



Rule 1.

Unified field dimensions. 91.4-110m x 55-60m.

EC15 - YES

Rule 6F

Include religious/ceremonial to soft jewelry.

EC15 – NO

RATIONALE: As non-experts in world religions, we don't have the expertise to determine what is and isn't religious/ceremonial jewelry. What if a religion insists on ceremonial earrings? The intent of the rule is to prevent injuries. Injuries from getting snagged in jewelry such as torn earlobes, cuts, broken fingers are preventable.

EC15 will play the following jewelry rule:

Players may wear securely taped medical alert jewelry with information clearly visible and close fitting cloth sweat bands. They must remove any other soft jewelry, necklaces, earrings, bracelets, and watches. Flat barrettes or hair slides are legal. Hats/visors with soft neoprene brims may be worn. The umpire may rule any hair or body decoration as dangerous to the player or to others and remove it from the field of play. If applicable, the player will be penalized for a minor foul.

Rule 10.H

Each team may request two 90-second time outs during regulation play and one time out during overtime. Time outs not used during regulation play are not permitted during overtime. A team may request a team [time] out after a goal is scored or when a team has possession of a 'dead ball' anywhere on the field outside the 15m fan. The coach may request the time out through the score table or the player who is given possession of the ball may request the time out directly to a field umpire.

EC15 - YES

Rule 11C (mis-labeled 12C in FIL updates)

If medical personnel, coaching staff, or any team representative comes on the field to attend an injured player, the player must leave the field.

EC15 - YES

12.A.2

To draw, the ball is placed between the crosses on the upper one-half of the head near the widest part of the head.

EC15 – YES

The purpose of the draw is to get play started quickly, efficiently and fairly. EC15 will emphasize setting a stable draw determined by the sticks of the players involved.

Rule 17.C Penalties for Goal Circle Fouls

1. With two exceptions below, when the defense commits any goal circle foul, the attack will be awarded a major foul free position at the 11m mark on the goal line extended that is nearest to the foul. Unless it is the goalkeeper, the defender who fouled will move 4m behind where the 15m fan intersects the goal line.



Exceptions to the rule: The goalkeeper (she would not go behind and would abide by goal circle penalties in Rule 17.C.1.a) and an illegal deputy (penalized for a major foul, Rule 17.C.1.b)

EC15 – YES

Rule 13.9

A player who scores a goal must immediately drop her stick to allow the umpire to confirm it is legal. A player must not adjust the thongs of her crosse after an umpire requests to inspect her crosse.

EC15 – NO

RATIONALE: This is not yet an issue in European lacrosse and we wish to keep the games flowing rather than adding stoppages. Players and coaches may request stick checks as delineated in the FIL 2010-14 rulebook.

EC15 will play the following:

(FIL 2010-14 Rulebook) **Rule 13.C**

A goal is NOT scored when:

... 8. The ball enters the goal from an attack player's illegal crosse.

9. The player who shot the goal adjusts her crosse after an umpire's request for a pocket inspection; the crosse will be removed from the game. (Rule 19.A.16)

Rule 19.A.14, 15 & 16

14. A player must not play with illegal equipment. An umpire may take time out at any time during the game to re-inspect the pocket of a crosse or other equipment. Any player on the field may request an umpire to check the pocket of an opponent's crosse. The player requesting the stick check must provide the umpire with the shirt number of the opponent whose crosse will be checked. (Rule 19.A.15)

Guidance: Umpires must be alert to sagging pockets and crosses that hold the ball after successive hard checks.

a. If the equipment is legal, the game will be restarted by awarding the ball to the player who was in possession of it when time out was called. If neither team had possession of the ball, a throw will be awarded to the two opponents who are nearest the spot of the ball.

b. If the equipment is illegal, it will be placed at the scorer's table for the remainder of the half. The opponent nearest the spot of the ball will be awarded a free position. The player may continue to play with equipment that is legal.

c. If a goal is scored with an illegal crosse, and the illegal crosse is discovered before the game is restarted with a draw, the goal will not count. All players must stand, and the opposing goalkeeper will be awarded a free position within her goal circle.

d. If any player other than the shooter is found to have an illegal crosse after a goal is scored and before the game is restarted with a draw, the goal will count. The game will resume with a free position for the opponents at the center line. Player positioning for the draw will apply; players must stand.

Guidance: When a crosse check is requested immediately after a goal, umpires must quickly call time out and require players to stand until the pocket is checked.

15. A team must not request for a second time during a game, or any additional times, the inspection of an opponent's crosse when it meets specifications. A free position will be awarded at the spot of the ball or where play was to resume before the crosse was checked.

16. A player must not adjust the thongs of her crosse after an umpire requests to inspect her crosse.

Guidance: A player may adjust the thongs on her crosse at any time during the game before an umpire makes a request to inspect her crosse. When a player adjusts her thongs after an umpire asks to check her crosse, the crosse is ruled illegal and must be placed at the scorer's table for the remainder of the half.



Rule 19.A.3 (mis-labeled 19.3 in FIL updates)

Moved to Rule 20.A.3 (mis-labeled 20.6 in FIL updates)

Warding off is now only a Major foul.

EC15 - YES

Rule 20.13

Illegal contact definition, noting use of shaft not handle.

EC15 - YES

Rule 22.B.1

The reserve table official may call a Time Out to consult with the umpires to correct procedure for a player who receives a warning card.

The reserve table official may award a warning card for misconduct by a team coach, manager, or other team personnel.

EC15 – PART

RATIONALE: It is not clear in what circumstances the first part of this is to be applied, so EC15 will **NOT** involve the table official in warning card situations in which the on field umpires have issued a card.

(As always coaches and captains may question a misapplication of the rules, which allows them to point out a circumstance such as a player receiving a second yellow where the yellow/red nature of the event has not been made clear and the player with 2 yellow cards attempts to return to the game after the penalty has been served without the umpires, or the table noticing. They may make this request without loss of a time out.)

EC15 will play the second part:

The reserve table official may award a warning card for misconduct by a team coach, manager, or other team personnel.

Rule 22.D Green Card

D. Penalties for Delay of Game and other Persistent Minor Fouls.

1. The first time an umpire awards a card for delay of game or persistent minor fouls, the umpire will show the team's captain a green card, and award the appropriate minor foul free position, if applicable, at the spot of the ball.
2. For the second delay of game or persistent minor foul penalty, the umpire will show the offending player a yellow card and award a major foul penalty. The offending player must leave the field for a minutes timed penalty and her team must play with one less player below/goal side of the restraining lines for the duration of the two minutes penalty.
3. Deleted including a. b. c. inclusive.

EC15 – NO

RATIONALE: It seems excessive for a mandatory yellow card to be given for a repeated minor foul. It is not clear whether the 3rd repeated minor foul in a green card situation would then be a mandatory red.

EC15 will play the Green Card rule as written in the FIL 2010-14 Rulebook:

RULE 22 / WARNING CARDS & MISCONDUCT

D. Penalties for Delay of Game and other Persistent Minor Fouls

1. The first time an umpire awards a card for delay of game or [other] persistent minor fouls, the umpire will show the



Please direct any questions to the EC15 Umpire in Charge: Dorothy Hirsch – umpires@europeanlacrosse.org

team's captain a green card, and award the appropriate **minor foul free position**, if applicable, at the spot of the ball.

2. For the second delay of game or persistent minor foul penalty, the umpire will show the offending player a green and yellow card together and award the appropriate **major foul penalty**. The offending player may remain in the game.

3. For the third or any subsequent delay of game or persistent minor foul penalties, the umpire will show the offending player a green and red card together and award the appropriate **major foul penalty**. The player must leave the field for a **five minute timed penalty suspension**. To resume play, no other player on the team that fouled must move 4 m behind for the free position.

a. During the five minute penalty suspension, the player's team must play short with one less player below/goal side of the restraining lines. When the time expires, the player or a substitute may enter the game.

b. If the suspended player or her substitute enters the game before the penalty expires, she is an illegal substitute.

A player must leave the field to re-serve the entire timed penalty suspension, and her **team** must play short for another 5 minutes. When play resumes, any eligible player may enter the game as long as the team plays short until the timed penalty suspension expires. (See Substitution, Rule 11.B)

c. Whenever a player is suspended with less than five minutes remaining in the half, the suspension will carry over to the second half or overtime when played.

4. Delay of game and other persistent minor fouls need not be identical.

a. The warning card procedures for personal misconduct fouls and those for delay of game and other persistent minor fouls operate independent of one another. Therefore, it is possible for a player to receive a yellow card and then receive a yellow/green card.

Rule 23

Include definition of a goal keeper save.

EC15 - YES

Rule 24.C

Goal keeper mesh color will be anything other than the color of the event/game ball.

EC15 – NO

RATIONALE: It is not clear what advantage the goalkeeper gains from having ball-coloured mesh. If anything an attack player with ball-coloured mesh would be the one with an advantage. In addition, there is no need to require goalkeepers to restring their crosses this close to a tournament.

Rule 24.E

In Tournament Play, when there is a tie on points, the Goal differential Formula will be applied.

EC15 - YES

Rule 24.K

The scoreline for a forfeit is 12-0 (maximum goal differential).

EC15 - YES