



CLARIFICATION FOR WOMEN'S RULE BOOK 2019-2020

February 2021: World Lacrosse Women's Rules Memorandum

The attached memorandum from the World Lacrosse Women's Rules Sub Committee provides interpretations for use with the existing (2019-2021) Rule Book. These clarifications reflect input from a range of stakeholders and are effective as of this posting.

Please note that a comprehensive rules review is underway for release with the publication of the new Rule Book in 2022. Therefore, use of this memorandum is temporary and will be incorporated into the new Rule Book.

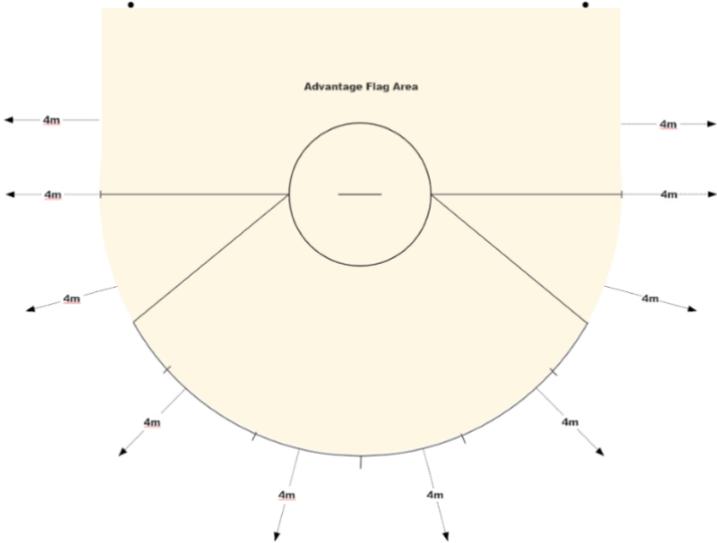
Input for the 2022 Rule Book is welcome; please contact:

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BACKGROUND

Following on from the 2019-2020 Women's Rule Book and Rule Changes, which were adopted at the 2019 GA, the Women's Rules Sub-Committee has identified areas where additional information will help clarify the rule administration of the rule. The information relates primarily to the removal of the 15m fan line and the free movement rule as well as a complete change to Rule 18.A.2.c, which has now been updated to reflect what was voted on and passed at the GA in 2019 - "The defensive player/s may move through the goal circle".

These have been updated for clarity, denoted with '~~DELETE red strikethrough~~' and 'added wording highlighted in yellow'.

RULE	REASON FOR UPDATE
<p><u>RULE 1: FIELD MARKING</u> 15m marking removed</p>  <p>Rules affected; RULE 13: START AND RESTART THE GAME (13. B.3) RULE 15: OUT OF BOUNDS (15. E, 15. F) RULE 16: THROW (16. A, 16. B.1) RULE 17: CONDUCT OF PLAY (17. B.5) RULE 19: RESTRAINING LINE RULES AND PENALTIES (19. B.3) RULE 20: MINOR FOUL RULES AND PENALTIES (20. B.1, 20. B.2) RULE 22: ADVANTAGE FLAG (22. C.4, 22. D.6)</p>	<p>REMOVAL OF 15m FIELD MARKING The 15m line has been removed from the field markings, however, "15m" is still referenced in the rule book.</p> <p>In relation to the set up for free positions on the 11m, where the infringing player is placed 4m behind, a consistent measurement of 4m is referenced to ensure that players are placed 4m beyond the 11m Advantage Flag Area i.e. still 15m away, but just expressed differently.</p> <p>Note: All reference to 15m; is applied as "4m beyond the 11m Advantage Flag Area."</p>

RULE	REASON FOR UPDATE
<p><u>RULE 1: FIELD MARKING</u></p> <p>I.</p> <p>NOTE: Domestically, WL emerging and developing nations may choose to play the following modifications:</p> <ol style="list-style-type: none"> 1. Teams may play on a smaller field; The goal lines will be no less than 67.4 meters apart 	<p>CLARIFICATION</p> <p>No change has been made to the dimensions.</p>
<p><u>RULE 11: DURATION OF PLAY</u></p> <p>C. The umpire's whistle starts and stops play. When the whistle sounds to stop play, all players, may move. The game begins at the sound of the umpire's whistle at the opening draw. The game is restarted with a draw after a goal is scored and following every quarter intermission. In some instances, the game begins with a throw or a free position, or at the spot of the ball on a 'dead ball' time out.</p> <p>H. Each team may request two 90 seconds time outs during regulation play and one time out during overtime. Time outs not used during regulation play cannot be used during overtime. A team may request a time out after a goal is scored or when her team has possession of a 'dead ball' anywhere on the field outside the 11m Advantage Flag area. The coach may request a time out through the score table, or the player who is given possession of the ball may request a time out directly through a field umpire.</p> <p>'Dead ball' possession includes possession of the ball following a foul and when the ball goes out of bounds. When a possession time out is called, players are not required to leave their crosses in their place on the field. Play will resume at the spot of the ball when the time out was called. No substitutions will be allowed during this 90 seconds stoppage of play, and the player who was in possession of the ball when the time out was called, must resume play with the ball.</p> <p>The time out will begin when the umpire calls the time out. After one minute, a warning horn will sound and teams must be on the field and ready to restart the game at the 90 seconds or horn. A minor foul will be called if a team is not ready to start. Successive team time outs are not allowed.</p> <p>(DELETE following guidance) Guidance: When a time out is called, umpires must watch that players do not throw their crosses to improve their field position when play resumes.</p>	<p>INTRODUCTION OF FREE MOVEMENT</p> <p>With the introduction of Free Movement, players are not required to return to their 'exact position' on the field (as of when the time out was called).</p> <p>The highlighted text in yellow, corrects the rule consistent with Free Movement.</p>

RULE	REASON FOR UPDATE
<p><u>RULE 12: SUBSTITUTION</u></p> <p>A. Each team may substitute an unlimited number of players at any time during the play, including overtime, after every goal and at the end of the first, second and third quarters. All substitutions must be made through their team's substitution area, and during play, all players, including the goalkeeper, must come off the field and exit between the cones/markers. Only the players waiting to immediately enter the game are permitted in the substitution area. When substituting, as soon as the on-field player steps off the field with both feet directly in front of her team's substitution area (but not necessarily into the area), the substituting player may enter the field. When substituting, the player on the field steps off the field with both feet directly opposite / in front of her team's substitution area, her substitute, who is standing behind the cones, may enter the game. Only the players waiting to immediately enter the game are permitted in the substitution area.</p> <p>Following a goal, substitutes must not enter the field, nor players on the field leave, until after the goal scorer's Crosse has been checked and deemed legal.</p>	<p>CLARIFICATION</p> <p>Clarify the point at which the player waiting to enter the field can do so. The rule has not changed.</p>
<p><u>RULE 13: START AND RESTART THE GAME</u></p> <p>C. Self Start Following a whistle for a major or minor foul outside the 11m Advantage Flag area, the player who is awarded the free position may continue to play when both her feet are stationary on the ground and the ball is in her Crosse, without waiting for an additional whistle.</p> <p>The offending player must immediately move 4m behind for the major foul, or 4m away to the side for the minor foul to the player taking the free position indicated by the umpire. Any other player/s within 4m must move 4m away from the foul indicated by the umpire. All other players may move. The player who has been awarded the free position may self-start following the umpire's signal of the foul and the umpire's awarding the free position.</p> <p>The option to self-start is administered at the spot of the foul. However, if the ball is within playing distance (a stick and a half length away approx. 2m) from the player who is awarded the free position she may pick up the ball and self-start.</p> <p>If the ball is outside the playing distance of the foul, the player who has been awarded the free position and the ball must return to the spot of the foul to self-start. If the spot of the foul cannot be determined, the umpire will indicate the location for the free position. (DELETE) If the umpire has to reset the free position, the umpire's whistle will restart play.</p>	<p>CLARIFICATION</p> <p>Clarification due to contradiction within the rulebook. Further clarification highlighted/explained in yellow.</p> <p>Guidance added to explain how play re-starts following a boundary ball</p>

RULE	REASON FOR UPDATE
<p>If the player who has been awarded the free position chooses to self-start, the defensive players may play her immediately following her self-start. When a defensive player moves closer to the player awarded the self-start free position before she self-starts, this is a false start and will be penalised at the spot of the foul. Repeated false starts, delays in moving 4m by the defense, or self-starts by the attack beyond the playing distance of the foul will result in a delay of game penalty (Rule 23.D.1&2).</p> <p>Guidance: <i>Players MAY SELF-START following an umpire resetting the free position. The player awarded the free position will not be penalised for a self-start when this is not permitted, or if they attempt to self-start from a position further than a playing distance from the spot of the foul. To resume play, the umpire will reset the free-position and allow the player to self-start from the correct position, or resume play with a whistle if the self-start was not permitted. However, a REPEATED 'false self-start' as described previously attempts by a team to self start beyond playing distance of the spot of the foul will result in a delay of game penalty.</i></p> <p>Self-start is not an option when:</p> <ol style="list-style-type: none"> 1. the game clock is stopped; 2. there is a restraining line violation; 3. there is an illegal draw; 4. goal circle fouls, major fouls and minor fouls occur inside the 11m Advantage Flag area. <p>Guidance: If the player who is awarded the free position attempts to self-start from a position further than a playing distance from the spot of the foul, the umpire will blow the whistle, set the free position at the spot of the foul, and can commence play with the whistle. Repeated attempts to self-start from a position further than a playing distance from the spot of the foul will result in a delay of game foul (Rule 23.D.1&2).</p> <p>If the player who is awarded the free position self-starts when this is not permitted, the umpire will blow the whistle and set the free position at the spot of the foul and commence play with the whistle. Repeated attempts to self-start when it is not permitted will be a delay of game foul (23.D).</p> <p>Instruction by the umpire to the location of the free position does not stop a self-start.</p> <p>Guidance: <i>Following a whistle for a ball out of bounds, the player awarded possession may return 2m inside the field of play, where the ball crossed boundary, and can self-start. All other players must move at least 1m away from the player awarded possession</i></p>	

RULE	REASON FOR UPDATE
<p><i>and await the self-start, or the umpire's whistle. If the ball crossed the boundary within the 11m Advantage Flag Area, the player awarded possession shall move 2m onto the playing field from where the ball went out and may self-start.</i></p>	
<p><u>RULE 16: THROW</u> B. A throw is taken when:</p> <ol style="list-style-type: none"> 1. The ball goes into the goal after contact with a non-player, including an umpire. The two nearest opponents will be awarded a throw on the goal line extension at least 4m from the 11m Advantage Flag Area (Diagram 6). (Rule 14.C.1) 2. The ball goes out of bounds following a shot or a deflected shot, and two opponents are equally distant (stick or feet) from the ball where it crossed the boundary. (Rule 15.E) 3. Following a shot, the ball deflects out of bounds off an umpire's body. (Rule 15.E.3) 4. It cannot be determined which team caused the ball to go out of bounds. (Rule 13.B.3) 5. There is an incident unrelated to the ball and neither team has possession of the ball. (Rule 13.B) 6. The game is restarted after an incident related to the ball, neither team has committed a foul, and neither team has possession of the ball. (Rule13.B) 7. The ball lodges in the clothing of a field player or umpire. 8. Two opponents foul simultaneously (major/major or minor/minor) (Rule 17.B.5). Guidance: If fouls are not equivalent, i.e. major and minor, the major foul will be penalized. 9. The attacking team fouls, major or minor, during a scoring play/raised advantage flag, the two nearest opponents will be awarded a throw to be taken beyond 15m, level with the goal line extension. (Rule 22.C.4) 10. The ball goes directly out of bounds from a draw. The two nearest opponents will be awarded a throw to be taken 2m inside the boundary from where it went out of bounds and 4m away from the restraining line. (Rule 15.F) <p><u>Guidance:</u> <i>Players positioned below /goal side of the restraining line must not cross the restraining line, as 'possession' has not been determined (Rule 13. A)</i></p>	<p>REMOVAL OF 15M MARKING As there is no 15m line, the wording now refers to a distance of 4m beyond 11m Advantage Flag Area.</p> <p>Some cross-references needed to be changed as the bullet point numbering was out of sync.</p> <p>Guidance added to explain how play re-starts following a boundary ball from a draw.</p>
<p><u>RULE 17: CONDUCT OF PLAY</u> <u>17. B.5</u> If two opposing players foul simultaneously and the fouls are equivalent (minor/minor or major/major), a throw is taken. If the fouls are not equivalent, major and minor, the team committing the major foul is penalized. <u>Exception:</u> Rule 16.B.8</p>	<p>REMOVAL OF 15M MARKING As there is no 15m line, the wording now refers to a distance of 4m beyond 11m Advantage Flag Area.</p>

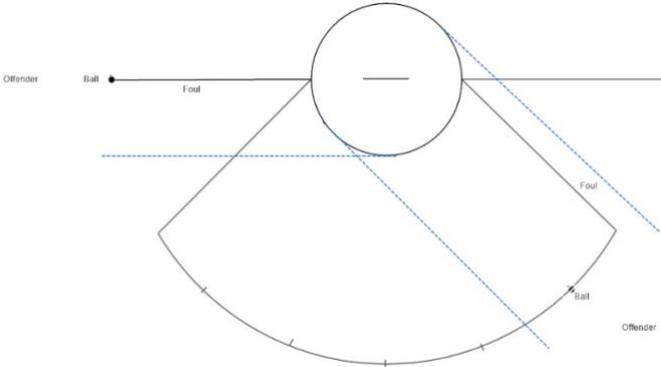
RULE	REASON FOR UPDATE
<p><u>Exception:</u> When the attack commits any major or minor foul during a raised advantage flag/scoring play, the fouls will be treated as equivalent/offsetting fouls. A throw will be taken level with the goal line extended, at a point 4m beyond the 11m mark on the goal line extended. (Rules 16.B.9, 22.C.4).</p>	<p>A cross-reference needed to be changed to align to the updated bullet point number in rule 16</p>
<p><u>RULE 18: GOAL CIRCLE RULES AND PENALTIES</u></p> <p>A. Goal Circle Rules</p> <ol style="list-style-type: none"> 1. Only one player, either the goalkeeper or the deputy, an unprotected field player, is allowed to remain inside the goal circle at any one time. A ball touching or resting on any part of the goal circle line belongs to the goalkeeper or the deputy. 2. With the following exceptions, no other players are allowed to enter or have their feet, body or Crosse on, or over the goal circle line at any time. <ol style="list-style-type: none"> a. On a shot, the attack shooter may follow through with her Crosse over the goal circle line, but her feet must not touch or cross over the goal circle line. The attack's shooting motion must be initiated from outside the goal circle; therefore the shooter's Crosse must be outside the goal circle when she receives a pass from a teammate to attempt or complete a shot. b. On a shot, only the player/s directly marking/defending the attack shooter may reach into the goal circle with their Crosse/s to block the shot or check the shooter's Crosse. (DELETE) The defender/s feet must not touch or cross over the goal circle line. c. (DELETE) Defensive player/s within stick's length actively marking an opponent without the ball may move through the goal circle for 3 seconds when their team is not in possession of the ball. c. The defensive player/s may move through the goal circle. 3. When inside the goal circle, the goalkeeper: <ol style="list-style-type: none"> a. Must move the ball out of the goal circle within 10 seconds after the ball has entered the goal circle. b. May stop the ball with her hand, body and/or her Crosse. If she catches the ball, she must put the ball in her Crosse and proceed with the game. c. Must remove a ball lodged in the goal netting, her clothing or pads, and place it in her Crosse and proceed with the game. <p><u>Guidance:</u> <i>The Umpire may signal time out to assist the goalkeeper with dislodging the ball from her clothing, equipment or the goal netting. The 10 second count will begin at the whistle to restart play.</i></p> <ol style="list-style-type: none"> d. As the defense is in possession of the ball when it enters the goal circle, the goalkeeper or the deputy may play the ball with any part of their body while inside the goal circle as long as the ball leaves the goal circle within 10 seconds. e. May reach outside the goal circle with her Crosse and bring the ball back into the goal circle provided no part of her body is grounded outside the goal circle. (Rule 24 Definitions) 	<p>RULE VOTED IN AT AGM 2019</p> <p>The Rules Committee identified an incorrect entry in the 2019-2020 rules book regarding the rule change to Rule 18.</p> <p>Please replace the incorrect portions of this rule, denoted with the red strikethrough, with the highlighted portions in yellow, which reflect the change voted on at the 2019 GA.</p>

RULE	REASON FOR UPDATE
<p>Guidance: <i>From inside the goal circle, the goalkeeper or the deputy may, with one or both feet, step or stand on the goal circle line. As long as her feet are touching any part of the goal circle line, she is considered to be inside the goal circle. In the process of bringing the ball back into the goal circle, it is a minor foul if the goalkeeper covers the ball with her Crosse and this prevents an opponent from making a play on the ball. (Rule 20.A.2)</i></p> <p>4. The Deputy:</p> <ol style="list-style-type: none"> a. May only enter or remain in the goal circle when her team has possession of the ball. b. Must immediately leave the goal circle when her team loses possession of the ball. A player/team is not in possession of a loose ball that is outside the goal circle, on the ground or in the air. c. May enter the goal circle to play a rolling or low bouncing ball. d. Must never enter the goal circle to defend any shot, including a bounce shot. e. Must move the ball out of the goal circle within 10 seconds after the ball has entered the goal circle. f. While inside the goal circle, must remove a ball lodged in the goal netting or her Crosse, place it in her Crosse and proceed with the game. <p>5. After a goalkeeper or the deputy moves the ball out of the goal circle within 10 seconds, the ball must not return to her team's goal circle until the ball has been played. Played refers to an action whereby the ball leaves a player's Crosse and is touched by another player, or her Crosse is checked Crosse to Crosse by an opponent. (Rule 24 Definitions)</p> <ol style="list-style-type: none"> a. If the goalkeeper passes the ball from inside the goal circle to another player, the ball has been played. b. If the goalkeeper moves out of the goal circle with the ball in her Crosse, she may not return the ball to her goal circle until it has been played. c. If the goalkeeper gains possession of the ball outside the goal circle, she may return the ball to the goal circle for one 10 second count. <p>Guidance: <i>The goalkeeper is inside the goal circle when she saves a shot on goal; the 10 seconds count begins. While she is looking for an open teammate, her Crosse with the ball in it is hanging outside the goal circle. As the 10 seconds count is about to expire, an opponent legally checks the goalkeeper's Crosse but is unsuccessful in dislodging the ball. The goalkeeper quickly pulls her Crosse with the ball in it back into the goal circle and passes the ball to an open teammate. LEGAL: the ball was outside the goal circle when the goalkeeper's Crosse was played, checked Crosse to Crosse by an opponent.</i></p> <p>6. When both feet of the goalkeeper or the deputy are completely outside the goal circle:</p> <ol style="list-style-type: none"> a. She loses all of her goalkeeping privileges. <p>Guidance: <i>When the goalkeeper is completely outside of her goal circle, she is not exempt from obstructing the free space to goal.</i></p> <ol style="list-style-type: none"> b. She may only re-enter the goal circle without the ball. c. She may throw the ball into the goal circle and then follow it into the goal circle. 	

RULE	REASON FOR UPDATE
<p>d. She must return to the goal circle to play the ball that is inside the goal circle.</p> <p>B. Goal Circle Fouls</p> <p>1. Field players:</p> <p>a. On a shot, the attack shooter and the defender/s immediately marking the shooter must not step on or over the goal circle line. Other defensive players actively marking an opponent within a stick's length may move through the goal circle.</p> <p>b. The shooter must not receive a pass or initiate a shot when her Crosse is inside the goal circle</p> <p>c. During and immediately following the shot, the attack shooter must not illegally interfere with the goalkeeper or defender/s immediately marking her. Defenders must not illegally interfere with the attack shooter.</p> <p>Guidance: <i>Defenders who have legally established their position in or near the goal circle before the shot must not be penalized for illegal contact caused by the attack shooter or one of her teammates.</i></p> <p>d. Defenders must not push the shooter into the goal circle or in any other way illegally interfere with the shooter or the shot.</p> <p>e. The deputy must not illegally enter or remain in the goal circle.</p> <p>2. The goalkeeper or the deputy must not:</p> <p>a. Allow the ball to remain inside the goal circle for longer than 10 seconds. Once the goalkeeper or the deputy moves the ball out of the goal circle, her team must not return the ball to their goal circle until it has been played by another player.</p> <p>Guidance: <i>The umpire will use a visible, hand chopping motion to count each second that the ball remains in the goal circle. The umpire will count from 1 to 10, and when necessary, will count the last 5 seconds out loud.</i></p> <p>b. Reach outside the goal circle with any part of her body to play an aerial or ground ball while she is inside the goal circle. (Rules 20.A.4, 21.A.20)</p> <p>c. Rake the ball into her goal circle when any part of her body is completely grounded outside the goal circle. (Rule 20.A.2)</p> <p>d. Throw any of her equipment to another player.</p> <p>e. When outside the goal circle, step on the goal circle line or back into the goal circle if she has possession of the ball.</p> <p>Guidance: <i>The goalkeeper straddles the goal circle line to pick up a ground ball and steps back into the goal circle. ILLEGAL: the goalkeeper was grounded. To resume play, the goalkeeper remains at the spot of the foul (inside the goal circle), and the attack is awarded a free position (DELETE 4m behind the 11m on the goal line extended on the 11m mark on the goal line extended).</i></p> <p>C. Penalties for Goal Circle Fouls</p> <p>1. With two exceptions below, when the defense commits any goal circle foul, the attack will be awarded a free position 11 m on the goal line extended that is nearest to the foul and the defender will be placed 4m behind unless it is the goalkeeper.</p>	

RULE	REASON FOR UPDATE
<p>a. Whenever the goalkeeper commits a goal circle foul, she remains at the spot of the foul and if she was in or partially inside the goal circle, she remains inside the goal circle for the free position.</p> <p>b. When the deputy is illegally in the goal circle the umpire must immediately stop play. The free position is awarded to the attack player nearest to the center 11m hash mark when play stopped. The deputy will move 4m behind the attack player with the ball and the marking area will be cleared. The goalkeeper must NOT return to the goal circle until play resumes at the whistle.</p> <p>2. When the attack commits a goal circle foul, the goalkeeper or the deputy will take the free position inside the goal circle. If a goal was scored, the goal will not count. Before play resumes, all players must move 1m away from the goal circle.</p> <p>Guidance: <i>If the goalkeeper is completely outside the goal circle when the attack commits a goal circle foul, the defense player closest to the goal circle, which may or may not be the goalkeeper, shall take the free position inside the goal circle.</i></p> <p><i>An attack player in front of the goal receives a pass from a teammate who is behind goal. The attack player’s Crosse is inside the goal circle when she receives the pass; she shoots and scores. ILLEGAL no goal, the attack is penalized for a goal circle violation. An attack shooter must receive a pass and initiate her shot from outside the goal circle.</i></p> <p>D. When a major foul must be carded during goal circle play, the game will resume according to Rule 21.B.7 & 23.B. During a scoring play, the game will resume according to Rule 22.D.5.</p> <p><u>The interpretation for 18.2.c. above is as follows:</u></p> <p>Players on the defending team in their defensive end of the field may run through any portion of their team’s goal circle (GC). Running through the GC may be multi- or uni-directional (i.e. - A defense player running through the GC in one direction may change direction while running through.) The amount of time a defensive player is in the GC is not limited by rule. However, no defensive player may settle or remain in the goal circle unless she abides by rule 18.A.1.</p> <p>Defense players may run through the GC when:</p> <ul style="list-style-type: none"> • They are marking the attack player with the ball; • They are marking a non-ball attack player and; • They are not marking any attack player <p>Any defender running through the goal circle must still abide by all provisions of the shooting space rule.</p>	

RULE	REASON FOR UPDATE
<p>Guidance: <i>If an attack player settles at the edge of the GC or below the goal circle, any defender(s) marking her while in the goal circle, must step out. If the attacker begins to move again, the defender(s) may step back into the GC and move through to stay with the attack player</i></p>	
<p><u>RULE 20: MINOR FOUL RULES AND PENALTIES</u> See 15m marking removed on page 2 for clarification about where to set up the foul</p> <p>A.13. Illegal Equipment: play with illegal equipment. An umpire may take time out at any time during the game to re-inspect the pocket of a Crosse or other equipment. Any player on the field may request an umpire to check the pocket of an opponent's Crosse on a dead ball outside the 11m advantage flag area. The player requesting the Crosse inspection must provide the umpire with the shirt number of the opponent whose Crosse will be checked. (Rule 20.A.15)</p> <p>B.2. When the defense commits a minor foul within the 11 m Advantage Flag Area above the Goal Line Extended (no advantage flag/scoring play), the attack player who was fouled will be awarded a free position at the spot, no closer than 15m nearest to and in line with the foul. The defender who fouled will move 4m away to the side of the opponent relative to her field position at the time of the foul. Guidance: Placement for Minor Fouls below the Goal Line Extended, will be at the dot described in Rule 1.D.1</p>	<p>CLARIFICATION "Check" changed to "inspection" to avoid confusion with check = tackle.</p> <p>REMOVAL OF 15M MARKING As there is no 15m area, the wording clarifies where the foul is set up.</p>
<p><u>RULE 21: MAJOR FOUL RULES AND PENALTIES</u></p> <p>B. Major Foul Free Positions 1. For any major fouls that occur anywhere on the field outside the 11m Advantage Flag Area, including below the level of the goal line extended (no advantage flag/scoring play), the free position is awarded at the spot of the foul, but no closer than 11 m to the center of the goal line or within 2m of the boundary. The offender will stand 4m directly behind the player taking the free position. (DELETE) If the goalkeeper is outside her goal circle and has not fouled, she must stand for the free position and must not return to the goal circle.</p>	<p>INTRODUCTION OF FREE MOVEMENT With the introduction of Free Movement, the goalkeeper is not required to stand.</p> <p>The red strike through text, corrects the rule consistent with Free Movement.</p>

RULE	REASON FOR UPDATE
<p>Obstruction of free space to goal B.2. When a major foul by the defense occurs above the goal line extended, within the 11m Advantage Flag Area and outside the marking area (i.e. in the pie shaped area), the free position is set in line with the foul on the nearer of the first hash mark in the 11m Marking Area or the 11m mark on goal line extended, whichever is nearer to the spot of the foul. Only the penalty lane will be cleared. All players must move their bodies and crosses sideways from the penalty lane relative to their positions when play stopped. (Rule 24, Diagram 9)</p> <p>a. If the goalkeeper is outside the goal circle and has not fouled, she must return to the goal circle.</p> <p>Guidance: The nearest mark, can be either the first hash inside the 11m or the 11m mark from goal on the goal line extended. The hash for the free position is dependent on the location of the foul inside the pie area and dependent on the ball carriers' momentum of a scoring play.</p>	<p>REMOVAL OF HANGING HASH With the removal of the Hanging Hash, placement of the Free Position can be placed in one of the two designated locations; dependent on the spot of the foul and the ball carriers' momentum of a scoring play / going to goal.</p>
<p><u>RULE 24: DEFINITIONS - Penalty lane</u></p>  <p>Penalty lane is a path to goal defined by two imaginary lines that extend the width of the goal circle to 4m on either side of the ball carrier. All players must clear their bodies and crosses from this space when free positions for major fouls are awarded on the first hash or on the goal line extended within 11 m in front of goal.</p> <p>Diagram 9 Penalty Lane Rule 21.B.2</p>	<p>REMOVAL OF HANGING HASH Diagram to illustrate Rule 21 especially in relation to fouls in the "pie", now that there is no hanging hash mark.</p>