

## 2005 IFWLA CONFERENCE Trial IFWLA Rules Changes for 2005 / 06

All proposed wording changes to rules and clarified rules interpretations are highlighted in **BLUE**. This document will be the R&U Committee's working draft for voting / adopting Trial rules at the 2006 IFWLA Conference.

### Rule 3.E.3

The overall length of the Goalkeeper's crosse shall be 90cm minimum to **135cm** maximum.

### Rule 5.A

A game is played between two teams. For IFWLA events, a roster of **eighteen (18)** players constitutes a full team. Any number of players up to twelve (12) are permitted on the field at one time; **the remaining six (6) players are substitutes.**

### Rule 6.B

**(To be phased in by World Cup 2009)**

Numbers on the front of the shirt must be at least **15cm** tall. Numbers on the back of the shirt must be at least 20 cm tall. **All shirt numbers must be centred at chest level.**

(For U19 2007)

For IFWLA Tournaments, numbers **1-40** only are permitted on team shirts. (Tournament Rule 25.I)

### Rule 10.H

Each team may request a maximum of two **90-second Team Time-outs per match**, after a goal has been scored. A coach may request the Time-out through the Scorers Table, or the Captain on the field may make the request directly to the nearest umpire. **Time-outs not used during regulation time may be taken during overtime when played.**

### Rule 11.B.1.a

On a team's third and any subsequent yellow warning cards, there must be a 2-minute lapse of playing time before the player who is awarded the card or a substitute may re/enter the game. The player's team must play short below/goal side of the Restraining Lines for this time lapse penalty of 2 minutes. For yellow/red and red cards, the time lapse penalty of 5 minutes (yellow/red) or 10 minutes (straight red) will override the 2-minute penalty.

### Rule 17: Goal Circle Rules, Fouls and Penalties

17.A.4 Once a team gains possession of the ball in the Goal Circle and the ball is **cleared**, the team must not **intentionally** return the ball to their goal circle for an additional 10 seconds until another player has **played** the ball. (See Rule 17.C)

#### Guidance

- A.4. When the ball is inside a defensive team's goal circle, the defence is deemed to be in possession of the ball since no member of the attacking team may enter the goal circle to play the ball. The 10 seconds count begins when the ball enters the goal circle.
- a. If the Goalkeeper catches the ball **inside** the goal circle, she has 10 seconds to **clear** the ball by either walking/running out of the goal circle with the ball in her possession or passing the ball to another player.
    - 1) If the Goalkeeper **clears** the ball by walking out of the goal circle with the ball in her stick, she may not return to the goal circle for another 10 seconds count until the ball has been **played**. **Played** in this instance means that an opponent checks the Goalkeeper's stick or the Goalkeeper passes the ball to any other player.
    - 2) If the Goalkeeper catches the ball inside the goal circle and then **clears** the ball by passing it to any other player, the Goalkeeper may return to the goal circle for a new 10-second count.
  - b. If the GK catches the ball **outside** of her goal circle, she may return the ball to the goal circle for one 10 seconds count.

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### Rule 17.B.4.

Once a team gains possession of the ball in the goal circle and the ball is **cleared**, the team must not intentionally return the ball to their goal circle for an additional 10 seconds until another player has **played** the ball.

Current 17.A.4 becomes 17.A.5

### **Rule 20.16: Three Seconds Rule**

If the player with the ball is within 11m of goal when a 3 second penalty is awarded, the free position is set at the nearest 11m hash mark

If the player with the ball is between 15m and 11m from goal when a 3 second penalty is awarded, the free position is set at the spot of the ball.

If the player with the ball is behind the goal when a 3 second penalty is awarded, the free position is set at the 11m mark on the goal line extended.

### **20.A.16.a.**

When awarded, the free position shall be taken by the attack player in possession of the ball, and the Free Positions shall be set relative to the spot of the ball when the whistle sounds stop play. Exception: If the ball carrier is below the level of the goal line when the defence is called for a 3 seconds violation, the free position shall be set at the 11m mark on the goal line extended.

### **Rule 22: Warning Cards, Misconduct and Suspension, p. 136**

#### **22.A.2.c.i**

If a Goalkeeper is suspended from further participation in the game, and her team has a 'second dressed' Goalkeeper, the teammate below/goal side of the restraining Line and nearest to the substitution box must leave the field for the 5 or 10 minute suspension. To resume play, the 'second dressed' Goalkeeper shall stand 4m behind the attack player awarded the Free Position. The goal circle shall remain empty. *<SLG added post-Conference: Once play resumes, the field player who was removed from the field may re-enter as per the substitution rule as long as her team plays short for the duration of the timed penalty suspension.>*

#### **22.A.2.c.ii**

If a Goalkeeper is suspended from further participation in the game, and she is her team's 'only dressed' Goalkeeper, a 2 minute time out shall be taken to enable a nominated field player to put on protective equipment. If this player is on the field of play, a substitute shall take her place, and the teammate below / goal side of the restraining line and nearest the substitution box must leave the field for the 5 or 10 minute suspension. To resume play, the 'newly dressed' Goalkeeper shall stand 4m behind the attack player awarded the Free Position. The goal circle shall remain empty. *<SLG added post-Conference: Once play resumes, the field player who was removed from the field may re-enter as per the substitution rule as long as her team plays short for the duration of the timed penalty suspension.>*

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**RULES CLARIFICATIONS FROM 2004 R & U CONFERENCE MINUTES**

**Clarification of Rule 20.A.15.**

The only players' crosses that are allowed to be inside the goal circle:

- 1) the attack shooter may follow through with her Crosse in to the goal circle on a shot.
- 2) The Crosse(s) of the defender(s) immediately and directly marking the shooter on the shot are the only other players whose crosses may be inside the goal circle.

**Situation:**

Suppose an attack player shoots at an empty goal circle from a free position that is set on an 11m hash mark. A defender, who is outside the Marking Area (near where the goal circle and the sideline of the Marking Area intersect) reaches into the goal circle with her Crosse (feet outside) to stop a shot, shall be penalised as an illegal deputy.

**Rule 20.B.1. Major Fouls and Penalties**

Add last sentence: "For major fouls occurring anywhere on the field outside the 11m Area including the area below the level of the goal line extended...**Add a last sentence in next rules book:** *If the goalkeeper is outside the goal circle when the whistle sounds to stop play, she must stand for the free position; she may not return to the goal circle."*

**Rule 22: Warning Cards, Misconduct and Suspensions:**

Rule 22.A.2. states that whenever a warning card is issued play must resume with a major foul free position. Therefore, the rule must be changed or we must change the current interpretations to apply with the rule as written. **Current interpretations are in BLACK; NEW CLARIFICATIONS MADE IN 2005 POST WORLD CUP ARE IN BLUE**

**A. Coach or other Bench Personnel Receives a Warning Card – Rule 22.A.3.**

A coach or other team bench personnel who continually challenges the umpires' decisions, repeatedly violates the rules, uses abusive language, or is guilty of any other flagrant or unsporting misconduct may be warned (Yellow card) or suspended (Yellow/Red Card or Straight Red Card). Play shall resume within 30 seconds with a major foul free position for the non-offending team nearest to the spot of the ball when play stopped. A coach or other team bench personnel who receives a Red card must leave the field and the entire playing area.

- 1) A coach or other bench personnel is awarded a card when play is "dead"/after the whistle has sounded to stop play or signal goal. For example, the card is given after a goal has been scored, but before the Draw; during a team time-out; at halftime or during an injury time-out (no foul has occurred). Play shall resume with a free position to the non-offending team at the spot where play was to resume before the coach was carded.
- 2) The coach's team has been awarded a free position for a major foul, and then (as penalty is being administered) time-out is taken to card that team's coach/bench personnel. ~~a Throw shall be taken to resume play.~~ *Since the ball is dead when the coach is carded, the misconduct warning card is the NEXT FOUL, and the opponents shall be awarded a major foul free position to resume play.*
- 3) The coach's team has been awarded a free position for a minor foul, and then (as penalty is being administered) time-out is taken to card a coach or other bench personnel, the major misconduct foul shall be penalised. *Since the ball is dead when the coach is carded, the misconduct warning card is the NEXT FOUL, and the opponents shall be awarded a major foul free position to resume play.*
  - a. Exception: During a raised Advantage Flag, additional major or minor fouls committed by the defence are penalised as Major Fouls. For additional major or minor fouls committed by the attack, play is resumed with a Throw.

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**B. Below are listed situations for resuming play after a player receives a warning card. POST  
WORLD CUP INTERPRETATIONS /CLARIFICATIONS ARE IN BLUE**

- 1) A warning card is administered to a player for a major foul that occurs after the whistle sounds to stop play / when play is "dead". For example, the cardable foul occurs after play has been blown dead for a foul; after a goal has been scored, but before the Draw; during a team time-out; at halftime or during an injury time-out (no foul has occurred). The player shall be given the appropriate warning card and serve her suspension penalty. Game shall resume with a free position to the non-offending team at the spot where play was to resume before the player was carded (Dead Ball Foul).
- 2) Any player commits a cardable major foul during midfield play. Time-out is called, umpire issues the appropriate warning card, the player shall leave the field, and to resume play the opponents shall be awarded a major foul free position at/near the spot of the foul.
- 3) A defence player commits a cardable major foul within the 15 Fan that requires the game to be stopped **immediately** (during a Scoring Play or otherwise). Time-out is called, the umpire issues the appropriate warning card, the player shall leave the field, and to resume play the attack shall be awarded a major foul free position.
- 4) A defence player commits a cardable major foul within the 15 Fan, attack is on a Scoring Play, the Advantage Flag is raised, the attack shoots and scores. Time-out is called, the umpire issues the appropriate warning card and the player shall leave the field. To resume play award the attack a major foul free position at the Draw.
- 5) A defence player commits a cardable major foul within the 15 Fan, the attack is on a scoring play, the Advantage Flag is raised, the attack shoots and the ball misses the goal because a foul directly affected the shot. Time-out is called, the umpire issues the appropriate warning card to the player who fouled, the player shall leave the field, and to resume play the attack shooter shall be awarded a major foul free position.
- 6) A defence player commits a cardable major foul within the 15 Fan, the attack is on a Scoring Play, Advantage Flag is raised, the attack shoots (foul does not directly affect the shot), and the goalkeeper saves the shot. Time-out is called, the umpire issues the appropriate warning card, and the player shall leave the field. To resume play award the attack a free position at the 11m mark on the goal line extended.
- 7) A defence player commits a cardable major foul within the 15 Fan, attack is on a Scoring Play, the Advantage Flag is raised, the attack shoots (foul does not directly affect the shot), the shot misses the goal, the defence intercepts the ball or the ball goes out-of bounds. Time-out is called, the umpire issues the appropriate warning card, the player shall leave the field. To resume play award the opponents a major foul free position near the spot of the ball, at least 4m in from the boundary and 11m from the centre of the goal line.
- 8) If an attack player commits a cardable major foul within the 15m Fan (no Scoring Play), Time-out is called, the umpire issues the appropriate warning card to the player who fouled and play shall resume with a major foul free position for the defender who was fouled.
- 9) Following an Advantage Flag, if an attack player commits any minor or major foul (cardable or otherwise), a Throw shall be taken to resume play (if necessary, the attack player shall be carded and must leave the field).

**IFWLA 2004 Conference Approved Rulings: Player Discovered Without Mouth Guard or With Jewellery**

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1- Attack is NOT on Scoring Play / No Advantage Flag

A Free position for a Major foul has been awarded to the team in Red. The player in Red who shall take the free position has no mouth guard.

- a) Player in Red with no mouth guard must leave the field and the major foul free position shall be awarded to another Red team mate. Red player who was sent off or her sub may enter the field through substitution area as soon as play resumes.

**NOTE:** Major fouls take precedence over minor fouls (Rule 16.B.5.)

2- Attack is on a Scoring Play / Advantage Flag is raised

Following an Advantage Flag, the scoring play ends without a shot. While setting up the free position, the umpire notices that the attack player in Blue taking the free position does not have a mouth guard.

- a) The attack player in Blue shall leave the field and a Throw shall be awarded beyond 15m on the goal line extended. Blue player who was sent off or her sub may enter the field through substitution area when play resumes.

**NOTE:** Player had no mouth guard during the scoring play therefore fouls are equivalent.

**IFWLA 2004 R&U Conference Minutes: Clarification of penalty when a defender is offside, after the advantage is complete following a Held Whistle or at the end of a Scoring play/Advantage Flag.**

**1- Situation:** Defence commits a major foul within 15m Fan / Held Whistle / Advantage indicated;

Attack maintains possession of the ball, continues to goal (Advantage complete) and shoots. Either the Goalkeeper saves the shot, defence intercepts the ball or the shot goes out of bounds; Whistle sounds for defence offside.

**Ruling:** Defence offside is the next foul. Penalise defence offside based on spot of the ball when the whistle sounded.

**2- Situation:** Defence commits a major foul within the 15m Fan/ Scoring Play / Advantage Flag raised;

Attack maintains possession of the ball, passes to teammate who continues to goal and shoots (Scoring Play ends with the shot). Either the goalkeeper saves the shot, defence intercepts the ball or the shot goes out of bounds and whistle sounds because a defender is offside.

**Ruling:** Since the defence is still offside after the scoring play ends, penalise defence offside based on spot of the ball when the whistle sounds.