

Goblin Game Rules

All rules will be consistent with US Lacrosse guidelines. Special youth rules: 3rd/4th grade division and 5th/6th grade division – no

checking allowed. In these divisions teams must **attempt** two passes before shooting. This includes the clearing pass from the goalie. 7th/8th grade division– Modified checking (below the shoulder) All others, full checking.

1. Minimum team size is 10 players; maximum is 15 players. (Youth teams may have more than 15 players)

2. Each team must have an adult coach (21 years of age or older) who will be in charge of team discipline and act as the team's representative. Teams field 8 players. Each team will keep two attackers and defenders over the midline; teams play 5 v 5 in the attacking zone (not including the defending goalie).

3. Each game consists of two 15 minute running time periods with a 5 minute halftime. A game ending tied is decided by a 3 minute sudden-death overtime, which begins immediately after regulation time with a draw. After three minutes the teams will play a Braveheart.

4. Each period begins with a draw. Other field players will stand ten yards from the draw spot. The goalie must remain in the crease area until possession is signaled.

5. After a goal is scored the ball is awarded to the scored upon goalie who puts the ball in play from her crease area. A referee must whistle to indicate play has recommenced.

6. All player substitutions are on the fly. Players touch sticks at the sideline.

7. Each team is allotted one timeout per game. Timeouts are one minute long. No timeouts in the last two minutes of the game.

8. Players receiving a yellow card will leave the game for one

minute. Any team receiving three yellow cards in the same game will play “man-down” for three minutes for the third card and all subsequent cards during that game. Officials may stop the game if they feel a team is playing out of control and coaches are not enforcing safe play. If this occurs the team with more than three cards will forfeit the game.

10. Coaches must stand on the same side of the field with the scorekeeper in between them. At the conclusion of the game the coaches must verify the outcome with the scorekeeper. If there is any conflict coaches must keep their teams on the field while the scorekeeper calls the Tournament Director.

11. Coaches must be aware of how many games their team will play. In most cases all teams will have the same number of games. Teams must not leave before all games have been played. If there is any doubt please see the Tournament Director before releasing your team.