

2005-2006 Boys Lacrosse Major Rules Revisions

- 1-9-1-c Revises the color of tooth and mouth protectors and stipulates that they must be of a readily visible color, other than white or clear.

While participating, each player must wear a professionally manufactured (not altered to decrease protection) tooth and mouth protector (intraoral) which shall include an occlusal (protecting and separating the biting surfaces) and a labial (protecting the teeth and supporting structures) portion that covers the posterior teeth with adequate thickness. It is recommended the protector be properly fitted and:

1. Constructed from a model made from an impression of the individual's teeth.
2. Constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself.

Beginning in 2006, the tooth and mouth protector must be of any readily visible color, other than white or clear.

Rationale: This revision brings the tooth and mouth protector rule for boys lacrosse in line with other NFHS rules books and will make the tooth and mouth protectors more easily identifiable for both coaches and game officials.

- 2-1 Revises the procedure for listing players in the official scorebook and stipulates that the lineup listed must be complete and accurate at the start of the game.

Revise paragraph 4 of Rule 2-1 as follows:

In the official scorebook lineups, the players must be listed from top to bottom as "Attack," "Midfield," "Defense" and "Goalkeeper." The first attack player listed is officially the in-home. All players shall be listed by name, position and number in the official scorebook and must be listed before the start of the game

Rationale: This is the only place in the rules book that states that the players are to be listed in the official scorebook. Previously, the rules book was silent as to when the scorebook becomes official, i.e., at the start of the game or before the end of the game.

- 3-1-2 Revised the margin of goals which would initiate a running clock from 10 to 12 goals.

After the first half, any time the score differential reaches 12 goals or more, the clock will only be stopped for a team time-out; official's time-out or an injury time-out. Should the score differential be reduced to less than 12 goals, then normal play will resume. All penalties, both timed and untimed, that occur during a score differential situation will be running time.

Rationale: Teams in developing areas often must travel extensively and the running time at 10 goals limits their playing time and substitutions.

(Over)

- 4-1-1 Revises the pregame coin toss procedure and gives the option to the team winning the coin toss to choose control of the first alternate possession or the goal their team will defend first.

The captains of each team shall be called together at the center of the field by the officials approximately five minutes before game time. A coin shall be tossed by the referee, with a visiting-team representative making the call. The team that wins the toss shall receive choice of goals or control of the first alternate possession. The losing team shall receive the option not selected. Any special ground rules shall be explained as part of the coin-toss procedure.

Rationale: This addition gives the team winning the coin toss an option similar to other NFHS rules codes.

- 4-5-7 Revises the rule that stipulates possession when the ball is in flight at the end of a period.

When a pass is in flight as a period ends during an extra-man situation, the team that threw the pass is ruled to have not been in possession during the flight of the ball, regardless of whether or not the ball is caught by a teammate.

Rationale: This change will make officiating easier and minimize risk as play now stops at the horn.

- 4-7 Stipulates in the rules that, should the ball become stuck in a player's crosse, the ball must be awarded to the opposing team.

If at any point the ball becomes stuck in the front or back of the crosse, there shall be an immediate whistle and the ball shall be awarded to the opposing team.

Rationale: Takes away an unfair advantage and misapplication of Rule 4-7 where alternate possession is being enforced inappropriately.

- 4-9-7 Stipulates that the goal will not be counted if the head comes off the stick on a successful shot.

If the head comes off the stick on a successful shot, the goal must be disallowed and the ball awarded to the defensive team.

Rationale: This change will minimize risk for the goalie who is watching both the ball and stick head flying at him.

4-14 Revises the previous 10-second rule which was difficult for the contest officials to administer, and allows 20 seconds to clear the ball from the defensive area.

Upon gaining possession of the ball inside the defensive half of the field, a team must advance the ball beyond the midfield line within 20 seconds. Failure to do so will result in a turnover, and the ball will be awarded to the opposing team at the spot of the violation or 20 yards laterally from the goal.

Rationale:

1. Improves the game flow and eliminates some tricky calls regarding players “going back” or re-entering the defensive area. This change would allow the defensive team to use the entire field in any manner chosen to clear the ball, but the time constraints both in the defensive and offensive halves of the field keep the game moving.
2. Eliminates defensive stalling, rule 6-11.
3. Easier to officiate on a consistent basis.

4-27-1 Revises the procedure to stipulate that play will be stopped should any required goalie’s equipment become broken during play.

Add as second sentence:

Play must be suspended immediately if the goalie is in the crease and his stick or any other required goalie’s equipment becomes illegal during the course of play.

Rationale: This change will minimize risk for the goalie and other defensive players who might step in the crease to block a shot during the absence of the goalie who is replacing equipment that has been rendered illegal during the course of play.

4-27-3 Stipulates that an injured player must leave the game until the next allowable point of substitution.

Officials will restart play as soon as the injured player has been removed from the field. The injured player must be replaced but can substitute back into the game after play has resumed at the next allowable point of substitution.

Rationale: To prevent abuse of the injury time-out rule.

(Over)

5-11-1 Stipulates that the official has the authority to eject a player for flagrant misconduct without having to wait for a second misconduct penalty. Also stipulates what an ejected player must do after ejection.

A player, substitute, coach, non-playing member of a team or anyone officially connected with the team shall be ejected for:

ART. 1 . . . Deliberately striking or attempting to strike anyone or leave leaving the bench area during an altercation.

ART. 2 . . . Use of tobacco or smokeless tobacco.

ART. 3 . . . Second non-releasable, unsportsmanlike foul.

ART. 4 . . . Any action deemed by the officials to be flagrant misconduct.

PENALTY: Three-minute non-releasable penalty and ejection for the remainder of the game. The ejected player shall be removed from the premises (bench and field area) if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student must be confined to the bench area. In any case, the in-home shall serve the penalty time for that player

Rationale: The option of ejection for flagrant misconduct is often needed to restore order to the game and to prevent further problems when a penalized player returns to the game. These situations can often lead to retaliation and other problems. A stated procedure is also needed to stipulate where an ejected player is to go following ejection.

7-5-2 Stipulates that players serving multiple simultaneous penalties must serve the full time of all non-releasable penalties first. After the non-releasable time has been served, should a goal be scored during the releasable penalty time, the player could return to the game, but not if a goal is scored during the non-releasable penalty time.

Penalty time ends when:

a. The time of the penalty has expired.

b. A goal is scored against a team with players serving releasable penalties

Note: Players serving non-releasable penalties must serve the full time of the penalty.

Rationale: This change is needed to address multiple violations involving both releasable and non-releasable penalties.