



LAW OF LACROSSE.

NOTE.—These Laws are the only recognized rules of the game.

RULE I.—The Crosse.—The Crosse may be of any size to suit the player, but the net work must not be bagged; it must be flat when the ball is not on it. A leading or outside string above the level of the others may be used. It may rest on the top of the stick, but not have anything under to increase its height.

RULE II.—The Ball.—The Ball shall be India-Rubber Sponge, not less than eight, and not more than nine inches in circumference. In matches it shall be furnished by the challenged party.

RULE III.—The Goals.—The Goals may be placed at any distance from each other, and in any position agreeable to the Captains of both sides. The Flag Poles shall be six feet above the ground, including any top ornament, and six feet apart, and in a match may be furnished by either party.

RULE IV.—The Goal-Crease.—There shall be a line or crease, to be called the Goal-Crease, drawn in front of each Goal, at a distance of six feet from the Flags within which no opponent shall stand, unless the Ball is actually near or nearing the Flags.

RULE V.—Spectators.—Spectators must stand at least twenty feet from the Goals.

RULE VI.—Umpires.—There shall be two Umpires at each Goal, one for each side. Unless otherwise agreed upon by the Captains they shall not be members of either Club engaged in a match, nor can they be changed during a match, except for reasons of illness or injury. They must be thoroughly acquainted with the game, and in every way competent to act. Before a match begins they shall see that all the regulations respecting Crosse, Ball, Goal, Goal-Crease, &c., are strictly complied with; and in deciding whether or not a Crosse is bagged, they shall take the opinion of the Captains and the Referee. During the game they shall stand behind the Flags, and shall have power to decide all disputes, subject to Rule VIII., and suspend from play any player infringing these laws. No Umpire shall, either directly or indirectly, be interested in any bet upon the result of the match. No person shall speak to the Umpires or distract their attention when the Ball is near or nearing their Goal.

RULE VII.—Referee.—The Umpires shall select a Referee to whom all disputed games whereon they are a tie, may be left for decision. He shall take the evidence of the players particularly interested, the respective opinions of the differing Umpires, and, if necessary the opinions and offers of the Captains, in cases where the discontinuance of the game is threatened. His decision shall in all cases be final.

RULE VIII.—Captains.—Field Captains, to superintend the play, may be appointed by each side previous to a match, who shall take up for choice of Goal, and select Umpires. They shall report any infringement of the laws to the Umpires. They shall be members of the Club by whom they are appointed, and may or may not be players in a match; and if not, they shall not carry Crosses.

RULE IX.—Designation of Players.—The players of each side shall be designated as follows:

1. Goal-keeper—who defends the Goal.
2. Point—who is first man out from Goal.
3. Cover-Point—who is in front of Point.
4. Centre—who “faces” in the centre of the field.
5. Home—who is nearest the opponent’s Goal.

The remaining players shall be termed “Fielders.”

RULE X.—Number of Players.—Twelve players on a side shall constitute a full field, and they must have been regular members of the Club they represent, and no other, for thirty days prior to a match.

RULE XI.—Change of Players.—No change of players shall be made after a match has commenced, except for reasons of accident or injury during the match. When a match has been agreed upon, and one side is deficient in the number of players, their opponents may either limit their own numbers to equal them, or compel them to fill up the complement.

RULE XII.—Spiked Soles.—The players shall not wear spiked soles.

RULE XIII.—Touching the Ball with the Hand.—The Ball must not be touched with the hand, save in the cases of Rules XIV and XV.

RULE XIV.—Goal-Keeper.—Goal-Keeper, while defending Goal within the Goal-crease, may stop balls in any manner.

RULE XV.—Ball taken up with the Hand.—Whenever the Ball is taken up, or out of a hole, with the hand, during the progress of a game, it must be faced for with the nearest opponent.

RULE XVI.—Accidental Game.—Should the Ball be accidentally put through a Goal by one of the players defending it, it is game for the side attacking that Goal. Should it be put through a Goal by any one not actually a player, it shall not count for or against either side.

RULE XVII.—Holding, Striking & Pushing.—Players shall not hold each other, nor grasp an opponent’s Crosse, neither shall they deliberately strike or trip each other, nor push with the hand.

RULE XVIII.—Changing Sides.—After each game the players shall change Goals, unless otherwise agreed upon.

RULE XIX.—Penalties for Foul Play.—Any player convicted of deliberate foul play or infringement of these rules, shall be suspended from play by the Umpires at request of his Captain.

RULE XX.—Deciding a Match.—A match shall be decided by winning three games out of five, unless otherwise agreed upon.

RULE XXI.—Amending Laws.—Any amendment, revision, or alteration proposed to be made in any part of these Laws, shall be made only at the Annual Conventions of “The National Lacrosse Association of Canada” and by a three-fourth vote of the members present.

GOD SAVE OUR QUEEN.