



LAWS OF LACROSSE

(Adopted 14th November, 1952)

I—THE CROSSE

Sec. 1: The Crosse may be of any length to suit the player, woven with catgut (catgut is intended to mean raw hide, gut, cloth strings, or soft leather). In its widest part the Crosse shall not exceed one foot. A string must be brought through the 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 may be used, but must not be fastened so as to overlap the other length strings, neither shall it or any other fixings be fastened so as to form a pocket lower down the stick than the woven part of the length strings. (The length strings must be woven.)

Sec. 2: No kind of metal whatsoever shall be used upon the Crosse. Cross strings can be added to stop the ball from jamming.

II—THE BALL

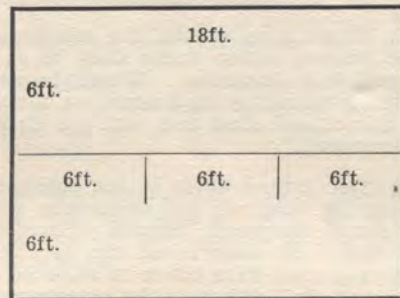
The ball must be of indiarubber sponge, not less than eight inches and not more than $8\frac{1}{2}$ inches in circumference. It must weigh not less than five and not more than $5\frac{1}{2}$ ounces, and it shall be white. In matches the home club shall furnish two or more balls, one of which shall not be used until the commencement of the final quarter.

III—THE GOALS

Each goal shall consist of two poles, which must be six feet and six feet only above the ground, and six feet apart. To each pair of goal posts shall be attached a net extending six feet behind the posts at the ground line, and six feet wide, sloping towards and reaching the top of the posts, and closed in on the sides. The mesh of the net to be not more than three inches measurement. The width of the goal posts shall be preserved by a bar across the top of the posts, to which the net shall be fastened. In matches they must be furnished by the club on whose ground the match is to be played, and shall be placed so that the playing ground between goals shall be 90 yards in length, unless where impracticable.

IV—THE GOAL CREASE

The goal crease shall be a ground space, 18 feet by 12 feet, made by extending the straight line between the goal posts six feet on each side of the posts, and then describing on each side of the whole line thus produced a rectangle, 18 feet by 6 feet, and must be clearly defined with white paint or whitewash, or in some such easily distinguishable manner, thus:



V—CENTRE

A circle with a diameter of ten yards shall be marked in the centre of the ground, or as near the centre as practicable, and must be clearly defined with white paint or whitewash or in some such easily distinguishable manner. No player—other than the centremen—shall be allowed to enter this area or touch the ball until same has been played clear of it.

VI—BOUNDARIES

The width of the playing ground shall be 100 yards, unless otherwise mutually agreed by the Captains. The ball shall remain in play behind the goal if within the boundary, which in no case shall be more than 25 yards behind the goals. The boundary corners and side lines shall be defined by boundary flags.

VII—THE REFEREE

Sec. 1: When it so desires, the Association may appoint a Referee, whose duties shall be as set out in Sections 2 to 9 (inclusive). Where, however, this power is not exercised by the Association, the appointment of this official shall rest with the Captains in mutual agreement.

Sec. 2: The Referee shall at the commencement of a match see that all the regulations respecting the ball, crosse, equipment, playing ground, etc., are complied with. He shall be on the ground during the match, and shall have power to settle all matters in dispute and shall enforce strict observance of the laws hereinbefore and hereinafter contained; but in case a disturbance or an infringement of any of the laws should occur, he may, if he deems the matter of sufficient importance, call in the aid of the Umpires and/or the Captains to settle such dispute. Any proposition or facts that any player may wish brought forward must be made through his Captain, or one other player by the Captain appointed. The Referee shall be bound to give his decision (which shall in all cases be final), and shall not be allowed to express an opinion only. Any side rejecting his decision or refusing to continue the match shall be declared losers. The infliction of penalties shall be within the province of the Referee without appeal.

Sec. 3: No person shall be appointed to act as Referee who is directly or indirectly pecuniarily interested in the result of the match.

Sec. 4: When the Referee has called "Foul" the ball must not be touched by either party, nor must the players—excepting the goalkeeper, who may re-

sume his place in goal, subject to Law XIII, Sec. 9—move from the position in which they happen to be at the moment, until the Referee has called "play."

Sec. 5: When the Referee blows his whistle for cessation of play, for whatever cause, no player shall move until the ball is again in play, unless directed by the Referee.

Sec. 6: The Referee need not suspend play when the player who has been fouled is still in possession of the ball or the ball remains in the possession of such player's side.

Sec. 7: Referees shall enforce the provisions of the laws regarding "free position."

Sec. 8: The Referee may, if he deem the matter of sufficient importance, but without delay, report to the Association any instances of foul, rough play or misconduct.

Sec. 9: In the event of any dispute arising not provided for in or arising out of the interpretation of these laws, the Referee shall, at the time and place of the occurrence of such dispute, decide thereon. Either of the parties to the dispute considering such decision not in accordance with the facts of the case may, however, appeal by handing to the Secretary of the Association, within seven days from the occurrence of such dispute, a written document setting forth the nature of the dispute, and all particulars thereto appertaining. The Association shall, at the first meeting after receipt of such document, or at any subsequent meeting, as they may decide, proceed to adjudicate thereon.

VIII—UMPIRES

Sec. 1: When it so desires, the Association may appoint Umpires, whose duties shall be as set out in Sections 2 to 6 (inclusive). Where, however, this power is not exercised by the Association, the appointment of these officials shall rest with the Captains in mutual agreement.

Sec. 2: There must be one Umpire at each goal, who must stand near the posts when the ball is approaching the goal. They shall not change ends during a match. They must see that the regulations are complied with respecting the goal and goal crease, and in deciding any of these points may consult the Referee. It will also be the duty of the Umpires to decide when a goal has been obtained after receiving the "all clear" signal from the Referee.

Sec. 3: The Referee may call upon the Goal Umpires to decide, with him, any point in dispute.

Sec. 4: In the event of Goal Umpire not being able to give a decision whether a goal has been obtained, the matter shall be referred to the Referee, and if he also cannot decide, the Umpire shall give the benefit of the doubt to the defending side.

Sec. 5: No Umpire shall directly or indirectly be interested in any bet upon the result of the match. No person shall be allowed to speak to the Umpires, or in any way to distract their attention when the ball is near or nearing their goal.

Sec. 6: The Umpire's decision in all matters over which he has control shall be final.

Sec. 7: The Association may disqualify any Umpire

who, in its opinion, shall have knowingly given an unjust decision, and any club appointing an Umpire so disqualified shall be liable to be declared the losers of the match for which such appointment was made.

Sec. 8: Should no Umpires be appointed their duties shall be discharged by the Referee.

IX—CAPTAINS

A Captain, who shall be a playing member, shall be appointed by each team previous to the commencement of a match. The Captains shall be the mouthpiece of their respective teams in all disputes, and shall report any infringement of these laws during a match to the Referee.

X—THE TIMEKEEPER

Sec. 1: When it so desires, the Association may appoint a Timekeeper or two Timekeepers whose duties shall be as set out in the following section. Where, however, this power is not exercised by the Association, the appointment of this official or officials shall rest with the Captains in mutual agreement.

Sec. 2: It shall be the duty of the Timekeeper or Timekeepers to keep an accurate account of the time of each period and notify the Referee by ringing a bell at the completion of each period. If the Timekeeper's signal is not heard the Timekeeper will go on the field or use other means to notify the Referee immediately. If, in the meantime, a goal has been scored, the Referee shall consult the Timekeeper and, if the latter indicates that the time was up before the ball passed through the face of the goal, the

Referee shall rule that the goal does not count. (See Page 35 for interpretation.)

XI—THE TEAMS

Sec. 1: Twelve players shall constitute a full team. Should it be ascertained at any time during the progress of a match that either team was playing more men than the number arranged for, such team shall have all goals thrown prior to the ascertainment of same annulled. At the request of either Captain play shall be stopped and the players called into line for the purpose of counting them. Timekeepers shall make allowance for the time taken in counting the teams.

Sec. 2: The players of each side shall be designated as follows: "Goalkeeper," who defends the goal; "Point," first man out from goal; "Coverpoint," in front of Point; "Third Man," "Right Defence," "Left Defence," "Centre," "Right Attack," "Left Attack," "Third Home," "Second Home" and "First Home" nearest opponents' goal. (See inside cover for diagram.)

Sec. 3: No player shall be allowed to take part in a match if he be not dressed in the uniform of his club, unless with the consent of the opposing Captain and Referee.

Sec. 4: A player shall be required to wear footwear as part of his necessary equipment. In the event of a player being injured and unable to continue playing through non-compliance of this rule the Referee shall not stand down the injured player's place man.

Sec. 5: A player shall not wear spiked footwear or other dangerous equipment. The Referee shall examine all footwear and equipment before the players take part in a match. Any player infringing this law shall be compelled to remove such elements of danger, otherwise he will be disqualified from participating in the game.

Sec. 6: No change of players shall be made after a match has commenced, except for reasons of accident or injury, or except upon an agreement made between the Captains, of which notice shall have been given to the Referee before the commencement of the game. Either side may commence to play with less than its full number, and may complete its team at any time during the game.

Sec. 7: In the event of accident or injury to any player during a match, the Referee shall at once stop the play and, if the injured player is totally incapacitated or otherwise unable to resume, the Referee shall have the right to direct the removal of the injured player, and equalise the number of players on each side by standing down the injured player's place man at the time of such accident or injury.

Sec. 8: The Referee shall have the right to equalise the number of players on each side, as aforesaid, only if no substitute or reserve is available; and if a substitute or reserve is available he shall take the field in place of the injured player within five minutes of the occurrence.

Sec. 9: A substitute may be fielded for the injured player's place man if his Captain deems fit. The goalkeeper's place man shall be deemed to be the opposing goalkeeper.

Sec. 10: Such substitutes shall be limited to two to each side. At the resumption of the game the ball shall be faced off or bounced at the place of occurrence or the Referee may allow the side in possession to put the ball in play. The Referee shall see that the Timekeeper or Timekeepers make allowance for any time lost. (See page 33 for interpretation.)

XII—THE GAME

Sec. 1: Matches shall commence at such times and be played upon such grounds as may be directed by the Association, and any club not prepared to commence a match within fifteen minutes of the time directed may be compelled to forfeit it unless a satisfactory reason for the delay be given to the Association.

Sec. 2: The game shall be started after the Captains have tossed for choice of goals, by the ball being faced-off in the centre ring.

Should the ball strike the Referee or a Goal Umpire or any person intruding on the ground the Referee shall bounce the ball at the place of occurrence but not nearer than ten yards to the goal.

Sec. 3: A match shall be decided by the greater number of goals obtained by either side during the time the Captains have agreed upon to play.

Sec. 4: A goal is scored by the ball passing through the face of the goal from a player who is in front of the goal. The face of the goal shall consist of the goal line as a base, the cross bar of the goal as the top, and the goal posts as the two sides.

Sec. 5: Should the ball pass through the face of the goal after "Time" has been called by the Timekeeper or "Foul" by the Referee, it shall not count as a goal.

Sec. 6: In the event of a free throw being given and not exercised before the time bell, the player shall be allowed his throw and any goal that shall directly result shall be counted.

Sec. 7: The game shall be divided into four quarters, the first two of 25 minutes each, the second two of 20 minutes each (unless otherwise arranged by the Captains). At quarter time the interval shall only be long enough to change ends. At half-time an interval of ten minutes is permitted. At three-quarter time an interval of five minutes shall be allowed but players shall not leave the field during this period. On the resumption of play after such intervals, the ball shall be faced-off in the centre of the ground, as at the commencement of the match. (See page 35 for interpretation.)

Sec. 8: In the event of either team not being prepared to commence the match at the call of the Referee or resume after any interval or break in the play, the Referee may start or re-start the game by bouncing the ball and calling "Play." In such case Law V shall not apply.

Sec. 9: Should the ball be put through either goal by one of the players defending it, by whatsoever means, it shall be counted a goal to the opposite side. No goal shall be scored as the direct result of a kick by the attacking side, and shall be considered a foul. Should it be put through by anyone not actually a player, it shall not count. An attack-

ing player may carry the ball into the crease, and by so doing shall not be a trespasser within the crease whether he precede the ball or not

Sec. 10: In the event of a goal post being knocked down during a match, and the ball put through, which would, in the opinion of the Umpire, be a goal if the post were standing, it shall count a goal for the attacking side.

Sec. 11: When a goal has been allowed, the ball shall be "faced off" in the centre as at the commencement of the match. If after a goal has been obtained, the Referee, should he be of the opinion that time is being deliberately wasted, may again start the game by bouncing the ball within the centre ring.

Sec. 12: The Goalkeeper, while defending the goal within the goal crease, although not allowed to catch and throw with his hand, may put away with his hands or feet or block the ball in any manner with his crosse or body.

Sec. 13: Any player is out of play if he drop his crosse during the game, and must not touch the ball or impede an opponent in any way until he recover his crosse. Should he do so, the Referee may call "Foul."

Sec. 14: In the event of a match being interrupted by darkness, bad weather or any circumstances whereby the Captains and Referee think it inadvisable to continue playing, such match shall be referred to the Association.

Sec. 15: Should the ball lodge in any place inaccessible to the crosse, it shall be taken out by the

hand and "faced off" or bounced at the direction of the Referee.

Sec. 16: When the ball is being "faced off" or bounced, other than in the centre ring, no one shall be allowed to stand closer than five yards from, or interfere with the players facing, until the game is re-started.

Sec. 17: Out of Bounds: (a) Should the ball go out of bounds the Referee shall blow his whistle and bounce the ball at the point where the ball went out of bounds or allow the player nearest the ball when it went out of bounds to put it in play from that point.

(b) Should the ball be deliberately forced or carried out of bounds by a player the ball shall be bounced by the Referee.

(c) In the event of the goalkeeper being on the boundary on his defence side of the centre when the Referee blows his whistle for out of bounds the goalkeeper shall have the right to return to his goal but no other player shall be allowed to take his place.

XIII—FOULS

Sec. 1: The ball shall not be touched with the hand save in the case of Law XII, Secs. 12 and 15.

Sec. 2: No player shall hit wildly with his crosse or throw it at an opponent or at the ball under any circumstances.

Sec. 3: Should the ball catch in the netting, the crosse must immediately be struck on the ground and the ball dislodged.

Sec. 4: An attacking player shall not enter, stand nor check the Goalkeeper within the goal crease, until the ball is within the bounds of the said crease. A player while thus trespassing should be out of play and no goal shall count if obtained while he is out of play.

Sec. 5: No player shall charge into, shoulder or interfere in any way with another who is in pursuit of an opponent. This does not prevent the use of the "body-check" (as strictly defined hereafter) nor the pushing of an opponent with the shoulder in ground scuffles. (See page 31 for definition.)

Sec. 6: No player shall grasp an opponent's crosse with his hand, hold it with his arm or crosse, or between his legs, or under his feet.

Sec. 7: No player shall hold an opponent's crosse, nor push him with crosse in hand, nor run in front of him, nor interfere in any way to keep him from the ball, until the other player reaches it, nor shall he check the crosse of an opponent who is not actually in possession or in the act of taking possession of the ball.

Sec. 8: No player who is in possession of the ball or who is endeavouring to obtain possession of the ball shall protect his crosse with his hand or arm, or with his hand or crosse use any force to prevent an opponent depriving him of possession, or prevent an opponent from obtaining possession of the ball — otherwise than by checking the crosse — nor shall he be allowed to forcibly keep an opponent away with his free arm.

Sec. 9: A goalkeeper cannot resume his place in goals in the event of a foul being given against him or his side.

XIV—ROUGH PLAY

Sec. 1: No player with his crosse or otherwise shall hold, strike or trip an opponent, nor wrestle with the legs entwined.

Sec. 2: A player who, in the opinion of the Referee, strikes another deliberately, with his crosse or otherwise, shall be ordered off the ground for the remainder of the match and reported by him to the Association. Any player considering himself purposely injured during play must report the occurrence, through his Captain, to the Referee.

Sec. 3: The check commonly known as the "square" or "cross" check, which consists of one player charging into another with both hands on the crosse, so as to make the crosse meet the body of his opponent, is strictly forbidden.

Sec. 4: The "up check" is not permitted. This, however, does not prevent a player lifting an opponent's crosse whilst he is endeavouring to obtain possession of the ball off the ground.

Sec. 5: No player shall use the "jab check" consisting of a player extending the end of the crosse at arm's length into the body or face of an opponent.

Sec. 6: A player shall not deliberately kneel, lie down, or drop in front of an opponent who is in motion.

Sec. 7: No player shall swing his crosse horizontally across or into the body of an opponent.

Sec. 8: A player may throw the ball in any manner so long as in so doing he does not touch his opponent with his crosse.

XV—PENALTIES

Sec. 1: For infringement of Law V the Referee may give free position or "re-face-off" at his discretion.

Sec. 2: For breaches of Laws XIII and XIV the Referee may give a "face-off" or bounce or free position at the place where the foul occurred, yet not nearer either goal post than ten yards, unless justified in the opinion of the Referee, and/or he may disqualify the offending player or players for such time during the game as he thinks fit.

Sec. 3: Claiming fouls on trivial grounds must not be tolerated. The Referee shall first caution a player so offending and, if persisted in, disqualify him for such time as he may think fit.

Sec. 4: The Referee shall be bound in all cases to inflict one or other of these penalties when appealed to, should he consider the laws to have been transgressed.

Sec. 5: Any player disputing the decision of the Referee or Umpire during a match, or for otherwise misconducting himself, may be ordered off the field by the Referee without caution.

Sec. 6: Any player making use of profane or ungentlemanly language on the ground or in the dressing room on the occasion of a match shall for a first offence be cautioned and for a second offence be ordered off the ground by the Referee and/or reported to the Association. Any official making use of profane or ungentlemanly language either on the ground or in the dressing room shall be reported to the Association. (See page 35 for interpretation.)

DEFINITIONS OF TERMS

Face-off: The ball is placed upon the ground between the crosse of two opponents, each of whom shall have his face towards the goal he is attacking. The crosses shall be back to back, wooden blades down, lapping at least two-thirds of the net. They shall not move until "Play" is called, when the ball shall be drawn clear.

Tripping is the use of the legs or crosse to throw an opponent.

Charging or shouldering implies motion and unnecessary force in checking and is forbidden, because the object should be to play the ball and not the man.

Free Position: The player awarded "free position" shall be placed in such position of advantage as in the opinion of the Referee he has been robbed of, and all other players shall remain in the position in which they happen to be at the moment, excepting it be the Goalkeeper, who may—subject to Law XIII, Sec. 9—resume his place in goal. The player awarded free position shall then take the ball on his crosse in front of him and, at the signal from the Referee, the game shall proceed.

Bounce: That in the event of a bounce at any stage of the game, the Referee shall bounce the ball in a vertical position between the contending players. If the nature of the ground precludes this then the ball shall be thrown vertically between the two contending players and the Referee shall call "Play on" when the ball is above head height of the said players.

Body Check: A player with the ball in his pos-

session, or within reach of his stick, may be stopped by a body check.

A body check shall be understood to be the stopping or checking of an opponent (who is in possession of the ball or about to receive same) with the checking player's body; provided:

- (a) The check is not made from behind;
- (b) The player making the check does not hit with his stick the body of the player checked;
- (c) The player making the check does not hurl his body through the air, but keeps at least one foot on the ground.

Colt: In all matches between players classed as "Colts" players taking part shall not have attained the age of twenty-one years before the 1st day of March in the year in which such match takes place. That in all matches between players classed as Colts players taking part shall not have played in any interstate match between the States' first teams.

INTERPRETATIONS OF LAWS

LAW XI, SECTIONS 7 TO 10—INJURED PLAYER

An injured player or a place man who has left the field with him shall not re-enter the play without reporting to the referee and obtaining his permission to do so.

If, after inspection, the referee is satisfied that the injury is of a minor nature, no place man may leave the field.

The place man means the position as defined in the Laws of Lacrosse.

The Captain is not exempt from leaving the field if his place man is injured.

The referee shall equalise the number of players on each side if the teams commenced the game at equal strength (i.e., an equal number of players on each side). Should the game be commenced with the sides at an unequal strength and a player on the side with the greater number be injured, such injured player's place man at the time of the accident shall stand down and the game will proceed with a corresponding inequality of strength as when the game commenced.

In giving this interpretation the Australian Lacrosse Council realises that occasions are likely to arise when its observance would impose an increased handicap on the side with the lesser number which may not directly contribute to the cause of the accidental injury or in only a minor degree. It is the wish of the Council that, although the regulation is deemed necessary, it should not function arbitrarily.

The Council considers that in circumstances such as indicated, the Captain of either side should apply to the Referee for an equalisation of the number of men on each side and the Referee shall thereupon call the Captains of both sides into conference.

After fully considering the merits of the application the Referee may exercise his discretion as provided for in this section and equalise the number of players on each side, by not standing down the injured player's man.

When a place man has to leave the field, he shall stand right outside of the playing arena.

Clubs must name their substitutes (if any) and notify the Referee prior to the commencement of a match.

LAW X, SECTION 2, AND LAW XII, SECTION 5

The Council ruled the game or period ends with the ringing of the time bell.

LAW XII, SECTION 7—TIME OF PLAY

The Council ruled that a match must not exceed 90 minutes unless specially provided for by a by-law or resolution of a Member Association for special occasions.

The powers vested in the Captains to vary the period of playing time is restricted to short time only—they have no power to extend the period.

LAW XV, SECTION 6—OFFICIAL

The Council ruled that the word "Official" applies to the President, Vice-president, Secretary, Delegate, Coach and Trainer of a registered club and the Umpires officiating in the game. The word "Players" refers to the twenty-four players actually playing in the match and the four substitutes allowed by the Laws of Lacrosse.
