

Federation of International Lacrosse (FIL) suggested Rules for Wheelchair Lacrosse

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Rule 1 - The Game, Court and Equipment

SECTION 1 THE GAME

Two teams of eight (8) players each play wheelchair Lacrosse. Two (2) Attackmen; three (3) Midfielders; two (2) Defensemen and one (1) Goalie. The purpose of each team is to score a goal by causing the ball to enter the goal of its opponent and to prevent the other team from securing the ball and scoring. The winning team is the team that has scored the most goals during the game. The ball is kept in play by being carried, thrown or batted with the cross, or rolled in any direction, subject to the restrictions described in the following rules.

SECTION 2 THE COURT

A. For Play on existing courts which is limited in space and has existing floor curbs or walls.

ART. 1 If available, the playing surface shall be generally rectangular with rounded corners, 185 feet in length and about 85 feet in width to accommodate play on existing courts. The court shall be enclosed by a wall, known as the Boards, which may be constructed of wood, plastic or any other material as approved by the FIL. Measured from the surface of the floor, the Boards shall not be more than four feet (4') nor less than three foot-six inches (3' 6") in height. The Boards facing the playing surface shall be uniform in color and free from any obstructions or objects that may cause injury to players.

ART. 2 A bold red line (one foot wide) shall be marked through the center of the court perpendicular to the sideboards. This line shall be known as the Centerline (red line).

ART. 3 Two blue lines one foot wide shall be marked parallel to and not less than 20 feet on each side of the Center line (Red Line) and extend from side boards to side boards. The Blue Lines define the Attack Zone and the Defense Zone for a team.

ART. 4 A point on the center line, equidistant from each side, shall be marked with a dot and shall be designated the Center Faceoff Dot.

ART. 5 A circle 4-inches wide will be marked around - and centered on - the Center Faceoff Dot, not less than 14 feet in diameter and shall be designated the Center Faceoff Circle.

ART. 6 The Team Bench Areas shall be on the same side of the court and shall be physically separated from each other.

ART. 7 Where physically possible, a timer/scorer's area should be located between the Team Bench Areas.

ART. 8 The Penalty Box area shall be provided in front of or beside the timer/scorer's area. (Table area) The Penalty Box areas will be 15 Feet on either side of the Centerline (red line) and may extend 12 Feet onto the court. It must be large enough to accommodate several players at a time and in most cases will be within the substitution area.

ART. 9 Players who are not participating in the game shall be confined to their team's Team Bench Areas or the Substitution Zone, an area that is outlined on the Court with visible lines, cones or tape adjacent to the sideboards in front of the Team Bench Areas.

- a. The Substitution Zone is between the Two Blue Lines directly in front of the Team Bench Area and may extend 12 Feet onto the Court.
- b. The Substitution Zone should accommodate up to 6 players from each team.
- c. Players substituting cannot enter the game until the player coming off enters the Substitution Zone.
- d. Players who are coming off the Court may enter the Substitution Zone at any location.

If a player exits the Substitution Zone onto the court before the player the player being substituted for has entered the Substitution Zone, it will result in an illegal procedure infraction.

ART. 10 If local venue conditions do not allow for strict adherence to the Court Dimensions and Markings set out in this section and if approved by the authorized representatives of the competing teams, alternative Court Dimensions and Markings may be used. Whenever possible, this arrangement should be made in writing before the day of the game.

B. Alternative Substitution Zone, Penalty Area and timers/scorers area (Table Area)

If the facility provides sufficient space and easy access for the players, use the following rules for the Substitution Zone, Penalty Box and Table Area.

ART. 8 The Penalty Box area shall be provided in front of or beside the timer/scorer's area (Table Area). The Penalty Box areas will be 15 Feet on either side of the Center line (Red Line) and from the side line of the Court back for 12 feet, or up to the Table Area. It must be large enough to accommodate several players at a time and in most cases will be within the substitution area.

ART. 9 Players who are not participating in the game shall be confined to their team's Team Bench Areas or the Substitution Zone, if a substitution is imminent

- a. The Substitution Zone is the space between the Two Blue Lines directly in front of the Team Bench Area and from the sideline of the Court back for 12 Feet, or to the front of the Table area. The Table area should be 15 feet back from the sideline (if space allows) and 15 feet on either side of the Center line
- b. The Substitution Zone should accommodate up to 6 players from each team.
- c. Players substituting cannot enter the game until the player coming off enters the Substitution Zone.
- d. Players who are coming off the Court may enter the Substitution Zone at any location.

ART. 10 If local venue conditions do not allow for strict adherence to the Court Dimensions and Markings set out in this section and if approved by the authorized representatives of the competing teams, alternative Court Dimensions and Markings may be used. Whenever possible, this arrangement should be made in writing before the day of the game.

SECTION 3 GOALS AND GOAL LINES

ART. 1 Goals shall form an opening or goalmouth that is 4 feet wide and 4 feet high (inside measurements). Goals shall be constructed of 1½-inch inside diameter metal pipe and shall be orange, if available, or red. All goals shall consist of two vertical posts joined by a rigid top crossbar. These posts shall be 4 feet apart and the top crossbar shall be 4 feet from the court surface.

ART. 2 The home team is responsible for having legal goals. If, before the start of the game, either goal is found to be illegal, a reasonable length of time shall be granted to make it legal. Failure to make the goals legal shall result in a three-minute non-releasable personal foul penalty against the home team.

A line 2 inches wide shall be drawn between the goal posts to indicate the plane of the goal, and it shall be designated the Goal Line. The goals shall be centered between the sideboards and placed so that the Goal Line is no less than 12 feet from the end boards.

Goal creases around the front of each goal shall be a plainly marked circle. The area within the crease may be painted. This circle shall be marked by using the midpoint of the goal line as the center and drawing a circle with a radius of seven feet (7'). The goal-crease area is the circular surface about each goal within and including the goal-crease line itself.

SECTION 4 GOAL NETS

ART. 1 Each goal shall be fitted with cord netting. The net shall be considered part of the goal. The mesh of the net shall not exceed 1½ inch, and the net shall be fastened to the goal posts, crossbar and the floor bar so as to prevent the passage of the ball. Nets shall be adjusted so the ball may pass completely through the imaginary plane of the goal at any place. Goal nets may be of any solid color.

SECTION 5 THE BALL

ART. 1 The ball shall be an indoor, no-bounce lacrosse ball made of solid rubber and can be white, yellow, or orange and meet the current NOCSAE, FIL, NCAA or a recognized safety organization's no-bounce lacrosse ball standards, if any.

ART. 2 Game balls shall be supplied by the home team.

SECTION 6 CROSSE DIMENSIONS

ART. 1 The crosse shall be an overall fixed length of either 40 to 42 inches (short crosse) or 47 to 50 inches (long crosse). The Goalkeepers crosse may be between 40 inches and 50 inches. The circumference of the crosse handle shall be no more than 3½ inches. The head of the crosse at its widest point shall measure between 6 and 10 inches, inside measurement, at the top and the bottom of the wall. There shall be one crosse 10 to 12 inches, inside measurement at its widest point, at the top and bottom of the wall. The required

designated goalkeeper shall use this crosse. The walls of any crosse shall not be more than 2 inches high. There may only be two long crosses in use in play (excluding the goalkeeper crosse) at any time.

ART. 2 A ball stop is not required. The length of the head shall be a minimum of 10 inches from the outside edge of the head to the beginning of the throat of the crosse, regardless of whether a ball stop is used. The goalkeeper's crosse shall have a maximum of 16½ inches measured in the same way. If a ball stop is used, it shall be perpendicular to the handle of the crosse and wide enough to permit the ball to rest loosely on the stop.

ART. 3 All hollow crosse handles made of metal or synthetic material shall have a plastic or wood plug on the end or be adequately taped to prevent injury. A metal handle that does not have a cap-plug on the end shall not be considered illegal; at the next whistle, it shall be removed from the game until corrected.

SECTION 7 CROSSE PROHIBITIONS

ART. 1 No player shall use a crosse that does not meet the specifications of Section 6, Articles 1, 2 & 3.

ART. 2 Furthermore, crosses in which the pocket has sagged to such a depth that it has become difficult for an opponent to dislodge the ball and crosses in which the construction or stringing at the bottom is designed to withhold the ball from play also are prohibited. Additionally, no player may use a crosse that has stringing that retards the normal and free dislodgment of the ball by an opponent. The pocket shall be deemed to have sagged too deeply if the top surface of a lacrosse ball, when placed therein, is below the bottom edge of the sidewall (this prohibition does not apply to the goalkeeper's crosse). A crosse that has been altered in such a way as to give an advantage to an individual is illegal. Any strings or leathers are limited to a hanging length of two (2) inches. Adjustable-length handles are illegal. Handles that have been altered in any fashion other than taping or adding another covering designed to improve the grip are illegal. A broken crosse is considered as no crosse.

SECTION 8 PERSONAL EQUIPMENT

ART. 1 All players are required to wear protective gloves, suitable boots or shoes, Arm pads and a protective helmet equipped with a facemask and a chinstrap, which must be properly fastened on both sides. All players, including the designated goalkeeper, must properly wear an intra-oral tooth and mouth protector (mouth guard).

A mouth guard shall be defined as:

i) A commercial product designed to be molded to the player's teeth and jaw and to cover all teeth of the upper-jaw; or

(ii) A custom molded product produced by a dental professional that covers all teeth of the upper-jaw; or iii) A custom molded intra-oral product produced by a dental professional designed to protect the player from injury.

It is recommended that the mouth guard be highly visible in color: i.e., neither white nor clear.

The fingers may not be cut out of a player's gloves, and the entire finger must be encased within, and must be part of the glove. A player may not play with his fingers outside the glove. A player may cut the palms out of his gloves.

In addition, the designated goalkeeper must wear the goalkeeper mandatory protective equipment: a throat guard, a chest protector and a protective box/cup or appropriate pelvic protection. These shall be standard items of field lacrosse equipment. A protective box/cup or appropriate pelvic protection is recommended for all players.

The designated goalkeeper may wear shin guards (soccer/football style), compression shorts or football pants (American football) that conform to the body. The compression shorts or football pants may be worn with or without pads designed for the pants.

With the exception of the goalkeeper crosse, all equipment worn by a goalkeeper must be constructed solely for the purpose of protection of the player's head and body, and must not include anything that would assist the goalkeeper in stopping the ball. The goalkeeper's uniform, jersey and team shorts/pants shall be worn over the goalkeeper equipment and shall conform to the body such that the jersey and shorts/pants do not assist the goalkeeper in stopping the ball.

Art. 2 The FIL, the sponsoring organization or the Game Officials may allow reasonable accommodations for players who have special needs or players with unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.

Art 3. Each player is required to wear a jersey with a contrasting block or Gothic number centered on the front and the back. The numbers must be clearly visible and of contrasting color from the jersey. The number on the front of the jersey shall be at least 6 inches

(15.24 centimeters) high, and the number on the back shall be at least 8 inches (20.32 centimeters) high. The number on the front and back of a player's jersey shall be the same, and no duplicate numbers shall be permitted on the same team. The number on the jersey shall be one digit or two digits. e.g. 1, 2, 3, ...99. There shall be no number greater than the number 99. Double zero, 01, 02, 03, etc. are not permitted numbers.

All players on the same team must wear uniform shorts of the same dominant team color. Those players on the team who wear sweatpants must wear the same color sweatpants.

Art 4. The visiting team shall notify the home team of the color of the jerseys, which they are going to wear in the game, and the home team must wear jerseys of a contrasting color.

Art 5. No player shall wear or carry equipment, which, in the opinion of the officials, endangers him or other players.

The special equipment worn by the goalkeeper shall not exceed standard equipment so far as shin guards, throat guards and chest protectors are concerned.

No player shall wear hockey goalkeeper gloves.

Any player may wear tracksuit trousers or other long pants but, for a particular team, they must be of the same color, and it is recommended that they be of a different color from those worn by the opponents.

Where members of a team wear leg warmers, thigh warmers or visible compression shorts, their color(s) shall be uniform throughout the team.

A player or substitute must not wear jewelry or ornamentation: this prohibition shall include body-piercings. Exceptions to this shall be a Medical Alert item and/or a religious item.

If worn, such an item must be securely taped to the relevant part of the body, to prevent its becoming entangled with the crosse or equipment of the wearer or another player.

Art. 6 Play must be suspended immediately if a player loses any of the required equipment in a scrimmage area. Otherwise, the official shall delay the sounding of his whistle in the same manner as the slow whistle technique, except that the signal flag is not raised under these circumstances.

SECTION 9 Wheelchair Regulations

ARTICLE 1 - The required specs meeting the FIL lacrosse legal wheelchair requirements will mirror those standards held to the current NWBA (National Wheelchair Basketball Association).

ARTICLE 2 - Seat Height

The height of the seat pan must be no more than 21 inches. Measurement must be made from court surface to the top of the seat rail bar (highest point) with player in the chair.

ARTICLE 3 - Wing or Roll Bar.

The wing or roll bar that projects forward the furthest and is the first point of contact with another wheelchair in head-on contact must be at a height of not more than 5 inches from the court surface.

ARTICLE 4 - Straps and Belts

A strap must be attached firmly and drawn taut to the telescope bar of the footrest platform. This strap shall measure no less than one and one-half inches in width and the bottom of the strap must be attached within six inches of the foot rests. In the case of all players, this strap should be drawn taut so that a foot may not be used as a brake.

ARTICLE 5 - Cushions

- a. Use of a cushion is condoned, being of common understanding that it is for therapeutic reasons specifically. As such, it shall be composed of any therapeutic material as made by popular manufacturers, and shall not exceed four inches at its highest point (thickness).
- b. Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions (above).
- c. Cushions composed of non-therapeutic materials, such as hard (non-pliable) rubber, wood, or other solid composition, shall not be acceptable. In all situations, the decision of the officials shall be final.

ARTICLE 6 –Footrest

The footrest must have rounded or smooth corners. Door bumpers, knobs, projections of folding footrest, or other projection from the body of the footrest, which may readily become entangled in the wheels and/or spokes of another chair, or used to hook and/or hold an opponent, shall not be allowed.

ARTICLE 7 - Chair Padding

Any chair equipped with either a horizontal bar behind the backrest or push handles extending to the rear, must have these areas sufficiently padded so as to prevent injury to another player.

ARTICLE 8 - Anti-Tips

A chair is permitted to have anti-tip casters attached to the underside or rear of the chair. The lowest point of the anti-tip caster cannot exceed 1 inch from the floor nor can any part of the anti-tip caster project from the chair rearward so that it would extend past any part of the rear wheels.

SECTION 10 PROHIBITED EQUIPMENT AND RELATED ITEMS

ART. 1 No player shall participate while wearing illegal equipment. Such equipment shall always include but is not limited to: Jewelry

NOTE: Medical-alert medals are not considered jewelry. The alert shall be taped to the body and may be visible. Religious medals are not considered jewelry. They shall be worn under the uniform and taped to the body.

- a. Any hard substance in its final form (including but not limited to leather, rubber, plastic, plaster or fiberglass) worn on the hand, wrist, forearm or elbow, is prohibited unless it is necessary to protect an injury. If worn, it shall be covered on all exposed surfaces with no less than ½-inch thick, high-density, closed-cell polyurethane or an alternate material of the same minimum thickness and with similar physical properties. The foregoing shall not prohibit normal lacrosse shoulder pads and arm pads.
- b. Electronic Communication equipment of any kind.
- c. Football shoulder pads or football helmets.

ART. 2 Electronic communication equipment, other than an audio tape recorder, including but not limited to computer, film, television and videotape or a type of still or moving pictures, shall not be used for coaching purposes during the game or between periods. Phones and headsets may be used by coaches and other non-players, but not by players.

SECTION 11 EQUIPMENT CERTIFICATION

ART. 1 The pregame equipment certification by the head coach shall act as the team warning. The head coach shall certify to the referee before the game that all players are properly equipped and that all required equipment will be worn properly, including:

- a. Having been informed what equipment is mandatory and what constitutes illegal equipment.
- b. Having been provided the equipment mandated by rule.
- c. Having been instructed to wear and how to wear mandatory equipment during the game.
- d. Having been instructed to notify the coaching staff when equipment becomes illegal through play during the game.
- e. Having had their crosses, uniforms, wheelchairs and all other equipment inspected by the head coach for meeting specifications.

NOTE: "a" thru "e" can be covered by the referee asking the Head Coach: "Coach, are all your players legally equipped by rule?"

Rule 2 - Game Personnel

SECTION 1 NUMBER & DESIGNATION OF PLAYERS

ART. 1 Eight players shall constitute a full team. They shall be designated as follows: Attack, Midfield, Defense, and Goalkeeper. A team shall begin the game with at least 8 players or it forfeits the game.

ART. 2 A team may have a maximum of two players using long crosses (47-50 inches in length), not counting the goalkeeper's crosse, in the game at any time.

ART. 3 If, because of injuries or players out on ejection fouls, a team cannot keep 8 players in the game, that team may continue the game with fewer than 8 players, with onside and stalling rules remaining in effect.

ART. 4 In the official scorebook lineups, the players shall 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 shall be listed before the start of the game. The In-Home shall be a starter in the game.

SECTION 2 PLAYER CLASSIFICATION (PENDING)

ART 1 Definitions

- a. Class I □ Complete motor loss at T□7 or above or comparable disability where there is total loss of motor function originating at or above T-7.
- b. Class II □ Complete motor loss originating at T□8 and descending through and including L□2 where there may be voluntary motor power of hips and thighs. Also included in this class are amputees with bilateral hip disarticulation.
- c. Class III □ All other physical disabilities as related to lower extremity paralysis or paresis originating at or below L□3. All lower extremity amputees are included in this class except those with bilateral hip disarticulation (see Class II).

ART 2 Team Balance

Each classification will be given a numerical value or factor as follows: Class 1: 1 value point; Class II: 2 value points; Class III: 3 value points. At no time in a game shall a team have more than fourteen points (14) on the floor at the same time; this includes seven (7) field players and one (1) goalie.

SECTION 3 CAPTAINS

ART. 1 Each team shall designate a captain, who shall act as that team's sole representative on the court during the game. The captain's privilege does not grant a captain the right to enter into an argument with or criticize any decision of an official. Should the captain leave the court, either the captain or the head coach shall designate to an official the name and number of the replacing captain. If a team is without a designated captain at any time during the

play of the game, an official may designate an acting captain. When a team has co-captains, before the game one of them shall be designated as the official representative of that team on the court.

SECTION 4 COACHES

ART. 1 One of a team's coaches shall be designated the head coach. The head coach shall be responsible for making all decisions for that team not delegated specifically to the team's game captain. Additionally, it shall be the head coach's responsibility to see that players and substitutes are properly equipped to play. Only the head coach will communicate with the officials.

ART. 2 The head coach shall act in a courteous manner and also shall endeavor in every way to achieve the same from players and substitutes. Head coaches also shall be in control of and responsible for the actions of all non-playing members of their squad, and any and all persons officially connected with their school.

ART. 3 Coaches shall assist the officials in keeping the game under control at all times. It shall be their duty, upon the request of an official, to control effectively actions of spectators not in conformity with standards of proper conduct.

SECTION 5 HOME COACH'S RESPONSIBILITY

ART. 1 It shall be the responsibility of the home coach to see that the playing surface is in proper condition for play; that a timekeeper and scorer are on hand with all equipment required by these rules to carry out their respective functions; that balls are provided; and that the assigning authority has received timely, accurate and adequate information so that officials will be on hand for the game.

ART. 2 When a contest is played at a neutral site, one team shall be designated as the home team. The sponsoring authority will assume all the responsibilities of the home team as outlined in the rules.

SECTION 6 GAME OFFICIALS

ART. 1 It is recommended that a minimum of two referees be used to control the game. A third referee may be used. One of the referees shall be designated the Head Referee. Their duties shall be equal in all respects, except that, in the settlement of any dispute, the decision of the Head Referee shall be final. In addition a fourth official, a Chief Bench Official (CBO) may be used.

ART. 2 The recommended uniform for officials shall include: (a) a black-and-white 1 inch vertically striped long or short-sleeved shirt with Byron collar (any undergarments, if visible, should be black); (b) black shorts (minimum 6 inch inseam) or full-length solid black pants; (c) a black belt (1½ - 2 inches in width); (d) black socks; (e) solid black shoes with black laces; (f) Black cap with white piping. The uniform should fit properly and be clean and neat. All officials working the game are to be dressed the same.

ART. 3 Officials shall have the proper equipment; essentials are whistle (2), penalty marker (2), scorecard and pencil, coin, tape measure. The penalty marker shall be a light yellow flag (15 inches x 15 inches). Penalty markers shall not be thrown in the air at any time but shall be raised in the official's hand and held above the head to signify a violation.

SECTION 7 DUTIES OF GAME OFFICIALS

ART. 1 The officials' authority begins when they arrive at the Court and ends when they leave the immediate playing facility. It is recommended that officials be on the court at least 20 minutes before the scheduled starting time.

ART. 2 The officials shall have authority over the play of the game, with control and jurisdiction over the timekeeper, scorer, players, substitutes, coaches and anyone officially connected with either team, and spectators.

ART. 3 An official may suspend the play of the game for any reason deemed necessary for the proper enforcement of the rules or conduct of the game.

ART. 4 The officials shall keep a record of the number of goals scored by each team, the number of the player scoring each goal and the number of team time-outs. They shall check with the official scorer at the end of each period, and the officials' score shall be the official score of the game. Before the game, the name of each official shall be printed by that individual in both teams' score-books.

ART. 5 The officials shall ensure that each team has eight (8) players, including those in the Penalty Box, at the beginning of the game.

ART. 6 When any required player equipment is missing or when illegal equipment is found, correction shall be made before participation. An official's time-out shall be declared to permit prompt repair of equipment, which becomes illegal or defective through use.

ART. 7 At the end of each quarter, the referee shall check and approve the score. When the officials leave the immediate playing facility at the end of the game, the officials' jurisdiction has ended; and the score has been approved.

ART. 8 Jurisdiction includes the periods when the game may be stopped momentarily for any reason.

SECTION 8 CHIEF BENCH OFFICIAL

ART. 1 When assigned by an assigning authority, an official acting as the chief bench official shall have supervision over the timer's table and complete jurisdiction over the timekeeper, penalty timekeepers, scorers, coaches, substitutes and any other persons within the bench areas, the Substitution Zone and the Penalty Box. The CBO shall wear the same uniform and carry the same equipment as the other officials.

ART. 2 The assigned chief bench official also shall be empowered to call the following:

- a. Check the substitution of players going onto and off the court;
- b. Check that each team has the correct number of players and no more than two long sticks on the court;
- c. Assist the officials in checking that each team obeys the offside rule;
- d. Check that no illegal stick exchange occurs;
- e. Check that no illegal actions are carried out by a coach or official member of either squad;
- f. Check that no foul is committed by a player or substitute who is in the act of leaving the court or in the act of entering the court, or who is in the bench area, the Substitution Zone or the penalty box.
 1. If the CBO becomes aware of any of the above six infringements, he shall, depending on the circumstances, either raise a signal flag or blow his whistle, and apply the appropriate penalty.
 2. Exceptionally, where the CBO becomes aware of a player committing an act of flagrant misconduct, then, if the act is away from the current area of play and is unlikely to have been seen by the on-field referees, the CBO shall either raise a signal flag or blow his whistle, as appropriate, and, when a whistle has stopped the play, the CBO shall

inform the referee of what has happened and the CBO shall make the appropriate call.

3. When a team requests a time-out...
 - a. If the request is legal the CBO shall blow his/her whistle; or
 - b) If the request is not legal the CBO shall apply the provisions of rules for Technical Fouls, and if appropriate, the Slow Whistle Technique. Where the CBO sees an on-court situation, which could affect safety, and none of the on-field officials have taken any action, then the CBO shall take the appropriate action.

SECTION 9 TIMEKEEPER

ART. 1 In the absence of a chief bench official, the official timekeeper will assume all timing duties.

ART. 2 The duties of the official timekeeper shall include:

- a. Keep an accurate account of the time of each period; keep an accurate account of penalty time and inform the penalized player(s) when the penalty time has expired. Where there is an accurate visible game clock with an automatic horn, the sounding of that horn will mark the end of each period.
- b. At sites where there is no accurate visible game clock with an automatic horn, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each period. For the fourth period, the timekeeper shall notify the nearest official two minutes and ten seconds before the end of the period and follow the same procedure.
- c. Start and stop the time clock when required under the rules, or when so indicated by an official, and at the end of each period. When available and functioning, an electronic clock shall be the official timepiece.
- d. Keep an accurate record of the time of intermission between halves and notify each team four minutes before the start of the second half.

- e. Sound a horn, which shall be provided by the home team. A horn may be sounded during a dead-ball situation or stoppage of play only. When alleged violations occur, the timekeeper shall wait to sound the horn until play is suspended by the game officials. When alleged violations occur, the timer and scorer shall confirm the status of the ball when the alleged violation took place. The timekeeper will sound the horn twice at the next dead ball when:
 1. A player enters the court from the Penalty Box before being permitted by the rules.
 2. A player not legally in the game enters the court.
 3. A player legally in the game leaves the court and does not make an immediate effort to return.
 4. A player substituting for another deliberately delays his entry onto the court.
 5. A player entering the game as a substitute under the conditions of Rule 4, Section 22 fails to comply with the rules for entering the court.
 6. A head coach requests a count of long crosses.
 7. A head coach requests a stick check.
 8. A player illegally exchanges his crosse.

SECTION 10 SCORER

ART. 1 Unless otherwise designated by the referee or the sponsoring organization, the home-team scorer shall be the official scorer.

ART. 2 The scorer will assume the following duties:

- a. Keep a record of the number of goals scored and assists made by each team, the name and number of the player making the score or the assist, and check the score with the referee at the end of each period.
- b. Keep an accurate record of the number of time-outs taken by each team and notify the nearest official immediately if either team exceeds the number allowed during each half or during a sudden-victory period.

- c. Keep a record of the name and number of each player to whom a penalty is assessed, the type of the violation, the time of the period when the foul occurred and the duration of the penalty.
- d. Notify the nearest official immediately should any player accumulate five minutes of personal foul time.
- e. Notify the timekeeper to sound the horn at any time when, it is the duty of the timekeeper to sound the horn.
- f. Assume full duties of the timekeeper if the timekeeper is on the sideline or otherwise occupied.

Rule 3 - Time Factors

SECTION 1 LENGTH OF GAME

ART. 1 The regulation playing time of a game shall be 80 minutes divided into 4 periods of 20 minutes' duration each. If approved by the authorized representatives of the competing teams, shorter periods or less periods and times adjusted may be played. Whenever possible, this arrangement should be made in writing before the day of the game.

ART. 2 During the last 3 minutes of the fourth quarter, and during any overtime period, the game-clock and, if applicable, the penalty clock(s) shall stop whenever the ball becomes dead, and they shall restart whenever play is restarted.

This shall apply for all stoppages, including the scoring of a goal. Such a stoppage of play shall not be considered to be an official time-out for the purpose of illegal substitution, the gate or the coaches' area, unless an official time-out is specifically requested by a referee or by the CBO.

SECTION 2 INTERVALS

ART. 1 There shall be two-minute intervals between the first and second quarters and three minutes between the third and fourth periods of a game. During these intermissions, all rules governing play of the game remain in force. The intermission between the second and third periods shall be ten minutes, unless another time is mutually agreed upon by the coaches, or sponsoring

organization. The teams may leave the court, and all rules governing play of the game remain in force.

SECTION 3 SUDDEN-VICTORY OVERTIME

ART. 1 In the event of a tie at the end of the regulation game, play shall be continued, after a two-minute intermission, with sudden-victory overtime.

ART. 2 In sudden-victory overtime, the teams shall play periods of four minutes each until a goal is scored. The game ends upon the scoring of the first goal. There will be a two-minute intermission between sudden-victory periods.

SECTION 4 INTERRUPTION OF GAME

ART. 1 If a game is interrupted because of events beyond the control of the responsible authorities, it shall be continued from the point of interruption unless there are governing body or organizing authority rules to cover the situation. Both teams are permitted to make roster changes. By mutual agreement of the opposing coaches and approval of the referee, any period may be shortened or the game terminated.

SECTION 5 FORFEITS/GAME TERMINATION

ART. 1 Officials will have authority to terminate a game in response to flagrant acts of unsportsmanlike behavior including excessively rough play or the encouragement of excessively rough play by coaches, athletes, spectators, or fans. A game termination will be the last resort in ensuring the players' safety and preserving the integrity of the game. If possible, game officials will issue at least one strong warning that the game is in danger of being terminated. However, it is conceivable that games may be terminated on the first instance of a flagrant unsportsmanlike act. Every effort should be taken to avoid game termination, including the enforcement of existing rules for team-conduct penalties, unsportsmanlike-conduct penalties, and ejection fouls. All games terminated by an official will result in a 1-0 victory for the team that is innocent of the terminal offense(s). It is recommended that the game should count in league statistics as a full game, and all goals, assists, saves, and other team statistics should count toward team and league records.

Rule 4 - Play of the Game

SECTION 1 COIN TOSS

ART. 1 The captains of each team shall be called together at the center of the court by the officials approximately five minutes before game time. The referee shall toss a coin, 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.

ART. 2 The referee shall address coaches and captains, prior to the contest, concerning the expectations of good sportsmanship.

SECTION 2 LINEUP

ART. 1 Before the opening faceoff, the referee shall draw up the players in lines facing each other at the center of the court, with their left sides toward the goal they are defending, and explain any special ground rules.

SECTION 3 FACING OFF

ART. 1 Play shall be started at the beginning of each period and after each goal by facing the ball at the Center Faceoff Dot.

EXCEPTIONS:

- a. In the event of an extra-man situation or a flag-down situation at the conclusion of any period, the next period shall be commenced by awarding possession of the ball to the team that had possession of the ball at the conclusion of the prior period in the same relative position on the court. However, if the period ends with no team in possession, except in the previously mentioned flag-down situation, the ball shall be faced with all the normal restrictions.
- b. If a player or team commits a foul before or during any faceoff, the ball will be awarded to the offended team in its offensive side of the court at the Center Faceoff Dot.
- c. If a player at any faceoff delays resumption of play by any action or maneuver, such as backing out, standing up, or other action meant to delay the game after the crosses are placed on the ground, the ball will be awarded to the offended team in its offensive side of the court, at the Center Faceoff Dot.
- d. If a player moves his crosse or any part of his body or wheelchair after "set" is said and thereby gains an advantage, the ball shall be awarded

to the offended team. All previous restrictions behind the defensive-area lines are still in force. This applies to all periods, including sudden-victory periods.

ART. 2 The faceoff is considered to have ended when the ball crosses the blue line or it has gone out of bounds in the center-court area and the officials cannot determine who was responsible. The ball shall be awarded by alternate possession if it has crossed the blue line and goes out of bounds. When the ball goes out of bounds in the center-court area, it shall be re-faced.

ART. 3 The faceoff players shall face their opponent's goal with the right shoulder facing towards the center X. The official shall indicate to both players to assume their respective positions at the same time. On a faceoff, the crosses are held in the air above hip level, head to head, parallel to and above the centerline. Both the head and the shaft must be held along the vertical plane of the Red Line. The crosses will be held back-to-back so that each player's crosse is between the ball and the goal being defended. Players may not back out and reset their positions once the official has initiated the faceoff positioning.

ART. 4 The official shall make certain that the reverse surfaces of the crosses match evenly, and each player shall have both hands on the handle of his own crosse. Both hands of each player shall be to the left of the throat of his crosse. Each player shall be positioned so that his entire body and wheelchair is to the left of the throat of his crosse. When setting the faceoff, the official must be aware of height differences between the faceoff players and position the height of the crosses so that neither player gains an advantage.

ART. 5 The official places the ball between the crosse heads. Once the players facing have assumed their positions, the official shall say, "set." Once this signal is given, both players shall remain motionless (except for their heads) until the official sounds the whistle to start play. The official will sound the whistle promptly after readying the ball for play and stating the word "set." At the sound of the whistle, both players must immediately draw their sticks up and away from one another. The flight of the ball must go higher than the heads of both faceoff players.

SECTION 4 POSITIONING OF OTHER PLAYERS BEFORE A FACEOFF

ART. 1 When a team has all of its players on the court, it shall confine its goalkeeper and two other players behind the defensive blue line, two players behind the offensive blue line and two wing midfielders in the center zone one on each side of the Center Faceoff Dot and outside the Face Off Circle.

ART. 2 When the whistle sounds to start play, the players in the center zone outside the Faceoff Circle shall be released. All other players are confined to their areas until a player of either team has gained possession of the ball, the ball goes out of bounds, the ball crosses either Blue Line or a whistle stops play for a time-serving foul. Players designated in the center zone area and players designated behind the Blue Lines may not interchange positions before possession has been called.

ART. 3 During the faceoff in all penalty situations, there must be three players in the defensive area and two players in the offensive area. Exception: When a team has three players in the Penalty Box, a player may come out of its defensive area to take the faceoff but must remain inside.

SECTION 5 PLAY OF THE BALL DEFINITIONS

ART. 1 Free play - Whenever a player has been awarded the ball for any reason. Under such conditions, no player may take a position closer to him than five yards.

ART. 2 Player possession - A player who can perform any of the normal functions of control, such as carrying, cradling, passing or shooting. The ball must be in a crosse to be "in possession"; a ball resting on, or in, a wheelchair is not "in possession".

ART. 3 Team possession - When a player of that team meets the definition in Article 2 or Article 7 of this rule.

ART. 4 Loose ball - A ball not in the possession of a player.

ART. 5 Pass - Movement of the ball caused by a player in possession throwing or bouncing the ball to a teammate.

ART. 6 Completed pass - When a pass is caught by a teammate.

ART. 7 Ball in flight - A ball in flight from one teammate to another is a ball in possession if the ball is caught by a teammate.

NOTE: When a pass is in flight as the 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 the ball is caught by a teammate.

ART. 8 Clear - An attempt by a team to move the ball from its defensive half of the court to its offensive half.

ART. 9 Shot - A shot is considered a ball propelled toward the goal by an offensive player, either by being thrown from a crosse or otherwise physically directed.

NOTE: A shot or deflected shot remains a shot until the Boards or a player causes the ball to go out of bounds.

SECTION 6

ART. 1 Play shall be suspended at any time when the ball is out of bounds.

ART. 2 Loose ball - When a loose ball touches any netting or loose material that frames the Court, or the ground or any object outside the hard Boards around the Court or passes the plane of the Boards, it is out of bounds, and the following rules apply:

- a. Except on a shot or deflected shot at the goal, the ball shall be awarded at the point where it was declared out of bounds to any player on the team opposing that of the player who last touched the ball, who is ready immediately to make the restart.
- b. Should a ball that has not crossed the Blue Line go directly out of bounds on a face off, it shall be refaced under the following conditions:
 1. It is not known which team caused the ball to go out of bounds.
 2. It is not known who last touched the ball prior to going out of bounds.
- c. When a loose ball goes out of bounds as a result of a shot or deflected shot at the goal, it shall be awarded to the team that had an in-bounds player's body nearest to the ball when it became an out-of-bounds ball, at the point where it was declared out of bounds. If two inbounds players of opposite teams are equidistant from the ball when it goes out of bounds, play shall resume according to the alternate-possession rule. In determining which player is nearest, the ball is considered out of bounds when it crosses the plane of the Boards.

NOTE: For the purpose of this rule, the crosse is not considered a part of a player's body.

ART. 3 The ball will be considered out of bounds if it crosses the plane of the line of the substitution area, or touches any player or a wheelchair that is in or

touching the Substitution Area or the Penalty Box when such zones are being used on the surface of the Court.

SECTION 7 BALL CAUGHT IN CROSSE OR EQUIPMENT

ART. 1 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 awarded to the opposing team.

ART. 2 If the ball is caught in a player's uniform, wheelchair or equipment other than his crosse, play shall be suspended immediately, and the ball shall be awarded according to the alternate-possession rule.

NOTE: Neither situation above applies to a designated goalkeeper if he/she is within his goal crease area at the time the ball becomes stuck. In this case, a defensive player shall be awarded the ball laterally beside the goal near the sideboards.

SECTION 8 GOAL SCORED

ART. 1 A goal is scored when a loose ball (or a ball which becomes loose) passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.

SECTION 9 GOAL NOT COUNTED

ART. 1 Under specified conditions, a goal shall be disallowed when the ball passes through the plane of the goal.

ART. 2 A goal shall be disallowed:

- a. After the horn sounds to indicate the end of a period.
- b. After the period has ended, regardless of whether the official's whistle may have sounded.
- c. When any part of the body or wheelchair of a player of the attacking team is in the goal crease area at the time.
- d. When the attacking team has more than 8 players (including in the Penalty Box) on the court (outside the Substitution Area) at the time.
- e. When the attacking team or both teams are offside at the time.

- f. After one of the officials has sounded the whistle for any reason, even if the sounding of the whistle was inadvertent.
- g. If the head comes off the stick on a successful shot, the goal shall be disallowed and the ball awarded to the defensive team, laterally beside the goal near the sideboards.
- h. When there is a flag down for a foul by the scoring team.
- i. When there is a play on for a foul by the scoring team.
- j. After a player from the attacking team has released early from the Penalty Box.
- k. When the scoring player's crosse is found to be illegal, or if the scoring player adjusts the crosse after the official requests it, after the goal but before the next live ball.
- l. After a player in the act of shooting or his teammate touches the goalkeeper or the goalkeeper's wheelchair in the crease or touches any part of the goal or netting prior to the ball entering the goal.
- m. If an official recognizes a request for a timeout from the team in possession or a foul by that team before the ball breaks the plane of the goal, regardless of whether the official has had time to blow the whistle.
- n. If an attacking player deliberately leaves his wheelchair by propelling or diving and his momentum carries him into the crease area, regardless of where he lands in the crease, before or after the ball enters the goal.

SECTION 10 OFFSIDE

ART. 1 A team is considered offside when it has more than five players in its offensive half of the court (between the Red Line and the end wall) including players in the penalty box area.

ART. 2 A team is considered offside when it has more than six players in its defensive half of the court (between the Red Line and end wall) including players in the penalty box area.

SECTION 11 OFFSIDE ENFORCEMENT

ART. 1 If only one team is offside, a technical foul shall be called against the offending team.

ART. 2 If both teams are offside and one of the teams has possession of the ball, the players shall be placed onside and play resumed with the team in possession of the ball retaining possession.

ART. 3 If both teams are offside and neither team has possession of the ball, the players shall be placed onside, and the ball shall be awarded according to alternate-possession rule.

ART. 4 If the team not in of the ball is offside, the ball shall be awarded to the offended team at the spot where the ball was when play was suspended.

SECTION 12 OFFSIDE, GOAL SCORED

ART. 1 When the attacking team is offside and a goal is scored, the goal shall not count, and the ball shall be awarded to the offended team in its offensive side of the court at the center faceoff. If the defensive team is offside, the goal counts, and no penalty shall be assessed. If both teams are offside, the goal shall not count, and the ball shall be awarded according to the alternate-possession rule.

SECTION 13 BODY CHECKING

ART. 1 Body checking of an opponent in possession of the ball or within three yards of a loose ball, from the front or side above the waist and below the neck, is legal. Body checking includes legal contact with the wheelchairs of two or more players.

SECTION 14 CHECKING WITH CROSSE

Art. 1 Checking an opponent's crosse with his own crosse when that opponent has possession of the ball or is within three yards of a loose ball or when the ball in flight is within three yards of the player, is legal.

SECTION 15 OFFENSIVE SCREENING

ART. 1 Stationary and motionless offensive screening of an opponent is legal.

SECTION 16 GOAL-CREASE PRIVILEGES

ART. 1 The goalkeeper may stop or block the ball in any manner with his crosse, body or chair. The goalkeeper may block the ball or bat it away with his/her hand, but he may not catch the ball with his/her hand. However, if the ball is outside the crease, the goalkeeper may not touch it with his/her hand even if the goalkeeper is within the crease. The goalkeeper or any player of the defending team may receive a pass while in the crease area.

ART. 2 No opposing player shall make contact with the goalkeeper or his/her crosse or wheelchair while the goalkeeper is within the goal-crease area, regardless of whether the goalkeeper has possession or the ball. An attacking player may reach within the crease area to play a loose ball as long as he does not make contact with the goalkeeper or the goalkeeper's crosse or wheelchair.

ART. 3 The crosse of the goalkeeper, not his/her body, when extended outside the cylinder above the crease area, is subject to being checked under the same circumstances as the crosse of any other player, except when the ball is in the crosse.

SECTION 17 GOAL-CREASE PROHIBITIONS

ART. 1 An attacking player may not be in the opponent's goal-crease area at any time.

ART. 2 A defending player, including the goalkeeper, with the ball in his/her possession, may not enter the goal-crease area, nor may he/she remain within the goal-crease area in possession of the ball longer than four seconds.

ART. 3 A player is considered to have entered the goal-crease area when any part of his body or wheelchair touches the goal-crease area.

ART. 4 The goalkeeper is considered to be outside the goal-crease area when no part of his body or wheelchair touches the goal-crease area and part of his/her body or wheelchair is touching an area outside of the goal-crease area.

SECTION 18 BALL OUT OF PLAY IN GOAL-CREASE AREA

ART. 1 If the ball becomes ensnared in the goal netting, the officials shall suspend time, and the ball shall be awarded to a defensive player laterally beside the goal near the sideboards.

SECTION 19 SUBSTITUTION

ART. 1 Substitution may take place without the necessity of waiting for suspension of play by an official.

ART. 2 One player at a time may enter the court from the Substitution Zone under the following conditions:

- a. The player shall be equipped and ready to play.
- b. The player leaving the court shall exit via the Substitution Zone.
- c. The substitute shall wait until such player is off the court, and the substitute shall not delay his entry onto the court.
- d. The substitute shall always yield his position in the Substitution Zone to any player exiting the court.
- e. Substitution may take place while play is suspended, except when equipment violations occur.

Art. 3 Except for the player in violation or player with blood on his/her uniform, skin or personal equipment, there may be no substitution when play is suspended as a result of an equipment (e.g., chin strap, mouthpiece) violation.

SECTION 20 RESTARTS WHERE REGULAR SUBSTITUTION IS PROHIBITED

ART. 1 Once the referee has signaled the ball ready for play, the official shall resume play within five seconds. Play may be resumed immediately after the ball is signaled ready for play if a player of the team awarded the ball is outside the attack zone and officials are in position to officiate the restart. (See Rule 4, Section 6 Article 2a) If the ball was in the Attack Zone when play was suspended, it shall be restarted outside the Attack Zone nearest to the spot of the ball at the time of the whistle.

ART. 2 Any violation that occurs while the ball is in the attack zone will result in the ball being awarded to the offended team outside the attack zone.

ART. 3 The goalkeeper shall be given a maximum of five seconds to re-enter the crease on any restart.

SECTION 21 CHANGE OF GOALS

ART. 1 At the conclusion of each period, the teams shall change goals, except for the first sudden-victory period.

SECTION 22 OFFICIAL'S TIME-OUTS

ART. 1 An official may suspend play at his/her discretion. If a player loses any of the required personal equipment in a scrimmage area or a player is apparently injured, play shall be suspended immediately. If the official discovers a player who is apparently bleeding, has an open wound, or has any blood on his/her uniform, such player shall be considered an injured player.

ART. 2 The official shall delay the sounding of the whistle:

- a. When the attacking team is in possession of the ball in the goal half of the court, until the play is completed.
- b. When the ball is not in the possession of either team, until possession is secured and the play is completed.

ART. 3 Officials will restart play as soon as the injured player has been removed from the court. The injured player shall be replaced but can substitute back into the game after play has resumed at the next allowable point of substitution.

ART. 4 During an injury time-out, teams are permitted to go to the team bench areas to talk to their coaches. Free substitution is permitted.

ART. 5 Play shall be suspended immediately if the goalie's stick or any other required goalie's equipment becomes broken.

ART. 6 In the event of harsh weather conditions at an outdoor court, officials may call for additional time-outs during a dead ball. These time-outs will not be charged to either team.

ART. 7 The signal flag is not raised for an official's time-out.

ART. 8 If an official determines that a player may be injured and needs to be evaluated by an appropriate health-care professional, the player may not return to the game until the player has been evaluated by an appropriate health-care professional. Any apparently unconscious player or player exhibiting signs or symptoms of a concussion as determined by the game officials must leave the game and may not return to play in the game without written authorization from an appropriate health-care professional.

SECTION 23 TEAM TIME-OUTS

ART. 1 When the ball is dead, only a member of either team who is on the court or a team's head coach may request an official time-out.

ART. 2 During play, team time-outs may be called from anywhere on the court only by a member of a team in possession or by that team's head coach.

ART. 3 During time-outs and between periods (except for half time), coaches shall remain in their respective Team Bench areas.

ART. 4 A team shall be limited to four nonconsecutive team time-outs per game, with no more than two to be taken in any half, and one per sudden-victory period.

ART. 5 Each team time-out may not exceed two minutes.

ART. 6 If a team has requested a team time-out and is ready to play in less than 20 seconds, the official will so inform the opponents, and both teams shall then be ready to play in 20 seconds.

ART. 7 Any suspension of play because of an apparently injured player, whether called by an official, coach or captain, shall not be charged as a time-out if such player is removed from the court as soon as possible. This time-out is an official's time-out. A substitute for the apparently injured player shall report immediately.

SECTION 24 RESTARTS FOLLOWING A TIME-OUT

ART. 1 Restarts following a time-out shall be nearest the spot where the ball was at the time the whistle was blown. If the ball was in the Attack Zone when play was suspended, it shall be restarted outside the Attack Zone nearest to the spot of the ball at the time of the whistle.

SECTION 25 ILLEGAL EQUIPMENT - REQUEST FOR OFFICIAL'S INSPECTION

ART. 1 Any player is subject to having his equipment inspected by an official upon request. Once the game has commenced, a head coach may request the inspection of the equipment of any player on the opposing team without incurring a penalty (i.e., a "free" check). A head coach's request for an equipment inspection shall refer to a specific player and shall occur during a dead-ball situation. The following procedures apply to the inspection of a player's equipment upon the request of a head coach:

- a. Only one player's equipment may be inspected per request. All aspects of the equipment construction and dimensions will be considered.

- b. If a head coach makes a second or subsequent request, and all equipment is found to be legal, that head coach's team will be penalized as provided for in Rule 6, Section 5, Article 2q, assuming no violations were found in a previous request.

ART. 2 Each half, officials shall conduct at least one random inspection of a player's equipment per team. These inspections shall take place in dead-ball situations. Players in violation will be penalized the same as if the equipment inspection were requested by the opposing head coach. The following procedures apply:

- a. Officials shall select players whom they suspect may be using illegal equipment, who are involved in the scoring or who frequently are involved in ball-handling situations.
- b. A player need not be on the court in order to have his equipment inspected.
- c. Players or coaches may not attempt to influence the officials' decision to which player's equipment shall be inspected.
- d. The official shall inspect all of the players' required equipment when asked to inspect his crosse or any other specific piece.

NOTE: The officials are not required to inspect the wearing of a protective box/cup or similar protective equipment, and may rely on the coach's certification and/or a player's statement regarding satisfaction of this requirement

ART. 4 A crosse found to be illegal shall be penalized according to Rule 5, Section 5. Any other equipment found to be illegal shall be penalized according to Rule 5, Section 6.

SECTION 26 ILLEGAL NUMBER OF LONG CROSSES - REQUEST FOR A COUNT

ART. 1 A head coach may request a count of the number of long crosses any time during the contest. The head coach may request a double horn at the next dead-ball whistle so that a count may be taken once play has been suspended. If a head coach makes a second or subsequent request and the correct number of long crosses are in the game, that team will be penalized as provided for in Rule 6, Section 5, Article 2r, assuming no violations were found in the previous request.

SECTION 27 SUDDEN-VICTORY OVERTIME PLAY

ART. 1 In the event of a tie at the end of the regulation game, a coin shall be flipped by the referee, with the captain who wins the toss selecting the goal his/her team wishes to defend. Play shall be continued after an intermission of two minutes.

ART. 2 All sudden-victory overtime periods shall be started with a faceoff. (See Rule 4, Section 3 for special situations.) Play will proceed for a four-minute period or until a goal is scored. At the end of the four-minute period, there will be a two-minute intermission, and the teams shall change goals. Four-minute periods shall be continued in this manner until a goal is scored. Each team is entitled to one team time-out and one Situational Substitution time-out per sudden-victory period.

SECTION 28 ALTERNATE POSSESSION

ART. 1 When the officials cannot determine which team should be awarded the ball, possession shall alternate. The referee shall keep track of the alternating possessions.

Rule 5 -Personal and Ejection

SECTION 1 PERSONAL FOULS

ART.1 Personal fouls are those of a serious nature: illegal body checking, slashing, cross checking, tripping, unnecessary roughness, unsportsmanlike conduct and the use of an illegal crosse. All personal fouls are non-releasable

PENALTY: The penalty for a persona foul shall be suspension from the game of the offending player for one, two or three minutes, depending on the official's judgment of the severity and perceived intent of the personal foul. The ball shall normally be given to the team fouled.

SECTION 2 CROSSCHECK

ART.1 A player may not check his opponent with his crosse in a crosscheck position. That is, a check with that part of the handle of the crosse that is between the player's hands, either by thrusting away from the body or by holding it extended from the body.

SECTION 3 ILLEGAL BODY CHECK

ART. 1 Body checking of an opponent who is not in possession of the ball or within three yards of a loose ball.

ART. 2 Avoidable body check of an opponent after he has passed or shot the ball.

ART. 3 Body checking of an opponent from the rear or behind the axle.

ART. 4 Body checking of an opponent by a player, in which contact is made above the shoulders of the opponent. To be legal, such a body check shall be below the neck, and both hands of the player applying the body check shall remain in contact with his crosse. If a player who is about to be body checked turns his back in such a manner to make what started to be a legal check appear illegal, no foul is committed by the player applying the body check. The initial contact shall determine whether a body check is legal.

ART. 5 Body checking of an opponent who has any part of his body on the surface of the Court.

ART. 6 Blocking of an opponent with the head or initiating contact with the head (spearing).

ART. 7. Body checking of an opponent who is bent over or who has lost their balance.

ART. 8 Body checking of an opponent by blocking, pushing, driving or otherwise propelling a player into the boards ("Boarding")

ART. 9 A body check that targets a player in a defenseless position. This includes but is not limited to: (i) body checking a player from his "blind side"; (ii) body checking a player who has his head down in an attempt to play a loose ball; and (iii) body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check.

SECTION 4 CHECKS INVOLVING THE HEAD/NECK

ART. 1 A player shall not initiate contact to an opponent's head or neck with a crosscheck, or with any part of his/her body (head, elbow, shoulder, etc.). Any follow through that contacts the head or neck shall also be considered a violation of this rule.

ART. 2 A player shall not initiate an excessive, violent, or uncontrolled slash to the head/neck.

ART. 3 A player, including an offensive player in possession of the ball, shall not block an opponent with the head or initiate contact with the head (known as spearing).

PENALTY: One Two- or three-minute foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.

SECTION 5 ILLEGAL CROSSE

ART. 1 A player may not use a crosse that does not conform to required specifications. Use of an illegal crosse, except a deep pocket or too long hanging strings, carries a three-minute penalty. A player using a crosse found illegal because it was altered to gain an advantage will receive a three-minute non-releasable penalty, and the illegal crosse will remain in the table area for the remainder of the game. Every crosse on a team is subject to inspection, and the crosse need not have been in the game to be inspected.

Art.2 If a player whose stick is to be the subject of a legally requested stick-check or a teammate or any member of the players squad, coach or anyone officially connected with the team touches the head or the stringing of the stick or carries out any action which is an attempt to circumvent the stick-check or an attempt to alter the result of the stick-check, prior to the stick check's being carried out, then each of those involved shall be given a 3-minute penalty.

Art 3. A crosse found illegal due to a deep pocket, for the offence by a player, shall be a technical foul and the crosse must be removed from the game. It may be adjusted and used later in the game.

Art 4. If a crosse is illegal due to hanging strings longer than 2 inches it shall be, for the first offence by that player, be a technical foul and the crosse removed from the game. It may be adjusted and used later in the game.

SECTION 6 USE OF ILLEGAL EQUIPMENT

ART.1 A player may not use equipment that does not conform to specifications. The fingers and palms may not be cut out of the gloves, nor may the gloves be altered in a way that compromises their protective features. Use of illegal equipment other than the crosse is a non-releasable foul.

SECTION 7 SLASHING

ART. 1 Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon, regardless of whether the opponent's crosse or body is struck.

ART. 2 Striking an opponent in an attempt to dislodge the ball from his crosse, unless the player in possession, in an attempt to protect his crosses, uses some part of his body other than his head or neck to ward off the thrust of the defensive player's crosse and, as a result, the defensive player's crosse strikes some part of the attacking player's body other than his head or neck.

ART. 3 Striking an opponent in any part of the body, or on the face, neck, chest, back, shoulders, legs, groin or on the head with the crosse (including its butt end), except when done by a player in the act of passing, shooting or attempting to scoop the ball. In all situations, the player's gloved hand shall be considered part of the crosse, except when in contact with the Boards or a line marking.

Art. 4 For the purpose of this rule mere contact is not a strike; the strike must be a blow, not just contact.

SECTION 8 TRIPPING

ART.1 A player may not trip an opponent with any part of his body or crosse. Tripping is obstructing an opponent at or below the waist with the crosse, hands, arms or wheelchair, and shall include placing or causing the crosse to be inserted into the spokes of the wheel or the frame of the wheelchair with the purpose of hindering progress or gaining a situational advantage. When a player legally checks the crosse of an opponent and the result is to cause the opponent to trip over his own crosse or wheelchair, no foul is committed. Similarly, if an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.

SECTION 9 UNNECESSARY ROUGHNESS

ART. 1 An excessively violent infraction of the rules against holding and pushing.

ART. 2 Deliberate and excessively violent contact made by a defensive player against an offensive player who has established a screening position.

ART. 3 Any avoidable act on the part of a player that is deliberate and excessively violent, whether it is with the body or crosse. This may include a legal body check.

ART. 4 A check delivered with the gloved hand or hands may not be delivered with a punching blow.

SECTION 10 UNSPORTSMANLIKE CONDUCT

ART. 1 No player, substitute, non-playing member of a squad, coach or anyone officially connected with a competing team shall:

- a. Enter into an argument with an official as to any decision that has been made or in any way attempt to influence the decision of an official.
- b. Use threatening, profane or obscene language or gestures at any time during the game.
- c. Bait or call undue attention to oneself, or any other act considered unsportsmanlike by the officials.
- d. Repeatedly commit the same technical foul.
- e. Deliberately use the hand or fingers to play the ball or interfere with the opponent's crosse at the face-off.
- f. As a substitute, deliberately fail to comply with the rules for -entering the field of play

ART. 2 Where an unsportsmanlike conduct penalty has been inflicted, and the penalized person continues to act in an unsportsmanlike manner, the referees have the right to banish him from the bench, field, and/or spectator area.

SECTION 11 FOULING OUT

ART.1 Any player who accumulates five minutes of personal foul time shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to reenter had he not fouled out.

SECTION 12 EJECTION

ART. 1 A player, substitute, coach, nonplaying member of a team or anyone officially connected with the team shall be ejected for:

- a. Deliberately striking or attempting to strike anyone with the hand, ball, stick, or otherwise, or leaving the substitution zone or bench area during an altercation.
- b. Use of tobacco or smokeless tobacco.

- c. Any action deemed by the officials to be flagrant misconduct.
- d. Refusal to accept the authority of the officials, or the use of threatening, foul or abusive language or gestures.

NOTE: The FIL disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender, national origin or disability.

PENALTY: Three-minute penalty and ejection for the remainder of the game. The ejected player, substitute, coach, nonplaying member of a team or anyone officially connected with the team shall be removed from the premises (bench and court area). The Referee-in-Chief or if no Referee –in-Chief, the Head Referee shall report the incident to the organizing body and advise whether the Referee- in – Chief or the head Referee considers that the expulsion is sufficient punishment or whether it is considered that further action needs to be taken. The incident shall then be dealt with by the governing body or organizing authority.

Rule 6 - Technical Fouls

SECTION 1 TECHINCAL FOULS

ART.1 Technical fouls are those of a less serious nature than personal fouls and include all violations of the rules of the game except those specifically listed as personal or ejection fouls.

PENALTY: The penalty for a technical foul shall be either a 30-second suspension of the offending player from the game (if the team fouled had possession of the ball at the lime the foul was committed) or simply the awarding of the ball to the team fouled (if the team fouled did not have possession of the ball at the time the foul was committed). Technical Fouls are releasable.

SECTION 2 CREASE VIOLATIONS/GOALKEEPER INTERFERENCE

ART. 1 When the defensive team has possession of the ball, infringements of the rules involving the crease shall be penalized as follows (rather than under the general rules for technical fouls):

- a. Any crease violation or interference with the goalkeeper of a technical nature while the ball is in possession of the defensive team outside of the crease shall result in a slow-whistle, flag-down situation.
- b. Any crease violation or interference with the goalkeeper while he/she and the ball are in the crease, whether or not he/she has possession of the ball, shall be a play-on. If the goalkeeper has possession and fails to move the ball out of the crease or successfully complete an outlet pass, the ball is awarded to the goalkeeper's team in its offensive side of the court at the Center Faceoff Dot. If the ball is loose in the crease and the goalkeeper gains possession, the play-on is over.

SECTION 3 HOLDING

ART. 1 A player shall not impede the movement of an opponent using his wheelchair or by grabbing any portion of an opponent's chair or his crosse.

ART. 2 A player may not:

- a. Use the portion of the handle that is between his/her hands to hold an opponent or an opponent's wheelchair.
- b. Roll his/her wheelchair onto the crosse of an opponent.
- c. Hold an opponent or an opponent's wheelchair with his/her crosse.
- d. Hold or pin an opponent's crosse against the body of the opponent with his/her crosse.
- e. Hold an opponent or an opponent's wheelchair with his free hand that is off the crosse.
- f. Use his wheelchair to hold an opponent's wheelchair in a stationary position.
- g. Place his/her stick into the spokes of an opponent's wheel or into the opponent's wheelchair frame with the purpose of holding or gaining a positional advantage.
- h. Use the stick against the body or wheelchair of an opponent to "leverage" the player to turn into a play or to gain a positional advantage.

ART. 3 Holding is permitted under the following conditions:

- a. An opponent with possession of the ball or within 3 yards of a loose ball may be held from the front or side.
- b. An opponent in possession of the ball may be played with a hold check from the rear if the hold exerts no more than equal pressure. For (a) and (b), a hold check shall be done with closed hand, shoulder or forearm; and both hands shall be on the crosse.
- c. A player may hold the crosse of an opponent with the crosse when that opponent has possession of the ball.
- d. A player within 3 yards of a loose ball may hold the crosse of the opponent with his/her own crosse.

SECTION 4 ILLEGAL OFFENSIVE SCREENING

ART.1 No offensive player shall move into and make contact with a defensive player with the purpose of blocking a defensive player from the player he/her is playing, nor shall the offensive player hold his/her crosse rigid or extend the crosse rigid to impede the normal movements of the defensive man. If contact is made between offensive and defensive players as a result of the offensive player's setting a screen, the offensive player shall be stationary before the contact occurs.

SECTION 5 ILLEGAL PROCEDURE

ART. 1 Any action on the part of players or substitutes of a technical nature that is not in conformity with the rules and regulations governing the play of the game shall be termed illegal procedure.

ART. 2 The following are examples of illegal procedure:

- a. Touching the ball - A player shall not touch the ball with his hands while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease.
- b. Illegal actions with crosse - A player shall not:
 - 1. Throw his crosse under any circumstances.
 - 2. Take part in the play of the game in any manner without his crosse.

- a) Should a player lose his crosse in any legal way, so that repossession of the crosse would cause him to violate a rule, an official shall employ the slow whistle.
- b) Should the crosse be in the crease so as to possibly interfere with the goalkeeper's play of an attempted shot at the goal, play shall be suspended immediately.
- c. Crosse in face of opponent - A player shall not push at, thrust or flick his crosse in the face of an opponent.
- d. Avoidable lateness of team - When a team fails to appear on the court ready to play at the appointed time for the start of a contest, and this tardiness is avoidable.
- e. Entering the game from the Penalty Box before authorized to do so by the timekeeper. The player shall be returned to the Penalty Box to serve his remaining time, plus 30 seconds. If the ball is loose or in possession of the player's own team, it shall be awarded to the opposing team and the player leaving the Penalty Box early does not have to serve an additional 30 seconds. In the event that the opponent scores a goal, the unexpired penalty time is nullified, but the player still shall serve 30 seconds for illegal entry into the game.
- f. Delaying the game - When it is a team delay, the penalty shall be assigned to the in-home. Delaying the game shall be the consuming of more than 20 seconds:
 - 1. At the start of the game or a period, 20 seconds to begin when the official blows the whistle to summon the players to position 20 seconds before the official game time, or after one minute and 40 seconds have elapsed between the first and second or third and fourth periods, or after nine minutes and 40 seconds have elapsed between the second and third periods.
 - 2. After the expiration of a time-out, 20 seconds to begin when the official blows the whistle to summon the players to position after one minute and 40 seconds of a team's charged time-out; or after an injured player has been removed from the game, or whenever play is ready to be resumed after an official's suspension of play.

3. After a goal has been scored, 20 seconds to begin when the official at the centerline has possession of the ball.
4. For adjusting of equipment, 20 seconds to begin when the adjusting of equipment begins.
- g. Participation in the play of the game by a player out of bounds, in any on-court Substitution Zone or Penalty Box, or by any player with any part of his/her body other than his gloved hand(s) touching the surface of the Court.
- h. Any player not in his/her restraining area at the time the whistle is blown to start play at the time of a faceoff.
- i. Failure to remain 5 yards from a player having a free play.
- j. Any violation of the rules for substituting players.
- k. Any violation of the rules relating to the goal-crease area. Repeated violations shall be penalized as unsportsmanlike conduct.
- l. Any violation of the rules for time-outs.
- m. Having more than 8 players in the game at any time, including a player or players in the Penalty Box.
- n. Violation of the rules on positioning for a faceoff.

PENALTY: Award the ball to the offended team in its offensive side of the field, at the Center Faceoff Dot. (See Rule 7, Section 3)

- o. Any head coach making more than one request for the counting of any crosses or inspecting of any opponent's equipment for legality does so at the risk of a charged time-out, or a technical foul if no time-outs remain, if no violations are found.
- p. Having more than two (2) long crosses in the game. (excluding the goalkeeper' crosse)
- q. Failure of the player in possession of the ball to place the ball directly on the court or hand it to the nearest official on a change of possession. An example is if the player rolls the ball away or creates a delay or disadvantage to the team being awarded the ball.
- r. Failure to provide an acceptable horn.

- s. Failure to have a properly equipped designated goalkeeper on the court of play.

ART. 3 All players shall be properly attired in legal uniforms prior to the beginning of the contest. Violation of the uniform requirements (e.g., jerseys, compression shorts, etc.) is considered illegal procedure. If a team player cannot correct uniform violations prior to the start of the contest, a technical foul is assessed and the ball is awarded to the opposing team in its offensive half of the court at the Center Faceoff Dot at the start of the game.

SECTION 6 CONDUCT FOUL

ART. 1 A coach shall not enter the court without the permission of an official, except to attend to an injured or unseated player, to warm up a goalkeeper, or during half time.

ART. 2 A player, coach, athletic trainer or other person officially connected with a team shall not:

- a. Use artificial aids (i.e., electronic devices, megaphones) in communicating with players on the court.
- b. Leave the bench area and/or coaches' area on his/her side of the court.
- c. Players shall be within the confines of the bench area while the clock is running and the ball is in play, except when reporting to the Substitution Zone for special substitution or to the Penalty Box for serving penalty time. A coach or player may leave the bench/coaches area while play is suspended and enter the table area for the sole and distinct purpose of seeking information from the timer, scorekeeper or chief bench official.
- d. Object to an official's decision by arguing or gesturing. This includes the timekeeper and scorekeeper.

SECTION 7 INTERFERENCE

ART. 1 A player shall not interfere in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within 3 yards of the players, or both players are within 3 yards of a loose ball.

SECTION 8 OFFSIDE

ART. 1 Any violation of the offside rule is a technical foul.

SECTION 9 PUSHING

ART. 1 A player shall not thrust or shove an opponent from the rear with the arms or the wheelchair. A push is exerting pressure after contact is made and is not a violent blow. Pushing is permitted from the front or side when an opponent has possession of the ball or is within 3 yards of a loose ball. In this case, pushing shall be done with closed hand, shoulder or forearm, and both hands shall be on the crosse.

SECTION 10 STALLING

ART. 1 It shall be the responsibility of the team in possession to attack the goal. A team in possession of the ball in their Attack Zone cannot be penalized for stalling.

ART. 2 A team in possession of the ball may be warned to "get it in/keep it in." This warning shall be made when, in the judgment of the officials, that team is keeping the ball from play by not attacking the goal. A visual 10-second count will start when warning the team to "get it in". If the offensive team has the ball in the Attack Zone, the defensive team must attempt to play the ball within the Attack Zone in order for a stalling warning to be issued against the offensive team. The stalling warning remains in effect until a goal is scored, the defensive team gains possession of the ball or the period ends resulting in a faceoff. After the team has been warned, stalling shall be called if the ball leaves the Attack Zone in any manner other than as a result of a shot on goal or a touch by the defensive team.

ART. 3 During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead. When the score is tied, neither team is forced to keep the ball in the Attack Zone unless warned to "keep it in".

SECTION 11 WARDING OFF

ART. 1 A player in possession of the ball shall not use his/her free hand or arm or any other part of his/her body to hold, push or control the direction of the movement of the crosse, body or wheelchair of the player applying the check. A player in possession of the ball may protect his/her crosse with his/her hand, arm or other part of his/her body when his opponent makes a play to check his crosse.

SECTION 12 WITHHOLDING BALL FROM PLAY

ART. 1 When a loose ball is on the ground, a player shall not allow his/her wheelchair to remain on top of the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up more or less with one continuous motion, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.

Rule 7 – Penalty Enforcement

SECTION 1 PROCEDURE

ART. 1 A player who has committed a violation of the rules and must serve penalty time shall:

- a. Leave the court at once.
- b. Report immediately to the Penalty Box and remain in the Penalty Box until informed by the timekeeper that he may re-enter the game.
- c. Player serving penalty time shall remain entirely within the marked boundary of the on-Court penalty Box.
- d. If the goalkeeper is penalized or injured, the official will allow a full one--minute delay for replacing the goalie on the court beginning with his warm-up.
- e. The replacing player must wear the goalkeeper's mandatory protective equipment and a goalkeeper's crosse. A reasonable time shall be allowed if such equipment must be put on.
- f. Alternatively the sponsoring organization or the coaches may agree to use a "Nominated Defender Rule."
 - (i) This rule may not be used if both teams have two goalkeepers dressed.
 - (ii) If one team has only one dressed goalkeeper then the team which does have two dressed goalkeepers has the option of using a nominated defender.

(iii) If the Nominated Defender Rule to be used, before the game the head coach of each team shall nominate a starting long stick defensive player to serve penalties timeserving penalties of the goalkeeper.

(iv) The Nominate Defender Rule shall not apply if the penalty(s) the goalkeeper commits is an expulsion foul, or if the penalty causes the goalkeeper to “foul out.

(v) If the nominated defender is not on the court to serve the suspension, the suspension shall be served by another long stick defender, who was on the court when the goalkeeper committed his/her foul(s)

SECTION 2 PENALTY TIME

ART. 1 The following rules shall apply in determining the beginning and ending of penalty time:

- a. Penalty time means the time the penalized player is off the court and in the Penalty Box while the game is being played. Thus Penalty time begin when the penalized player is in the Penalty Box and the play is resumed after the calling of the penalty, whichever is the later.
- b. Penalty time ends when the time of the penalty has expired, except if a goal is scored against a team having one or more players serving penalty time. If a goal is scored against the team serving penalty time:
 1. All releasable penalties will end for that team.
 2. All non-releasable penalties remain in place until the full time is served.
- c. A player receiving a penalty for a period of time in excess of that remaining in any period shall remain out of the game in the subsequent period (including sudden-victory periods) until the full length of his penalty time has expired, except as described in Rule 7, Section 2, Article 1b.
- d. For the purpose of determining when a player or players may be released from a penalty, for all time-serving penalties called on players of opposing teams from the time the flag is raised or the whistle sounds stopping play (whichever occurs first), until the sounding of the whistle resuming play, (unless the penalties are separated by a goal or by the end of a period) the lesser amount of penalty time shall be treated as non-releasable. When two or more players from opposing teams are sent out of the game,

and the penalty time for each player is the same, the players shall not be released from the Penalty Box until their full penalty time has been served. If the penalty time of a player(s) on one team is longer than the penalty time of a player(s) on the other team, then no one shall be released from the Penalty Box until the shorter penalty time has elapsed. At that time, the player(s) with the shorter penalty time shall be released from the Penalty Box. The other player(s) shall remain until such time as his penalty time has elapsed, or his team has been scored upon.

- e. Players serving multiple simultaneous penalties shall 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.

SECTION 3 RESUMING PLAY AFTER PENALTY

ART. 1 When a penalty occurs and the ball is in the offended team's offensive half of the court, the ball shall be put in play by the team awarded the ball, at the spot where the ball was when play was suspended. If the ball was in the Attack Zone when play was suspended, it shall be restarted outside the Attack Zone nearest to the spot of the ball at the time of the whistle.

ART. 2 When a penalty occurs and the ball is in the offended team's defensive half of the court and a penalty is to be served, the ball shall be awarded to any player of the offended team in its offensive side of the court at the Center Faceoff Dot. When no penalty time is to be served, the ball will be put in play at the spot the ball was when the whistle blew. If the ball was in the Attack Zone when play was suspended it shall be restarted outside the Attack Zone nearest to the spot of the ball at the time of the whistle.

EXCEPTION: For live-ball simultaneous fouls where time is to be served by each team, the ball will be put in play at the spot where the ball was when the whistle blew, except that the ball must be outside of the attack zone. For any violations of the rules on positioning for a faceoff, the ball will be awarded to the offended team in its offensive side of the court, at the Center Faceoff Dot.

SECTION 4 TEAM PENALTIES

ART. 1 If a penalty is called against a team when no definite player is involved or when the penalty is against someone other than a player in the game, the official shall select the in-home and assess the penalty time.

ART. 2 When the person committing the foul is a substitute, the foul shall be assessed against him/her insofar as the record is concerned and he/she only may reenter the game subject to the same restrictions he/she would be under if he/she were a legal player on the court at the time the foul was committed.

ART. 3 If multiple fouls of this type occur, the referee shall assess the penalty time against an additional attack player who shall be the one whose name appears closest to that of the in-home in the official scorer's scorebook.

SECTION 5 DEAD-BALL FOULS

ART. 1 Dead-ball fouls are enforced in the sequence in which they occur. If penalty time is to be served by both teams, releasability is in accordance with Rule 7, Section 2, Article 1d. Fouls occurring at the same time during a dead ball (when sequence cannot be determined) shall be considered simultaneous.

SECTION 6 SIMULTANEOUS FOULS

ART. 1 Simultaneous fouls are fouls called on players of opposing teams during a live ball or a dead ball when sequence cannot be determined.

ART. 2 During a slow whistle or play-on, any foul committed by the team in possession (or entitled to possession) shall result in an immediate whistle.

ART. 3 Penalty time:

- a. If there is no play-on or flag down in effect and if all fouls are technical, the fouls cancel.
- b. If the team in possession (or entitled to possession) commits:
 1. Only technical fouls, no penalty time will be served by that team.
 2. Any personal foul, all players involved will serve penalty time.

ART. 4 Award the ball:

- a. When penalty time is awarded and one team incurs less total penalty time than its opponent, that team shall be awarded the ball.
- b. When penalty times are equal or all fouls cancel:

1. If a team has possession or is entitled to possession at the time of the flag or whistle, that team shall retain possession.
2. If neither team has possession at the time of the fouls, the ball shall be awarded according to the alternate-possession rule.
3. When play is resumed either by award or possession, field position of the ball shall be provided for as in Rule 7, Section 3.

SECTION 7 FOULS AFTER END OF PERIOD

ART. 1 When any foul occurs before the start of a period or after the official's period ending whistle has sounded, the penalty shall be assessed; and play shall be resumed as provided for in Rule 4, Section 3.

SECTION 8 SLOW-WHISTLE TECHNIQUE

ART. 1 If a defending player commits a foul against an attacking player and an attacking player has possession of the ball, and if the act of fouling does not cause the player in possession of the ball to lose possession, the official shall signal by raising his hand with a yellow penalty flag and make the verbal signal 'flag down.'

ART. 2 The official shall withhold the whistle until, in the judgment of the official, the initial or imminent scoring play is over. Thus if the team loses possession of the ball, the ball touches the ground, other than on shot or pass, or the attacking player(s) are no longer "going to the goal" on the initial attempt the scoring play, the " / flag down" is over. In addition if the official must stop play for any other reason, for example, ball out of bounds, a foul by the team on offense, a player is apparently injured or loses any required equipment in the scrimmage area, etc., the scoring play the slow whistle/ flag down" is over.

Note: The rationale for the rule is to prevent a defensive player being able stop an in progress or immediately imminent scoring play by committing a foul and causing an immediate whistle. The slow whistle/flag down situation should only last for a short time and only to allow the attacking team to continue the initial or imminent scoring attempt.

ART. 3 The slow whistle shall be used whether the foul is committed against the player in possession of the ball or some other member of the attacking team. During a slow whistle, a shot remains a shot until: (a) it is obvious that a goal will not be scored; (b) added impetus is given the ball by any member of the attacking team; (c) possession is gained by any member of the defensive team; or (d) after hitting the goalkeeper, goal posts or crossbar, the ball is touched by any player of either team other than the defending goalkeeper, or an official.

SECTION 9 ENFORCEMENT AFTER SLOW WHISTLE

ART. 1 A player or substitute committing a personal foul shall be suspended from the game for the designated penalty time, regardless of whether a goal is scored during the slow whistle.

ART. 2 If a goal is scored after a slow whistle on a technical foul, no penalty is given; if a goal is not scored, the penalty is suspension from the game for 30 seconds for each foul.

ART. 3 In all cases when a goal is not scored, the ball is awarded to the team fouled (the attacking team) at the spot where the ball was when play was suspended. If the ball was in the Attack Zone when play was suspended it shall be restarted outside the Attack Zone nearest to the spot of the ball at the time of the whistle.

ART. 4 If a goal is scored after the slow-whistle technique and it is found that simultaneous fouls were committed before the whistle was blown signaling the scoring of a goal, the goal shall be disallowed, regardless of the nature of the foul on the attacking team.

SECTION 10 PLAY-ON TECHNIQUE

ART. 1 If a player commits a loose-ball or line violation technical foul or crease violation and an offended player may be disadvantaged by the immediate suspension of play, the official shall visually and verbally signal play-on, and withhold the whistle until such time as the situation of advantage gained or lost has been completed.

ART. 2 The play-on shall have elapsed and the official shall cease to signal when:

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- a. In the case of a loose-ball technical-foul situation, the offended team gains possession.
- b. In the case of a crease violation in which the goalkeeper has possession, play shall continue until the offended team is disadvantaged.
- c. When the offended team commits a violation or penalty.

SECTION 11 ENFORCEMENT OF PLAY-ON TECHNIQUE

ART. 1 If the offended player gains possession of the ball, the whistle is not blown and no penalty is given. If the offended player fails to gain possession of the ball, then the whistle is blown; and the ball is awarded to the team fouled.

ART. 2 If, in the case of the crease violation, the goalkeeper, who has possession of the ball, continues to play on, the whistle is not blown. No penalty is called if the offended team maintains advantage of the ball. If the goalkeeper, in possession of the ball, does not play on, the whistle is blown, and the ball is awarded to the offended team in its offensive half of the court at the Center Faceoff Dot, with no penalty to be served.

SECTION 12 EJECTION

ART. 1 The ejected coach, player, substitute or non-playing team member shall be removed from the premises (bench and court area).

ART. 2 Any player or coach ejected from a game by a game official (NOTE: this does not include fouling out per Rule 5, Section 11) shall be suspended for his next regularly scheduled game (at the time of the ejection). The second time a player or coach is ejected in the same season or tournament he will be suspended for the next two regularly scheduled games (at the time of the ejection). A third ejection in the same season or tournament will result in a suspension for the remainder of the season or tournament.

SECTION 13 CORRECTION OF ERRORS

Art. 1 Mistake by officials – When a timekeeper, scorer or official makes a mistake that would result in a team or player being disadvantaged and an official becomes aware that a mistake is being made, the official shall promptly correct the mistake. If a goal is scored during the ensuing play and the mistake is brought to the attention of the referee before the next live ball, the referee must allow or disallow the goal, depending on the circumstances in such situations:

- a. If all officials are fully aware of the ruling and have sufficient time to call attention to the mistake, the correction must be made before the next live ball.

- b. If the officials do not have sufficient time to call attention to the mistake prior to play restarting (e.g., when the mistake itself is an improper restart), the correction must be made before the second live ball.
- c. Once a faceoff occurs, no prior goal may be disallowed.

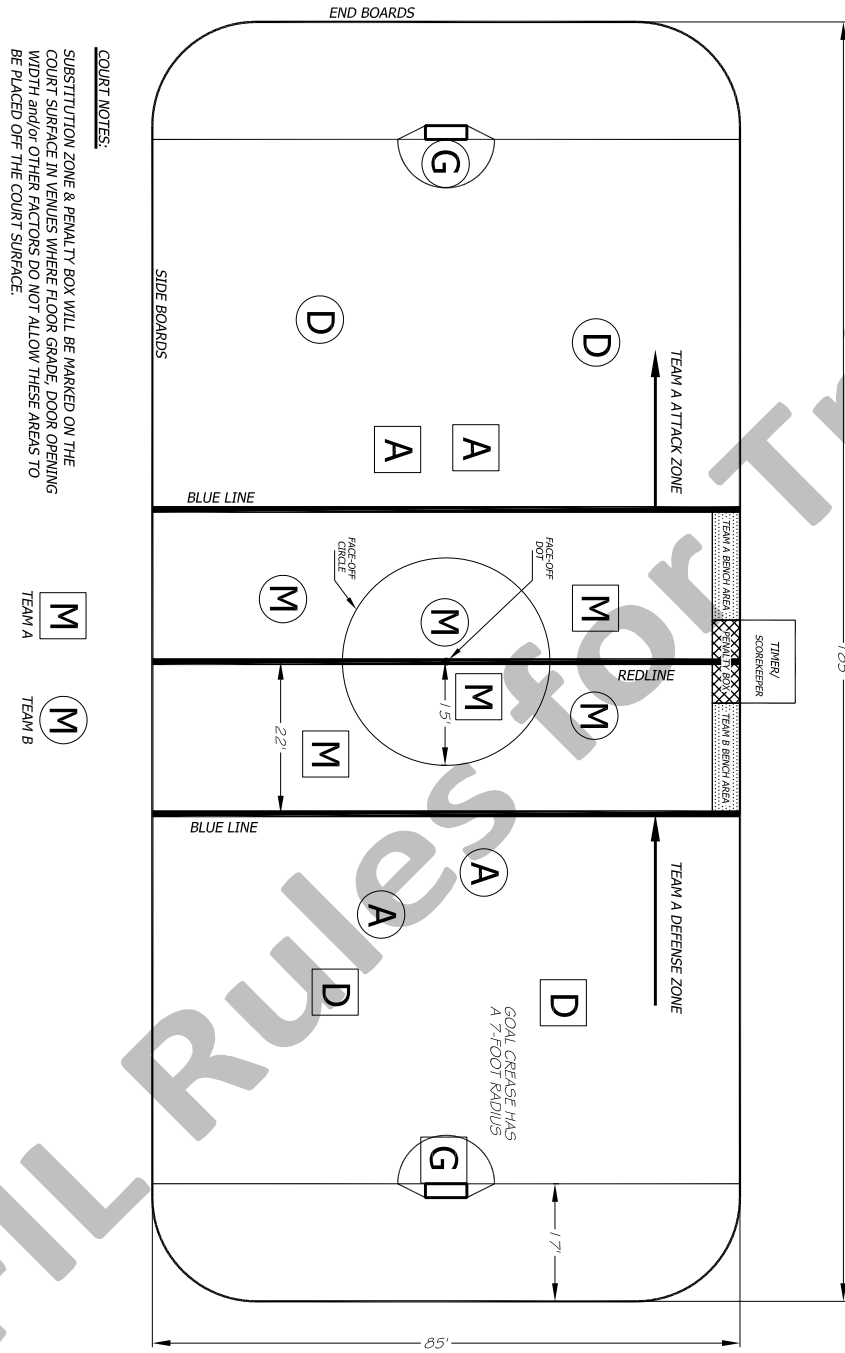
ART. 3 Inadvertent Whistles – In the event of an inadvertent whistle, play shall be suspended immediately. The team with possession or entitled to possession when the whistle was blown shall retain possession. If the ball was loose outside the crease, possession shall be awarded by alternate possession. If the ball was loose inside the crease, award to the defensive team.

ART 4. Inadvertent Flags – In the event of an inadvertent flag, play shall be suspended at the earliest opportunity that does not interfere with an imminent scoring opportunity. The team with possession or entitled to possession when the flag was thrown shall retain possession. If the ball was loose outside the crease, possession shall be awarded by alternate possession. If the ball was loose inside the crease, award to the defensive team.

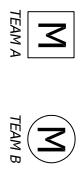
FIL Rules for

Federation of International Lacrosse
Wheelchair Lacrosse Court Diagram I

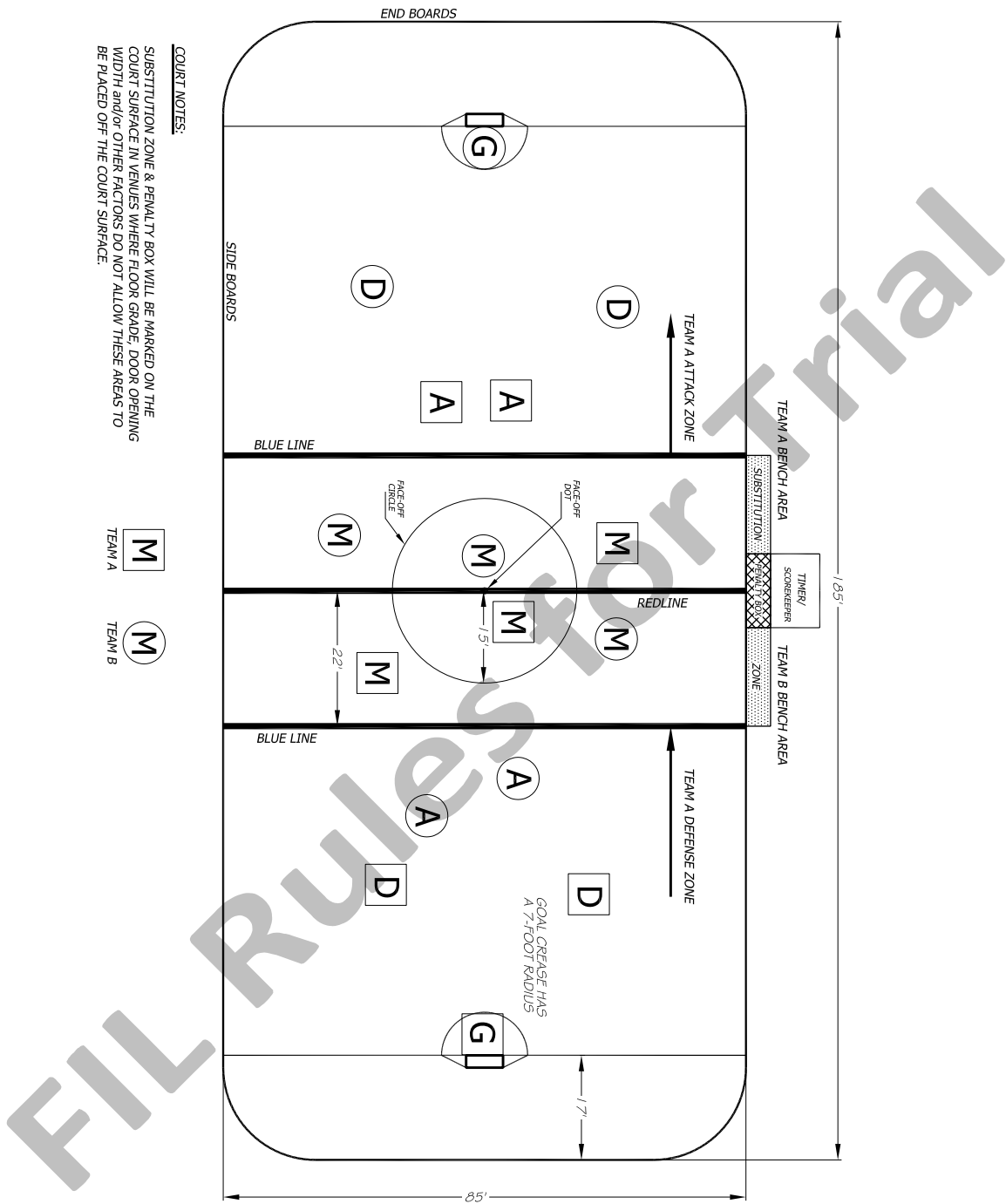
FIL Rules for Trial





COURT NOTES:
 SUBSTITUTION ZONE & PENALTY BOX WILL BE MARKED ON THE COURT SURFACE IN VENUES WHERE FLOOR GRADE, DOOR OPENING WIDTH and/or OTHER FACTORS DO NOT ALLOW THESE AREAS TO BE PLACED OFF THE COURT SURFACE.



Federation of International Lacrosse Wheelchair Lacrosse Court Diagram II



COURT NOTES:
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 TEAM A
  TEAM B