

## **RMLL Casebook - 2024 Season**

### **Introduction & Purpose**

The following document has been created to serve as a shared resource for teams competing within the RMLL, as well as the officials, in order for situations that occur to have a common understanding of how they are to be handled. This removes the need for individual referees to interpret rules, which leads to frustration from teams and other officials once interpretations are made that contradict each other in different games, or even in the same game.

This is a working document that will be updated throughout the year as new situations arise. During the year, the document will be sectioned by date of material added, starting with the information that has been sent out to officials over the last few years. Any new information will be added with the date added, as new situations arise. At the end of the casebook, you will find the 2024 RMLL Rules of Play that have been adopted.

This casebook also offers some additional scenarios and how to handle them that are not in the LC Rulebook.

### **2024 RMLL Playing Rules**

Link to the official [2024 RMLL Playing Rules](#), which should be reviewed by all teams, coaches, players, and officials prior to and throughout the 2024 season.

### **Dead Balls**

A dead ball is defined as a stoppage for a face-off, a penalty, or a time-out. A turn-over for a 10-second call, a 30-second call, an out of bounds call or another possession type call does not constitute a dead ball <sup>1</sup>

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<sup>1</sup> LC Rule Book - Rule 77, Page 107

## Game Play Scenarios

### Penalty Options

Please review your rule books for the following penalty options:

- Boarding
- Checking From Behind
- Unnecessary Roughness
- High Sticking
- Cross Checking
- Abuse of Official

A complete list of LC Penalty Options can be found [here](#)

### Accepted Standards

Over the past several years LC and the RMLL, with the active contribution of its players, coaches, and referees, has been able to augment the safety of the playing participants, while simultaneously increasing the speed of the game. This has been done by enforcing the rules of the game as written rather than by avoiding tough calls. Additionally, Rule 17(b) needs to be enforced and applied consistently. Below are rules that have directly impacted the speed, safety, and performance of the game that RMLL officials have enforced, and will continue to enforce.

- Checking from Behind – Officials continue to successfully avoid calling possessions on these plays. Hits with minimal-moderate force while the hitter is in motion are routinely called double-minors. Hits with moderate-significant force into the boards are called Major + Game penalties. Hits with significant-egregious force into the boards are called Match penalties.
  - Note: Hits from behind into the boards with minimal force may be called a major for boarding
  - Note: Hits from behind where the hitter is stationary and uses minimal force may be called a minor or major for cross-checking
  - Note: Hits that are delivered partially on the back/side may be called Checking from Behind, Cross-Check, or Charge based upon the percent of back/side hit and the force applied
- Off-ball slashing – There is no tolerance for off-ball slashing in the RMLL. A slash is a forceful chop to inflict damage or intimidate.

- Delay of game – After a turnover, a player who walks the ball to the boards, or roll the ball away, or stay within 9’ feet of the new ball carrier will be assessed a delay of game penalty
- High sticking – 5 minute major penalties or 5 minute major and a game misconduct for severe high sticks are regularly called.

### Measurements

LC does not have units of measurement for goaltender equipment. All equipment is to be inspected by checking the tags, visual conformity, and for additions/modifications to the gear. The teams must specify the piece of equipment to be inspected. Only one equipment check or stick check per stoppage. A goalie caught using gear that fails the inspection is assessed a major penalty, and must adjust the equipment or find another set to wear. A goalie with a jersey that is requested to be inspected hangs down below the crotch or has wassive is a minor penalty, and the jersey must be corrected or replaced. The only measurement for a goalie is their stick, which only has a maximum width measurement. Review this rule and situations prior to your games. This is why arriving 60 prior to opening face-off is vital for on-floor crews and the shot clock officials.

### RMLL Regulation 11.2. Overtime

11.2.1. Regular Season Play: if a game is tied after regulation time, there will be a five-minute overtime period, sudden victory. There will be a two-minute rest before play is resumed. The teams do not change ends at the start of overtime. If the score remains tied after the overtime period, the game will be declared a tie and each team will be given one (1) point for the game. Teams do not receive an additional timeout for overtime, but may use one of their two timeouts, if they have not used both of them in regulation.

### Players on the Floor

***Play can now restart at a dead ball without the proper number of players on the floor (Changed 2024).***

If a team delays, we have options

- Communicate to the bench to get going;
- Award a time-out to the team, if they still have them;
- Assess a bench minor for delay of game;
- Teams must now be prepared to have play restarted with possession to one team, and the other not prepared to participate. The only time the live-play will not be blown in is if a face-off is taking place. If the teams are not ready, the ball will be awarded to the team who is ready.

Injured players - if play is blown down for a player, they have to leave the floor until the commencement of play

#### Face-Offs

No jousting/pushing/shoving/shoe-untying or unwanted contact on the restraining lines while preparing or during face-offs. Award possession to the non-offending team. Players are not to cross their legs on the restraining line. Officials are encouraged to verbally warn players, but are not required to, before awarding possession for non-compliance.

#### Temperature of the game

Officials need to control the irritations that lead to hostilities. If the game gets too emotionally "hot", assess the appropriate penalties until it cools down and the players are refocused on playing lacrosse. Emotions are extremely high with players excited to be back on the floor at the start of the season, and will increase again near the end of the regular season.

#### Facemasking

Please find the [attached clip](#) as an example of a Match Penalty due to multiple direction changes and significant/egregious force applied/and duration of the impact. This raises to the "Reckless and Endangering Play" that constitutes a Match Penalty.

If "lesser" manipulation occurs than the video shows (ie one direction with moderate force, or minimal force with a direction change), the referee is to assess a Major. If a referee has doubt if the play is a Major or a Match, they are to upgrade the penalty to a Match.

A minor for grabbing the mask shall be a play with no direction change or force applied. If a referee has doubt if the play is a Minor or a Major, they are to upgrade the penalty to a Major.

Match penalties require a game report to be filled within 24 hours, be it is preferred if you do this immediately after the game.

Your other minor leagues may have different standards for these penalties, so please adhere to their standards while calling these games.

#### Assessment of Fighting - Rule 45 (e)

In situations where players do not immediately proceed to their benches during a fight after being directed by the officials, a game misconduct may be assessed to these

players. If the fight is near the benches, the players are to be directed to their respective goal creases. If a secondary fight breaks out rule 45 (e) MUST be assessed, and the additional game misconduct for not proceeding to the bench must be assessed. It must be noted on the referee report on the game sheet, so it is clear as to why the additional game misconduct is being assessed. This is the same for all fights that start at the same stoppage, after the initial fight, including line brawls. The initial combatants in a line brawl or multiple fight situation will not receive this additional game misconduct. Note: Officials have the discretion to apply Rule 45(e) without assessing additional fighting penalties.

### Fight Mechanics

If we have a situation where there is a mutually agreed upon fight by both combatants, and both players are actively engaged in the fight and one is not in a dangerous or vulnerable situation, wait for your partner before separating the combatants. If one player is not fighting back due to injury or was forced to fight and is not actively engaged, "turtles" or is put into a situation where they cannot defend themselves, we MUST go in and stop the engaged player, even if this means we do so on our own. It is not acceptable for a player to take additional punishment while vulnerable.

### Player Rosters

RMLL teams can have a maximum of 18 runners and 2 goalies. Teams must indicate on the game sheet a captain, and a maximum of two assistants. They cannot elect to not name a captain, as certain rulebook and casebook situations will require the captain to indicate which penalty a goal will release or in some cases, the captain being assessed penalties when he and/or the coach will not identify the player responsible for the infraction.

### 3-Official Mechanic

For officials who are using the three-official mechanic, [here](#) is a document with diagrams and some directions on areas of responsibility/coverage.

Officials Mechanics:

Entering/leaving the floor: If applicable, the stand-by official or 30-second shot clock official will be the last official onto the floor and the first official off of the floor. Their primary duties will be to beat the players off of the playing surface and to occupy the areas between the dressing rooms. They will be responsible for reporting any infractions that occur in these tight quarters to the on-floor officials. There will be one official between the benches as the teams exit the floor, who follows the players/team

personnel off the floor, once all have vacated the bench area. The other two on-floor officials will be vigilant and survey the floor for any other potential areas of concern. This will occur whenever teams enter or exit the floor (pre-game, post-game, between periods).

Lead picks up the ball after the net-front is clear.

SSO: Moves into players celebrating, removing them from the area, if required. Get between the players and the opponents - especially the goalie.

Trail: moves across the floor to be a set of eyes and presence at the benches. We are there to diffuse any potential issues, and ultimately assess penalties, if required.

Lead will conduct face-off after getting the point from the trail official who will be last to take-up their spot on the restraining line.

#### Penalty assessment:

One official will assess penalties at a stoppage. Decide who is reporting after discussing with the crew on multiple penalty situations. Another official will either be at the benches or supporting the third official near the team who is not being awarded the balls end.

#### Communication with Players and Coaches in-game

Officials are instructed to use the Captains and Assistant Captains to deliver most messages to keep the play moving more quickly. This is done intentionally to keep the pace of play moving. This would include all minor penalties and most majors. In unique situations, the referees may go to the head coach to directly deliver a message, but this should be done once or twice a game, at most.

## Playoffs

### **Game Play and Rules**

During playoffs, we need to be at our best to perform and meet the level of expectations the teams, leagues, and ALRA have for us. With that in mind, a few quick notes:

- LC does not have units of measurement for goaltender equipment. All equipment is to be inspected by checking the tags, visual conformity, and for additions/modifications to the gear. The teams must specify the piece of equipment to be inspected. Only one equipment check or stick check per stoppage. A goalie caught using gear that fails the inspection is assessed a major penalty, and must adjust the equipment or find another set to wear. A goalie with a jersey that is requested to be inspected hangs down below the crotch or has “wings” under the arms is a minor penalty, and the jersey must be corrected or replaced. The only measurement for a goalie is their stick, which only has a maximum width measurement. Review this rule and situations prior to your games. This is why arriving 60 minutes prior to opening face-off is vital for on-floor crews and the shot clock officials.
- Shot Clock officials need to have a riot pad to record the first player off each bench during an altercation. They will also assist the on-floor crew by recording penalties in a multiple-fight situation. If an altercation occurs, take your pad onto the floor, have your helmet secured, and be prepared to assist the on-floor officials as needed. This will more than likely just consist of recording the penalties. All shot clock officials must bring their helmets with them into the box for such an event. Please review this procedure with your crew prior to the game.

### **Overtime**

- As per RMLL Regulation 35.2.
    - No game shall end in a tie. If a game is tied at the end of regulation play, then overtime will be played, and the teams will not change ends for the overtime period (s).
    - 35.2.1. The Referee shall order the game to continue after a two (2) minute rest. The game continues for a full ten-minutes stop time.
- 35.2.2. If the score is tied after the first overtime period, the game shall continue after a ten (10) minute rest. The teams will continue to play twenty (20) minute stop time periods, with a ten (10) minute rest between each period until a goal is scored (sudden victory).

Please also monitor the RMLL website for updates on elimination games in your series, especially for those who are in "if necessary" assignments. The RMLL will do our best to communicate when the games are not needed, but some might be missed. It is your responsibility to check prior to heading to the games, and mileage/game fees/per diems will not be paid if you go to a game in error that was not needed. Do your homework and it is encouraged that you reach out to the crew who worked the game prior to yours to gain any insight they can offer!



## Video Clip Examples

### Game Clips

Here are a few clips with an explanation for the calls that were communicated to the leagues. Periodically, I receive clips from teams and we use them for our professional development. If you are in these clips, they are not meant to call anyone out, but are used to standardize the penalty standards throughout our leagues.

#### [Clip 1](#)

In this clip, a Match Penalty was warranted. A full explanation of the breakdown can be found [here](#). If this same type of hit occurs, whether with the goalie involved or not, the RMLL standard for the rest of the year will be a Match.

#### [Clip 2](#)

In this clip, there is a Too Many Players penalty, and a Match penalty on the play. A full explanation of the breakdown can be found [here](#).

Clips 3-7 Explanations are all available on this [document](#)

#### [Clip 3](#)

A Match Penalty for Goalie Interference

#### [Clip 4](#)

Double-minor for Checking From Behind

#### [Clip 5 & 7](#)

Similar hits. If the check was delivered from behind, then assess a 5 + GM for Checking from Behind. If hits are primarily on the side, assess a major for Boarding.

#### [Clip 6](#)

Double-minor for checking from behind

## Referee Administrative Notes

### Mileage

All RMLL games for the months of April/May will need your "Add Mileage" section of your game filled out in order to have mileage paid. This will need to reflect the total dollars you'll be paid (your roundtrip km x \$0.53 if driver, roundtrip km x \$0.13 if rider, or (total roundtrip km of furthest driver) + (roundtrip km x \$0.13) / 2 for each official, if you were unable to carpool. Note, if traveling from different directions of the province (Calgary official meeting Edmonton official in Red Deer), you will both be entitled to full-mileage, as traveling is not possible.

**These must be completed by the 3rd day of the following month at 11:59 pm.** If there are mileage additions to your April/May games, you will not be paid mileage in June.

Example:

Julian drove from Red Deer to Lloydminster, picked up Wes in Fort Saskatchewan. Total km's for Julian = 358 one way. Total rider km's for Wes = 241 km.

Please update your dark days into July & August. Playoffs run the entire length of July, and we need at least two referees and a shot clock official for each game. Assignments will come out quickly, so please accept or decline immediately.

### Write-Ups

**All RMLL game reports are to be completed prior to you and your partner leaving the arena.** There have been issues with suspended players playing, but not being aware they are suspended. All Match Penalties, Gross Misconducts, Game Misconducts for Abuse of Official, Game Misconducts for 45(e) (Secondary fights/not returning to benches/crease during a fight), games being ended due to injury or floor conditions, Game Misconducts assessed after the conclusion of the game, and Player's Leaving the Bench penalties require write-ups. **Any special circumstances where you cannot complete the report in time, must have an email or text sent directly to me explaining why the report cannot be done and a deadline within 12 hours to complete the report set by the completing official.**

When completing your reports include the following:

- Distance traveled by the playering hitting or being hit;
- If they were aware of the potential contact;
- If they could have protected themselves from the contact;

- Distance from boards of hit (if applicable);
- Amount of force applied (minimal, moderate, significant, egregious);
- Where the force was applied (side, back, head, neck, arm, etc.).

These reports need to “paint a picture,” and serve as a replacement for video, in most leagues.

### Dressing Room Etiquette

During the course of a game you are working with your partner, do not assume that your friends/family are entitled to enter the ref room between periods or before the game. Refrain from this practice, and if absolutely necessary, please ask your partner(s) if this is okay. We do not want any “Rule of Two,” scenarios where a minor unexpectedly enters the Referee’s room when adults are changing and not expecting company. Additionally, this is our time to discuss the game as a team and make adjustments, as well as mentally reset.

### Arrival at game and dress code

Minimum 60 minutes prior to game start for referees and shot clock officials. You must be wearing a collared shirt, slacks/dress pants and closed toe shoes.

### Arena conditions

If a floor is too slippery to be played, call the game, then contact me so I can contact the commissioner

### Performance and Assignments

- Teams have put a lot of time, emotion, effort, and money into their seasons. Treat the game at each level with the utmost professionalism and respect
- Officials are assigned stretch regular season games, playoff and provincial assignments by merit, commitment, & availability
- If you have questions, ask!
- The performance in your regular season games builds to your playoff and potentially provincial assignments. Playoff and Provincial games build towards next year, and have a large impact on the games you will receive, or be eligible to receive next year.