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This document articulates the rule changes being proposed for presentation at the FIL General Assembly. The changes, additions and modifications are underlined and italicized.

1 Minor House Keeping Changes/Clarification

1.1 Rule 17.2 Personal Equipment

Amend Rule 17.2

- 17.2 Each player is required to wear a jersey with a contrasting block or Gothic number centred on the front and the back. The number on the front of the jersey shall be at least 8 inches (20.32 centimetres) high, and the number on the back shall be at least 10 inches (25.4 centimetres) high.
- The numbers 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. There shall be no number greater than the number 99.

1.2 Rule 21.1 Captains

Amend Rule 21.1

- 21.1 Each team shall designate a captain or co-captains. A team may designate a maximum of four (4) co-captains. They shall act as the representatives of their team on the field of play during the game.
- Where a team designates co-captains, one of them shall be designated the official representative of that team on the field.

1.3 Rule 22.6 Coaches

Add a new rule, 22.6

- 22.6 In the absence of a Head Coach the powers, authorities and responsibilities of the Head Coach will fall to an Assistant Coach as nominated by the team. Should there be no coaches, the powers, authorities and responsibilities of the Head Coach will fall to the one captain who is designated the official representative of that team on the field, as prescribed in Rule 21.1

1.4 Rule 58.4 Withholding The Ball From Play

Amend Rule 58.4

- 58.4 If the ball becomes caught in any part of a player's stick, then the player is withholding the ball from play. In such circumstances, a referee shall immediately blow his whistle and award the ball to the player's opponents.
- This rule also applies when a player loses his stick, the stick lands on the ground, and the ball remains in or under the head of the crosse.

This Rule shall not apply to the designated goalkeeper when he is within his goal crease.

If the ball becomes caught in the stick of the designated goalkeeper when he is within his goal crease, then the defensive team shall be awarded the ball 20 yards (18.29 metres) laterally from the cage.

1.5 Rule 57 Handling The Ball

Amend Rule 57.1

57.1 A player shall not touch the ball with his *free* hand while it is in play, except the goalkeeper in his crease as defined in Rule 48.1 i).

AR 57.1 RED shot on goal. RED attack deflects the ball with his free hand into the net.

RULING: Technical foul, Illegal touching of the ball, no goal.

AR 57.2 RED shot on goal. RED attack deflects the ball into the BLUE goal with his hand that is holding his crosse.

RULING: Legal play, RED goal.

AR 57.3 The ball in flight or on the ground and RED touches the ball with his hand that is holding his crosse.

RULING: Legal play.

1.6 Rule 34 Facing At The Centre

Amend Rule 34.2 & 34.4; add ARs 34.22, 34.23, 34.24

34.2 The referee shall place the ball on the ground at the centre of the field.
The players facing shall stand on the same side of the centre line as the goal each is defending.

The referee shall indicate to both players to assume their respective positions at the same time.

The crosses and ball should be within the 4" wide centre line, or as close as the equipment (ball and crosses) will permit.

The crosses shall rest on the ground along the centre line and be placed parallel to each other, up to, but not touching, the ball.

Players may not back out and re-set their positions once the referee has initiated the face-off position.

The referee shall make certain that the reverse surfaces of the crosses match evenly, and each player must have both hands *wrapped around* the handle of his own crosse, not touching any strings, and both gloved hands must be on the ground. The feet shall not touch the crosse. Both hands and feet must be to the left of the throat of his crosse.

The feet must not touch the centre line or the opponents' defensive half of the field. Both feet must be grounded up to the sounding of the referee's whistle to start play. The handle of the crosse must not touch the opponents' defensive half of the field.

No part of either crosse may touch.

Neither player may be in contact with his opponent's body by encroaching on his opponent's territory.

- 34.4 When the referee sounds his whistle to start play, each player may attempt to direct the course of the ball by movement of his crosse in any manner he desires. Kicking or stepping on an opponent's crosse is illegal. A player may not "kick through" his own crosse in order to move the crosse of his opponent.

A player may not deliberately use his hand or fingers to play the ball. A player may not grab an opponent's crosse with the open hand or fingers.

AR 34.22 During the face-off the RED face-off man grabs, with his hand or fingers, the BLUE player's crosse.

RULING: RED foul, unsportsmanlike conduct.

AR 34.23 During the face-off the RED face-off man uses his free hand to touch or pickup the ball.

RULING: RED foul, unsportsmanlike conduct.

AR 34.24 During the face-off the RED face-off man uses his fingers, while still holding his crosse, to pickup the ball.

RULING: RED foul, unsportsmanlike conduct.

1.7 Rule 24.3 The Chief Bench Official And The Bench Manager

Amend Rule 24.3

- 24.3 Where the CBO becomes aware of any of the above six infringements, he shall, depending on the circumstances, either throw a signal flag or blow his whistle, and apply the appropriate penalty.

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 throw a signal flag or blow his whistle, as appropriate, and, when a whistle has stopped the play, the CBO shall stop all clocks and inform the head referee of what has happened and the CBO shall make the appropriate call.

1.8 Rule 39 Possession Of The Ball

Amend Rule 39.2

39.2 A team shall be considered in possession of the ball when a player on that team has possession of the ball, or when the ball is passed from a player to a teammate. *(See rule 82.4 for definition of a pass)*

2 Minor Changes Concerning The Designated Goalkeeper

2.1 Rule 15.3 The Crosse

Amend Rule 15.3

15.3 The crosse of the designated goalkeeper shall be an exception to Rules 15.1 and 15.2, above. The designated goalkeeper may use a crosse that measures from 6 inches (15.2 centimetres) up to 15 inches (38.1 centimetres) inside measurement at its widest point, and shall have an overall length from 40 inches (101.6 centimetres) up to 72 inches (182.9 centimetres).

2.2 Rule 19.1 Number of Players

Amend Rule 19.1

19.1 Ten players shall constitute a full team.
There shall be 1 goalkeeper, 3 defenders, 3 midfielders and 3 attackers.
Each team must have a designated goalkeeper on the field at all times. See rules 15.3 and 17.1

2.3 Rule 17.1 Personal Equipment

Amend Rule 17.1

17.1 All players are required to wear protective gloves, suitable boots or shoes, and a protective helmet equipped with a facemask and a chinstrap, which must be properly fastened on both sides.
In addition, the designated goalkeeper must wear the goalkeeper mandatory protective equipment: a throat guard, a chest protector and a box/cup.
These shall be standard items of field lacrosse equipment.

2.4 Rule 47 The Designated Goalkeeper

Delete old Rule 47.1; add a new Rule 47.1; amend Rule 47.2; delete old Rule 47.3; add a new Rule 47.3

47.1 The designated goalkeeper is the player wearing the goalkeeper mandatory protective equipment.

47.2 Where the designated goalkeeper is replaced by another player, that player must wear the goalkeeper mandatory protective equipment. That substitute shall be deemed to be the designated goalkeeper.

47.3 As per rules 17.1 and 19.1, each team must have a designated goalkeeper at all times and the designated goalkeeper must wear the mandatory goalkeeper protective equipment.

2.5 Rule 48.1 i) Privileges Of The Designated Goalkeeper

Amend Rule 48.1 i)

48.1 While in his own goal crease, the designated goalkeeper shall have the following privileges and protections:

- i) He may stop or block the ball in any manner with his crosse or body, and he may block the ball or bat it away with his hand. When the ball is on the ground and within the crease, whether moving or at rest, he may bat or direct the ball with his hand. He may not close his hand on the ball; thus he may not catch the ball with his hand, nor may he pick up the ball with his hand.

He or any member of the defending team may receive a pass while in the crease area.

3 Minor Changes

3.1 Rule 16.6 Prohibitions Related To The Crosse

Delete Rule 16.6

16.6 *Deleted June 2012, Amsterdam, FIL General Assembly.*

3.2 Rule 64.1 Illegal Equipment

Amend Rule 64.1

64.1 Should it come to the attention of a referee that a player is wearing equipment or jewelry that is illegal under the provisions of Rules 17 or 18, then the referee shall demand that the player conform to specification.

The first such occurrence by a player shall not constitute a technical foul.

Should the player fail to conform to specification, he shall be compelled to withdraw from the game until such time as he has complied with the regulations governing equipment, a substitute being allowed for him immediately.

3.3 Rule 82 The Slow Whistle Technique

Amend Rule 82.5 iv); combine 82.2 i) and iii); renumber 82.2 iv), v), vi); add AR 82.3

82.1 If a defending player commits a foul, and the attacking team has possession of the ball at the time that the foul occurs, and in the opinion of the referee a scoring play is imminent, and the act of fouling does not cause the attacking player who is in possession to lose the ball, then the referee must drop a signal flag and with-hold his whistle until such time as the scoring play has been completed.

82.2 The scoring play is considered completed when:

- i) The attacking team has lost possession of the ball or has taken a shot which has ended as defined in rule 82.5; or
- ii) The attacking team has clearly lost the opportunity of scoring a goal on the initial scoring play; or
- iii) In the case of the flag being dropped when the ball is in front of the defending team's goal, the attacking team, having caused the ball to go behind the goal, and having then brought it to the front of the goal, cause it to go behind their opponents' goal again; or

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- iv) In the case of the flag being dropped when the ball is behind the defending team's goal, the attacking team, having brought the ball to the front of the goal, causes it to go behind the goal again; or
- v) The attacking team, having had possession in their attack goal area, brings it out of their attack goal area.
- 82.3 The slow whistle technique shall be employed whether or not the foul is committed against the man in possession of the ball.
- 82.4 A pass is a movement of the ball caused by a player in control throwing, bouncing, or rolling the ball to a teammate.
- 82.5 During a slow whistle situation, a shot remains a shot until:
- i) It is clearly obvious that a goal will not be scored; or
- ii) Added impetus is given to the ball by any member of the attack team; or
- iii) Possession is gained by a member of the defending team; or
- iv) After hitting the goalkeeper and/or the pipe(s), the ball touches any player of the attacking team or any player of the defensive team who is outside the goal crease; at such time the ball shall be declared dead immediately.
- 82.6 Where a flag is thrown mistakenly then, when the whistle subsequently blows to stop the play, the ball shall be awarded to the team that has possession. If neither team has possession, then the ball shall be faced.
- AR 82.1 A Red player shoots at goal during a slow whistle play. The ball is deflected by a teammate and enters the goal.
- RULING: Goal, as no added impetus is given to the ball.
- AR 82.2 A Red player shoots at the goal during a slow whistle play, and a referee shouts "Shot". Another Red player, standing in front of the goal, catches the ball, shoots, and scores.
- RULING: Goal, as what was thought to be a shot turned out to be a pass.
- AR 82.3 RED player shoots at the goal during a slow whistle play. The shot hits the BLUE goalkeeper, deflects and touches a BLUE defender, who is standing within the crease. The ball goes in the net and breaks the plain of the goal.
- RULING: Goal, as the shot remained a shot. The ball, after hitting the goalkeeper did not touch an attacking player, and did not touch a defensive player standing outside of the goal crease, therefore the shot remained a shot and the goal counts.

4 Major Changes

4.1 Rule 17.1 Personal Equipment

Amend Rule 17.1

- 17.1 All players are required to wear protective gloves, suitable boots or shoes, 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). In addition, the designated goalkeeper shall wear a throat guard, a chest protector and a box/cup. These shall be standard items of field lacrosse equipment.

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 colour; i.e., neither white nor clear.

The mouth guard will be mandatory personal equipment for FIL events starting with the 2016 FIL under 19 world championship.

4.2 Rule 17 Personal Equipment

Amend Rules 17.1 and 17.2

- 17.1 All players are required to wear protective gloves, suitable boots or shoes, and a protective helmet equipped with a facemask and a chinstrap, which must be properly fastened on both sides. In addition, the designated goalkeeper shall wear a throat guard, a chest protector and a box/cup. These shall be standard items of field lacrosse equipment.

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.

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.

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 set forth in Rule 82, which deals with the slow whistle technique, except that the signal flag is not thrown under these circumstances.

- 17.2 Each player is required to wear a jersey with a contrasting block or Gothic number centred on the front and the back. The number on the front of the jersey shall be at least 8 inches (20.32 centimetres) high, and the number on the back shall be at least 10 inches (25.4 centimetres) high. The numbers 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.

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

4.3 Rule 34.2 Facing At The Centre

Amend Rule 34.2

- 34.2 The referee shall place the ball on the ground at the centre of the field. The players facing shall stand on the same side of the centre line as the goal each is defending. The referee shall indicate to both players to assume their respective positions at the same time.
- The ball should be centred within the 4" wide centre line. The crosses shall rest on the ground on that player's defensive half of the field, parallel to the centre line, and must not be within or touch the 4" wide centre line. The face-off man's gloves may touch the 4" wide centre line.
- Players may not back out and re-set their positions once the referee has initiated

the face-off position.

The referee shall make certain that the reverse surfaces of the crosses match evenly, and each player must have both hands on the handle of his own crosse, not touching any strings, and both gloved hands must be on the ground. The feet shall not touch the crosse. Both hands, *both* feet, *and the helmet* must be to the left of the throat of his crosse. Each face-off man must be positioned so that his entire body is to the left of the throat of his crosse.

Neither player may be in contact with his opponent's body by encroaching on his opponent's territory.

The feet must not touch the centre line or the opponents' defensive half of the field. Both feet must be grounded up to the sounding of the referee's whistle to start play. The handle of the crosse must not touch the opponents' defensive half of the field.

No part of either crosse may touch.

4.4 Rule 38.1 Scoring

Amend Rule 38.1; add ARs 38.1, 38.2, 38.3

38.1 A goal counts one point, and is scored when the ball, whether loose or not, passes from the front completely through the imaginary plane formed by the rear edges of the goal line as a base, the cross-bar as the top, and the goal posts as the two sides (*the plane of the goal*).

Should the ball be caused to pass through the plane of the goal by one of the defending players, it counts as a goal for the attacking team.

The team scoring the greater number of goals shall be declared the winner of the game.

The last attacking player who provided enough force or impetus to the ball for it to completely cross through the plane of the goal shall be credited with the goal.

When a player on the defensive team provides enough force or impetus to the ball for it to completely cross through the plane of the goal, scores an own goal, then the goal shall be credited to the in-home of the attack team. In the case of an own goal; when a goal is credited to the in-home, if before the next live ball the in-home's crosse is declared illegal for any reason, the goal will count, and the in-home will serve any penalties administered. (See rule 45.5)

AR 38.1 BLUE #2 is defending and causes the ball to go into his own goal. RED #5 is the closest RED player to the goal; RED #7 is the in-home.

RULING: RED #7, the in-home, is credited with the goal.

AR 38.2 RED #3 shoots the ball, the ball bounces off the shoulder of RED #6 and into the BLUE goal. RED #6 did not add impetus to the ball.

RULING: RED #3, the shooter, is credited with the goal.

AR 38.3 RED #3 shoots the ball, RED #6 standing in front of the BLUE goal moves his arm and hits the ball with his elbow causing the ball to change direction and go into the BLUE goal.

RULING: RED #6 added impetus to the ball and is credited with the goal.

4.5 Rule 81 Simultaneous Fouls

Delete Rule 81; add new Rule 81

Simultaneous Fouls

81.1 Simultaneous fouls are fouls administered on opposing teams during:

- i) A live ball; or
- ii) A dead-ball when sequence cannot be determined.

81.2 When simultaneous fouls have been committed, the following rules shall apply:

Penalty Time Served

- i) When there is no play-on or flag-down in effect and if all fouls are technical, the fouls cancel.
- ii) When there is a play-on or flag-down in effect, if the team in possession, or entitled to possession commits only technical foul(s), then no penalty time shall be served by that team.
- iii) When there is a play-on or a flag-down in effect, if the team in possession, or entitled to possession commits any personal foul then all penalties administered will be time serve penalties. This shall include all technical and personal fouls by either team.

Awarding the Ball

- iv) When penalty time is assessed the team that incurs less total penalty time shall be awarded the ball.
- v) When penalty times are equal, or all fouls cancel, then the team in possession of the ball, or entitled to possession at the time of the first simultaneous foul shall retain possession.
- vi) When penalty times are equal, or all fouls cancel and neither team had possession at the time of the simultaneous fouls, then the ball shall be faced where it was when the whistle blew subject to Rule 35, Facing Other Than At The Centre.
- vii) There shall be no free clear after simultaneous fouls.

Dead-Ball Fouls

81.3 Dead-ball fouls are enforced in the sequence in which they occur. If sequence cannot be determined the fouls shall be considered simultaneous fouls.

AR 81.1 BLUE #7 in possession of the ball, RED #5 holds BLUE #7, flag-down for the technical foul by RED #5. While the flag-down slow whistle is in effect, a BLUE player then commits a technical foul.

RULING: Play is suspended when BLUE commits their foul. As per 81.3 ii) BLUE will not serve time. RED serves 30 seconds. As per 81.3 iv) BLUE will restart with possession.

AR 81.2 Loose ball, RED #5 pushes BLUE, creating a play-on. During the play-on BLUE goes offside.

RULING: As per 81.2 i), these are simultaneous fouls. There is a play-on and all fouls are technical, rule 81.3 ii) applies. BLUE does not serve time. RED foul was a loose ball foul, therefore RED does not serve time and BLUE is awarded possession.

AR 81.3 BLUE with possession of the ball, and a flag is down for a foul by RED. While the flag-down slow whistle is in effect, a BLUE player then commits a personal foul.

RULING: Play is suspended when BLUE commits their foul. AS per 81.3 iii) BLUE will serve time for their personal foul and RED will serve time for their foul. Possession will go to the team serving less penalty time. If penalty time is equal possession will go to BLUE. There will be no free clear.

AR 81.4 A RED player has just entered the penalty box to serve 30 seconds for a technical foul. Before play restarts a BLUE player, substitute, or non-playing team personnel commits a foul.

RULING: The fouls are not simultaneous. The BLUE foul is a dead-ball foul. RED continues to serve their 30 seconds for their technical foul. During the dead-ball BLUE was entitled to possession. BLUE having committed a dead-ball foul then possession will be RED. BLUE will serve no penalty time if their foul was a technical. BLUE will serve the appropriate penalty time if their foul was a personal. If BLUE serves penalty time then RED will be awarded a free clear if appropriate.

AR 81.5 During a loose ball, RED #5 pushes BLUE #7 from behind and a play-on is called. While the ball is still live, BLUE #7 turns and slashes RED #5.

RULING: As per 81.2 i), these are simultaneous fouls. As per 81.3 iii), since BLUE is entitled to possession because of the play-on and BLUE committed a personal

foul, all players involved will serve penalty time. RED #5 serves 30 seconds for the technical foul, push, and BLUE #7 serves penalty time for the personal foul, slashing. As per 81.3 iv), possession is awarded to RED and no free clear.

AR 81.6 A BLUE defender holds a RED attacker, who has the ball in his possession, and a flag is thrown. The RED player then scores and, immediately after the goal, he retaliates against the BLUE defender who held him.

RULING: The fouls are not simultaneous, as the RED foul was during a dead-ball. The BLUE player's technical foul is wiped out by the RED goal. The RED player serves penalty time for his personal foul. The ball is awarded to BLUE at the centre.

AR 81.7 The whistle goes to end the first half and there are no players for either team serving penalty time. After the whistle to end the first half RED #5 slashes BLUE #7. RED #5 then verbally abuses the referee. Before the start of the second half BLUE delays the game.

RULING: RED #5 serves penalty time for the personal foul, slashing. RED #5 also serves penalty time for the personal foul, unsportsmanlike conduct. BLUE was entitled to possession at the restart, but the BLUE delay of game results in RED being awarded possession at centre to start the second half.

5 Amalgamation Of All Changes Related To Rules 17 & 34

5.1 Rule 17 Personal Equipment

Rule 17 with all proposed changes

17.1 All players are required to wear protective gloves, suitable boots or shoes, 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 colour: i.e., neither white nor clear.

The mouth guard will be mandatory personal equipment for FIL events starting with the 2016 FIL under 19 world championship.

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 box/cup.

These shall be standard items of field lacrosse equipment.

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.

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 set forth in Rule 82, which deals with the slow whistle technique, except that the signal flag is not thrown under these circumstances.

- 17.2 Each player is required to wear a jersey with a contrasting block or Gothic number centred on the front and the back. The number on the front of the jersey shall be at least 8 inches (20.32 centimetres) high, and the number on the back shall be at least 10 inches (25.4 centimetres) high. The numbers 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. There shall be no number greater than the number 99.

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

- 17.3 The visiting team shall notify the home team of the colour of the jerseys, which they are going to wear in the game, and the home team must wear jerseys of a contrasting colour.

5.2 Rule 34 Facing At The Centre

Rule 34 with all proposed changes

- 34.1 Play shall normally be started at the beginning of each period, and after each goal has been scored, by facing the ball at the centre of the field, subject to the following exceptions:
- i) In the event of an extra man situation at the conclusion of ANY period, then the next period shall be commenced by awarding the ball to the team that had possession at the conclusion of the prior period in the same relative position on the field. However, if the period ends with no team in possession, the ball shall be faced at the centre with all the usual restrictions.
 - ii) Once the players facing have taken up their positions for the face-off, then the players are "set", and any movement of a player's stick or gloves prior to the whistle will result in possession being awarded to the

offended team.

The player is allowed to move his feet or his body, provided that this movement is not transmitted to the gloves or stick.

- iii) If a face-off is about to take place, and a team is guilty of delaying the game, then possession shall be awarded to the offended team.
At the discretion of the referees, repeated commission of this foul may be construed as unsportsmanlike conduct.
- iv) If a player, substitute, coach or non-playing member of a squad commits a foul before any face-off, the ball will be awarded to the offended team at the centre of the field.
All confined players are released from their goal areas and wing areas immediately.

- 34.2 The referee shall place the ball on the ground at the centre of the field.
The players facing shall stand on the same side of the centre line as the goal each is defending.
The referee shall indicate to both players to assume their respective positions at the same time.
The crosses and ball should be within the 4" wide centre line, or as close as the equipment (ball and crosses) will permit.
The crosses shall rest on the ground along the centre line and be placed parallel to each other, up to, but not touching, the ball.
Players may not back out and re-set their positions once the referee has initiated the face-off position.
The referee shall make certain that the reverse surfaces of the crosses match evenly, and each player must have both hands *wrapped around* the handle of his own crosse, not touching any strings, and both gloved hands must be on the ground. The feet shall not touch the crosse. Both hands and feet must be to the left of the throat of his crosse.
The feet must not touch the centre line or the opponents' defensive half of the field. Both feet must be grounded up to the sounding of the referee's whistle to start play. The handle of the crosse must not touch the opponents' defensive half of the field.
No part of either crosse may touch.
Neither player may be in contact with his opponent's body by encroaching on his opponent's territory.
- 34.3 Once the players facing have assumed their positions, the referee shall say, "Set".
Once this signal is given, the hands and gloves of both players must remain motionless until the whistle sounds to start play.
- 34.4 When the referee sounds his whistle to start play, each player may attempt to direct the course of the ball by movement of his crosse in any manner he desires.

Kicking or stepping on an opponent's crosse is illegal.

A player may not "kick through" his own crosse in order to move the crosse of his opponent.

A player may not deliberately use his hand or fingers to play the ball. A player may not grab an opponent's crosse with the open hand or fingers.

- 34.5 Whilst the two players who are participating in the face-off are still down in the face-off position, and the ball is still between and in contact with their sticks, it shall be illegal for any other player to make contact with the body or crosse of either of those two players.
Checking either the stick or the gloved hand of either player participating in the face-off is a Technical Foul.
Body checking either player participating in the face-off is a Personal Foul.
- 34.6 No player who is using a left-handed crosse shall take part in a face-off.
A stick in which the net is woven to the head in such a manner that a lip or hook is formed, which might ensnare the ball, shall be illegal for use in face-offs.
- 34.7 At the time of a centre face-off, a team, which has 10 players on the field of play (excluding the penalty box), shall confine the goalkeeper and 3 other players in its defense goal area, 3 players in its attack goal area, and 1 player in each of its wing areas. When the whistle sounds to start play, the players in the wing areas shall be released.
All other players are confined to the specified goal areas until any player gains possession of the ball, the ball touches or crosses a goal area line, or the ball goes out-of-bounds.
For the purpose of player release at a centre face-off, either from the goal areas or the wing areas, the gloved hand is not considered part of the crosse, whether or not it is holding the crosse.
- 34.8 In the above circumstances, when a player gains possession, the referee shall rotate his right arm in full circular cranking motion and shout "Possession".
When the ball touches or crosses a goal area line before possession has been called, the referee shall rotate his right arm in full circular cranking motion and shout "Free ball".
- 34.9 Where a team has 1 or more players out of the game on penalty, then that team shall be exempt from confining its players to the goal and wing areas to the extent of its players in the penalty box. Such a team shall have the right to choose the confining area(s) in which it shall exercise its exemption, but it must obey the offside rule.
- 34.10 At a centre face-off, before "Possession" or "Free ball" have been called, if a referee mistakenly blows his whistle, then the ball shall be re-faced at the centre of the field with the same restrictions as the original face-off.

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- 34.11 If a foul is committed during or after a centre face-off before "Possession" or "Free ball" have been called, then confined players will not be released from the goal areas until the whistle blows to resume play.
- 34.12 If the ball goes directly out-of-bounds from a face-off, and the Referee does not know who touched it last, then it shall be re-faced at the same place as the previous face, and subject to the same restrictions as the previous face.
- 34.13 At a centre face-off, before "Possession" or "Free ball" has been called, if simultaneous fouls occur and a re-face is needed, per Rule 81.2, then the ball shall be re-faced at the centre of the field with the same restrictions as the original face-off.

AR 34.1 A Blue player is in the penalty box, and Red has possession.
A Red player passes the ball to a teammate but, whilst the ball is in flight between them, the whistle blows to end the period.

RULING: The next period starts with Red in possession.

AR 34.2 A Blue player is in the penalty box.
Red takes a shot (or make a bad pass) and the ball is rolling towards a boundary line when the whistle blows to end the period.

RULING: As there is no possession at the end of the period, the next period starts with a centre face-off.

AR 34.3 A Blue player is in the penalty box.
Red shoot, the ball passes over a boundary line with a Red player nearest to the ball but, before the Red player can pick the ball up, the whistle blows to end the period.

RULING: As the Red player WOULD have had possession of the ball had the period not ended, he is deemed to be in possession of the ball.
The next period thus starts with Red in possession.

AR 34.4 A Blue player is in the penalty box.
A bad pass from Red passes over a boundary line.
Before a Blue player can pick the ball up, the whistle blows to end the period.

RULING: As the Blue player WOULD have had possession of the ball had the period not ended, he is deemed to be in possession of the ball.
The next period thus starts with Blue in possession.

AR 34.5 A Red player is in the penalty box.
A Blue attacker, in possession of the ball, wards off a Red defender. As the whistle blows to denote the foul, the period ends.

RULING: As Red WOULD have had possession of the ball had the period not ended, they are deemed to be in possession of the ball. As there is an extra man situation, Red starts the next period in possession.

AR 34.6 A Red player is in the penalty box.
Blue score, and immediately the whistle is blown to end the period.

RULING: As there is no possession, the next period starts with a face-off.

AR 34.7 A Red player is in the penalty box.
Red then gains possession of the ball. Blue commit a foul, and a flag is thrown.
The period ends.

RULING: As a Red player is already in the penalty box, and a Blue player is about to go into the penalty box, there is NOT a man-up situation. The next period starts with a face-off.

AR 34.8 Blue attacking and a flag is down. The whistle ends the period with Blue in possession.

RULING: Blue retains the ball at the start of the next period, with the Red player in the penalty box.

AR 34.9 Blue attacking and a flag is down. The ball becomes loose as the period ends.

RULING: Blue retains the ball at the start of the next period, with the Red player in the penalty box.

AR 34.10 Blue attacking and a flag is down for a technical offence.
As the period ends, a Blue player commits a technical foul.

RULING: Simultaneous technical fouls cancel: no send-off: the next period starts with a centre face-off.

AR 34.11 Blue attacking and a flag is down for a personal foul.
As the period ends, a Blue player commits a personal foul.

RULING: Simultaneous fouls. Both players serve penalty time: as there is not an extra man situation, the next period starts with a centre face-off.

AR 34.12 Blue attacking and a flag is down for a personal foul.
Blue score, and immediately the whistle is blown to end the period.

RULING: As there is no possession, the next period starts with a face-off.

AR 34.13 A period ends with a Blue player in the penalty box, and Red in possession.
Red is awarded the ball.
During the break, a Red player commits a foul, and the extra-man situation is thus nullified.

RULING: The next period starts with a Blue ball.

AR 34.14 A period ends with a Blue player in the penalty box, and Red in possession. Red is awarded the ball. During the break, a Red player and a Blue player commit fouls.

RULING: The ball is awarded to the team having less total penalty time of the two simultaneous fouls that happened during the interval.
If the two penalty times are equal, then Red is awarded the ball.

AR 34.15 A period ends with both teams at full strength or with the same number of players in the penalty box.

A face-off is called.

A player commits a foul in the interval.

RULING: His opponents are awarded the ball at the centre.

AR 34.16 A player is injured at a centre face-off with the ball still loose.

RULING: The ball is re-faced at the centre with the original restrictions in force.

AR 34.17 A player loses an item of equipment at a centre face-off with the ball still loose.

RULING: The ball is re-faced at the centre with the original restrictions in force.

AR 34.18 The ball goes out-of-bounds at a centre face-off after being touched by a player, but the referees do not know who last touched it.

RULING: The ball is faced 20 feet (6.1 metres) from the out-of-bounds spot, and all players are released from their confined areas immediately.

AR 34.19 A team, which has no players in the penalty box, has only nine players on the field at the time of a centre face-off.

RULING: Legal play. The team shall be exempt from confining its players to the goal and wing areas to the extent of the number of players, which it is playing short. The team shall have the right to choose the confining area(s) in which it shall exercise its exemption, but it must obey the offside rule.

AR 34.20 A player shoots at his opponent's goal and scores.
When the ball is further than three yards from him, but before it has crossed the goal line, he is body-checked by a defender.

RULING: Illegal body-check: the defender serves a personal penalty.
As the ball is still in play at the time of the offence, the goal stands and the ball is faced at the centre.

AR 34.21 A player shoots at his opponent's goal and scores.
After the ball has crossed the goal line, he is body-checked by a defender.

RULING: Illegal body-check: the defender serves a personal penalty.
As the ball had crossed the line before the foul was committed, the foul is

treated as happening before the next face-off, and the attacker's team is awarded the ball at the centre.

AR 34.22 During the face-off the RED face-off man grabs, with his hand or fingers, the BLUE player's crosse.

RULING: RED foul, unsportsmanlike conduct.

AR 34.23 During the face-off the RED face-off man uses his free hand to touch or pickup the ball.

RULING: RED foul, unsportsmanlike conduct.

AR 34.24 During the face-off the RED face-off man uses his fingers, while still holding his crosse, to pickup the ball.

RULING: RED foul, unsportsmanlike conduct.