



ODD RULES & SITUATIONS



Topics

- Inadvertents (Whistles, Flags etc.)
- Goalie/Crease Situations
- Our Oopsies
- Restarts
- Equipment Checks
- Time/Simultaneous Fouls
- Offensive Box Situations

Inadvertents - Whistle

- Upon an inadvertent whistle
 - Play stops IMMEDIATELY... ALWAYS
 - Award the ball to the team that had it or was entitled to it
 - If the ball is in the crease award the ball to defense
 - Alternate Possession is used otherwise

Inadvertents - Flag

- Upon recognizing an inadvertent flag
 - Play shall be suspended at the earliest opportunity *that does not interfere with a scoring opportunity*
 - Award the ball to the team that had it or was entitled to it
 - If a loose ball is in the crease at the time of the inadvertent flag award the ball to defense
 - Alternate Possession is used otherwise if ball is loose

Inadvertents – “Keep It In”

- Upon recognizing “Keep it in” was announced in a situation where it wasn’t warranted
 - Play shall be suspended at the earliest opportunity that *does not interfere with a scoring opportunity*
 - Award the ball to the team that had it or was entitled to it
 - If a loose ball is in the crease award the ball to defense
 - Alternate Possession is used otherwise if the ball is loose

Inadvertents – “Keep It In”

Inadvertants Rules Of Thumb

- Kill ASAP upon recognition and Fix
- Do Not Kill Play if Scoring Opportunity is Immanent – Let It play Out
- Give Ball Back To Team That Was In Possession “AT THE TIME OF THE INADVERTANT WHISTLE, FLAG, KII”
- Loose Ball Inadvertent Flags or Whistles Use Alternate Possession
- Loose Ball Keep It In, Wait For Possession:
 - If Offense gains Possession (and no immediate scoring threat), kill play waive KII
 - If Defense gains possession allow play to continue

Goalie/Crease Situations

- Restart of the four second count
 - Goalie **accidentally** drops the ball during a four second count and regains possession
 - Reset the four second count
 - Use your judgment of the *accident*
 - Goalie intentionally drops the ball during a four second count and regains possession
 - **Turnover**
 - Goalie who had exited crease to avoid 4-Count throws ball into the back of the net/crease area for purpose of new 4-Count then steps in the crease and picks up the ball
 - **Turnover**

Goalie/Crease Situations

- Offensive player A is **legally** pushed/checked into the crease while playing a loose ball
 - Play On only if the Defensive Team has a true or significant advantage to the ball (Ball pushed wide of crease along GLE or up top away from crease area)
 - Immediate whistle otherwise (directly adjacent or in front of crease - avoid waiving an undeserved goal whenever possible)
 - Crease violation defense's ball
- Offensive player A while Team A has possession is pushed into crease
 - **Immediate whistle** – FLAG DOWN for interference (this is simultaneous Foul)

Goalie/Crease Situations

- Goalie equipment is **broken** or **dislodged**
 - Broken equipment is cause for stoppage of play. If there is a scoring opportunity kill the play immediately before a shot – **AP can be used if the ball is loose outside the Crease**
 - Same procedure if the goalie is injured
- Goalie equipment is lost through normal lacrosse play
 - i.e. Goalie inadvertently drops stick or has his stick LEGALLY checked out of his hands
 - Play continues – if goalie continues play he is at risk of a 30 second technical foul

Goalie/Crease Situations

- (Opposing?) Player loses their stick and it enters the crease in front of the goal
 - STOP PLAY
 - Penalize through playing without a stick
 - Award Ball To Defensive Team

Goalie/Crease Situations

- A goal is scored when a loose ball completely breaks the plane established by the rear edges of the goal posts
 - Goalie in possession brings stick back – no goal
 - Player catches the ball in their hand and enters the goal – GOAL (if not 100% sure ball was secured prior to crossing line, otherwise award ball to Offensive Team, IP)

Our Oopsies

- Bad restart
 - Fix it as soon as possible that doesn't interfere with a scoring opportunity – **Kill Play, Start Over**
- Coaches Challenge
 - Head Coach is allowed to challenge a call before the start of the next live ball (**Between 2nd & 3rd whistle**)
 - Request a double horn or call attention/timeout to nearby official
 - Loses timeout/penalized delay of game if wrong – remaining time of a timeout can be used

Restarts

- If the ball goes out of bounds on the end line within the box then a timeout is called (dead ball), the restart occurs **at that spot** inside the box
- If a dead ball violation (Tech Foul) by Team A occurs after the ball went out of bounds on the end line within the box, the restart occurs at that spot inside the box
- When restarting ALL players must be at least five yards away from the player starting with the ball

Restarts

- If there is a flag down at the end of a period and the result of the penalty is an **even situation** a face-off shall start the next period

Note: This is an exception to the "Flag Down Denotes Possession" Rule

Restarts

- In a restart situation when there is a 20 second timer in place before the reset
 - If the defensive team has too many players – wait until the 20 second timer goes off and then throw a flag for delay of game
 - If the offensive team has too many players – wait until the 20 second timer goes off and then turn ball over. **Restart immediately if Team B is ready, and 11th player is leaving field and in no way can or will interfere with play.**
 - If a team has too few players – wait until the 20 second timer goes off and then start play (**be aware of a delayed substitution that gains an advantage for the team starting short-handed**)

Equipment Checks

- Equipment checks can be made
 - When requested by the head coach
 - During any dead ball once per dead ball
- Head Coach's 2nd request and any subsequent requests after that do not result in faulty equipment being found are penalized by
 - Loss of a time out if any are remaining
 - Delay of game technical foul if no timeouts remain

Equipment Checks

- During equipment checks (including official's initiated equipment checks) ALL equipment is always checked. The **worst infraction is penalized** but only one penalty per inspection
- Eye Shields
 - Dark eye shields are **NEVER** allowed
 - Clear eye shields are allowed
 - Clear eye shields with clear glasses are allowed
 - Clear eye shields with **dark glasses** are **NOT** allowed
 - Remember you must always be able to see their eyes

Time Served

- A player serving a penalty comes out early and a goal is scored
 - If the player's penalty was releasable the penalty is released
 - If the player's penalty was non-releasable they serve the remaining time
 - The additional 30 second illegal procedure has been eliminated with the 2015 rule changes
- **Disallowing a goal puts any penalties released back in the box**

Offensive Box

- The 10 second count to advance into the offensive box starts when possession is established on the offensive side of the field
 - If a ball enters the box while loose and the referee signals “play it” **this does not satisfy the 10 second count**. If the ball is kicked back out of the box and scooped up by the offensive team the 10 second count should then start
 - This extends to “Get It In/Keep It In situations” the ball must be possessed to initiate a keep it in

Note: Whenever team that is ahead in final two minutes is in possession and throws the ball into the box and it subsequently rolls out of the box untouched by Team B – **even if verbal “GII/KII” was not given** – it is a turnover. This includes when Team A throws the ball from its defensive half (Gilman Pass)

Unsportsmanlike Conduct

- Releasable

- a. Repeatedly commit the same technical foul
- b. Deliberately fail to return immediately to the field after leaving
- c. As a substitute fail to comply with the rules for entering the field of play

- Non-Releasable

- Playing with someone else's stick, kicking a loose stick and 7.9.2.b throwing stick
- Goal does not count 5.10 sit. C - Distracting goal tender

Random Odd Rules

- Touching the frame of the stop - withholding
- In home in for slash, coach curses - multiple in homes serve (find a second In-Home from attack position – **must be a field player**, not bench)
- TOs charged to the last period (halftime timeouts are charged to first half – **NO back-to-back T.O.s by same team**)
- TV/Visual communication is legal
- **“brush”** is in the rules (5-7) re slashing
- Stick is NOT part of the body when awarding possession on end line shots
- Hand is part of the crosse except for when it comes to lines
- reset of 20/10 counts for play-ons
- Second defensive foul in final 2 minutes ends a flag down



GOOD LUCK IN
2015