

# ONELL RULES SUMMARY FOR OFFICIALS – 2022 SEASON

<b>Pre-Game Conference</b>	Review rules below with team captains and officials <b>Captains can request up to 2 ID checks of opposing players</b>
<b>Game Time</b>	15-minute running time; Stop time last two minutes of each half. Stop time for delay of game, injury or time out. 2 minutes between quarters; 5 minutes at halftime. 10 minutes running time for <b>single</b> overtime period (except post season); Sudden Victory.
<b>Coin Toss</b>	If requested to determine choice of which goal each team will defend. Visiting team “calls” toss in the air; winner chooses goal to defend or alternate possession. “In Home” players shall also be designated at this time.
<b>Penalty Timing</b>	1.5x NCAA penalty times in running time (i.e., 45 seconds = technical foul; 90 seconds = personal foul, etc.). NCAA penalty time if the penalty occurs during stop time (last two minutes of each half), and it shall apply to the time when the penalty occurred.
<b>Time Outs</b>	2 one-minute time outs per half, per team, with no carryover. 1 one-minute time out per team per overtime period ( <b>single OT only in regular season</b> ). Time outs can be called with possession anywhere on the field.
<b>Face Off</b>	<b>2021 NCAA Faceoff Rules and Mechanics are in force (no moto grip; cannot ground knee/elbow)</b> Violations are a change of possession; No technical foul for 3 <sup>rd</sup> violation in a half.
<b>Clears</b>	30-second (20/10) NFHS clear rule to be used in all games.
<b>Get It In/Keep It In</b>	Last 2 minutes of 4 <sup>th</sup> quarter for team in the lead; same as NFHS rules (4 or less goal differential).
<b>FDSW Play On</b>	<b>NCAA/NFHS</b> rules. Whistle is not blown until goal, possession change, ball out of bounds, etc.
<b>Quick Restart</b>	Give Defensive Player the 5-yard warning; if they don’t give ground, then delay of game technical
<b>Dive Rule</b>	<b>DIVING IS PROHIBITED</b> (Use NFHS Rules)
<b>Over &amp; Back</b>	<b>Enforced</b>
<b>NCAA Variations</b>	No shot clock w/ stall warning; Goalies allowed 5 seconds to return to crease on dead ball.
<b>Stick Checks</b>	No mandatory stick checks; Stick check can be requested by team captains. 2016 & 2018 NCAA crosse dimensions and shooting string rules are not enforced.
<b>Body Checks</b>	No more than 3 steps prior to hit; NCAA rules apply otherwise. <b>Emphasis on hits to head/neck.</b>
<b>Fighting</b>	<b>3-minute (4.5-min) non-releasable penalty and game expulsion, to be strictly enforced by officials.</b> <b>Officials to report any incidents of suspension/expulsion to League Commissioner.</b>
<b>Take-Out Checks</b>	<b>3-minute (4.5-min) non-releasable penalty and game expulsion.</b> <b>In official’s view, check was “to intentionally cause serious harm or injury”.</b> <b>Officials to report any incidents of suspension/expulsion to League Commissioner.</b>
<b>Unsports. Conduct</b>	<b>1-minute (1.5-min) personal foul penalty minimum, and game expulsion. REPORT</b>
<b>Maligning Officials</b>	<b>3-minute (4.5-minute) non-releasable penalty.</b> <b>Game expulsion for second offense in a single game; Report to League Commissioner.</b>
<b>Ejection/Expulsion</b>	<b>Any incidents resulting in ejection/expulsion are to be reported to the League Commissioner.</b> <b>2<sup>nd</sup> 2+ minute NR Personal Foul (non-stick related) = EJECTION/EXPULSION = REPORT</b>
<b>Final Score</b>	<b>Officials to confirm final score with team captains immediately at conclusion of game.</b>
<b>Weather</b>	NCAA “30-30” rule regarding lightning is enforced for safety. Game called in 1st half > Reschedule / Game called after 3 <sup>rd</sup> quarter face-off possession > Leading team wins