

Aloha 3v3 Chumash Lacrosse, Event and Game Rules

Updated May 17, 2015

Teams

Teams will comprise 4-5 players. 5 player teams are highly encouraged.

Teams will be placed into divisions based on the 2014-2015 school grade and gender of the players. Players may be allowed to play up one division on request.

- 3rd-4th grade boys division
- 5th-6th grade boys division
- 7th-8th grade boys division
- High school boys division
- Mens 18+ division

Subject to participation levels, the high school boys divisions may be split into varsity and JV divisions. If this happens then the teams will be notified and placed based on feedback and on player ages.

The 18+ will game format will be adhoc based on participation levels, player ages, and skills. Only round games will be played, no bracket games, finals, or tournament awards.

Games

Games will be 20 minutes, played as two 10 minute running time halves, with a 2 minute halftime break.

Each team will play a minimum of 4 20 minute games, comprising 2 or 3 round games followed by 1 or 2 bracket or consolation games. Bracket games past 4 games may be limited to 10 minutes depending on scheduling requirements and team preferences. Ranking criteria at the end of the round games will be:

1. Most wins in round games.
2. Win/loss between tied teams.
3. Win/loss between highest ranked team played by tied teams.
4. Fewest allowed goals against highest ranked team played by tied teams.
5. Fewest allowed goals in round games.
6. Sudden death period, or coin toss, depending on available time.

In the event of a tied game at the end of the second half, play will continue with a 3 minute sudden death overtime. In the event of a tie at the end of the first overtime, a second sudden death overtime will be played with only 1 player from each team on the field. The second overtime will continue until a point is scored.

Game Rules

Game play will follow the most recent version of "Chumash Rules, Aloha Revision".

There is no in-game coaching. Teams are player led.

Any single player who incurs 3 personal/major fouls within a single game will be barred from play for the remainder of the game.

Any single player who incurs 6 personal/major fouls total, **counting all fouls in all games**, will be barred from play for the remainder of the tournament.

Officials will be enforcing the rules, including illegal sticks, mouth guards, etc..

Chumash Rules, Aloha Revision

Revised May 17, 2015

Section 1 - Procedures and Equipment

Most play of the game follows the current NFHS/NCAA field Lacrosse rules, with whatever modification are applicable based on player ages and region.

There are no time limits for ball advancement.

Each team has 3 players on the field at a time.

There are no off-sides.

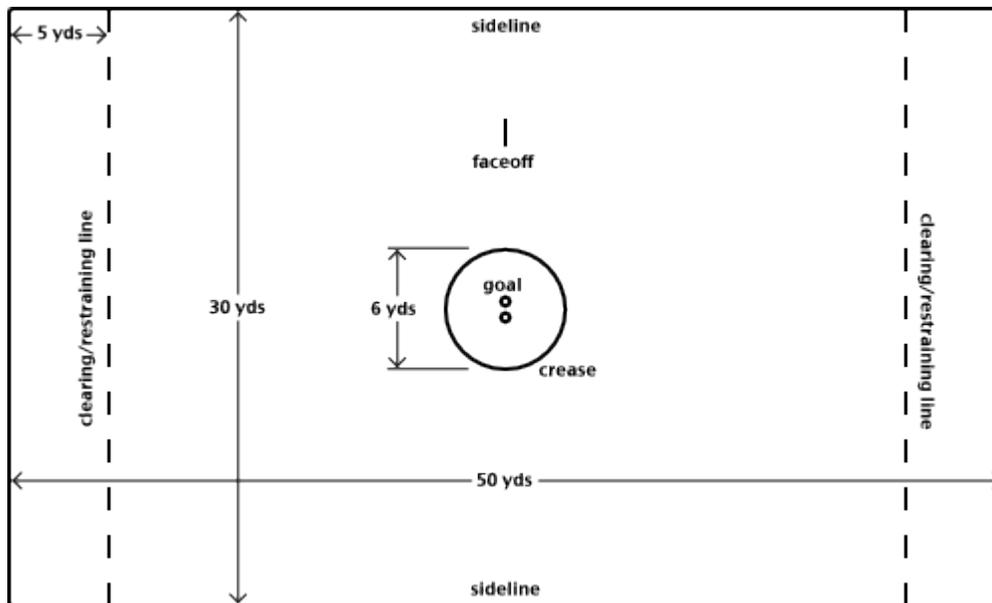
There are no goalies and no goal tending.

All players must play with short sticks, no long sticks or goalie sticks.

The game shall be controlled by one official.

Section 2 - Field

The Chumash field is 50 yards long and 25-30 yards wide. A single "crease" is marked in the center of the field as a 6 yard diameter circle. 5 yards from each end of the field is marked a "take back" line. A single 6 foot high by 1 foot wide vertical net is centered in the crease.



Section 3 - Substitution

There is no substitution box. Substitution may occur from anywhere on the sideline. Penalties are served from anywhere on the sideline.

There is no substitution horn, all substitutions are live.

During substitution, the entering and leaving players must touch while the entering player is completely out of bounds. Stick touches are acceptable.

Section 4 - Crease Handling and Violations

Players cannot enter the crease, regardless of whether they are on offense or defense. If the crease is entered by any player it is a crease violation.

Section 5 - Face-off

A face-off will occur at the start of the game, at the start of the second half, and at the start of any overtime period. There is no face-off after goals are scored, instead possession will go to the defending team behind GLE.

During face-off, one player from each team must be beyond each take-back line. Players can cross the take-back lines as soon as the official initiates the face-off.

Face-off will be done on GLE, midway between one of the sidelines and the crease.

During the face-off until possession is called, crease violations are not enforced. Any player in the crease when possession is called must immediately leave the crease to avoid a crease violation.

Section 6 - Clearing, Goals and Scoring

A goal is when the ball hits the net, or hits two net posts before bouncing away.

Each team is designated one end of the field from which to play offense. When a team gains possession of the ball it must "clear" the ball by carrying or passing it beyond the take back line on the team's end of the field. Once the team has cleared the ball it is now on "offense" and will score 1 point for each goal that is made on the side of the net facing the team's end of the field.

A goal is non-scoring if: 1) it is made while neither team is on offense, or 2) is made on the defensive team's side of the net, or 3) the offensive player who last touched the ball was in or entered the crease when or shortly after last touching the ball. A non-scoring goal is treated as if the ball had gone out of bounds at the sideline at GLE.

When the ball goes out of bounds, possession is awarded based on which team last touched the ball, regardless of whether it was on a missed shot.

After a change of possession, neither team is on offense. The possessing team must clear the ball before goals can be scored.

Section 7 - Goal Tending

Goal tending is defensive play in a position and manner that is: 1) near the crease, and 2) not within stick reach of any offensive player, and 3) facilitates interception, deflection, or blocking of shots on goal.

Defensive players are allowed to intercept, deflect, and block shots, but goal tending is not allowed and will result in a technical foul.

Section 8 - Stalling

During the final 2 minutes of the game, stalling rules will be in effect for whichever team has the most points.

When possession is gained, the possessing team must actively attempt to clear the ball and then to get the ball within the box formed by the offensive teams take back line and GLE. Failure to actively attempt this will result in loss of possession.

Once cleared, failure to keep the ball within the box will result in loss of possession.

During man-up situations, if the man-up team is not actively attempting to score, the referee may call "keep-it-in" and bring stalling rules into effect.