SWLA MEN’S 2020 RULE MODIFICATIONS

Current NCAA Rules will be used by default unless otherwise noted.
Corresponding rules from the NCAA rule book are listed in parentheses

MAJOR CHANGES FOR 2020

Rule 1-a  Regarding the crease dive
Rule 4-a  Addition of a 20 second clear
Rule 4-b  Addition and definition of stalling and 30 second shot clock.
Rule 7  Clarification of registered players and penalty for fielding non registered players.

Please also note the additional rule changes made to the NCAA Rulebook on page 6

1. The Game Field and Equipment
   a. Goal Crease/Goal Mouth: A offensive player who leaves his feet to take a shot must land outside of the crease. A shooter who has feet on the ground during or after the shot can fall in the crease if the ball crosses the plane before he touches the crease.
   i. If an offensive player, in possession of the ball and outside the crease area, dives or jumps in a direction that is not away from 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. Defensive contact legal or illegal may have an effect on this play.
   b. No field personnel or field marking restrictions when both teams agree to play as is
   c. NOCSAE certified helmets are required for all players (Rule 1-20)
   d. Mouthpieces are not required for all players, but are strongly encouraged (Rule 1-20)
   e. Shoulder pads and arm pads are not required for all players, but are strongly encouraged. (Rule 1-21a)
   f. Uniforms are to be of like color. I.E. If one team is in white and the opposing team uniforms are typically charcoal gray only similar colors will be allowed like black, or navy. Contrasting colors will not be allowed. (Rule 1-21b)
   g. Visible game clock or shot clock will bot be provided (Rule 1-25)

2. Game Personnel
   a. Up to 5 long-poles will be allowed on the field at one time (Rule 2-1)
   b. Only the team president or captain will communicate with the official (Rule 2-4)
   c. No timekeeper, horn, or shot clock will be provided (Rule 2-11)

3. Time Factors and Scoring
   a. Regulation playing time will be a running clock for 80 minutes, divided into four periods of 20 minutes each)

4. Play of the Game
   a. Clear: The clearing team will have 20 seconds for the ball to advance the ball from the defensive half of the field to the offensive half. A ball in flight from the defensive half of the field to the offensive half of the field that passes through the plane of the midline prior 20 seconds will satisfy the clear (Rule 4-6g)
   b. Offensive Stalling: It shall be the responsibility of the team in possession to initiate and create a scoring opportunity. (Rule 4-15)
      i. When a team in possession of the ball in its offensive half of the field is given a stall warning, the team is required to take a shot within 30 seconds. The stall warning will be initiated by the officials verbally and visually issuing a “shot clock” call. A shot is defined as an attempt to score that is on goal (saved by the goalkeeper, rebound off of the goalkeeper, hits the goal pipe, or goal scored).
      ii. If the 30 seconds expires without a shot on goal, the ball is awarded to the defensive team. A shot must be taken at or above the goal line extended to satisfy the criteria. A shot taken from behind the goal line extended does not satisfy this criteria, unless that shot results in a goal.
      iii. In situations where the rules require a reset of a shot clock (e.g., defensive foul), the officials will use the game clock and verbalize the expiration time to both teams.
      iv. Timeout situations. If the offensive team calls a timeout when the shot clock is engaged, the team will be granted the timeout and the shot clock count will continue from the point of the

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