

Rule	Change/Rationale
1-2-1	<p>Add the following penalty under the Note:</p> <p>Penalty: If, because of a logo or any other reason, the home team’s field is without a clearly marked center line, possession of the ball goes to the visiting team to begin the contest.</p> <p>Rationale: Since this is a violation of the rules, a consequence is needed if the center line is not clearly marked.</p>
1-8-3	<p>All hollow crosse handles made of metal or synthetic material shall have a plastic or wood plug on the end of be adequately taped to prevent injury must have their open end covered with a plastic or rubber end cap manufactured for a lacrosse stick.</p> <p>Rationale: Tape alone becomes worn and inadequate. Difficult to detect that it is inadequate unless the stick is checked.</p>
4-3-3	<p>On a faceoff, the crosses and ball should be within the 4-inch-wide center stripe or as close as the equipment (ball and crosses) will permit. The crosses <u>and gloves</u> shall rest on the ground along the center line, and be placed parallel to each other, up to, but not touching, the ball center line.</p> <p>Rationale: Will limit violations for touching/moving the ball and will help keep sticks truly parallel.</p>
4-3-5	<p>It is illegal to kick, step on, or <u>intentionally place any other body part on his crosse or the opponent’s crosse.</u> <u>It is illegal for a faceoff player to use his crosse to hold or pin down the crosse of the opponent.</u></p> <p>Rationale: Will help eliminate unnecessarily long “tie ups” on the faceoff.</p>
4-5-10	<p>Airborne player—The location of an airborne player is the same as at the time such player was last in contact with the field or an extension of the field.</p> <p>Rationale: Defines that a player is not considered out-of-bounds until he touches the field or an extension of the field beyond the defined field of play. Likewise, a player who has been out-of-bounds is not considered to be in-bounds until he has touched the field within the field of play. This would also apply to an airborne player crossing from any defined section of the field of play to another defined section of the field of play.</p>
4-7-1	<p>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. <u>This rule applies when a player loses his crosse and the ball remains in or under the head of the crosse.</u></p> <p>Rationale: Eliminates the need for an opponent to kick or flip the crosse in order to dislodge and play the ball. This kicking or flipping often leads to unnecessary interaction among opposing players.</p>
4-11	<p>ART. 3...<u>A team is not considered offside if a team with too few players at either end of the field has not gained an advantage because the player(s) in question is off the field of play.</u></p> <p>Rationale: The team has not gained an advantage in this situation, and, in fact, may be at a disadvantage by having too few players on the field. In this situation, the official should withhold the whistle or flag, not make an offside call and observe how the potentially offending player re-enters the game. If the team with too few players gains an advantage by delaying the substitution, then an illegal procedure foul rather than an offside foul has occurred.</p>
4-15-1	<p>SECTION 15 ADVANCING THE BALL INTO GOAL AREA</p> <p>ART 1...A team shall bring the ball into the goal area within 10 seconds in each of the following situations:</p> <ol style="list-style-type: none"> a. After crossing the center line with possession. b. After initially gaining possession in the offensive half of the field. c. After regaining possession in the offensive half of the field following a defensive possession.

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	<p>Rationale: Eliminates the need for players to continually tap the goal area line every 10 seconds, allows teams to run their offense more efficiently and simplifies the counting requirements for officials. One of three revisions needed to implement the elimination of the present 10 second return to the goal area rule.</p>
4-27-3	<p>Officials will restart play as soon as the injured player has been removed from the field. The injured player shall be replaced but can substitute back into the game after the next dead ball following the resumption of play.</p> <p>Rationale: Previous rule specified that an injured player could return to the game immediately after the game is restarted. This revision will allow the injured player to be evaluated.</p>
4-34	<p><u>Section 34 Get it in/Keep it in</u> <u>In certain situations, a “get it in/keep it in” command will be administered by game officials.</u></p> <p>a. <u>“Get It In.” This warning is used when the ball is outside the goal area. An official signals and verbally announces “get it in.” The team in possession must advance the ball into the goal area within 10 seconds and keep it in the goal area.</u></p> <p>b. <u>“Keep It In.” This warning is used when the ball is inside the goal area. An official signals and verbally announces “keep it in.” The team in possession must keep the ball in the goal area.</u></p> <p>c. <u>“Get It In/Keep It In” situations are:</u></p> <ol style="list-style-type: none"> <u>1. Under two minutes remaining in the game when the game is not tied (See Rule 3-3);</u> <u>2. Stalling (See Rule 6-10).</u> <p>Rationale: One of three revisions needed to implement the elimination of the present 10 second return to the goal area rule.</p>
5-3	<p>Articles 1, 5 and 6 remain as written in the 2011 book. Article 2 is eliminated. Article 4 is moved to its own section.</p> <p>ART. 1...Unchanged</p> <p>ART. 2...Body checking of an opponent from the rear or at or below the waist.</p> <p>ART. 3...Body checking of an opponent who has any part of his body other than his feet on the ground.</p> <p>ART. 4...If a player who is about to be body-checked turns his back, jumps or moves in such a manner to make what started out to be a legal check appear illegal, no foul is committed by the player applying the body-check.</p> <p>Rationale: Eliminates unnecessary “avoidable body check” language. Moves checks to the head to its own section where it can include both cross checks and illegal body checks that contact the head.</p>
5-4	<p>SECTION 4 CHECKS INVOLVING THE HEAD/NECK</p> <p>ART. 1...A player shall not initiate contact to an opponent’s head or neck with a cross-check, or with any part of his body (head, elbow, shoulder, etc.) or stick. Any follow-through that contacts the head or neck shall also be considered a violation of this rule.</p> <p>ART. 2...Blocking of an opponent with the head or initiating contact with the head (known as spearing). A minimum of a 1-minute non-releasable penalty shall be assessed for spearing. A 3-minute non-releasable penalty shall be assessed if the spearing was violent.</p> <p>PENALTY: One-, two- or three-minute non-releasable foul, at the official’s discretion, for violation of either article 1 or 2. An excessively violent violation of this rule may result in an ejection foul for flagrant misconduct.</p> <p>Rationale: Giving this foul its own section calls special attention to actions that all concerned want to be eliminated from the game. Combines cross-checks, body checks, and targeted slashes to the head under one rule.</p>

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5-10	<p>Any player who accumulates five <u>minutes of</u> personal fouls, regardless of the penalty time accrued, shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out. <u>A player who accumulates five minutes of personal fouls has fouled out of the game and has not been ejected.</u></p> <p>Rationale: It is extremely rare for a player to accumulate five personal fouls. Thus, the current rule isn't a deterrent to excessive roughness or to using an illegal crosse. Changing the rule would help deter excessively rough play and the use of an illegal crosse.</p>
6-6-3	<p>(New d, Rename d as e) d. Commit any act considered misconduct by an official.</p> <p>Rationale: Gives the officials the same latitude to call a conduct foul in the same way that they presently have to make an unsportsmanlike conduct call.</p>
6-10-1	<p>ART. 1...It shall be the initial responsibility of the team in possession to move the ball into its goal area. attack the goal.</p> <p>Rationale: One of three revisions needed to implement the elimination of the present 10 second return to the goal area rule.</p>
6-10-2	<p>ART 2...A team in possession of the ball in its offensive half of the field may be warned to “get it in/keep it in”. This warning shall be made when it is obvious, <u>in the judgment of the officials</u>, that team is keeping the ball from play <u>by not attacking the goal. A visual 10 second count will start when warning the team to “get it in”.</u> <u>If the offensive team has the ball in the goal area, the defensive team must attempt to play the ball within the goal area in order for a stalling warning to be issued against the offensive team.</u></p> <p>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 goal area in any manner other than as a result of a shot on goal or a touch by the defensive team.</p> <p>Rationale: What is “obvious” to one person may not be to another. Cleaner wording when it is left to the judgment of the officials. Defense should be required to come out of a tight zone if it wants the offense to be warned for stalling.</p>
7-1-1	<p>NEW ART 1.d: Wait until possession is gained during a faceoff before entering the field through the table area even when his penalty time has expired. (Note: This change would eliminate the last sentence of Rule 4, Section 4, Article 3 on p. 29.)</p> <p>Rationale: Simplifies the procedure for player(s) entering the field when his penalty time expires prior to possession being gained during a faceoff. Most teams choose to fill the wing area anyway, so table personnel are used to holding the releasing player until possession is gained and tend to get confused as to what to do if a wing area is left open. Change would lead to more consistency in how the release is handled.</p>