

## **GOBLIN GAMES RULES**

All rules consistent with US Lacrosse guidelines. Youth rules: K-2<sup>nd</sup> Gr, 3rd/4th grade and 5th/6th grade divisions – no checking allowed. **If ball carrier is marked by defense and is standing/walking for 3 seconds, possession will be awarded to defender.** Players must attempt one pass in offensive end of the field before shooting. Coaches please make sure your players are playing good lacrosse. If one opponent is repeatedly running Coast to Coast and shooting bring that to the officials attention. 7th/8th grade division– Modified checking (below the shoulder) All others, full checking. NO TIME OUTS

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
3. Each game consists of two 15 minute running time periods with a 3 minute halftime. If game is tied at the end of regulation there will be a 3 minute sudden-death overtime, which begins immediately after regulation time with a draw. Following this OT, a Braveheart will decide the outcome. Each team chooses 1 player and a goalie and begins with a draw.
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. 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.
8. **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.**
9. 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.