

## 2011 Fann Cup Rules

ALL RULES WILL APPLY EQUALLY TO ALL PLAYERS, REGARDLESS OF SKILL LEVEL

### GENERAL

Mandatory apparel: helmet with facemask that meet the appropriate requirements, lacrosse stick, lacrosse or hockey gloves, running shoes and a matching coloured team jersey. Mouth guard is not mandatory, but is STRONGLY recommended. NO CLEATS – running shoes ONLY. If you have cleats you will not be allowed on the floor. Players age 16 and under must wear full protective gear (helmet, gloves, shoulder pads, elbow pads, rib pads, mouth guard). Goalies are to wear all appropriate BOX LACROSSE protective equipment (no field goalie equipment allowed).

No drinks allowed on the playing surface. (Bottled beverages such as water / Gatorade / etc are permitted in the bench area)

PLAYING SURFACE, GOALS, GOAL CREASES, NETS, DIVISIONS OF THE FLOOR, FACE-OFF SPOTS, TEAM BENCHES, TIMER/SCORER AREA, ETC) **1.** THE HOST TEAM WILL ENDEAVOUR TO PROVIDE AN ARENA FOR PLAY WHICH RESEMBLES AN NLL FLOOR AS CLOSELY AS POSSIBLE. **2.** THE HOST TEAM WILL ENSURE THAT TWO 9 FOOT DIAMETER GOAL CREASES ARE MARKED ON THE FLOOR WITH PAINT OR TAPE AROUND THE GOALS **3.** NETS COVERING THE BENCH AND ENTRANCE/EXIT TO THE PLAYING SURFACE MUST REMAIN DOWN AND IN PLACE AT ALL TIMES. NO EXCEPTIONS. THIS IS A VENUE REQUIREMENT.

### CONTACT

Stick to stick contact is allowed assuming the contact is reasonable (light contact to glove and stick only) and intended only to dislodge the ball. Unreasonable force will be penalized appropriately. Hitting a player's stick before possession is gained will result in possession to the non-offending team.

An offensive player forcefully and intentionally colliding with a set (not moving) defensive player for the purpose of moving them out of the way is not permitted (charging through a pick) – penalty is as described in the penalty section. Likewise, a defensive player is not permitted to initiate forceful body contact with an offensive player (i.e., a cross check) whether or not , the offensive player has the ball – with the penalty described in the penalty section of this document. HOWEVER, if defensive players are not set and there is inadvertent contact initiated by the offensive player, no penalty is assessed to the offensive player (i.e., a player with the ball splits two defenders who move towards him and all three contact).

### DANGEROUS SHOT RULE

There WILL NOT be shooting arc this year. A player may shoot the ball from anywhere on playing surface the as long as there is an open lane. TWO 24 FOOT RADIUS ARCS ARE MARKED ON THE FLOOR. THE FOCUS POINTS OF THE TWO ARCS WILL BE THE MIDPOINT OF THE GOAL LINE. THE ENDPOINTS SHALL BE THE POINT WHERE THE ARC INTERSECTS THE GOAL LINE. (The arcs are marked only as a reference to the referees for the purpose of Zone Defence.)

ANY player who hits ANOTHER PLAYER (REGARDLESS IF THEY ARE ON THE SAME OR OPPOSING TEAM ) with the ball while shooting will be assessed a major penalty (exception: if defending player is in the crease, or moves into the shot). Man-to-man defence is required to be played. If the attacking team has 2 players inside the arc, the defensive team may have 2 players inside the arc. If a player is not actively defending an attacking player and is hit with a shot, no penalty will be assessed. It is the duty of the shooter to ensure that he does not hit anyone. Players are allowed to shoot around a player as long as no contact is made – any resulting contact (including on follow through) is considered a dangerous shot. A follow through slash will nullify the goal and send the offender to the box. IF IT IS DETERMINED BY

THE REFEREE THAT THE SHOT WAS INTENTIONALLY AIMED AT THE OTHER PLAYER, THE OFFENDING PLAYER WILL BE SUMMARILY EJECTED FROM THE TOURNAMENT.

#### STALL AND POSSESSION LIMIT

Each player will have a maximum of 7 seconds with the ball. A player may not pass the ball to him/herself off the boards. If a player has possession of the ball and then drops the ball their 7 seconds continues to run until the ball is touched by another player.

Once offensive possession is obtained, a team will have a total 45 second possession time (including the time to move over midfield line), otherwise possession shall be awarded to the non-offending team. A team will have up to 15 seconds to move the ball over centre from their defensive ZONE. Once an attacking team is in the offensive zone with the ball they CANNOT go back over centre into the defensive zone with the ball (over and back) resulting in loss of possession. If the offensive team takes a shot on goal (hits post or goalie), a new 45 second possession will start upon possession of the ball. If offensive possession is lost to the other team, the other team controls the ball, and then offensive possession is re-obtained, the 45 second clock will be reset (new 45 seconds)

#### RESTARTS

After a goal, play is restarted with possession given to the team that gave up the goal and within 5 feet of the goal. Play does not start until the referee blows the whistle. Referees will allow 10 seconds before blowing the play back in to allow both teams sufficient time to make a line change.

On a penalty, play will restart at mid-field.

On all restarts, the defending player must be 9 feet away from the ball when the whistle is blown.

A referee will not allow play to restart until the right number of people are on the floor for each team.

#### LOOSE BALLS/ WALL / SAFETY LINE

Loose balls - in order to control possible injury during a battle for loose balls the player closest to the ball along the boards will be awarded the ball. Opponents may attempt to cover the player and may attempt to scoop the ball only if the ball comes off the boards. If the ball is near the boards (not in possession of either team), and two opposing players approach the ball to contend for possession, the referee will stop play and award possession to the team he determines to be closest to it when play was stopped. The 45 second shot clock will be reset when the ball is awarded to either team. A ball that goes into the restraining netting (whether above the wall or the netting covering the playing bench) is out of play and the referee will award the ball to the non-offending team.

#### FACEOFFS

Standard faceoff rules apply (must pull first) and a player is not allowed to check and empty stick.

#### GOAL CREASE

Players and goaltenders out of their crease making contact with their hand on the ball will result in loss of possession. Closing your hand on the ball outside the crease is a minor penalty. The crease will consist of a cylinder extending upwards. No attacking player may reach into the crease with his stick to obtain possession. This infraction will result in a possession to the defending team. The goalie is considered to be in the crease if at least one foot is inside the crease circle. Only the goalie may draw a ball back into the crease. A player inside the crease may not do this and it will result in a "back-in" call which will give the ball to the non-offending team. A "back-in" call will be made if the referee deems that the ball was directed back into a defending player's crease.

No player may dive into or across the crease in an attempt to score. Any contact with the goalie in the crease will result in a minor penalty. The goalie may not initiate contact. If the goalie initiates contact, it will be a minor penalty on the goalie. Goalie must serve this penalty. This will occur even if a crease

violation is assessed to the opposing team. Goalies must be cognizant of this - If no other goalie is immediately available to step into the goal, the goal will be empty. The offending team can elect to give up two goals if they do not have a back-up goalie.

No attacking player may step into the crease at any time. A goal will only be counted if the player is fully outside of the crease. Any attacking player entering the opposing crease in pursuit of the ball will result in a possession to the other team. Any attacking player entering the opposing crease to check another player will be assessed a minor penalty.

### PENALTIES

Penalties will be called for the following: any deliberate stick contact that is not stick-on-stick; interference, rough play, or physical play outside the realm of normal game play. For physical purposes, we will be using a basketball approach for the following: defensive positioning, picks, and equal competition for a loose ball in the playing area. An offensive player with the ball who drives into a defensive player (who has established position) will result in a loss of possession or a minor penalty if applicable. Inappropriate verbal comments and unacceptable conduct will not be tolerated and a minor penalty will be assessed at the referee's discretion. Wrap checks are not permitted and will result in minor penalty.

Major penalties will be called for: high-sticking, checking from behind, contact to the head, and deliberate rough play. As well, it is at the referee's discretion to assess a major penalty for any infraction of he deems it appropriate.

Match penalties will be assessed for attempt to injure, abuse of officials, or fighting and will result in ejection from tournament.

Minor penalties will be 1 minute in length, or until the opposing team scores, whichever comes soonest.

Major penalties will be 2 minutes in length, with no release until the two-minutes is up.

Match penalties will result in a 5-minute penalty assessed, with no release, to be served by a member of the offending team who was on the floor at the time of the infraction. A match penalty will also result in game expulsion and suspension of the offending player for the next game. The tournament board reserves the right to exclude the offending player from the duration of the tournament as is appropriate.

Only the team Captain and Asst. Captain(s) are permitted to approach the referee and discuss a violation. Other players addressing the referee or comments made from the bench area questioning a call will result in an automatic bench minor penalty to be served by the team Captain.

### PENALTY SHOTS

Penalty shots/penalties: No team shall be more than two players short due to penalties. Any subsequent penalties will result in a penalty shot awarded to the non offending team. If it's a major penalty, two penalty shots will be awarded. THE OFFENDING PLAYER MUST STILL SERVE THE PENALTY TIME, HOWEVER, HIS/HER TEAM MAY HAVE A REPLACEMENT PLAYER ON THE FLOOR. OFFENDING PLAYER IS RELEASED FROM THE BOX AT THE NEXT STOPPAGE OF PLAY AFTER THEIR PENALTY EXPIRES.

Time/Games shall be two halves of 20 minutes each; game time will be a running clock. Each team shall be permitted one time-out per game of 45 seconds to be used at their discretion.

### SAFETY

It is up to the discretion of the referee to make any call he deems appropriate to ensure the safety of participants. This includes but is not limited to physical play, possessions in unsafe circumstances, or verbal situations that threaten to escalate. The referee's verdict is final and will be fully supported by the tournament board.