

## 2018 Fall Memo regarding new NCAA Rules

### 80 Second Shot Clock

**Shot Clock:** *The Shot Clock is 80 seconds in duration.*

*The Shot Clock stops and starts in the same manner as the game clock.*

*The Shot Clock begins upon player possession.*

*The Shot Clock remains on until the quarter expires.*

*In the event of an extra-man situation at the end of a quarter, where possession is carried into the next quarter, the shot clock will remain at the number when time expired in the previous quarter.*

**NOTE\*:** *This means both the game clock and the shot clock will be on until the end of quarters.*

**After F/O:** *The 80 second shot clock starts upon possession.*

**Over and Back:** *Comes into play once the ball is cleared **AND** the shot clock is at 60 seconds or less.*

*Once the clock is at 60 seconds or less, the offense must keep the ball in the offensive half of the field.*

**Clears:** *A clearing team may cross the midline multiple times during the first 20 seconds of the 80 second clock.*

*The offensive team must be in offensive half of field when the clock reads 60 seconds or less.*

*A ball in possession, or loose, that crosses the midline within the first 20 seconds **and** is still in the offensive half of the field at 60 seconds, satisfies the clear and the clock continues.*

**Extra-Man:** *After penalty adjudication the clock resets to 80 and remains on for EMO/Over & Back in play at 60 or less.*

*In the event of an extra-man situation at the end of a quarter, where possession is carried into the next quarter, the shot clock will remain at the number when time expired in the previous quarter.*

**Resets:** *A shot initiated from above the goal line extended that hits the pipe or the goaltender (whether goalie is in or out of crease) satisfies the criteria, and the clock is reset.*

*The shot clock will reset on all defensive loose ball fouls (example/play-on push) or flag down situations.*

**NOTE\*:** *This means when a flag is thrown, the shot clock operator will reset the clock. (different than MLL rules)*

*Officiating Mechanics remain the same as in previous years with regards to stoppages in play due to Timeouts, Injury, equipment, clock malfunctions, or inadvertent whistles.*

#### **General Notes for NCAA shot clock play:**

**1.)** *Shot clock operator will only reset the shot clock upon the reset signal from an on field official.*

**2.)** *If the shot clock malfunctions, the shot clock operator shall use a timing device and communicate to game officials the time at 10 second intervals.*

## Goal-Crease Prohibitions Rule 4-21

*The movement of players into and out of the goal-crease area is restricted. A player is considered to have entered the goal-crease area when any part of his body touches the goal-crease area.*

- a. Defensive players, including the goalkeeper, with the ball in his possession, may not enter the goal-crease area, nor may he remain within the goal-crease area in possession of the ball longer than four seconds.*
- b. Offensive players may not be in the opponent's goal-crease area at any time. An offensive player is considered to be outside the goal-crease area when no part of his body touches the goal-crease area or when he is airborne and his last ground contact was outside the goal-crease area.*
- c. If an offensive player, in possession of the ball and outside the crease area, dives or jumps **in a direction away from** the goal mouth and lands in the crease, the goal shall be allowed, provided the ball enters the goal before contact with the crease, goaltender, or the goal.*
- d. If an offensive player, in possession of the ball and outside the crease area, dives or jumps **in the direction of the goal mouth** and lands in the crease, the goal shall be disallowed. In addition, the player shall be penalized with a minimum of a 1 minute foul. The penalty may be releasable or non-releasable at the discretion of the referee. Contact is not required for a foul to be called under this rule.*
- e. Defensive contact legal or illegal may have an effect on this play.*

*Note: While the NCAA Rules Committee has loosened the rules regarding offensive players movement around the crease area, player safety is still of major concern. An offensive player moving in the direction of the goal mouth is a foul that is expected to be assessed by officials.*

*The AR's listed below explain several of the possibilities of this play.*

*A.R. 82a. A1 dives or jumps **away** from goal mouth and, while in the air, is legally checked into the crease. (1) The ball goes into the goal prior to contact with the crease, goaltender, or goal: or (2) The ball does not go into the goal: RULING: (1) Goal is allowed; (2) Crease violation on A1.*

*A.R. 82b. A1 dives or jumps **away** from goal mouth and, while in the air, is illegally checked into the crease. (1) The ball goes into the goal prior to contact with the crease, goaltender, or goal: or (2) The ball does not go into the goal: RULING: (1) Flag-down, goal counts, assess penalty; (2) Flag-down, assess penalty.*

*A.R. 83a. A1 dives or jumps **towards** the goal mouth and, while in the air, is legally checked into the crease. (1) The ball goes into the goal prior to contact with the crease, goaltender, or goal: or (2) The ball does not go into the goal: RULING: (1 and 2) No goal. Flag-down, assess penalty on A1.*

*A.R. 83b. A1 dives or jumps **towards** the goal mouth and, while in the air, is illegally checked into the crease. (1) The ball goes into the goal prior to contact with the crease, goaltender, or goal: or (2) The ball does not go into the goal: RULING: (1 and 2) No goal. Flag-down, assess penalties on A1 and B1 and award possession according to Rule 7-6-c.*

*While the penalty for an offensive player for diving or jumping in the direction of the goal mouth has been outlined above, the category and officials signal for this foul has yet to be determined.*

### **New Rulings for Substitution Area**

*The Substitution Area has been shortened. Cones will be placed on the on each sideline 5 yards from the centerline. The area between the cones will serve as the substitution box.*

*The only players allowed in this space shall be:*

- *Players awaiting an imminent substitution and players serving penalty time*

*All other players are restricted to the area designated as the "Team Area" on the Lacrosse Field of Play Diagram*

### **Officials Mechanics Changes**

**Signals:** *The signal for "shot clock off" (wave off) is no longer required*

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*It is recommended on an out of bounds play, the previous mechanic of arm straight up, followed by the direction of play signal be changed to: Only the direction of play signal. The purpose of this is to eliminate potential confusion for the shot clock operators, who are looking for a similar signal to reset the shot clock.*

**Timers/beepers:**

*Timers/beepers are no longer required equipment for officials.*