

DFW LACROSSE
BOY'S BANTAM LACROSSE
2024 RULES WAIVERS
REVISED ON 2/01/2024

The 2023/2024 NCAA Lacrosse ONLINE ONLY Rulebook and the 2024 DFWL RULEBOOK VERSION 2.2 Rules will be used unless a specific modification is listed on this sheet. Parentheses indicate the section of the NCAA Rulebook which pertains to the modification.

Site Administrator ~ The home team will provide a Game Site Administrator. The role of Game Site Administrator may be combined with the home team's responsibility for a timekeeper. The Game Site Administrator will be responsible in-part for the administration of the Sportsmanship Card and insuring that the program policies are adhered to by all participants.

GAME PERSONNEL (1-1) ~ K, 1st and 2nd grade teams: Five or six players if a goalie is used vice Hector the Rejecter in goal. 1 Defenseman, 1 Attackman, and 3 Midfielders. **3rd and 4th grade teams: 7v7 plus a goalie. 2 Attackmen, 2 Defensemen, and 3 Midfielders.** Hector the Rejecter is used at the 1/2nd grade level. Recommended that the home team supply both "Hectors"; however, visiting team should have a "Hector" **goalie**

PLAYING FIELD (1-2) ~ A 60 x 55 field is recommended for K, 1st and 2nd grade teams. For 3rd and 4th grade teams play on a shortened regulation size field. Shorten field by moving endlines by 10-15 yards, use existing sidelines, mark new endline and crease with cones. However, both Head Coaches may agree to play on any size field available. The home team is responsible for marking the field (with cones at a minimum).

GOALS & NETS (1-3 & 1-5) ~ The goals & nets at game sites shall be legal as they are. The NCAA rules as to the color, size and type of pipe shall not apply. However, the home team should make every effort to comply with the NCAA rules & specifications. Hector the Rejecter is used at the K, 1st & 2nd grade level. It is recommended that the home team supply both "Hectors"; however, visiting team should have a "Hector" **goalie** available. 4 x 4 goals may be substituted if available.

COACHING BOX, TEAM BENCH AREA (1-11) ~ A maximum of 3 coaches/assistants /trainers per team in the bench area or coaching box and no coaches on the field of play for K, 1st and 2nd grade teams.

LIMIT LINES, SPECTATOR & MEDIA RESTRICTIONS (1-14) Parents must sit on the opposite side of the field from the coaching area. This is league policy. It assists the coaches in keeping the players attention.

CROSSE DIMENSIONS (1-17) ~ Player may have 36 to 40 inch crosses and they are not required to conform to the NCAA Crosse Specifications.

PERSONAL EQUIPMENT (1-21) ~ All pads, including mouthpiece, are required. (1-21).

TIMEKEEPER (2-11) ~ The Home team is responsible for a person to run the time clock and air horn. This person may also be responsible for the Game Site Administrator duties.

LENGTH OF GAME (3-1) ~ There will be four 10 minute running clock quarters with a 5 minute half time. The clock will only stop for injury.

SUDDEN-VICTORY OVERTIME (3-4)~The score is not kept at this level therefore no overtime periods

PLAY OF THE GAME (4) ~ The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills. All quarters will start with a faceoff no matter the score.

During the normal course of play One pass ATTEMPT is required between two players in the offensive half of the field. This pass does not need to be completed but must be attempted in an effort to teach players passing and ball movement. This also discourages a team from giving the ball to a very strong player who then runs through an entire defense to score. That is not teaching the proper way to play lacrosse.

FACING OFF (4-3) ~ Advantage Rule at 5 goal difference. There will be a face-off to continue to work on developing the face-off skills. If the winning team gains possession, the whistle is blown, and awarded to the trailing team. If the trailing team wins possession, there must be a clear possession and opportunity to have an offensive possession. Teams may not intentionally lose a face-off and then attempt to take the ball away immediately.

FACING OFF / Face off players positioning. (4-3-5) ~ Each player shall have both hands and fingers wrapped around the handle of their own crosse and touching the ground. The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching, the center line. The hand closer to the throat shall be in a palm-up position and shall not touch any part of the head of the crosse. The player's feet may not touch their crosse. Both hands and feet of each player shall be to the left of the throat of their crosse.

Facing Off Violations (4-4) ~ Does not apply at the Bantam level.

ADVANTAGE / ONE PASS RULE (4-5) ~ When there is a 5-goal advantage- There must be a COMPLETED pass between two players in the offensive half of the field and the ball must go through X before attempting a shot on goal. This can be accomplished by running or passing through X. Once this is completed, the referee will announce the offensive team is "hot" and is able to attempt a shot.

If there is a shot that does not result in a goal as long as the offense recovers the ball on the ground or because the ball has gone out of bounds and the offense was closest, the offense is still hot and does not need to complete another pass. .

If a shot is taken before the referee confirms the offensive team is "hot", the ball will be awarded to the defensive team.

Note: the ball may be either passed thru X, Passed then ran thru X or ran through X and then passed.

The advantage rule may not be waived at this level.

SCORING (4-10) ~ A team scores when the ball crosses the face of the plane of the goal. A ball may not be rolled under Hector the Rejecter.

OFFSIDES (4-12)(4-13) ~ Offsides does not apply to K, 1st and 2nd grade teams. At the 3rd and 4th grade level, offsides will be called when more than 5 players cross the midfield line. The ball is then awarded at midfield.

ADVANCING THE BALL (4-15,4-16) ~ Does not apply to K, 1st and 2nd grade teams, 4 second goalie count only for 3rd and 4th grade teams, with no requirement to achieve the attack zone.

BODY CHECKING (4-15) ~ Incidental body contact is allowed, however players must always play the ball. There is no "man-ball" or takeout checks. The definition of an illegal check: the player lowers his head or shoulder in an attempt to put another player on the ground or takes two or three running steps at an opposing player before making contact. Players may make contact in an upright position within 5 yards of the ball. A ground ball situation in which there are multiple players "swarmed" around a ground ball will be considered a play-on situation. If no possession is gained then the ball is awarded by alternate possession. The intent is to prevent injuries and to keep the ball off the ground as much as possible.

GOAL MOUTH AND DIVING (4-21) No offensive player may be in the opponent's goal crease area during live play. There is no Goal Mouth for Bantam games and NO Diving is allowed! Diving into the goal crease area shall be an immediate turnover, regardless of whether the ball went into the goal. If contact is made with the goalie, the player shall leave for the remainder of the half. Repeated violation of this rule by the same player will result in disqualification from the game.

SUBSTITUTION (4-23) ~All substitutions will be on the fly.

OFFICIAL TIMEOUTS (4-26) Officials are required to call timeout if there is an apparent injury.

TEAM TIMEOUTS (4-27) ~ No time outs at the bantam level. The 2 minutes in between quarters may be used for this purpose.

SLASHING (5-7) ~ all stick checks must be two-handed. One-handed checks should be called as a “slash”. A Slash does not have to make contact with a player or his stick to be a penalty. This is a developmental league for many of our players and these are good habits to reinforce, especially during a game.

UNSPORTSMANLIKE CONDUCT (5-4) ~ No player, substitute, non-playing member of a squad, coach, parent or anyone officially connected with a competing team shall: Use threatening or profane language or gestures at any time during the game. Continual question of official’s calls or non- calls in an argumentative manner or to attempt to influence calls will be considered unsportsmanlike conduct.

2024 HELMET RULEe (6-6-AA) ~ During a live ball scenario within the scrimmage area, anytime a player’s helmet comes off their head the officials will stop play immediately. That player is required to leave the field of play. Play is to be restarted once that player reaches the substitution area, and that player may not return until the next dead ball after the restart of play.

PENALTY ENFORCEMENT (7-1) No penalties are served by bantam players however they must be substituted. ***The slow whistle technique will not be used at the bantam level.***