



**2017 US LACROSSE CASEBOOK AND APPROVED RULINGS FOR  
BOY'S LACROSSE**

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## **PREFACE**

The approved rulings within this casebook are to be utilized as a supplement to the rulebook and may provide additional clarification for a particular rule. Should you require additional clarification on a partial rule or have a suggestion on how we can better word a rule or approved ruling please contact [boysrules@uslacrosse.org](mailto:boysrules@uslacrosse.org)

## **CASEBOOK FOR RULE 1 - The Game, Field, and Equipment**

### **1.2.1 Playing Field**

AR A: Officials arrive at game site and notice that the field markings do not conform to the rules.

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. If the center line does not run the entire width of the field, an illegal procedure penalty is assessed.

### **1.5.1 The Ball**

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

AR 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 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 the sponsoring authority. The sponsoring authority shall determine the result of the game or, if the game will be continued.

### **1.6. Crosse Dimensions**

AR A: 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.

## 1.8 Crosse Prohibitions

AR A: During an equipment inspection, the following conditions are discovered: (a) A1's crosse pocket does not meet NFHS depth requirements. (b) A2's crosse is measured does not conform to the measurements in Appendix V. (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 non-releasable penalty; crosse removed from game until it meets specifications. In (b), personal foul; three-minute non-releasable 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 non-releasable penalty shall be issued. In (d), personal foul; three-minute non-releasable penalty; illegal crosse will remain at the table area.

### 1.9.1 and 1.9.2 Field Player and Goalie Equipment

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

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

AR B: B1 is not wearing a mouth guard.

RULING: Technical Foul (unless it comes out during play, in that case no penalty).

AR C: A6 is discovered wearing shoes that have cleats longer than one-half inch or cleats with metal spikes. The official calls an official's time-out and assesses a one-minute, non-releasable penalty on A6.

RULING: This is the correct procedure. The safety of all participants is paramount.

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

RULING: Legal. The uniform may include the team name, team mascot and individual players' names.

AR E: A1 scores a goal. Before the next faceoff, it is noticed that (a) A1 is not wearing a legal uniform; (b) A1 is not wearing one or more mandatory pieces of protective equipment.

RULING: (a) Goal counts with no penalty. (b) Goal counts and A1 serves a 1-minute, non-releasable penalty for illegal equipment. The game restarts with the ball awarded to Team B in its offensive half of the field at the Center.

AR E: Team A purchased new shoulder pads for the team. Parts of the shoulder pads came from the manufacturer with parts attached with Velcro. In addition to the parts attached with Velcro, there were two additional parts in the box that could be added to the pads with Velcro. Is it a requirement that all parts of the pad be worn to be in compliance with the rules?

RULING: Players are not required to wear pieces of the pads and other protective equipment that the manufacturer intended to be optional. Thus, pieces that came with the pads that are attached with Velcro or loose in the box and could be added with Velcro attachment are considered optional and players are not required to wear them.

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

RULING: Illegal as 2 and 02 are considered to be the same number. Either A1 or A2 must leave the field at the next dead ball and may not return wearing that same number jersey. The official shall warn the coach about jersey numbers and subsequent violations shall be a conduct foul on Team A's head coach.

AR E: 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 F: 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 G: 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.

#### 1.10 Prohibited Equipment

AR A: Prior to the game, the Team B coach requests the referee to examine a cast/splint on the forearm of one of his players. The protective item has "hard" material, but is covered with at least 1/2-inch thick, closed-cell, slow-recovery foam padding. The coach: (a) provides; or (b) does not provide, written authorization from an appropriate health-care professional directing the use of the cast/splint as necessary to protect an injury.

RULING: In both (a) and (b), the cast/splint may be worn during the game. A letter from an appropriate health-care professional is not required.

AR B: A2 is wearing a leather choker. Does this constitute jewelry?

RULING: Yes. This would be a non-releasable foul.

AR C: A9 is wearing a medical/religious bracelet. Should he be permitted to continue wearing it?

RULING: Yes, provided the medal is taped to the body in such a fashion that it is not dangerous to the wearer or opponent. Medical medals may be visible; however, religious medals may not be visible.

## CASEBOOK FOR RULE 2 - Game Personnel

### 2.1.1 Number of Players

AR A: Goalkeeper B1 must leave the game due to an injury, expulsion or penalty. Team B refuses to send in another player to play that position.

RULING: Team B must put a legally equipped goalkeeper on the field or it forfeits the game. The official will allow a full one-minute delay for replacing the goalkeeper on the field beginning with his warm-up.

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

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

### 2.1.3 Coaches

AR A: An assistant coach for Team A commits an unsportsmanlike act. The official calls a) a penalty for unsportsmanlike conduct on the head coach or b) a penalty for unsportsmanlike conduct on the assistant coach who committed the unsportsmanlike act.

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

### 2.1.5 Officials

AR 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 B: The game officials arrive on the field 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.

## **CASEBOOK FOR RULE 3 - Time Factors**

### 3.1 Length of the Game

AR A: In a 14 U game coaches agree to play: (a) shorter than 10-minute quarters (b) 12-minute running-time quarters?

RULING: Legal in both cases.

AR B: After four minutes have elapsed in the third period, Team B scores a goal to go ahead by 12 goals. The referee invokes the point differential rule.

RULING: Correct. The clock will only be stopped for a team time-out, an officials' time-out or an injury time-out. If the score falls below the 12-goal differential, normal time would again take place.

## CASEBOOK FOR RULE 4 - Play of the Game

### 4.3 Facing Off

AR A: On a faceoff, A1 has his thumb around the handle of his crosse and his fingertips resting on the ground.

RULING: Illegal faceoff position. All fingers of both hands shall be gloved and wrapped around the crosse and shall be resting on the ground. Award ball to Team B.

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

RULING: Legal position.

AR C: A1 comes to center to take a faceoff with (a) no contrasting tape on his shaft, or (b) tape on the plastic throat of the shaft.

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

AR D: On a faceoff, A1 meets all requirements. However, when the official blows the whistle, A1 “kicks” through the crosse rather than drawing his crosse.

RULING: Illegal faceoff. Ball awarded to Team B.

AR E: On a faceoff, A1 makes an audible comment meant to cause B1 to move before whistle is blown to initiate play.

RULING: Unsportsmanlike conduct, one minute, non-releasable penalty.

AR F: On a faceoff, a Team A faceoff player moves as the official blows the whistle. Wing player A2 or B2 is across the restraining line as the whistle blows.

RULING: Because Team A had a faceoff violation, the faceoff has not taken place. Award the ball to Team B. Ignore the wing-area violation.

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

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

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

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

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

RULING: Holding. Award ball to Team B.

#### 4.4 Positioning of Other Players before a Faceoff

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

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

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

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

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

RULING: Play on. If no advantage to be gained, technical foul. Ball awarded to Team A. Repeated abuse of this rule can be a personal foul.

AR D: If either Team A or B goalkeepers goes to center of field for faceoff.

RULING: Illegal, goalies may not faceoff.

#### 4.6 Out of Bounds and Ball Possession

AR 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 B: A1, in possession of the ball, is forced out of bounds illegally by B1.

RULING: Technical foul. B1 serves 30 seconds (if violent or excessive-personal foul).

AR C: 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 D: 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.

AR E: There is a deflected shot at goal that rolls toward the boundary line. A1, in trying to pick up the ball, does not gain possession, and the ball goes out of bounds. A1 is nearest to the out-of-bounds spot.

RULING: Ball awarded to Team A.

AR F: A1 shoots at goal, and the ball goes over the goal toward the end line. A2 tries to catch the ball in flight, and the ball hits his crosse and goes out of bounds. A2 is nearest to the out-of-bounds spot.

RULING: Ball awarded to Team A.

AR G: A1 throws the ball far downfield where it is declared out of bounds.

RULING: Team B awarded the ball at the spot where the ball broke the plane of the boundary line.

AR H: 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.

#### 4.7 Ball Caught in the Crosse or Equipment

AR 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.

#### 4.8 Goal Scored

AR A: A1 takes a shot. When the ball is within three yards of B2, A2 -legally body checks B2 into goalkeeper. Ball enters goal.

RULING: Legal goal.

AR B: 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 C: Ball goes off the foot or any other part of the body of a player and into the goal.

RULING: Goal counts.

AR D: 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 E: A1 throws his crosse with the ball in it, deliberately or accidentally, into the goal.

RULING: No goal.

#### 4.8.1 Goal Not Scored

AR 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 B: A1 shoots the ball. Before the ball enters the goal, A1's crosse makes contact with the goal post or net or the goalkeeper in the crease.

RULING: No goal.

#### 4.18.1 Goal Crease Privileges

AR 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 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 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 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 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 F: 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 G: 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 H: 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 I: 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 J: 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 K: 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 L: B1 (not the goalkeeper) makes a save 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.

#### 4.19 Goal Crease Prohibitions

AR 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 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 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 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 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 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 G: 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 H: 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 I: 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 J: 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 K: 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 L: 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 non-releasable penalty is recommended.)

AR M: 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 N: 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 O: 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.

#### 4.22 Restarts following a Timeout

AR A: 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.

#### 4.25 Team Timeouts

AR B: 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.

## CASEBOOK FOR RULE 5 - Personal Fouls

### 5.5 Illegal Crosse

AR 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 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 C: 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 D: 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 E: 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 F: 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 G: 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.

### 5.7 Slashing

AR 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 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 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 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 crosse.

RULING: Slashing. This is an illegal back check.

### 5.8 Unnecessary Roughness

AR 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 B: A1 with possession of the ball advances toward stationary defender B1 and with a bulldodge runs over B1. RULING: Unnecessary roughness if A1's actions were deliberate and excessively violent.

### 5.12 Ejections

AR A: A1 commits a flagrant personal foul 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.

## CASEBOOK FOR RULE 6 - Technical Fouls

### 6.2 Crease Violations/Goalkeeper Interference

AR 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 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 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 the crease, foul by B2, and B2 serves penalty time.

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

RULING: Slow-whistle.

AR G: During a slow-whistle with the goalkeeper in possession of the ball in the crease, the pass is not complete and the goalkeeper maligns the official. Where is the ball put in play?

RULING: The goalkeeper serves a one-minute non-releasable penalty and the ball is put in play at the spot where it was when the whistle was blown.

AR 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 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.

### 6.3 Holding

AR A: On the faceoff, A1 clamps the ball to the ground with his stick. B1 then pins A1's crosse 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.

AR B: 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 C: 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 D: 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 E: 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 F: 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 G: 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.

### 6.4 Illegal Procedure

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

RULING: Technical foul.

AR 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.

AR 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 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 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 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 G: 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 H: 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 I: 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 J: 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.

## 6.6 Conduct Foul

AR A: 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 B: 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).

AR C: Team A coach is using an electronic display to visually communicate with players on or off the field.

RULING: Legal play.

## 6.7 Interference

AR 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 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 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 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.

#### 6.10 Stalling

AR 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 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 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 D: 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 E: 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 F: 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 G: Team A has been warned to "keep it in." Attackman A1 has possession of the ball and is played by B1. As A1 is forced close to the goal area line, the ball becomes loose and bounces outside of the goal area. May Team A legally regain possession of the ball?

RULING: No.

AR H: 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 I: 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 J: 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 K: 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.

AR L: Team A, which is ahead, fulfills the initial 10-second count with 2:07 remaining in the fourth quarter. A1 passes to A2 who receives the pass outside the goal area with 2:02 remaining. At the two-minute mark, the official warns Team A to "get it in" and starts a visual 10-second count.

RULING: Correct procedure. Automatic stalling is in effect for Team A. Team A must "get it in" and "keep it in" the goal area.

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

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

## 6.11 Warding Off

AR 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 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.

#### 6.12 Withholding Ball from Play

AR A: There is a loose ball in the 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 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 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.

## CASEBOOK FOR RULE 7 - Penalty Enforcement

### 7.2 Penalty Time

AR 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 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 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 non-releasable foul). A1 scores a goal.

RULING: Unexpired penalty time for B1 is wiped out with the scoring of the goal.

AR 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 1-minute penalty, A1 scores a goal.

RULING: B1 shall serve the full one minute of non-releasable time first. The final 30 seconds of penalty time can be released only by a goal scored during the releasable time.

AR 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 F: B1 commits personal foul; while that penalty is being served, a foul is called against a Team B non-player on the bench (neither foul is non-releasable). (a) Who serves bench foul? (b) What happens if Team A scores a goal?

RULING: In (a), B2 (in-home) serves penalty time. In (b), both B1 and B2 are released from penalty area when Team A scores goal.

AR G: B1 commits a personal foul. While in the penalty area and before whistle for resuming play, B1 receives an additional penalty of one minute (not a non-releasable penalty). (a) Does B2 (in-home) serve additional minute penalty? (b) What happens if Team A scores goal?

RULING: In (a), no. B1 has minute added to original penalty. In (b), B1's unexpired penalty time is wiped out when Team A scores goal.

AR 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 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. (Rule 2.1.3)

AR 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 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.

### 7.3 Resuming Play After

AR 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.

AR B: A1 gains possession in his defensive end and is fouled by B1, flag down. A1 passes to goalkeeper A2 who is in his crease. B2 (a) interferes with A2 or (b) checks the ball out of A2's crosse while he is still in the crease. RULING: Since there is a flag down in (a) a second flag would be thrown and the slow whistle would continue or (b) the whistle must sound as soon as the ball touches the ground. B2 serves 30 seconds for the goalie interference foul.

AR C: Ball crosses the end line in Team A goal area, Team A awarded possession. Either team calls a time-out. Before restart, Team B commits a foul. RULING: Team B penalty is assessed; ball is restarted at the same spot on the end line and is not moved laterally outside the goal area.

AR D: After a faceoff and before possession has been declared or the ball crosses the defensive-area line, B4, who was behind the defensive-area line at the beginning of the faceoff, comes across the defensive-area line to play the loose ball. RULING: Technical foul against B. Ball awarded to Team B at the spot where the ball was when play was suspended.

NOTE: The ball is no longer awarded to Team A in its offensive half of the field.

### 7.5 Dead Ball Fouls

AR A: After the whistle blows suspending play (Team A in possession of the ball), B1 slashes A1. A1 then retaliates and slashes B1.

RULING: B1 and A1 serve non-releasable one-minute penalties. Ball is awarded to Team B in its offensive side of the field at the Center.

AR B: After the whistle to suspend play to end the first half, B1 slashes A1. B1 then maligns the official. Before the start of the second half, Team A delays the game.

RULING: B1 serves two one-minute penalties (or more). The first penalty to be served (the unsportsmanlike conduct penalty) is non-releasable. Ball is awarded to Team B in its offensive half of the field at the Center, with no faceoff to begin the second half.

AR C: Team A is in possession of the ball in its defensive half of the field during a dead-ball situation. B1 argues with the official (non-malignant) 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 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 non-releasable. A2 and B2 serve one minute each for unsportsmanlike conduct. A2 and B2's penalties occurred simultaneously and also are non-releasable. The ball is awarded to Team A in its offensive half of the field at the Center.

## 7.6 Simultaneous Fouls

AR 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 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 C: On simultaneous fouls, A1 gets 30 seconds and B1 gets one minute. Twenty seconds after play is resumed, B2 scores a goal. Is A1 released from penalty area? RULING: No. On simultaneous fouls, any goal scored during the shorter penalty time has no bearing in releasing players from penalty area.

AR D: During a loose ball, B1 pushes A1 from behind and a play-on is called. While the ball is live, A1 turns and slashes B1. RULING: These are simultaneous fouls. Since Team A was entitled to possession, both players serve penalty time. B1 serves 30 seconds (non-releasable) and A1 serves one minute, with the first 30 seconds being non-releasable.

AR E: Goalkeeper B1 has possession of the ball within his crease, at which time A1 checks B1's crosse. Official signals play-on. In retaliation, B1 goalkeeper intentionally slashes A1 on the follow through of his outlet pass. RULING: SIMULTANEOUS FOULS: Both A1 and B1 serve penalty time, with the first 30 seconds non-releasable. Ball is awarded to team A, 20 yards lateral from the goal.

AR F: A has possession of the ball. B1 slashes A1. During the flag down, A2 interferes with B2. The official blows the play dead and assesses a personal foul to B1. RULING: These are simultaneous fouls. B1 serves a one-minute personal foul; A2 serves no penalty. Team A retains possession of the ball.

AR G 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 H: 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 non-releasable. Team with lesser time is awarded the ball.

AR I: 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 J: 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.

## 7.9 Enforcement after a Slow Whistle

AR 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 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 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 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 E: A1 is fouled in his attack half of the field; flag is dropped, and A1 passes to A2, who dodges B2 and then passes to A3, who shoots and scores goal.

RULING: Goal.

AR F: During slow whistle, A1 completes pass to A2, who shoots at goal. A3, who is cutting in front of goal, is hit on some part of his body by the ball, and the ball enters goal.

RULING: Legal goal. (No positive impetus given to ball by A3.)

AR G: During a slow whistle, A1 shoots the ball toward goal. A2 catches ball either in front of or in back of the goal and shoots it into the goal.

RULING: Legal goal. What appeared to be a shot turned out to be a pass.

AR H: A1 interferes with Team B's goalkeeper who has possession of the ball in the crease. Is this a slow whistle or a play-on?

RULING: Play-on.

AR I: 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.

#### 7.10 Play on Technique

AR A: 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.

#### 7.11 Enforcement of Play on Technique

AR 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 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 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 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 E: 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, outside the goal area.

AR F: 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.

### 7.13 Correction of Errors

AR 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 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.

AR 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.

AR 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.

AR 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.

AR F: 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 G: 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 H: 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 I: 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.