

THE
Australian Lacrosse Council

(Constituted 8th June, 1931)

CONSTITUTION
AND
LAWS OF LACROSSE

Adopted 7th May, 1935

Hon. Secretary's Address:
C/o. Amateur Sports Club, Melbourne, Victoria

Melbourne:
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LAWS OF LACROSSE

1.—THE CROSSE.

Sec. 1.—The Crosse may be of any length to suit the player, woven with cat-gut (cat-gut 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 India-rubber Sponge, not less than 8 inches and not more than $8\frac{1}{4}$ inches in circumference. It must weigh not less than 5 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.

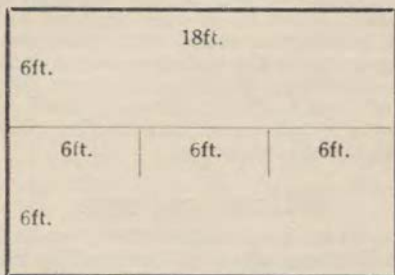
III.—THE GOALS.

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 3 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 110 yards in length, unless where impracticable.

IV.—THE GOAL CREASE.

Sec. 1.—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:—



Sec. 2.—No attacking player shall stand nor check the goalkeeper within the goal crease, unless the ball is within the crease.

V.—CENTRE.

A circle with a diameter of 6 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 white wash or in some such easily distinguishable manner. No player—other than the Centre men—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. 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 to the ball when it went out of bounds to put it in play from that point. The ball shall remain in play behind the goal if within the boundary which in no case shall be more than 50 yards behind the goals. 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.

VII.—THE REFEREE.

Sec. 1.—When it so desires, the Association may appoint a Referee, whose duties shall be as set out in Section 2 to 10 (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 Goal-keeper, who may resume 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."

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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.

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Law 12.
Sec. 7.—Should the ball enter or pass through goal after "time" or "foul" has been called by the Time-keeper or Referee respectively, it shall not count a goal.

Sec. 8.—Referees shall enforce the provisions of the laws regarding "Free position."

Sec. 9.—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. 10.—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

*is not heard the Time-keeper will go out the field
to use the means to notify the referee immediately
in the meantime a goal has been scored the referee
given an unjust decision, and any Club appointing
an Umpire so disqualified shall be liable to be de-
clared the losers of the match for which such ap-
pointment 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 Time-keeper or two Time-keepers whose duties shall be as set out in the following sections. 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.—The Time-keeper or Time-keepers shall by bell punctually give the signal for each cessation of play, as provided by Laws XI. and XII. If two Time-keepers are appointed they shall, during the match, remain together.

XI.—THE TEAMS.

Sec. 1.—Twelve players shall constitute a full team. Should it be ascertained at any time during the progress of a game that either team was playing more men than the number arranged for, such team

It shall be the duty of the Time-keeper 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

shall consist of two time-keepers one of the duties of the time-keeper shall be to give the signal for the cessation of play by ringing a bell. If two time-keepers are appointed they shall, during the match, remain together.

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. Time-keepers 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; "Cover-point," 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 diagram).

POSITIONS ON THE FIELD.

N. Goalkeeper		
N. Point		
S. First Home		N. Cover Point
		S. Second Home
N. Right Defence	N. Third Man	N. Left Defence
S. Left Attack	S. Third Home	S. Right Attack
	N. Centre	
	S. Centre	
N. Right Attack	N. Third Home	N. Left Attack
S. Left Defence	S. Third Man	S. Right Defence
N. Second Home		
S. Cover Point		N. First Home
		S. Point
S. Goalkeeper		

Side Represented—N. North. S. South

Sec. 3.—A player shall not wear spiked footwear or other dangerous equipment. The Referee shall examine all footwear and equipment before the play-

ers 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. 4.—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. 5.—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. 6.—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. Provided that if such accident or injury occurs prior to the half time interval, 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. 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 goal-keeper.

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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 Time-keeper, or Time-keepers, make allowance for any time lost.

XII.—THE GAME.

Sec. 1.—Matches shall commence at such times and be played upon such ground 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. A goal shall be scored by the ball passing between the post from the front.

Sec. 4.—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.

Should the ball enter or pass through the goal from the front of the goal, it shall not count as a goal, by the Touchdown or foul by the referee.

See 3c. A goal is scored by the ball passing through the goal from the front of the goal. The face of the goal shall be the goal line. A goal shall be scored by the ball passing between the goal posts on the side.

Sec. 5.—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), with an interval of 10 minutes between second and third quarters, but at quarter and three-quarter time the interval shall only be long enough to change ends. 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.

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. 6.—Should the ball be put through either goal by one of the players defending it, by whatsoever means, it shall be counted 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 attacking 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. 7.—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. 8.—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. 9.—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. 10.—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. 11.—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. 12.—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. 13.—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.

XIII.—FOULS.

Sec. 1.—The ball shall not be touched with the hand save in case of Law XII., Secs. 9 and 12.

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Sec. 1.—The ball shall not be touched with the hand save in case of Law XII., Secs. 9 and 12.

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.—Attacking player shall not stand, nor check the ^{Goal}keeper within the goal crease, until the ball is within the bounds of the said crease. A player while thus trespassing shall 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, 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.

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 ~~immediately about to take~~ 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 arms 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 across or into the body of an opponent in such a way as to hit or otherwise endanger his opponent's body. This will not, however, prevent a player throwing the ball so long as in so doing he does not touch an 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 13 and 14, 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 10 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.

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.

Body-check is the placing of one's body in the way of an approaching opponent, so that the latter is simply impeded. No checker shall use force in the body-check.

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 advan-

tage 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 ball on his Crosse in front of him, and at the signal from the Referee the game shall proceed.

