

# Maryland Masters Lacrosse League (MMLL)



## Rules of Play for 2009

The Maryland Masters Lacrosse League (MMLL) rules of play are intended to promote consistency with the NCAA (collegiate) and post-collegiate club rules as well as the counties in which we play our games, with an emphasis on safety and respect for our players and officials.

The MMLL rules of play for 2009 the Masters and Grand Masters division are based on a combination of the [2009 NCAA rules and interpretations](#), as well as the [US Lacrosse Men's Division Post-Collegiate Club Council \(MDPCC\) Recommended Rules of Play for 2009](#). All of their rules and interpretations apply unless they are **specifically** modified in these rules. The rule and section numbers herein are the same as those in the NCAA rulebook. Changes to last year's rules are listed in gray with MMLL-specific modifications in blue. Page 2 contains a summary of the main MMLL rules as a reference.

In addition, as an adult sports program participating within the *Mid-Atlantic Recreation and Parks Sports Alliance (MARSPA)*, we must observe all associated County Recreation and Parks Guidelines and Policies related to the use of and conduct at their facilities and fields. This includes documents such as the [Howard County Recreation and Parks Adult Sports Team Manager's Responsibilities, Expectations and Guidelines](#) and [Anne Arundel County Recreation and Parks Guidelines and Reference Manual](#).

**Important note:** *In most games, team captains will be provided an information card prior to each game that contains the information for the officials for your game. Please be sure to use this card and reply directly to the officials group with any general or specific comments (good or bad) regarding the conduct and/or competency of your officials – as this is used as an important quality and continuous improvement tool for each respective organization and its officials.*

**Changes in Post-Collegiate Club Council Rules From 2008:** No Changes.

## Roster Rules:

Masters players can be as young as 34, but must turn 35 by the end of the calendar year in which the season is played, and (as an exception) each team may also have no more than two (2) players who have turned 33-yrs old prior to the start of the season.

Grand Masters players can be as young as 44, but must turn 45 by the end of the calendar year in which the season is played.

**One Team, One Player Rule:** A Masters or Grand Masters Division player may only participate on **one (1) team** during a given season and therefore can only be registered on **one (1)** roster. The two exceptions to this rule exist only in the following situations:

(1) 1st year teams who are unable to consistently field a full team of players sufficient to play a given game. In this instance, teams who play prior to the 1st year team's game (in a double-header situation) may participate with them to ensure they have a sufficient number of players. Teams are strongly discouraged from abusing this rule to gain an unfair advantage over other teams.

(2) However, a Masters Division player *may* participate in the Grand Masters Division.

Each Masters Division team will submit their initial rosters before their first game (electronically) to the league in the approved County/League format.

All Teams must submit their signed Masters and Grand Masters rosters before their fourth game of the season (by mail or fax) in the approved County/League format. These and cannot be changed thereafter.

**Only rostered players** will be permitted on the game field during MMLL games. Teams are responsible to ensure that affiliated fans, friends and family members observe this rule – and are responsible for those who do not.

*Note: Violation of MMLL roster rules can result in forfeiture of the game where it was determined the violation occurred. A second offense could result in team suspension from the season-ending playoffs. The MMLL will investigate and adjudicate any potential violations.*

## Summary of Rules / Points of Emphasis:

Each Masters and Grand Masters Team will designate a Captain who will meet with the Officials prior to the start of each game. This person will be the only player officially permitted to respond to and request clarification of officials calls during game play, and will be responsible for the personal conduct of their team.

Officials are to use the field mechanics and the positioning technique set forth by the US Lacrosse Men's Division Officials Council in the *Men's Lacrosse Officials Mechanics Manual*.

The MMLL observes a **five (5)** defensive pole limit for its Masters and Grand Masters games. See Rule 2 (below).

Regulation periods (quarters) are **18** minutes each and running time is used. See Rule 3 (below).

Each team shall be limited to two (2) timeouts per half, and **no** timeouts will be permitted in any overtime periods.

Should a team trail by five (5) or more goals, it has the option to take possession of the ball in their offensive half of the field immediately after following a goal. Officials must ensure that the defense is set before resuming play. If the trailing team does not elect to take possession, then a normal face-off will occur. This rule is **not enforced** during playoff games.

When obscene language is penalized, a **minimum** of two minutes is to be assessed. The NCAA mechanic for determining obscene language shall be used.

Use of the conduct foul (Rule 6-7), especially subparagraph c, is encouraged.

Do not strictly enforce the delay of game penalty as per Rule 6-6-f-7. Officials and team representatives should make every effort to ensure that there is at least one (1) ball on the end line prior to start of each period.

Players should make every effort to ensure that when helmets, arm pads, shoulder pads and mouthpieces are worn, they are worn properly, are not altered, and meet NCAA and NOCSAE specifications. Players assume all risk of injury associated with playing with equipment that is not NCAA/NOCSAE approved or illegal.

Random stick checks will not be used. A Team Captain can request up to one (1) stick check per half, and no more than two (2) stick checks per game per *NCAA Rules*.

Be more aware of goalies committing **severe** personal fouls. More than one minute should be assessed.

The **minimum** number of players that each team must have to start an official MMLL game is 10 (including 9 regular players and 1 goalie). If a team cannot field the minimum number of players at least 15 minutes before the start of either a single-site game or the first game of a double-header, then the game will be played as a scrimmage and that team will be credited with a loss for that game.

*Note: Should a player be ejected from a game for any reason, they will be subject to the associated County Recreation and Parks Guidelines and Policies related to the use of and conduct at their facilities and fields. This could include suspension from play for a period of no less than two (2) weeks and up to a year.*

## Rule 1

**Playing Field (2):** Fields may be 53 to 60 yards wide. Limit lines and the 4 inch square at the center of the field are not required. Lines on the sides of the attack areas are required, but do not have to be solid. All other lines and dimensions must be as stated in the NCAA rules unless the home team has a written waiver from the League. If there is no written waiver, the appropriate NCAA procedures and penalties are to be applied.

**Goals (3) and Nets (5):** NCAA rules as to the color, and the size and shape of the pipes used in the construction of goals shall not apply. Both nets do not have to be the same color or a solid color.

**Cones and Pylons (15):** These are not required, but are recommended for the special substitution area, if available.

**Ball Retrievers (16):** They are not required. If they are not provided, teams should make an effort to ensure that an adequate supply of balls (1-4) are placed at each end line.

**Crosse Dimensions (17):** The head of the stick at its widest shall not be less than 6 ¼ inches.

**Crosse—Prohibitions (19):** All strings and leathers are limited to a hanging length of 2 inches.

**Helmet, Face Mask, and Mouthpiece (20):** Helmets do not have to be the same dominant team color or colors. NOCSAE approved lacrosse helmets are strongly recommended. Players assume all risk of injury associated with playing with a helmet that is not NOCSAE approved (e.g., helmets that pre-date NOCSAE, or an indoor lacrosse helmet with a NOCSAE warning label). Mouthpieces are not required, but are strongly recommended.

**Personal Equipment (21):** The home team has the choice of jersey color. Sweat pants and garments worn under jerseys or shorts do not have to be white, gray, or the same color. Shorts do not all have to be the same dominant color. Shoulder pads and arm pads are not required, but are strongly recommended. Although shoulder pads are not required, they cannot be altered. Gloves do not have to be the same color and can have the palms cut out. The manner in which gloves can be altered is described in Rule 5-6 of these rules.

**Coaches Certification (22):** This rule is not used.

**Game Administration—Timer's Horn (25):** A horn is not required.

## Rule 2

**Crosse Restrictions (1):** The number of sticks over 52 inches in length that can be on the field at the same time is five.

## Rule 3

**Length of Game (1):** Regulation periods (quarters) are 18 minutes each and running time is used. The clock does not stop after a goal is scored. The clock should stop when there is an undue delay in retrieving an out of bounds ball. The clock shall also stop during team and official time-outs, and during all stoppages of play during the last three minutes of the fourth period (this includes when goals are scored during that time). **Note:** Rule 6-6-f-3 is not strictly enforced. This pertains to the time that elapses after the scoring of a goal. Officials are not required to wear timers (beepers) to enforce this rule.

**Sudden Victory Overtime (5):** These shall be five (5) minutes in the length and the clock shall stop during all stoppages in play.

**Automatic Stall Warning at the End of the Fourth Period (4):** This rule states that the warning is given after the ball is brought into the attack area. A team does not have to “get it in” unless they are stalling as stated in the *Advancing the Ball* section in Rule 4 and *Stalling* in Rule 6 of these rules. If the offense is being played closely, it is conceivable that they could keep the ball out of the attack area for the entire last two minutes of the fourth period. The attack area is the NCAA “box” as it is defined in Rule 1-6: it is not *side line to side line*.

**Forfeited Game vs. No Contest (8):** The MMLL will use discretion upon deciding the status of these games.

## Rule 4

**Facing Off (3):** The NCAA rule as to the distance between sticks and the ball shall not be used. The distance between sticks prior to 2005 shall be used. Gloves and the cross can touch the centerline during face-offs. All other aspects of positioning in this rule are used. If any player commits a technical violation before or during a face-off, the ball shall be awarded to the offended team and play shall be restarted immediately. The NCAA rule requiring the faceoff man to leave the field when a face-off violation occurs shall not be used.

**Free Play (5-a) and Restart (24):** A quick whistle is used except when the goalie legitimately chases a shot, and when a served time penalty is assessed. The five (5) second restart count for the goalie in paragraph “d” in Section 18 of Rule 4 is not applied unless the goalie has legitimately chased a shot. In the penalty situation, play shall start as soon as the official has completed signaling the foul to the scorers table area and the ball is set 20 yards from the goal. If there is a free clear, play shall start as soon as the foul is signaled to the scorers table area and the player with the ball is at the center line.

**Advancing the Ball (13 and 14):** These rules are not used. But, if a team is not making an attempt to advance the ball out of their defensive half of the field, or into their attack area, they shall be warned to “clear the ball” if clearing or “get it in” if they have the ball over the center line. Once the ball is in the attack area after the “get it in” warning, it must stay in as per Rule 6-11. A team with fewer players than its opponent or being closely played by the defense shall not receive a stall warning.

**Goal-Crease Prohibitions (19):** The NCAA “dive rule” is not used. A goal shall be allowed if a player enters the crease after the ball crosses the goal line. A goal shall be disallowed only when a player enters the crease before the ball has crossed the goal line.

**Substitution (21 and 23):** A horn is not used. All substitutions during live play shall be on the fly through the special substitution area as per Section 23. Following the scoring of a goal, players may leave and enter the field through the bench area.

**Team Time-Outs (27):** During live play the team in possession of the ball can call a time-out in both the defensive and offensive half of the field, but the player calling the timeout *must* be on the field. Each team shall be limited to *two (2)* timeouts per half, and *no* timeouts will be permitted in any overtime periods.

The player in possession of the ball does not have to be in contact with the ground when the time-out is called.

**Illegal Equipment-Captains Request (28):** A Team Captain can request up to one (1) stick check per half, and no more than two (2) stick checks per game per *NCAA Rules*, but not a personal equipment check. During a stick check officials are not to check personal equipment. This does not preclude officials from taking action if they happen to observe illegal equipment. The two “random stick checks” rule is not enforced. The paragraph containing this rule was accidentally deleted from the 2009 NCAA Rule Book, but it is still in force.

## Rule 5

**Use of Illegal Equipment (6):** This rule is not directly enforced, however, players should make every effort to ensure that when helmets, arm pads, shoulder pads and mouthpieces are worn, they are worn properly, are not altered, and meet NCAA and NOCSAE specifications. *Players assume all risk of injury associated with playing with equipment that is not NCAA/NOCSAE approved or illegal.*

**Unsportsmanlike Conduct (10):** In addition to the “Unsportsmanlike Conduct” fouls listed in Rule 5-Section 10 of the NCAA Rule Book, the following special conditions shall apply:

**Racial epithets and remarks:** A player or anyone officially connected to a team who uses a racial epithet or makes a racial remark shall receive a three-minute unsportsmanlike conduct penalty and *shall be expelled from the game.*

**Obscene language:** A minimum of two minutes is to be assessed for obscene language.

**Maligning an official:** Anyone officially connected with a team or any player who maligns an official, shall receive an unsportsmanlike conduct foul. If the same person commits a second maligning foul he shall be expelled from the game. In the event that penalty time has not started on the first maligning foul, additional penalty time shall not be assessed, only the expulsion. **Note:** Penalty time for all of these “special conditions” is non-releasable.

**Tobacco (14):** This rule is not used.

## Rule 6

**Stalling (11):** If a team is not making any effort to advance the ball out of their defensive half of the field, they shall be warned to “clear the ball,” and if the ball is in their offensive half of the field and they not making any attempt to bring the ball in to their attack area they shall be warned to “get it in.” Once the ball is in the attack area after the “get it in warning,” it must stay in as per Rule 6-11. With the ball already in the attack area the “keep it in” aspect of Rule 6-11 can be applied. **Note:** A.R. 58 (p. 80) is not used: a team with fewer players than its opponent cannot be given a stall warning.

## Rule 7

**Player Out On A Penalty (1-a-2):** After a penalized player has reported to the penalty area he can be substituted for at any time, but he cannot reenter the game until his penalty time expires.

**Penalty Time (2):** Penalty time shall not start until the whistle has blown to restart play. Thereafter, the penalty clock and the game clock shall run concurrently Penalty time for all personal fouls shall be “full time served.” Technical fouls are the only fouls that are released when goals are scored against the team of a player serving them unless a “simultaneous foul” situation exists.

Goalies will not serve penalty time unless the time for a single foul, or the total time assessed for a foul and any additional fouls prior to the whistle restarting play after the penalty time for the first foul is assessed, is two or more minutes. The in-home serves the penalty, but the goalie’s number is recorded. A goalie is subject to fouling out as per Rule 5-11 and to expulsion as per Rule 5-13 or the other expulsion rules in these modifications.

**Number of Players Serving Penalty Time (2-f):** This rule is not used

## **Additional Rules**

**Incidents with Officials:** In order for the league to take action when an incident occurs, the officials assigned to the game and the assignors must adhere to the procedures and time limits set forth in this section.

If an official is touched during or after a game, or is verbally abused after a game, by a player or anyone officially connected to a league team, the official must send a written report or e-mail to his assignor. The report must be postmarked or time stamped within 24 hours of the incident. Within 24 hours after the assignor receives the report, he must forward it to the league. The league will conduct an investigation. The findings and any action to be taken will be reported to the official, his assignor, and the team representative of the person involved. The team representative has the responsibility of notifying the person from his team who was involved.

The league will also notify the opposing teams that have games scheduled in which the suspended player will not be eligible to play.

**Expulsion From a Game:** Anyone who is expelled from a game for using racial epithets, making racial remarks, maligning an official, or violating the conditions in Rule 5-13, shall not be eligible to play in the next game that his team plays. If there are no games remaining in the season, the penalty shall carry over to the next season in which that person participates in the league. Anyone who has already been expelled from a game and violates any of the expulsion situations in the preceding paragraph is subject to being declared ineligible for more than one game. When any expulsion occurs, the referee must notify his assignor within 24 hours of the occurrence. The assignor then notifies the person indicated by a league within 24 hours after receiving the report.

The league will notify the team representative of the expelled person and the opposing teams that have games scheduled with that persons team that the person in not eligible to participate.

**Flagrant (gross) Misconduct:** The MMLL has established protocols to deal with misconduct that goes over and above that which would cause a player or anyone officially connected to be expelled from a game. This could occur before, during, or after a game. The action could be striking an opponent multiple times, continual maligning of an official, etc. The penalty for such conduct can be more that a one game suspension.

**Use of Ineligible or Illegal Players:** A team whose opponent has used an ineligible or illegal player should report the incident to the league. This must be done within 24 hours after learning of the violation. The league shall make all decisions as to any disciplinary action that might be taken.

**Questions Concerning These Rules, and Problems with Officials:** When a team thinks that a situation has occurred where an official should be disciplined, the incident must be reported in writing to the league within 24 hours after it occurred.

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All questions and issues regarding or associated with these rules should be directed to the Maryland Masters Lacrosse League at [info@marylandmasterslax.org](mailto:info@marylandmasterslax.org).