

# Chapter Meeting #2

# MUSIC

- Music can be played before games, after goals, between quarters, at halftime, anytime outside of game time.
- Game Time is anytime the game clock is running or when it has been stopped by the officials.
- The music cannot be offensive.
- The music cannot be so loud that it interferes with your ability to communicate with each other, coaches or players.
- The music cannot so loud that it interferes with a coaches ability to communicate with their player or their players with each other.
- You can ask that the volume be turned down.

# The Last 2 Minutes of Quarters 2&4

- The clock is stopped on all fouls (attack and defense) in the CSA within the last 2 minutes of Qtrs 2&4 unless there is a 10 or more goal differential.  
Rule 4 Sec 1.
- Be aware of the time on the clock. Know when you are close to 2 minutes remaining in Qtrs 2&4.
- If the defense is awarded a FP in the CSA set up the FP and whistle restart.
  - If the foul occurred below the GLE the FP is setup is at a dot
  - If the foul occurred within the 8 meter or pie area the FP is set up on the 8 meter.
  - If the foul occurred between the 8 and the 12 the FP is set up at the spot of the foul.

# The Last 2 Minutes of Quarters 2&4

- If the defense is awarded a FP and the clock is stopped and the player self-starts you RESET the FP. It is not a false start. (Rule 5 Situations and Rulings 5.4.5. This applies to all situations when Self-Start is not allowed, not just AP).
- Tell the defenders that it is a whistle restart.
- If the defense repeatedly self-starts when self-start is not allowed and you are reminding them, you can call delay of game.

# The End of Quarters 1&3

- We do not stop the clock for fouls in the CSA in the last 2 minutes of qtrs. 1&3 unless:
  - A card is being issued
  - Another reason (injury) for an official TO
  - A team TO by the team awarded the FP
- “If time runs out prior to the complete administration of a free position, then it shall not be administered.” (Rule 4 Sec 1 Art 3).
  - Be aware of the time but set the FP up correctly, don't take short cuts.
  - If you feel the defense is wasting time you can stop the clock and call Delay of Game.
    - Is the defense slower to clear the PZ.
    - Do defenders keep switching paces on the 8 meter.
  - You cannot simply stop the clock for the benefit of the attack.
    - If you stop the clock you must call Delay of Game.

# Stick to Body Contact

## Horizontal Crosse Contact - Keep calling it

- On the defense – even if attack initiates the contact
- On the attack if a pick is set with the crosse held horizontally

## Stick to the Back

- Call defenders for making stick to body contact to the back.
  - Smaller shots to the back are illegal stick to body contact
  - Big shots to the back are Dangerous Contact – card it.
- If the crosse starts in the back and goes to the neck or head it is Dangerous Contact – card it.

Where the hands are on the crosse doesn't matter. The hands and the crosse are a single unit.

# The Goalie and Play Around the Goal

If the goalie has any part of a foot in the cylinder of the GC she is in the GC. This includes a foot being in the air but within the cylinder. (Rule 7 Situations and Rulings 7.2.1)

If the goalie is in her GC she cannot be called for shooting space no matter how much of her is beyond the GC cylinder.

If the goalie's crosse, with the ball in it, is outside the cylinder of the GC it can be checked even when she is in the GC.

# The Goalie and Play Around the Goal

- If the goalie or deputy takes possession of the ball outside the GC she may carry or propel the ball into the GC.
- Once the ball enters the GC and it is not in the goal, it must be cleared (passed or carried out) within 10 seconds.
  - The count starts as soon as the ball enters the GC. Don't wait until the goalie pick the ball up.
- Once cleared the ball cannot be returned to the GC until it has been played (touched by another player, the goalie's/deputy's crosse checked, or a foul called).
- An opponent or opponents chasing or harassing the goalie/deputy does not count as 'played'. No check no played.



# Where Can the Centers Fingers Be?



Rule 5 Section 2 Starting Play – Draw  
Art 3c. A player's top hand may not contact  
any part of the sidewall or pocket.

Fingers are part of the Hand.  
If you see fingers on the sidewall or pocket  
tell the player to move their fingers. Do this a  
couple times. Then call it if it persists.  
It is important when calling this that you say  
"Ready" while the fingers are illegal and  
before you back out.