

## **B.I.L.L. RULES: 2021**

- The Baltimore Lacrosse League will run under the **2020-2022 Men's Indoor International Official Playing Rules and B.I.L.L. Indoor Rule Modifications**. W/ B.I.L.L. Amendments below.
- The link to the World Lacrosse Indoor Rules:  
<https://d2axmwxxyhrv2a1.cloudfront.net/2020/05/World-Lacrosse-Indoor-Lacrosse-RulebookFinal-2020-2022.pdf>

### **Amendments:**

- Two one minute time outs per game, one per half. Time out does not carry over to second half. Can be carried to OT, but you do not get issued an additional time out.
- 4 - 15 min quarters - running time. Two minute between quarters. Twelve minutes between half's. In 4th period, it is a stop clock at the 7:00 minute mark if the score is within 4 or less goals.
- Keep bench doors shut.
- If door is open and the ball goes out of play through that door, that team will be issued a bench penalty-2 minute minor.
- **\*\*If the play is near the benches, and someone is pushed through an open door. It is a ten minute non-releasable penalty, and unlike a misconduct penalty, the team cannot replace the player. The player(s) who pushes a player thru an open door will be ejected from the game and may be subject to additional sanctions, See below for Reckless and Endangering Play. The team has to play down for a total 10 minutes.**
- Match penalty – if you are ejected from the game, the player needs to take his bag out of the bench area and leave the arena property immediately. If they fail to do this, the police will be called and the game will be suspended. If the situation continues to this point or beyond, the player's team forfeits the game.
- You cannot hit the goaltender in the back, in anyway. Players can not dive directly at a goalie.

### **Regular season games ties:** Go right to a shoot out.

- Set- up Procedure:
- Teams have 1 min to identify which five players are going to be involved in the shootout.
- Every player not involved in the shootout go to their respective benches and both doors must be shut.
- Two players to go first will go to center circle; other four in front of their respected benches.
- Goalies both to one goal. First goalie in and other goalie off to side of goal against the boards.
- Goalies rotate between shooters.
- Shoot out procedure: Home teams choice to go first or second.
- Best of five.
- Teams must have 5 different players take each round.
- Officials: one at center floor and one at GLE.
- Official places ball at center floor and play begins the whistle.
- One team goes. After that shot ends, other team goes.
- Both players clear.
- Any stoppage of progress by shooter and play is over.
- After the best of five, if game is still undecided - the shootout goes to sudden death rounds.

- Teams have different players then the first five players go until the entire roster is excused and then teams start over until a winner is determined.

**Playoff and Championship Overtime:** One 5 minute Overtime period. If score is tied at the end of the end of the first over time period, the second 5 minute period is sudden death first team to score wins. If game is tied a the end of the second over time period, then game goes to a shoot out. The same shoot out procedure as the in regular season, as out line in the rules above.

- OVERTIME LENGTH - In the event of a tie score at the end of the regulation game, play shall continue with a five-minute (5) period. The period(s) shall be five-minute (5) each.
- TIME BETWEEN OVER TIME PERIODS - Should more than one overtime period be needed to decide the game, there shall be a one-minute (1) interval between over time periods.

### **Clarifications:**

- Defenders are not allowed to pass back to the goaltender while the goaltender is in the crease.
- Goalie interference is a minor (2 min) foul. The penalty is not in accordance to the stick, it is in accordance to the feet. If the goaltenders has one foot in the crease, the stick cannot be touched on the throw. It is NOT the CLA “cylinder rule”, whereas, when the stick is outside the crease, it is fair play. If one foot is in, the stick is protected, when the ball is in the cross.
- Illegal subs: 2 minute minor.
- Back court: ball is in play until the ball is touched by the offensive team, other wise the ball is in play. Dead ball situation ball starts up top.
- Nets: ALL nets are OUT OF PLAY. On a shot (hitting goalie or goal), the offensive team will receive the ball back.
- Stick checks – there will be no stick checks by officials during the intermissions. However, a team is allowed to call a stick check during the game.
- If the stick is illegal, it will be held by the officials until the end of the game.
- If the stick is legal, the team that called the stick check will lose a time-out. If the team has no more time outs, they will be issued a bench minor (2min).
- In overtime, if someone scores the winning goal, you cannot call a stick check on them.
- Stick checks are only for regulation time.
- 10 seconds to clear: over and back is in effect unless off a defender, goalie or goalpost. On an over and back play, the defender just has to “touch it up”, not control it. If they fail to touch it, and the offense picks it up, the fast break continues.
- Substitution: players are not allowed to run through the other team's substitution box.
- Officials determine advantage and disadvantage.
- The subs trigger is a one foot in your teams substitution box.
- **No goal if shot is off the goalies back, neck or any part of goalies helmet.**

### **Verbal and Physical Abuse:**

**The referee at his discretion, may assess appropriate penalties if, in his judgment, a player is verbally abusing or deliberately applies physical force in any manner against an Official, in any manner attempts to injure an Official, physically demeans, or deliberately applies physical force to an Official solely for purpose of getting free of such official during or immediately following an altercation (fight) for the purpose of returning to**

**or engaging in another altercation (fight) shall receive a game misconduct penalty.**

Any player(s) verbally abusing a referee(s), or any staff member(s) will be ejected from the game and suspended for next two games, with no appeal. With possible further league sanctions.

• Any player(s) physically abusing a referee(s) or any staff member(s) will receive an **Game Misconduct** and be suspended for the season, with no appeal. With possible lifetime ban from the B.I.L.L. **(NOTE: The RIC will also investigate with the likely of criminal charges being filed against said individual(s)).**

- **Team Rosters:**
- Game Day Roster: Teams can only dress 20 runners and 2 goalies.
- Team roster is a maximum of 26 runners and 3 goalies.
- Teams can have a practice team of 20 runners and 2 goalies.
- All players must be registered with the league to be eligible to play and/or be on a practice roster.
- Practice team players are protected by that team and can be called up to a game day roster.
- Game day rosters are due to the league 24 hours prior to a game and any players called up from a team's practice team must be identified to the league 24 hours prior to the game to be eligible to play.
- Team rosters are locked.
- Player wishing to be released by a trade, team GM's must release the player and the league needs to approve all player trades prior to any official announce of a player trade.
- A player not in good standing with the league will not be allowed to register until they bring themselves into good standing.
- All rules are at the discretion of the President, and can be amended at any time.
- Any player on the floor who is unregistered will be sanctioned and the team will forfeit that game, and additional sanctions will be imposed to the offending team with no appeal.
- Any play that is considered Reckless and Endangering the offending player(s) will be sanctioned with no appeal. With possible lifetime ban from the B.I.L.L.

### **Fighting rule 8.23**

In addition to the above rules:

The league will look at an action by any team member(s) or spectator(s) considered reckless or endangering, especially if the league considered the action(s) intentional, to an opponent. Those team member(s) or spectator(s) will be subject to league sanctions not limited to suspension for the season, with no appeal. With possible lifetime ban from the B.I.L.L.

Any team member(s) that the league considers intentionally injured an opponent(s) will receive a minimum suspension for as long as the injured player(s) can not return to play.