



## 2022 and 2023 Women's Lacrosse Rules Changes

The following rules changes were approved by the NCAA Women's Lacrosse Rules Committee and the Playing Rules Oversight Panel.  
All rules changes are effective with the 2022 season.

<u>Rule(s)</u>	<u>Rules Change and Rationale</u>
2-6, 2-7 and 2-10	<p>To eliminate the pregame stick check.</p> <p><b>Rationale:</b> Currently, pregame stick checks are required. Eliminating the pregame stick check will allow for more efficient administration of the game. Pursuant to Rule 2-1, the head coach will continue to verbally certify that all of their team's equipment is legal under the rules. Additionally, teams will still be permitted to request stick checks during the game, and officials will still perform a pocket-depth check on the goal-scoring stick. Lastly, at any point during the game, officials will still be permitted to check a stick at their discretion.</p>
2-13	<p>Following the first team requested stick check where the stick is deemed legal, the team who requested the stick check will lose possession. Following a second team requested stick check where the stick is deemed legal, the team will lose a timeout. If the team who requested the stick check has no timeouts remaining, the stick check will not be permitted.</p> <p><b>Rationale:</b> The current rule which results in the loss of a team timeout when the first team requested stick check is deemed legal has practically eliminated the team requested stick check. This change will deter team requested stick checks aimed at delaying the game while still providing the opportunity to address the utilization of illegal sticks. The Committee believes this is an important change in light of the elimination of the pregame stick checks.</p>
2-13 and 2-18	<p>Eliminate the ability of teams to request a stick check during their own timeout.</p> <p><b>Rationale:</b> This change will improve the pace of play, allow for better game administration, and address any concerns related to the duration of the game when a stick check is still being conducted at the expiration of a timeout.</p>

<p>2-14, 2-19 and 2-20</p>	<p>If a stick is deemed illegal as a result of pocket depth, the stick head disconnecting from the shaft, or another equipment malfunction, it may be reinspected during the 2-minute break in between quarters. There will be no change in the time period when sticks that are deemed illegal and result in the issuance of a card are permitted to be reinspected.</p> <p><b>Rationale:</b> The current rule as applied to pocket depth permits a reinspection during halftime or prior to an overtime period. The current rules as applied to the stick head disconnecting from the shaft permits a reinspection</p>
	<p>at the next team timeout, halftime, or prior to an overtime period. This change permits players to reacquire use of their stick at an earlier time for pocket-depth violations and equipment malfunctions.</p>
<p>2-20, 2-27 and 2-28</p>	<p>If a malfunction or breakage of equipment occurs below a restraining line and the ball is also positioned below the same restraining line, the official must blow the whistle immediately and call timeout. If a malfunction or breakage of equipment occurs between the restraining lines and the ball is also positioned between the restraining lines, and the breakage or malfunction of equipment is equipment of a player carrying the ball, defending the person carrying the ball, or positioned within 2m of the ball, the official must blow the whistle immediately and call timeout.</p> <p><b>Rationale:</b> This change will allow for a more consistent, objective, and efficient administration of the malfunction and breakage of equipment.</p>
<p>3-6 and 5-17</p>	<p>Add a section to Rule 3-6 stating that the speaking captain is responsible for communicating officials’ clarifications and messaging to teammates. Additionally, add a second section stating that the speaking captain be a player who is expected to play at least half of the game.</p> <p><b>Rationale:</b> This change will allow for more consistent and clear communication between officials and teams and better administration of the game.</p>

<p>4-1</p>	<p>To change the regulation playing time from two 30-minute halves to four 15-minute quarters with 2-minute breaks between quarters. Players will change ends to begin each quarter. The 2-minute time period between quarters shall be visible on the game clock.</p> <p><b>Rationale:</b> This change will improve the pace of play, contribute to the growth of the game, permit periodic breaks for coaching staffs to implement strategic adjustments and officials to communicate with each other, and provide players with additional breaks from physical play and for hydration.</p>
<p>4-1, 5-2, 5-5, 5-6, 5-36, 5-47 and Appendix B</p>	<p>For any delay during the administration of the draw where fault cannot be attributed to either team and under the current rules the delay in administration would result in either a prolonged set up of the draw, reset of the draw, or a re-draw, alternate possession will be administered. The team awarded possession of the draw may self-start,</p>
	<p>including during the administration of the first draw of each quarter or overtime period. Re-draws will be eliminated from the rules book.</p> <p><b>Rationale:</b> Currently, the administration of the draw takes an excessive amount of time. This change will help improve the pace of play, provide for more consistency, fairness, clarification, and objectivity in the game, and help eliminate much of the gamesmanship that surrounds the administration of the draw.</p>
<p>4-6</p>	<p>For suspended/interrupted games, a game will be considered legal and complete if 75 percent (45 minutes) of playing time has elapsed (i.e., 3 quarters). Whether the game is replayed on the same day or another day, it will be played from the point of interruption.</p> <p><b>Rationale:</b> The current rule states that a game is considered legal and complete if 80 percent (48 minutes) of playing time has elapsed. Due to the change from halves to quarters, considering a game complete at the end of the third quarter (45 minutes of elapsed playing time) as opposed to two minutes into the fourth quarter (48 minutes of elapsed playing time) will provide for better administration of the game. Additionally, the current rule states that outside of NCAA tournament play, if a suspended /interrupted game is continued on the same day then it is restarted from the point of interruption, but if it is continued on another day, then it is played from the beginning. This rule will provide for more fairness as well as consistency with NCAA tournament play.</p>

<p>5-1 and 6-14</p>	<p>Eliminate the requirement that there must be 12 eligible players on the field before the start of the draw to there may be up to 12 eligible players on the field before the start of the draw. Pursuant to Rule 5-2, once the official’s hands are on the drawers sticks, the draw is being set and no substitutions may occur. No substitutions may occur until possession is gained. Players may not be positioned in the substitution area until possession is gained.</p> <p><b>Rationale:</b> Currently, the time it takes for substitutions to occur and to set up the administration of the draw following a goal is an excessive amount of time. Before implementing any type of time limit following a goal, the Committee believes this change will improve the pace of play and may resolve this repetitive timing inefficiency.</p>
<p>5-19</p>	<p>Following a shot on goal by the team with possession that hits a pipe or rebounds off a save and the team who shot the ball retains possession, reset the possession clock to 60 seconds.</p> <p><b>Rationale:</b> Currently, the possession clock is reset to 90 seconds following a shot on goal by the team with possession that hits a pipe or rebounds off a save and the team who shot the ball retains possession. This change</p>
	<p>will improve the pace of play, contribute to the growth of the game, and allow for better competitive balance between the attack and defense.</p>

<p>5-40</p>	<p>Following a foul committed by the defense in the critical scoring area of their defensive end and below goal line extended, the game clock will no longer stop. The possession clock will still stop.</p> <p>Following a goal circle foul committed by the defense in their defensive end, the game clock will no longer stop. The possession clock will still stop.</p> <p>Following a goal circle foul committed by the attack in their offensive end, the game clock will no longer stop. The possession clock will reset.</p> <p>Following a foul committed by the defense in the critical area of their defensive end, above goal line extended, and more than 8 meters from the goal circle, the game clock will no longer stop. The possession clock will still stop.</p> <p>The game clock will no longer stop for the administration of alternate possession. The possession clock will continue to reset if there is a change of possession, or if there is no change of possession, but the underlying foul would otherwise require a reset. The possession clock will still stop when there is no change of possession and the underlying foul would not otherwise require a reset.</p> <p>*At the discretion of officials, timeout may be taken. Officials will be encouraged to take timeout and issue a delay of game foul for any type of behavior that amounts to delay during the administration of the fouls outlined above.</p> <p>**Other language within specific sections of the rules book affected by these changes may need to be revised.</p> <p><b>Rationale:</b> Currently, the game clock stops during the fouls and administrations outlined above. These timing changes which maintain the running of the game clock will improve the pace of play, shorten the duration of the game, and allow for better administration of games.</p>
<p>6-1.g</p>	<p>Eliminate the foul for false starts against the team in possession of the ball unless the administration of the foul is within the critical scoring area and the official has set up the free position by placing the offender 4m behind.</p>

	<b>Rationale:</b> This change will provide for more consistency and fairness.
6-21	<p>Add a new foul titled “Dangerous Contact” to the category of mandatory card fouls. This new foul will mandate the issuance of card if a player’s stick hits or causes their opponent’s stick to hit their opponent’s neck. This new foul will also mandate the issuance of a card for cross checking an opponent’s shoulders or back from the rear position. The foul check to the head, Rule 6-21.a, will be included as part of dangerous contact in lieu of being its own standalone foul.</p> <p><b>Rationale:</b> This change will enhance student-athlete safety by discouraging aggressive play with a cardable penalty. This change will provide for better administration through its clear and consistent criteria for the issuance of a card relating to specific types of dangerous contact.</p>