



NU Intramural Sports

Mini-Lacrosse Rules

GENERAL RULES

1. **All players must present their VALID Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous jewelry, headgear, clothing, etc. must be removed prior to participation. Jewelry cannot be taped or covered with a bandage. All participants must have proper footwear. No one may wear cleats!!!
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players required for a game is four (4) and they must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his/her team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

THE GAME AND FIELD

1. The game consists of two (2) fifteen (15) minute halves. The clock will only be stopped for injuries, timeouts, or at a referee's or supervisor's discretion. If a team is leading by ten (10) goals in the second half, or seven (7) goals in the last 2 minutes of the game will end due to the Mercy Rule.
2. Each team is allowed one (1) timeout per half. They may only call for a timeout when they have control of the ball.
3. The playing field includes all walls around the court, as is such, if the ball becomes unplayable or deflects off an object not part of the court, the ball will be dropped in a face-off.
4. The game shall be started with a face-off where the ball will start on the ground; a player from each team will put the head of their sticks next to the ball with the remainder of the stick parallel to the ground. Upon the referee blowing the whistle, the players will try to push the ball into their half of the field. All other players must be outside the center zone and in their own halves. Play will be restarted this way at the beginning of each half and after a goal. Any body contact during the face-off will result in the ball being awarded to the opposing team's goalie.
5. A goal is scored when the entire ball crosses the goal line, between the posts and under the crossbar; a goal may not be awarded from with-in the goal area.
6. All players, except the goalie, may only use sticks provided by NUIM Sports.

7. No player may hold the ball for more than ten (10) seconds.
8. Feet may be used to stop the ball or to keep control of the ball (may pass to yourself) but cannot be used to pass to a teammate or score a goal. Hands may be used to stop a ball and then placed directly in front of the player. Hands may not be used to advance the ball or score a goal.
9. In a 50-50 situation any player to cover the ball with their stick will receive one unimpeded chance (about 2 seconds) to pick up the ball. The ref will clearly state when the ball is covered and when the defender is to back off. If the defense does not allow the player to pick up the ball it will be given to the offensive goalie.
10. Games tied during regular season will end in a draw. For playoffs we will use a golden goal, five (5) minute overtime period. GOLDEN GOAL = First team to score in the overtime period wins and the game ends.

PLAYER RULES

Players:

- Male/Female Divisions - Team consists of six (6) players, one of which must be the goalie. In order for the game to be official, there must be at least four (4) players present per team (teams with less than six (6) players may choose to play without a goalie).
- Co-ed Divisions - Teams consists of three (3) males and three (3) females. In order for the game to be official, there must be at least one (1) male and three (3) females, or two (2) males and two (2) females, or zero (0) males and four (4) females players present per team. At no time can the amount of males on the field out-number the amount of eligible females.
- If at any time there are more than six (6) players on the field the offending team's captain will receive a one (1) minute penalty.

Substitutions:

- Substitutions may be made on the fly within the substitution area; a substitute may only enter the court after another player has left the court.
- Substitutes must remain in the designated area during play.
- Failure to comply with the above rules will result in a one (1) minute penalty to the captain of the offending team.

Goalies:

- The player designated as the goalie, is the only player allowed to use any regulation Goalie Stick. They may use any part of their body to stop the ball but, must distribute the ball using their stick. The goalkeeper may not cross half field and may not score a goal.

FOULS

1. This is a NON-CONTACT/ NON-CHECKING league. The minimum penalty for checking or intentional contact will be a one (1) minute penalty. Some incidental contact may be allowed at the referee's discretion.
2. **Crease Violation:** no offensive player may enter the crease. If this occurs the defensive team will receive the ball behind their goal.
3. **One (1) minute penalties** - A player will serve one (1) minute penalty in the penalty box and their team will play short-handed for the following penalties:
 - Checking
 - Illegal substitution (too many players on the court)
 - Slashing
 - Tripping ** The opposing team will receive the ball. A
 - Pushing player may be released from the penalty box early if
 - Holding a goal is scored against their team. **

4. **Unsportsmanlike conduct** -A player will serve one (2) minute penalty in the penalty box and their team will play short-handed for the following penalties:
- Objecting by word of mouth or action to any decision of an official (dissent)
 - All other Unsportsmanlike Conduct as outlined in the Intramural Handbook
 - Reckless Actions
- ** The opposing team will receive the ball. A player may be released from the penalty box early if a goal is scored against their team. **

5. **Ejections** -Players will be ejected immediately for the following fouls:
- Cross-checking
 - Receiving five (5) one minute penalties or
 - Using insulting, offensive or abusive language two (2) two minute penalties
 - Leaving the bench area to enter the field during
 - Exhibiting violent conduct a fight or altercation
 - Spitting at another person
 - Physically damaging equipment or the facility

** The opposing team will receive the ball. Upon ejection a player may be replaced after a period of three (3) minutes **

6. If any team receives ten (10) one (1) minute penalties or three (3) two (2) minute penalties (an ejection counting as two (2) two (2) minute penalties) then the referee will terminate the game.

7. **Advantage** – If a foul occurs on a player while on offense the referee will hold up his hand signaling a foul. If the team that committed the foul gains possession of the ball, the foul will be enforced. If a goal is scored, the foul will not be enforced.

General Participant Play

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.