

LAWS OF LACROSSE.

revised and adopted at the re-organization of the National Amateur Lacrosse Association of Canada, Toronto, 4th May 1876, and amended at Montreal, August 3rd, 1877, Toronto, June 7th, 1878, Montreal, June 6th, 1879, Toronto, June 4th, 1880, Montreal, June 3rd, 1881, Toronto, June 3rd 1882, and Montreal, April 13th, 1883.

RULE I.—THE CROSSE.

Section 1. The Crosse may be of any length to suit the player; woven with cat-gut, which must not be bagged. "Cat-gut" is intended to mean raw-hide, gut or clock-string (not cord or soft leather). The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip of the turn to prevent the point of the stick catching an opponent's crosse. A leading string resting upon the top of the stick may be used, but must not be fastened, so as to form a pocket, lower down the stick than the end of the length-strings. The length-strings must be woven so within two inches of their termination, so that the ball cannot catch in the meshes.

Sec. 2. No kind of metal, either in wire or sheet, nor screws or nails, to stretch strings, shall be allowed upon the crosse. Splices must be made either with string or gut.

Sec. 3. Players may change their crosse during a match,

RULE II.—THE BALL.

The Ball must be India-rubber sponge, not less than eight,

nor more than nine inches in circumference. In matches must be furnished by the challenged party.

RULE III.—THE GOALS.

The Goals must be at least 125 yards from each other, and in any position agreeable to the Captains of both sides. The top of the flag-poles must be six feet above the ground, including any top-ornament, and six feet apart. In matches they must be furnished by the challenged party.

RULE IV.—THE GOAL CREASE.

No attacking player must be within six feet of either of the flag-poles, unless the ball has passed cover-point's position on the field.

RULE V.—UMPIRES.

Section 1. There shall be one Umpire at each Goal. They shall be disinterested parties, whose reputation for truthfulness and integrity are well known and above suspicion. They shall not be members of either club engaged in a match, nor shall they be changed during its progress without the consent of both Captains.

Sec. 2. Their jurisdiction shall last during the match for which they are appointed. They shall not change goals during a match.

Sec. 3. No Umpire shall, either directly, or indirectly be interested in any bet upon the result of the match. No person shall be allowed to speak to an Umpire, or in any way distract his attention, when the ball is near or nearing his goal.

Sec. 4. They shall stand behind the flags when the ball is near or nearing their goal. In the event of game being

med, the Umpire at that goal shall at once decide whether or not the ball has fairly passed through the flags, his decision simply being "game" or "no game," without comment of any kind. He shall not be allowed to express an opinion, and his decision shall in all cases be final, without appeal.

Sec. 5. In the event of the Field Captains failing to agree on the Umpires, after three nominations in accordance with this rule have been made by each party, it shall be the duty of the Referee to appoint one or more Umpires, as may be required, who shall not be one of the persons objected to, who must be duly qualified as required by this rule. In championship matches they shall be appointed the day previously.

Sec. 6. If, after the commencement of a match, it becomes apparent that either Umpire, on account of partizanship, bias, or any other cause, is guilty of giving unjust decisions the side offended against may enter a protest with the Referee against his conduct, and ask for his immediate removal. After hearing the evidence on both sides, the Referee shall decide whether he shall be dismissed or continue in office. If dismissed, the Referee shall at once appoint another Umpire to act in his stead. Any decision, however, which he may have given previous to his dismissal shall hold good.

RULE VI.—REFEREE.

Section 1. The Referee shall be selected by the Captains; and in the case of "Championship" matches, must be appointed at least one day before the match. When the Captains have agreed upon a Referee, they shall make a written memorandum in duplicate of the agreement, which shall be signed by

both captains. His authority shall commence from the time of his appointment. No person shall be chosen to fill the position who is not thoroughly acquainted with the game, and in every way competent to act. He must be a disinterested party, and neither directly nor indirectly interested in any bet upon the result of the match. In the event of the Field Captains failing to agree upon a Referee the day previous to a match, it shall be the duty of the President of the National Amateur Lacrosse Association, or in his absence from the country, or owing to the impossibility of his being communicated with, the Vice-President, upon being duly notified, to appoint a referee, to act during the match; such Referee, however, not to be one of the number proposed by either of the competing clubs.

Sec. 2. Before the match begins, the Referee shall see that properly qualified Umpires are selected, as provided for in Rule V. He shall also obtain from each of the Captains a declaration and list of their team, and shall satisfy himself that the players are *bona fide* members of the team they represent, in accordance with Sec. 1, Rule IX. All disputed points and matters of appeal that may arise during his continuance in office shall be left to his decision, which, in all cases, must be final, without appeal.

Sec. 3. Before the match begins, he shall draw the players up in lines, and see that the regulations respecting the ball, crosses, spiked soles, etc., are complied with. He shall also see that the regulations respecting the goals are adhered to. He shall know before the commencement of a match the number of games to be played, time for stopping, and any other arrangements that may have been made by the

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Captains. He shall have the power to suspend at any time during the match any player infringing these laws—the game to go on during such suspension.

Sec. 4. When "foul" has been called by either Captain the Referee shall immediately cry "time," after which the ball must not be touched by either party, nor must the players move from the positions in which they happen to be at the moment until the Referee has called "play." If a player should be in possession of the ball when "time" is called, he must drop it on the ground. If the ball enters goal after "time" has been called, it shall not count.

Sec. 5. The jurisdiction of the Referee shall not extend beyond the match for which he is appointed; and he shall not decide in any matter involving the continuance of a match beyond the day on which it is played. The Referee must be on the ground at the commencement of and during the match. At the commencement of each game, and after "fouls" and "balls out of bounds," he shall see that the ball is properly faced, and, when both sides are ready, shall call "play." He shall not express an opinion until he has taken the evidence on both sides. After taking the evidence, his decision in all cases must be final. Any side rejecting his decision, by refusing to continue the match, shall be declared losers.

Sec. 6. When game is claimed and disallowed, the Referee shall order the ball to be faced for, from where it is picked up; but in no case must it be closer to the goals than ten (10) yards in any direction.

RULE VII.—CAPTAINS.

Captains to superintend the play shall be appointed by each

side previously to the commencement of a match. They shall be members of the club by whom they are appointed, and no other. They may or may not be players in the match; if not, they shall not carry a crosse, nor they shall they be dressed in lacrosse uniform. They shall select Umpires and Referees, as laid down in these Rules, toss for choice of goals, and they alone shall be entitled to call "foul" during a match. They shall report any infringement of the laws during a match to the Referee. (2) Before the commencement of a match, each Captain shall furnish the referee with a full and correct list of his twelve, and a declaration stating that they are all *bona fide* members in good standing of the club they represent, and of no other, as provided for in Sec. 1, Rule IX.

RULE VIII.—NAMES OF PLAYERS.

The players on each side shall be designated as follows: "Goal-keeper," who defends the goal; "Point," first man out from goal; "Cover-point," in front of Point; "Centre," who faces; "Home" nearest opponent's goal; others shall be termed "Fielders."

THE GAME.

RULE IX.—MISCELLANEOUS.

Section 1. Twelve players shall constitute a full field. They shall be regular members in good standing of the club they represent, and of no other, for at least thirty days before becoming eligible to play in a match for their club. No member shall be allowed to change clubs more than once during the season, except in *bona fide* change of residence.

Sec. 2. The game must be started by the Referee facing

the ball in the centre of the field between a player on each side. The ball shall be laid upon the ground between the sticks of the players facing, and when both sides are ready the Referee shall call "play" The players facing shall have their left side toward the goal they are attacking.

Sec. 3. A match shall be decided by the winning of three games out of five, unless otherwise agreed upon. Games must in all cases be won by putting the ball through the goal from the front side.

Sec. 4. Captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour in the event of rain, darkness, etc., or to be considered a draw under certain circumstances; and, if postponed, if it is to be resumed where left off.

Sec. 5. If postponed and resumed where left off, there shall be no change of players on either side.

Sec. 6. Either side may claim at least five minutes rest, and not more than ten, between each game.

Sec. 7. No Indian shall play in a match for a white club unless previously agreed upon.

*Sec. 8. After each game, players must change goals.

Sec. 9. No change of players must be made after a match has commenced, except for reasons of accident or injury during the game.

Sec. 10. Should any player be injured during a match, and compelled to leave the field, the opposite side shall drop a man to equalize the teams. In the event of any dispute between the Field Captains as to the injured player's fitness to continue the game, the matter shall at once be decided by the Referee.

Sec. II. When a match has been agreed upon, and one side is deficient in the number of players, their opponents may either limit their own number, to equalize the sides, or compel the other side to fill up the complement.

RULE X—SPIKED SOLES.

No player must wear spiked soles or boots, and any player attempting to evade this law shall be immediately ruled out of the match.

RULE XI—TOUCHING BALL WITH THE HAND.

The ball must not be touched with the hand, save in cases of Rules xii. and xiii.

RULE XII—GOAL-KEEPER.

The Goal-keeper, while defending goal within the goal crease, may pat away with his hand, or block the ball in any manner with his crosse or body.

RULE XIII.—BALL IN AN INACCESSIBLE PLACE.

Should the ball lodge in any place inaccessible to the crosse, it may be taken out with the hand, and the party picking it up must "face" with his nearest opponent.

RULE XIV.—BALL OUT OF BOUNDS.

Balls thrown out of bounds must be faced for at the nearest spots within the bounds and all the players shall remain in their places until the ball is faced. The Referee shall see that this is properly done, and when both sides are ready shall call play. The "bounds" must be distinctly settled by the Captains before the commencement of the match.

RULE XV.—THROWING THE CROSSE.

No player shall throw his crosse at a player or at the ball, under any circumstances ; and such action will be considered a "foul." Should a player lose his crosse during a game, he shall consider himself "*out of play.*" and shall not be allowed to touch the ball in any way until he again recovers it. Kicking is absolutely prohibited to players without a crosse.

RULE XVI.—ACCIDENTAL GAMES.

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal. Should it be put through a goal by any one not actually a player, it shall not count.

RULE XVII.—BALL CATCHING IN NETTING.

Should the ball catch in the netting, the crosse must immediately be struck on the ground, to dislodge it.

RULE XVIII.—ROUGH PLAY, &c.

No player shall grasp an opponent's stick with his hands, hold with his arms, or between his legs ; nor shall any player hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it. No player, with his crosse or otherwise, shall hold, deliberately strike, or trip another, nor push with the hand ; nor must any player jump at to shoulder an opponent from behind while running for or before reaching the ball ; nor wrestle with the legs entwined, so as to throw an opponent.

RULE XIX.—THREATENING TO STRIKE.

Any player deliberately striking another, or raising his hand to strike, shall be immediately ruled out of the match.

RULE XX.—DELIBERATE CHARGING.

No player shall charge into another after he has thrown the ball.

RULE XXI.—CROSSE CHECK.

The check commonly known as the "square" or "crosse" check, which consists of one player charging into another with both hands on the crosse, so as to make the stick meet the body of his opponent, is strictly forbidden.

RULE XXII.—INTERFERING.

No player shall interfere in any way with another who is in pursuit of an opponent.

RULE XXIII.—FOUL PLAY.

Section 1. Any player considering himself purposely injured during play, must report to his Captain, who must report to the Referee, who shall warn the player complained of.

Sec. 2. The penalty for fouling shall be discretionary with the Referee. For *ordinary* fouls, which in no way affect the result of the game, he shall simply caution the offender for the first offence; if repeated, the Referee may suspend him for the rest of the Game (not match) in which such foul takes place.

For *deliberate* fouls, which occasion injury to opponents, or effect the result of the game—for the first offence the Referee

shall have power to suspend the player committing it for the rest of the game (not match) in which such fouls take place. For a second offence, the Referee may remove the offending player, and compel his side to finish the match single-handed.

RULE XXIV.—INTERRUPTED MATCHES.

In the event of a match being interrupted by darkness, or any other cause considered right by the Referee, and one side having won two games, the other none, the side having won the two games shall be declared winners of the match. Should one side have won two games and the other one, the match shall be considered drawn, This does not apply where special arrangements have been made by the Captains, as in Rule ix. Sec. 3.

RULE XXV.—“CLAIMING GAMES.”

When “game” is claimed by the side attacking a goal; the Referee or Umpire shall immediately call “time.” The Umpire shall then proceed to give his decision. Until his decision has been given no game can be taken. The players shall keep their places, nor shall they leave them (unless the game be decided as won) until the game has again been started by the Referee.

No player shall in any way attempt to influence the decision of the Umpire, whose ruling shall be final in all cases.

RULE XXVI.—SETTLEMENT OF DISPUTE.

In the settlement of any dispute, it must be distinctly understood that the Captains, with one player to be selected by each of them, shall have the right to speak on behalf of their respective clubs; and any proposition or facts that any player

may wish brought before the Referee must come through the Captains or the player selected by them.

RULE XXVII.—FLAG-POLE DOWN.

In the event of a flag pole being knocked down during a match, and the ball put through what would be the goal if the flag pole were standing, it shall count game for the attacking side.

RULE XXVIII.—CHALLENGES.

Section 1. All challenges must be sent by post, registered, addressed to the Secretary of the Club intended to be challenged.

Sec. 2. Any Club receiving a challenge from another club, shall, within one week after its receipt, notify the challenging club of the time and place at which they are prepared to play. The place named shall be at either of their places of residence or some intermediate place; and the time mentioned shall be within three weeks from the reception of the challenge. All answers to challenges must be sent by post, registered, addressed to the Secretary of the challenging club.

Sec. 3. On the day selected, if one club only put in an appearance, it shall be entitled to claim a victory by default. If its opponents refuse to fulfil their engagement, or do not appear upon the ground at the specified time, the club complying with the terms agreed upon shall be declared the winners of the match.

Sec. 4. If at the time of the reception of a challenge a club has on hand any other regular challenge undisposed of, the time for its acceptance shall be extended within a period not exceeding six weeks; and should it have more than one

regular challenge undisposed of, then within a period not exceeding an additional three weeks for every such challenge. Challenges shall not lapse with the end of the season, but shall continue in force until played off. Challenges so carried over shall date from the 10th May of the new season into which they have been carried.

Sec. 5. A club must accept challenges in the order of their reception. Challenges cannot be sent earlier than the 10th of May, nor later than the 9th of October, inclusive, and no match shall be played earlier than the 24th of May, unless mutually agreed upon. The season shall be from the 24th May to the 31st October inclusive.

Sec. 6. The principle laid down in Sections 1, 2 and 3, of this Rule, shall also govern what are known as "*local championships*," unless they are originated under special rules, in which case they will be governed by the latter.

RULE XXIX.—CHAMPIONSHIP RULES.

PREAMBLE—In order to create a greater interest in our national game, the Na. Am. La. Association of Canada invite all clubs to compete for the Championships, for which purpose the Association offer a "Championship" Pennant and an "Intermediate Championship" Pennant, the winning clubs to hold same under the annexed rules, and also subject to the rules of the game. The holders of these Pennants to be recognized as "The Champions" and "Intermediate Champions" of Canada.

Sec. 1. The club holding the "Championship" cannot be compelled to play any club competing therefor more than

three times in any one year, and an intervening space of six weeks must elapse between such matches.

Sec. 2. In the event of the holders losing the "Championship," their secretary shall, within one week, furnish to the Secretary of the winning club, copies, certified by their President, of all challenges for the "Championship" at the time undisposed of, and at the same time give up the Champion Pennant to the winning club.

Sec. 3. The club winning the "Championship" shall take up these undisposed challenges, and treat them as their own in accordance with and subject to Rule xxviii. (Challenges.

Sec. 4. Should the Champion Club be challenged by a club belonging to another city or part of the Dominion, half of the net proceeds received from such match shall go toward defraying travelling and hotel expenses only of the visiting team and its captain.

Sec. 5. Should half the net proceeds amount to more than the actual expenses of the visiting team, they shall receive their expenses only—the balance belonging to the Champion Club.

Sec. 6. A statement, signed by the President and Secretary of the Champion Club, given to the competing club, shall be evidence of the amount of net proceeds taken at such match.

Sec. 7. Any club holding either of the Championships, shall furnish security for the sum of \$200, to the satisfaction of the President and Secretary-Treasurer of this Association, that the Champion Pennant will be given up to the winning club, upon the adjudication of the game by the Referee, or as provided by section 2 of this rule.

Sec. 8. Upon the Pennant being surrendered to the winning club, the President and Secretary-Treasurer of this Association shall return or cancel the security given by the losing club.

Sec. 9. No club shall be entitled to hold both Championships, or play for "The Championship" while holding the "Intermediate Championship."

Sec. 10. No club shall be allowed to challenge for "The Championship" until it has proved its right to be considered a first-class club, by defeating "The Intermediate Champions." Should the "Intermediate Champions" challenge for "The Championship," they shall not be allowed to compete again for the "Intermediate Championship" the same season. In such cases, the "Intermediate Championship" shall revert to the last holders.

RULE XXX.—LOCAL CHAMPIONSHIPS.

PREAMBLE.—In order to create a greater interest in the national game amongst the clubs which cannot compete for the Senior Championship, the N. A. L. A. of Canada proposes to create Local Championships, and to offer for competition among the clubs in each district a trophy, which shall be held by the winners under the annexed rules, and shall be emblematic of the Championship of the district in which it is competed for.

Sec. 1. No club that is not a member in good standing of this Association shall be allowed to compete for or hold these Championships.

Sec. 2. Any club in good standing in this Association shall be eligible to compete for the Local Championship of

the district in which it is situated, unless clubs holding the Senior or Intermediate Championships, or first-class clubs which have competed for the Senior Championship during the previous season.

Sec. 3. Any club holding any of these Championships shall furnish security for the sum of \$50 to the satisfaction of the President and Secretary-Treasurer of this Association that the trophy will be given up to the winning club upon the adjudication of the game by the Referee, as provided for in section 2 of rule xxix.

Sec. 4. In addition to the above sections, all the sections of rule xxviii (challenges) and sections 1, 2, 3, 4, 5, 6 and 8 of rule xxix (championship rule) shall be considered as belonging to this rule.

RULE XXXI.—AMENDMENTS.

Sec. 1. Any amendment or alteration proposed to be made in any part of these laws, shall be made only at the Annual Conventions of the National Association, and by a three-fourths vote of the members present.

Sec. 2. Notice of any proposed alteration or amendment must be made to the Secretary of the Association in writing and by him communicated to the clubs in its membership at least two months before it can be voted upon. When notice of alteration or amendment has been given as above, both the notice and amendments thereto may be voted upon at the Annual Convention.