

SEC. 2. Games in all cases must be won by putting the ball through the goal from the front side.

SEC. 3. When games last five minutes or less, five minutes' rest shall be taken.

SEC. 4. After each game the opposing teams shall change goals.

SEC. 5. Should the ball be accidentally put through a goal by one of the players defending it, it shall be game for the team attacking that goal. Should it be put through a goal by any one not actually a player, it shall not count.

SEC. 6. In the event of a goal-post being knocked down during a match, and the ball put through what would be the goal, in the opinion of the umpire at that end, if the goal-posts were standing, it shall count game for the attacking side.

SEC. 7. In no case must the ball be faced closer to the goal than ten (10) yards in any direction.

SEC. 8. The goal-keeper, while defending goal within the goal-crease, although not allowed to catch and throw with his hands, may put away with his hand, or block the ball in any manner with his lacrosse or body.

SEC. 9. Should the ball lodge in any place inaccessible to the lacrosse, it may be taken out, and the party picking it up shall "face" with his nearest opponent.

SEC. 10. Should the ball catch in the netting, the lacrosse shall be immediately struck on the ground to dislodge it.

SEC. 11. Ball thrown out of bounds must be "faced" at the nearest spot where it left the bounds, and all the players shall remain in their places until the ball be faced.

SEC. 12. Players may change their lacrosses during a match.