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**ADDITIONAL RULES CLARIFICATIONS MEMO 2022**

The WL WOSC hopes that the 10 May and 7 June rules and assessing sessions were helpful. We recognize that there are many rules impacted by the new rule changes and we have created this document to help further clarify those rules and procedures.

**Minor Foul Free Positions in the AFA:**

For any minor fouls committed by the defense in the AFA the FP will be set 15m out from the center of the goal line in line with the foul. The defender who fouled will be set 4m to the side of the FP. All others may move freely outside of the 4m restricted area around the FP. **Whistle start.** This is a whistle start because the foul occurred in the AFA.

**Boundary balls directly behind goal:**

The team who is awarded the ball after it has gone out of bounds directly behind goal may bring it in bounds, and may self-start up to 2m in from the boundary if they choose. If the player awarded the boundary ball chooses to move in the entire 2m and the 2m distance is inside of the dots (***within*** 11m of the center of the GL), the official must direct that player to either side outside of the nearest dot and the player may self-start.

**Delay of game fouls:**

Repeated false starts, delays in moving 4m by the defense, or self-starts by the attack beyond the playing distance of the foul will result in a delay of game penalty. This rule has not changed. We are simply formalizing the process because free movement creates new and different tactical situations that must be enforced.

Per rule 23.D, delay of game fouls: 1st foul = minor penalty, 2nd foul = major penalty, 3rd foul = yellow card.

Situation: If a defender who committed a foul is repeatedly told to move off 4m and is not attempting to move the 4m, the attacker is not self-starting, and as a result the defender is delaying the game, a delay of game foul will be called. Delay of game fouls are team fouls.

**Procedure for Delay of Game Fouls:**

**1st delay foul (minor foul)**: Signal TO and stop the game clock, then give the signal for delay (hold 2 hands up and out in front of body with bent elbows, palms facing each other) verbalize ‘delay’, and direct another defender 4m to the side of the FP. The defender who committed the original foul will remain 4m behind/away. Since timeout was called for the extra administration, **play must begin with a** **whistle**.

**2nd delay foul** **(major foul):** Same procedure as the first except the defender goes 4m behind the FP. In some cases there may be 2 defenders behind; the player who committed the original foul (if major) and the player who is serving that team’s 2nd delay of game foul.

**3rd delay foul**: Signal TO. Administer Yellow card.

*Rule 23.D. Penalties for Delay of Game and other Persistent Minor Fouls*

*1. The first time a delay of game or persistent minor fouls is awarded, the umpire will 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 fouls penalty, the umpire will award the appropriate major foul.*

*Guidance: Delay of game and other minor fouls are generally procedural or involve misplays on the ball that do not relate to the safety of the participants. However, when these fouls are repeated, they must be carded. Personal misconduct major fouls, which include deliberate, ‘professional’ and ‘breakdown’ fouls, must be carded because they intimidate, jeopardize the safety of the participants, and reflect unsporting tactics*.

False starts are treated similarly to self-starts when self-starts are not allowed. The action should be repeated in order to penalize. The one difference is Rule 20.A.19 False Start: A player who feints or simulates a false start that causes an opponent to move before the whistle during a draw or a throw; may also be carded.

**Rule Edits and Corrections: The correct language has been added in red.**

***Rule 21.12.Obstruction of Free Space to Goal (shooting space)*** *A defense player must not block or guard the goal inside or outside the goal circle with any part of her body for the purpose of obstructing the free space to goal. Obstructing the free space to goal denies the attacking team the opportunity to shoot safely. This rule is in effect only when the attacking team is in possession of the ball within the 11 m advantage flag area*

***Rule 21.13. Three Seconds:*** *A defender must not remain in the 11m ~~advantage flag~~ marking area for more than 3 seconds unless she is marking an opponent within a stick’s length. Only one defender may mark the same non-ball player in the ~~advantage flag~~ marking area.*

***Rule 11.H TIME OUT:*** *Each team may request two 90 seconds time outs during regulation play and one time out during overtime. Time outs not used during regulation play cannot be used during overtime. A team may request a time out after a goal is scored or when her team has possession of a ‘dead ball’ anywhere on the field outside the Advantage Flag area. The coach may request a time out through the score table, or the player who is given possession of the ball may request a time out directly through a field umpire. ‘Dead ball’ possession includes possession of the ball following a foul and when the ball goes out of bounds.*

*When a possession time out is called, ~~players must leave their crosses in their place on the field and return to that same place to restart play. No substitutions will be allowed during this 90 seconds stoppage of play~~. substitutes may occur. The time out will begin when the umpire calls the time out. After one minute, a warning horn will sound and teams must be on the field and ready to restart the game at the 90 seconds or horn. A minor foul will be called if a team is not ready to start. Successive team time outs are not allowed.*

*Guidance: ~~When a time out is called, umpires must watch that players do not throw their crosses to improve their field position when play resumes.~~ If a foul occurred prior to the TO, the official must remember who is taking the FP and who fouled. All others may substitute and move freely outside the 4m restricted zone around the FP when the TO is completed. If TO was called on a boundary ball, any player on the team awarded the ball may take the FP at the completion of the time out. Restricted zone is 1m, sticks and bodies. All others may move freely.* ***Whistle start after TOs.***

**Procedural Clarifications:**

**Substitutes:**

After a goal substitutes do not need to wait for the shooter’s stick to be checked.

**Off of the draw**:

Once possession has been established or the ball has crossed either of the restraining lines, the official shall wind their arm and shout ‘**RELEASE**’.

**For any stoppage of play requiring extra/added administration consider stopping the game clock.** FPs when the ball has gone well out of bounds and no other ball is nearby; broken stick, open wound/blood is discovered on a player; any other situation which would require officials coming together and/or extra administration time.

**Stop the clock when re-administering a throw for offsetting fouls (**If a throw must be retaken, stop the game clock. Clock will restart on the official’s whistle.)

**Off Sides when the ball is in the AFA:**

**Rule 19.B.2.a** When a team is offside, the penalties for both attack and defense offside are the same, and the free position is set relative to the spot of the ball when offside is called.

1. If the ball is in the 11 m advantage flag area or anywhere inside the goal circle when the violation occurs, the opponent nearest to the top center of the 11 m advantage flag area will be awarded the free position. The nearest player on the team that was offside will move 4m away to the side of the player awarded the ball. The offside player or the teammate nearest to the restraining line will move back onside. All others must clear the 4m restricted area around the FP and no defender may be between the FP and the goal unless there is an attacker positioned there, the defender(s) is allowed to defend with in a sticks length.