contact in an upright position within three yards of a loose ball (this is a change from five yards in the past). An offensive player who “charges” a defender by lowering his head and shoulder with the intent of hitting the defending player is considered a take-out check. This would also include **any time** a player takes more than 4 steps and hits an opponent. The responsibility is on the player delivering the body check to disengage or avoid a collision in the event of a violation or expected violation.

(2) “Buddy Pass”: Defined as a long pass situation where the player receiving the ball can be blindsided by a player by a check from an opposing player who is pursuing him. This is dangerous and illegal and will be enforced as Unnecessary Roughness. It is the intention of the ELC to teach the proper skills and development to players while allowing for proper playing of the ball.

(3) Any take out checks in this situation will be penalized as “unnecessary roughness.” The offending player will serve a 1 minute, non-releasable penalty. Unnecessary roughness calls on the same team will be penalized on an escalating scale; first offense 1 minute, second offense 2 minutes, and third offense 3 minutes resulting in expulsion from the game. The player committing the third foul is subject to expulsion whether or not the foul committed is the first foul for that specific player. The official can assess a two or three minute penalty on the first offense if a severe check warrants such a call.

(4) Man/Ball Play: Player “A” is within three yards of a loose ball, but is obviously not making any attempt for the ball nor does he even appear entirely aware of the ground ball play. If such a player is checked with excessive force (take-out check) by a player on the opposing team and it’s obvious that the offending player was not making a play for the ball, an “unnecessary roughness” penalty will result as well.

At the 5th/6th grade level, a ground ball situation in which there are multiple players “swarmed” around a ground ball will be considered a play-on situation. If no possession is gained then the ball is awarded by alternate

possession. The intent is to prevent injuries and to keep the ball off the ground as much as possible.

Substitutions: “On the fly” substitutions will be allowed.

Timeouts: Each head coach will be allowed one 30 second timeout per half. (The clock does not stop during timeouts.) No timeouts are permitted in the last 2 minutes of each half. A timeout may be called when that team has possession anywhere on the field of play or during a dead ball situation. Referees will stop the game, and clock, for injuries.

Slashing: One handed slashes are allowed, as long as the player is in “control” of his stick. No “ax-chopping” or wild swinging. A slash does not have to make contact with a player or his stick to be a penalty.

Unsportsmanlike Conduct: No player, substitute, non-playing member of a squad, coach, parent or anyone officially concerned with a competing team shall: Use threatening, profane or obscene language or gestures at any time during the game. Non-compliance of this rule will result in a one-minute, non-releasable penalty.

Targeting The Head/Neck: Targeting of the head or neck will not be tolerated. A player shall not deliberately initiate contact to an opponent’s head or neck with his body or stick. Any follow-through that contacts the head or neck shall also be considered a violation of the rule. Violation of this rule will be strictly enforced! Deliberately targeting the head or neck of an opponent will result in an expulsion foul.

Rule Questions: Should be brought to the attention of Kerry Campbell. Kerry will then research the rule in the rulebook, or even contact Eric Nielsen to help define the rule. Kerry can be reached at either headreferee@edmondlacrosse.com or kerry@searchtv.org . Cell is 315-2021 or he is always at the fields.

7/8 RULES

QUICK THOUGHTS FOR GAMES

Length: Four 15 minute running time. No horns in running time. In the case of a tie, unlimited 4-minute sudden death periods will be played. Time is only stopped for injuries, per the referee's.

Timeouts: 1 per half, and not in the last two minutes of each quarter. Each coach shall receive an extra timeout per overtime period.

Sticks: Coaches can request stick checks, and referees will be doing stick and equipment checks.

Equipment: Referees will ask coaches prior to the start of the game, if they certify their players are legally equipped by rule.

Complete Game: A game is considered complete, when at least $\frac{3}{4}$ of the game has been played. In the event that this does not happen, the board will make the decision of what to do.

Sidelines: All parents and fans must sit on the opposite side of the field from the teams. No one is allowed along end lines.

Timekeeper: The Home team is responsible for the book and for a person to keep the time.

Counts: Goalie 4 second count, 20 to clear to midfield, 10 from midfield to attack area..

Hits: "Limited" body checking is permitted. Absolutely no take-out fouls. All stick checks must be two-handed.

4 Up rule: NFHS has changed this from 5 to 4. If a team is up by four, no faceoff and team down gains possession at midfield. If team us gets the ball, in the offensive attack area, they must complete 3 passes, with one through X, before taking a shot.

Illegal Procedure on Faceoff: Offending player does not have to leave the field and be substituted for. Possession is turned over to other team.

Good Sportsmanship: Applies to everyone. Coaches, Players, Parents and Fans.