

## **2013/14 Rule Variations for Insports Centers Boys' Box Lacrosse Games**

It is recommended that when multiple teams exist within a program, the program should consider physical size, skill, and maturity when organizing teams.

All coaches and officials must be familiar with the NFHS Boys Lacrosse Rules, the US Lacrosse rules, and the Swarm YBL variations

**Number of Players—Rule 1-1:** Each team will have a total of 6 players on the field and serving penalties at any point in the game.

**Goalies—**Each team is required to have a legally equipped goalie; a team without a legally equipped goalie at the start of the game or which refuses to supply a legally equipped goalie at any point during the game forfeits the game. Goalies may wear hockey leg pads but may not wear arm blockers or hockey goalie gloves. There must be a legally equipped goalie on the field at all times unless there is a flag-down, slow whistle; in that case only, a team may pull its goalie. A team may not pull its goalie in any other situation (doing so would be a stoppage of play and a technical foul). If the goalie leaves the game due to a penalty, the team must either (1) have a legally equipped backup goalkeeper ready to play within 20 seconds (2) call a timeout in order to switch gear to another player or (3) choose a player to serve the penalty for the goalie (at which point, the penalty time is doubled and made non-releasable).

**Home Team Responsibilities—Rule 1-2:** Insports Centers will provide game balls, a working scoreboard with a timer and horn, and an official scorebook. Each team will provide a sideline manager/Parent and Insports Centers will provide one person to work at the timer/scorer table.

**Goals—Rule 1-3:** Goals will be provided by the host facility, will be 4'x4', and will have no holes or gaps in the nets.

**Length of Game—Rule 3-1:** All levels will play 4 12-minute running time quarters.

There will be 1-minute intervals between periods except for halftime, which is 4 minutes. No overtime will be played except in playoff games; ties will stand in the regular season. The last two minutes of the game will be stop-time as long as the score is within two goals. Note: The game clock shall begin at the scheduled starting time whether or not teams are ready to play.

**Pre-game procedures—Rule 4-1 and 4-2:** There will be no coin toss except in playoff games: the home team will select a goal to defend in the first period and the visiting team will be granted first alternate possession (thus no captains need to be identified). A coaches'

certification and line-up (involving all players on each team) will be performed for every game.

**Time-outs—Rule 4-28:** Each team is permitted one 1-minute time-out per game.

**Substitution—Rule 4-22:** In running time games, regular substitution is allowed only between periods, after goals, and immediately after a time-serving penalty is reported. Regular (horn) substitution is not permitted after a sideline out-of-bounds. All other substitutions will be done on the fly through the bench areas, with one player exiting the field before the next player enters the field.

**Attack area—Rule 1-2:** The attack area consists of the entire area behind the restraining line. All restarts must take place outside the restraining line in the midfield area.

**Offside—Rule 4-10:** There is no offside rule.

**Face-offs—Rule 4-3 & 4-4:** Each team must have one player at midfield for the face-off and a legally equipped goalie behind its defensive restraining line. All other players must be behind either the offensive or defensive restraining line at either end of the field. Each team may choose how many players to place at each end of the field for the faceoff; there is no minimum or maximum number at either end. All players are released from behind the restraining lines on the whistle to start play.

**Illegal re-entry into the defensive end—League rule:** It is an illegal re-entry technical foul for the offensive team to cause the ball to go into the defensive end once it has been cleared across midfield unless it rebounds off the goalie or the goal or unless it is last touched by the defense, in which case either team can recover the ball. The ball has been “cleared” once a loose ball touches something on or past the midfield line or a player in possession steps on or over the midfield line.

**Ball out of play—Rule 4-6:** A ball touching the boards or the tight nets behind the goal is still in play, while one touching anything inside the bench area, beyond the boards, or in the netting above the boards is out of play. If the ball goes out of play, it is awarded to the team opposite the one that touched it last in all situations, except that a shot that goes out of play after hitting the goalkeeper or goal is awarded to the team that shot the ball. Note that in no situations is the usual “closest to the ball on a shot” rule from field lacrosse applied.

**Goal Crease Privileges—Rule 4-19-1:** The goalkeeper or any player of the defending team may receive a pass while in the crease area.

**Penalty Time—Rule 5-1 and 6-1:** Time-serving technical fouls will be 1 minute and releasable after one goal. Personal fouls will be 2 minutes and releasable after 2 goals. Major penalties will be issued for severe fouls; these are 5 minute personal foul penalties and are non-releasable. Penalty time begins on the whistle restarting play. Egregious fouls (e.g., any checks or pushes into the boards; deliberate targeting of the head with a body check, cross check, or spear; any standard ejection foul such as flagrant misconduct or a second non-releasable USC penalty) will result in an immediate ejection, a 5-minute non-releasable major penalty (to be served by the in-home) and suspension.