



## 2017 Preseason

### Lacrosse Official's Clinic #6

**Rule 1 – The Game, Field, etc**

**Rule 2 – Game Personnel**

**Rule 3 – Time Factors**



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**Rule 1**

**The Game, Field, and  
Equipment**

**(NFHS Boys Lacrosse)**

# Rule 1 - The Game, Field & Equipment

- **The Game**

- 2 teams of 10 players each
- Ball kept in play by being carried, thrown or batted with crosse or rolled or kicked subject to the rules

- **The Field**

- 110 yards long and between  $53^{1/3}$  - 60 yards wide (to fit on existing football or soccer fields)
- Face-off “X” or 4 inch colored square
- Goal areas wing lines
- Lines (next page)

# Rule 1 - The Game, Field & Equipment

## Lines

- All lines shall be no less than 2 inches wide nor more than 4 inches wide. Exceptions are the goal line, which shall be 2 inches wide, and the center line, which shall be 4 inches wide.
- **NOTE: If the field of play has a logo in the center or at any other part of the field of play, that logo should not obstruct the visibility of the required marks. A solid or shadow-bordered line is permissible. A shadow line is a line that designates the continuation of the required line by use of a border or outline lines, at least ¼-inch wide.**

# Rule 1 - The Game, Field & Equipment

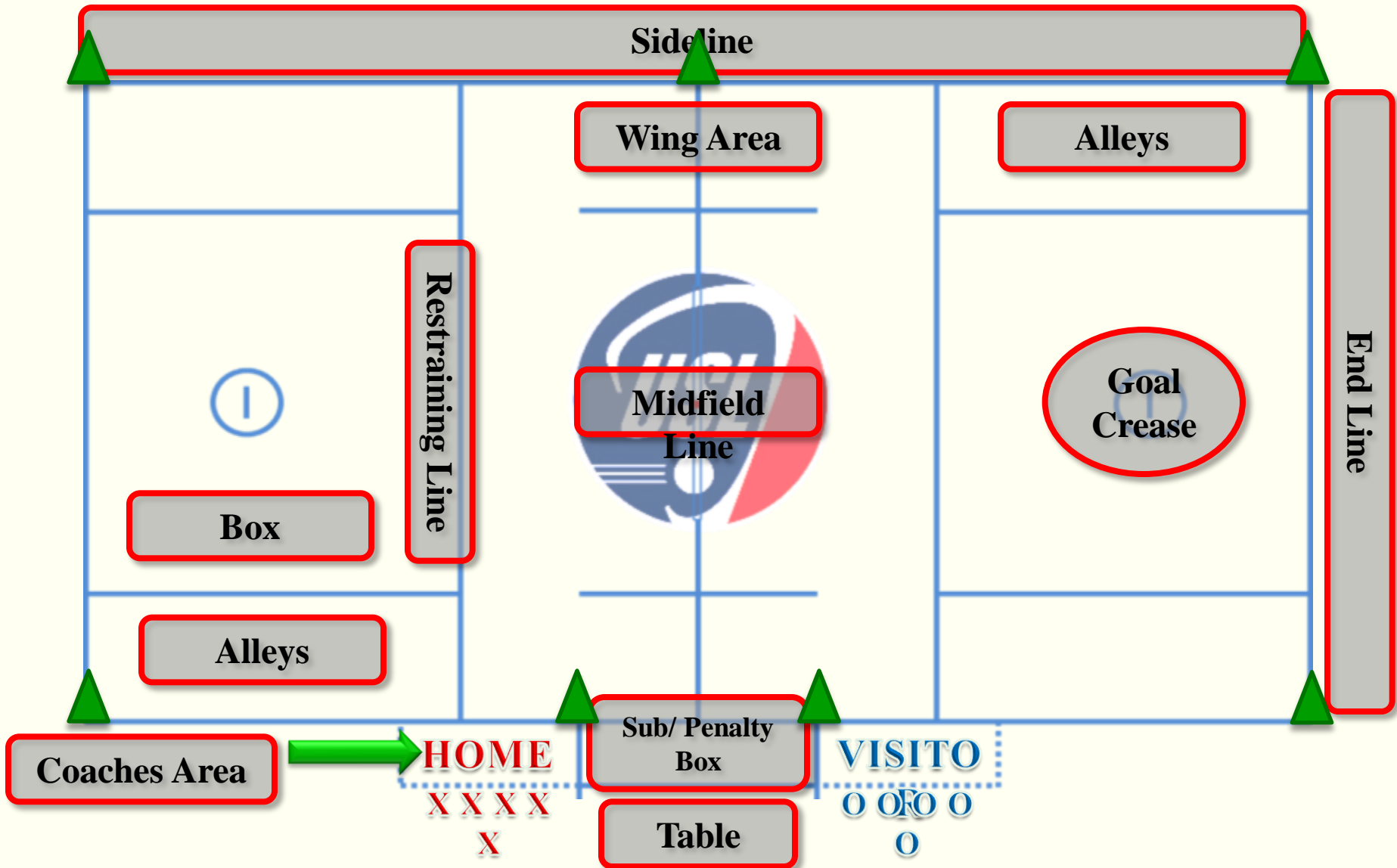
- **Goals**

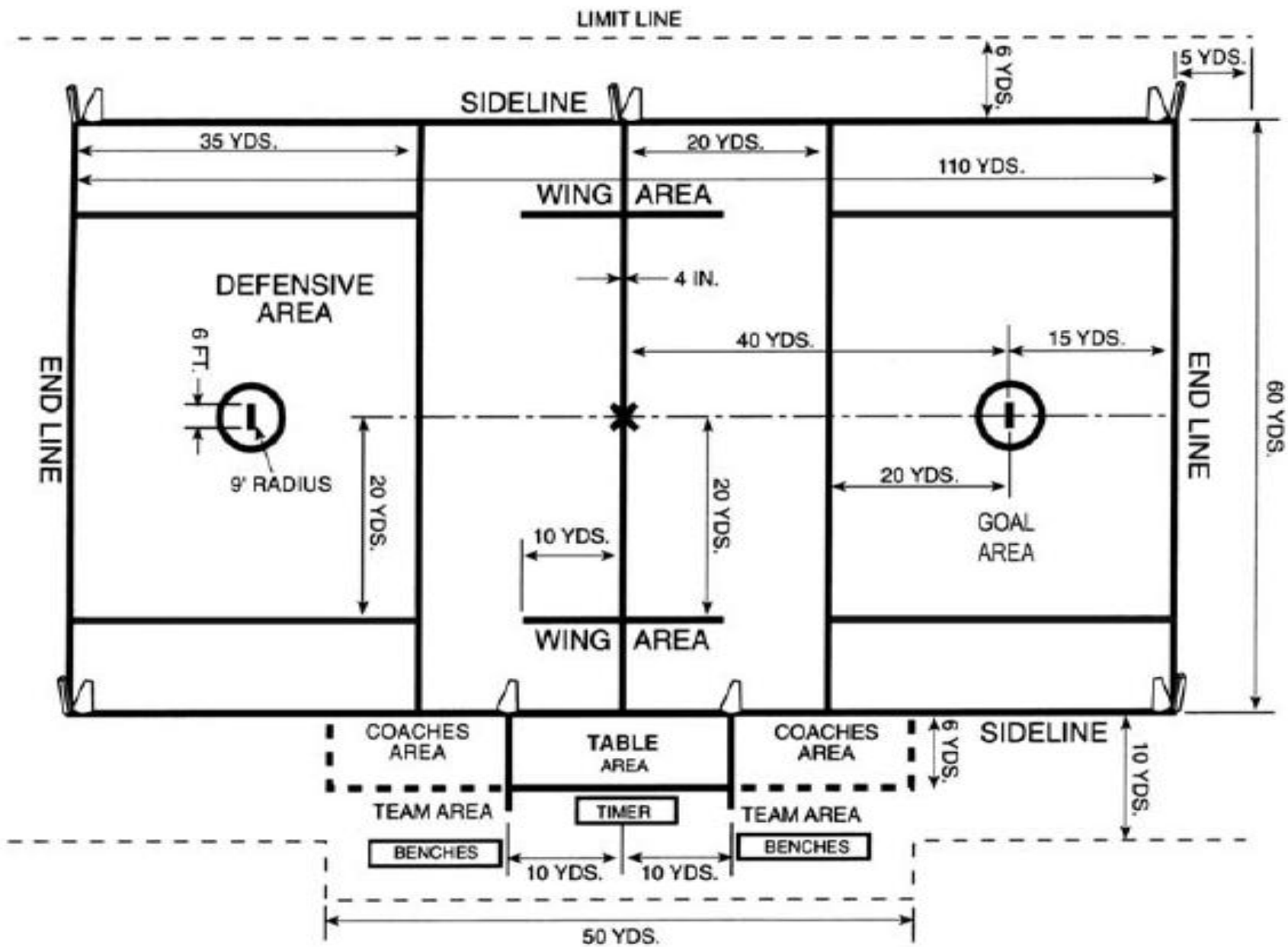
- 6'x6' inside measurements
- Goal lines and crease
- Nets may be any SOLID color
- New for 2017: **1-3-2a: If a flat-iron goal is used on a grass field, it may be attached to the ground with ground anchors.**

- **The Ball**

- White unless coaches agree prior to game to use: yellow, orange or lime green
- “Meets NOCSAE Standard” stamped on ball

# The Field of Play





# Rule 1 - The Game, Field & Equipment

- **The Crosse**

- Short crosse: 40-42”
- Long crosse: 52-72”  
(max of 4 per team not including goalkeeper)
- 6 ½” is max width of field player head (widest point)
- End caps
  - Must be manufactured for a lacrosse stick
- Ball stops
  - Not required but may not have more than one if used
- Deep pocket & strings
  - Pocket is illegal if the top of the ball can be seen below the lowest point of the sidewall
  - Strings and leathers are limited to 2” hanging length
- A broken crosse is considered no crosse



# Rule 1 - The Game, Field & Equipment

- **Player Equipment**
  - Helmet – NOCSAE approved
  - Mouth guard (not clear or white)
  - Gloves
  - Shoulder pads
  - Arm Pads
- **Goalkeeper requires:**
  - Throat protector designed for lacrosse
  - Chest protector

# Rule 1 - The Game, Field & Equipment

- **Uniforms**

- Jerseys – single solid color w/trim

- Must cover the shoulder pads

- Options items:

- Under jerseys – same solid color

- Compression shorts

- Sweatpants – solid team color

- Eye shield – clear/molded/non-rigid

- **Doctor's note does not permit a player to wear an eye shield that is not 100% clear**

- **Discussion: Is the above to be strictly enforced at all levels?**

# Rule 1 - The Game, Field & Equipment

- **Prohibited Equipment**

- Jewelry

- Medical alerts – may be visible but taped down
- Religious medals – taped down and *not visible*

- **Equipment Certification**

- Head coach must affirm with a “Yes” that all of his players are legally equipped by rule.

- **Game Administration**

- Home Team provides a scorebook, table, working horn, timing equipment
- Failing to provide any of these items is penalized by illegal procedure – no face off to start game.



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**Rule 2**

**Game Personnel**

**(NFHS Boys Lacrosse)**

# Rule 2 - Game Personnel

- **Number and Designation of Players**

- 10 players, must have a legally equipped goalkeeper on the field at all times
- All players listed in the scorebook by name, number in position
- Long Poles – max of 4 on the field, not counting goalkeeper
- In-home – attack player, must be a starter

- **Captains**

- Meet before the game for the coin toss
- Use to convey messages to coaches or players during a game
- Can help defuse some situations
- Do not have the right to argue with officials

# Rule 2 - Game Personnel

- **Coaches**

- One coach is designated the Head Coach
  - Certified that all players are properly equipped
  - Works with officials to maintain order and sportsmanship
- Home Team Head Coach responsible for:
  - Proper playing field
  - Timer/scorekeepers and their equipment
  - Game balls/ball retrievers

# Rule 2 - Game Personnel

- **Game Officials**

- 3 officials *recommended*, many games will use two
- Uniform:
  - Crew dressed the same
  - Uniform is clean, neat, and fits properly
    - **First impressions go a long way to establishing credibility**
- Equipment
  - Whistle, flags, watch, beeper, coin, tape measure, scorecard and pencil

# Rule 2 - Game Personnel

- **Game Officials**

- Duties

- Authority begins when on the field (20 minutes prior to start)
    - Meet and certify coaches, coin toss, face off clinic, equipment checks, field inspection, give instructions to table personnel
    - Authority ends when crew leaves the immediate playing facility





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**Rule 3**

**Time Factors**

**(NFHS Boys Lacrosse)**

# Rule 3 - Time Factors

- **Length of Game – Varsity**
  - 4 quarters, 12 minutes each
  - 2 minute break between quarters
    - Keep track with your beeper or watch
    - Verify score
    - Talk with partner
    - Conduct equipment check if scheduled
  - 10 minute half time
    - May be shorter if both teams agree
- **Discussion:**

What differs from the above for Junior Varsity and Middle/Youth? Private vs Public?

# Rule 3 - Time Factors

**New! 5 Goal  
Differential**

## **Final two minutes**

**During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by four goals or less. When the score differential is five goals or more, neither team is forced to keep the ball in the goal area unless warned to “keep it in.”**

**Rationale:** The current “automatic stall warning” in the last two minutes creates a dangerous situation where a team that is essentially “out of the game” is given more opportunity to “punish” the team that is ahead since that team is forced to “keep it in.”

## **Discussion:**

**What differs from the above for Junior Varsity and Middle/Youth?**

# Rule 3 - Time Factors

- **Sudden-Victory Overtime**

- 2-minute break after regulation
- Coin toss
  - Choice of goal for winner, AP remains the same
- 4 minute periods
  - Change ends after each period
- 1 time out per period/per team
  - Time outs do not carry over
- 1<sup>st</sup> Goal Wins
  - No equipment check permitted after score
  - The game is over

- **Discussion:**

What differs from the above for Junior Varsity and Middle/Youth?

# Rule 3 - Time Factors

- **Interruption of Game/Forfeits**

- Weather situations/darkness

- Game shall be continued from point it was stopped

- Officials should note game specifics

- Time of interruption

- Score

- Possession

- Time remaining in game

- Location of ball

- Penalties and timeouts

- **Discussion:**

How long do we wait for visible lightening and/or thunder?

Who gives the okay to restart play? (page 100)

# Rule 3 - Time Factors

- **Interruption of Game/Forfeits**

- Forfeit

- Unable to field proper number of players (minimum of 7)
    - No legally equipped goalkeeper to start the game or during the game

# Questions

