

## RULE 8

### DEFINITION OF TERMS

**BLOCKING** takes place when a player moves into the path of a player with the ball without giving that player a chance to stop or change direction causing contact. When a player is running to receive the ball, a "blind side" defense player must give her enough time and/or space to change her direction.

**BODY CHECKING** is a technique whereby a defender moves with an opponent without body contact occurring, following each movement of the opponent's body and crosses with her body and causing her to slow down, change direction, or pass off.

**CHARGING** takes place when the player with the ball pushes into, shoulders, or backs into and makes bodily contact with her opponent who has already established her position (though not necessarily stationary).

**CHECKING** is an attempt to dislodge the ball from an opponent's crosse by using controlled crosse to crosse contact.

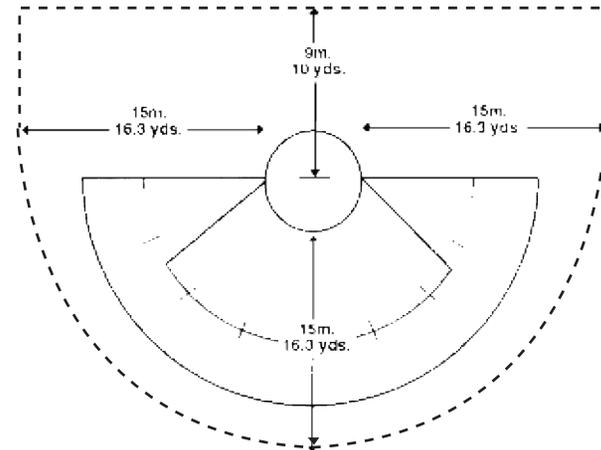
**CLEAR** is any action taken by a player within the goal circle to pass or carry the ball out of the goal circle.

**CLEAR SPACE** indicates the space between players which is free of crosses or any parts of the body.

**COACHING AREA** is the area on the bench/table side of the field extending from the substitution area to their end line, and behind the level of the scorer's table extended.

**CRITICAL SCORING AREA** indicates an area at the end of the field where the attacking team is shooting for goal. Its boundaries are approximately 15m (16.3 yds) in front of the goal circle, to 9m (10 yds) behind the goal line extended and 15m (16.3 yds) to each side of the goal circle. No extra lines will be marked on the field and this will be called in the judgment of the umpire.

**DEPUTY** is a player on the defensive goalkeeper's team who may only enter or remain in the goal circle when her team is in possession of the ball and the goalkeeper is out of the goal circle.

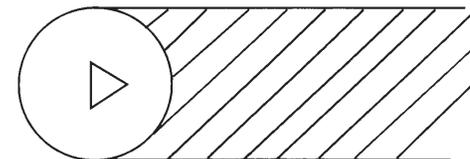


**Diagram 6 - Critical Scoring Area**

**DIRECTLY BEHIND THE GOAL CIRCLE** is the area between two lines extending perpendicular and back from the goal lines extended, tangent to the goal circle.

**8 METER ARC** is the area in front of each goal circle inscribed by 2 lines drawn at 45 degree angles extending from the intersection of the goal circle and the goal line (extended); connected by an arc marked 8 meters from the goal circle.

**FIELD PLAYER** is any player other than the goalkeeper. It is a defense or attack player whose primary responsibility encompasses an area outside the goal circle and to whom no special privileges have been awarded according to the rules.



**Diagram 7 - Directly Behind the Goal Circle**



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## 62 - RULE 8 - DEFINITION OF TERMS

- a. a shot is taken.
- b. the attacking team loses possession of the ball.
- c. the attacking team passes or carries the ball behind the level of the goal line and stops the continuous attempt to score.
- d. the attacking team stops the continuous attempt to score or the player with the ball is forced by the defense to lose her forward momentum.
- e. the attacking team fouls.

**SLASHING** is the swinging of a crosse at an opponent's crosse or body with deliberate viciousness or recklessness, whether or not the opponent's crosse or body is struck.

**SLOW WHISTLE** is a held whistle, with flag raised, once the attack has entered the critical scoring area and is on a scoring play.

**SPHERE** is an imaginary area of 18cm (7") (average crosse width) surrounding the head.

**SUBSTITUTION AREA** is the area in front of the scorer's table, centered at midfield, and sectioned off by two hash marks that are each 4.5m (5 yds.) from the centerline of the field.

**TEAM BENCH AREA** is 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.

**TOEING THE LINE** refers to the placement of the foot up to, but not on, the center line.

**12 METER FAN** is a semi-circle area in front of each goal circle bounded by an arc 12m (39'4") from the goal circles.

**WITHIN A STICK'S LENGTH** is when any part of the opponent's body is inside a crosses' length. It is the distance a player must be to her opponent to be actively marking this opponent.

**YELLOW CARD** is given as a warning to an offending player, coach or team personnel. A second yellow card to the same individual will result in that person being suspended from further participation in that game. In addition, that person shall be prohibited from participating in the team's next game.