

## 2019 Roswell Lacrosse Tournament - Girls Rules

US Lacrosse rules will govern all play unless mentioned in the rules details.

	U9	U11		
Age Level	2&3 Grade	4&5 Grade	U13 Division	Sr Select
# of Players	6v6 (6 field players/no goalie) 4 x 4 Goal	7V7 (6 field players and goalie) 6 x 6 Goal	12V12	
Field Size	Short field-sideline to sideline (60-70 yards) with an 8-meter		Regulation field	
Time	(2) 20 minute running clock halves			
Half Time	3 minutes			
Clock Stops	Clock does not stop.			
Time Outs	(1) - 1 minute time out per half (clock does not stop.) No timeouts in last 5 minutes of each half.			
Draw	Draw only at beginning of each half. <b>Only one player from each team may be in the draw circle. All other players must remain in the 8M until possession is called.</b> After goal, ball is given to defense for clear	Draw only at beginning of each half. <b>Only one player from each team may be in the draw circle. All other players must remain in the 8M until possession is called.</b> After goal, goalie will clear the ball and play will run continuously.	Regulation US Lacrosse Rules (Draw after every goal)	
Yellow Card	No cards; player is briefly taken off of field and team does not play short.	The player must come off the field and the team must substitute for her. <b>No "man down."</b> Player must serve 2 minute penalty in penalty box (seated or on her knee).	Player will serve 2 minute penalty in the penalty box (seated or on her knees). After 2 minutes, player is released and can reenter game or team may substitute at that time. Offending team must maintain 4 players behind restraining line.	
Double Yellow Card	No cards; player is briefly taken off of field and team does not play short.	Offending player serves 2 minute penalty in the penalty box (seated or on her knees). After 2 minutes, team may release a substitute and offending player is ejected from current game. <b>(No "man down" at 10U.)</b>		
Red Card	No cards; player is briefly taken off of field and team does not play short.	Offending player serves 4 minute penalty in the penalty box (seated or on her knees). After 4 minutes, team may release a substitute and offending player is ejected from current game and cannot play in the team's next official game. <b>(No "man down" at 10U.)</b>		
Overtime	No Overtime for regular games. Game ends in a tie. During playoff and championship games, three-minute overtime of sudden victory will be played. First team to score will be the winner.			
Checking	None	None	Modified checking; <b>complete</b> stick below the shoulder	Transitional Checking (full checking with addition of 12" sphere)
Defense	1 V 1 Defense. Double teaming allowed inside the 8M			
Mercy Rule	2 <b>attempted</b> pass rule in effect after a team is five points over the opposing team	2 <b>completed</b> pass rule in effect after a team is five points over the opposing team	No Mercy Rule (7 Goal max differential for tiebreakers)	
Pass Rule	Team must <b>ATTEMPT</b> one defined overhand pass originating on offensive side of field before a shot can be taken.	Team must <b>COMPLETE</b> one defined overhand pass originating on offensive side of field before a shot can be taken.	No Pass Rule	
Spectators	Must remain on the opposite side of the field from the team benches.			
Coaches	One coach from each team may be on the field for instruction but out of the area of play	Coaches must stay on their half of the field from their bench to the end line on their side of the playing field. (Coaches may not coach from the substitute or penalty box.) Coach may NOT cross over the centerline toward opponent's bench. A maximum of three coaches may be on the bench side of the field.		

**U9: Will Use 4x4 Goals with no Insert. Missed shots that remain inside the crease will be given to the defense to clear.**

**U11: Goalie Free Clear-Opposing team moves above the 8m only after a goal is scored.**

**3 Seconds Good Defense will be called at U9 & U11**

**Contested ground ball rule will NOT be enforced**

**Offsides will be called at all levels.**

**There is no Goalie Deputy at any Level.**